

## 2. Button game

### 1. Learning goals

In this lesson, we will learn to use micro:bit to realize a button game.

### 2. Programming method

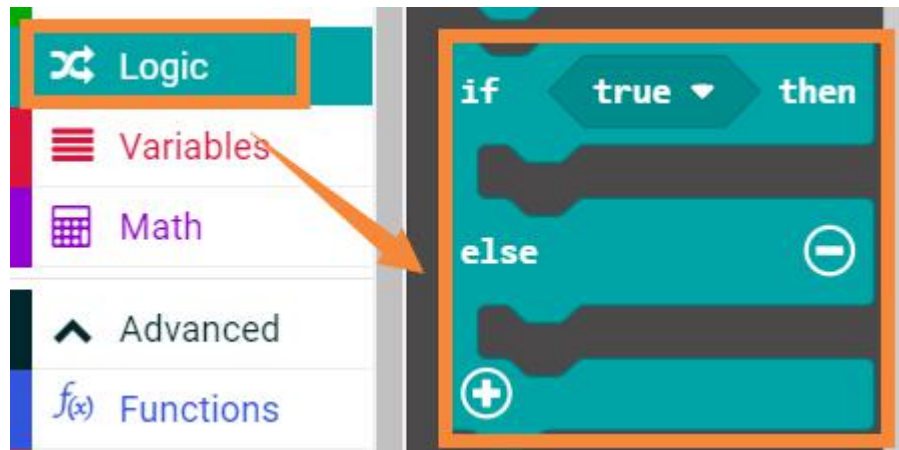
**Mode 1 online programming:** First, we need to connect the micro:bit to the computer by USB cable. The computer will pop up a USB flash drive and click on the URL in the USB flash drive: <http://microbit.org/> to enter the programming interface to program.

**Mode 2 offline programming:** We need to open the offline programming software. After the installation is complete, enter the programming interface, click 【New Project】 , you can program.

### 3. Looking for blocks

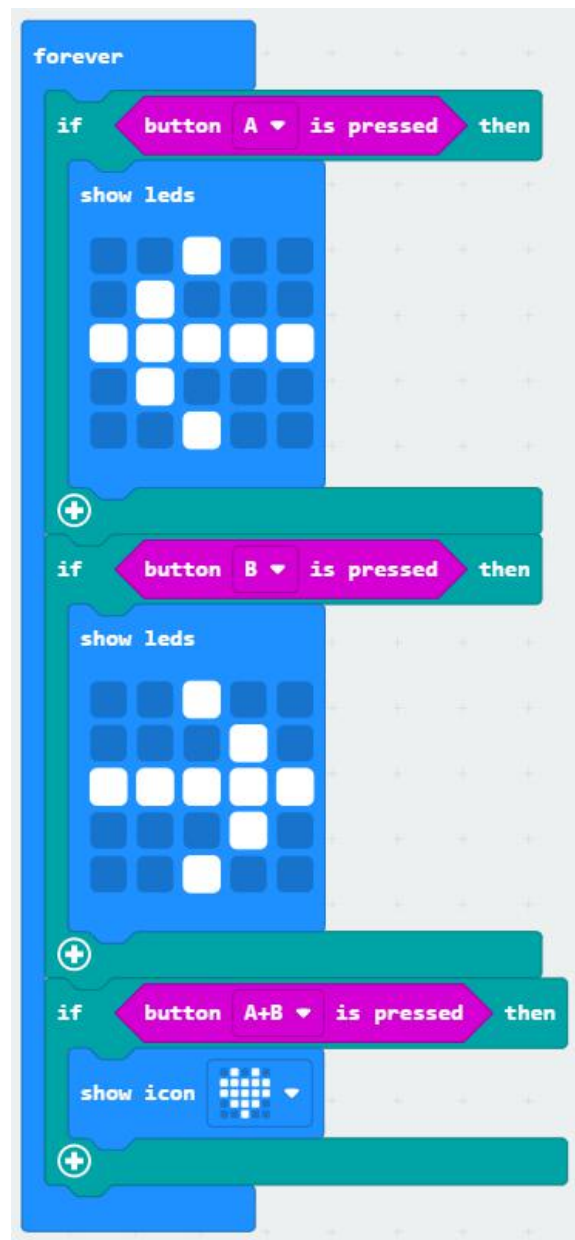
The following is the location of the building blocks required for this programming.





#### 4. Combine block

The summary program is shown below.



## **5. Experimental phenomena**

After the program is downloaded successfully.

If button A is pressed first, the arrow pattern will point to button A.

If button B is pressed first, the arrow pattern will point to button B.

If button A and button B are pressed at the same time, the heart pattern will be displayed.