

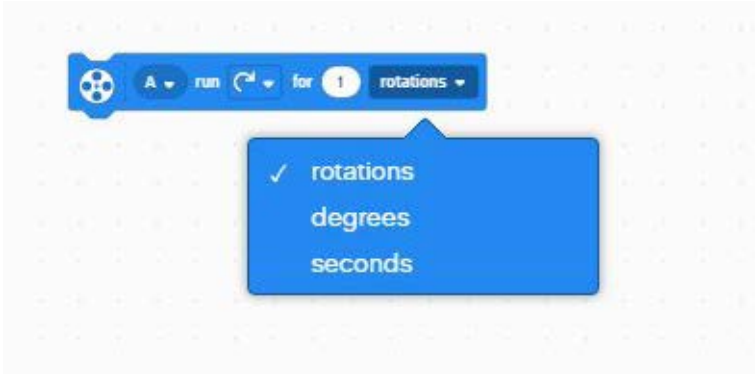
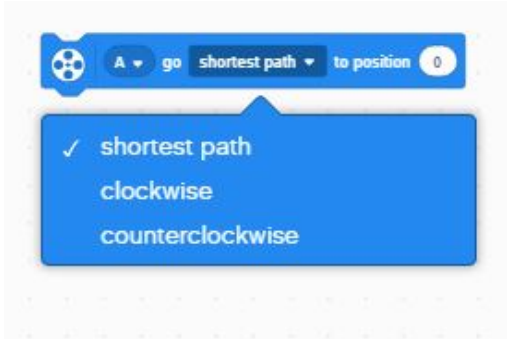
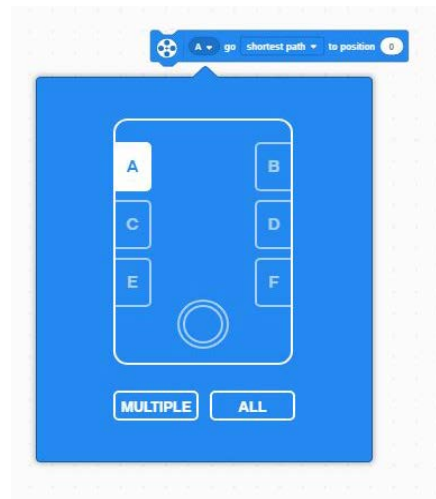
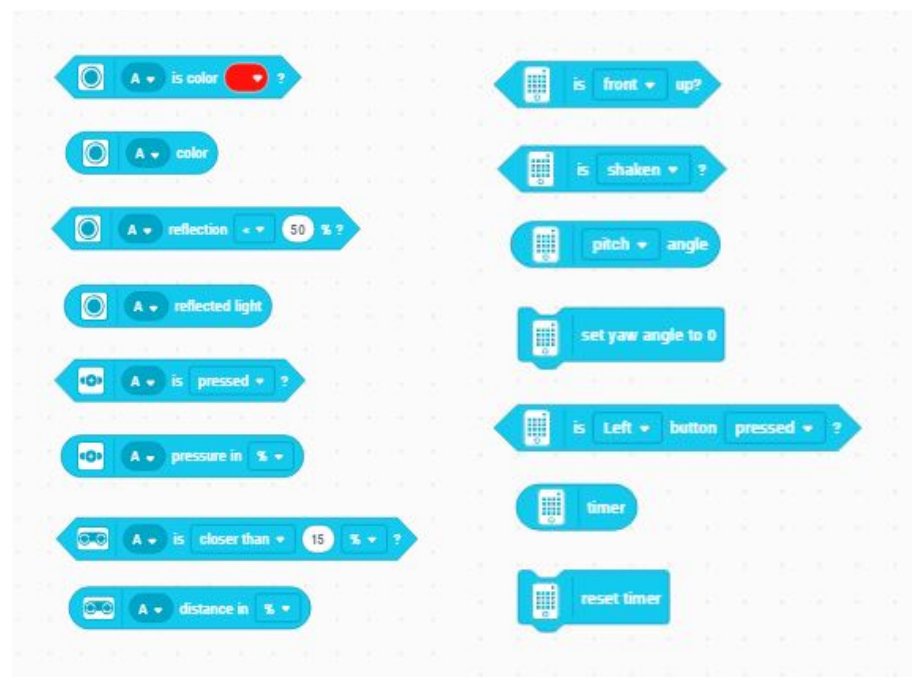


