

Course 5-Button game

Learning goals:

In this lesson, we will make a very simple micro:bit game. When we press the A button, the micro:bit dot matrix will display an arrow pointing to the A button; when we press the B button, the micro:bit will display an arrow pointing to the B button; if no button is pressed, the micro:bit It shows a heart.

Code:

```
from microbit import *
while True:
    if button_a.is_pressed():
        display.show(Image.ARROW_W)
    elif button_b.is_pressed():
        display.show(Image.ARROW_E)
    else:
        display.show(Image.HEART)
        display.clear()
```

Programming and downloading:

1. You should open the Mu software, and enter the code in the edit window, , as shown in Figure 5-1.

Note! All English and symbols should be entered in English, and the last line must be a space.

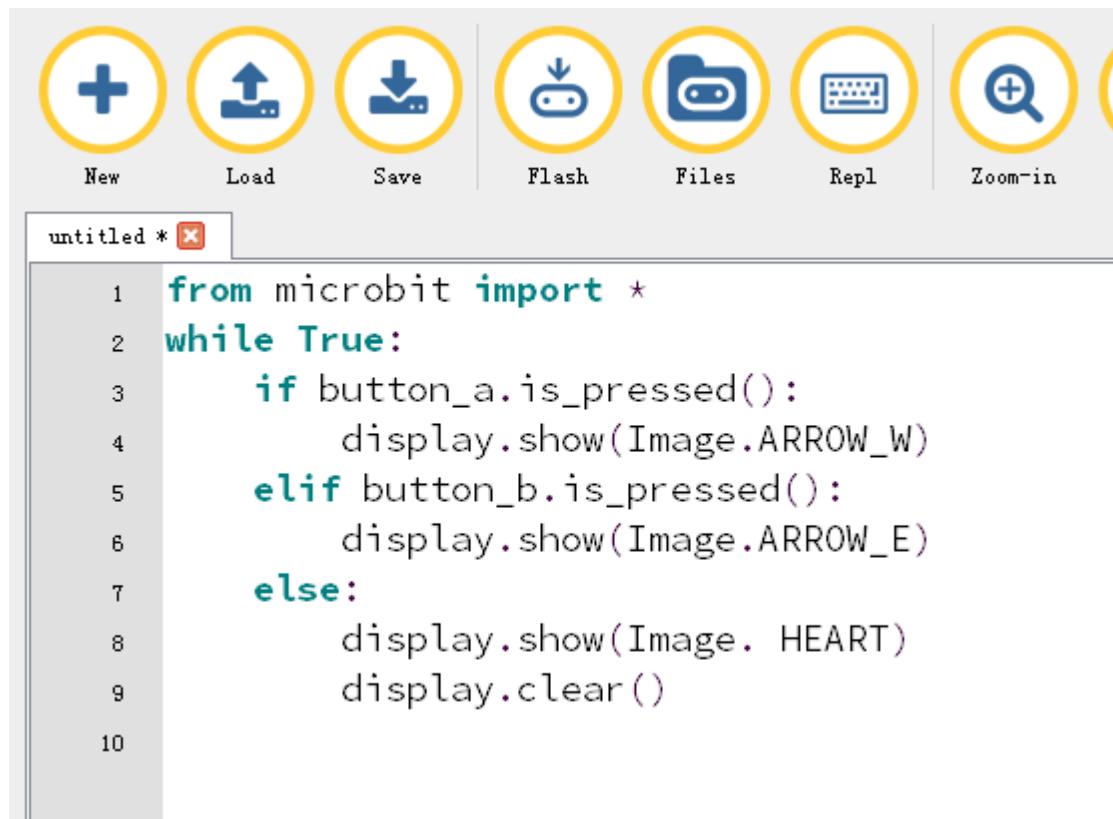


Figure 5-1

2. As shown in Figure 5-2, you need to click the Check button to check if our

code has an error. If a line appears with a cursor or an underscore, the program indicating this line is wrong.

