

# Microbit Robotics Beginner Level 1

## Revision

Presented by Advanced Superlogic Team

# Today's Topic:

- 1. Final project theme - real life automation**
- 2. Lesson 2-8 and mission**
- 3. Preparation for final project**

# Final project theme - real life automation

- 1. Traffic light for pedestrian**
- 2. Car park smart barricade system**
- 3. Color Sorting Machine**
- 4. Smart street lights**
- 5. Auto door slider system**

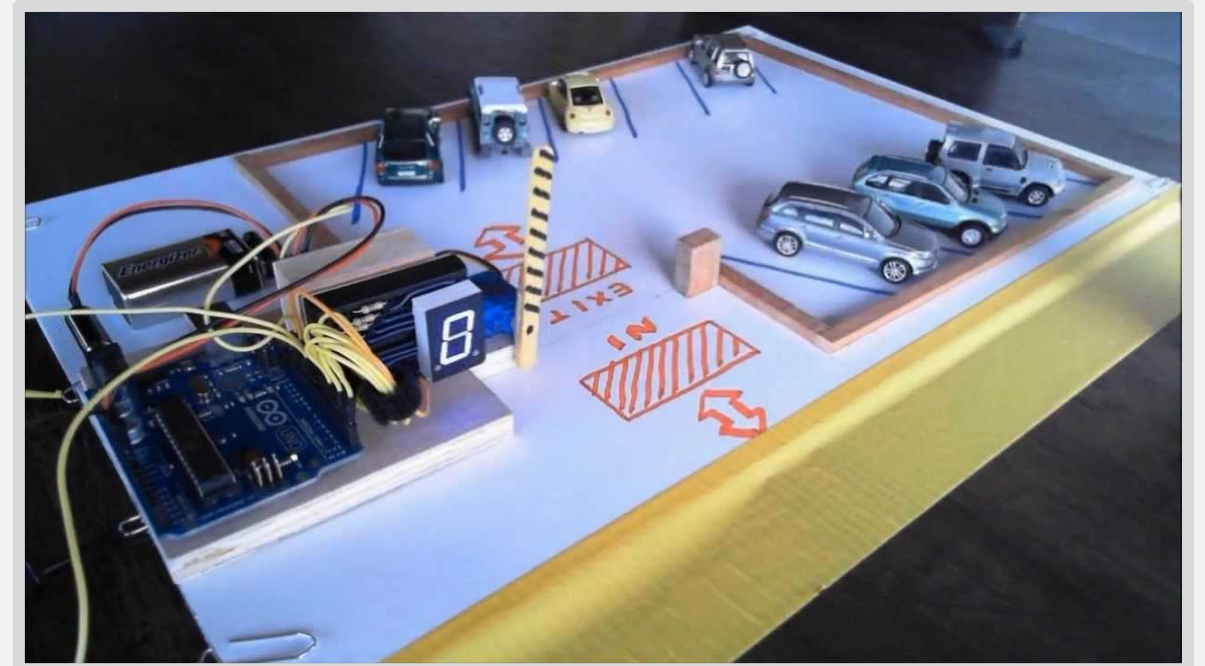
# Traffic light for pedestrian

**Module:** Infrared, RGB and Button



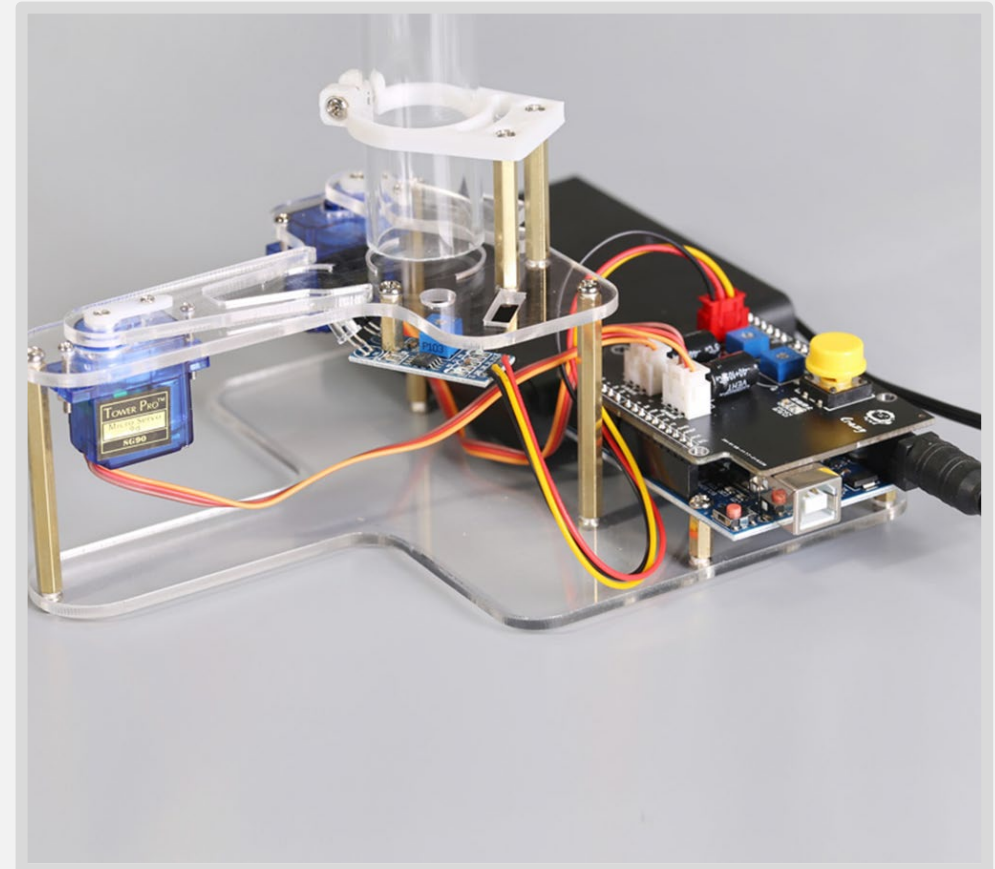
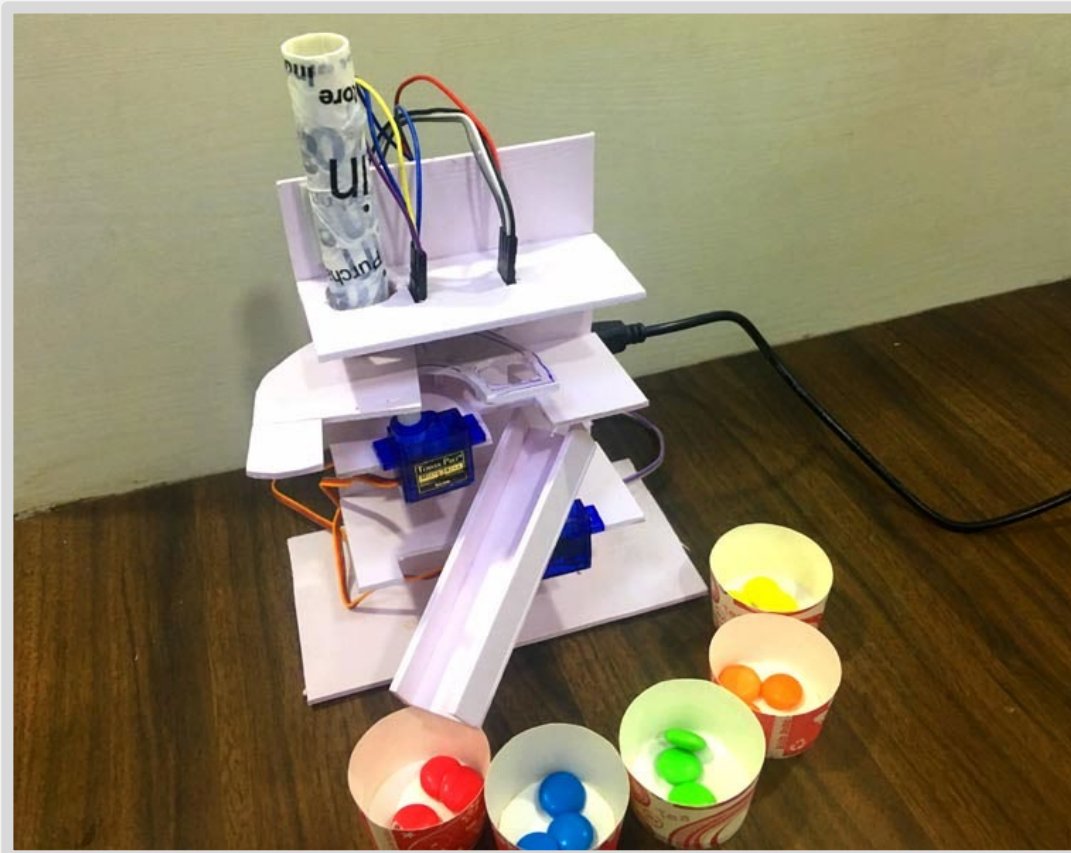
# Car park smart barricade system

