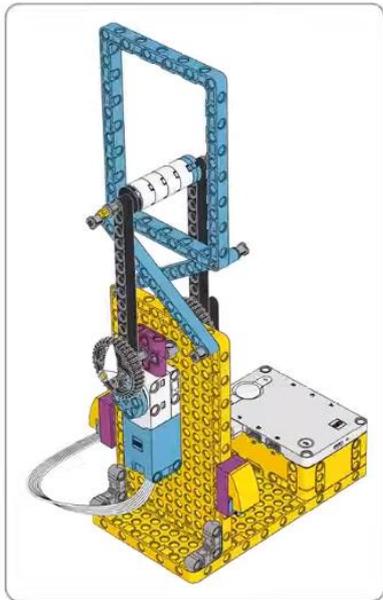
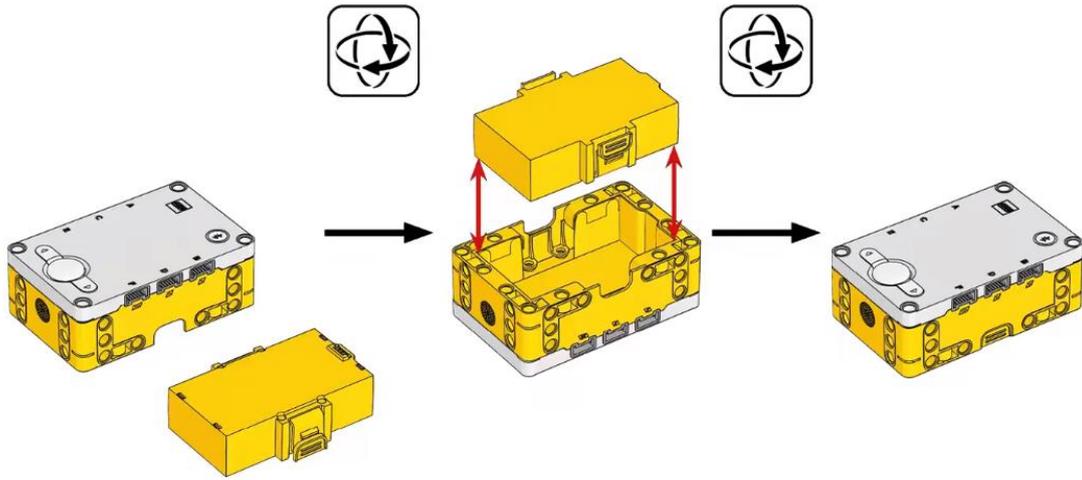
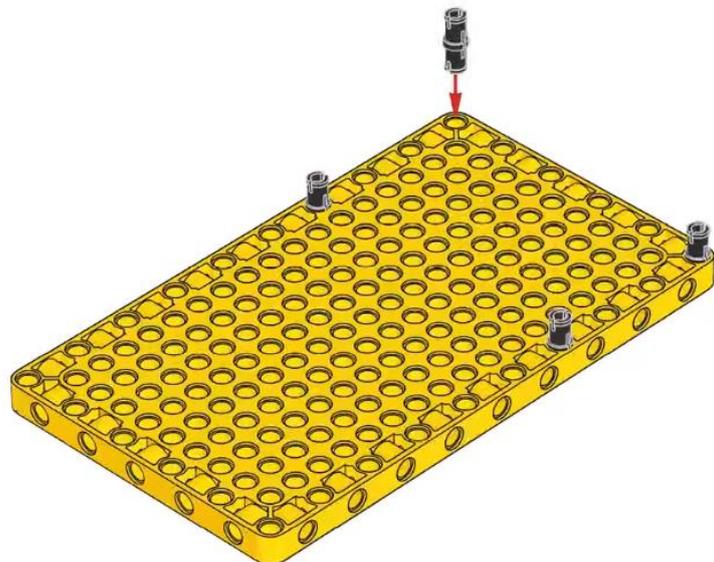
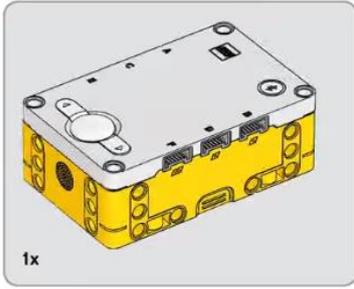


Capítulo 3 ¿En qué consiste?

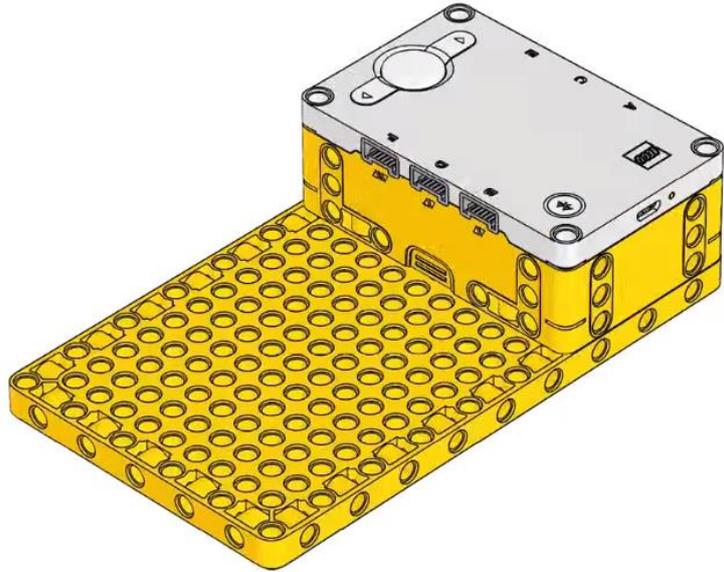


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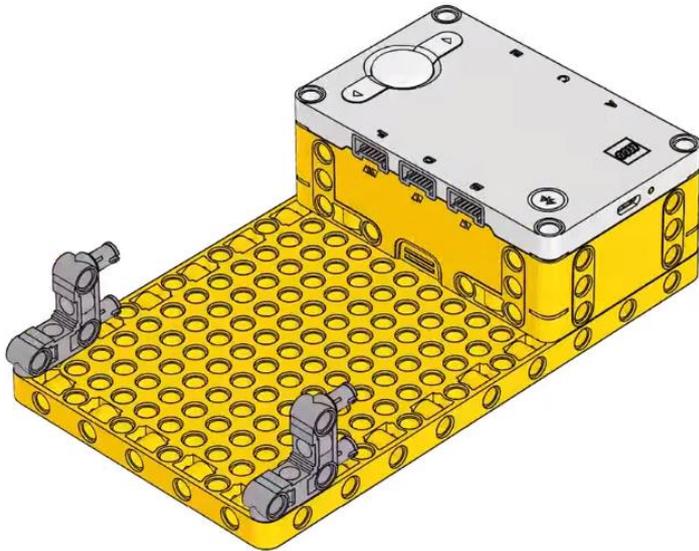


