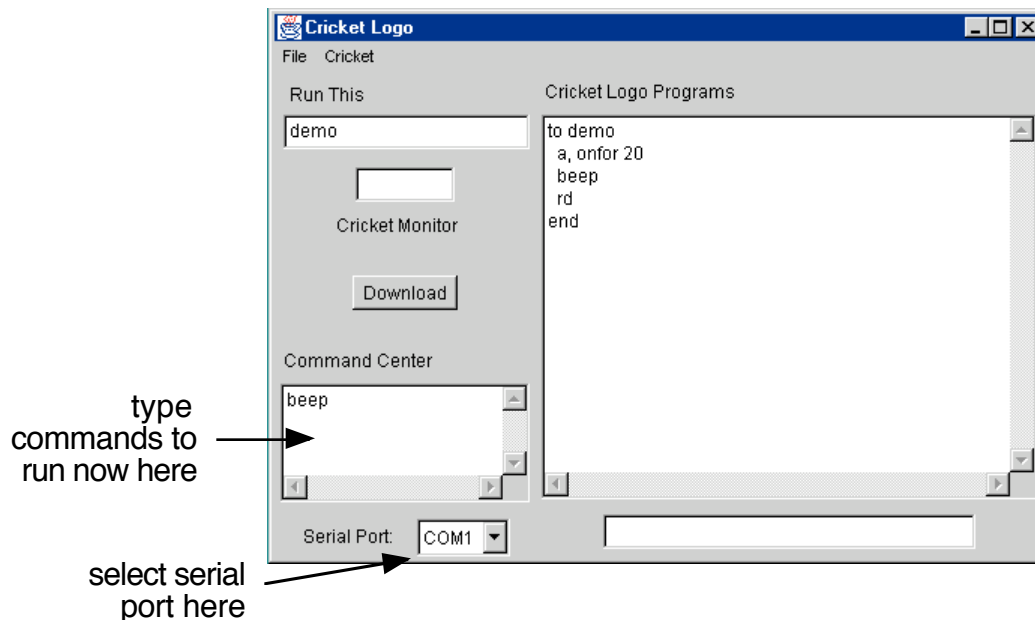


# Introduction to Cricket Logo

## THE CRICKET LOGO PROGRAMMING SCREEN



Try typing these commands into the Cricket Logo Command Center:

```
beep
beep wait 2 beep
```

The Cricket beeps!  
The Cricket beeps, waits a bit, then beeps again.

Now plug a motor into motor port A and a lamp into motor port B on the Cricket.

```
a, on
rd
off
onfor 20
repeat 4 [onfor 10 wait 10]
repeat 4 [onfor 10 rd]
ab, on
ab, off
```

Turns on motor plugged into port A  
Reverses the direction of the motor  
Turns off the motor  
Turns on the motor for 2 seconds  
Turns motor on and off 4 times  
Makes motor go back and forth  
Turns on the motor *and* the lamp  
Turns motor and lamp off

Now plug a touch sensor into sensor port A.

```
waituntil [switcha] onfor 20
on waituntil [switcha] off
```

Turns on motor after sensor is pressed  
Turns off motor after sensor is pressed

Now plug a light sensor into sensor port B.

```
loop [send sensorb]
```

Transmits sensor B's value back to desktop computer.  
It's displayed in the "Cricket Monitor" box.

```
on waituntil [sensorb > 100] off
```

Press Run/Stop button to make Cricket stop doing this.  
Turns off motor after light is blocked