**Module:** Ultrasonic, Button and Servo



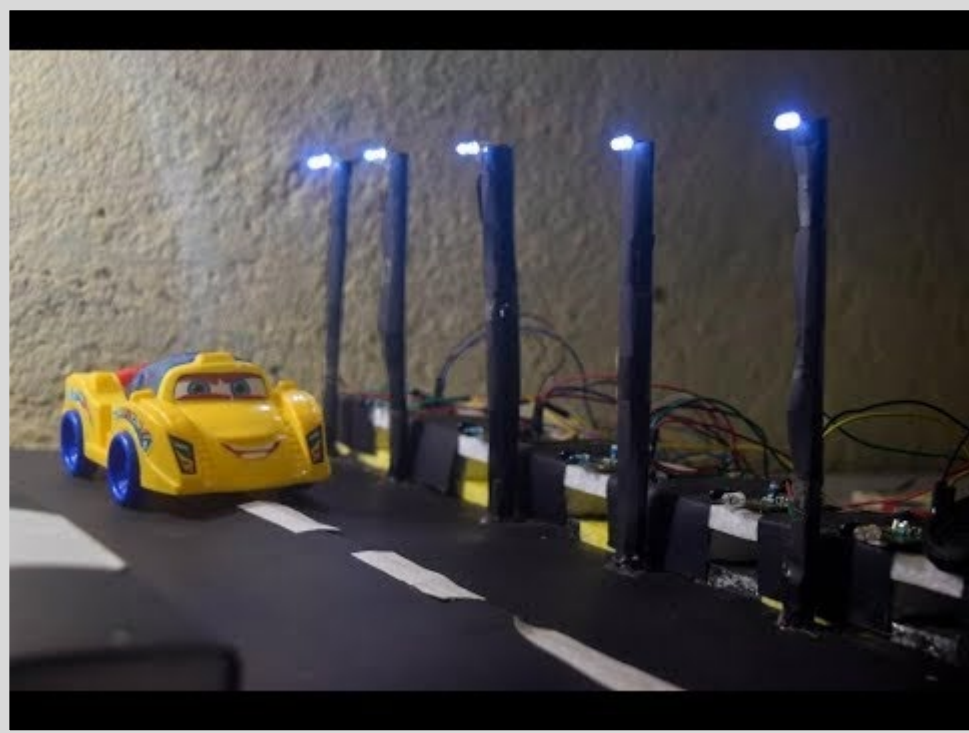
# Color Sorting Machine

**Module:** Color recognition, Button and Servo



# Smart street lights

**Module:** Infrared / Photosensitive and Button



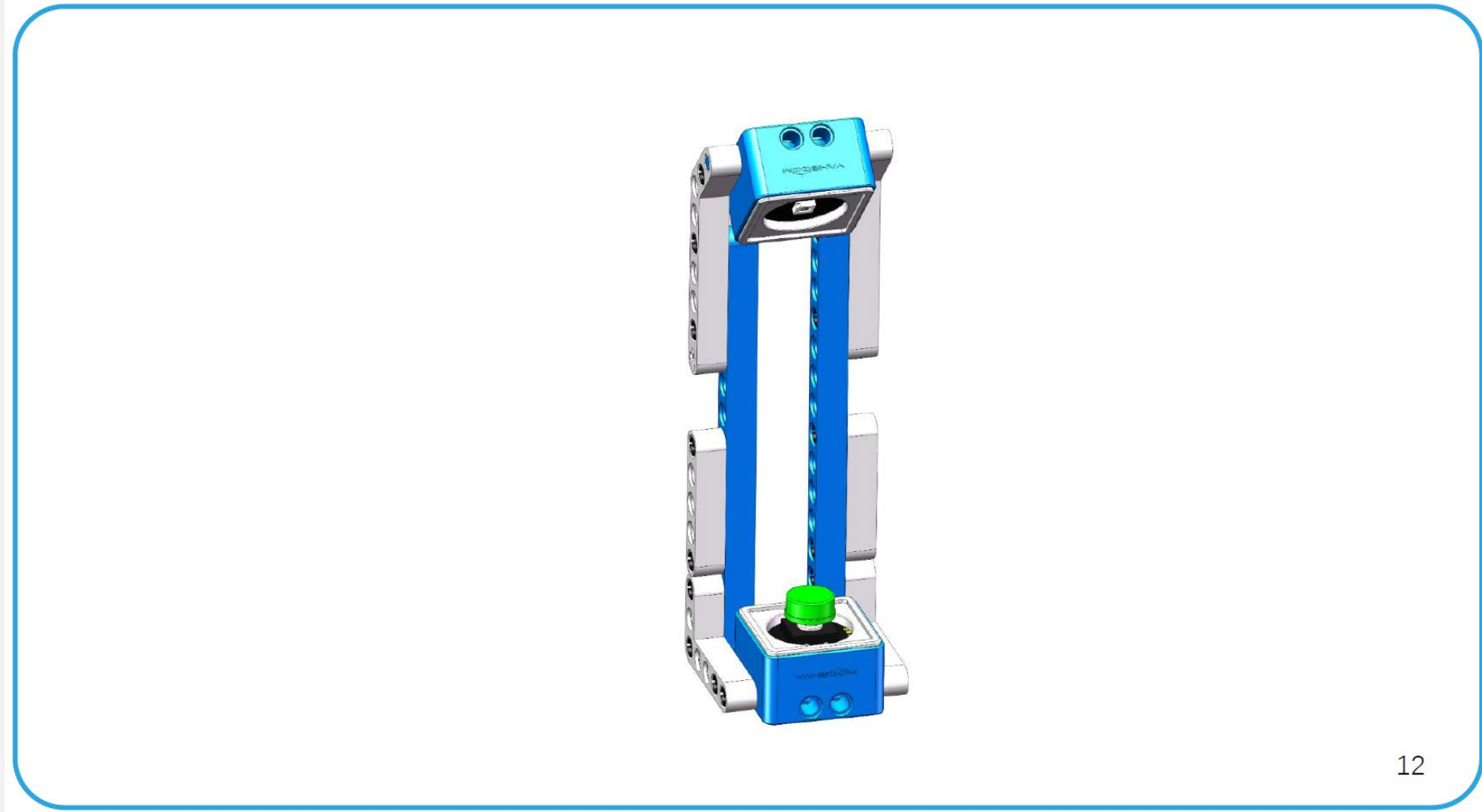
# Auto door slider system

**Module:** Button and Servo



# Table Lamp

# Table Lamp



# Coding - Overview

```

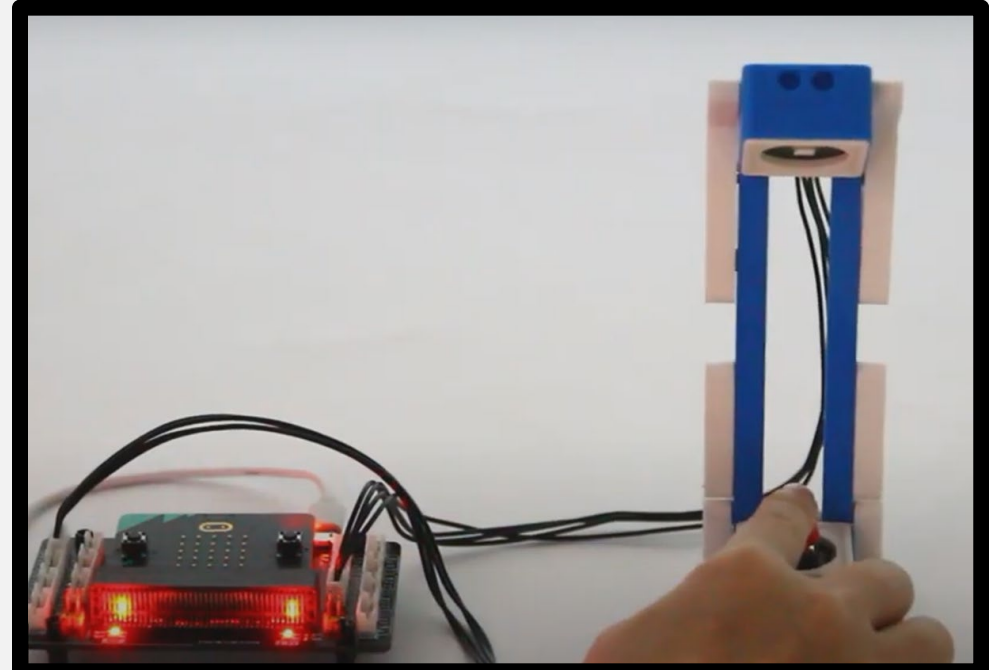
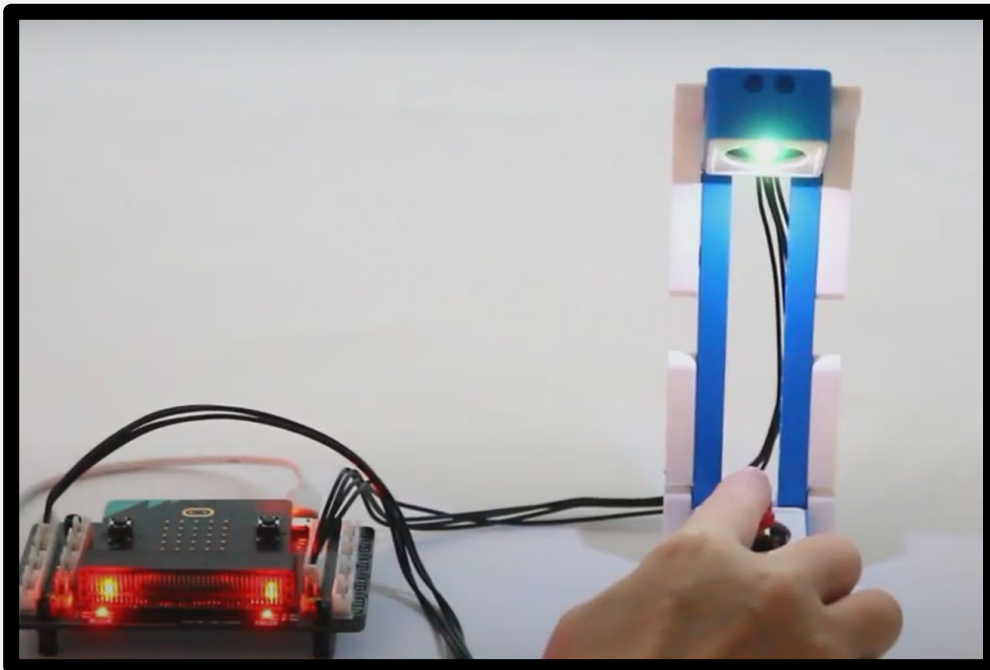
on start
  set temp to 0
  
