

Un clignotant pour une trottinette électrique



Pourquoi créer un clignotant pour trottinette ? Emergence du besoin

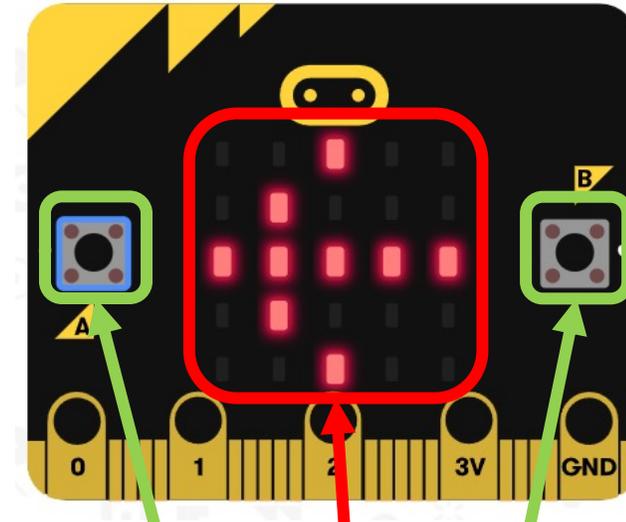
À vélo, on lève son bras pour indiquer où on va.



À trottinette, lever la main de son guidon crée plus d'instabilité et augmente le risque d'avoir un accident.



Modélisation du clignotant à l'aide d'une carte micro:bit



LEDs

Boutons

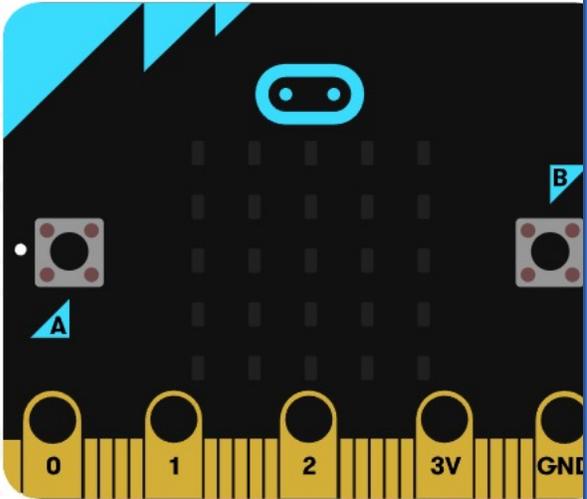


Simulateur

Bibliothèque

Espace de Programmation

Microsoft | micro:bit



Rechercher...

- Base
- Entrée
- Musique
- LED
- Radio
- Boucles
- Logique
- Variables
- Maths
- Avancé

