Numbers
51515 LEGO set 1

A
absolute value (abs) operator 179
accelerometer 1
detecting motion 28
detecting taps 28
accessing individual characters from a text string 208
accompaniment 213
adding an extension palette 48
add item to list block 164
align feet, custom block 88
and (logic operator) block 30
angle
pitch 87
roll 87, 181
yaw 87
Animation Library 9
animation, selecting an 10
API, Python 216
app 2, 6
Application Programming Interface (API) 216
arcade game 123, 139
arpeggio 205
array. See lists
assembling the models. See building instructions
average, computing 136, 138
averaging sensor readings 203
avoiding obstacles 48

B
backing track 200
backlash 134
Baseball Batter 3–12
battery, charging 1
beats per minute (BPM) 212
become biped custom block 88
become car custom block 88
beeps, playing 205
behavior 118
planning for a robot 118
representation for a robot 118
biped RC, custom block 89
BLE (Bluetooth Low Energy) 216
blocks 7, 217
Control 223
forever loop 27
if then 33
if then else 32
repeat loop 48, 51
repeat until 89, 137
stop all 27
stop other stacks 136
wait for seconds 28
wait until 28, 169
copying and pasting 206
duplicating 134, 137
Events 222
broadcast message 87
broadcast message and wait 87
when 167, 181
when color is 9
when I receive message 87
when program starts 8
Light 220
light up distance sensor 179
light up distance sensor 51
play animation until done 28
set orientation 28
start animation 9, 28
turn on 5x5 light matrix 117
turn on for seconds 207
turn on light matrix 121, 165
write 33
More Motors 230
motor go to relative position at speed 88
relative position 212
set motor to coast at stop 212
set motor to hold position at stop 180
set relative position 88, 212
More Movement 229
set movement acceleration 51
start moving with steering at speed 90
Motors 218
motor go to position 8
motor speed 179
set motor speed 8
start motor 28
stop motor 29
Movement 219
move for rotations 52
set movement motors 51
set movement speed 51
start moving 51
stop moving 91
Operators 29, 30, 225
/ (divide) 181
- (minus) 134
* (multiply) 89
+ (plus) 202
abs (math functions) 179
and 30
ceil (math functions) 202
equal 30
floor (math functions) 181
greater than 30
is between operator 89
join strings 166
less than 30
letter of string 208
mod (modulo) 167
not (logic) 31, 117
or (logic) 30, 117
pick random number 33
round 134
Remote Control 227
joystick axis 86
when button is 87
when joystick is 86
when joystick is released 91
when joystick is moved 91
when joystick is released 91
Sensors 224
hub angle 87
is color? 28, 167
is distance? 52
is shaken 27
is tapped 27, 28, 121
reset timer 118
set yaw angle 87
timer 117
Sound 221
start playing beep 205
start sound 9
Variables 228
add item to list 164
change variable by 119
delete all of list 165
blocks, Variables (continued)
  delete item of list 164
  item at index in list 165
  list 164
  set variable to 119
  variable (read value) 119
blues scale 200
Bluetooth
  communication with other hubs 216
  connection
    establishing 7
    pairing 1
    troubleshooting 7
Bluetooth Low Energy (BLE) 216
Boolean 51
BOOST devices 216
BPM (beats per minute) 212
brightness level of a pixel 117, 165
broadcast message and wait block 87
broadcast message block 87
broken chord 205
building instructions
  Baseball Batter 4
  control knobs of the Guitar 209
  Gobbler 14
  Guitar 184
  Pinball base 140
  Pinball bumpers 169
  SARKIAP-1 the Transformer 36
  Shelly the Turtle 94
  walking biped robot 36
  Whac-a-Mole 124
building technique, large sturdy assemblies 183
buttons
  Code 6
  Community 6
  Home 6
  on the Hub 1
  Open Hub Connection 7
  Play 11
  Projects 6
  Select Storage Position 11, 30
  Settings 6
  Stop 11
C
  car RC, custom block 89
  C-block 27
  ceiling operator 202
  chance 33
  change mode custom block 206
  change scale custom block 200
  change variable by block 119
  changing the value of a variable 119
  charging the Hub's battery 1
  cheating, preventing in Pinball game 181
  chord 205
    progression 206
  clockwise motor direction 8
  Code button 6
  coding 6
  collection of data 164
  color selection drop-down menu 9
  Color Sensor 2
    reflected light mode 205
  combine logic conditions. See logic conditions
    communication issues 7
    community 216
  Community button 6
  companion website 2
  comparing letters or words 30
  comparison operators 30
  compatible devices 2
  computer. See Hub
  computing average 136
  computing the score for the Whac-a-Mole game 136
  condition 28
  conditional statement 28, 32
  condition-based choices 32
  connecting to other hubs 216
  connecting to the Hub 7
  CONTROL+ motors 216
  control knobs of the Guitar 209
  controller, creating a remote 83
  controlling display with text strings 165
  controlling Distance Sensor lights with text strings 179
  control structures 27
  converting string to number 209
  copying blocks 134, 137, 206
  correspondence of the pixels to the control string 166
  counterclockwise motor direction 8
  creating custom blocks 49
  creating custom patterns on the Hub display 117
  creating a custom remote-control interface 83
  creating a list 164
custom blocks 49-51
  align feet 88
  become biped 88
  become car 88
  biped RC 89
  car RC 89
  change mode 206
  change scale 200
  creating 49
  definition 49
  eat 119
  editing 51
  get note 202
  hide head 116
  inactive behavior 120
  increase score by (amount) and light up (LED) when motor (port) speed is greater than (speed) 179
  initialize display 167
  make a block dialog 49
  move up/down (mole) 136
  move up/down (mole) 134
  purpose 49, 88
  scared behavior 120
  set up blues scale 200
  set up chords major 206
  set up chords minor 206
  set up (guitar solo) 200
  set up major scale 200
  set up pentatonic scale 200
  show head 116
  sleepy behavior 120
  to walk and turn 48, 89
  tremble N times 119
  turn left by N steps (biped) 48
  turn left by N steps (turtle) 116
  turn left (remote-controlled biped) 89
  turn right by N steps (biped) 48
  turn right by N steps (turtle) 116
  turn right (remote-controlled biped) 89
  update display 167
  wait to be left alone 116
  walk backward 48
  walk backward (remote-controlled) 89
  walk forward 48
  walk forward (remote-controlled) 89
  walk forward (turtle) 116
  wander 119
custom blocks with inputs 50
D
data. See also variable
storing and retrieving 118
types of 119
data collection 164
death zone of the joystick 89
decoding numbers from text strings 209
decreasing the value of a variable 168
delete all of list block 165
delete item of list block 164
deleating a block 32
detecting Pinball tilt 182
diagram of a state machine 118
digits, displaying two column wide 165
display 1
controlling pixels with text strings 165
orientation 165
display two-digit numbers 165
distance Sensor 2
range 2
reading 52
working principle 2
distance Sensor lights, controlling with text strings 179
divide (/) operator 134, 181
Download mode 11
driving a couple motors 51
driving motors in sync 51
duplicating a stack of blocks 134, 137
duration of a note from BPM 212

