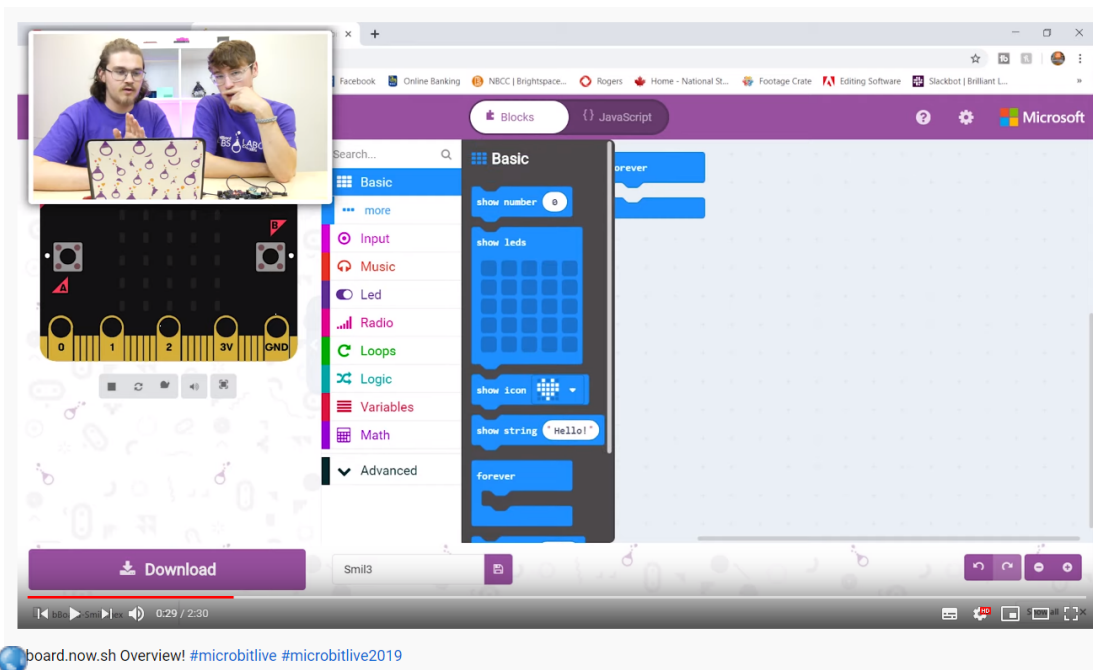


# b.Board information & support



Editor...

bboard.now.sh



# Code... Setting up Neopixel Strip

The screenshot displays the Microsoft MakeCode IDE interface. On the left, a circuit diagram shows an Arduino Uno board connected to a breadboard. A Neopixel strip is connected to the breadboard, with its ground pin connected to the GND pin of the Arduino. The IDE's top bar includes navigation options like 'Home' and 'Share', and tabs for 'Blocks' and 'JavaScript'. A search bar is located above the component palette. The component palette on the left lists various hardware components such as Basic, Input, Music, Led, Radio, Loops, Logic, Variables, Math, Advanced, Neopixel, WiFi\_BLE, LCD\_Mini, and DC\_Motor3. The main workspace shows a block-based code editor with the following code:

```
on start
  set strip to Neopixel at pin P16 with 30 leds as RGB (GRB format)

on button A pressed
  strip show color red
```

At the bottom of the IDE, there is a 'Download' button and a file name 'Neopixel Lights'.

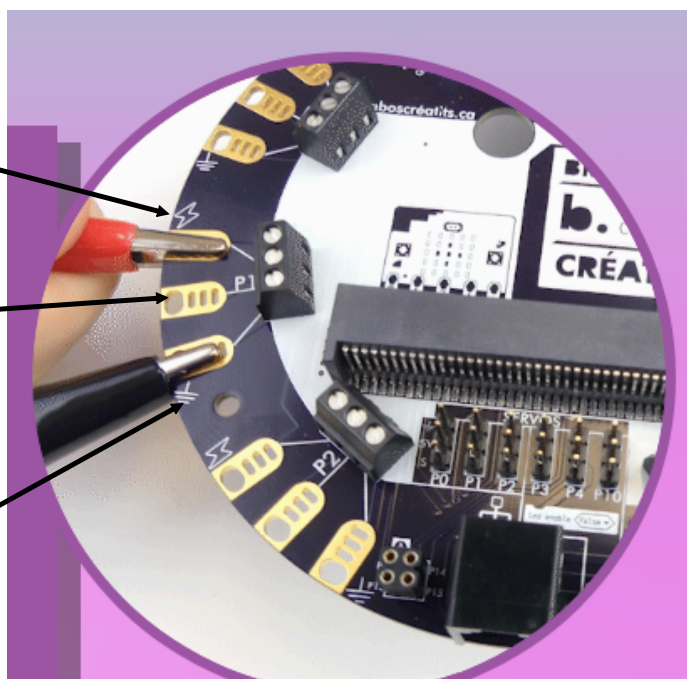
## Wiring Setup...

