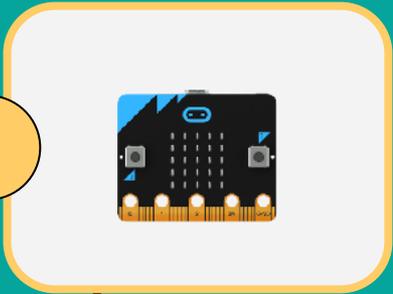
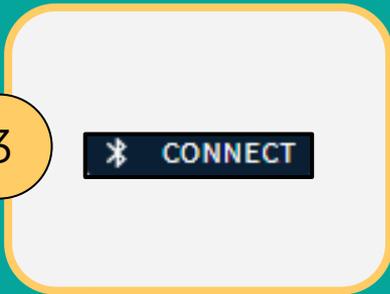




1 Click 'ADD DEVICE'
Select device(s) from list



2 Connect the micro:bit battery

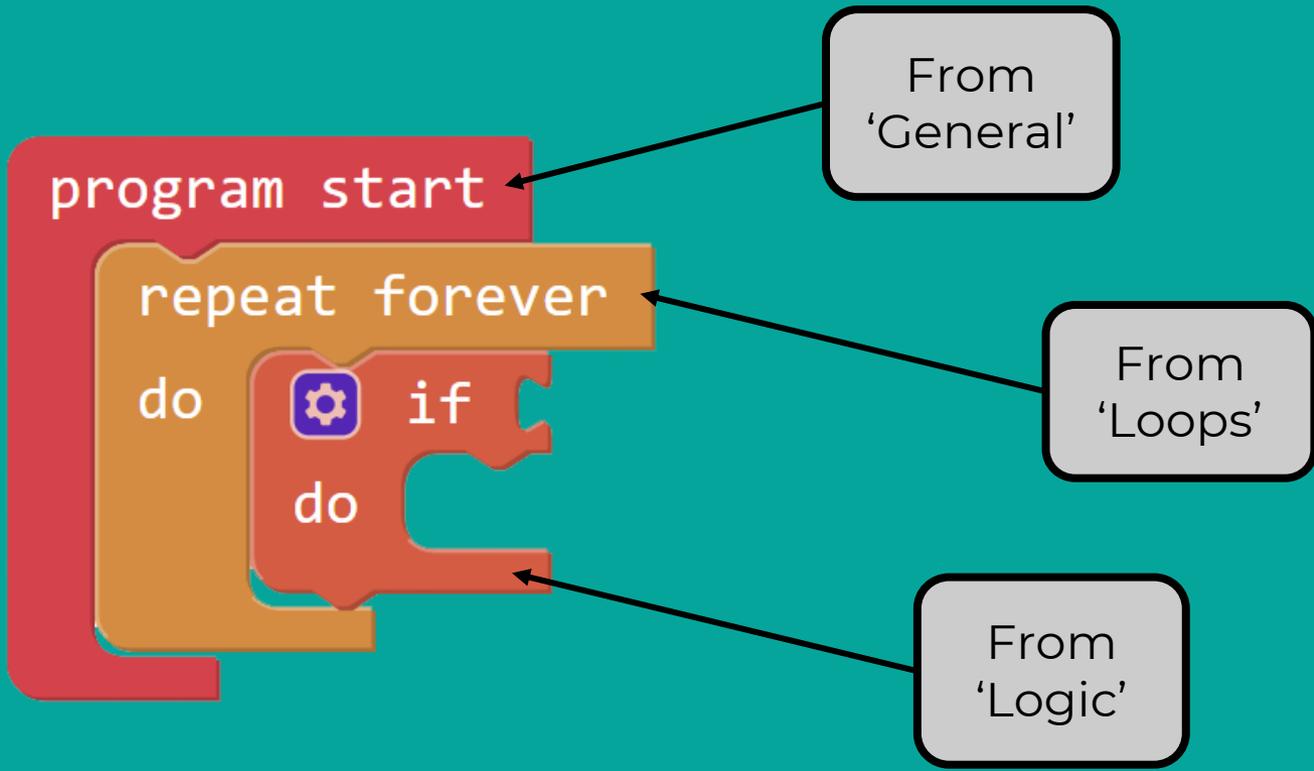


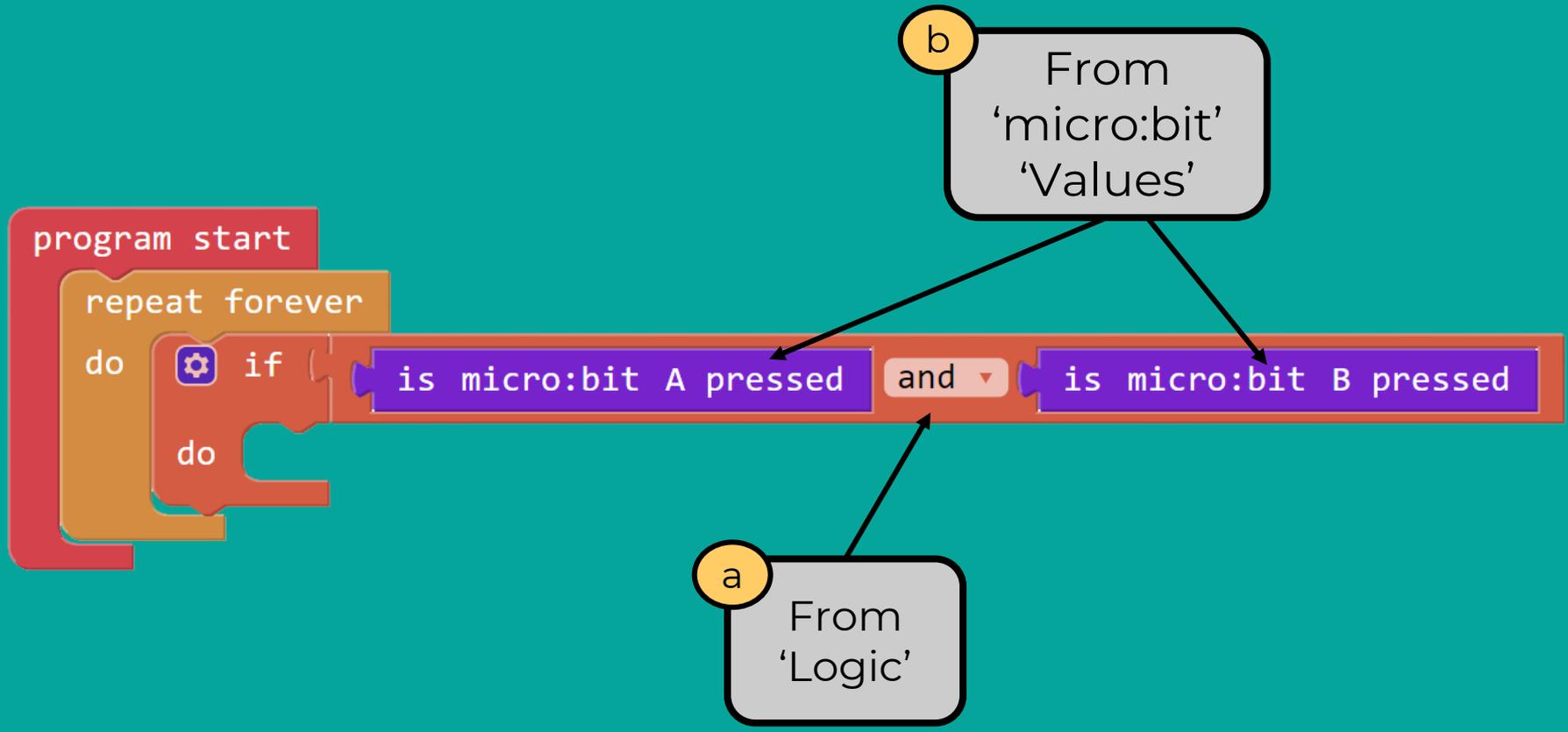
3 Click 'CONNECT'



4 Select device from list
Click 'Pair'

Code a program that demonstrates the use of the 'AND' logical operator





```
program start
repeat forever
do
  if [is micro:bit A pressed] and [is micro:bit B pressed]
  do
    on micro:bit display [snake]
    wait for [0.2] seconds
    clear micro:bit LEDs
```

- From 'micro:bit' 'Actions'
- Set to 'snake'

From 'General'

From 'micro:bit' 'Actions'

```
program start
repeat forever
do
  if is micro:bit A pressed and is micro:bit B pressed
  do
    on micro:bit display
    wait for 0.2 seconds
    clear micro:bit LEDs
```



Look at this truth table for the AND logical operator within the program!

| 'A' Button | 'B' Button | Output |
|------------|------------|--------|
| True | True | True |
| True | False | False |
| False | True | False |
| False | False | False |

1

Click 'ADD DEVICE'
Select device(s) from list

2

Turn on the Slider and the Buzzer

3

Click 'CONNECT'

4

Select device(s) from list
Click 'Pair'

