

09_08_Beispiele

Calliope-Kurs (Lehrer Herrengasse)

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Einige Beispiele

Einmal-Eins-Generator

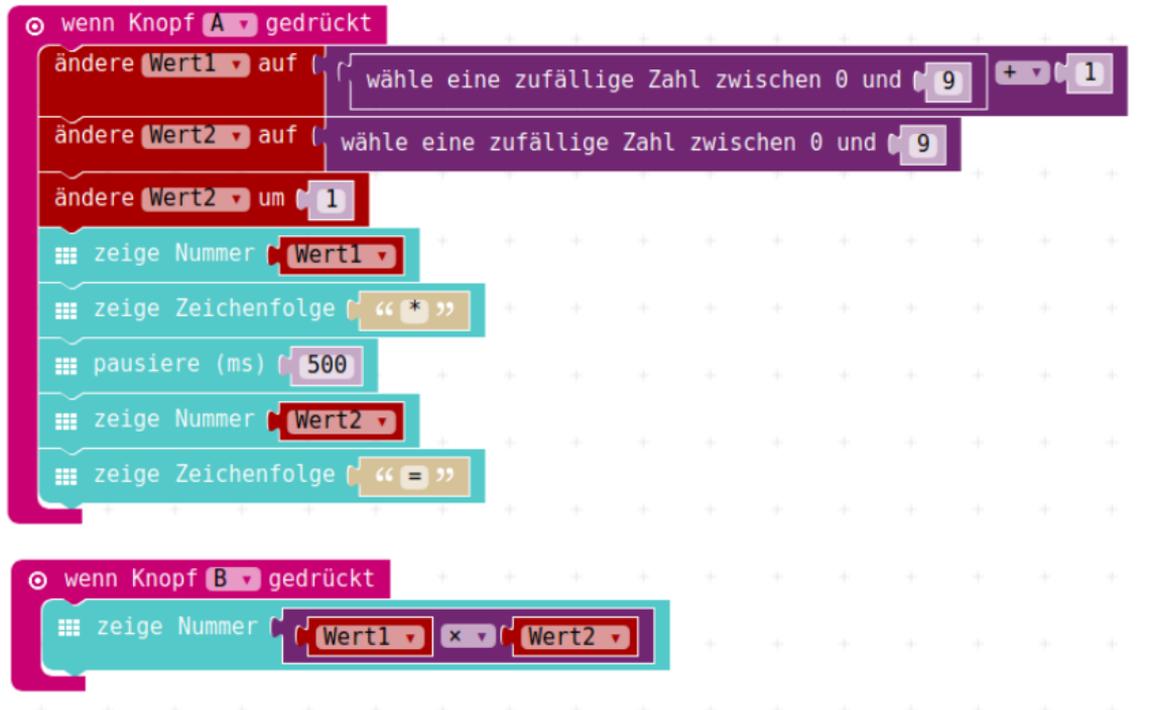


Figure 1: Einmal-Ein-Generator.png



Richtungs-Zeiger Rad

