

## methods of Graphical programming

1. First connect the micro:bit to the computer with the data cable. At this time, the computer will have a micro:bit U disk. Open the USB flash drive and click on the micro:bit URL as shown in Figure 1-1 below to enter the micro:bit official website. You can enter this web address directly in your browser:

<http://microbit.org/>.



Figure 1-1

2. After successfully entering the URL, we can click on the English at the top right of the interface as shown in Figure 1-2 below to switch the language of the entire interface.

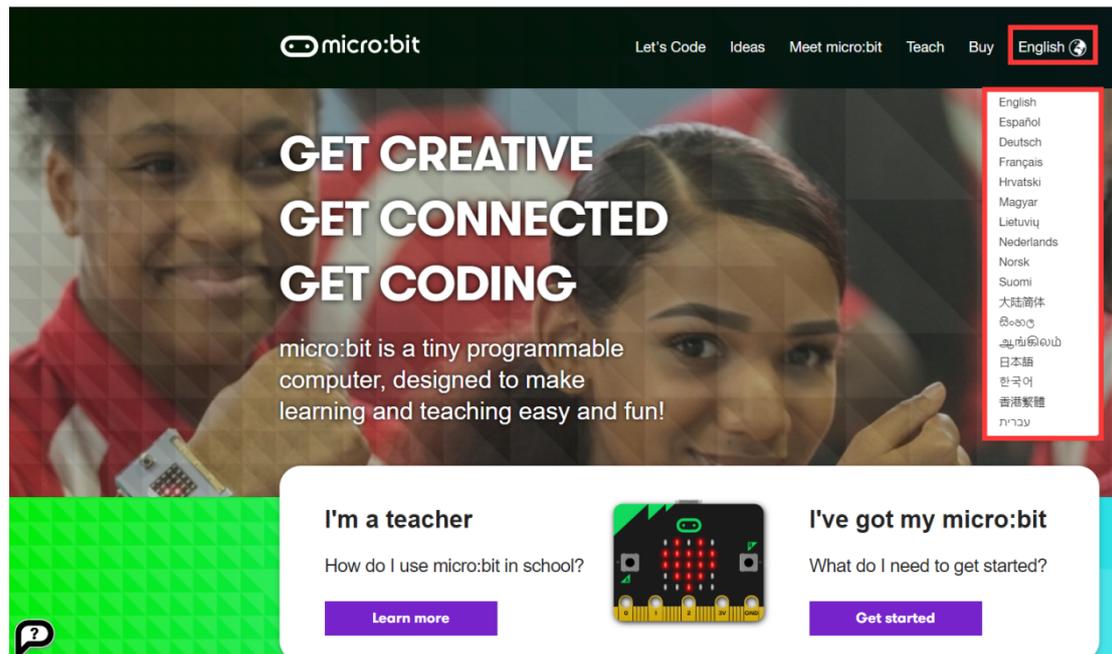


Figure 1-2

3. If you don't need to switch languages, continue to click [Let's code] at the top of the interface shown in Figure 1-3. At this point we will enter a new interface.