Block Category	Blocks
<p>Hat Block – used to start a program</p>	
<p>Motor Blocks – used to make motors run and get information from motors</p>	
<p>Motor block detail</p>	
<p>Motor block detail</p>	

Motor block detail



Sensor Blocks- blocks receive information from sensors (color, distance, force, and gyro)



Sensor Block Detail



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Sensor Block Detail



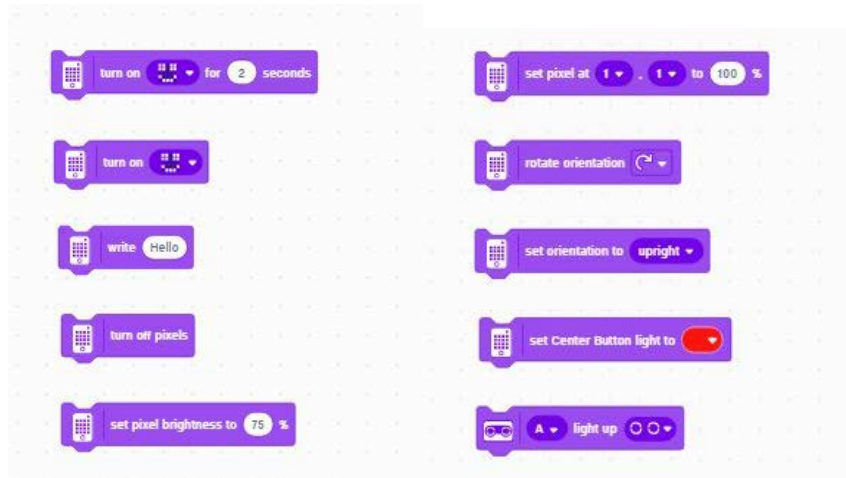
Sensor Block Detail



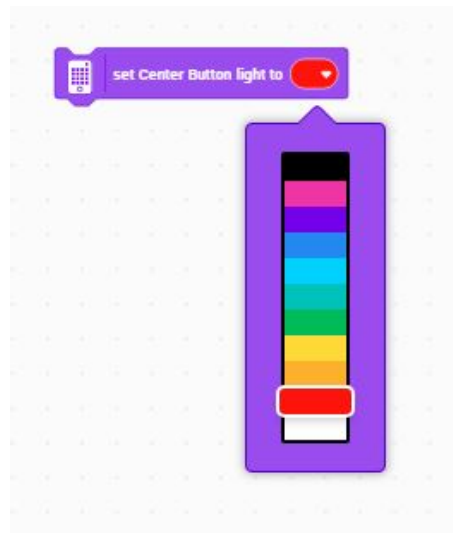
Sensor Block Detail



Lights Blocks - enables the user to turn on lights of different elements



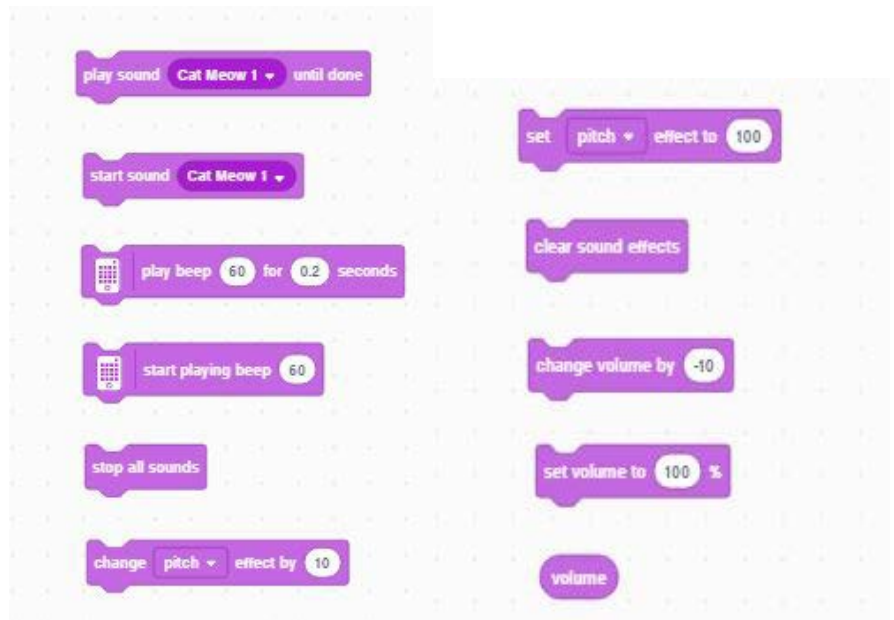
Lights Block Detail



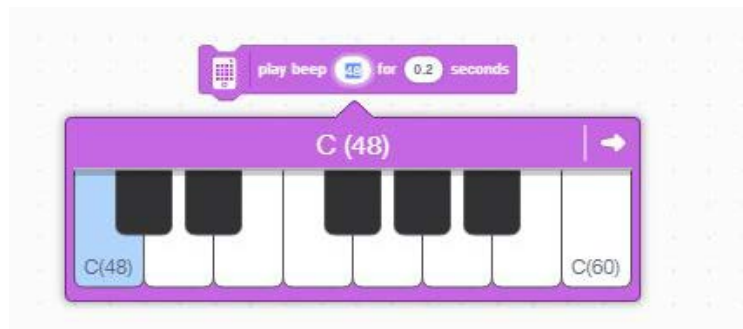
Lights Block Detail



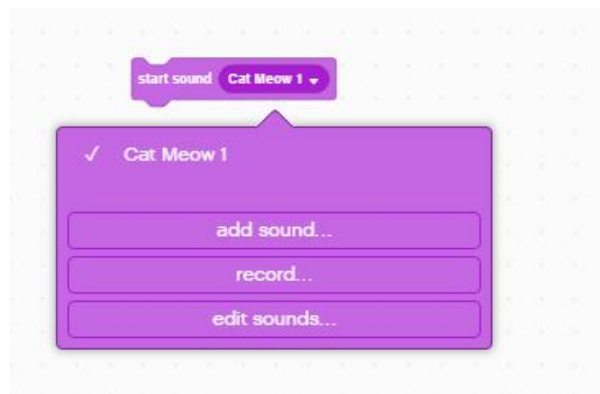
Sound Blocks - enables user to play sounds from device or hub



