Throwing_machine

1.Learning goals

In this lesson, we mainly learn how to control 270°block servo by micro:bit board and super:bit board.

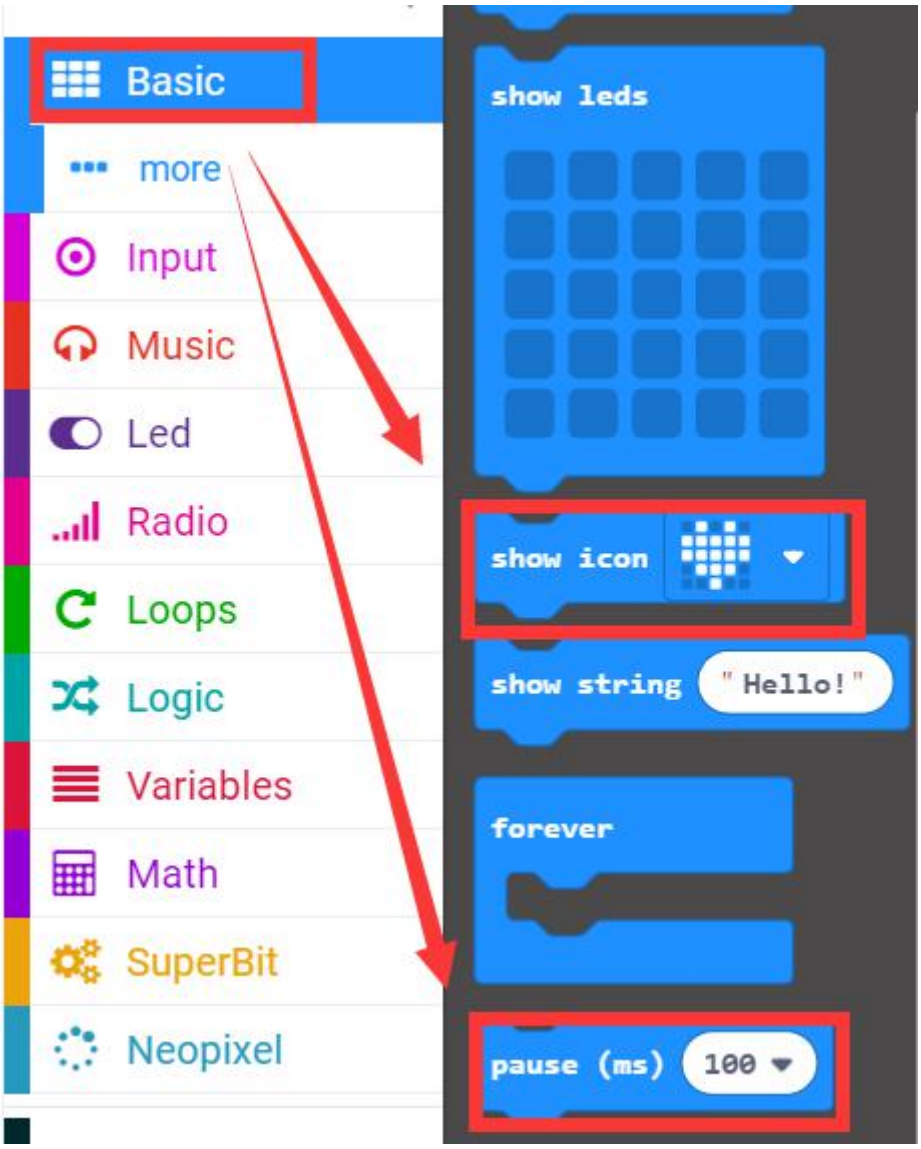
2.Programming method

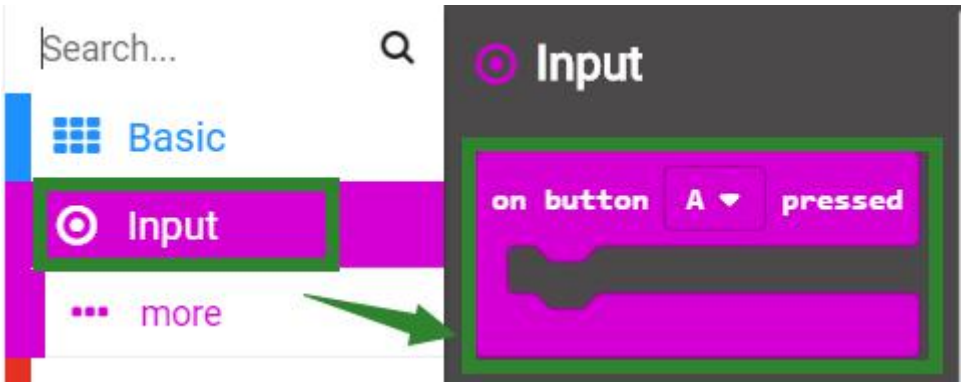
Mode 1 online programming: First, we need to connect the micro:bit to the computer by USB cable. The computer will pop up a USB flash drive and click on the URL in the USB flash drive: **http://microbit.org/** to enter the programming interface. Add the Yahboom package https://github.com/lzty634158/SuperBit to program.