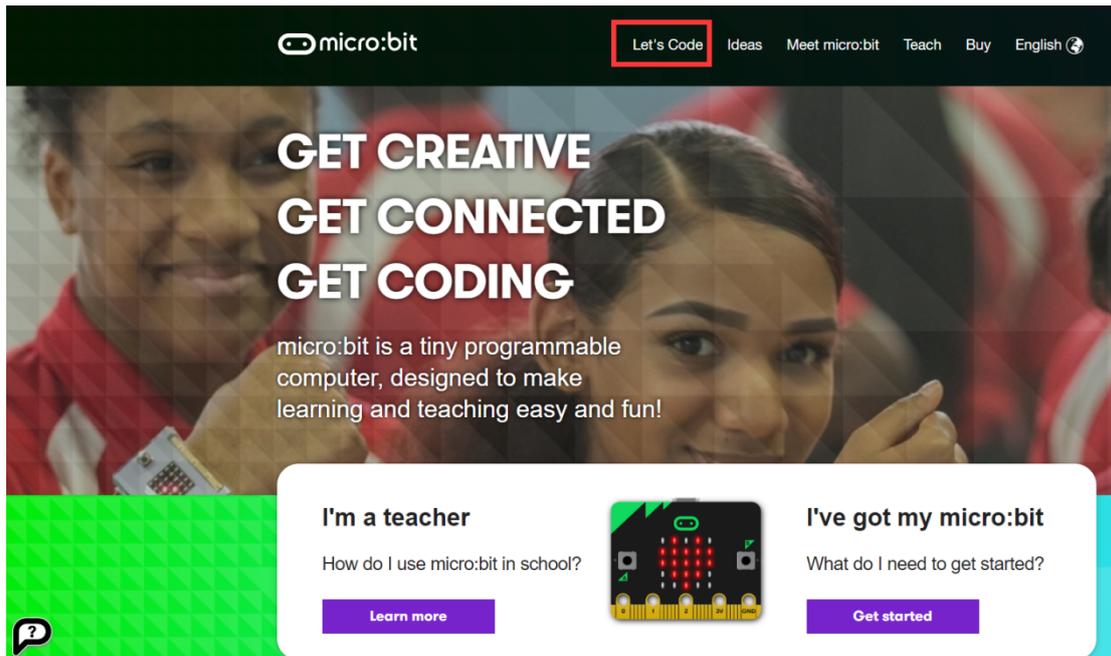


Figure1-3

4. After entering a new page, click [Let's code] at the bottom of the interface shown in Figure1-4 below, and you will be able to enter the MakeCode editor.

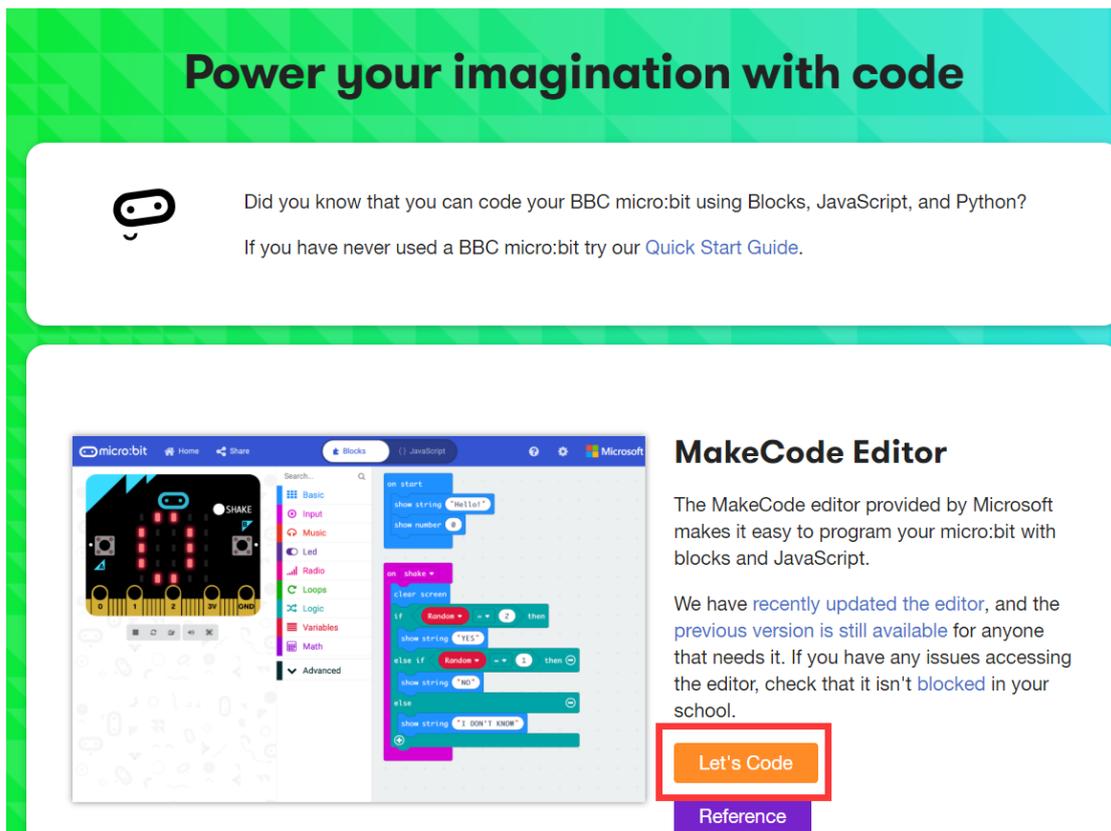


Figure1-4

5. After clicking, we will enter the interface shown in Figure1-5 below. We need to click [New Project] in the lower left corner to enter the MakeCode editor.

