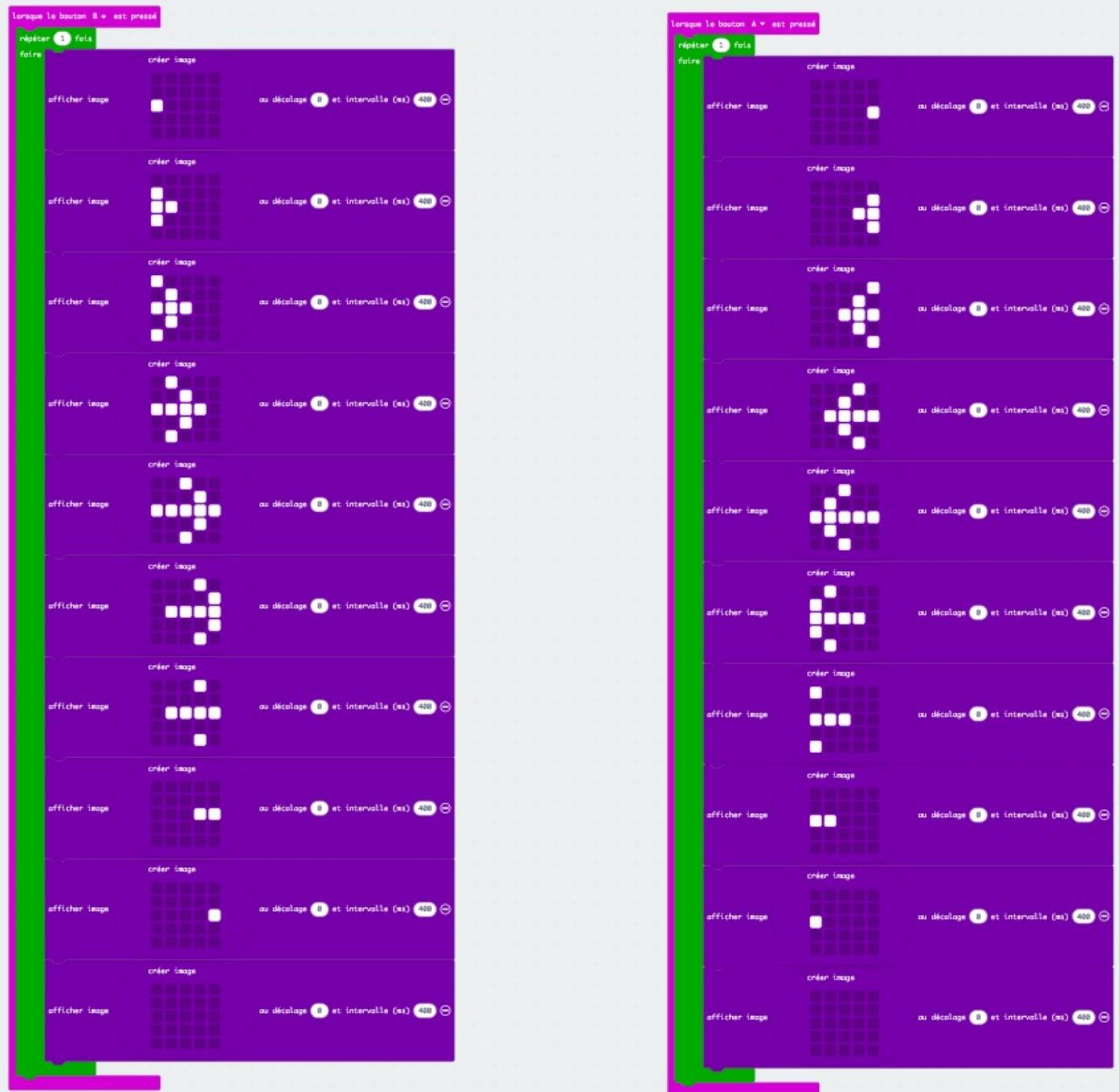
