

# Input output

Una manera rápida de probar las entradas y salidas de microbit es utilizar el código predefinido que hay en reference

Si entramos en simulación, al pulsar sobre el PIN0 se visualiza 0 en el display

The screenshot shows the micro:bit IDE interface. On the left, the 'Reference' panel is open, displaying the 'Pins' section (1) and the 'Touch pins' section (2). The 'Touch pins' section shows a code snippet (3) for pin 0. The main editor area (4) contains the following code:

```
1 from microbit import *
2
3
4 while True:
5     if pin0.is_touched():
6         display.show(0)
7
```

On the right, the simulation interface is shown. It includes a visual representation of the micro:bit board (5) and a 'Show serial' panel (6) with a 'shake' button and a play button. The 'Show serial' panel also displays a list of pins (0, 1, 2, 3V, GND) and a button labeled '0' (6) which is highlighted with a red box and a red arrow pointing to it.

Podemos ahora usar bloques lógicos para tener otras posibilidades:

```
# Imports go at the top
from microbit import *
while True:
    if pin0.is_touched():
        display.show(Image.HEART)
    else:
        display.show(Image.NO)
```



<https://www.youtube.com/embed/ul2p9HazV1Y>

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