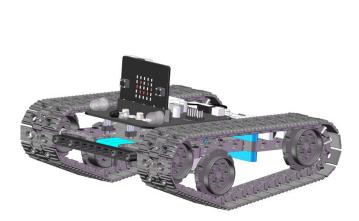


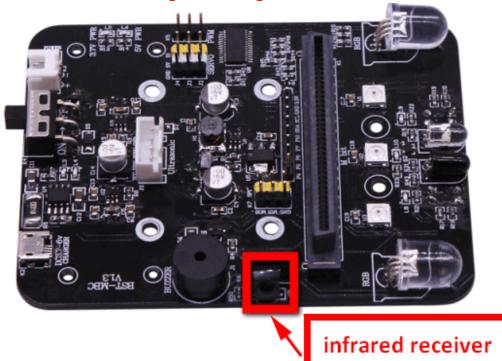
# Lesson2 Building:bit Tank car---"Infrared remote control"



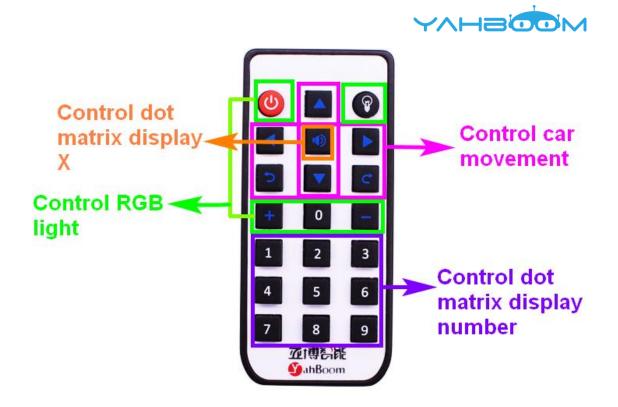


#### Note:

- 1. When performing infrared remote control, the remote controller should face the infrared receiver on the expansion board.
- 2. There is a plastic piece on the bottom of the infrared remote controller that needs to be taken down for normal use.
- 3. The infrared light emitted by the infrared remote controller and the infrared receiver is invisible to the human eye. It can be seen under the camera without filtering infrared light.



#### 1.Experimental phenomena



### 2. Preparation before class

We needs to be ready: Building Block Tank \*1 Infrared remote controller \*1 USB data cable \*1

### 2-1.Two programming methods:

Online programming:

First,we need to connect the micro:bit to the computer by USB data cable, the computer will pop up a USB flash drive. Then, click on the URL in the USB flash drive: http://microbit.org/ to enter the edit process interface, click to

【Extensions】, and copy the package URL:

https://github.com/lzty634158/yahboom\_mbit\_en and https://github.com/lzty634158/YB\_IR to the input field, and you can use the building blocks of the Yahboom software package.

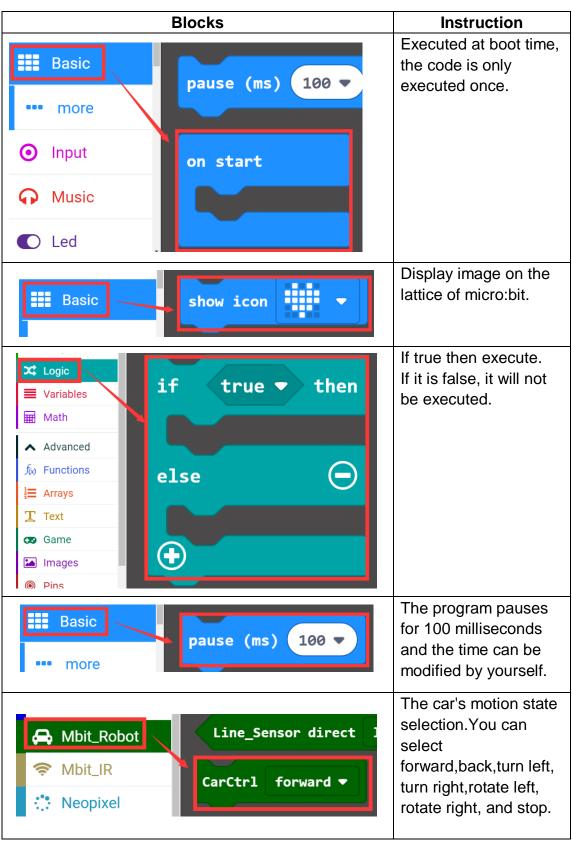
Offilne programming:

Open the offline programming software Makecode, click to 【Extension】 and copy the package URL: https://github.com/lzty634158/yahboom\_mbit\_en and https://github.com/lzty634158/YB\_IR to the input field, and you can use the building blocks of the Yahboom software package.

