Lesson 4: Picoh Pet

I can use several variables in a program to make Picoh behave like a robot pet

full tummy

warm

Full tummy 0 to 10
Warm 0 to 10

Activity 1

Can you create a variable called full tummy and make it decrease from 10 to 0?

Can you find a way of providing food when the 'f' key is pressed?

File, Save As - picohpet

Activity 1 Example

```
when [flag] clicked
set [full tummy ▼] to [10 ▼]
forever
    wait [1 ▼] secs
    change [full tummy ▼] by [-1 ▼]
```

```
when [F ▼] key pressed
change [full tummy ▼] by [1 ▼]
```

Activity 2

Can you create a variable called 'warm' and make it increase when the up arrow key is pressed and decrease when the down arrow key is pressed?

Activity 2 Example

Activity 3

Warm 10	Full tummy 10	I'm feeling…
Warm 10	Full tummy 0	I'm feeling…
Warm 0	Full tummy 10	I'm feeling…
Warm 0	Full tummy 0	I'm feeling…

Demonstration

Can we program Picoh to sense the values of the variables and react?

Demonstration

Activity 4

Can you create *If* conditions for the other possible scenarios

Example: Activity 4

Extension

Can the values of warm or full tummy go outside of the range 0 to 10? Can you find a way of fixing this?