Mode 2 offline programming: We need to open the offline programming software. After the installation is complete, enter the programming interface, click【New Project】, add Yahboom package: https://github.com/lzty634158/SuperBit, you can program.

3.Looking for blocks

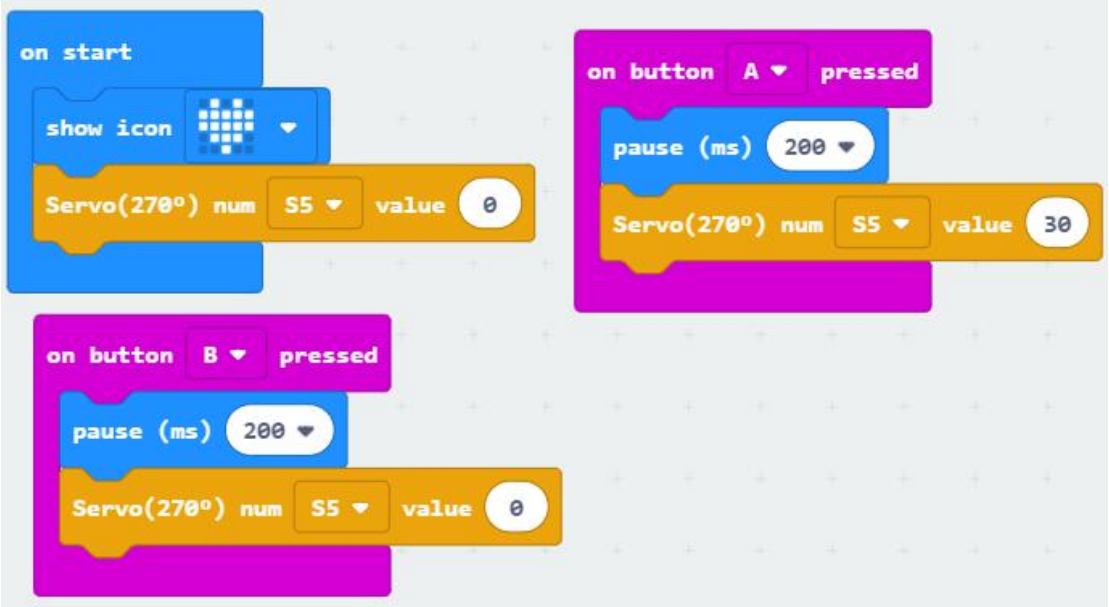
The following is the location of the building blocks required for this programming.


Basic
more
Input
Music
Led
Radio
Loops
Logic
Variables
Math
SuperBit
Neopixel
show leds
show icon
show string
" Hello! "
forever
pause (ms)
100