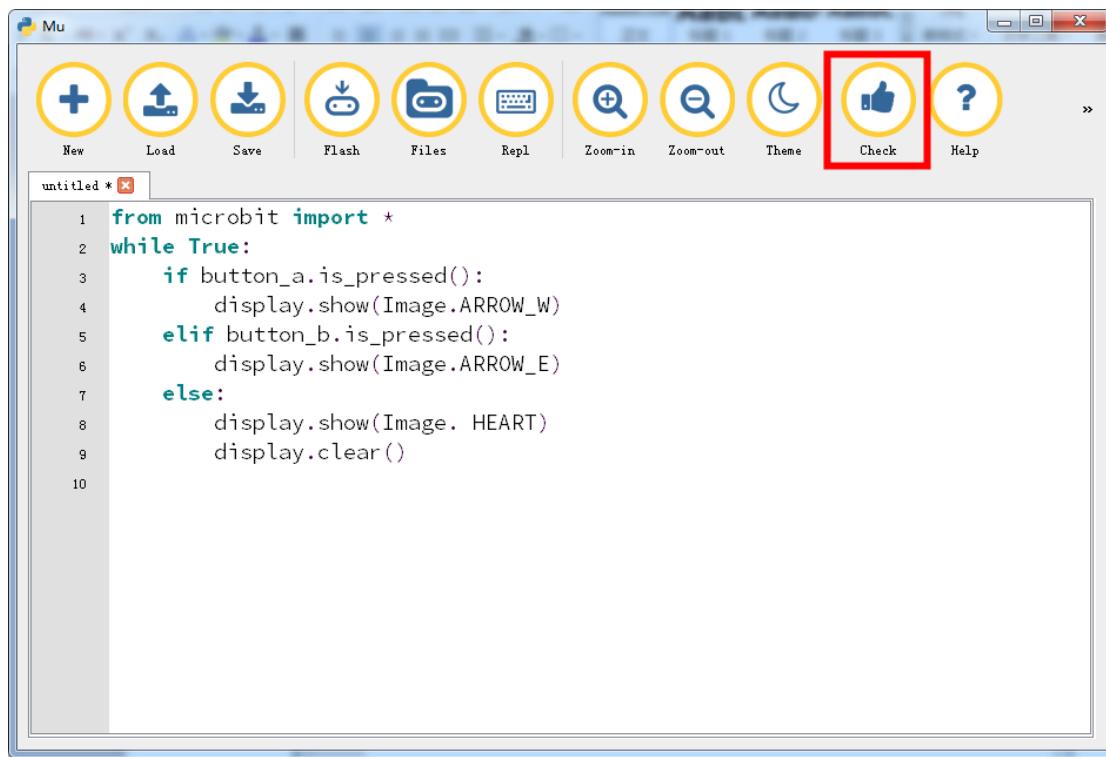


Figure 5-2

3. You need to connect the micro data cable to micro:bit and the computer, then click the Flash button to download the program to micro:bit as shown in Figure 5-3.

