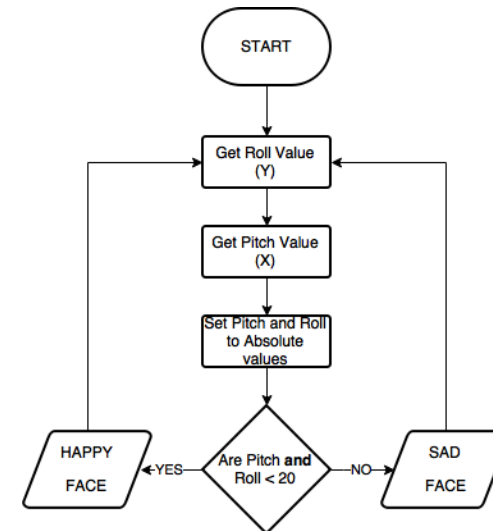


# Micro:bit Project Sheet 3

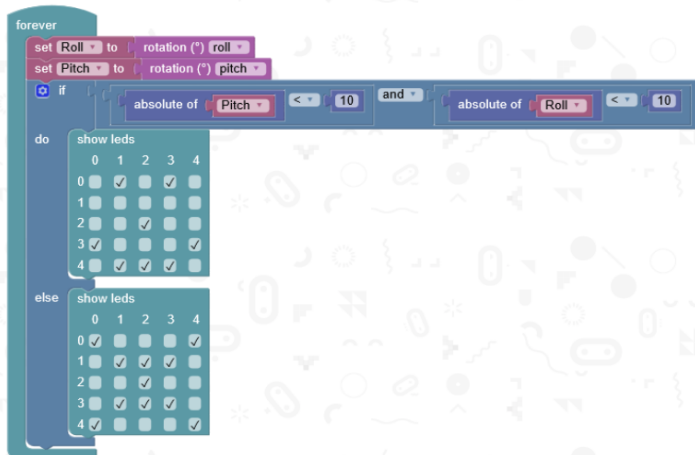
## Success Criteria

- Reads the position of the accelerometer
- Display happy face when level
- Display sad face when tilted

## Design



## Block Code



## µPython

```
from microbit import *

while True:

    roll = abs(accelerometer.get_y())
    pitch = abs(accelerometer.get_x())

    if pitch < 20 and roll < 20:
        display.show(Image.HAPPY)
    else:
        display.show(Image.SAD)
```

## Testing

- Hold flat—Is face Happy
- Tilt in roll axis (Left/Right) does face change
- Tilt in pitch axis (FW/BK) does face change

## Notes

- Could put into a steady hand game scenario