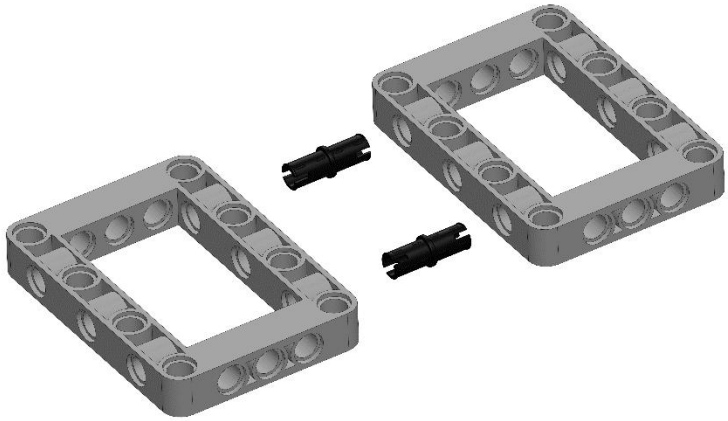

Search...
Basic
Input
more
Input
on button
A
pressed

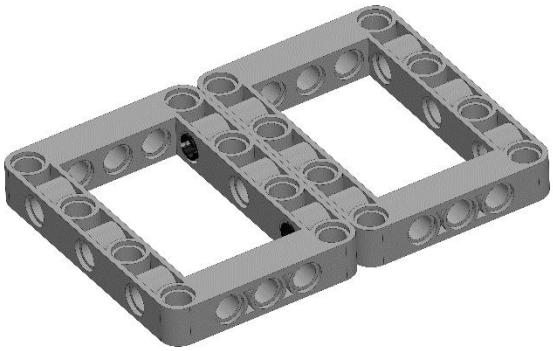
3.Looking for blocks

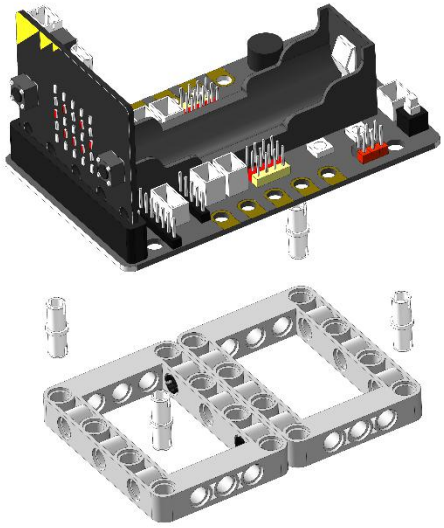
The following is the location of the building blocks required for this programming.

