

Micro:python dice throwers

Open the editor and delete all the code that's already there

The code for one die is on the next slide

IMPORTANT: When you start typing the editor suggests commands to use. Just **click them** to use them. This makes sure you get the spelling right

Take care to watch the indents carefully

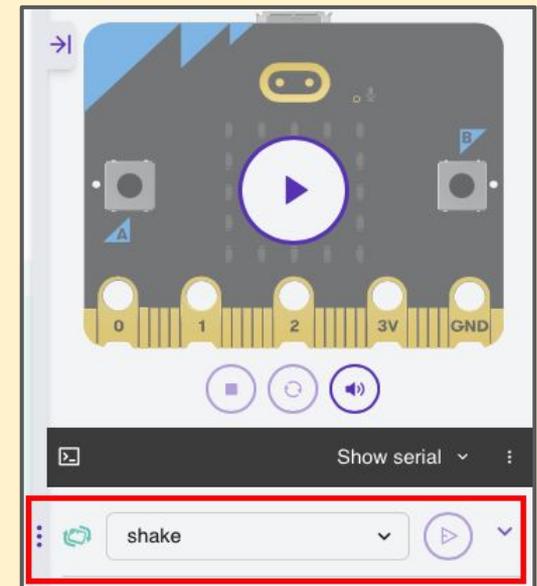
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Code for one die (1d6):

```
1 #die roller
2 from microbit import *
3 import random
4
5 while True:
6     if accelerometer.was_gesture("shake"):
7         throw = random.randint(1,6)
8         display.show(throw)
9         sleep(1000)
10        display.clear()
```

- Line 2 and 3 are crucial to get right
- Line 5 repeats forever
- Line 6 deals with shaking the microbit
- Line 9 waits for one second

Use this button to shake the microbit emulator



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Throwing two dice is a little more complex as you need to display both and then add them together

It adds lots of lines of code

The full program is on the next slide. I've underlined bits you might miss

```
1 #dice roller
2 from microbit import *
3 import random
4
5 while True:
6     if accelerometer.was_gesture("shake"):
7         total = 0
8         throw = random.randint(1,6)
9         total = total + throw
10        display.show(throw)
11        sleep(1000)
12        display.show("+")
13        sleep(1000)
14        throw = random.randint(1,6)
15        total = total + throw
16        display.show(throw)
17        sleep(1000)
18        display.show("=")
19        sleep(1000)
20        display.scroll(total)
21        sleep(1000)
22        display.clear()
```