E
eat custom block 119
electronic devices
Color Sensor 2
Distance Sensor 2
Hub. See Hub
Medium Motor 1
Ellerkamp, Frank 165
encoder 134. See rotation sensor
equal block 30
equation of a line passing through two points 204
EV3 Intelligent Brick
event 12, 118
event-based programming 167
events, managing widgets’ 90
exercises 12, 33, 52, 181, 182
adding another mole to the Whac-a-Mole game 138
biped robot patrol 52
changing Shelly the Turtle’s behavior 120
displaying Pinball score in the hundreds 182
improving the Pinball by adding active bumpers 182
making the Gobbler answer questions on red paper 33
reading a program in natural language 52
using the Distance Sensor to detect the ball 12
walking backward 52
Whac-a-Mole multiplayer game 138
expanding the hardware 216
exporting blocks 206
extension palette, adding 48
eyes (lights) of the Distance Sensor 179

F
Facebook community 216
filtering measurement noise 203
flag 137
flipped over (Shelly) 117
floor operator 181
forever loop block 27
formula
to compute Whac-a-Mole score 136
equation of a line passing through two points 204
note duration from knob position 212

G
game logic, for Whac-a-Mole 136
games 123, 139
gearing 134
gear train 134
generating random numbers 33
get note custom block 202
Gobbler 13-33
grayscale measurement 2, 205
greater than block 30
Guitar 183–213
playing chords 205
playing solos 200
playing songs 206
Guitar chords program 206–209
Guitar size 183
Guitar solo program 200–205
gyroscope 1

H
hardware, expanding 216
hat block 7
help page, official 2
hexagonal slot of a block 28
hide head custom block 116
holding motor position 180
Home button 6
how to
add an extension palette 48
control Distance Sensor lights with text strings 179
create custom blocks 49
create a list 164
create a remote-control interface 83
create a variable 119
play solos on the Guitar 200, 202
play songs on the Guitar 206
save and run a program 10
Hub 1
accelerometer 87
angle along three axes 87
display 1, 165
display custom patterns 117
orientation in space, reading 87
hub2hub Python library 216
hub angle block 87
Hub Program menu 11

