

# 09\_08\_Beispiele

Calliope-Kurs (Lehrer Herrengasse)

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Jogi Künstler, Turbine Brunnen

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## Einige Beispiele

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# Einmal-Eins-Generator

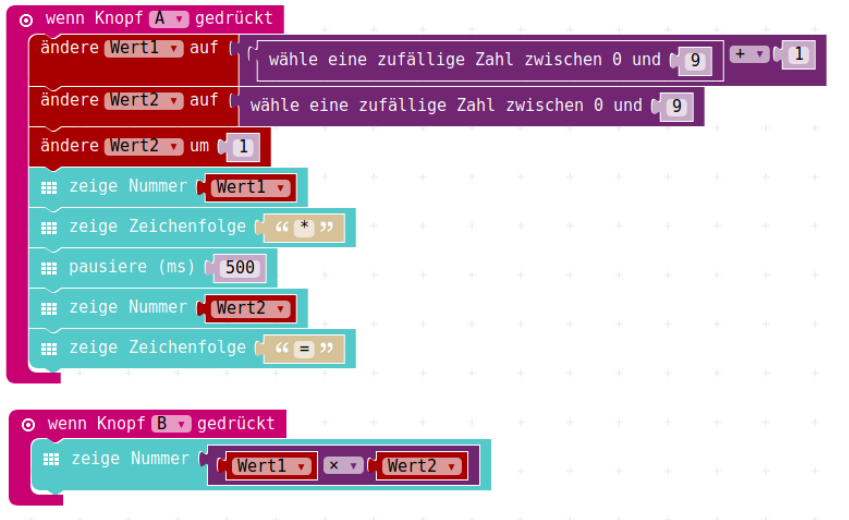


Figure 1: Einmal-Ein-Generator.png



# Richtungs-Zeiger Rad

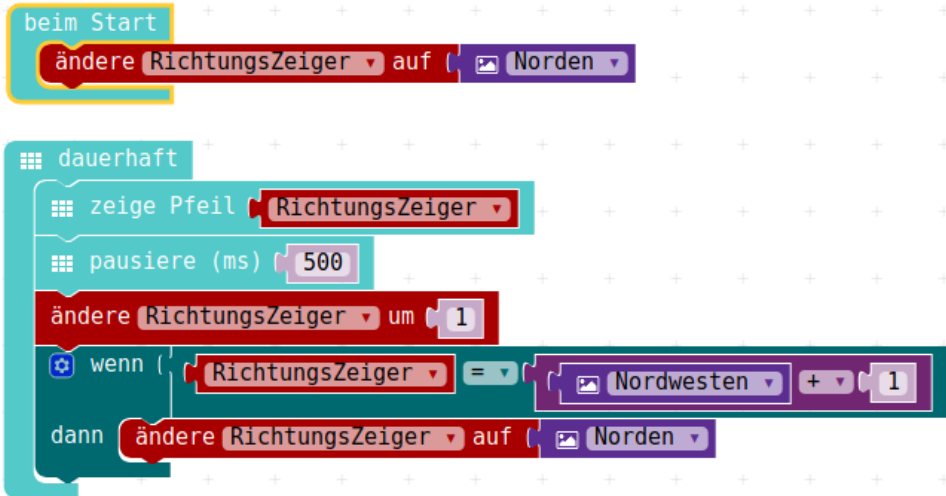


Figure 2: Richtungs-Zeiger-Rad.png



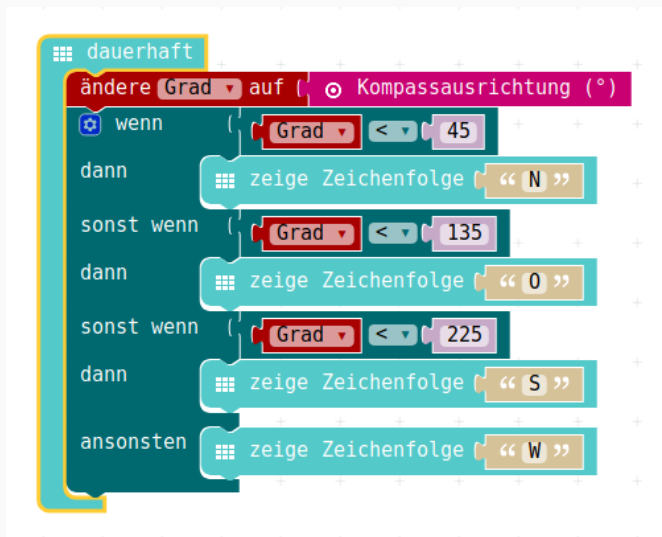


Figure 3: Kompass.png

# Schubladen-Alarm mit Lichtsensor



Figure 4: SchubladenAlarm.png

# Mini-Klavier mit Tasten/Pins

The image displays a Scratch script for a mini-clavier project. The script is organized into two columns of code blocks on a grid background.

