

Sound Block

By Sanjay and Arvind Seshan

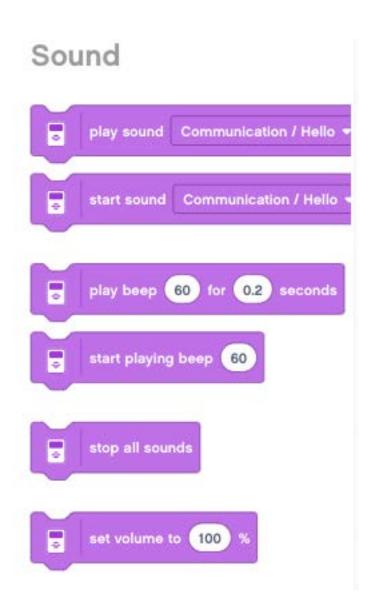
BEGINNER PROGRAMMING LESSON

LESSON OBJECTIVES

- 1. Learn to use the Sound Block
- 2. Understand why the Sound Block can be useful in programming

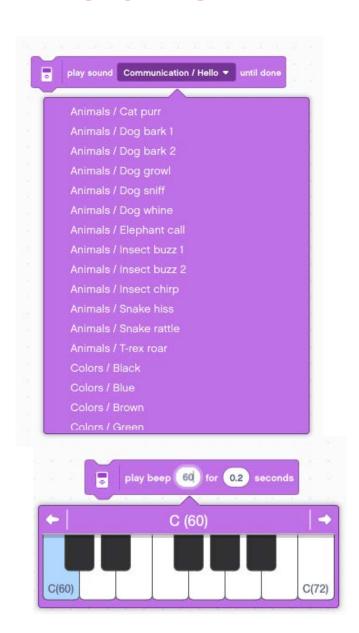
SOUND BLOCK

- The Sound Block plays sounds to the EV3
- You can play files, tones, and notes
- Located in Sound tab



MORE ON SOUND BLOCKS

- Play Sounds
- Play Tones



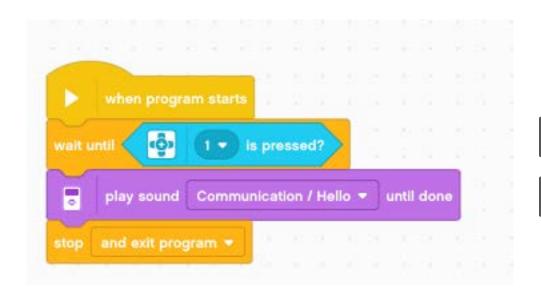
SOUND BLOCK CHALLENGE 1

Make a program that plays hello after you press the touch sensor

• Hints:

- You will have to use a wait block
- You will have to use the sound block in File mode

CHALLENGE 1 SOLUTION



Wait for touch

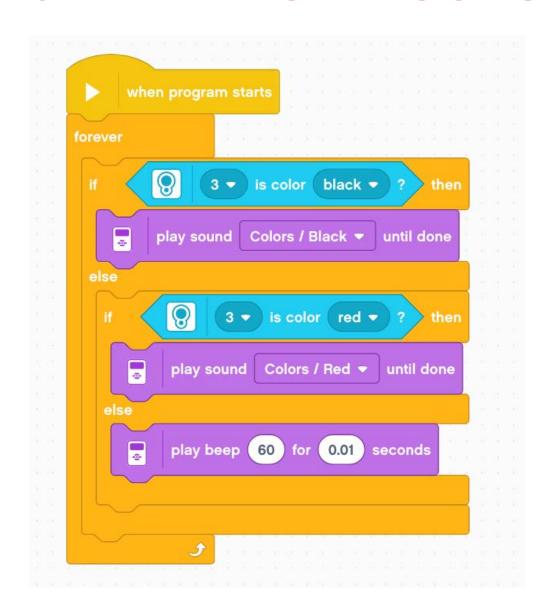
Play Hello

SOUND BLOCK CHALLENGE 2

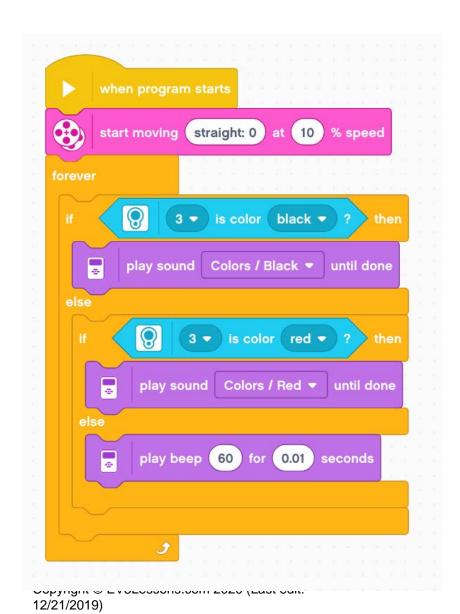
- Pick up your robot and place it on different colors. Check if the color sensor reads black. If so, have the robot say "black". If the color sensor sees red, have the robot say "red"
- For any other color, play a note of your choice for 0.01 seconds
- Make sure that the sound waits for completion
- Repeat this forever

 Bonus Challenge: Can you the above while having the robot move? Have the robot drive over different colors to test your code

CHALLENGE 2 SOLUTION



BONUS SOLUTION



ADDITIONAL CHALLENGES

- Add more colors to the switch so that as the robot drives over additional colors, it say "green", "blue", "yellow", etc.
- Make the code stop after the robot detects 5 colored bands

DISCUSSION GUIDE

Why might you want to know how to use the sound block?

- You might want to know what part of the code you are at. See Debugging lesson in Intermediate
- The sound block is a fun way to add emotion to your robot
- You can use sounds to interact with the user in a game by saying "good job", "game over", etc.

CREDITS

- This tutorial was created by Sanjay Seshan and Arvind Seshan
- More lessons are available at www.ev3lessons.com



This work is licensed under a <u>Creative Commons Attribution-</u> NonCommercial-ShareAlike 4.0 International License.