1

2

3

4

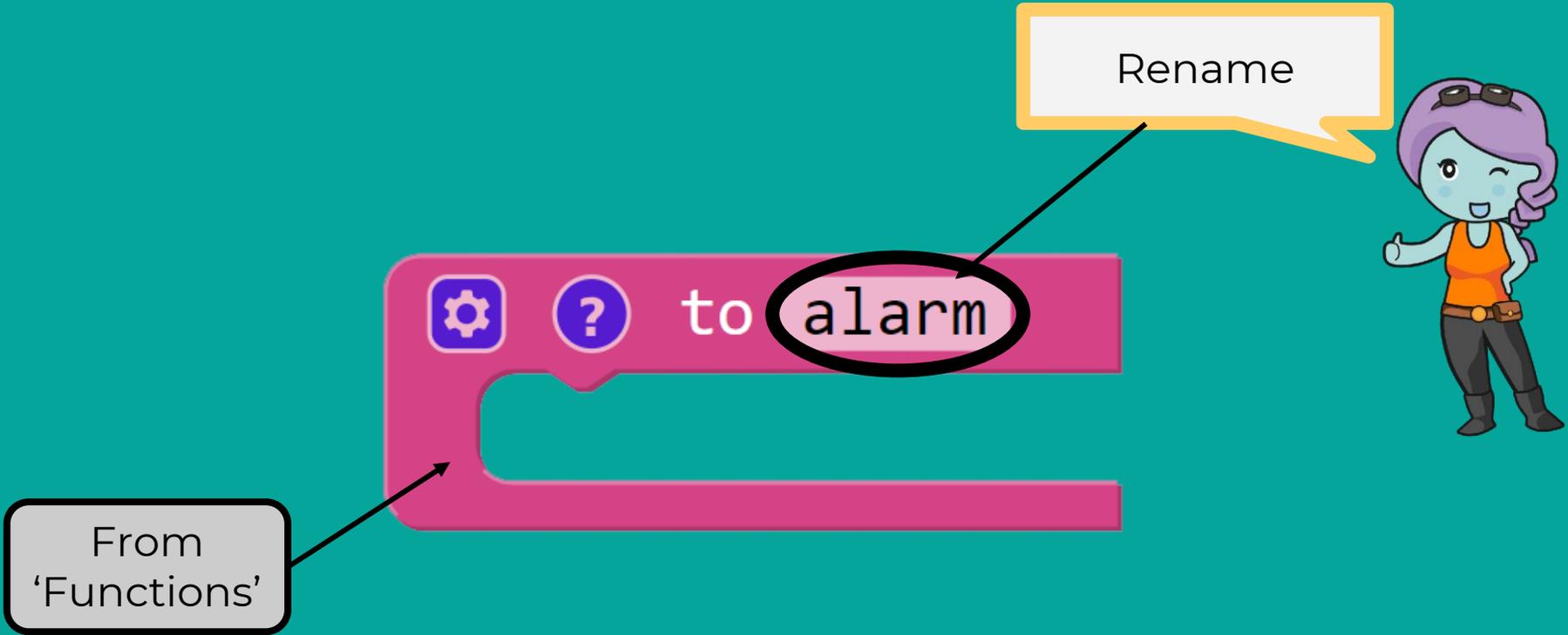
5

6

7

8

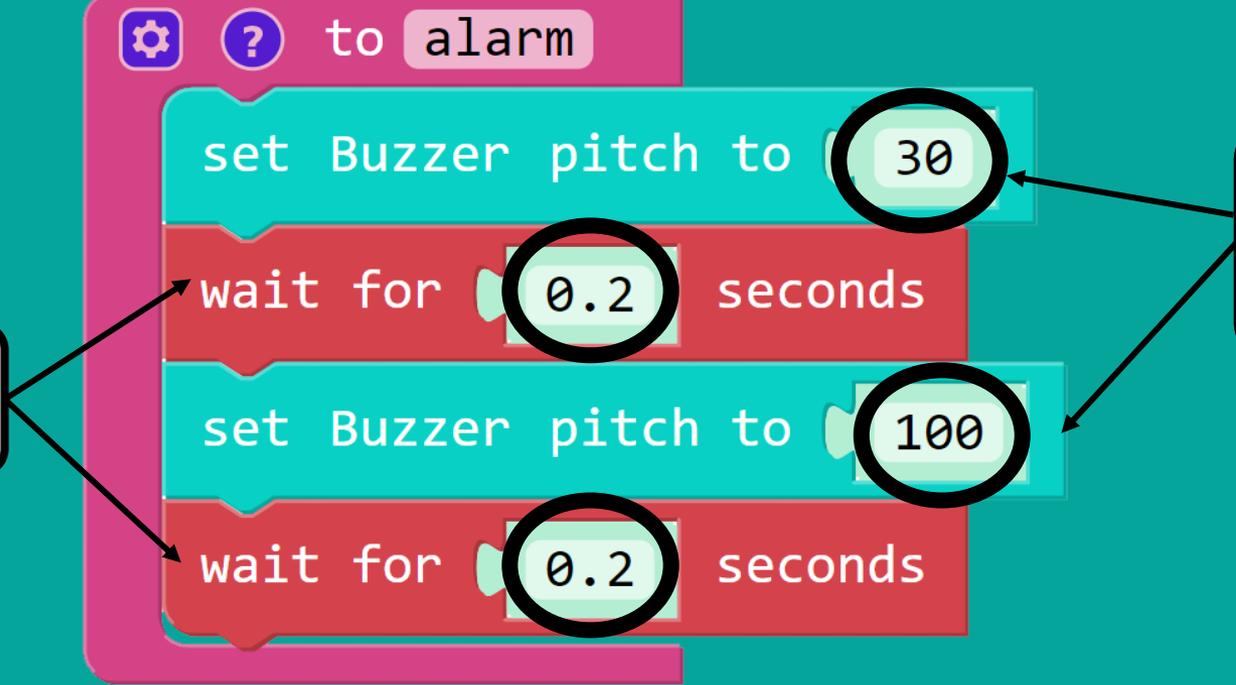
Code a program that uses either or both of the micro:bit buttons on the micro:bit to set off an alert



```
to alarm
  set Buzzer pitch to 30
  wait for 0.2 seconds
  set Buzzer pitch to 100
  wait for 0.2 seconds
```

