let shake = 0

input.onGesture(Gesture.Shake, () => {

shake = 1

})

input.onButtonPressed(Button.B, () => {

if (shake == 1) {

basic.showLeds(`

. . # . .

. . # . .

. . # . .

. . . . .

. . # . .

`)

}

basic.pause(2000)

basic.clearScreen()

})