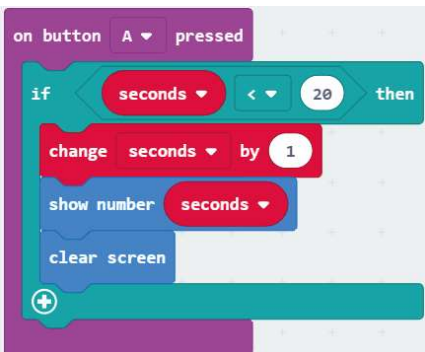# raspikidd Countdown Timer

Setting Seconds to 0 on start

1. To set seconds to 0 you need to first create a variable called seconds.

2. Now you will see new blocks appear under the variables menu.

3. Drag a set seconds to 0 block to the coding area and attach it within the on start block so your code looks the same as above.

Increasing the timer by 1

1. Click on Input. Click and drag on button A pressed to the coding area and drop it next to the on start block.

2. Click on Logic. Click and drag an if then block to the coding area and attach it inside the on button A pressed block.

3. Click on Logic. Click and drag a 0 < 0 block into the coding area and attach it within the true part of the if then block to make it look like the code below.

4. Click on Variables. Click and drag a seconds block to the coding area and attach it within the first 0 of the if then block.

5. click on the second 0 of the if then block and type 20.

6. Click on Variables. Click and drag a change seconds by 1 block to the coding area and attach it within the if then code block.

7. Click on Basic. Click and drag a show number block to the coding area and attach it under the change second by 1 block.

8. Click on Variables. Click and drag a seconds block to the coding area and attach it within the 0 of the show number block.

9. Click on Baisic. Click on more. Click and drag a clear screen block to the coding area and attach it under the show number block.

Start timer when button B is pressed
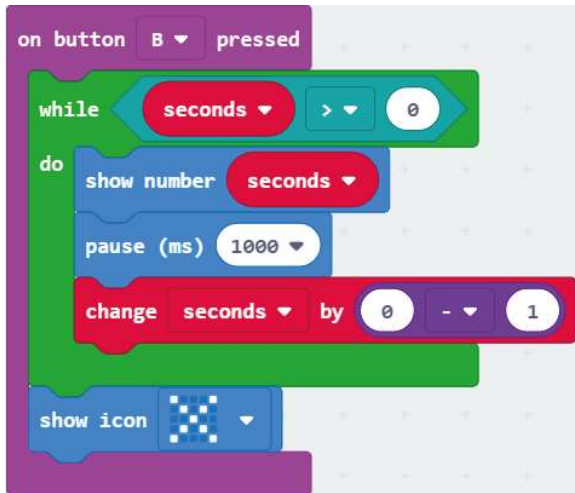
1. Click on Input. Click and drag an on button A pressed block to the coding area.

2. Click on the small arrow next to the A and pick B.

3. Click on Loops. CLick and drag a while do block to the coding area and attach it within the on button B pressed block.

4. Click on Logic. Click and drag a 0 = 0 block to the coding area and attach it within the true of the while do block. Click on the small arrow next to the = and click on >.

5. Click on Variables. Click and drag a seconds block to the coding area and attach it within the first 0 of the while do block.

6. Click on Basics. Click and drag a show number block to the coding area and attach it within the while do block.

7. Click on Variables. Click and drag a seconds block to the coding area and attach it within the 0 of the show number block.

8. Click on Basics. Click and drag a pause(ms) 100 block to the coding area and attach it under show number. Click on the small arrow next to 100ms and click 1 second.

9. Click on Variables. Click and drag a change seconds by 1 block to the coding area and attach it under the pause(ms) 1000 block.

10. Click on Math. Click and drag a 0 = 0 block to the coding area and attach it within the 1 of the change seconds block. Type 1 within the second 0.

11. Click on Basics. Click and drag a show icon block to the coding area and attach it under the while do loop. Click the small arrow next to the heart and change the icon to an X.

12. Your Code is now complete and should look like the code below:
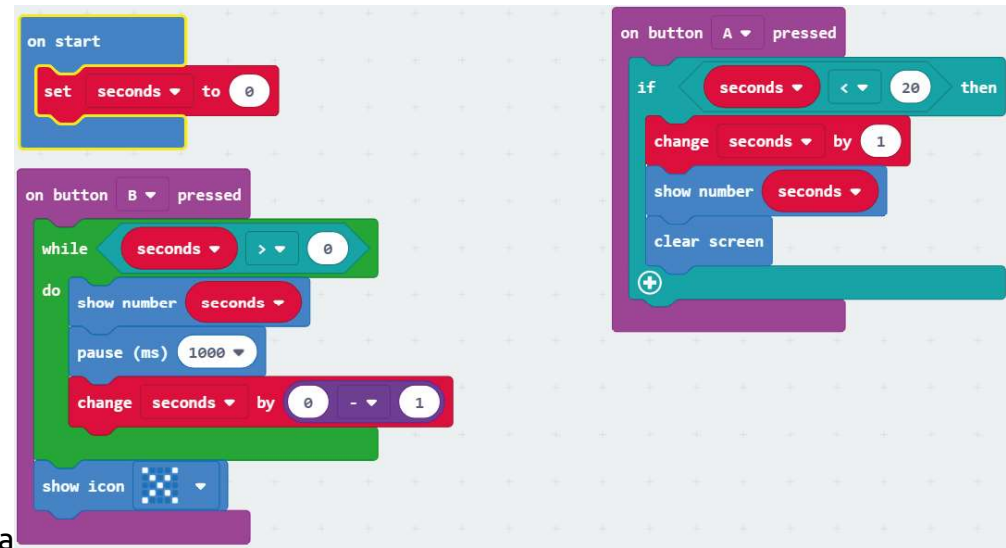
Lets click Download and run our code on the micro:bit!