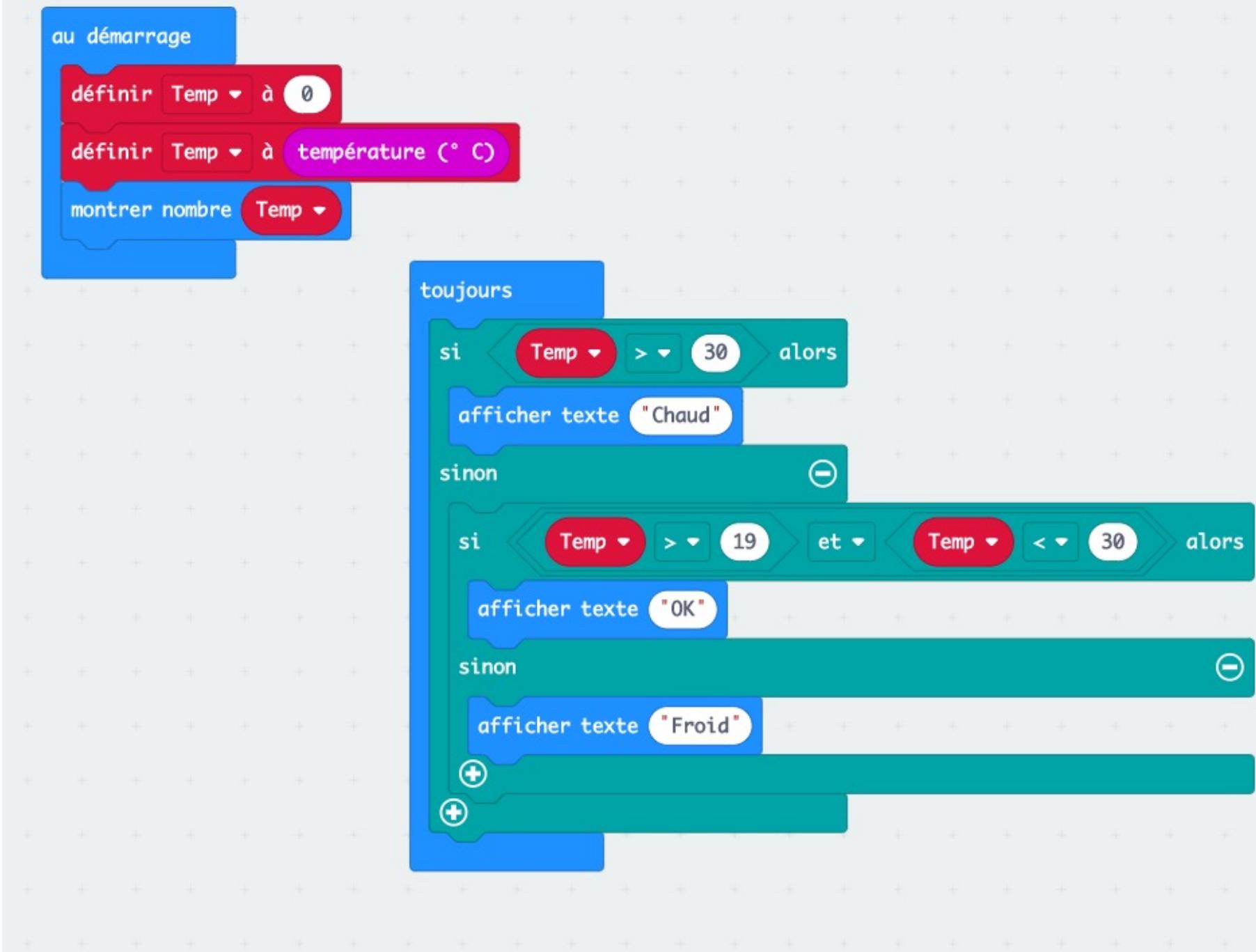