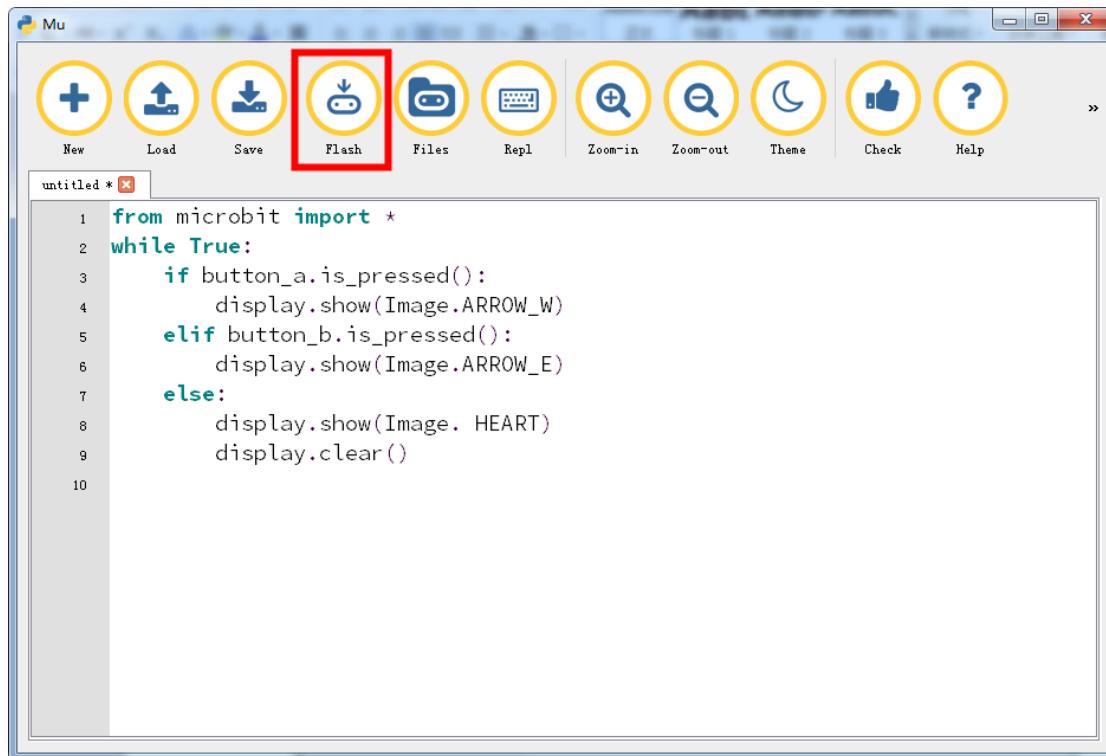


Figure 5-3

4. After the download is successful, we can see that the micro:bit shows a heart, as shown in Figure 5-4. When we press the A button, the micro:bit dot matrix will display an arrow pointing to the A button, as shown in Figure 5-5; when we press the B button, the micro:bit will display an arrow pointing to the B button, as shown in Figure 5-6.

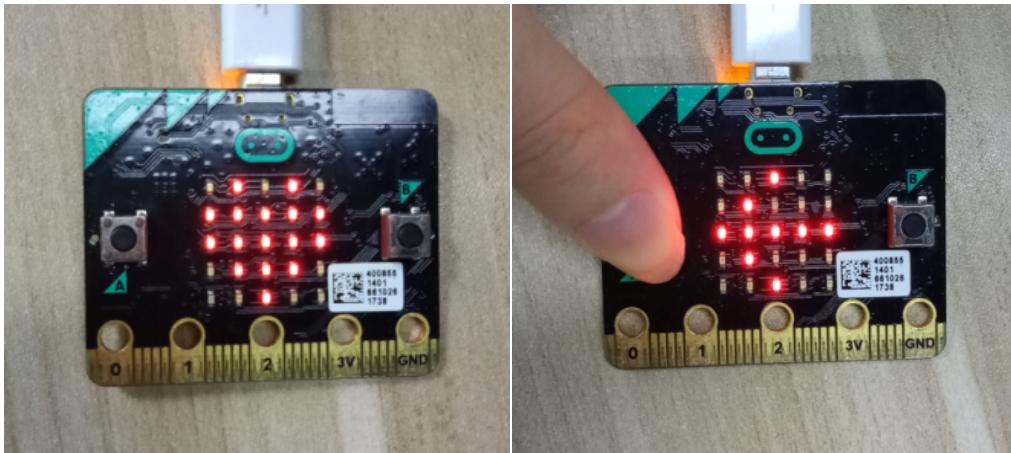


Figure 5-4

Figure 5-5



Figure 5-6