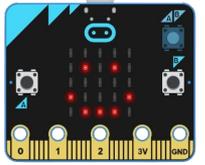


A placa Micro:bit

NEZHA

- mover motor

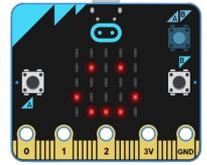


```
al presionarse el botón A ▼  
Set motor M1 ▼ speed to 100 %  
  
al presionarse el botón B ▼  
Stop motor M1 ▼
```

- riego de planta

```
al iniciar
  mostrar ícono [ícono de riego]

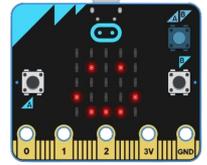
para siempre
  fijar humedad a Soil moisture sensor J1 value(0~100)
  si humedad ≤ 50 entonces
    LED J3 toggle to ACTIVADO
    LED J4 toggle to DESACTIVADO
  si no
    LED J3 toggle to DESACTIVADO
    LED J4 toggle to ACTIVADO
```



- barrera

```
al iniciar
  mostrar ícono [LEDs]
  Set 360° servo S1 angel to 0°

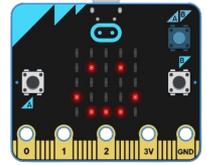
para siempre
  fijar distancia a Ultrasonic sensor J1 distance cm
  si distancia ≤ 20 entonces
    Set 360° servo S1 angel to 90°
    pausa (ms) 1000
  si no
    Set 360° servo S1 angel to 0°
```

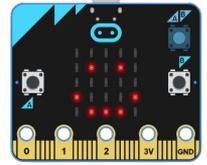


- ventilador inteligente

```
al iniciar
  mostrar ícono [ícono de ventilador]

para siempre
  fijar distancia a Ultrasonic sensor J1 distance cm
  si distancia ≤ 20 entonces
    Set motor M1 speed to 100 %
    pausa (ms) 2000
  si no
    Stop motor M1
```





- motor regulable

The image shows a Scratch script on a light gray grid background. The script consists of the following blocks:

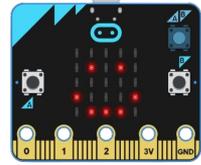
- al iniciar** (When green flag clicked):
 - mostrar icono** (Show sprite icon) block with a dropdown menu showing a grid icon.
- para siempre** (Forever loop):
 - Set motor M1 speed to** block with a dropdown menu showing 'ajustar intervalo' (adjust interval), a dropdown menu showing 'Trimpot J1', and an 'analog value' block.
 - de** block with a value of **0**.
 - hasta** block with a value of **1023**.
 - a intervalo de** block with a value of **0**.
 - hasta** block with a value of **100**.
 - %** block.

IA lens

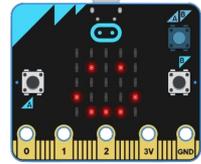
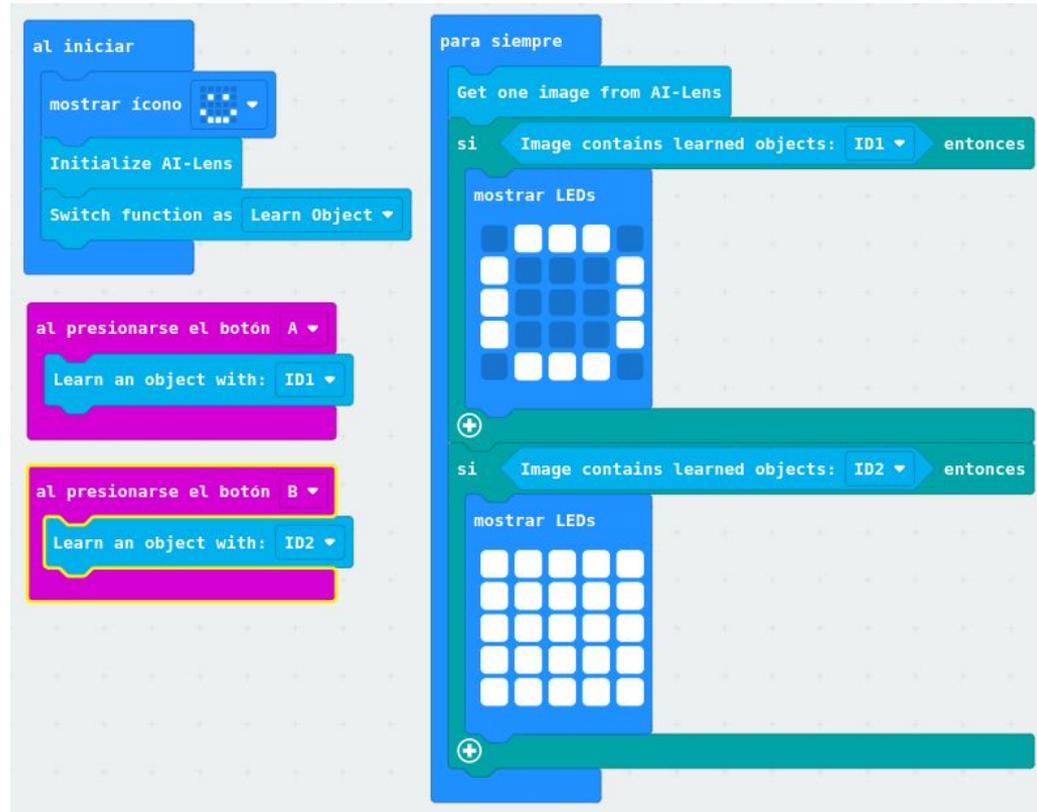
- IA colores

```
al iniciar
  mostrar icono [AI Lens Icon]
  Initialize AI-Lens
  Switch function as Color recognition

para siempre
  Get one image from AI-Lens
  si Image contains color card(s): Black entonces
    mostrar cadena "negro"
  +
  si Image contains color card(s): Blue entonces
    mostrar cadena "azul"
  +
  si Image contains color card(s): Green entonces
    mostrar cadena "verde"
  +
  si Image contains color card(s): Red entonces
    mostrar cadena "rojo"
  +
  si Image contains color card(s): White entonces
    mostrar cadena "blanco"
  +
  si Image contains color card(s): Yellow entonces
    mostrar cadena "amarillo"
  +
```



