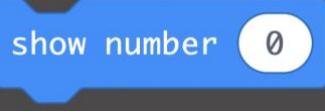
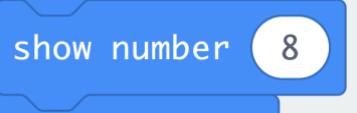
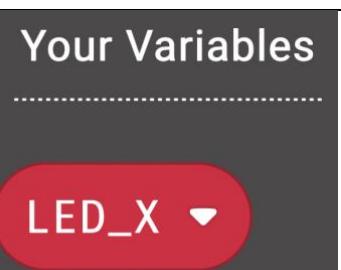
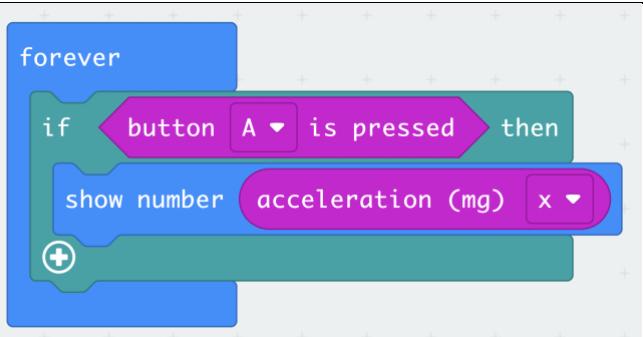
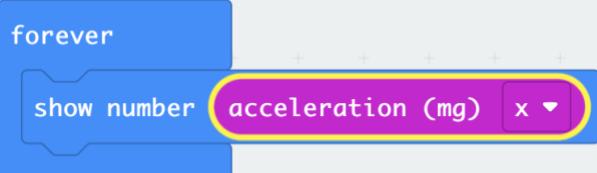


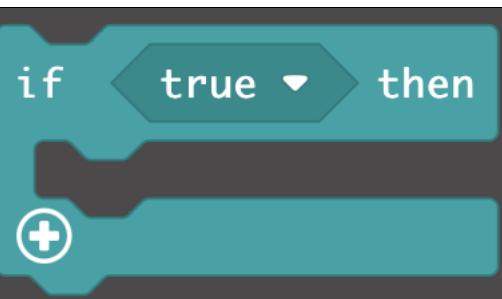
1		/on start/
2		/show number .../.
3		/show number 8/
4		/show number/... + ...//
5		*LED_X*
6		//if button A is pressed then/ show number acceleration (mg) x//

7



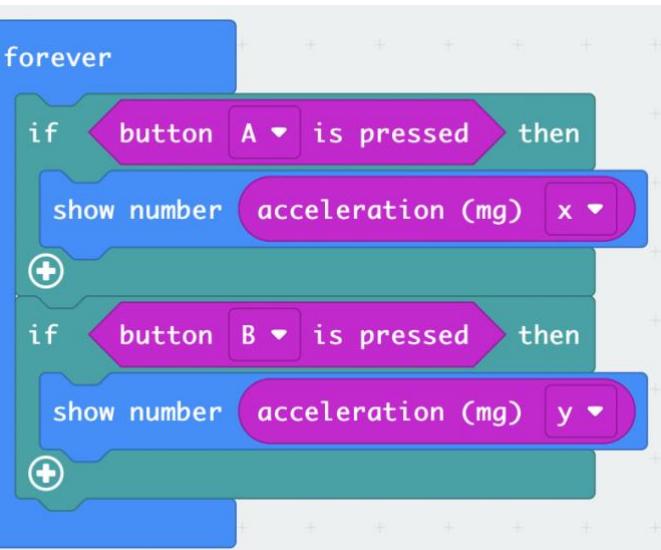
/forever/show number/acceleration (mg) X//

