

Numărare din 1 în 1

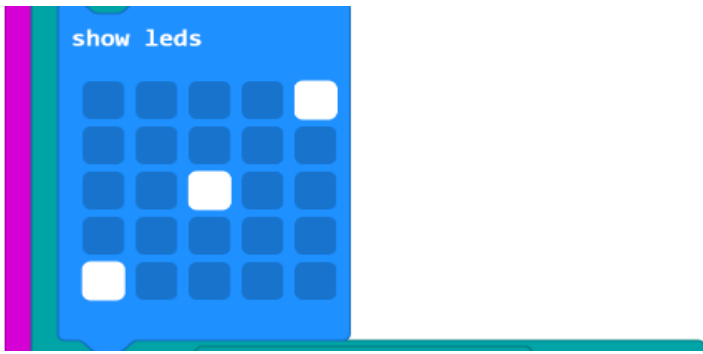
The code consists of two event-driven blocks. The first block, 'on start', is a blue rectangle containing a red 'set' block with 'steps' as the variable and '0' as the value. The second block, 'on shake', is a purple rectangle containing a red 'change steps by' block with '1' as the value, and a blue 'show number' block with 'steps' as the variable.

Zar

The code is an 'on shake' event block (purple) containing a blue 'show number' block with 'pick random' as the function and '1 to 6' as the range.

Zar cu afișare grafică

The code is an 'on shake' event block (purple) containing several sub-blocks. It starts with a blue 'clear screen' block, followed by a red 'set number to' block with 'pick random 1 to 6'. Then, there are three conditional blocks: an 'if' block (teal) for 'number = 1' with a blue 'show leds' block (4x4 grid with one white square); an 'else if' block (teal) for 'number = 2' with a blue 'show leds' block (4x4 grid with two white squares); and another 'else if' block (teal) for 'number = 3' with a blue 'show leds' block (4x4 grid with three white squares).



Continuați programul pentru *else if ... 4...5...6*

Schimbarea valorii unui contor

- Dacă A-apăsăsat, atunci se va afișa numărul;
  - Dacă B-apăsăsat, atunci crește valoarea lui B cu o unitate
- Ce se va întâmpla când sunt ambele butoane apăstate?

