## magic 8 activity

Welcome! This tutorial will help you create a magic 8 ball on the BBC micro:bit. Let's get started!

Show a string to instruct the user how to play Magic 8 ! The magic 8 ball can only answer true or false questions.

```
show string "& ASK A QUESTION *
```

Display the number 8.

## show string "ASK A QUESTION "

show number
8

Create a condition for when the BBC micro:bit is shaken. Then use the block clear screen to clear the 8 from the display.

```
show string "& ASK A QUESTION %
show number 8
```

```
on shake
do clear screen
```

Create a variable of type number called randomNumber. Set randomNumber to a random number with a limit of 2 . Remember the random function in the math library, picks a random number from 0 to the limit, but not including the limit unless it is 0 .

```
show string "& ASK A QUESTION *
show number 8
```

```
on shake
do clear screen
    set randomNumber * to pick random 0 to 2
```

Create an if statement for the condition if randomNumber $=2$. If randomNumber is 2, display the string 'Yes'

```
show string " ASK A QUESTION *
    show number 8
```



Create an if statement for the condition if randomNumber =1. If randomNumber is 1 , display the string ' No '


If randomNumber is not 2 or 1 , it must be 0 . This is the else condition. If randomNumber is 0 , display the string 'I don't know'


Display the number 8 so users know they can ask the magic 8 ball another question!


Excellent, you're ready to continue with the challenges (https://www.microbit.co.uk/blocks/lessons/magic-8/challenges)!
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