```

```

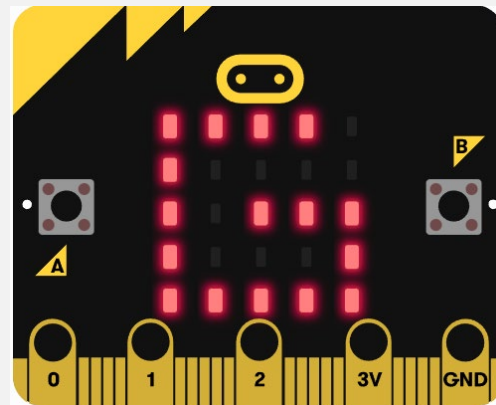
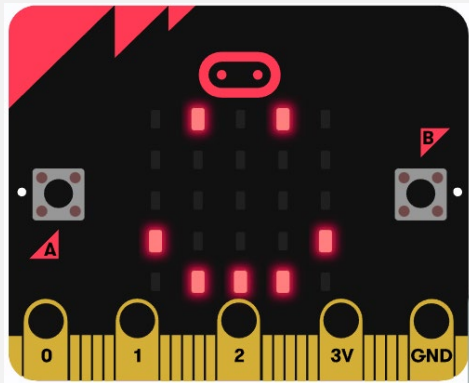
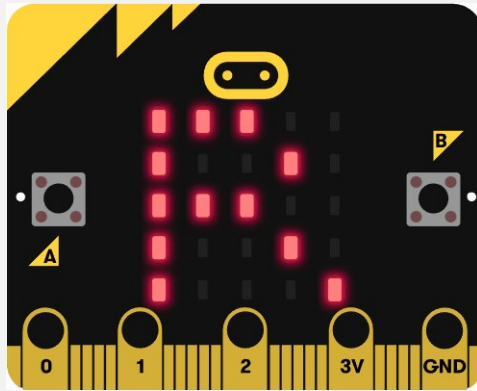
forever
  if Button pin P0P1 value Press then
    pause (ms) 100
    while Button pin P0P1 value Press
    do
      pause (ms) 1
      change temp by 1
      if temp > 1 then
        set temp to 0
      if temp = 0 then
        RGB (P12P13P14) value OFF
      else if temp = 1 then
        RGB (P12P13P14) value White
  
```

# Phenomenon

After the program is downloaded successfully.  
 When we **press** button module at the first time,  
 RGB light will become **white**;  
 when we **press** button module at the second time,  
 RGB light will **off**.



# L2 - Mission



Make the lamp **changes** to every color and **off** after the 7<sup>th</sup> color

Every time when the light changes color, **show** what color it is on LED (Example - Red : "R").

When **Button** pressed, smiley face appeared on LED before the color changes.

# Answers - Button

```

forever
  if Button pin P0P1 value Press then
    pause (ms) 100
    while Button pin P0P1 value Press
    do
      pause (ms) 1
      show leds
      [5x5 grid of LEDs with 4 white LEDs at (0,0), (0,3), (3,0), (3,3)]
    clear screen
    change temp by 1
    if temp > 7 then
      set temp to 0
    if temp = 0 then
      RGB (P12P13P14) value OFF
  
```

# Answers - RGB & LED

```

if temp = 0 then
  RGB (P12P13P14) value OFF
  clear screen
else if temp = 1 then
  RGB (P12P13P14) value White
  show leds

```

```

if temp = 0 then
  RGB (P12P13P14) value OFF
  clear screen
else if temp = 1 then
  RGB (P12P13P14) value White
  show leds
else if temp = 2 then
  RGB (P12P13P14) value Red
  show leds
else if temp = 3 then
  RGB (P12P13P14) value Green
  show leds
else if temp = 4 then

```

```

if temp = 0 then
  RGB (P12P13P14) value OFF
else if temp = 1 then
  RGB (P12P13P14) value White
else if temp = 2 then
  RGB (P12P13P14) value Red
else if temp = 3 then
  RGB (P12P13P14) value Green
else if temp = 4 then
  RGB (P12P13P14) value Blue

```

# Rocker Control Light

# Step 10



23

# Combine Block

```

on start
  led enable false
  
```

```

forever
  if Rocker pin P0P1 value Left then
    RGB (P12P13P14) value Red
  else if Rocker pin P0P1 value Right then
    RGB (P12P13P14) value Green
  else if Rocker pin P0P1 value Down then
    RGB (P12P13P14) value Blue
  else if Rocker pin P0P1 value Up then
    RGB (P12P13P14) value White
  
```

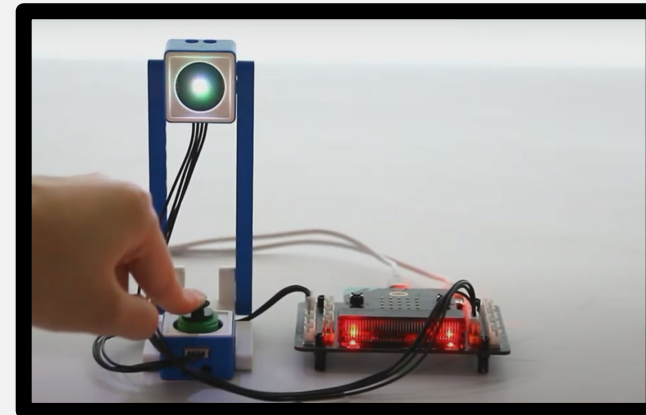
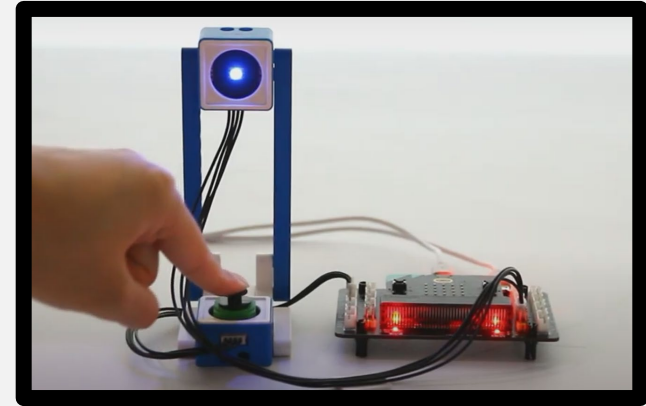
# Phenomenon

After the program is downloaded successfully.  
We can control the RGB light by shaking the rocker. If the rocker moves to the left-most in the X direction, the RGB light become **red**;

If the rocker moves to the **right-most** in the X direction, the RGB light become **green**;

If the rocker moves to the **up-most** in the Y direction, the RGB light become **blue**;

If the rocker moves to the **down-most** in the Y direction, the RGB light become **white**.



# Emergency Light

# Emergency Light



30

# Combine Blocks

```

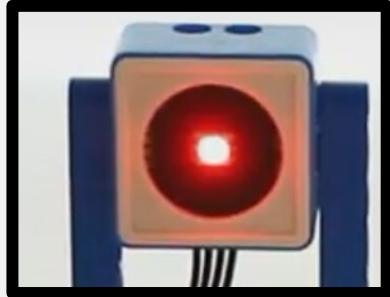
forever
  if Light pin P0P1 > 400 then
    RGB (P12P13P14) value White
  else if Light pin P0P1 ≤ 400 then
    RGB (P12P13P14) value OFF
  
```

# Phenomenon

After the program is downloaded successfully.  
When we **block** the photosensitive module with our hands, the RGB light is **on**, otherwise the light is **off**.



