

What is a My Block?

My Blocks are a combination of one or more blocks that you create that can be grouped into a



single block. Once this custom block is created, you can use it in multiple programs.

Every programming language has something like a My Block (e.g. functions, procedures, or methods). If you are looking to improve your programming style, you should learn to use My Blocks.

My Blocks are great programming tools. When used correctly, they can be very useful. They can have inputs and outputs (parameters).

When should you use a My Block?

- When your robot is going to repeat an action inside your program
- When your code is repeated in a different program
- To organize and simplify your code



What is a useful My Block?

Read below to learn what makes a useful My Block.

- Making very specific My Blocks will result in 100s of them (e.g. Move_2inches)
- Adding more inputs into a My Block might make them useful in more situations
- Having too many inputs could also make them very hard to read/understand

Balance your needs and goals to figure out what is the best use for each task. *Plan ahead as a team to decide what would make a good set of My Blocks.*

EV3Lessons.com has several My Blocks Lessons in Intermediate to get you started.

A note about My Blocks and multiple computers.

If your team programs on different computers, merging the code back is complicated when you use My Blocks. Merging code results in multiple copies of the same My Block being created. There is, unfortunately, no simple solution that we know.

My Block	What does it do?	Is it useful?
Move_2inches	Moves the robot 2 inches	<ul style="list-style-type: none"> • This My Block is not useful • You will use it again and again (for 2 inch movements) • But what if you want to move a different distance?
Move_Inches with inches and power as inputs	You can enter the number of inches and the power you want your robot to move	<ul style="list-style-type: none"> • This is a useful My Block • It has parameters you are most likely to use and change
Move_Inches with inches, power, angle, coast/break, text to display, color to blink, etc.	You can pick numerous parameters (inputs) such as inches, power, angle,...	<ul style="list-style-type: none"> • Looks useful. • But will you ever use all the inputs for a particular program?