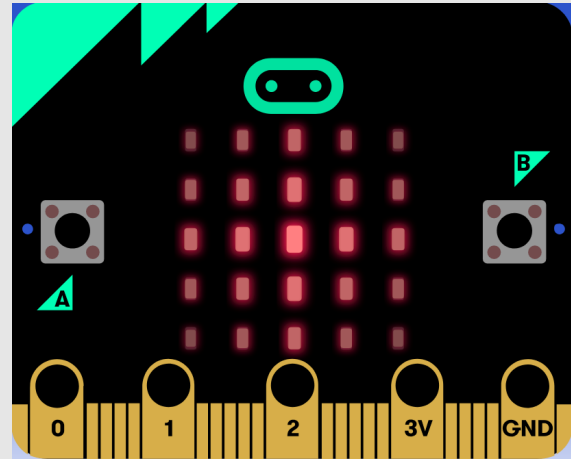
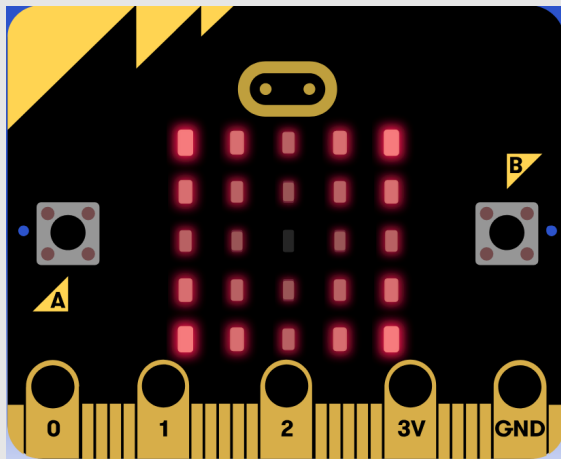




Razdalja od središča

BBC micro:bit



S svetlostjo diode označimo razdaljo od središča kot je prikazano na sliki.

Definicija problema

Označimo razdaljo diode od središča matrice na dva načina. Tako, da se svetlost diode zmanjšuje z razdaljo od središča in obratno.

Napotek

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

Razdalja od središča

The image shows four Scratch code blocks:

- Forever loop:** A blue 'Forever' loop containing two 'call function' blocks: 'dva' and 'ena', each followed by a 'pause (ms)' block set to 500.
- function manhattan:** A red 'function' block named 'manhattan' with a 'set manhattan_ to' block followed by an 'absolute of' block containing 'x - 2' plus another 'absolute of' block containing 'y - 2'.
- function ena:** A red 'function' block named 'ena' with a 'set item to 0' block, a 'repeat 25 times' block containing:
 - 'do' block with:
 - 'set x_ to remainder of item + 5'
 - 'set y_ to item - 5'
 - 'call function manhattan'
 - 'plot x x_ y y_ brightness' block with values 255, 60, and 'manhattan_'
 - 'change item by 1' block.
- function dva:** A red 'function' block named 'dva' with a 'set item to 0' block, a 'repeat 25 times' block containing:
 - 'do' block with:
 - 'set x_ to remainder of item + 5'
 - 'set y_ to item - 5'
 - 'call function manhattan'
 - 'plot x x_ y y_ brightness' block with values 60, 255, and 'manhattan_'
 - 'change item by 1' block.

Slovarček

- forever → *ponavljaj v nedogled*
- function → *funkcija*
- call function → *izvedi funkcijo*
- repeat times → *ponavljaj krat*
- remainder of → *ostanek pri deljenju*
- absolute of → *absolutna vrednost od*
- plot brightness → *prižgi svetlost*
- change by → *spremeni za*