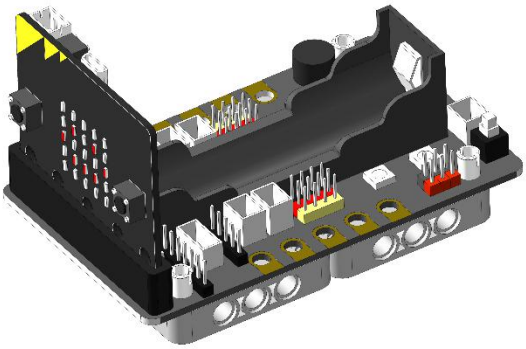


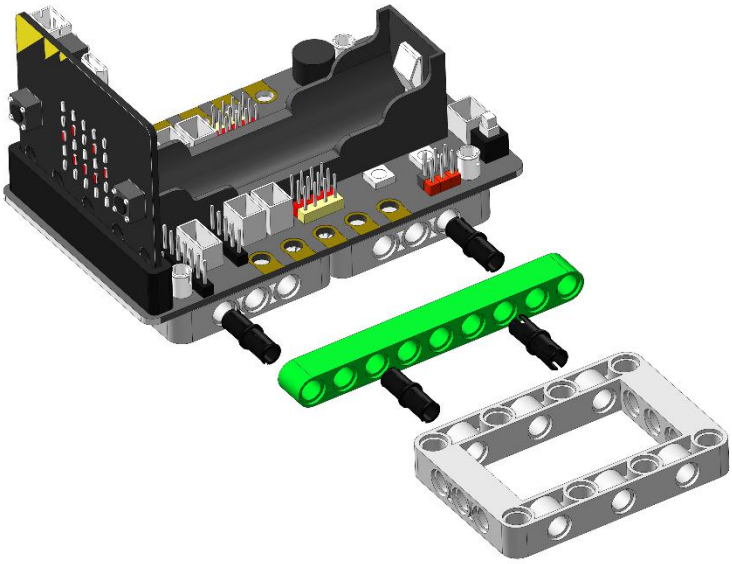
4. Building block assembly steps

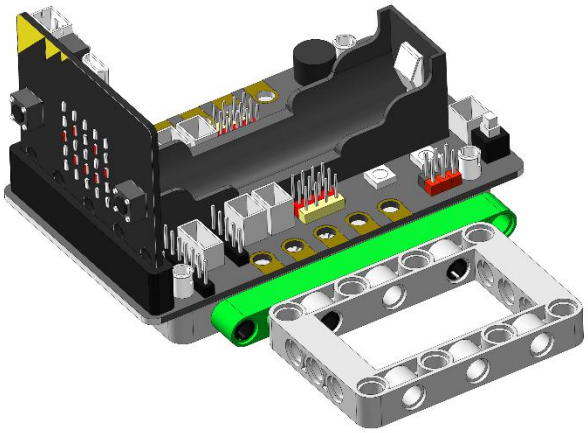


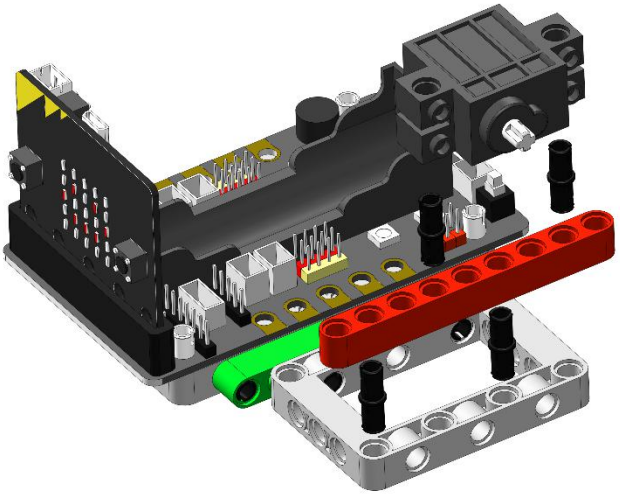


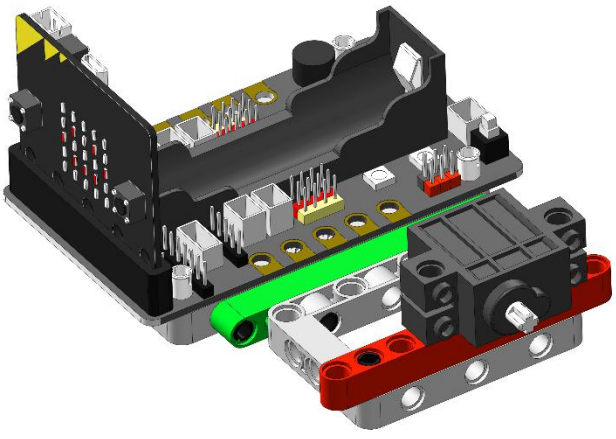


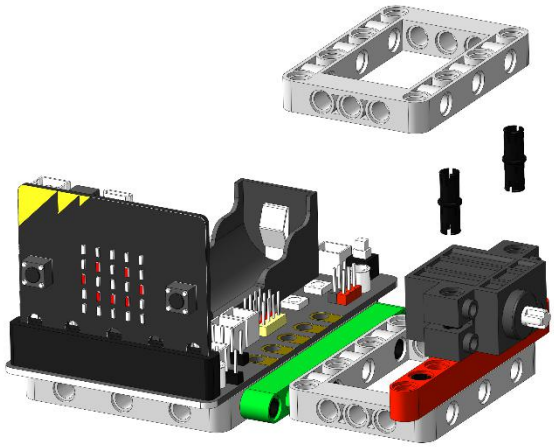


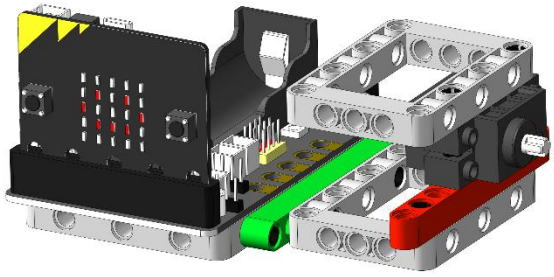


