

SOLUZIONE ATTIVITÀ S-20

Thymio impara a contare

2 - Programma completo

The image shows a Scratch script for Thymio. It starts with a 'quando si clicca su' (when clicked) event block. This is followed by a 'conta' (count) block and a 'dire le nombre' (say number) block with a 'numero' (number) input field. Below this is a 'definisci' (define) block for the 'conta' function. The function starts with two 'porta' (set) blocks: 'numero' to 0 and 'indice' to 0. It then enters a 'ripeti' (repeat) loop for 5 times. Inside the loop, there is a 'se' (if) block: 'se sensore pross. oriz. indice > 1500 allora' (if horizontal proximity sensor index > 1500 then). Inside this 'if' block, there are two 'cambia' (change) blocks: 'numero di 1' (change number by 1) and 'indice di 1' (change index by 1). To the right of the main script, there is a separate 'definisci' block for 'dire il numero' (say number) with a 'numero' input field.

3 - Programma arricchito

The image shows an enriched Scratch script for Thymio. It starts with a 'quando si clicca su' (when clicked) event block. This is followed by two 'porta' (set) blocks: 'numero' to 0 and 'numero precedente' (previous number) to 0. Below this is a 'per sempre' (forever) loop. Inside the loop, there is a 'compter' (count) block. This is followed by a 'se' (if) block: 'se non numero = numero precedente allora' (if not number = previous number then). Inside this 'if' block, there are three blocks: 'dire le nombre' (say number) with 'numero' input, and 'porta' (set) 'numero precedente' to 'numero'. Below the 'if' block is an 'attendi' (wait) block for 0.2 seconds. The loop ends with a curved arrow indicating it repeats forever.