

Lesson 3: I'm Sleepy

I can write a program that uses a variable to make PicoH appear sleepy



Activity 1

Can you write a program counts up in ones from 0 to 10

File, Save As - variablesleepy1



How will
PicoH show
that it is
sleeping?



Activity 2

Can you write some code so that runs when PicoH sleeps? Can you make PicoH snore when the value of the sleepy variable is greater than 10?

*File, Save As –
variablesleepysnore*



Activity 2

```
when clicked
  forever
    if sleepy > 10 then
      set LidBlink both to 0
      set HeadNod to 0
      say Snore snore snore until done
    else
```



Activity 3

Can you add code to your program that will run when PicoH is awake? Can you make PicoH wake when the value of the sleepy variable is less than 10?

File, Save As -
variablesleepywake



Activity 3 Example

```
when clicked
  forever
    if sleepy > 10 then
      set LidBlink both to 0
      set HeadNod to 0
      say Snore snore snore until done
    else
      set LidBlink both to 10
      set HeadNod to 5
      say I'm wide awake until done
```



Activity 4

Can you make PicoH wake up when the Space key is pressed?



Activity 4 Example

```
when space key pressed
  play sound car-honk-01
  set sleepy to 0
```



Extension

Can you write code to make PicoH appear a bit tired when the Sleepy variable has a value between 5 and 10?



Extension

```

when clicked
  forever
    if sleepy > 10 then
      set LidBlink both to 0
      set HeadNod to 0
      say Snore snore snore until done
    else
      if sleepy < 4 then
        set LidBlink both to 10
        set HeadNod to 5
        say I'm wide awake until done
      else
        say I'm feeling a little sleepy until done
        set LidBlink both to 0
        wait 1 secs
        set LidBlink both to 10
  
```