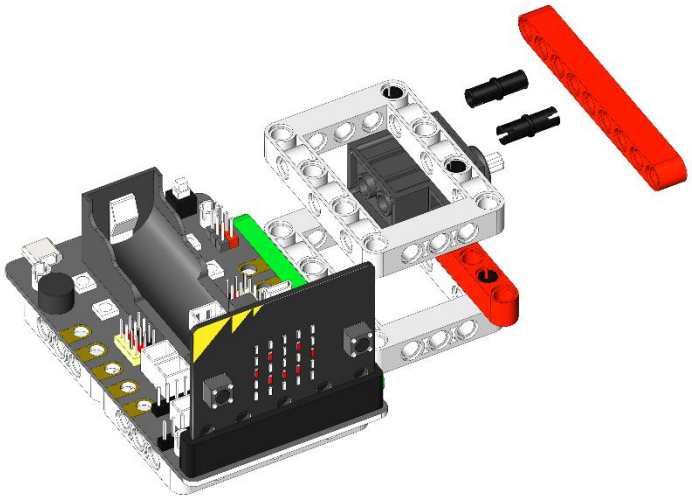


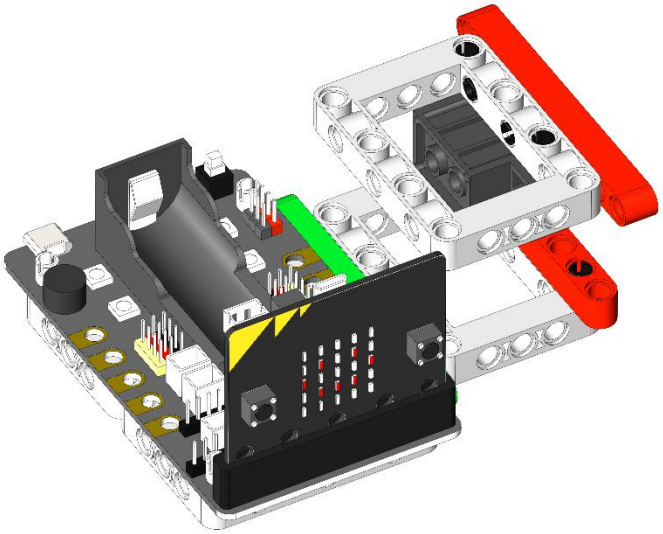


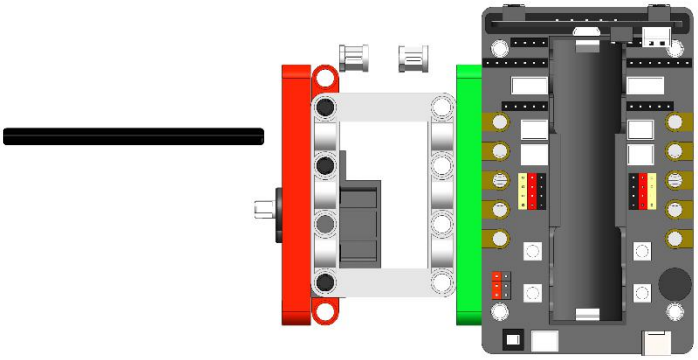


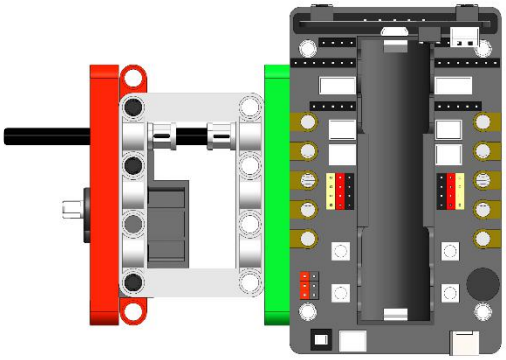


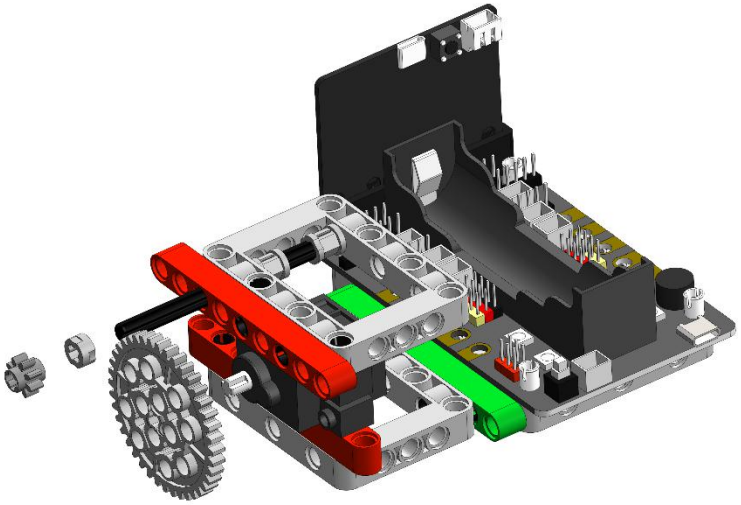


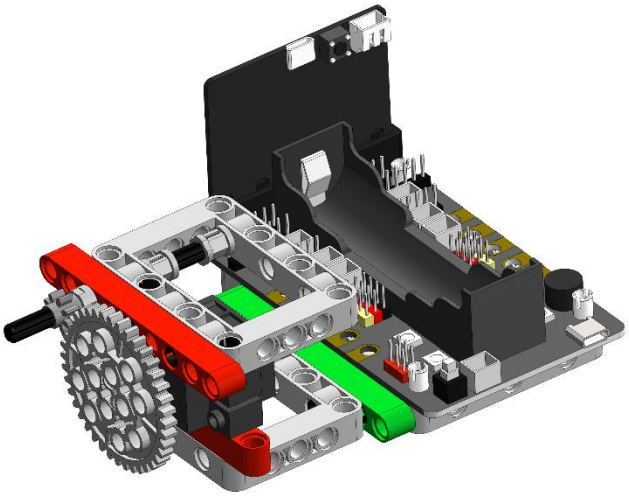


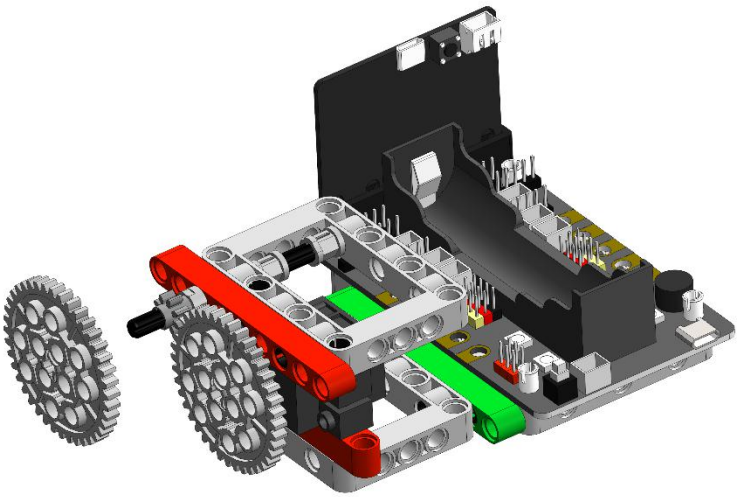


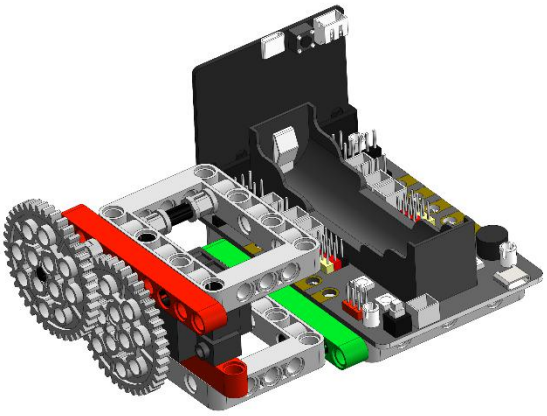