I
if then block 33
if then else block 32
images. See creating custom patterns on the Hub display
importing blocks 206
IMU (inertial measurement unit) 87
inactive behavior custom block 120
increase score by (amount) and light up (LED) when motor (port) speed is greater than (speed) custom block 179, 180
increasing the value of a variable 137
indexing digits in a text string 208
index of a list item 164
inertial measurement unit (IMU) 1
initialize display custom block 167
input, defined 3
inputs of a custom block 50
instructions for building the projects.
See building instructions
instructions for programming the projects.
See programs
interpolation 204
interrupting the execution of a stack of blocks 136
is between operator block 89
is color? block 28, 167
is distance? block 52
is shaken block 27
is tapped block 27, 28, 121
item at index in list block 165
J
join strings block 166
join strings operator 167
joystick axis block 86
joystick dead zone 89
K
keyboard 202
key, changing 208
L
Lechner, David 216
LED (light-emitting diode) 179
LEGO MINDSTORMS Robot Inventor set box content 1
LEGO modules (units) 4
LEGO Power Functions 2.0 devices 216
LEGO SPIKE Prime 216
LEGO support page 2
LEGO Technic CONTROL+ 216
LEGO Technic set 8852 35
less than block 30
letter of string operator block, 208
light 179
light-emitting diode (LED) 1, 179
light patterns 117
light up distance sensor block 51, 179
linear equation 204
linear interpolation 202, 204
line passing through two points 204
list block 164
lists 164
blocks to manage 164
creating 164
lobby of the app 6
logic
conditions 28
how to make composite 30, 117
data 28
of the Pinball game 168
of a timed challenge 180
of the Whac-a-Mole game 136
operators 30
values 51
loop 27
M
major scale 200
make a block 49. See custom blocks
measurement noise 169, 203
measuring
actual speed of a motor 179
angle of a motor shaft 134
LEGO axles and beams 4
LEGO parts 4
time 117
medium motor. See servomotor
melodic line 212
memory. See variable
messages, broadcasting and receiving 87
minimum requirements for the app 2
minus (-) block 134
mistakes in color detection 169
mode
Download 11
Streaming 30
mod (modulo) operator 167
mood of a musical scale 200
mood simulation for a robot 118
motion 28
motor go to position block 8
motor go to relative position at speed blocks 88
motor relative position, difference from
motor position 212
motors. See also servomotor
synchronized 51
motor speed block 179
motors used as sensors 134, 179
move for rotations block 52
move up/down (mole) custom block 134, 136
multiple ports select for motor blocks 134
multiply (*) block 89
multitasking 87, 136
musical notation
of chords 205
of scales 200
musical scales 200
music score of chords built on C major and
C minor scale 205
My Blocks 49. See also custom blocks
N
natural language. See pseudocode
noise in measurements 203
non-blocking wait loop 122
note duration from BPM, computing 212
not (logic operator) block 31, 117
numbers within a text string, extracting 208
O
obstacles, avoiding robot 48
ones
getting from number 168
getting from text string 208
online community 216
Open Hub Connection button 7
operators 29
Operators palette 29
orientation
of the display 165
of the Hub in space, reading 87
or (logic operator) block 30, 117
Output 4
P
palettes 7
paper strips, width for the Gobbler 27
parallel execution of blocks 87, 136
parsing numbers from text strings 208
passive steering mechanism 90
pasting blocks 206
pentatonic scale 200
percentage readings 205
piano keyboard 202
pick random number block 33
Pinball 139-182
changing bumper sensitivity 180
prevent cheating 181
pitch
angle 87
changing 208
cpypixel brightness 165
pixels, controlling with text strings 165
planning a program. See pseudocode
play animation until done block 28
Play button 11
playing chords on the Guitar 205
playing further on the Guitar 212
playing pop songs on the Guitar 206
playing solos on the Guitar 200, 202
playing the Pinball game
base 168
with bumpers 180
earning extra balls 180
playing the Whac-a-Mole game 134
plunger 168
plus (+) operator 202
pointy blocks. See logic data
pop songs, playing 206
preventing a variable from exceeding a value 181, 203
