

Lesson 4: Picoh Pet

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







full tummy



warm









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

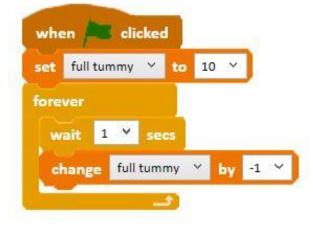
Can you find a way of providing food when the 'f' key is pressed?

File, Save As - picohpet





Activity 1 Example









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





| 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?







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





Example: Activity 4

```
when A clicked
forever
                                                 = 0
                           and
            warm
                                    full tummy
                                                           then
         I'm cold and hungry
                         until done 🖔
                                                 = 10
                           and
                                    full tummy
         I'm cold but I'm not hungry
                              until done 🖔
                                                 = 0
                    = 10
                            and
                                     full tummy
         I'm warm but I'm hungry
                             until done 🖔
                    = 10
                                     full tummy = 10
                                                             then
         I'm warm and full
                       until done
```





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?

