Import

from microbit import *

import random

import music

import radio

You *always* need to have the `from micro bit import *` line at the start of your program

If you use random, music or radio in your program you need to remember to also import them at the top of your program as well

General

sleep(1000)

temp = temperature()

time = running_time()

sleep tells the Microbit to stop doing anything for as long as you tell it

temperature gets the current temperature

running_time gets the amount of time since the Microbit started running the program

Buttons

```
if button_a.is_pressed():
        dis pla y.s how (Im -
age.HAPPY)
if button _b.i s_ pre ssed():
        dis pla y.s how (Im -
age.SAD)
```

Show a happy face if button A is being pressed or show a sad face is button B is being pressed.

Random

import random

randrange(1, 10)

random.choice(things)

randrange picks a random number in the range

random.choice picks a random thing out of a list of things

Display

display.clear()

display.show(Image.DUCK)

display.show(customImage)

display.scroll("Hello World!")

display.set_pixel(0, 0, 9)

display.show(IMAGE.shift_up(1))

Radio

import radio

radio.on()

message = radio.receive()

radio.send("Hello World!")

radio.config(channel=20)

When you have more than 1 Microbit, you can send and receive messages using the radio.

If there are other Microbits using the radio around you, make sure that you are using a different channel number (using `radio.c - onfig`) so that you aren't accidentally receiving their messages

Gestures

gesture == "up"

gesture == "down"

gesture == "left"

gesture == "right"

gesture == "face up"

gesture == "face down"

gesture == "shake"

Speech

import speech

speech.say("Hello World")

Music

import music

music.play(music.BIRTHDAY, wait=False, loop=True)

music.stop()

tune = ['C4:4', 'D4:4', 'A4:4']

music.play(tune)

Setting wait=False tells the Microbit to play the music and keep going with the rest of the program, otherwise it will wait until the music is done

Setting loop=True, will keep looping the music over and over instead of just playing once

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Music

Music
music.DADADADUM
music.ENTERTAINER
music.PRELUDE
music.ODE
music.NYAN
music.RINGTONE
music.FUNK
music.BLUES
music.BIRTHDAY
music.WEDDING
music.FUNERAL
music.PUNCHLINE
music.PYTHON
music.BADDY
music.CHASE
music.BA_DING
music.WAWAWAWAA
music.JUMP_UP
music.JUMP_DOWN
music.POWER_UP
music.POWER_DOWN

Accelerometer

```
gesture =
accelerometer.current_gesture()
if gesture == " sha ke":
        dis pla y.s how (Im -
age.SAD)
```

This code checks what the current gesture is that is happening to the Microbit and shows a sad face if it is a shake