# L3 - Mission



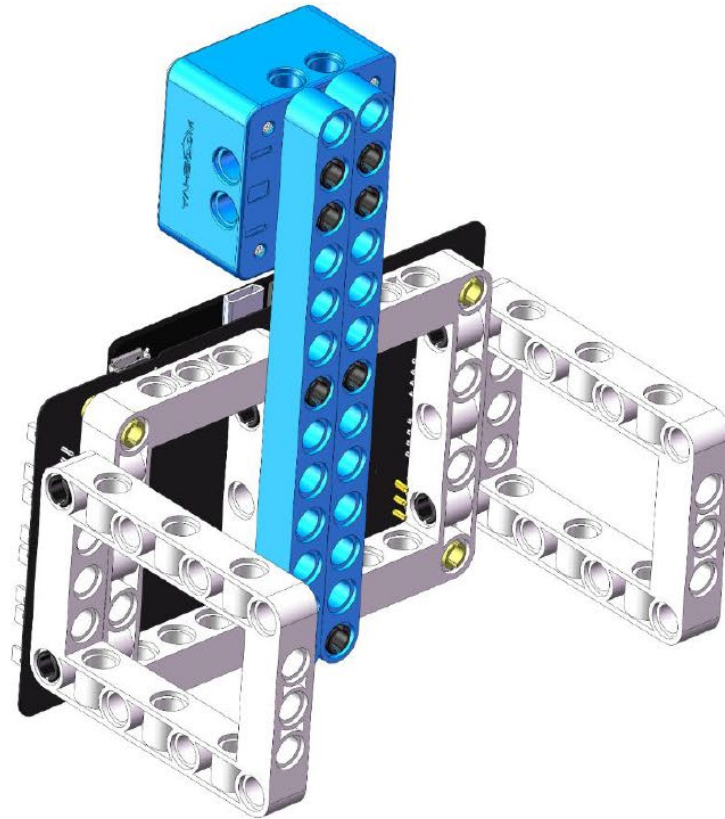
Using 3 Modules, Rocker, Photosensitive and RGB:

Make an emergency light that can **changes** color when **rocker** is moved,  
And **without** changing to the **first** color.

Condition: When there is **no** light, RGB will lights up **automatically**.

# Infrared Warning device

# Infrared Warning device



46

# Combine Blocks

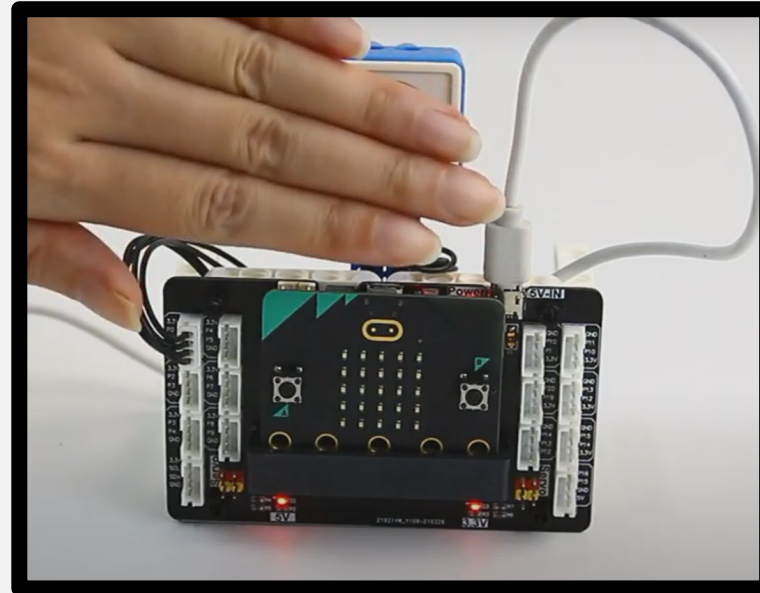
```

on start
  led enable false

forever
  if IR pin P0P1 value Obstacle then
    start melody dadadum repeating once
  
```

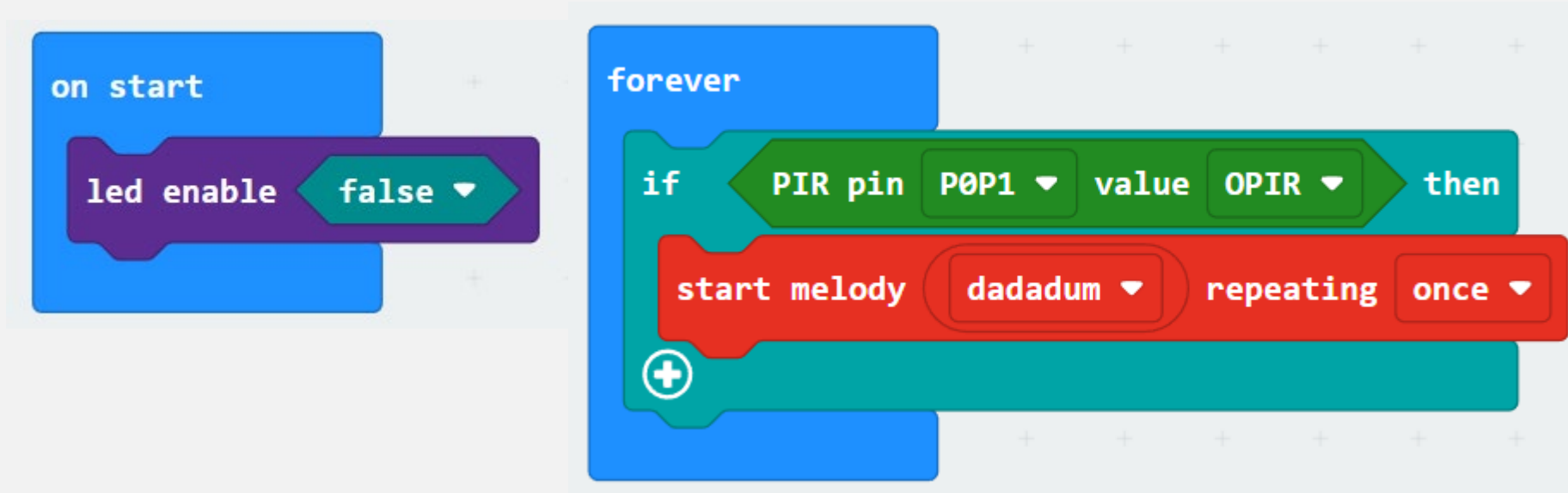
# Phenomenon

After the program is downloaded successfully.  
 When the infrared sensor **detects** an obstacle, the **buzzer** will sound.



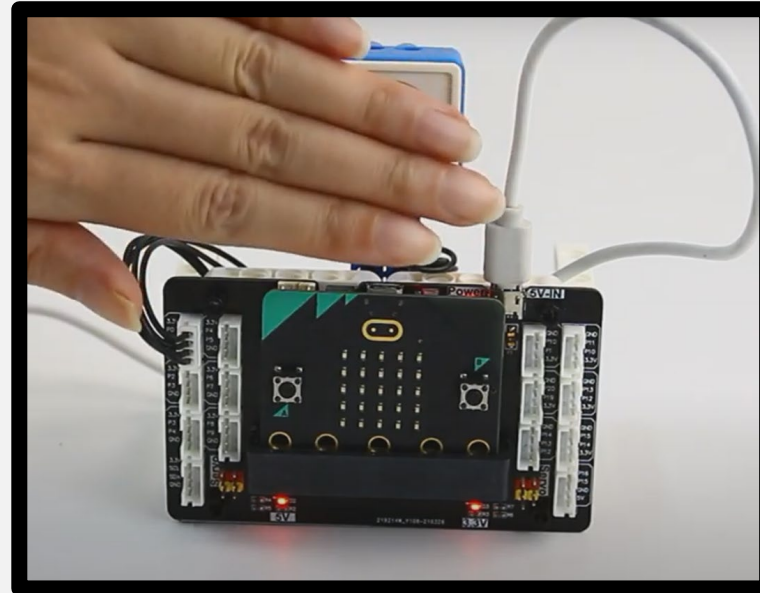
# Human body warning device

# Combine Blocks



# Phenomenon

After the program is downloaded successfully. When a **human body** is detected, the **buzzer** will make a sound