Power

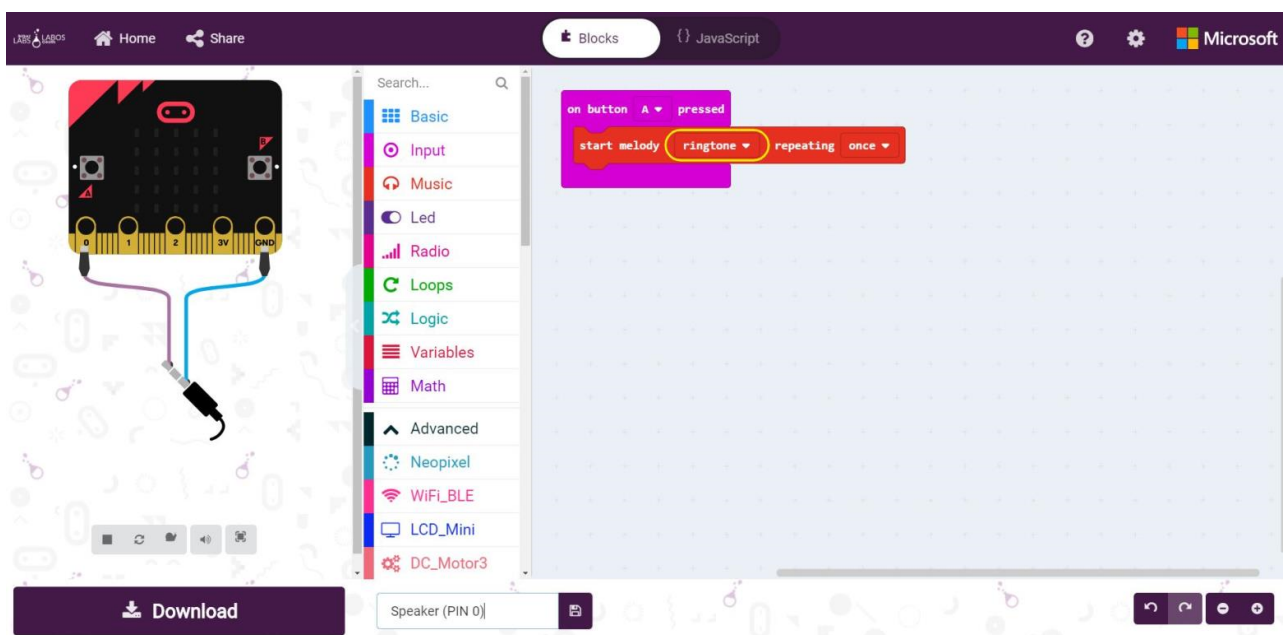
Data (Code)