Blocs JavaScript



<https://makecode.microbit.org/#editor>

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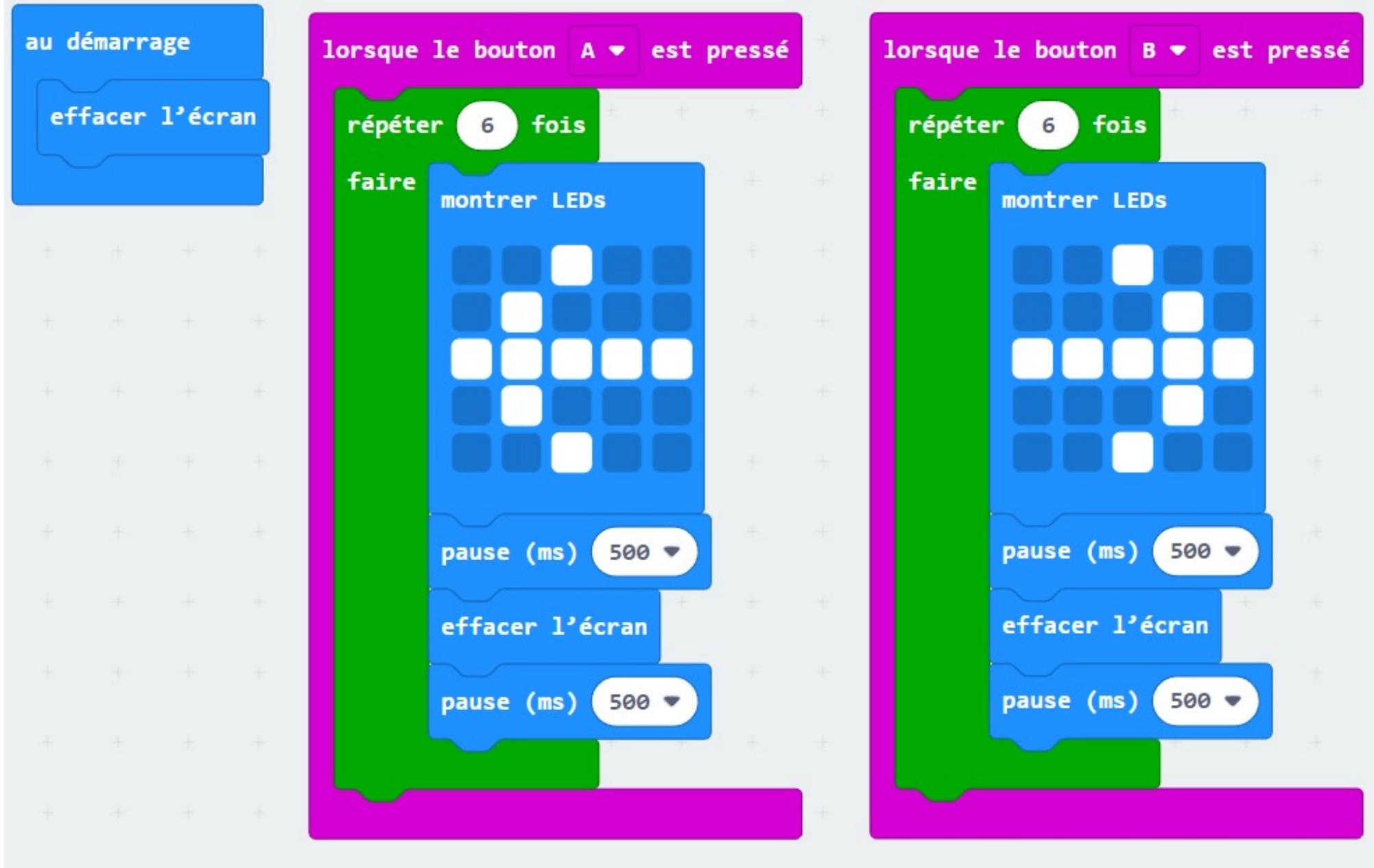
Choisissez un nom...



Les blocs dont vous aurez besoin

The image displays a collection of Scratch blocks on a grid background. The blocks are organized as follows:

- Blue block:** "au démarrage" (when green flag clicked).
- Green blocks:** "répéter 6 fois" (repeat 6 times) and "faire" (do).
- Light green block:** "effacer l'écran" (clear screen).
- Purple block:** "lorsque le bouton B est pressé" (when button B is pressed).
- Light green block:** "montrer LEDs" (show LEDs) with a 5x5 grid of LEDs, where the top row has the 3rd LED lit, the 2nd row has the 2nd and 4th LEDs lit, the 3rd row has all 5 LEDs lit, the 4th row has the 4th LED lit, and the 5th row has the 3rd LED lit.
- Light green block:** "pause (ms) 500" (wait 500 ms).
- Purple block:** "lorsque le bouton A est pressé" (when button A is pressed).
- Light green block:** "montrer LEDs" (show LEDs) with a 5x5 grid of LEDs, where the 2nd row has the 2nd and 4th LEDs lit, the 3rd row has all 5 LEDs lit, the 4th row has the 4th LED lit, and the 5th row has the 3rd LED lit.
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```
au démarrage  
effacer l'écran
```

```
toujours  
si bouton B est pressé alors  
  répéter 10 fois  
  faire  
    allumer x 4 y 2  
    allumer x 3 y 2  
    allumer x 2 y 2  
    allumer x 1 y 2  
    allumer x 0 y 2  
    allumer x 3 y 1  
    allumer x 2 y 0  
    allumer x 3 y 3  
    allumer x 2 y 4  
    pause (ms) 100  
    éteindre x 4 y 2  
    éteindre x 3 y 2  
    éteindre x 2 y 2  
    éteindre x 1 y 2  
    éteindre x 0 y 2  
    éteindre x 3 y 1  
    éteindre x 2 y 0  
    éteindre x 3 y 3  
    éteindre x 2 y 4  
    pause (ms) 100
```

```
sinon si bouton A est pressé alors  
  répéter 10 fois  
  faire  
    montrer LEDs  
    pause (ms) 100  
    montrer LEDs  
    pause (ms) 100  
sinon  
  montrer LEDs
```