

PROYECTO Dominate the Rhythm

Extraído de *Pico Bricks IDE Book* CC-BY-SA <https://picobricks.com/pages/idebook> ver [créditos](#)

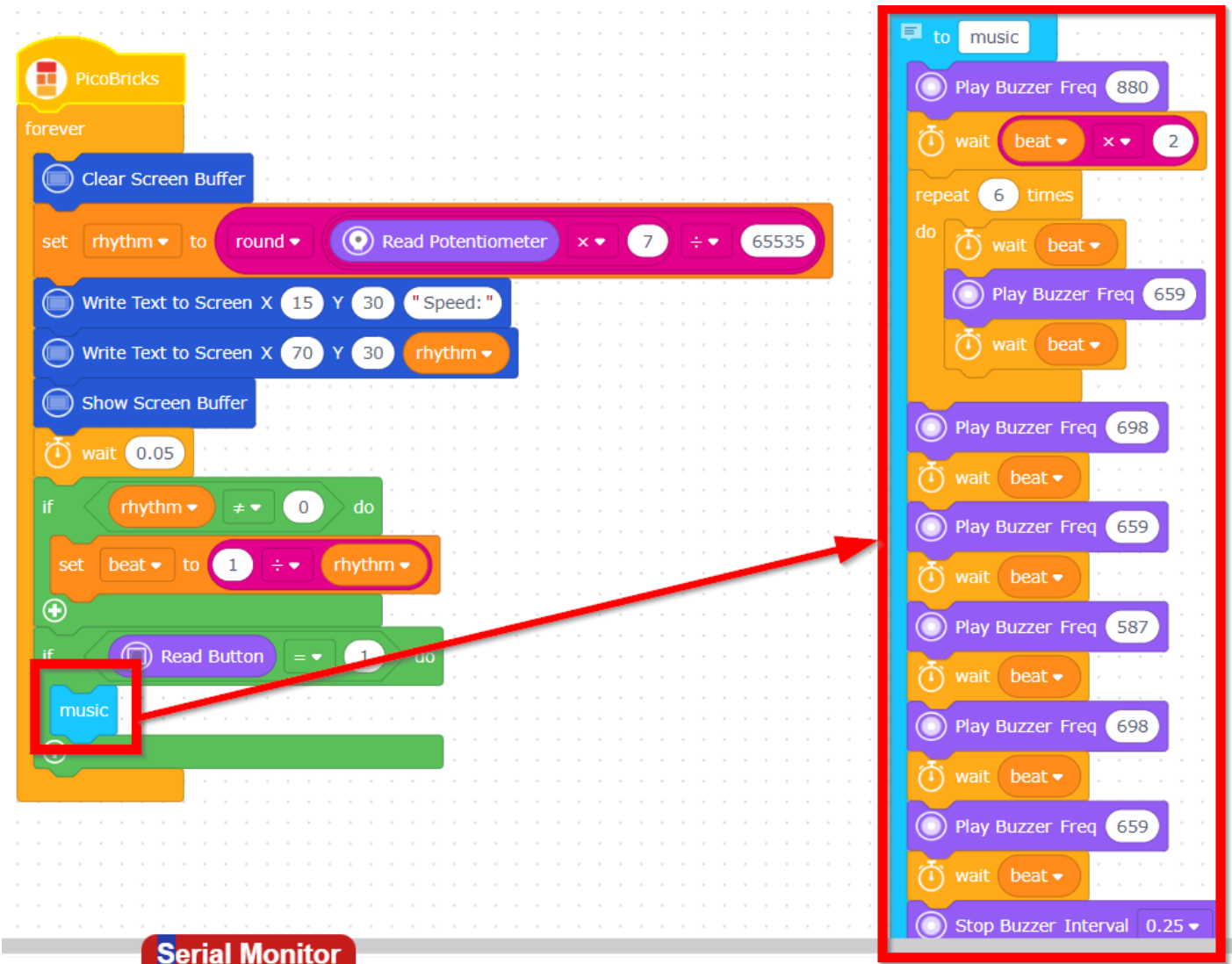
Este proyecto ya es más complejo y recomendamos importarlo desde el tutorial como siempre pues es más largo

The screenshot displays the PicoBricks IDE interface. The top menu bar includes 'File', 'PicoProject', 'Run', 'Stop', 'Refresh', 'Bluetooth', 'Doc', '</> Py', 'Block', and 'Simulator'. The main workspace shows a Scratch-style script with the following blocks: a 'PicoBricks' block, a 'forever' loop containing 'Clear Screen Buffer', 'set rhythm to round(Read Potentiometer * 7 / 65535)', 'Write Text to Screen X 15 Y 30 "Speed:"', 'Write Text to Screen X 70 Y 30 rhythm', 'Show Screen Buffer', 'wait 0.05', an 'if rhythm != 0 do' block containing 'set beat to 1 / rhythm', and another 'if Read Button = 1 do' block containing a 'music' block. A red arrow points from the 'Dominated the Rhythm' project card in the gallery to the 'set rhythm' block in the script.

The project gallery on the right contains several cards, each with a 'More Detail' button:

- Remember to press the button or buzzer won't stop beeping!
- kicks in at 20°C!
- racers?
- Dominated the Rhythm**: Press the button to start and twist the potentiometer to change the rhythm of your song!
- Air Piano: Have you ever seen a pianist creating melodies with air?
- Buzz Wire Game: Look at! If you touch the wrong place you'll get an electric shock!
- Digital Ruler: Learn the distance you and an object click!
- Know Your Color: It's time to rave to see who can color match the most text!
- Automatic Tr: If you want to get your garbage, just the lid to open!

Implica la utilización de FUNCIONES



The image shows a Scratch script for a music player. The main script is a 'forever' loop containing the following blocks:

- Clear Screen Buffer
- set rhythm to round(Read Potentiometer / 65535)
- Write Text to Screen X 15 Y 30 "Speed: "
- Write Text to Screen X 70 Y 30 rhythm
- Show Screen Buffer
- wait 0.05
- if (rhythm ≠ 0) do:
 - set beat to 1 / rhythm
 - if (Read Button = 1) do:
 - music

A red box highlights the 'music' block, and a red arrow points to a detailed view of the 'to music' block on the right. The 'to music' block contains the following sequence:

- Play Buzzer Freq 880
- wait beat × 2
- repeat 6 times:
 - do:
 - wait beat
 - Play Buzzer Freq 659
 - wait beat
- Play Buzzer Freq 698
- wait beat
- Play Buzzer Freq 659
- wait beat
- Play Buzzer Freq 587
- wait beat
- Play Buzzer Freq 698
- wait beat
- Play Buzzer Freq 659
- wait beat
- Stop Buzzer Interval 0.25

Y recomendamos leer el tutorial, esta bien explicado en el libro en la página 34;

https://drive.google.com/file/d/1plad6bjn87FcgHb3cpd1vl-B_A25rnfF/preview

Como se puede ver en el resultado, la primera vez suena la música a un ritmo número 4 pero en la segunda vez subimos con el potenciómetro al ritmo máximo 7 y la música suena más deprisa

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

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