From 'General'

From 'Buzzer' 'Actions'



1

2

3

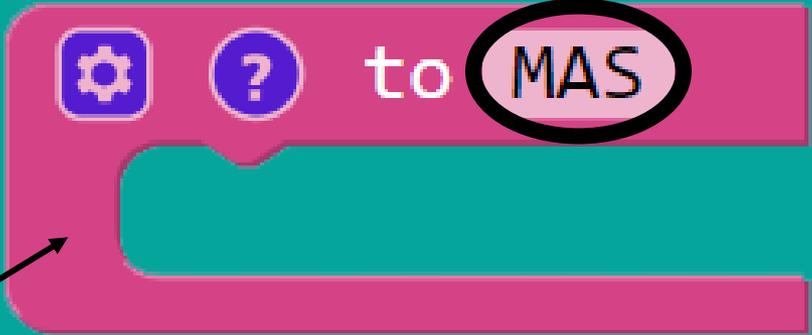
4

5

6

7

8



From
'Functions'

```
program start
repeat forever
do
  if [is micro:bit A pressed] and [is micro:bit B pressed]
  do
```

```
on micro:bit display
wait for 0.2 seconds
clear micro:bit LEDs
```



```
to MAS
on micro:bit display
wait for 0.2 seconds
clear micro:bit LEDs
```

Transfer these blocks from the 'if do' into the 'MAS' function



```
to alarm
  set Buzzer pitch to 30
  wait for 0.2 seconds
  set Buzzer pitch to 100
  wait for 0.2 seconds
  MAS
```

From
'Functions'

```
program start
repeat forever
do
  if [is micro:bit A pressed] and [is micro:bit B pressed]
  do
    alarm
```

From 'Functions'

Once a function is created, new blocks named the same are added to the 'Functions' tab.



```
when Slider value changes
  set Buzzer volume to get Slider value
```

From 'Slider' 'Events'

From 'Buzzer' 'Actions'

From 'Slider' 'Values'

```
program start
repeat forever
do
  if [is micro:bit A pressed] and [is micro:bit B pressed]
  do
    alarm
  clear Buzzer
```

From
'Buzzer'
'Actions'

```
program start
  repeat forever
    do
      if is micro:bit A pressed and is micro:bit B pressed
        do
          alarm
          clear Buzzer
```

```
when Slider value changes
  set Buzzer volume to get Slider value
```

```
? to MAS
  on micro:bit display
  wait for 0.2 seconds
  clear micro:bit LEDs
```

```
? to alarm
  set Buzzer pitch to 30
  wait for 0.2 seconds
  set Buzzer pitch to 100
  wait for 0.2 seconds
  MAS
```



When both 'A' and 'B' buttons are pressed, the program will call upon the 'alarm' function which calls upon the 'MAS' function.

```

program start
  repeat forever
    do
      if is micro:bit A pressed and is micro:bit B pressed
        do
          alarm
          clear Buzzer
  
```

```

when Slider value changes
  set Buzzer volume to get Slider value
  
```

```

to MAS
  on micro:bit display
  wait for 0.2 seconds
  clear micro:bit LEDs
  
```

```

to alarm
  set Buzzer pitch to 30
  wait for 0.2 seconds
  set Buzzer pitch to 100
  wait for 0.2 seconds
  MAS
  
```

```
program start
repeat forever
do
  if [is micro:bit A pressed] or [is micro:bit B pressed]
  do
    alarm
  clear Buzzer
```



Look at this truth table for the OR logical operator within the program!

| A Button | B Button | Output |
|----------|----------|--------|
| True | True | True |
| True | False | True |
| False | True | True |
| False | False | False |