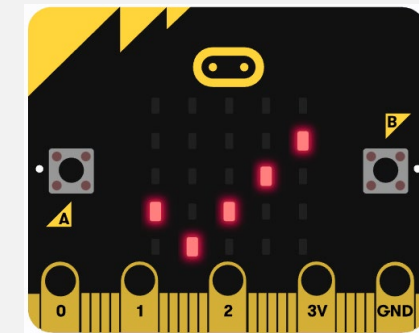
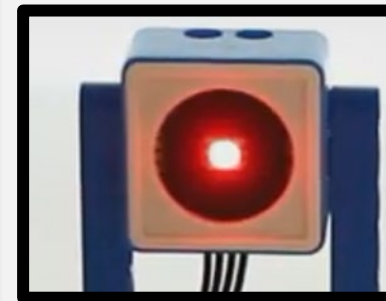
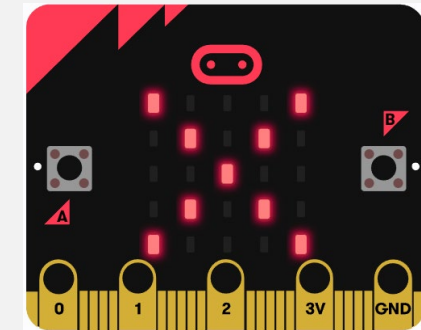
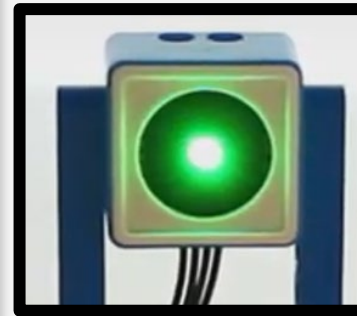
# L4 - Mission

Using 3 modules Infrared, Button, and RGB:

Make a **controlled pedestrian crossing light** that **changes red** when **button** is pressed, **pause** for 10 seconds for pedestrian crossing, then changes to green.

Condition:

1. RGB will changes light to **red** when **button** is pressed **and** there is **no obstacle**. If button is pressed and there is obstacle, RGB will **not** turn to red.
2. Show LED for pedestrian. When green light, LED will show stop . When red light, LED will show safe to cross



# Hand-held range Finder

# Hand-held range Finder



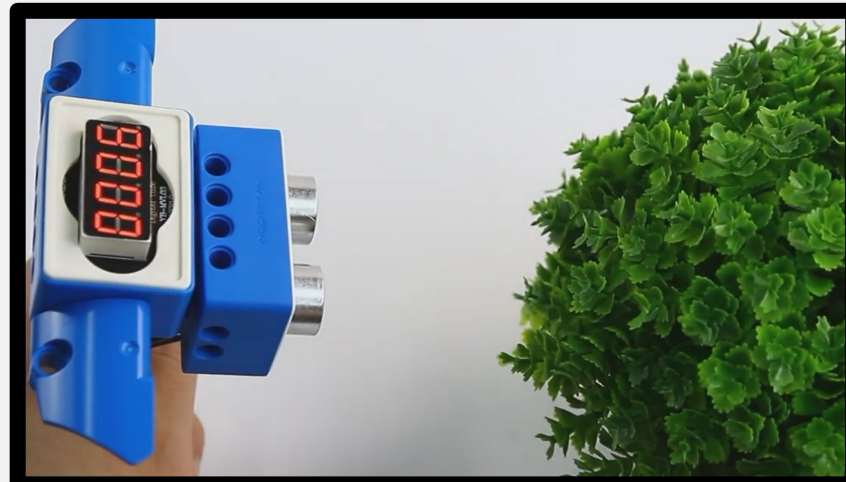
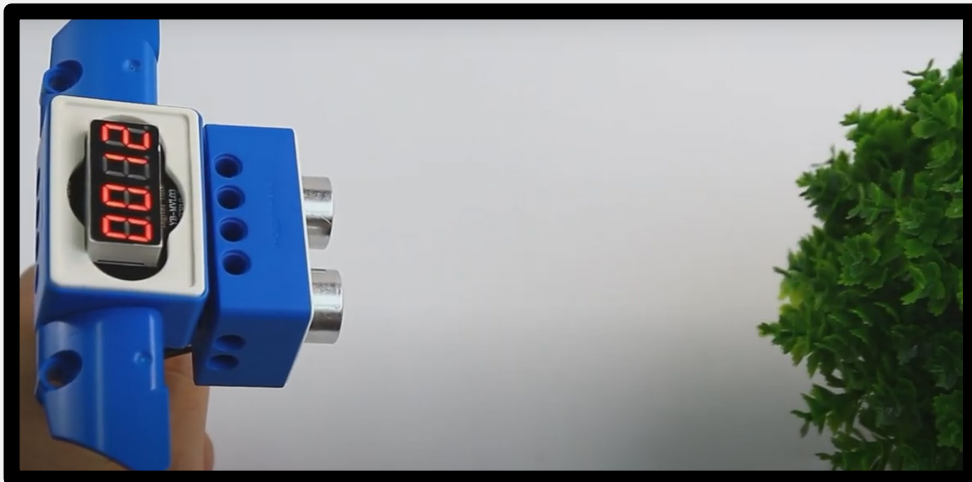
61

# Combine Blocks



# Phenomenon

After the program is downloaded successfully.  
The digital tube will display the **distance**.



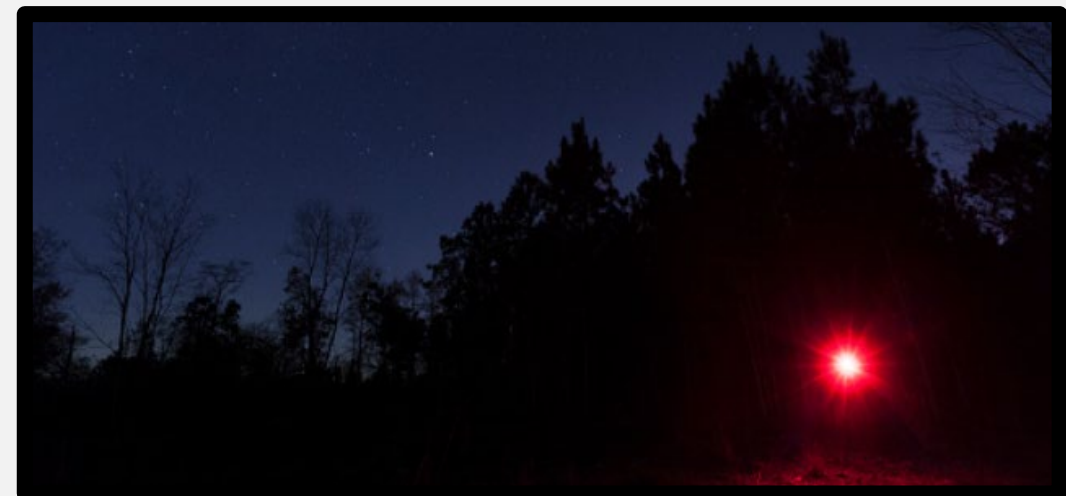
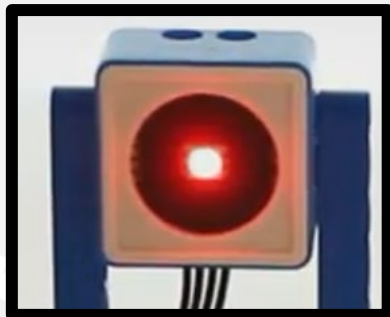
# L5 - Mission

Using 3 modules Ultrasonic , Button, and RGB:

**Danger Lamp Sensor:**

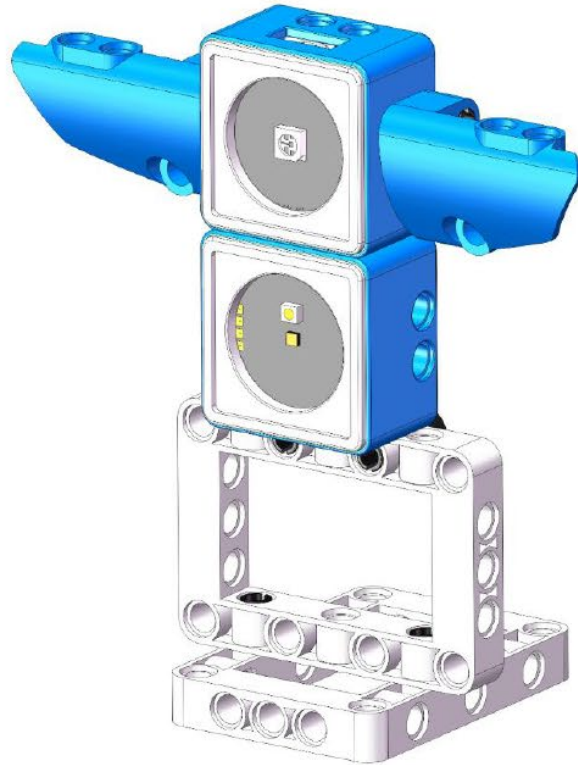
Make a remote for light switch that **turns red and make a sound** when an object is **close** to ultrasonic. When the object get **far** away, the light changes to **white**.

The button functions as an **on/off** switch.