8



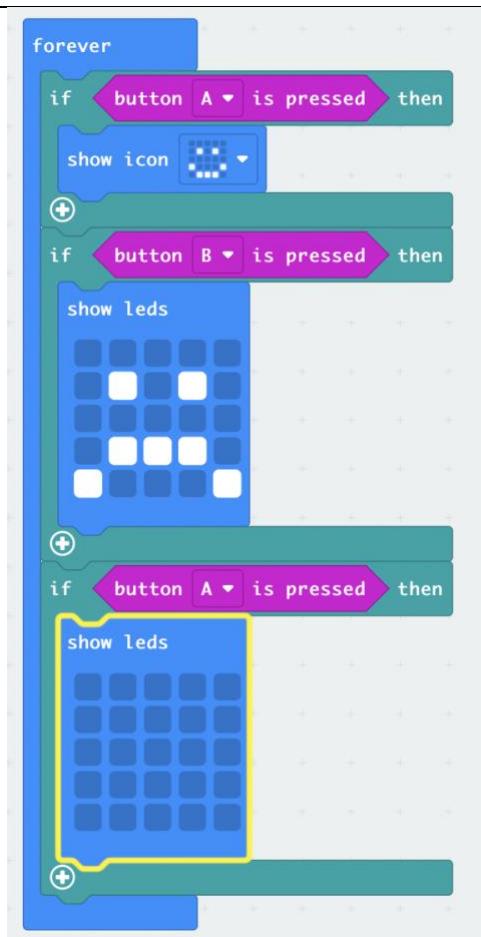
//if ... then//

9



*/forever
//if button A is pressed then/
show number /acceleration (mg) x//
//if Button B is pressed then/
show number/acceleration (mg) x//
/*

10



*/forever
//if Button A is pressed/
/show Icon „happy Smiley“//
//if Button B is pressed/
/show led „sad Smiley“//
//if Button A+B is pressed/
/show leds „empty“//
/*

11

x0 y0	x1 y0	x2 y0	x3 y0	x4 y0
x0 y1	x1 y1	x2 y1	x3 y1	x4 y1
x0 y2	x1 y2	x2 y2	x3 y2	x4 y2
x0 y3	x1 y3	x2 y3	x3 y3	x4 y3
x0 y4	x1 y4	x2 y4	x3 y4	x4 y4

coordinaten for the LED-display on the Micro:bit

12

```

forever
  if button A is pressed then
    plot x 2 y 2
  + 
  if button B is pressed then
    unplot x 2 y 2
  +

```

```

/forever
//if button A is pressed/
/plot x2 y2//
//if button B is pressed/
/plot Pixel x2 y2 aus//
/

```

13

```

dauerhaft
  wenn Beschleunigung (mg) x < 0 dann
    zeige Symbol ☺
  +
  wenn Beschleunigung (mg) x ≥ 0 dann
    zeige Symbol ☹
  +

```

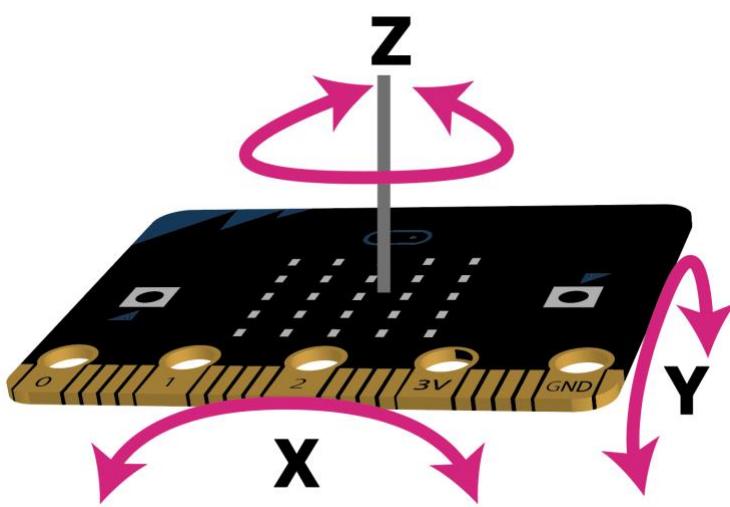
```

/forever
//wenn /acceleration (mg) X < 0// 
/zeige Icon "happy smiley"//

//wenn /acceleration (mg) X ≥ 0// 
/zeige Icon „sad smiley“//

```

14



Axis directions on the Micro:bit