

DINNER SELECTION



In this lesson, your Calliope mini becomes your guide in a really difficult question: what's for dinner today?

Shake the Calliope mini and you will get an answer to your question.

Tip: Ask each family member about his or her favourite food and write it down in a list - you'll need it later!



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You need the following blocks and categories for this program:

Basic

on start

On start

Execute the program when it starts.

Input

show string "Hello!"

Show string

Displays text on the screen, letter by letter.

Logic

clear screen

Clear screen

Switches off the LED-matrix.

Variables

on shake

On shake

Do something when a gesture is made (like shaking the Calliope mini).

Math

if true then

If/then Condition

If a value is true, execute some commands.



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You need the following blocks and categories for this program:

Basic



Input



Logic

Variables



Math

Logic comparison

Return true if both inputs are the same.

Set item

Assign a value to this variable, for example 0

Random value generator

Output a random number between 0 and "boundary".



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1

Start with the **on start** block from the basics category and insert a **show string** block. Change the text to a question mark.

Basic



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2

Next, select the block **on shake** from the input category. Make sure that "shake" is selected.

Input



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3

Use the [clear screen](#) block to ensure that the screen is off before the menu is displayed.

Basic

```
on start  
  show string " ? "
```

```
on shake  
  clear screen
```



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4

In the next step we add a variable with the block **set item to** in our code. Click on „item” and choose "Rename variable" to give the variable a suitable name, like "Random".

Variables

```
on start
  show string " ? "
```

```
on shake
  clear screen
  set item to 0
```

- ✓ item
- Rename variable...
- Delete the "item" variable



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5

By using the block `pick random`, the Calliope mini can output different numbers. Add it to the "Variable" block in the loop.

Math

```
on start
  show string " ? "

on shake
  clear screen
  set Random to pick random 0 to 4
```



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6

Change the "4" into a "3" in the random block to make a selection of four dishes later on. The "0" counts as well!

Math

on start

show string " ? "

on shake

clear screen

set Random to pick random 0 to 3



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- 7 Now insert an **if/then** condition under the random block and connect it to a comparison block "=" of two values.

Logic

```
on start
  show string " ? "

on shake
  clear screen
  set Random to pick random 0 to 3
  if ( 0 = 0 )
    then
```



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In the first part of the code, the program selects a random number and stores it in the variable "Random". With the if/then condition you can assign dishes to the numbers. Add the variable "Random" to the condition.

Variables

```
on start
  show string " ? "

on shake
  clear screen
  set Random to pick random 0 to 3
  if ( Random = 0 )
  then
```



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9

Now use the `show string` block to add the first dish to the program and assign the number "0" to it.

Basic

```
on start
  show string " ? "

on shake
  clear screen
  set Random to pick random 0 to 3
  if (Random = 0)
    then show string " Pesto pasta "
```



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10

Repeat the last three steps and add more dishes to the numbers.
Change the number in the comparison block of the if/then condition.

Logic

Basic

Variables

```
on start
  show string " ? "

on shake
  clear screen
  set Random to pick random 0 to 3
  if ( Random = 0 )
  then show string " Pesto pasta "
  if ( Random = 1 )
  then show string " Sausages and mashed potatoes "
  if ( Random = 1 )
  then show string " Rice with mushrooms "
  if ( Random = 1 )
  then show string " Greek salad "
```

