

## 03.Singing & Dancing

```
on start
  set time to 0

function DE
  set Y to 4
  repeat 2 times
    do
      plot x 0 y Y
      plot x 2 y Y
      plot x 4 y Y
      set Y to (Y - 1)
      pause (ms) 50
  clear screen

function F
  set Y to 4
  repeat 3 times
    do
      plot x 0 y Y
      plot x 2 y Y
      plot x 4 y Y
      set Y to (Y - 1)
      pause (ms) 30
  clear screen

function GA
  set Y to 4
  repeat 4 times
    do
      plot x 0 y Y
      plot x 2 y Y
      plot x 4 y Y
      set Y to (Y - 1)
      pause (ms) 25
  clear screen

function C
  plot x 0 y 4
  plot x 2 y 4
  plot x 4 y 4
  pause (ms) 100
  clear screen

function B
  set Y to 4
  repeat 5 times
    do
      plot x 0 y Y
      plot x 2 y Y
      plot x 4 y Y
      set Y to (Y - 1)
      pause (ms) 20
  clear screen

on button A pressed
  set time to (time + 1)
  show number time
  start melody (ba ding) repeating once

on button B pressed
  if (time > 0) then
    show string "GO"
    start melody (jump up) repeating once
  set go to time
  set time to 0
```

```
forever loop
  if (go > 0) then
    show number (go)
    show icon (heart)
    call songA
    call danceA
    call SongB
    call danceA
    call SongC
    call danceA
    call SongC
    call danceA
    call songA
    call danceA
    call SongB
    call danceA
  set go to (go - 1)
  if (go = 0) then
    start melody (jump down) repeating (once)
    show icon (heart)

function danceA
  clear screen
  Tobbie-II walking backward
  pause (ms) (150)
  Tobbie-II walking forward
  pause (ms) (150)
  Tobbie-II stop walking
  Tobbie-II stops rotating.

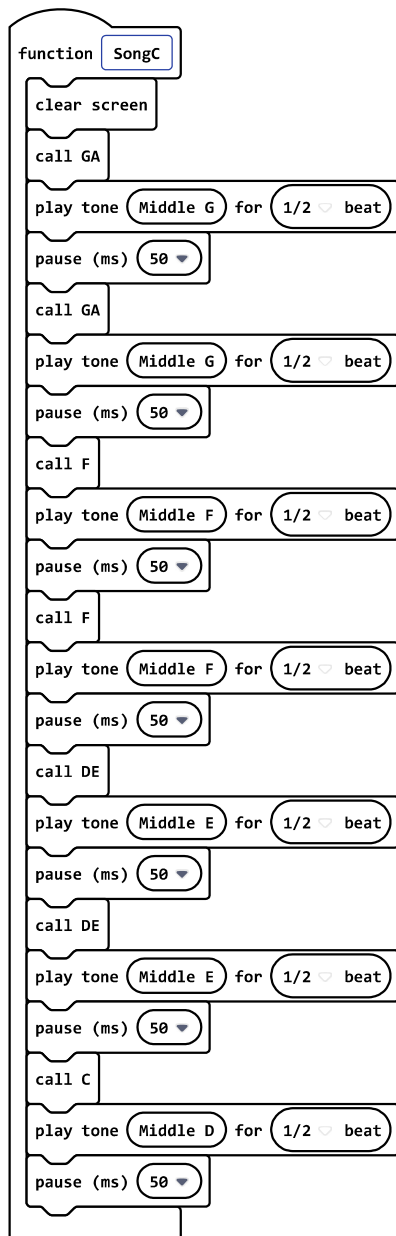
function danceB
  clear screen
  Tobbie-II turns left
  pause (ms) (150)
  Tobbie-II turns right
  pause (ms) (150)
  Tobbie-II stop walking
  Tobbie-II stops rotating.
```

```

function songA
  clear screen
  call C
  play tone Middle C for 1/2 beat
  Tobbie-II turns left
  pause (ms) 50
  Tobbie-II stops rotating.
  call C
  play tone Middle C for 1/2 beat
  Tobbie-II turns left
  pause (ms) 50
  Tobbie-II stops rotating.
  call GA
  play tone Middle G for 1/2 beat
  Tobbie-II turns left
  pause (ms) 50
  Tobbie-II stops rotating.
  call GA
  play tone Middle G for 1/2 beat
  Tobbie-II turns right
  pause (ms) 50
  Tobbie-II stops rotating.
  call B
  play tone Middle A for 1/2 beat
  Tobbie-II turns right
  pause (ms) 50
  Tobbie-II stops rotating.
  call B
  play tone Middle A for 1/2 beat
  Tobbie-II turns right
  pause (ms) 50
  Tobbie-II stops rotating.
  call GA
  play tone Middle G for 1/2 beat
  
```

```

function SongB
  clear screen
  call F
  play tone Middle F for 1/2 beat
  pause (ms) 50
  call F
  play tone Middle F for 1/2 beat
  pause (ms) 50
  call DE
  play tone Middle E for 1/2 beat
  pause (ms) 50
  call DE
  play tone Middle E for 1/2 beat
  pause (ms) 50
  call C
  play tone Middle D for 1/2 beat
  pause (ms) 50
  call C
  play tone Middle D for 1/4 beat
  pause (ms) 50
  call C
  play tone Middle C for 1/2 beat
  pause (ms) 50
  
```



## Extensions

- radio, \*
- Tobiell, github:kaku111/20190209#887a276420cdb5f5214f9aaf5f02f0cb756aa6a7