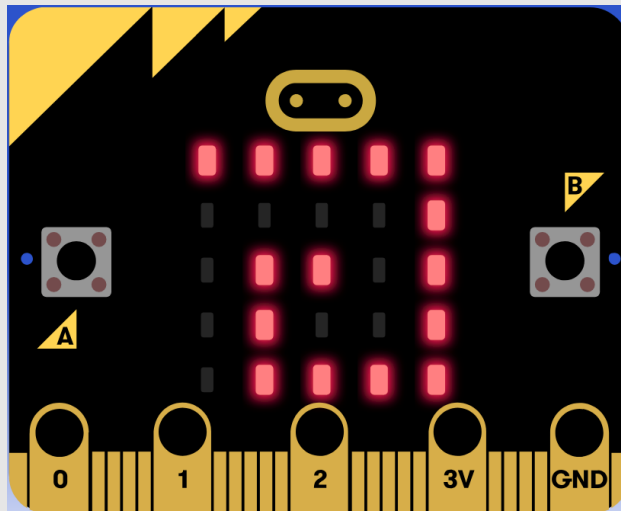




Spirala

BBC micro:bit



Uporabimo objekt *sprite* iz skupine *Game* za pomikanje svetle točke na zaslonu.

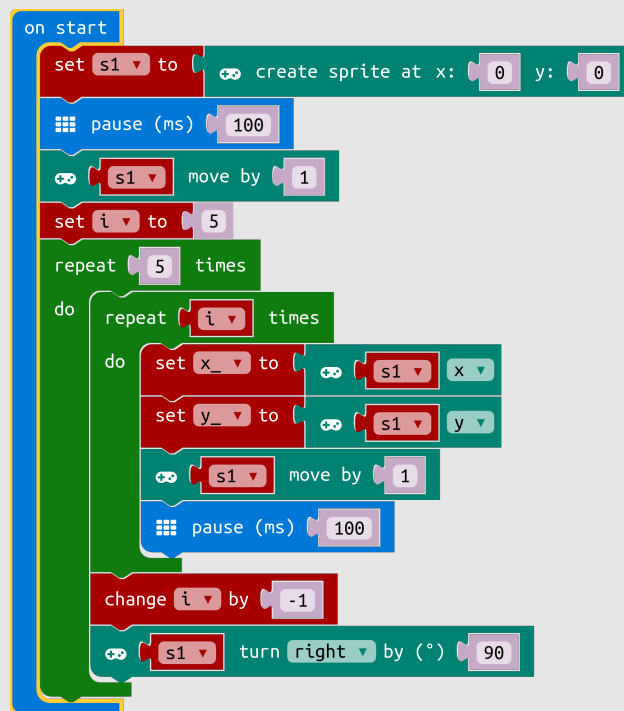
Definicija problema

S piko *sprite* opišimo spiralo, kot prikazuje gornja slika.

Napotek

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

Spirala



```
on start
  set s1 to create sprite at x: 0 y: 0
  pause (ms) 100
  s1 move by 1
  set i to 5
  repeat 5 times
    do
      repeat i times
        do
          set x_ to s1 x
          set y_ to s1 y
          s1 move by 1
          pause (ms) 100
          change i by -1
          s1 turn right by (°) 90
```

Slovarček

- start → *zagon*
- create sprite → *ustvari piko*
- pause → *pavza*
- move by → *pomik za*
- repeat times → *ponovi toliko krat*
- set to → *postavi na*
- change by → *spremeni za*
- turn right by → *obrni se na desno za*