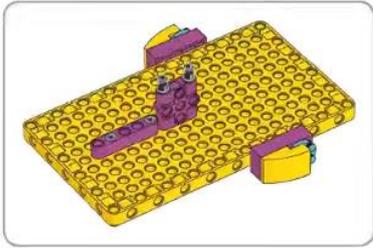


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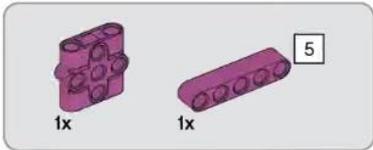
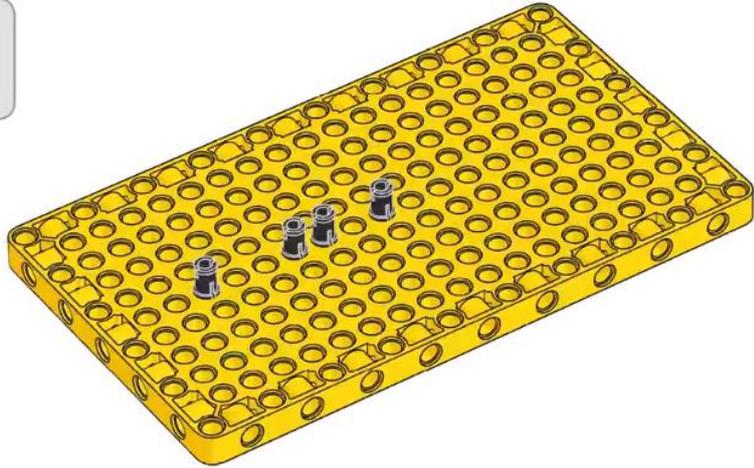


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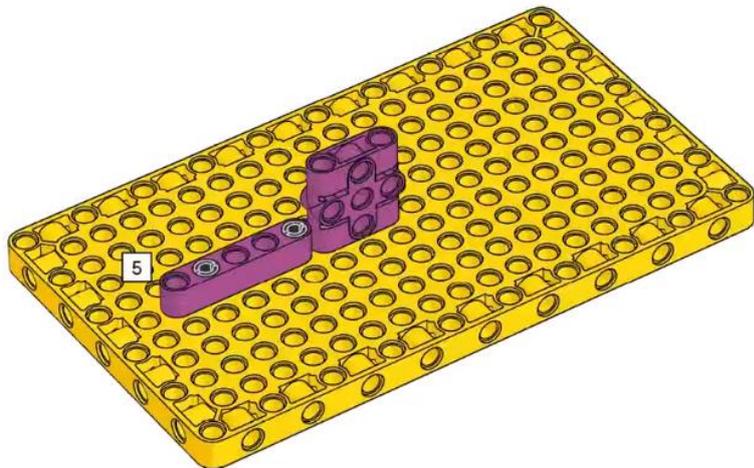




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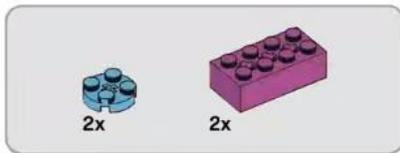
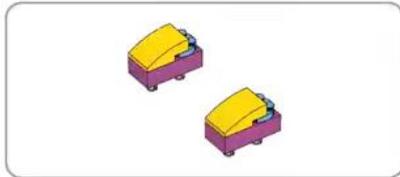
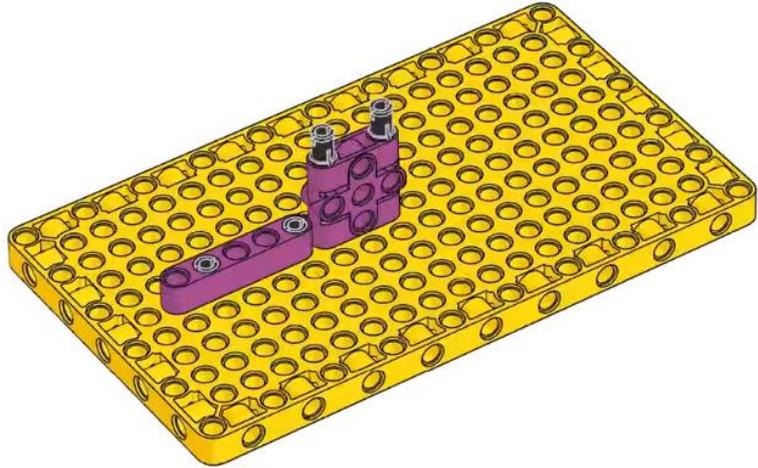


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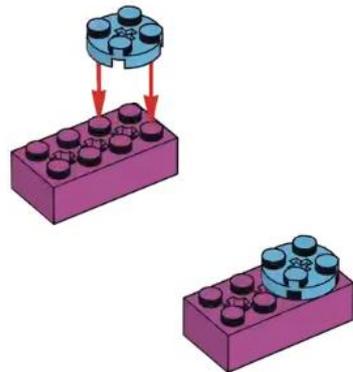


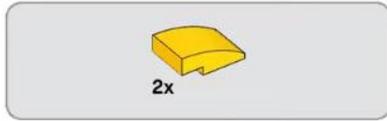


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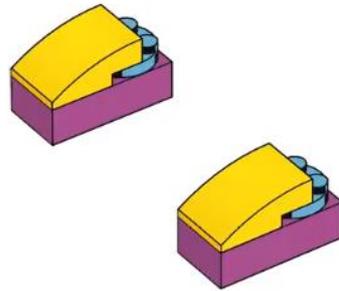


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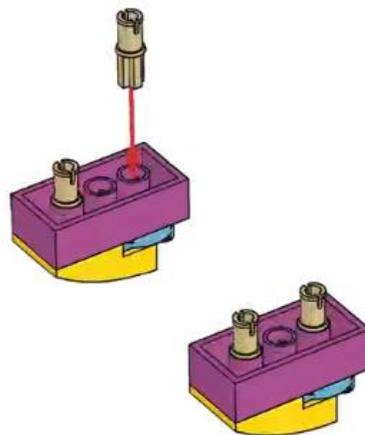