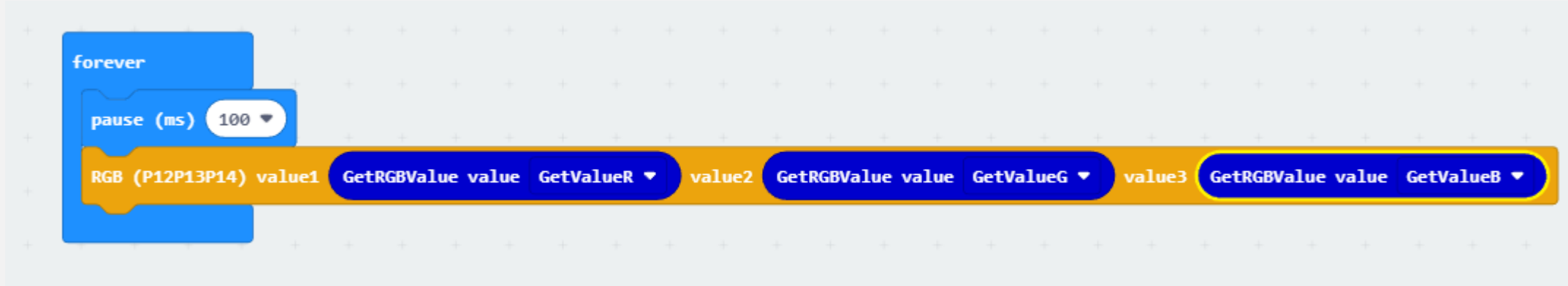
# Color recogniton

# Color recogniton



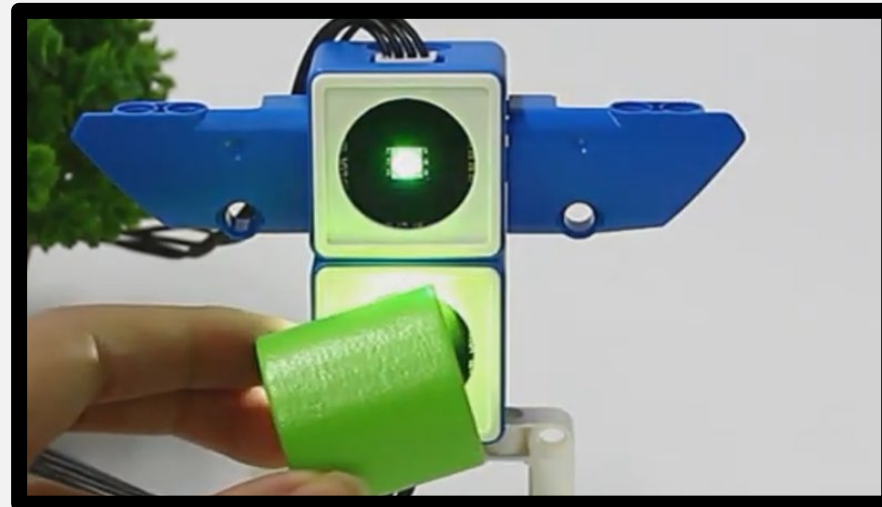
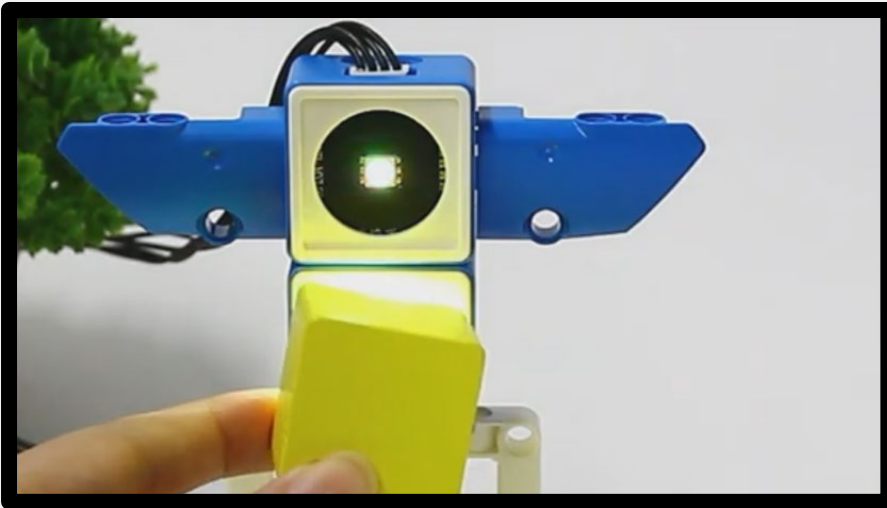
89

# Coding - Combine Blocks



# Phenomenon

After the program is downloaded successfully. When the color sensor recognizes **different** colors, the RGB lights display the **corresponding colors**.

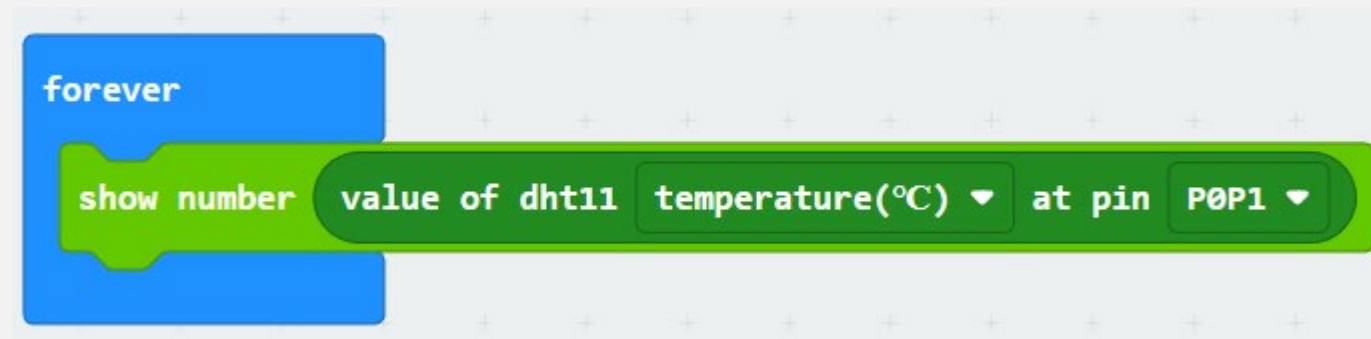
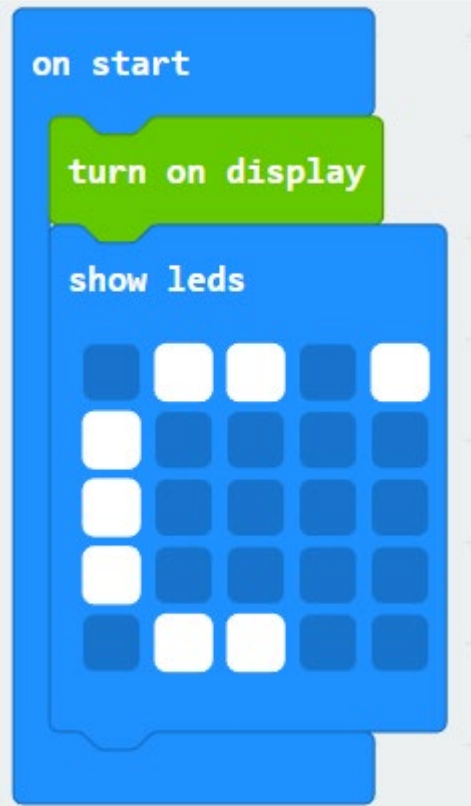


## Step 9



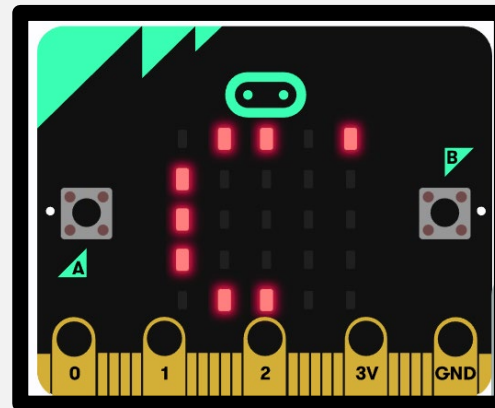
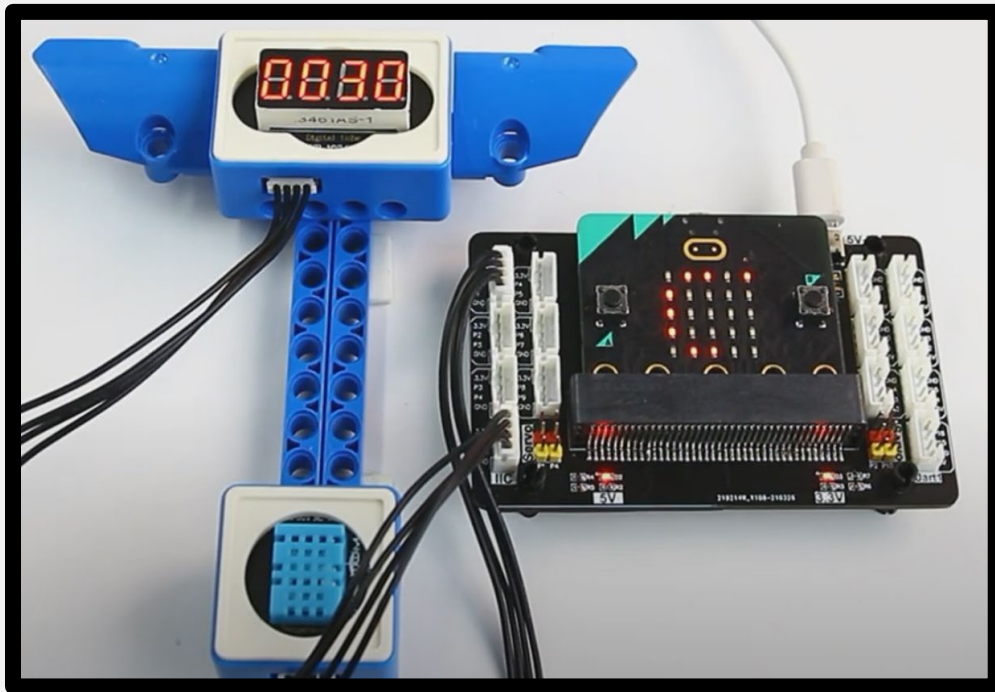
99