\*white wire

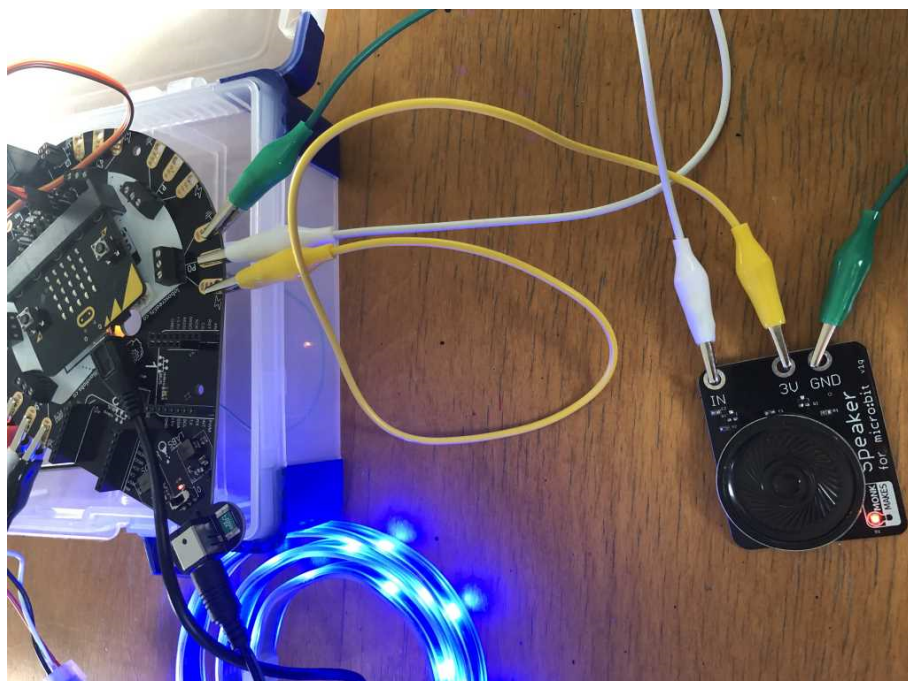
Ground



# Code... Setting up a Speaker

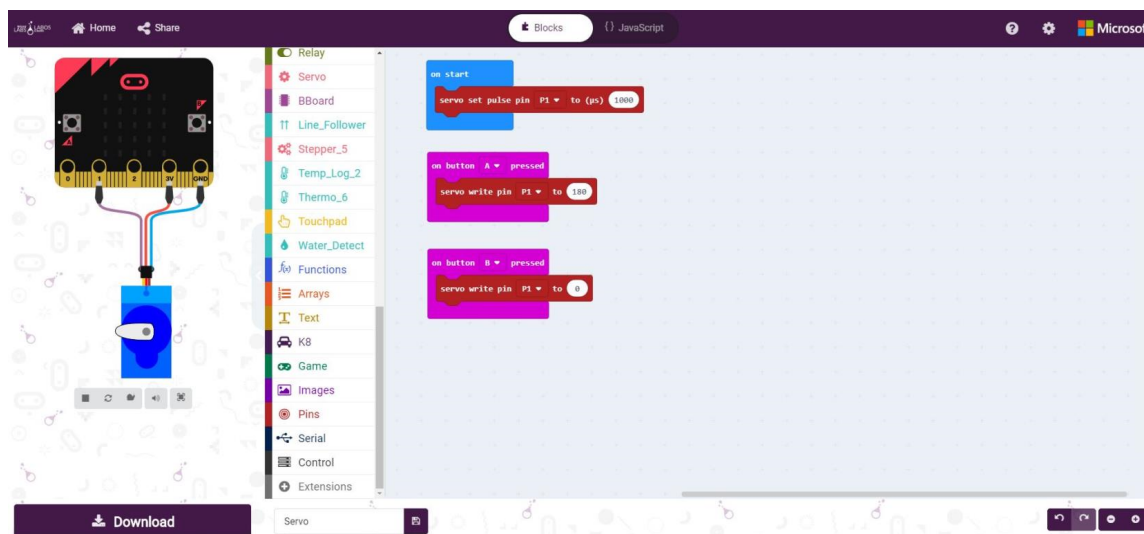


## Wiring...



Speaker	b.Board
3V	Power
GND	Ground
IN	Middle

## Code... Setting up a Servo



- NOTES...**
- Brown wire closest to micro:bit
  - battery pack needs to be plugged in

# Code... Lights, Servo and Sound Programmed

The image shows a screenshot of a Scratch-like IDE interface for programming an Arduino. On the left, there is a circuit diagram of an Arduino Uno connected to a breadboard. The breadboard contains a servo motor, a NeoPixel LED strip, and a button. The code editor on the right contains the following blocks:

```
on start
  set strip to NeoPixel at pin P16 with 30 leds as RGB (GRB format)
  servo set pulse pin P8 to (µs) 1000

on button A pressed
  start melody wawawawaa repeating once

on button B pressed
  strip show color blue

on button A+B pressed
  servo write pin P1 to 180
  pause (ms) 500
  servo write pin P1 to 0
```