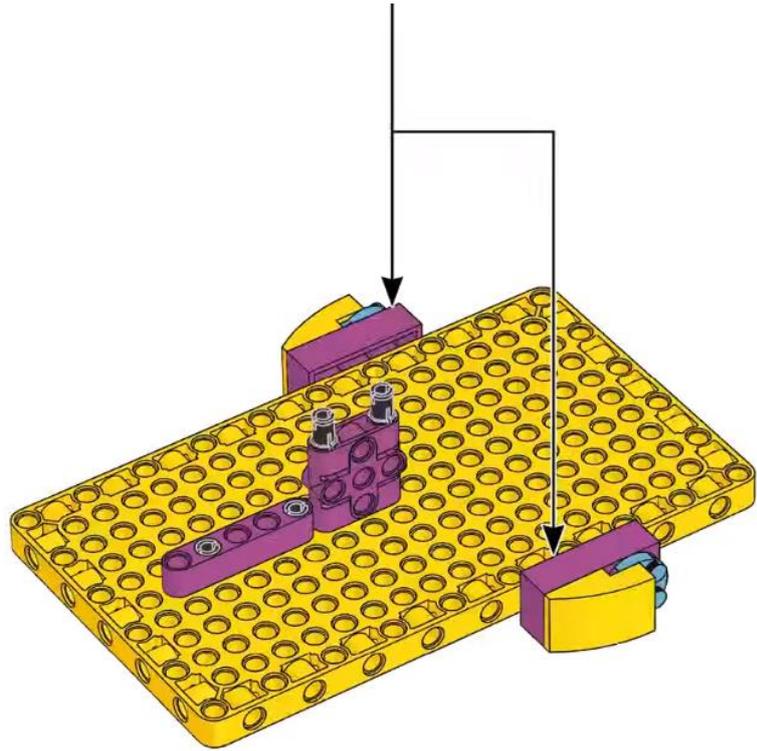
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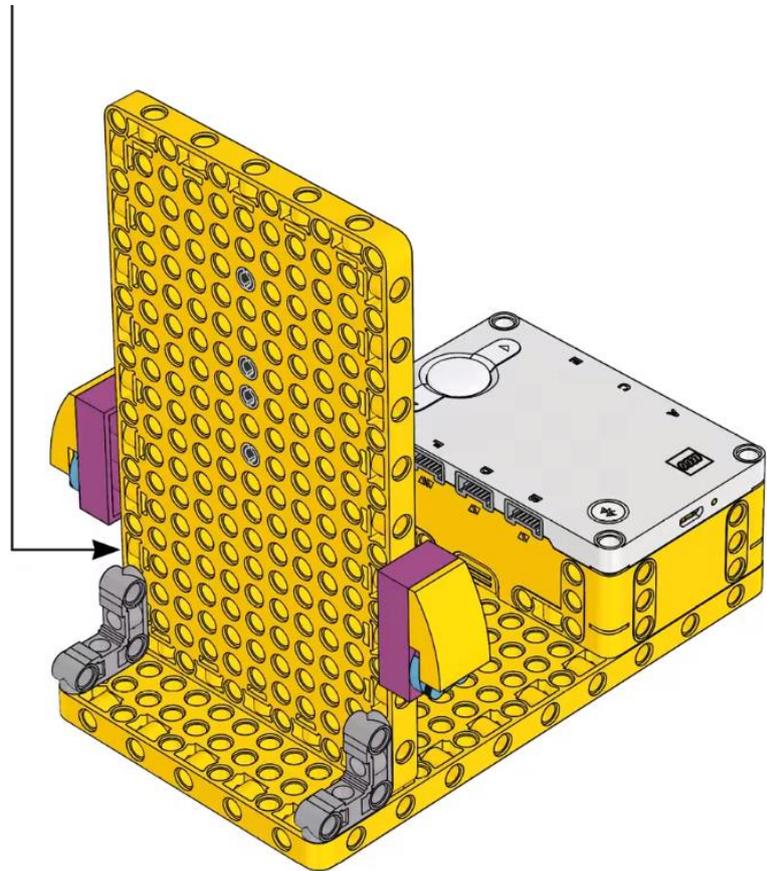
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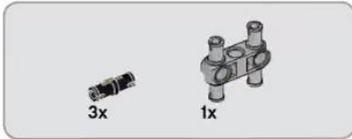


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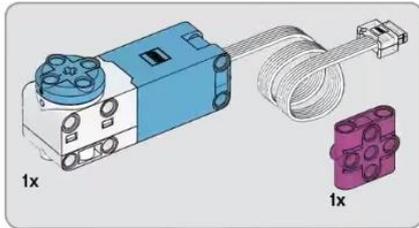
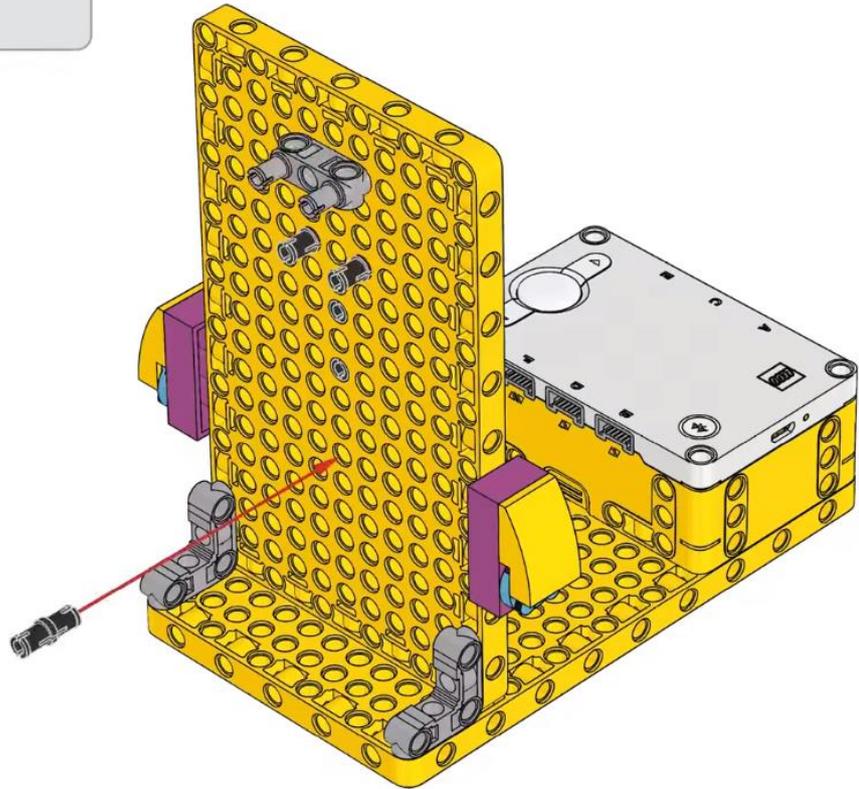


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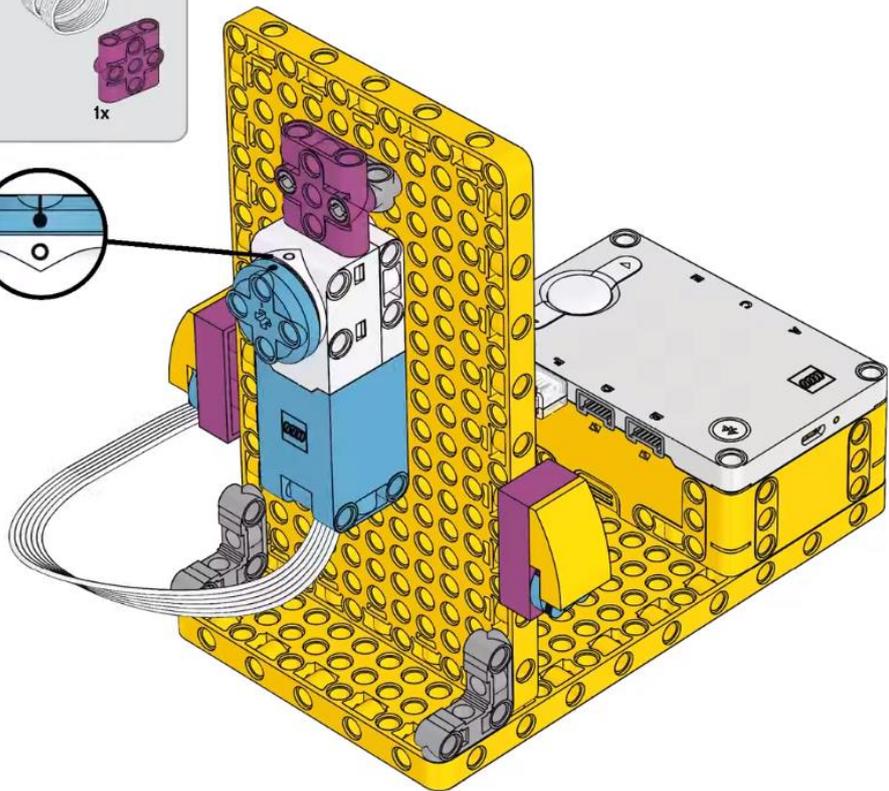
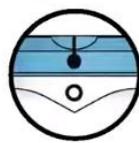