probability 33
Processing 3
program 7
programming area of the app 7
programming a walking robot 48, 115–117
programming blocks. See blocks programs
Baseball Batter 8–10
in Python 215
calibrating the robot torso 66
control structures 27
Gobbler
answering questions 31–33
enhanced 29–31
Guitar
chords 206–209
solo 200–205
Pinball
base 166–169
enhanced 179–181
planning. See pseudocode
SARKIAP-1 the Transformer, remote control 87–91
Shelly the Turtle
autonomous behavior 118
base 115–118
tempo control (Guitar chords) 212
transposition control
Guitar chords 212
Guitar solo 212
walking and turning biped robot 48–52
Whac-a-Mole game 134–138
program storage position
Download 11
Streaming 30
progression of chords, common 206
Project menu 11
projects
Baseball Batter 3–12
The Gobbler 13–33
Guitar 183–213
Pinball 139–182
SARKIAP-1 the Transformer 35
Shelly the Turtle 93–122
Whac-a-mole 123–138
Projects button 6
pseudocode 12
Baseball Batter 12
checking if one or another condition is
true 117
Gobbler
answering questions 33
base program 28
Shelly the Turtle base program 115
waiting until a condition becomes false 31
waiting until a condition becomes true 31
waiting until one or another condition becomes true 31, 117
Pybricks 216
Python 215
random numbers 33
for unpredictable actions 120
range 89
checking if number is inside 89
checking if number is outside 117
of the Distance Sensor 2
of random number 33
reacting to remote control inputs 86
reading the orientation of the Hub in space 87
reading a variable 119
readings from the Distance Sensor 52
reflected light mode of the Color Sensor 205
relative position of a motor 212
remembering data. See variable remote-control interface
creating 83
hiding 85
reacting to inputs 86
remote control program 87
renaming
a program 11
a remote-control widget 85
a variable 119
repeat loop block 48, 51
repeat until block 89, 137
reset timer block 118
result of an operation in Streaming mode 31
retrieving data 119
from list 165
reversing the direction of rotation of a shaft in the program 89
rhythm 202
robustness in a robotic system 29
roll angle 87, 117
rotation sensor 1, 134
round block 134
running blocks in parallel 87, 136
SARKIAP-1 the Transformer 35–91
saving and running a program 10
scales 200
scared behavior custom block 120
Scratch 3.0 7
Select Storage Position button 11, 30
sensing motor’s movement 134, 179
sensor port selection drop-down menu 9
series of data. See lists
servomotor 1
using as sensor 134, 179
set motor speed block 8
set movement acceleration block 51
set movement motors block 51
set movement speed block 51
set orientation block 28
set relative position block 88
Settings button 6
set up blues scale custom block 200
set up chords major custom block 206
set up chords minor custom block 206
set up (guitar solo) custom block 200
set up major scale custom block 200
set up pentatonic scale custom block 200
set variable to block 119
set yaw angle block 87
Shelly the Turtle 93–122
shifting up/down notes 208
shortest path, motor block option 8
shortest path, of a motor 9
Show Block Extensions button 48
show head custom block 116
size. See measuring size of the Guitar 183
sleepy behavior custom block 120
snapping, blocks 8
social networks 216
social tag 216
software. See app
solo, playing 200, 202
songs, playing on the Guitar 206
Sound Library 10
sound, selecting a 10
source code website 2
speed of a motor 179
SPIKE Prime kit 7, 216
splitting a number into tens and ones 168
stages of a robotic system 3
stall (of a motor) 29
start animation block 9, 28
starting multiple stacks running together 87
start motor block 28
start moving block 51
start moving with steering at speed block 90
start playing beep block 205
start sound block 9
state machine diagram 118
steering
input of a Movement block 51
passive mechanism 90
step-by-step instructions. See building instructions
stop all block 27
Stop button 11
stop motor block 29
stop moving block 91
stop other stacks block 136
Storage Position, selection for a program 11
storing data 119
Streaming mode 30
Strijbosch, Nard 216
string 30
strumming strings of the Guitar 205
support page, official 2
synchronize two motors 51

