

PROYECTO My Timer

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

El clásico cuenta atrás pero con la peculiaridad que es fácil de programar con el potenciómetro, hasta las horas !

The screenshot displays the PicoBricks IDE interface. On the left, a code editor shows a Python script for a timer. The script initializes variables for 'hour', 'minute', 'second', and 'clue' to 0. It enters a 'forever' loop where it checks the 'clue' value. If 'clue' is 0, it increments the hour. If 'clue' is 1, it increments the minute. If 'clue' is 2, it increments the second. If 'clue' is 3, it calls a 'clock' function and a 'timerFunction'. Otherwise, it goes to a 'control' block. The 'control' block has an 'if' statement that checks if a button is pressed (Read Button == 1). If true, it sets 'second' to 0, 'minute' to 0, and 'hour' to 0, and then sets 'clue' to 1. The right side of the interface shows a gallery of projects. The 'My Timer' project is highlighted with a red border. Other projects include 'Magic Lamb', 'Maze Solver Robot', 'Night And Day', 'Piggy Bank', and 'Smart Greenhouse'. Each project has a 'More Detail' button.

<https://www.youtube.com/embed/QA7Oe8KibCo>

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