# Défilement flèches



# Thermostat d'ambiance



# Podomètre

au démarrage

```
definir Pas à 0
definir Dixpas à 0
```

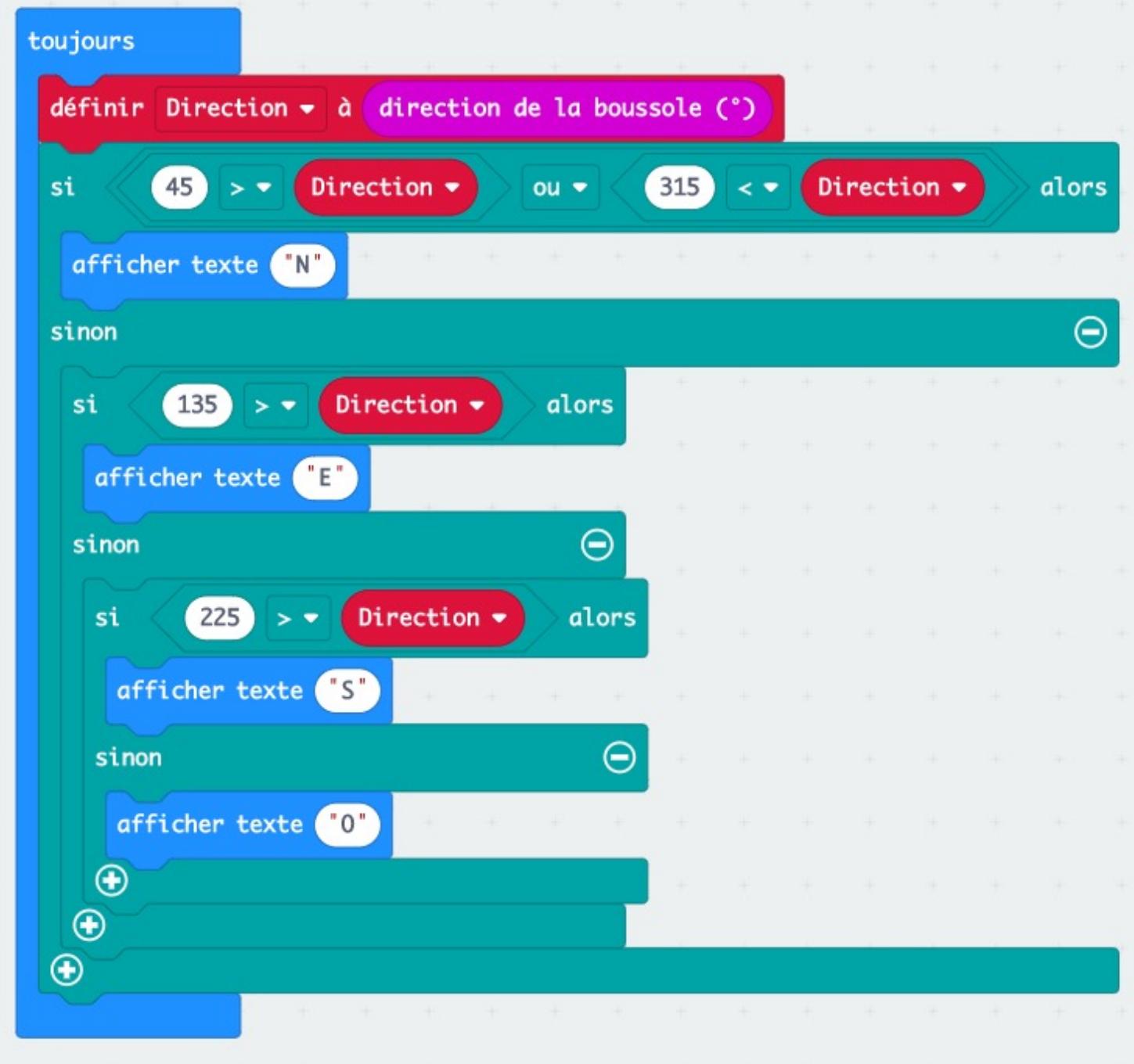
lorsque secouer

```
modifier Pas de 1
montrer l'icône
pause (ms) 100
montrer nombre Pas
effacer l'écran
```

