

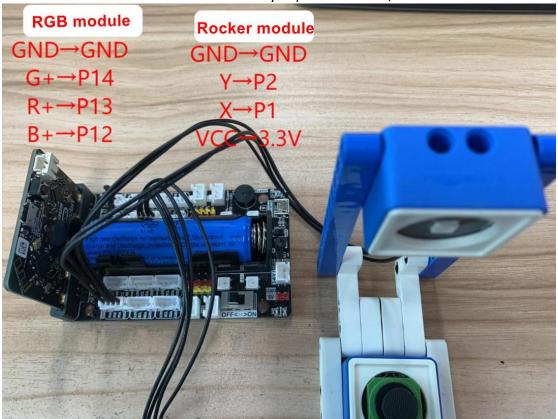
#### **Control rocker**

# 1. Learning target

In this course, we will learn how to use Micro:bit, super:bit expansion board and rocker module to achieve control rocker.

## 2. Preparation

Connect the module to Micro:bit board by expansion board, as shown below.



### 3. 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: <a href="http://microbit.org/">http://microbit.org/</a> to enter the programming interface. Add the Yahboom package <a href="https://github.com/YahboomTechnology/SuperBitLibV2">https://github.com/YahboomTechnology/SuperBitLibV2</a> to program.

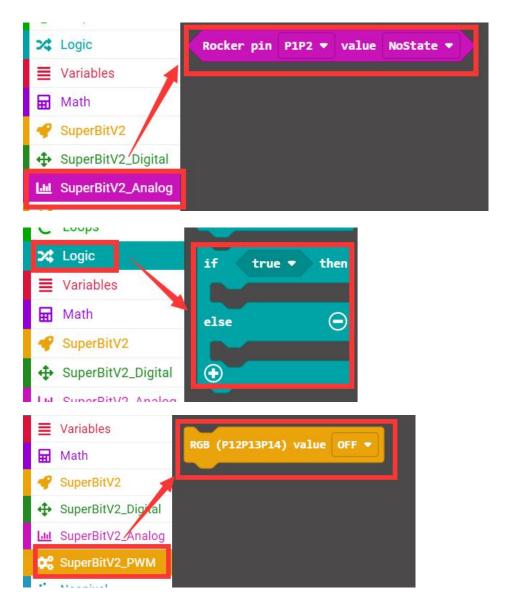
**Mode 2 offline programming:** We need to open the offline programming software. After the installation is complete, enter the programming interface, click \( \bigcup \) New Project \( \bigcup \) , add Yahboom package:

https://github.com/YahboomTechnology/SuperBitLibV2 , you can start programming.

## 4.Looking for blocks

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

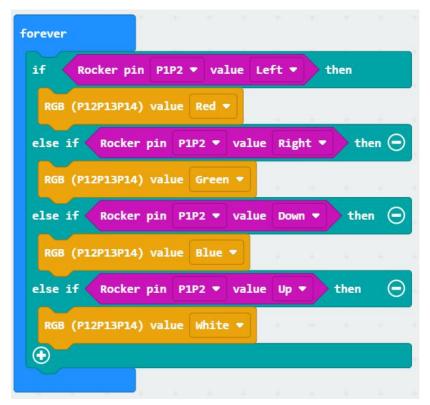




# **5.Combine block**

The summary program is shown below.





## 5. Phenomenon

After the program is downloaded successfully.

If the joystick moves in the X direction to the left-most RGB light, the red light will turn on, and if it moves to the right-most RGB light, the green light will turn on. If you move the joystick in Y direction to the lowest RGB light, the blue light will turn on, and move the joystick to the top RGB light, the white light will turn on.

If you rotate the joystick can achieve the effect of alternating colored lights.