# Coding - Combine Blocks



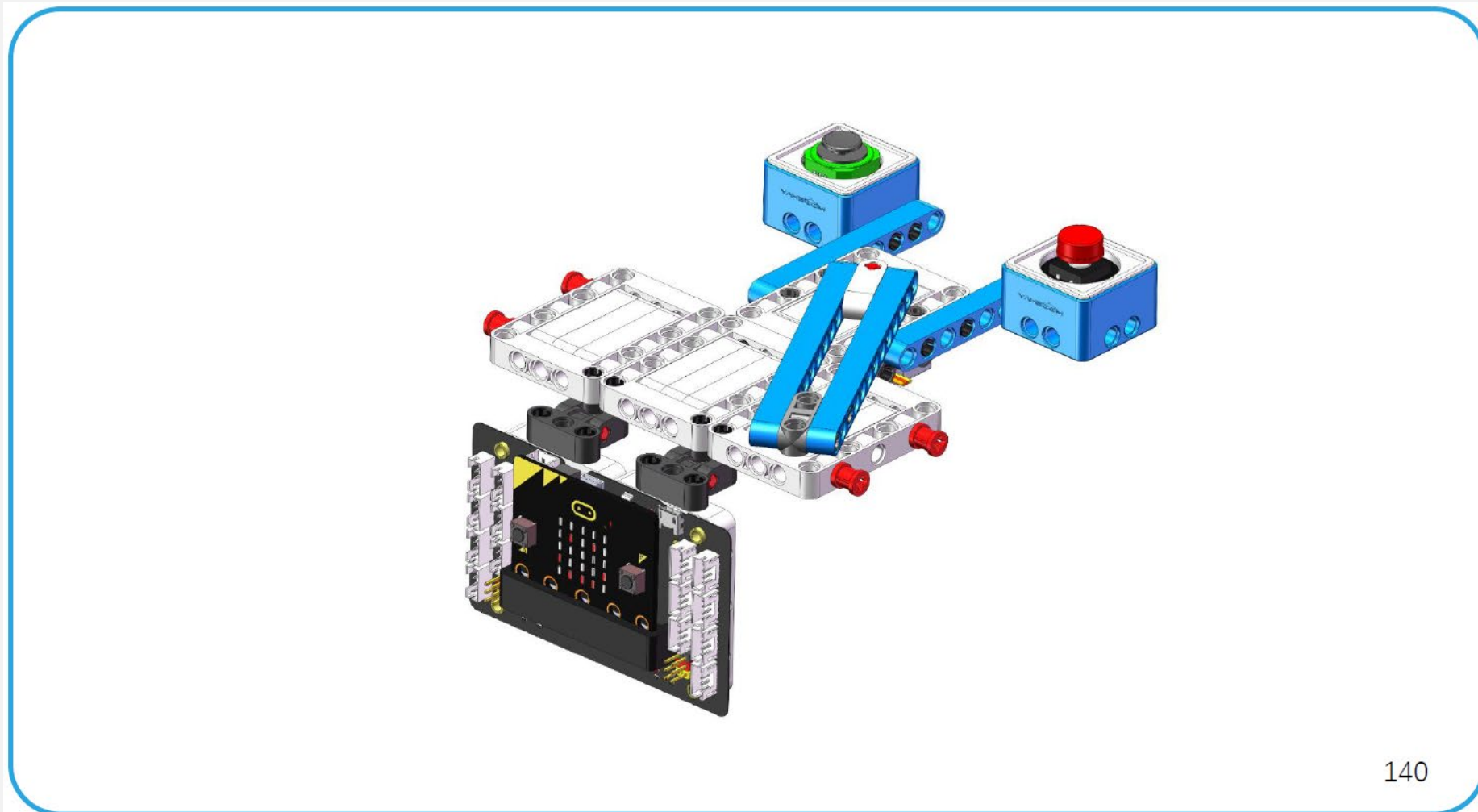
# Phenomenon

After the program is downloaded successfully. The **temperature** and **humidity** of the current environment will be **displayed** on the digital tube module.



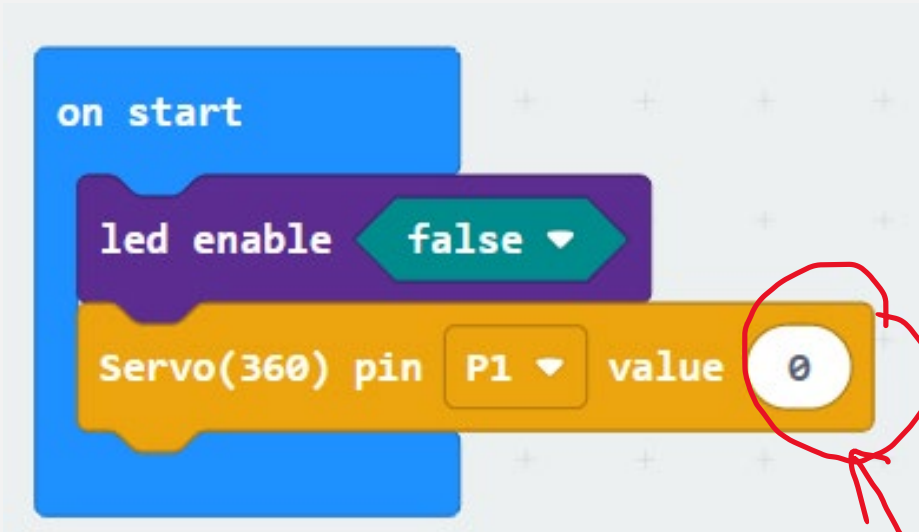
# Smart Wiper

# Step 41



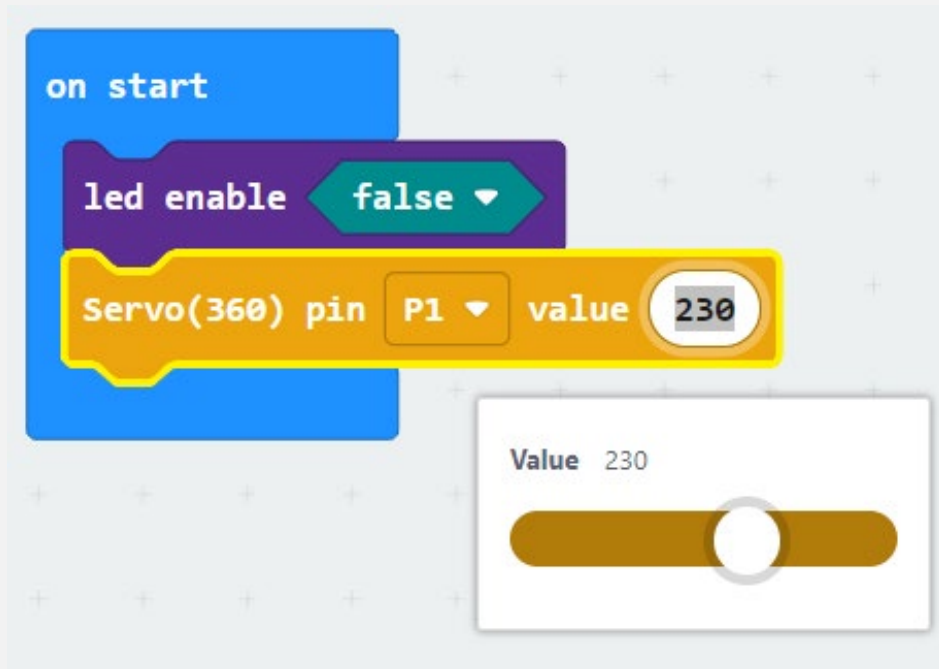
140

# Coding - Servo



**Let's manipulate this value to make the servo run to different position**

# Coding - Servo



The value of the servo range from 0 degree to 360 degrees.