**Left Column:**

- wenn Knopf A gedrückt** (when button A is pressed):
  - spiele Note Hohes C für 1 Takt (play note High C for 1 beat)
- wenn Pin P0 gedrückt** (when pin P0 is pressed):
  - spiele Note Hohes D für 1 Takt (play note High D for 1 beat)
- wenn Pin P1 gedrückt** (when pin P1 is pressed):
  - spiele Note Hohes E für 1 Takt (play note High E for 1 beat)
- beim Start** (when started):
  - zeige Symbol (show symbol) - with a small keyboard icon as the symbol.

**Right Column:**

- wenn Pin P2 gedrückt** (when pin P2 is pressed):
  - spiele Note Hohes F für 1 Takt (play note High F for 1 beat)
- wenn Pin P3 gedrückt** (when pin P3 is pressed):
  - spiele Note Hohes G für 1 Takt (play note High G for 1 beat)
- wenn Knopf B gedrückt** (when button B is pressed):
  - spiele Note Hohes A für 1 Takt (play note High A for 1 beat)

Figure 5: Klavier-Tasten-Pins.png



# Farbrad am RGB-Led mit Tasten/Pins

The image displays a collection of Scratch code blocks for controlling an RGB LED. The code is organized into several sections:

- Knopf A:** When button A is pressed, decrease the red value by 10. If the red value is less than 0, set it to 0.
- Knopf B:** When button B is pressed, increase the red value by 10. If the red value is greater than 255, set it to 255.
- Pin P0:** When pin P0 is pressed, decrease the blue value by 10. If the blue value is less than 0, set it to 0.
- Pin P3:** When pin P3 is pressed, increase the blue value by 10. If the blue value is greater than 255, set it to 255.
- Pin P1:** When pin P1 is pressed, decrease the green value by 10. If the green value is less than 0, set it to 0.
- Pin P2:** When pin P2 is pressed, increase the green value by 10. If the green value is greater than 255, set it to 255.
- Initialisierung:** At the start, set the red, green, and blue values to 0.
- dauerhaft (Forever Loop):** Set the LED color using the current red, green, and blue values.
- wenn geschüttelt (When Shaken):** When the device is shaken, reset the red, green, and blue values to 0.

Figure 6: Farbrad-Tasten-Pins.png



# Zeitmessung => Reaktionsmesser

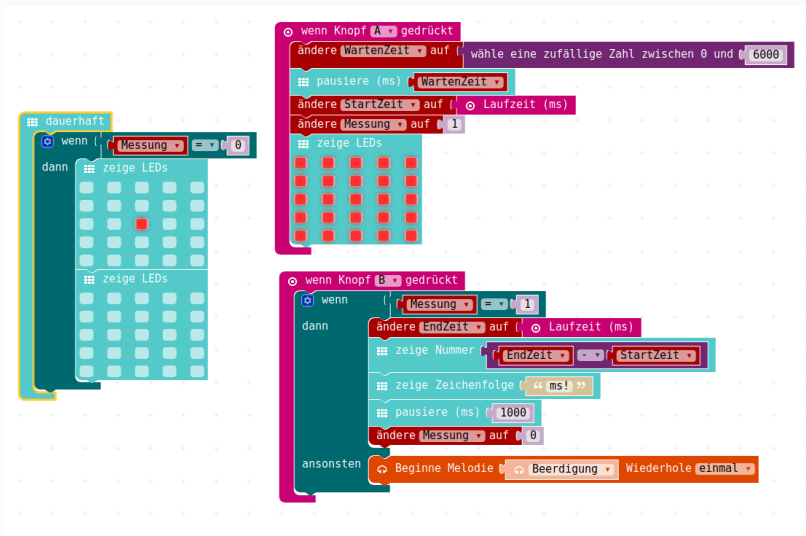


Figure 7: ReaktionsMesser.png



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