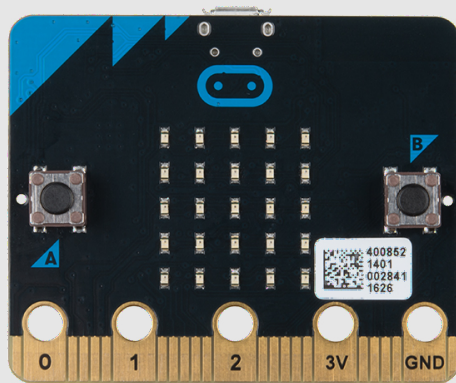


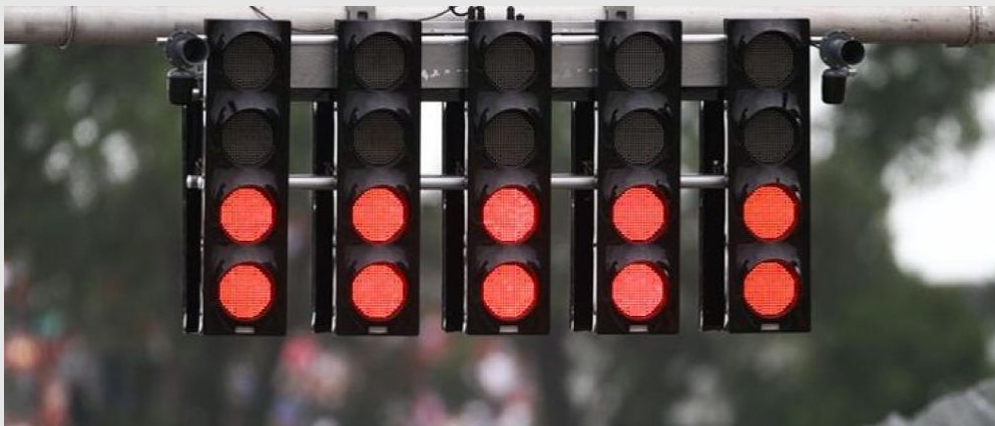


Formula 1

BBC micro:bit



Formula 1



Definicija problema

Sestavi program, ki simulira prizig startnih luci pri formuli 1. Najprej se po vrsti prizgejo, nato pa hkrati ugasnejo.

Napotek

Rešujete na spletni strani micro:bit: <https://makecode.microbit.org>

Program formula 1

```
on start
  for index from 0 to 4
  do
    plot x index y 2
    pause (ms) 1000
  for index from 0 to 4
  do
    unplot x index y 2
```

The image shows a Scratch-style code editor for a micro:bit. The code starts with an 'on start' block. It contains two 'for' loops. The first loop iterates 'index' from 0 to 4, and inside the loop, it plots a point at x-coordinate 'index' and y-coordinate 2. After each plot, there is a 'pause (ms)' block set to 1000 milliseconds. The second loop also iterates 'index' from 0 to 4, but instead of plotting, it uses the 'unplot' block to remove the points plotted in the first loop.

Slovarček

- on start → *ob zagonu*
- set to → *določi*
- create sprite at → *ustvari figurico na*
- tilt left, right, up, down → *nagib levo, desno, gor, dol*
- turn left, right za → *obrni se na levo, desno za*
- move by → *premkni se za*