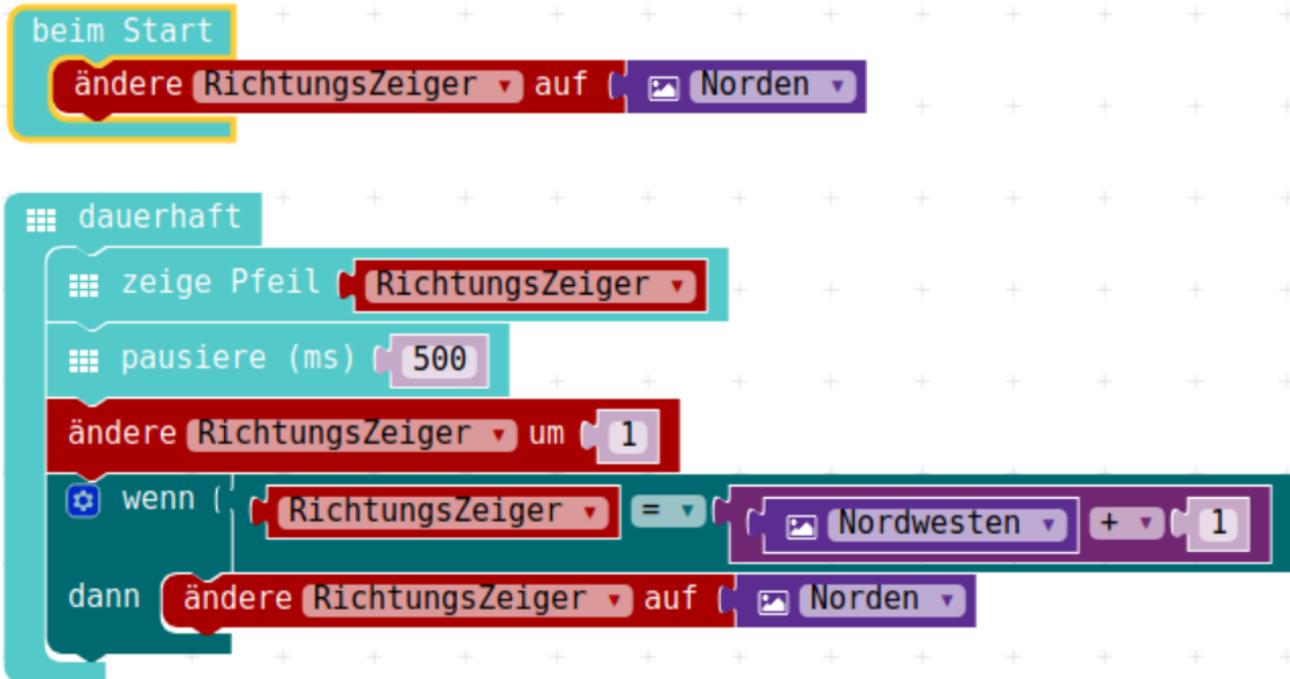


Figure 2: Richtungs-Zeiger-Rad.png



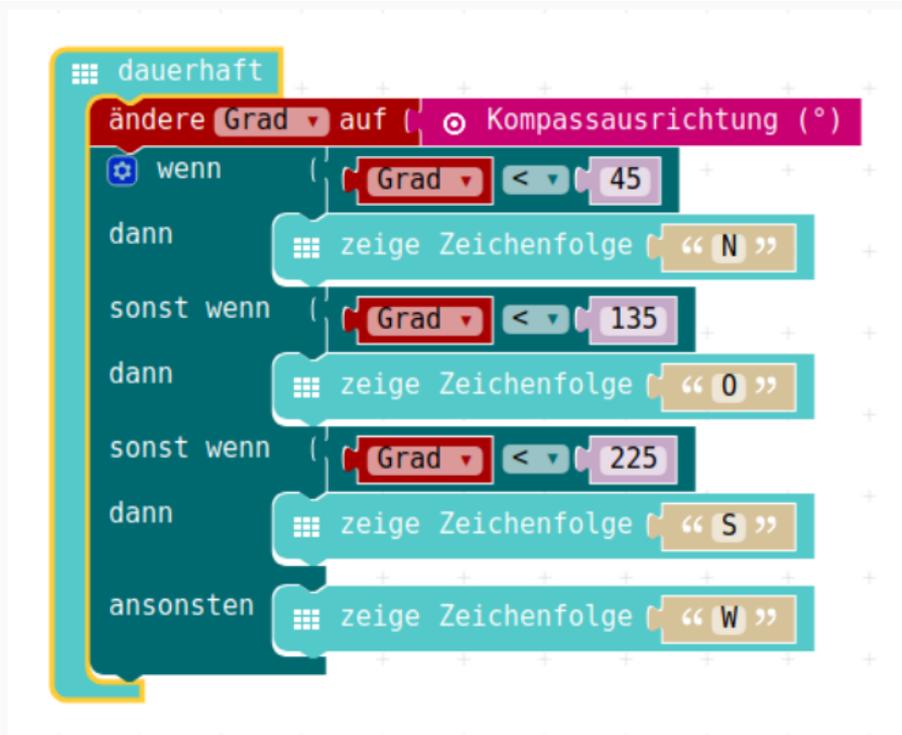


Figure 3: Kompass.png

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 green flag clicked):
 - zeige Symbol [Keyboard icon] (show symbol Keyboard icon)