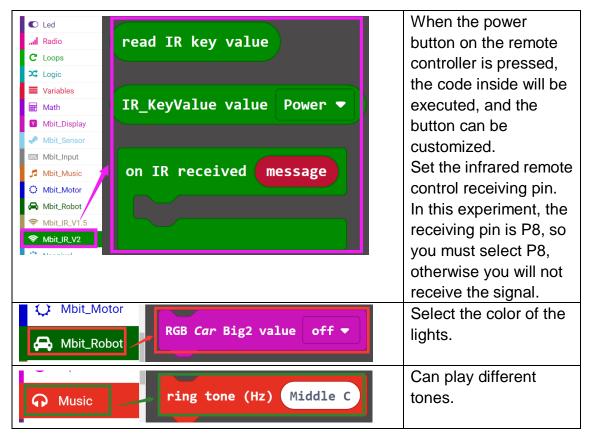
For detailed programming, please read the documentation before class [1. Preparation before class] ---- [Introduction of programming method]. We use micro:bit official website for online programming in here.

#### 3. Studying blocks









## 4.Programming

Next, we started to write the program for the infrared remote control of the building block Tank, as shown below:



```
on IR received message
 set | ir ▼ | to | message ▼
 if
                          IR_KeyValue value Up ▼
                                                      then
         message 🔻
   set ir ▼ to 1
                              IR_KeyValue value Down ▼
 else if <
                                                                     Θ
            message ▼
                                                           then
        ir ▼ to 2
   set
 else if <
                                                                    \Theta
            message 🔻
                              IR_KeyValue value Left ▼
                                                           then
   set ir ▼ to 3
 else if <
            message 🔻
                              IR_KeyValue value Right ▼
                                                            then
                                                                     Θ
   set ir ▼ to 4
 else if <
            message ▼
                              IR KeyValue value SpinLeft ▼
                                                               then 🛑
   set ir ▼ to 5
 else if
                                                                then 🖃
                              IR_KeyValue value SpinRight ▼
            message 🔻
   set ir ▼ to 6
                                                                    \Theta
 else if
            message 🔻
                              IR KeyValue value Beep ▼
                                                           then
        ir ▼ to 7
 else if <
                                                                    Θ
                              IR_KeyValue value Power ▼
                                                            then
            message ▼
   set ir ▼ to 8
                                                                    \Theta
 else if <
                             IR_KeyValue value Add ▼
            message 🔻
                                                          then
```



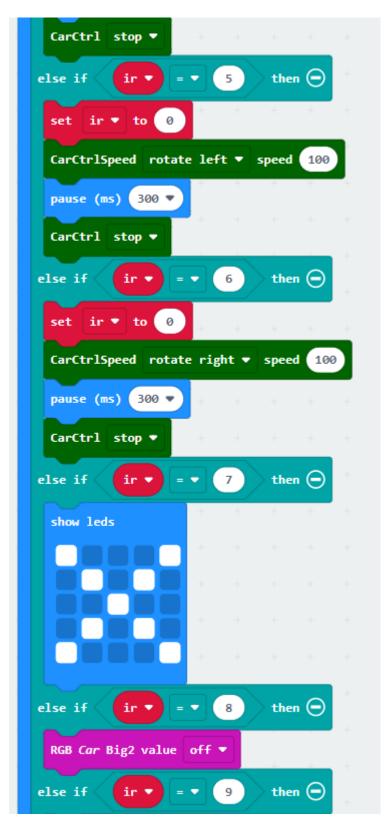




```
\Theta
else if <
         message ▼ = ▼ IR_KeyValue value Eight ▼
                                                        then
 set ir ▼ to 19
else if <
                     = ▼ IR_KeyValue value Nine ▼
          message ▼
                                                       then
                                                                \Theta
 set ir ▼ to 20
                                                                else if (
          message ▼
                          IR_KeyValue value Light ▼
                                                        then
 set ir ▼ to 21
\odot
```

```
forever
       ir ▼ = ▼ (2)
                         then
  set ir ▼ to 0
  CarCtrlSpeed forward ▼ speed 100
  pause (ms) 300 ▼
  CarCtrl stop ▼
         ir ▼ = ▼ 2
                          then 🕣
 else if
  set ir ▼ to 0
  CarCtrlSpeed back ▼ speed 100
  pause (ms) 300 ▼
  CarCtrl stop ▼
 else if ( ir ▼ = ▼ 3
                          then 🕣
  set ir ▼ to 0
  CarCtrlSpeed turn left ▼ speed 100
  pause (ms) 300 ▼
  CarCtrl stop ▼
 else if (ir ▼ = ▼ 4
                           then 🖃
  set ir ▼ to 0
  CarCtrlSpeed turn right ▼ speed 100
  pause (ms) (300 ▼
```

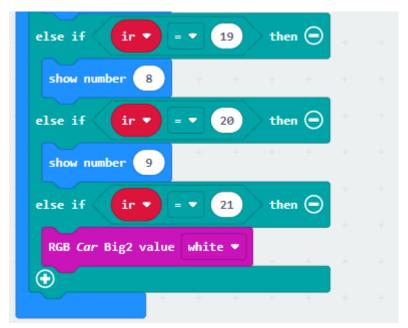












The above is the program for this Tank car. After writing, we need to download it to the micro:bit board.