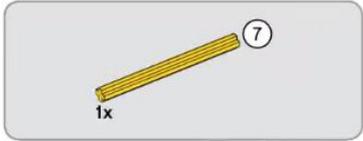


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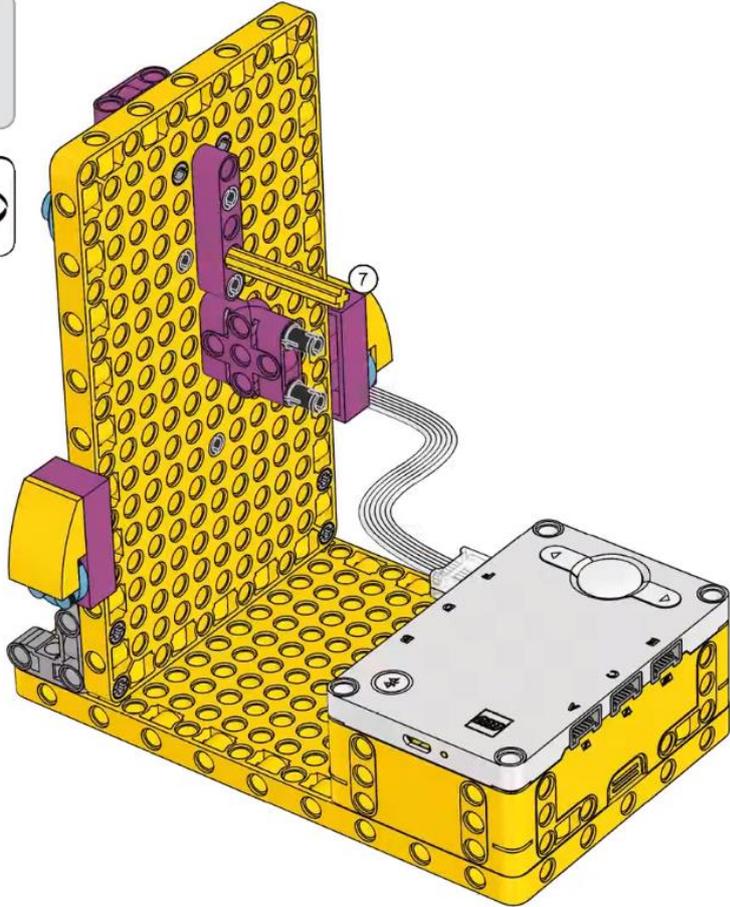


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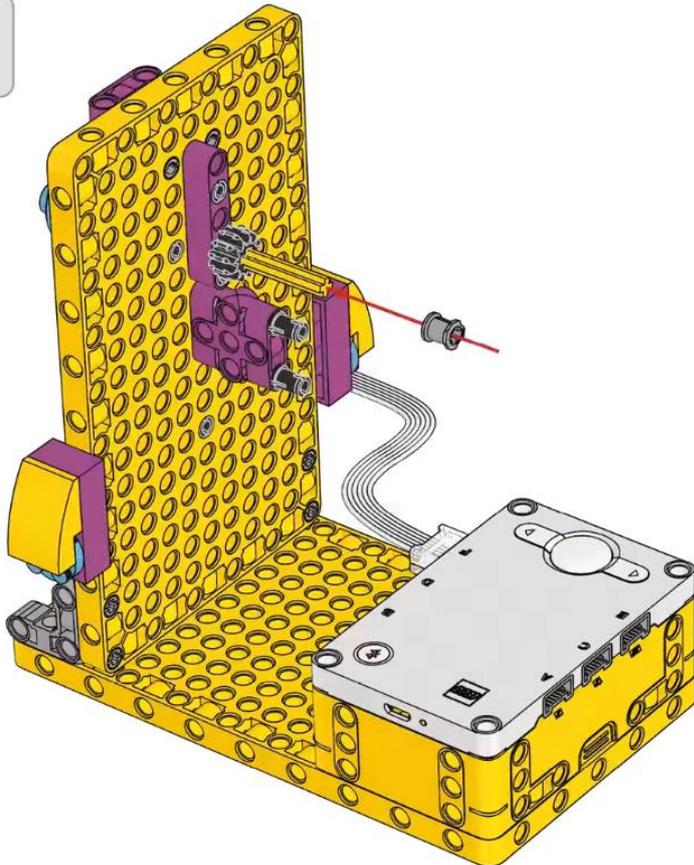


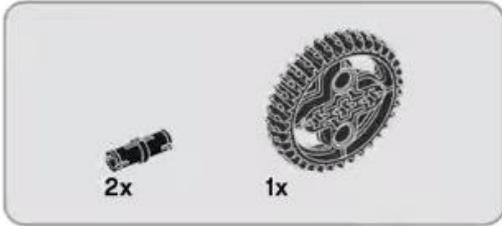


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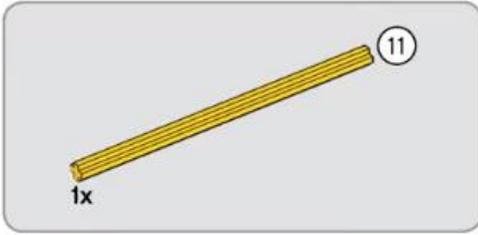


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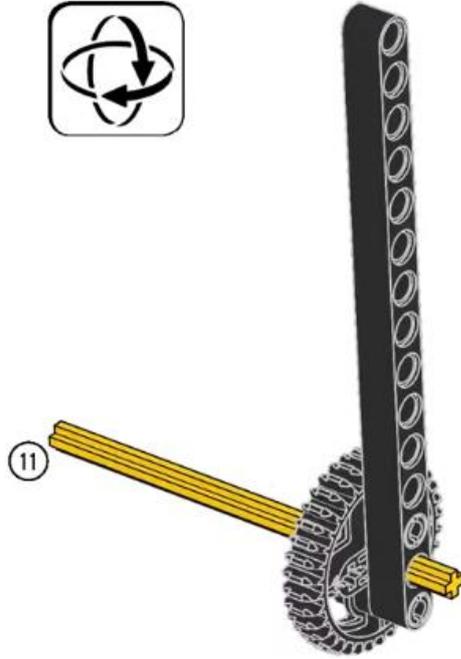


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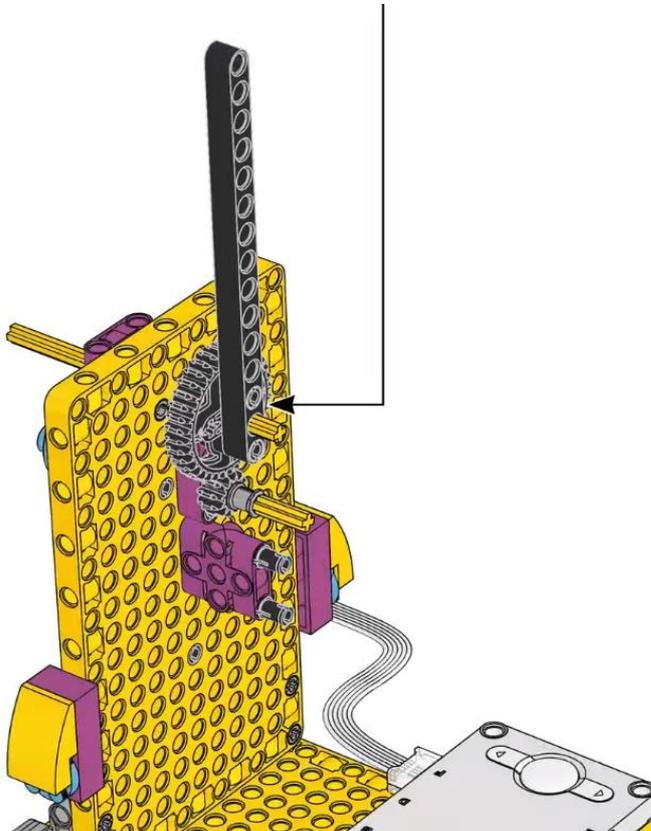