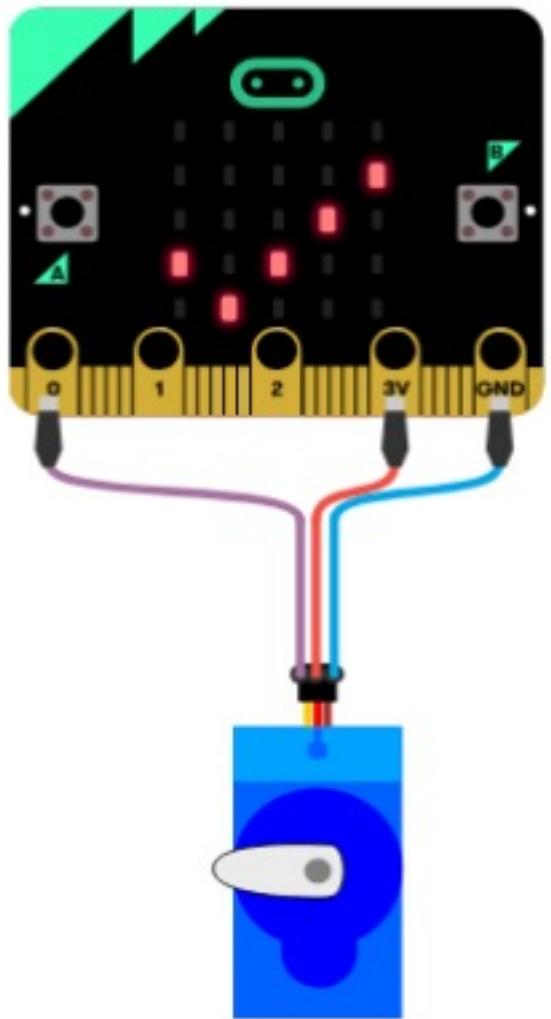
toujours

```
si Pas = 10 alors
  modifier Dixpas de 1
  jouer ton Middle C pendant 1 temps
  definir Pas à 0
```

# Ne pas perdre le Nord

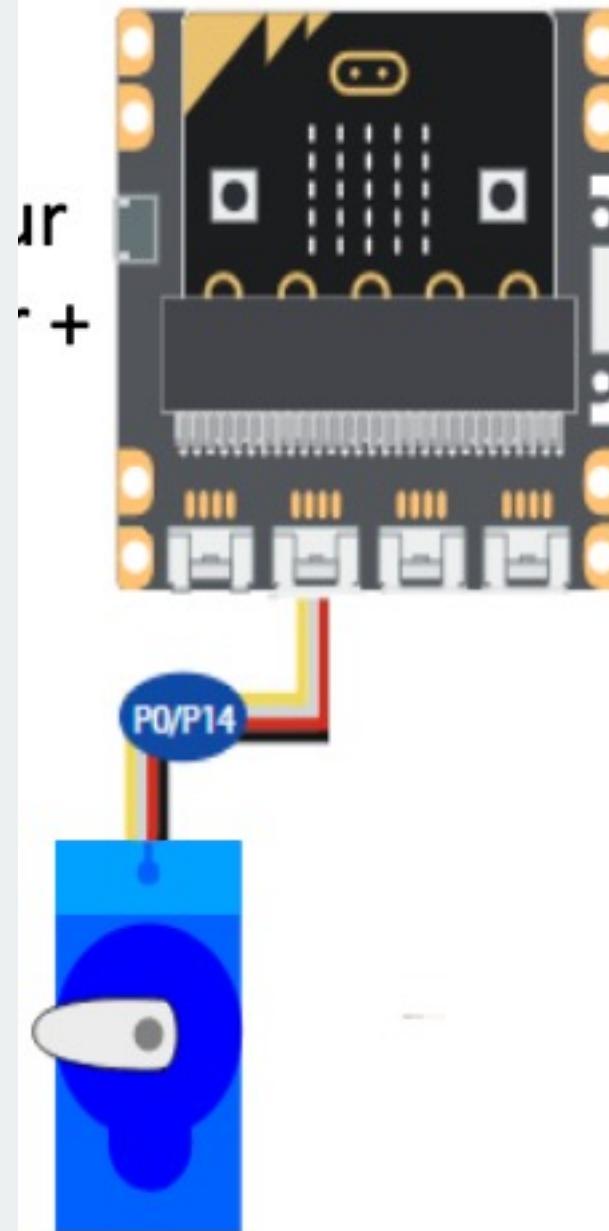


# Garde Barrière



A Scratch script titled "Garde Barrière". It starts with a "when green flag clicked" event. Inside, it has two parallel loops: one for button A pressed and one for button B pressed. Each loop contains a "set servo [P0 v] to [0]" and an "ask [ ] and wait [ ]" block. The text "A" is displayed when button A is pressed, and "B" is displayed when button B is pressed.

```
when green flag clicked
  show icon [grid v]
  when button A is pressed
    set servo [P0 v] to [0]
    ask [What is your name?]
    answer [A]
  end
  when button B is pressed
    set servo [P0 v] to [180]
    ask [What is your name?]
    answer [B]
  end
```



# Trouver sa voix ...