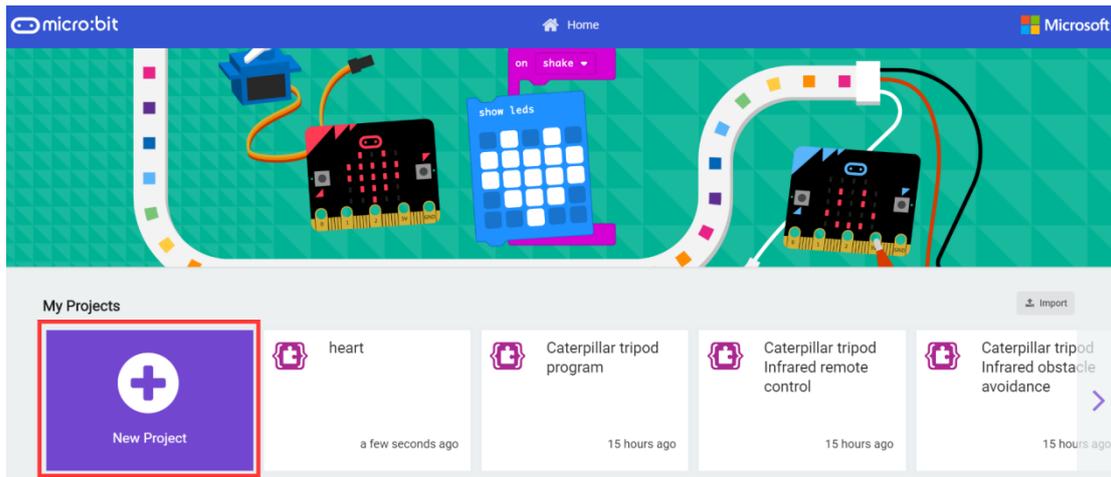


Figure1-5

6. The interface shown in Figure1- 6 below is the micro:bit online programming interface we need to use.

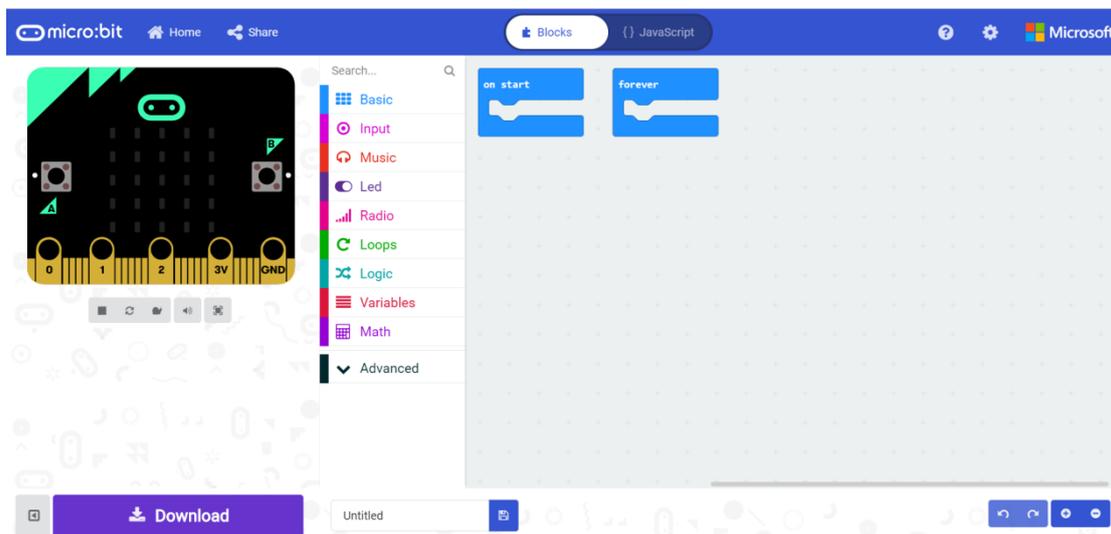


Figure1-6

7. You can build your own blocks for programming. After setting up the program blocks, we can name the program ourselves, and then click [Download] to download the program, as shown in Figure 1-7. We can set the download path to micro:bit U disk, or directly to the computer, and then copy it to the micro:bit U disk, as shown in Figure 1-8.