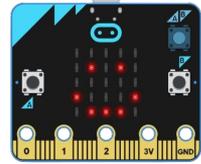
- IA aprendizaje



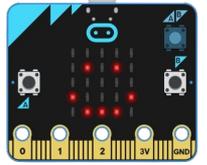
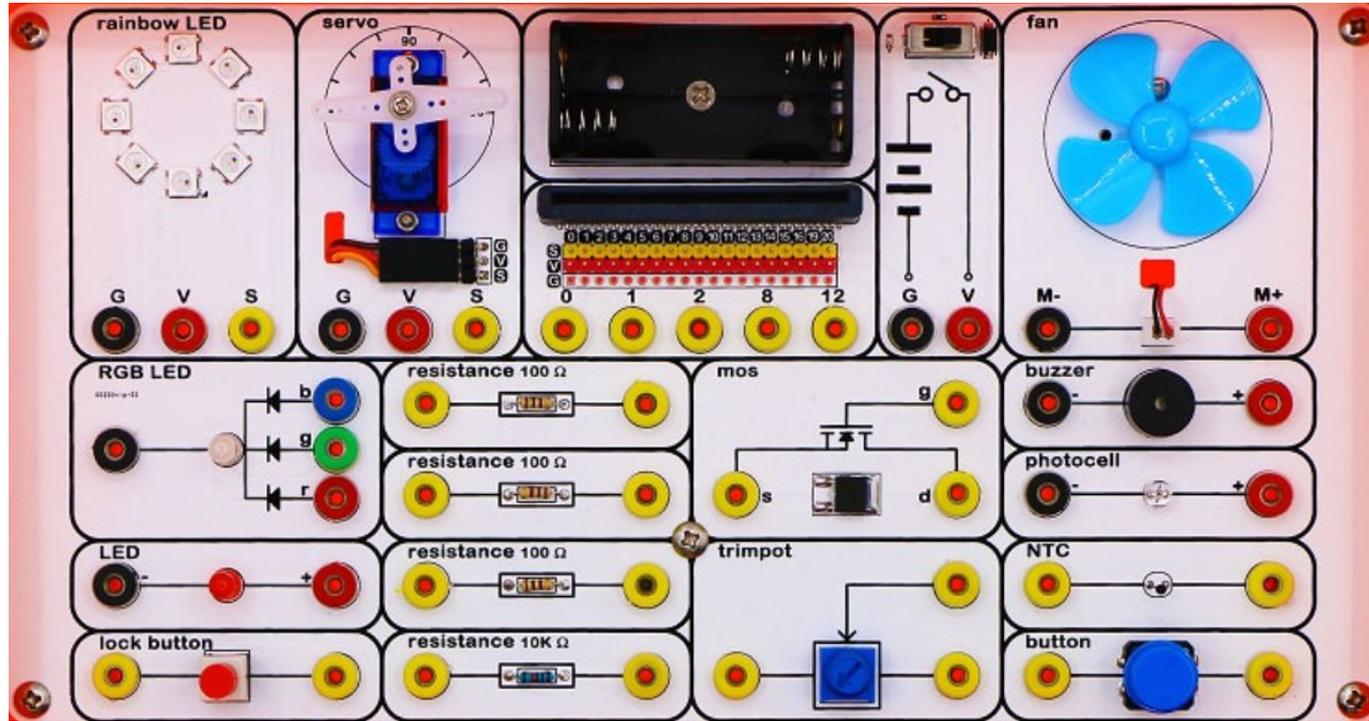
- [Teachable machine](https://teachablemachine.ai-training.glitch.me)
 - [ai-training.glitch.me](https://teachablemachine.ai-training.glitch.me)
- ([modelo](#))

```
al iniciar
  mostrar icono [grid]
  serial
  redirigir a
  TX USB_TX
  RX USB_RX
  con velocidad de baudios 9600

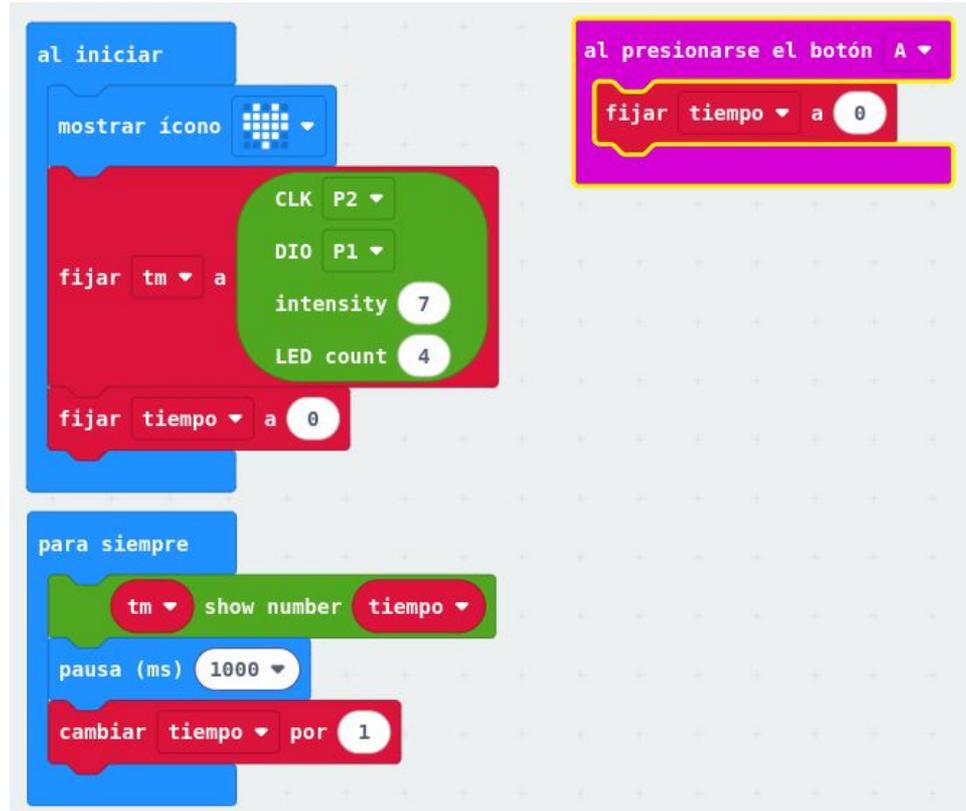
para siempre
  fijar datserial a serial leer cadena
  si [datserial] = [pedra] entonces
    mostrar LEDs [grid]
  +
  si [datserial] = [papel] entonces
    mostrar LEDs [grid]
  +
  si [datserial] = [tijera] entonces
    mostrar icono [grid]
  +
```



Experiment Box



- display TM1637



The image shows a Scratch script for controlling a TM1637 display. The script is organized into three main sections:

- al iniciar (When green flag clicked):**
 - mostrar ícono (show icon) block with a grid icon.
 - A large green block for configuring the display:
 - CLK P2
 - DIO P1
 - intensity 7
 - LED count 4
 - fijar tm a (set tm to) block with a dropdown menu.
 - fijar tiempo a (set tiempo to) block with a value of 0.
- al presionarse el botón A (When button A pressed):**
 - fijar tiempo a (set tiempo to) block with a value of 0.
- para siempre (Forever loop):**
 - tm show number tiempo block.
 - pausa (ms) 1000 block.
 - cambiar tiempo por (change tiempo by) block with a value of 1.

