

7. Roshambo

1. Learning goals

In this lesson, we will learn to use micro:bit and Wrist:bit complete roshambo game.

2.Code and analysis

```
from microbit import *
     import microbit
 2
     import random
 3
 4
 5
    □scissors = Image("99009:"
                       "99090:"
 6
 7
                       "00900:"
                       "99090:"
 8
 9
                       "99009")
10
11
    □stone = Image("00000:"
12
                    "09990:"
13
                    "09090:"
14
                    "09990:"
15
                    "000000")
16
17
    □cloth = Image ("999999:"
18
                    "90009:"
                    "90009:"
19
                    "90009:"
20
                    "99999")
21
22
23
     display.show(Image.HAPPY)
24
25
    ⊟while True:
26
         x, y, z = accelerometer.get values()
27
         if x+y+z > 900:
             microbit.sleep (800)
28
             value = random.randint(0, 2)
29
30
              if value == 0:
                  display.show(scissors)
31
    占
32
              elif value == 1:
                  display.show(stone)
33
34
              elif value == 2:
35
                  display.show(cloth)
36
```



In the loop, determine whether there is shaking of the watch by detecting the three-axis acceleration of x, y, and z, and generate an integer random number between 0-2 through the randint() random number function to select the pattern of the rock paper scissors.

Note:

- 1 The capital letter/lowercase letters must be distinguished!
- 2 Correct spelling!
- 3 Keywords such as # need a space between the content.
- 4 You can only use the Tab key (tabulation key) for indentation.

3. Programming and downloading

3.1 You should open the Mu software, and enter the code in the edit window, , as shown in figure .

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

```
## Load Save Flash Files REPL Plotter Zoom-in Zoom-out Theme Check Help Quit

from microbit import *

import microbit

display.show(Image.HAPPY)

step = 0

x1 = accelerometer.get_y()

while True:

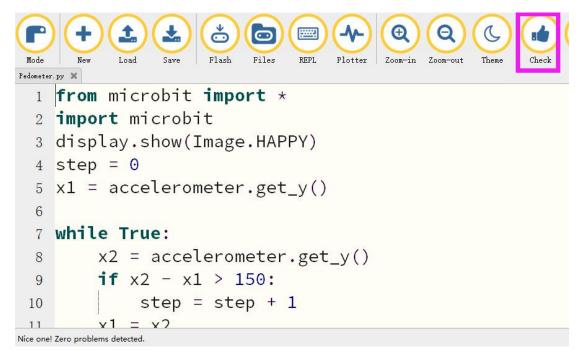
x2 = accelerometer.get_y()

if x2 - x1 > 150:

step = step + 1
```

3.2 As shown in Figure, 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.





3.3 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



4. Experimental phenomena

After the program is successfully downloaded.

Micro:bit dot matrix will display smile pattern, when you shake your wrist:bit, micro:bit will display "stone, scissors, cloth" pattern randomly.