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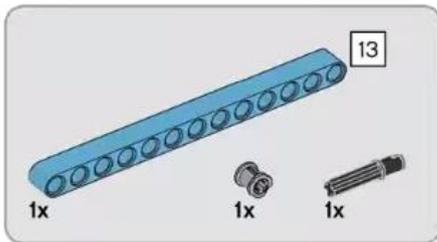
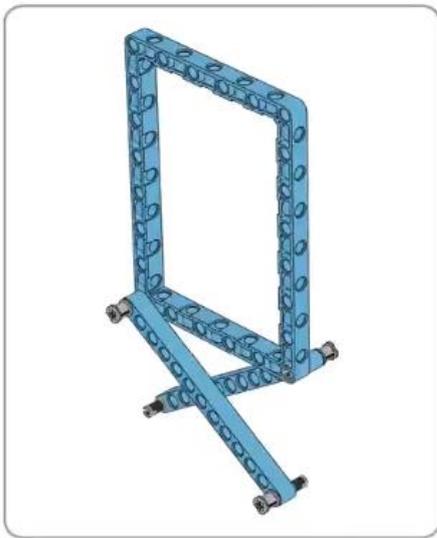
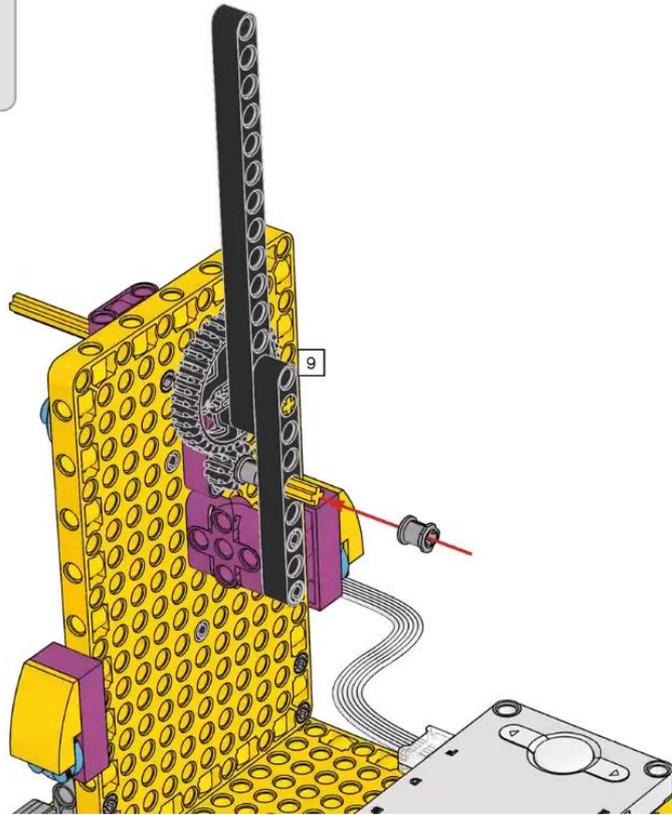


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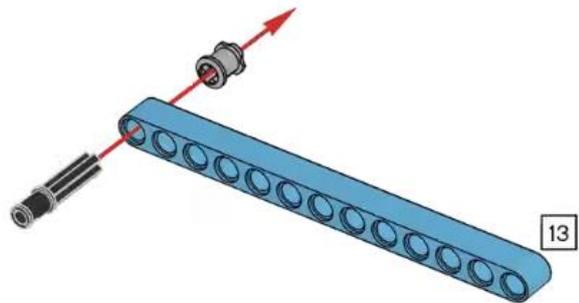




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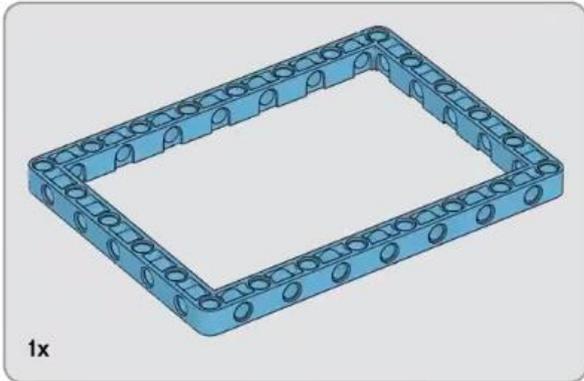
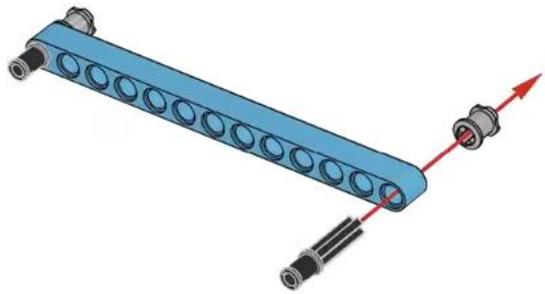


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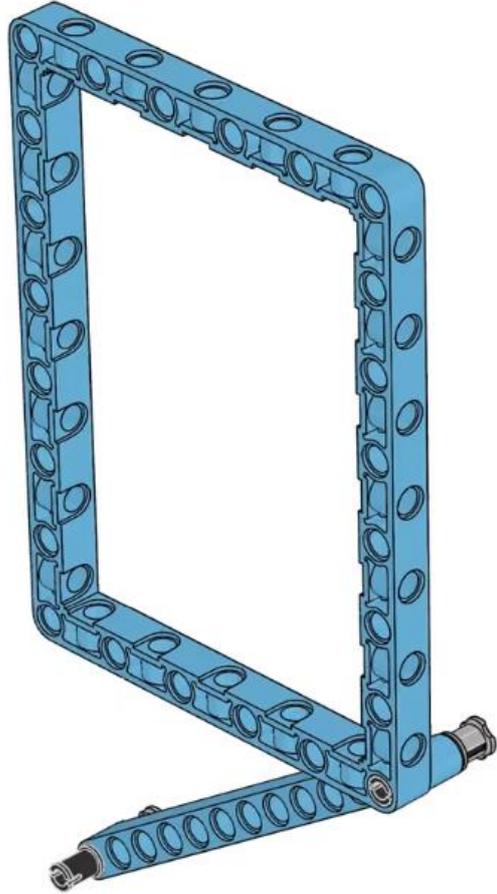


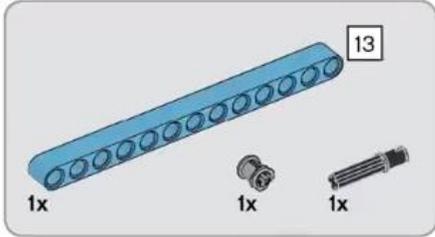
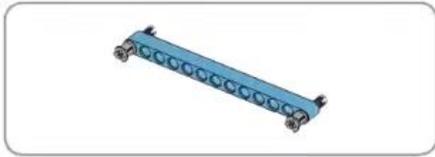


