

<https://makecode.microbit.org/>

**Program car** - <https://makecode.microbit.org/35709-07779-54079-24148>

În funcție de numărul transmis, se setează viteza motoarelor sau se opresc motoarele.

```

on start
  radio set group 1

on radio received receivedNumber
  set v to receivedNumber
  
```

```

forever
  if v = 1 then
    set motor M1 speed -100 M2 speed -100
  else if v = 2 then
    set motor M1 speed 100 M2 speed 100
  else if v = 3 then
    set motor M1 speed 50 M2 speed -50
  else if v = 0 then
    Stop all motor
  else if v = 5 then
    Set servo S0 angel to 0
  else if v = 6 then
    Set servo S0 angel to 30
  
```

Numărul de caractere ale numelui "Ion"

- Show string length "Ion"
- Se va afișa valoarea 3.

LIPIREA A DOUĂ ȘIRURI – "Sc." ȘI "59"

- Show string join "Sc." "59"

```

on start
  show string length of "Sc. 59"
  show string length of "Vlădeasa"
  show string join "Sc59" "Vlădeasa"
  
```

Se folosesc opțiunile TEXT.

```

Advanced
Functions
Arrays
Text
  parse to number 123
  split this at
  this includes
  
```

```

set animals to "giraffe,lion,wolf,hippo,cat,racon"
set animalNames to split animals at ","
set hippo to animalNames get value at 3
  
```

Sc59-clasele a VII-a

```
on start
  set rainbow to "red, orange, yellow, green, blue, indigo, violet"
  set colors to split rainbow at ","
```

The image shows a Scratch script starting with an 'on start' block. It contains two 'set' blocks. The first 'set' block sets a variable named 'rainbow' to the string "red, orange, yellow, green, blue, indigo, violet". The second 'set' block sets a variable named 'colors' to the result of splitting the 'rainbow' variable at the comma character ','.

COD ASCUNS

<https://makecode.microbit.org/reference/text/split> (iconița EDIT)

```
on start
  set messageKey to "j8it62we"
  set secret to "j8it62weHelj8it62welo,j8it62we mj8it62wey namj8i..."
  set decoded to split secret at messageKey
  for element word of decoded
  do
    set message to join message word
    show string join message word
```

The image shows a Scratch script for decoding a message. It starts with an 'on start' block. The first 'set' block sets 'messageKey' to "j8it62we". The second 'set' block sets 'secret' to "j8it62weHelj8it62welo,j8it62we mj8it62wey namj8i...". The third 'set' block sets 'decoded' to the result of splitting 'secret' at 'messageKey'. A 'for element' loop iterates over each 'word' in 'decoded'. Inside the loop, a 'do' block contains two 'join' blocks: the first sets 'message' to the current 'word', and the second shows the string 'message' followed by 'word'.

MODULUL UNUI NUMĂR

- valoarea absolută -

```
on start
  set pos to absolute of -34
  show number pos
```

The image shows a Scratch script. It starts with an 'on start' block. The first 'set' block sets a variable named 'pos' to the absolute value of -34. The second 'show number' block displays the value of 'pos'.

<https://makecode.microbit.org/reference/math/abs>

<https://makecode.microbit.org/reference/math>