# Coding - Servo

```

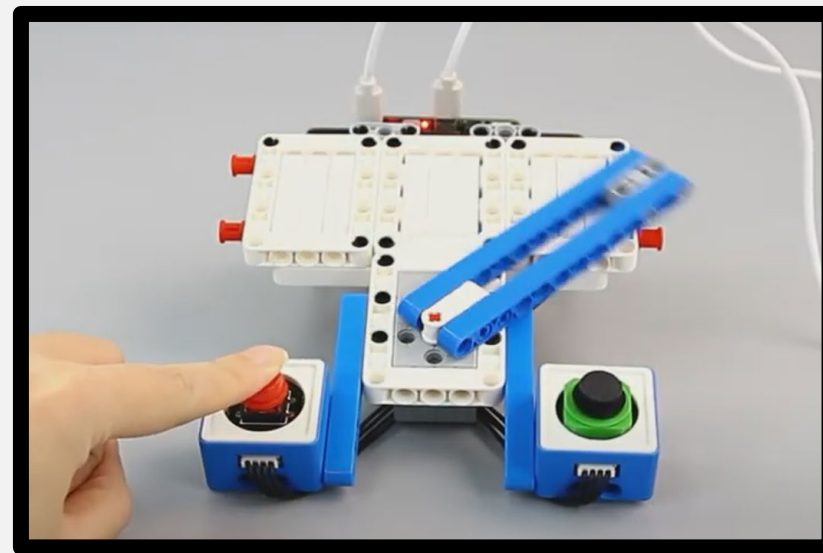
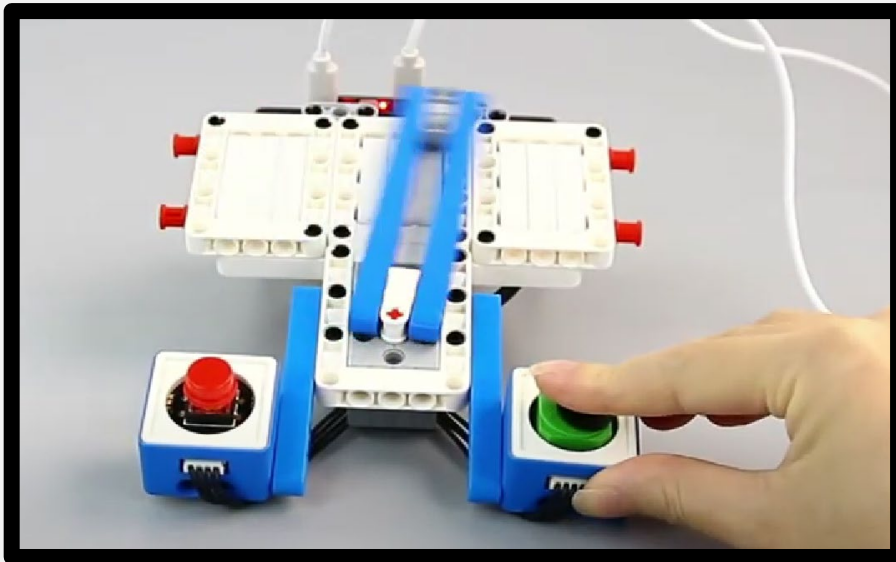
on start
  led enable false
  Servo(360) pin P1 value 230

forever
  if Rocker pin P2P3 value Right then
    Servo(360) pin P1 value 230
  else if Rocker pin P2P3 value Left then
    Servo(360) pin P1 value 130
  
```

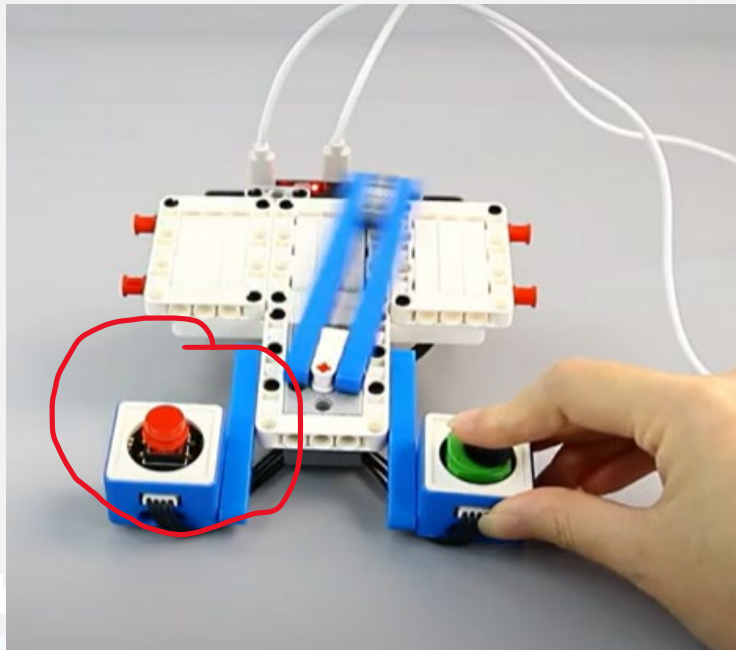
To run it with the rocker module, we can make it run to different position when rocker module is being pushed.

# Phenomenon

After your program downloaded successfully, you can use the rocker module to turn your wiper to left or right



# L8 - Challenge level 1

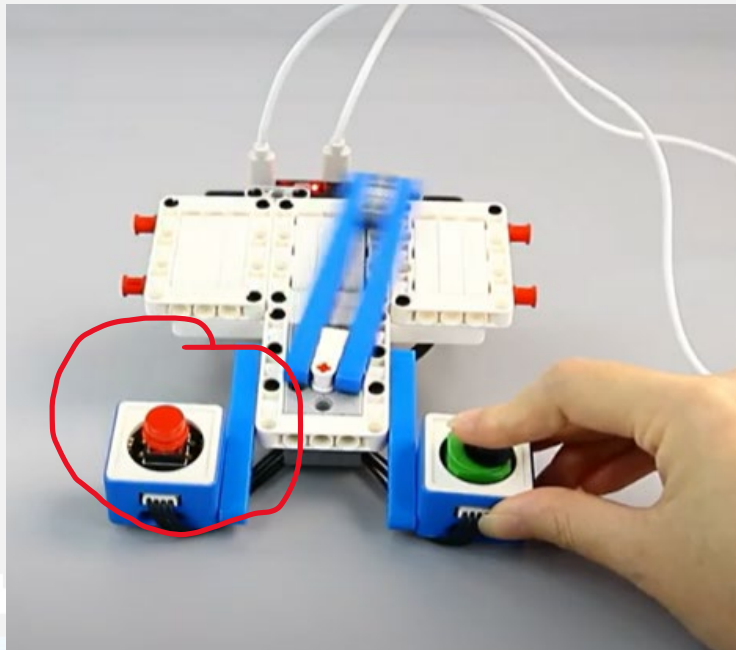


**Program your button module as a toggle switch to turn it on / off for the wiper.**

**If button is pressed first time, the wiper will go back to starting position and rocker module can't turn the wiper.**

**If button pressed another time, it will make the wiper go back to starting position and enable the rocker to control the wiper direction**

## L8 - Challenge level 2

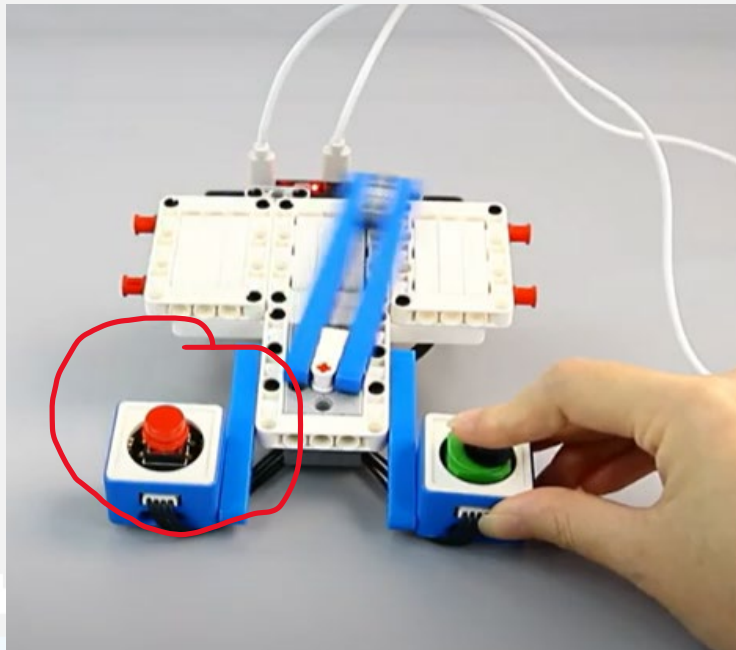


**Program your button module as a toggle switch to turn the wiper either to the left or to the right.**

**When button is pressed at first time, it will go to the right.**

**When the button is pressed for another time, it will go to left, so and so on.**

## L8 - Mission



**Can you make your rocker module to slowly turn the wiper instead of just going into 2 positions (left or right)?**

**Use the button module as a toggle switch to adjust the speed of the wiper.**



Any  
Questions?

Thank you :)