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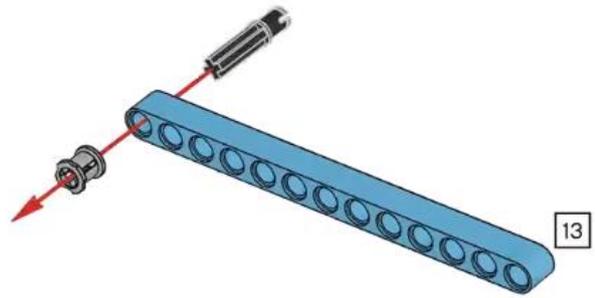


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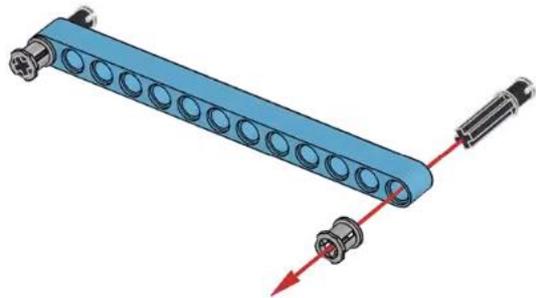




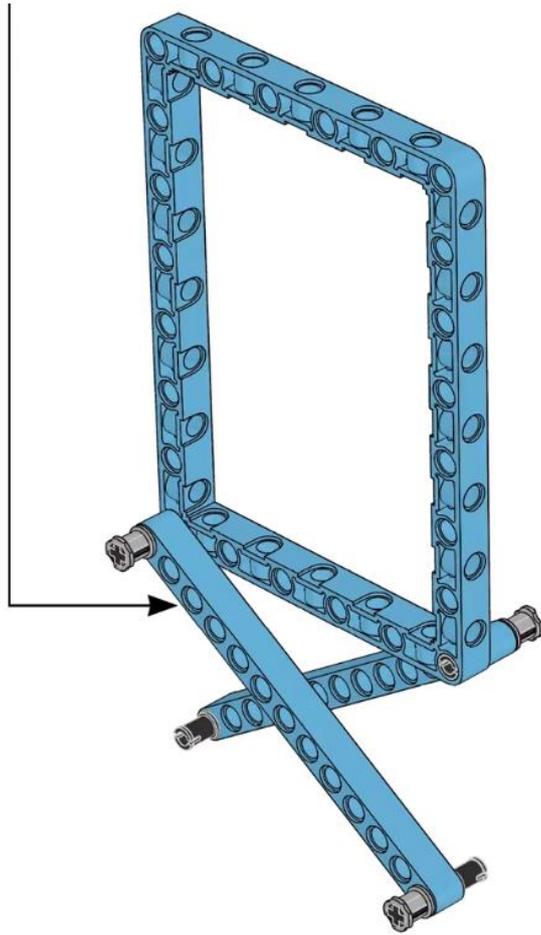
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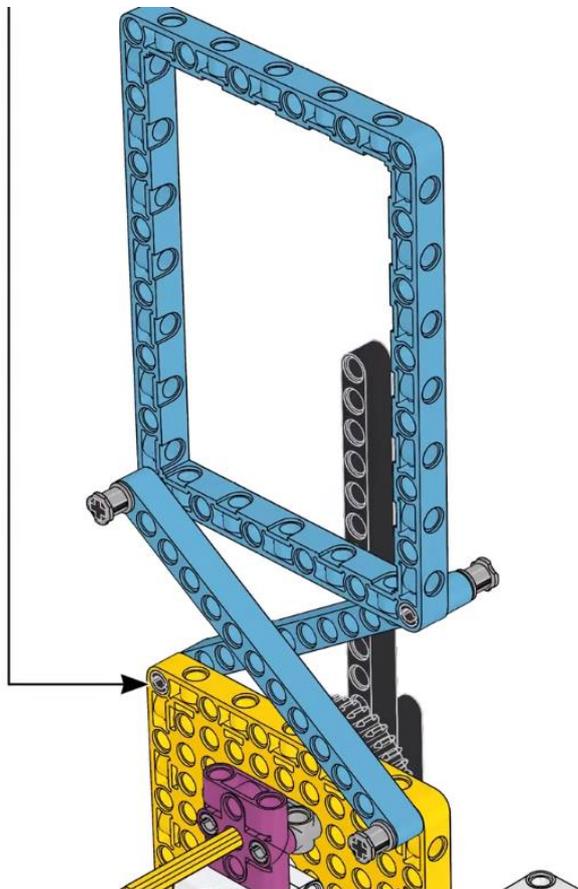
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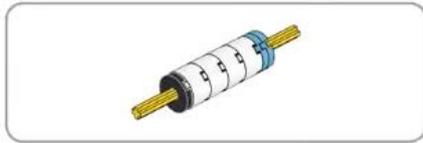


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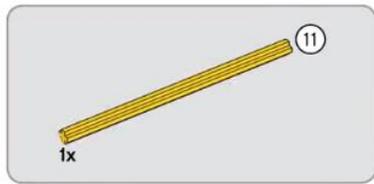
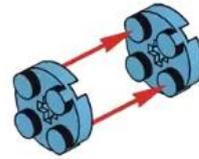


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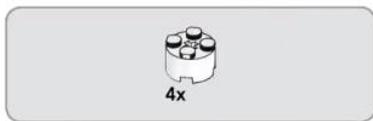
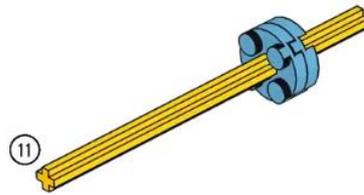




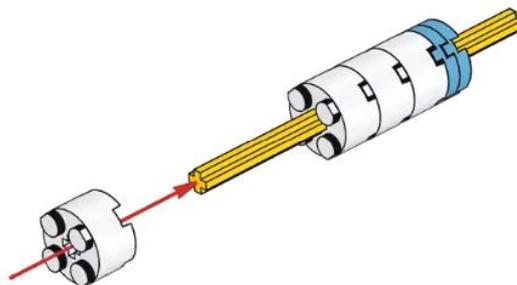
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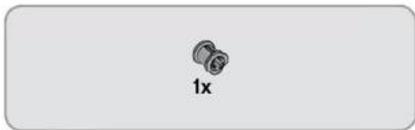
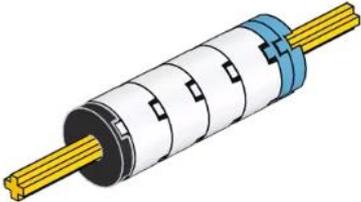


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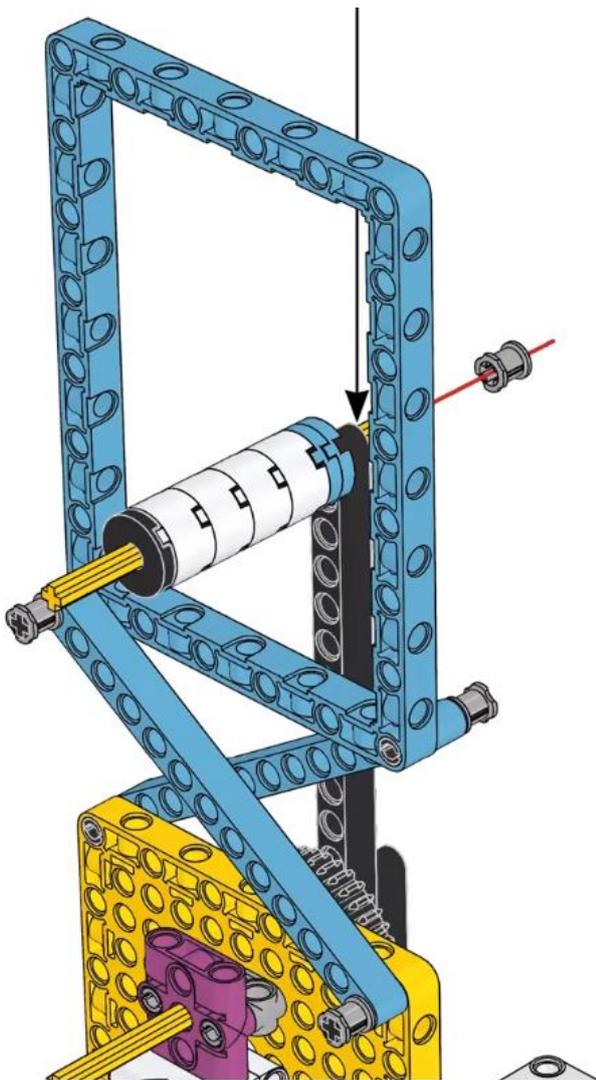