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 a color wheel project. The code is organized into several sections:

- Button A Logic:** When button A is pressed, decrease RotWert by 10. If RotWert is less than 0, set it to 0.
- Button B Logic:** When button B is pressed, increase RotWert by 10. If RotWert is greater than 255, set it to 255.
- Pin P0 Logic:** When pin P0 is pressed, decrease BlauWert by 10. If BlauWert is less than 0, set it to 0.
- Pin P3 Logic:** When pin P3 is pressed, increase BlauWert by 10. If BlauWert is greater than 255, set it to 255.
- Pin P1 Logic:** When pin P1 is pressed, decrease GruenWert by 10. If GruenWert is less than 0, set it to 0.
- Pin P2 Logic:** When pin P2 is pressed, increase GruenWert by 10. If GruenWert is greater than 255, set it to 255.
- Start Block:** When the program starts, set RotWert, GruenWert, and BlauWert to 0.
- Forever Loop:** A 'dauert' (forever) loop containing a 'setze LED-Farbe auf' (set LED color) block. The color table is:

Rot	RotWert
Grün	GruenWert
Blau	BlauWert
Weiß	255
- Shuffle Button:** When the 'geschüttelt' (shuffled) button is pressed, set RotWert, GruenWert, and BlauWert to 0.

Figure 6: Farbrad-Tasten-Pins.png



Zeitmessung => Reaktionsmesser

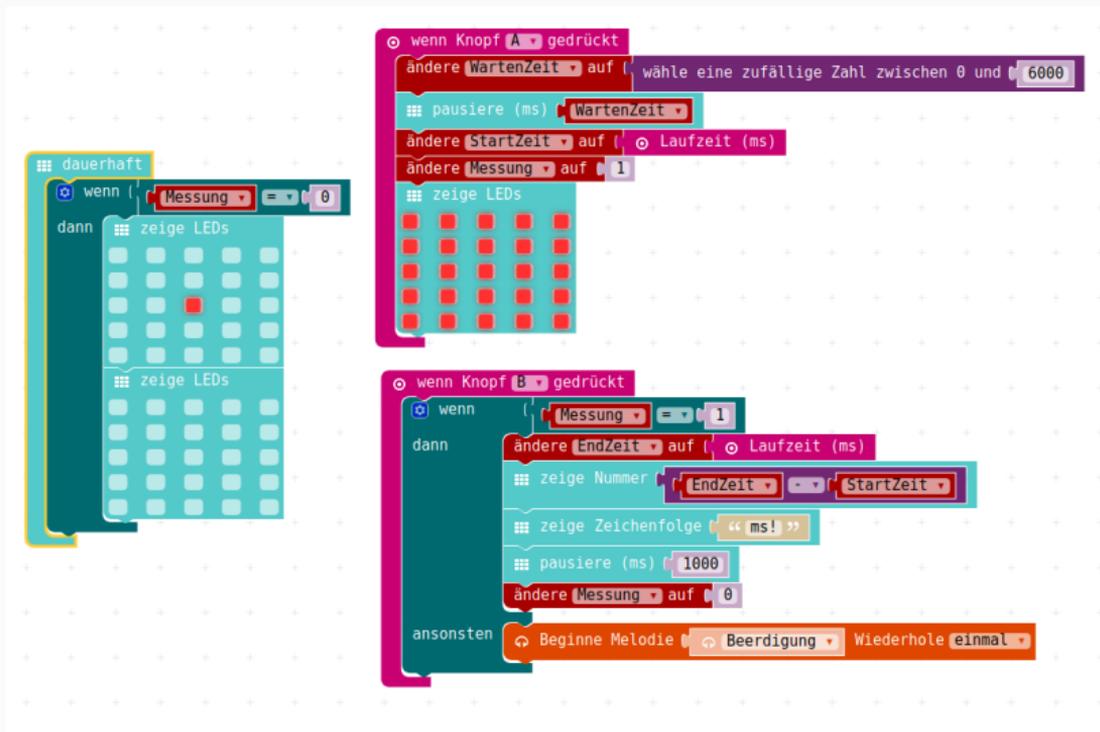


Figure 7: ReaktionsMesser.png



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