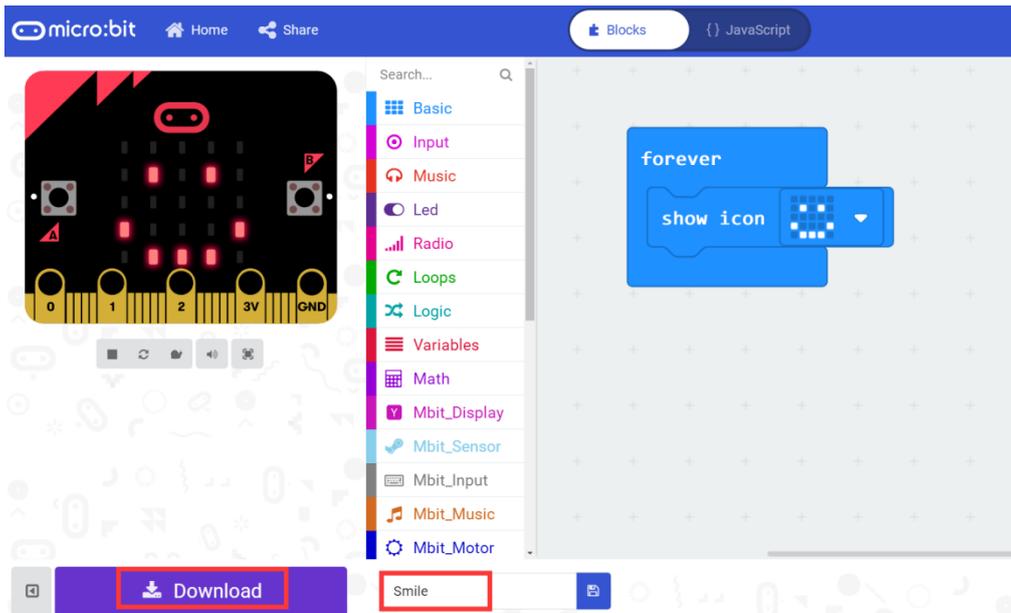


Figure1-7

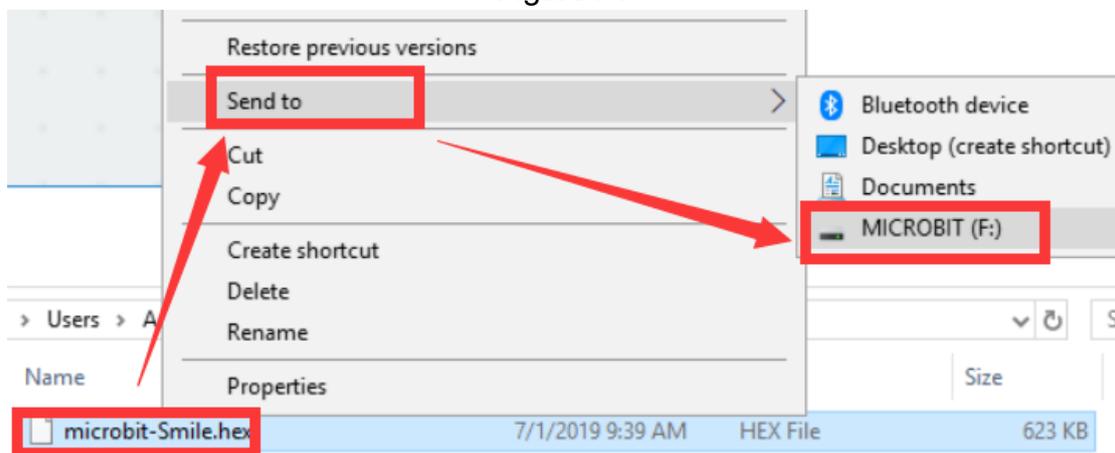


Figure1-8

8. The indicator light on the back of the micro:bit motherboard will flash during the download. After the download is complete, the indicator light stops flashing and we can see the corresponding experimental phenomena and effects.