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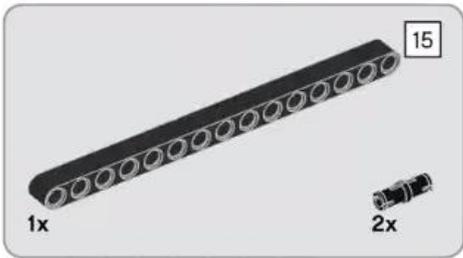
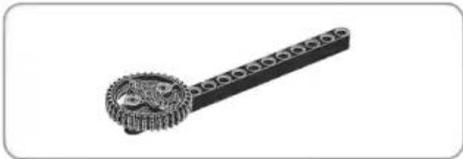
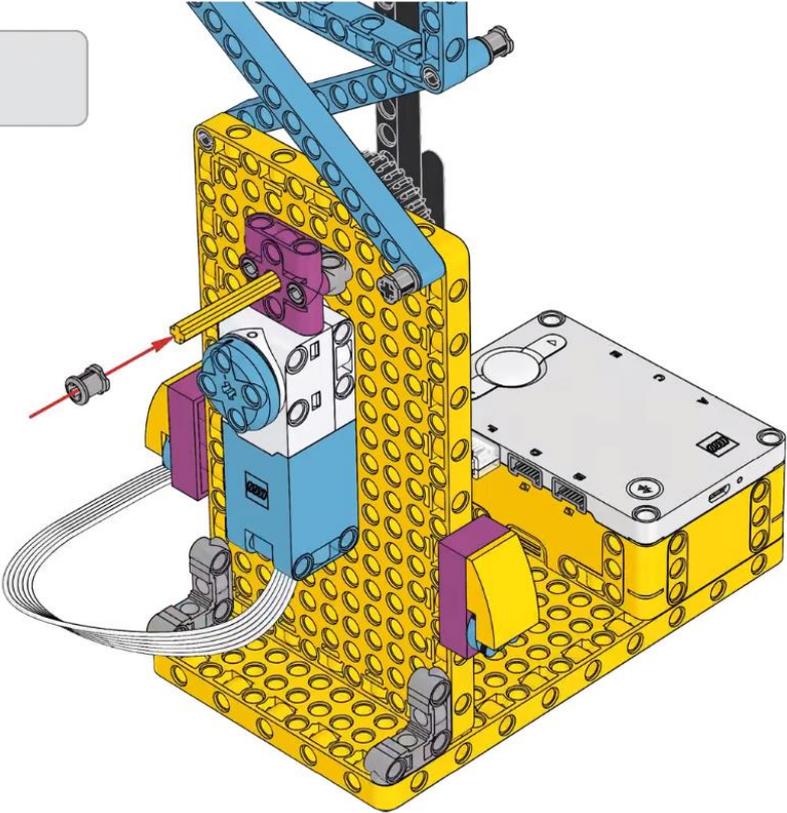


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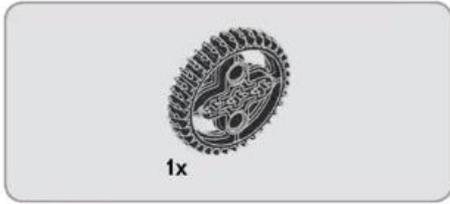


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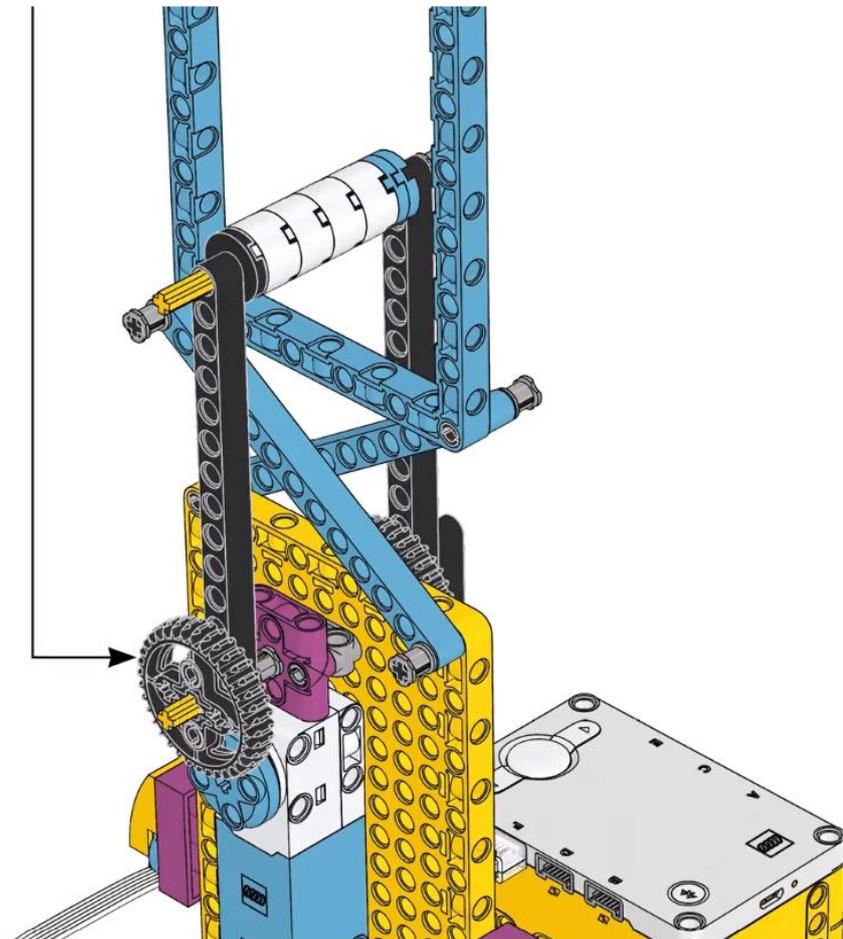