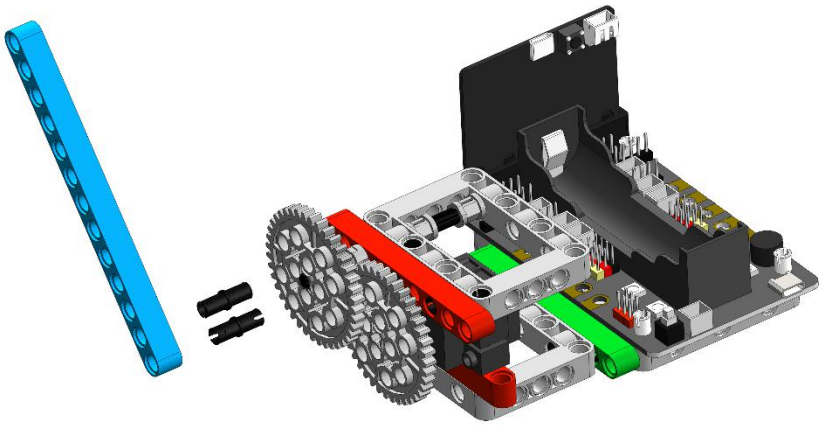


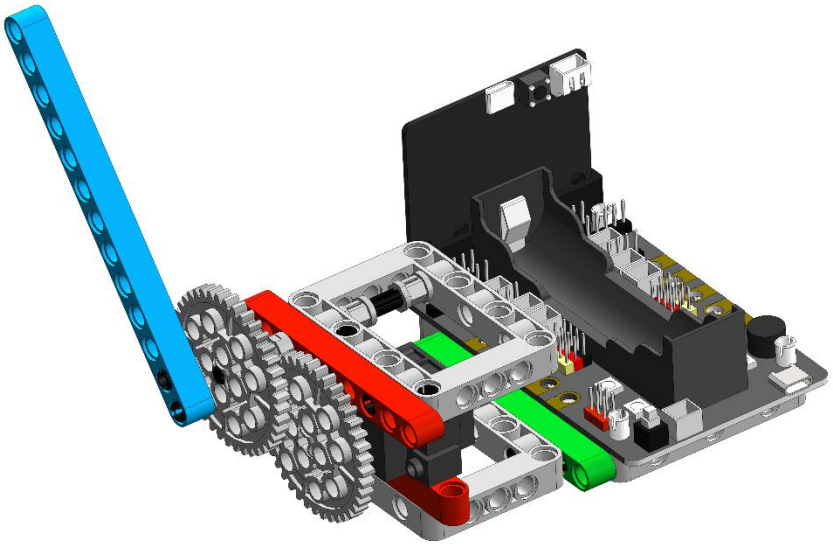


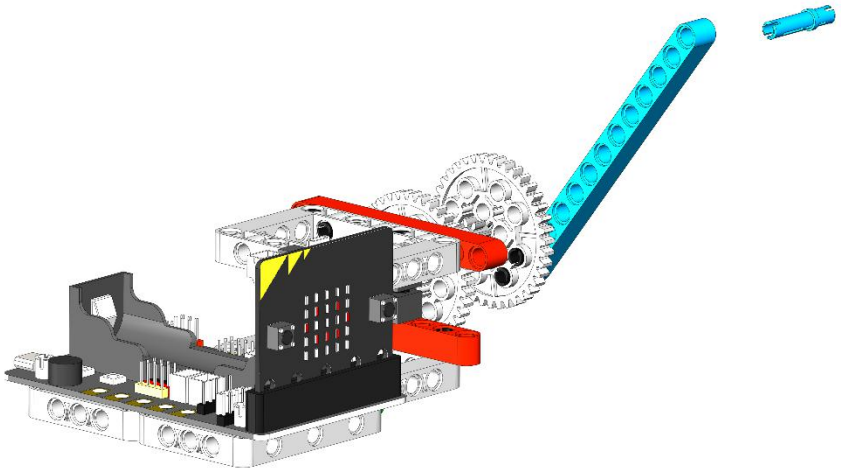


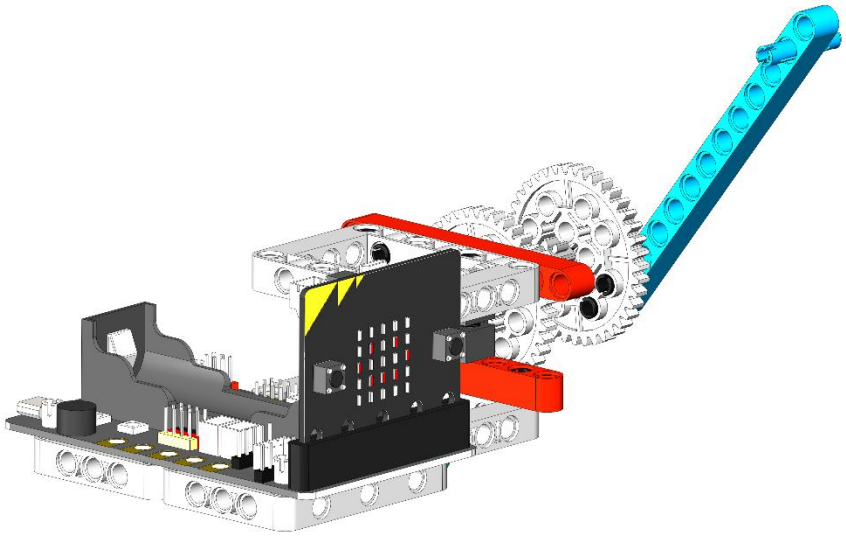


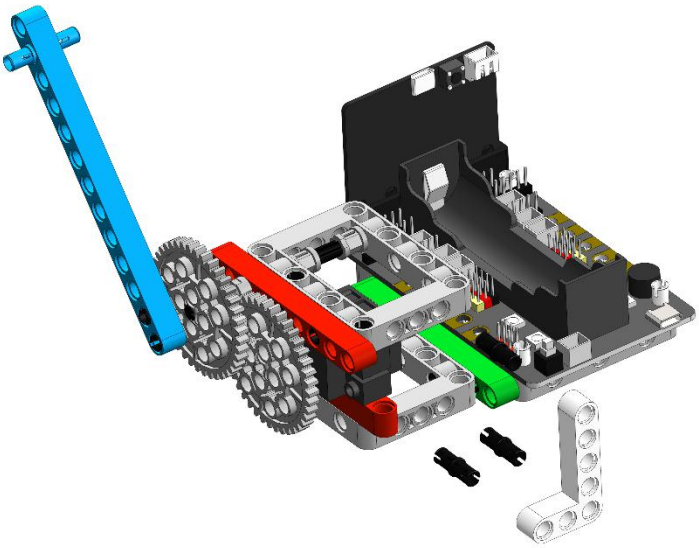


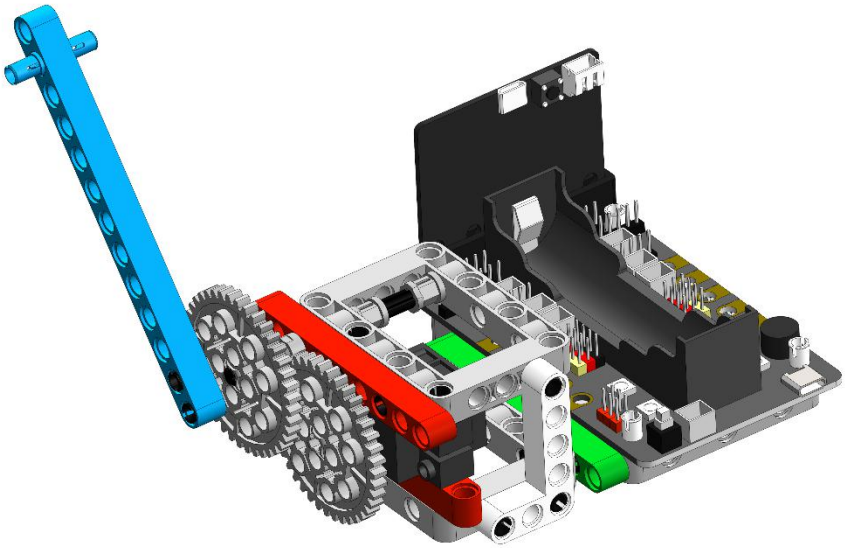


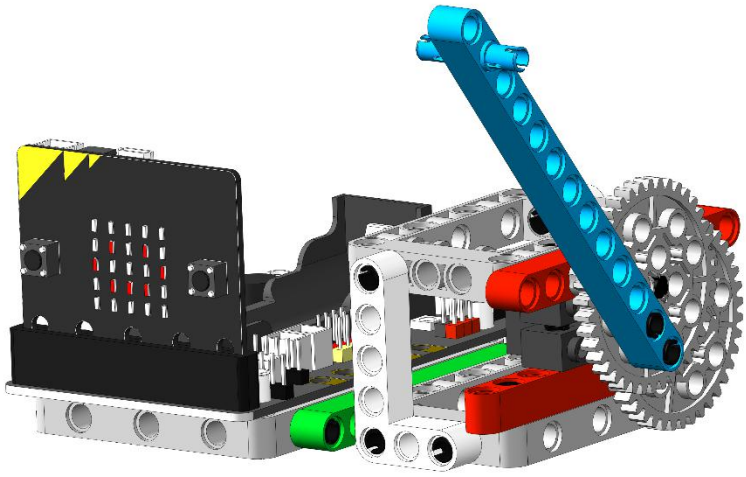


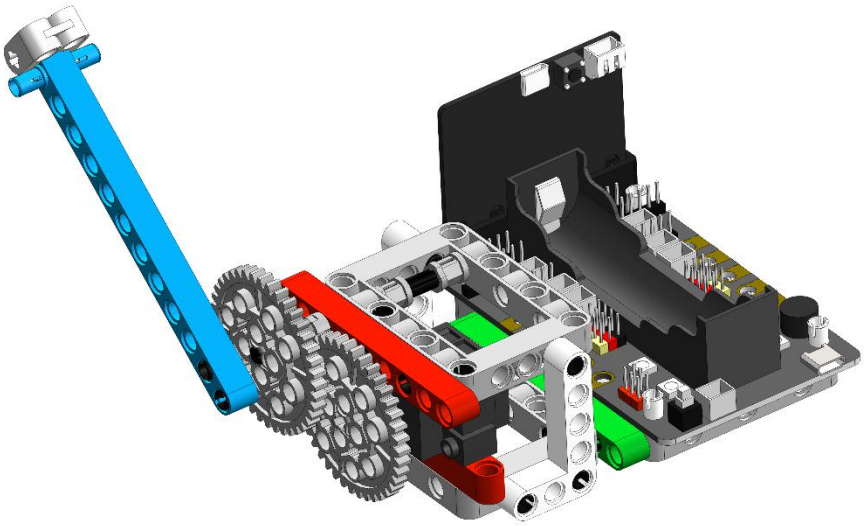












Hardware connection

The 270° block servo connect to the S1 interface of the Super:bit

expansion board. The orange wire of the 270° block servo is connected to the yellow pin of S1, the red wire of the 270° block servo is connected to the red pin of S1, and the brown wire of the 270° block servo is connected to the black pin of S1.

5. Experimental phenomena

After the program is successfully downloaded, the micro:bit dot matrix will display the heart pattern.

We can press the A button to throw the object out, press the B button to return to the position.

If you need to start over, press the reset button on the back of the micro:bit board.