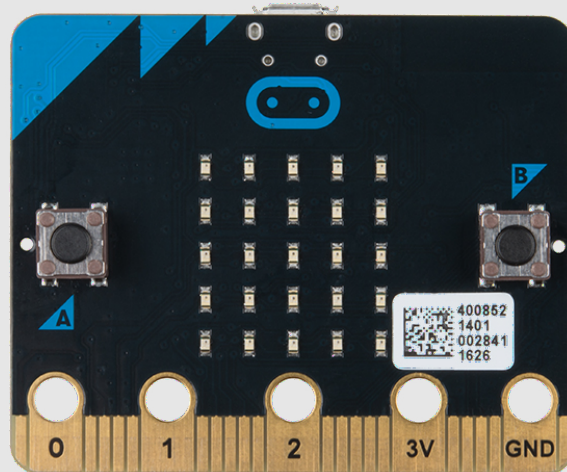




Nemirna pika

BBC micro:bit



Nemirna pika se naključno pleše po zaslonu.

Definicija problema

Ko napravo stresemo, se svetla pika začne naključno gibati po zaslonu tako, da se vsakokrat pomakne za enoto v naključno smer. Nemir ustavimo z gumbom A.

Napotek

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

Nemirna pika

The image shows two Scratch code snippets. The first snippet, titled 'on shake', sets variables x1 and y1 to 2, creates a sprite at (2, 2), and sets a 'korak' variable to true. It then enters a 'while' loop that continues as long as 'korak' is true. Inside this loop, there is a 'do' block containing: a 100ms pause, a 'pick random true or false' block, and another 'while' loop. This inner 'while' loop continues as long as the random pick is true, and its 'do' block contains: 'item' turning right by 45 degrees, 'item' moving by 1 unit, and an 'if then' block. The 'if' block checks if 'item' is touching an edge; if true, it triggers 'item' to bounce off the edge. The second snippet, titled 'on button A pressed', sets 'korak' to false and deletes the 'item'.

Slovarček

- on shake → *ko se strese*
- set to → *postavi na*
- create sprite → *ustvari piko*
- true → *logični da*
- false → *logični ne*
- while do → *medtem ko*
- turn by → *obrni se za kot*
- move by → *premekni se za*
- if then → *če potem*
- touching edge → *dotika roba*
- if on edge bounce → *na robu se odbije*
- on button pressed → *ko je pritisnjen gumb*
- delete → *zbrši*