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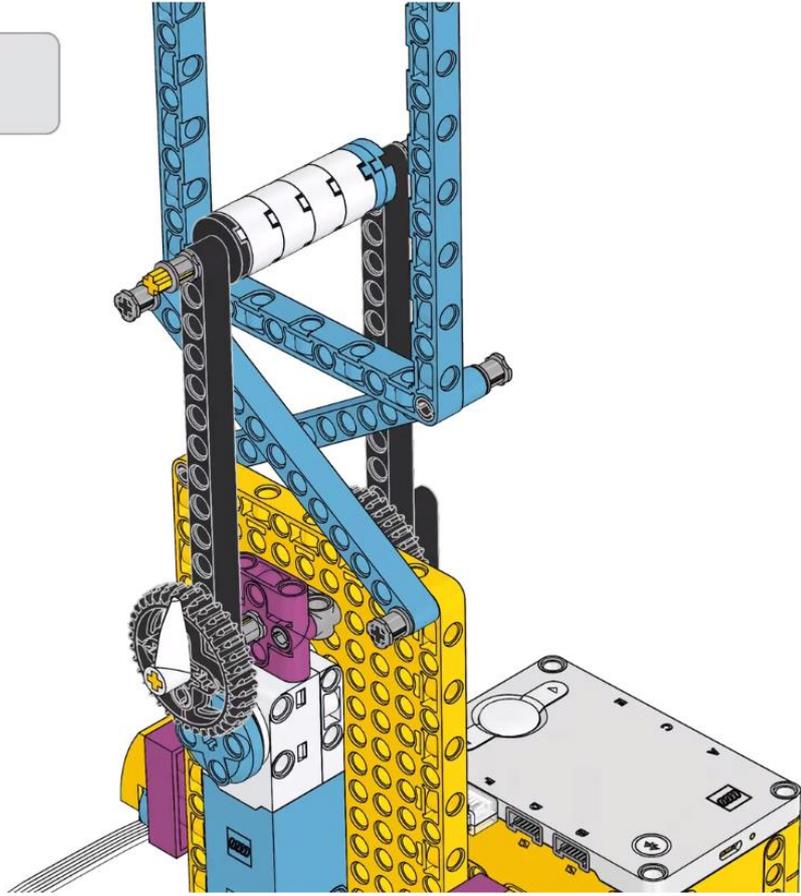


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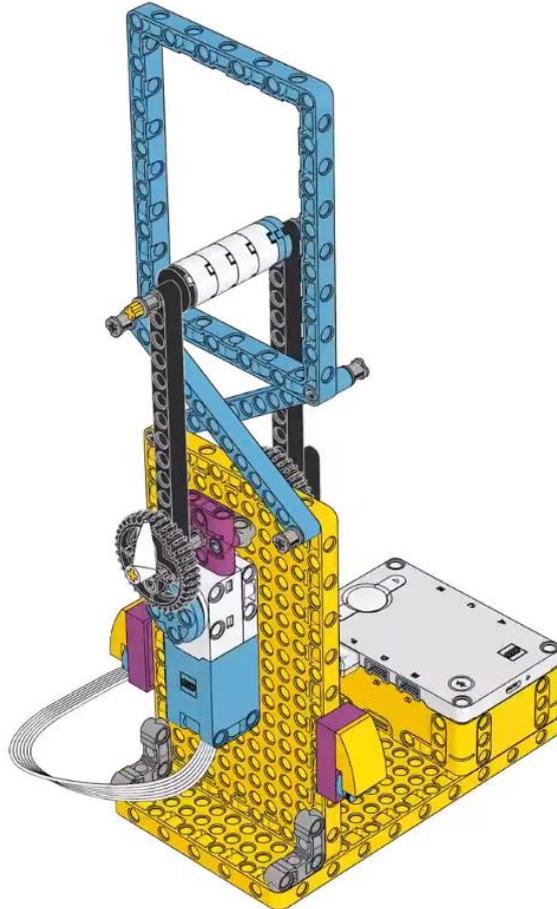


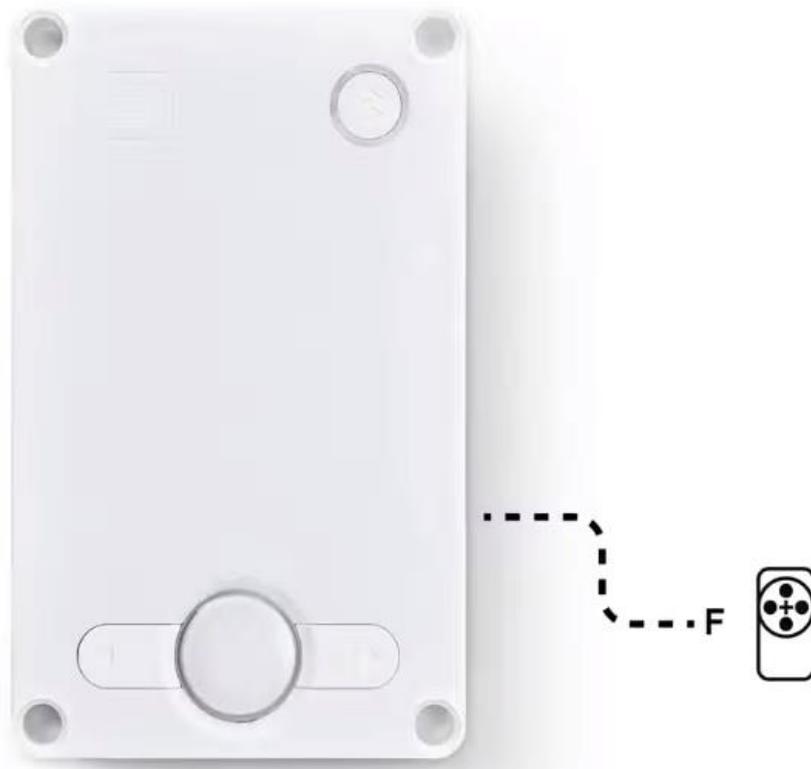


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Vamos a escribir el siguiente código:



Cuando se inicia el programa del Puerto F donde está conectado nuestro motor desactivamos la detección de bloqueo.

Le damos una potencia del motor al 75%.

Hacemos un bucle que se repite 5 veces.

Gira en sentido de las agujas del reloj durante 2 segundos.

Gira en sentido contrario a las agujas del reloj durante 2 segundo.

Si no encuentras detección de bloqueo en la parte inferior izquierda seleccionaremos.



Extensiones

Gestor de clima

Obtén el pronóstico del tiempo para la semana. Tu ordenador debe estar conectado a internet.

> MÁS INFORMACIÓN

Más Motores

Haz que los motores mantengan su posición o acciónalos con potencia sin regular.

> MÁS INFORMACIÓN

Más Movimiento

Fija la velocidad de motor individual en una base de conducción o haz que mantenga su posición.

> MÁS INFORMACIÓN

Más Sensores

Obtén más datos de sensor tales como aceleración, presión y color en bruto.

> MÁS INFORMACIÓN

Música

Toca instrumentos y tambores. La música se reproducirá en tu ordenador o tableta.

> MÁS INFORMACIÓN

Gráfico lineal

Esta extensión te permite mostrar y jugar con un gráfico lineal.

> MÁS INFORMACIÓN

- MOTORES
- MOVIMIEN...
- LUZ
- SONIDO
- EVENTOS
- CONTROL
- SENSORES
- OPERADO...
- VARIABLES
- MIS BLOQ...
- MÁS MOT...

Agregaremos la extensión “Más Motores”.

Observaremos un nuevo bloque:

A screenshot of the Scratch 'Más Motores' extension blocks. The blocks are blue and feature a motor icon on the left. The blocks shown are:

- A dropdown menu 'A' followed by 'ir durante' 1 'rotaciones' con una velocidad del 75 %
- A dropdown menu 'A' followed by 'arrancar motor con una velocidad del 75 %
- A dropdown menu 'A' followed by 'ir a la posición relativa' 0 al 100 % de velocidad
- A dropdown menu 'A' followed by 'ajustar posición relativa en' 0
- A dropdown menu 'A' followed by 'posición relativa'
- A dropdown menu 'A' followed by 'arrancar motor con una potencia del 100 %

