

day68 micro:bit images

Tuesday 2/21/23 (6th) Wednesday 2/22/23 (7th)

Come up to the front and get the micro:bit that has the number of your computer. Plug it in to your computer.

There are several ways to program micro:bits including a block-based interface that works a lot like Scratch. Instead of using these web-based methods we're going to use an IDE (integrated development environment.)

Open the Mu Editor. Press the Windows key then type "mu" and find the program "Mu Editor" in the list.



As it opens you may or may not be faced with a window asking you to select the mode of use. Click OK to a message if you get one asking if you want to use the BBC micro:bit.

In the editor type the following program:



```
1 from microbit import *
2
3 while True:
4     display.scroll("Mr. Hays")
5     sleep(1000)
6
```

Change the text inside the quotes to be your first name. Load the program to the micro:bit by clicking the Flash button. Make sure it loaded by looking at the lights and seeing your name go by. If it didn't load, call me over to help you figure out what happened.

Save today's program by clicking the Save button, name it with your name and "images". Save it to the Desktop. If you don't have a folder on the Desktop with your name, please make that and put your files in there from now on.

(Continued on next page)

We're now going to work through a tutorial that covers how images work with the micro:bit. Click on the following link to open the Images tutorial:

<https://microbit-micropython.readthedocs.io/en/latest/tutorials/images.html>

Work your way through this page. Flash the code to try things out. This page assumes you don't know anything about Python, so it should be a helpful review for us, since most of you DO know a thing or two about Python (or you once did, right? :-)

After reading through and experimenting with the material on the web page, you have an assignment to complete which I will post soon.