tag, social 216
tempo 212
changing tempo 212
tempo control for the Guitar chords program 212
tens
getting from number 168
getting from text string 208
text strings, extracting numbers 208
three-way choice 32
tilting the Pinball 181
tilt sensor, axes visualized 87. See also accelerometer
timer 117, 168
timer block 117
tinkering 216
together, running blocks 87
transformation sequence 35
 transformer robot 35–91
transition, state 118
transposing to other keys 208
transposition control for the Guitar chords program 212
transposition control for the Guitar solo program 212
tremble N times custom block 119
tremolo guitar technique 212
true and false values 51
truth table 30
and operator 30
not operator 31
or operator 31
turning program for a biped walking robot 48
turn left by N steps (biped) custom block 48
turn left by N steps (turtle) custom block 116
turn left (remote-controlled biped) custom block 89
turn on for seconds block 207
turn on light matrix block 117, 121, 165
turn right by N steps (biped) custom block 48
turn right by N steps (turtle) custom block 116
turn right (remote-controlled biped) custom block 89
two-digit numbers on the display 165

U
ultrasonic sensor 2
ultrasonic sound waves 2
uniform distribution 33
unpredictability 33
update display custom block 167
USB 1
using lists 164
using motors as sensors 134, 179
using the timer 168

V
Valk, Laurens 216
variable 118
changing the value 119
creating 119
definition 118
reading a value 119
renaming 119
using 118
writing a value 119
variable block 119

W
wait for seconds block 28
waiting for a condition to become true while doing something 122
waiting for a condition to be true for a certain amount of time 117
waiting until a condition becomes true or false 31
waiting until one or another condition becomes true 31, 117
wait to be left alone custom block 116
wait until block 28, 169
walk backward custom block 48
remote-controlled 89
walk forward custom block 48
remote-controlled 89
turtle 116
walking program for a biped robot 48
wander custom block 120
website, for support 2
WeDo 2.0 devices 216
Whac-a-Mole 123–138
when button is block 87
when color is block 9
when hat block 167, 168, 181
when I receive message block 87
when joystick is block 86
when joystick is moved block 91
when joystick is released block 91
when program starts block 8
widgets
events 90
for remote controller, adding 84
for remote controller, editing 85
width of the paper strips for the Gobbler 27
word blocks. See blocks
write block 33
writing to a variable 119

Y
Yamada, Kazuo 123
yaw angle 87