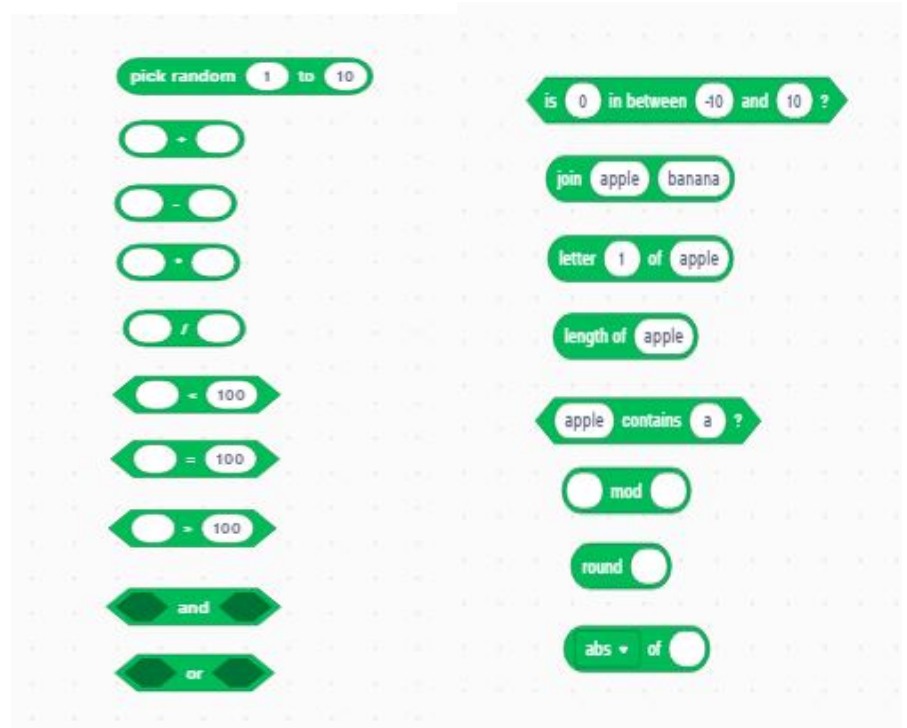
Sound Block Detail



Sound Block Detail



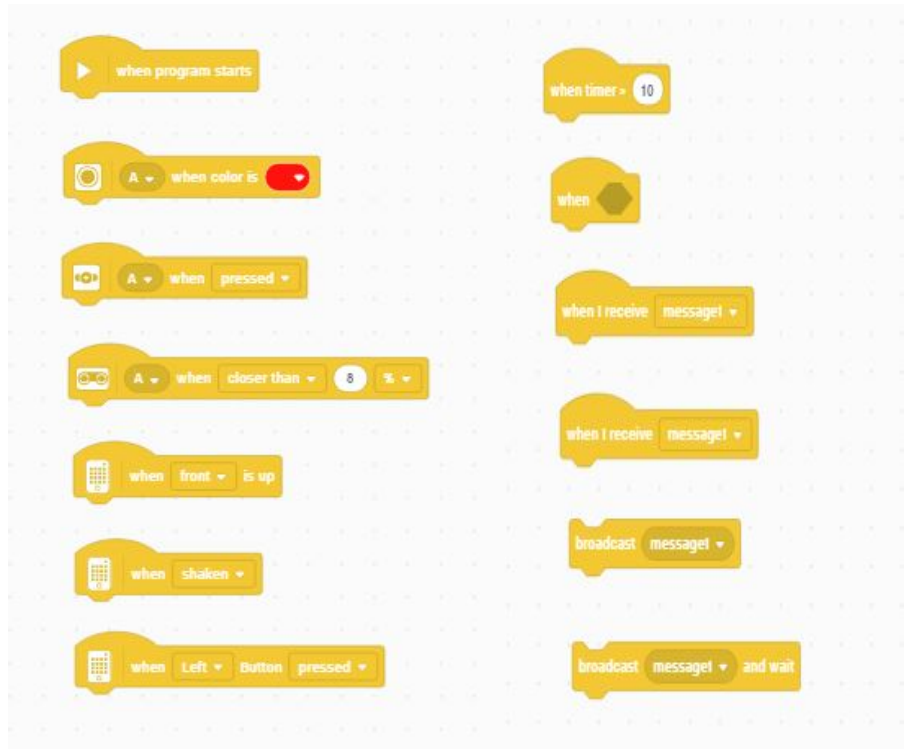
Operator Blocks – perform all mathematical operations that can be done using numerical values



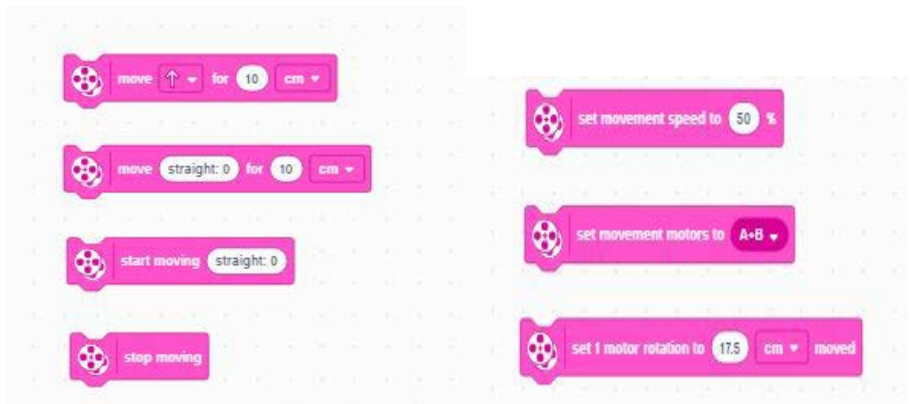
Operator Block Detail



Event Blocks – comprised entirely of Hat Blocks – necessary to start a programming stack and will be triggered when specified event occurs



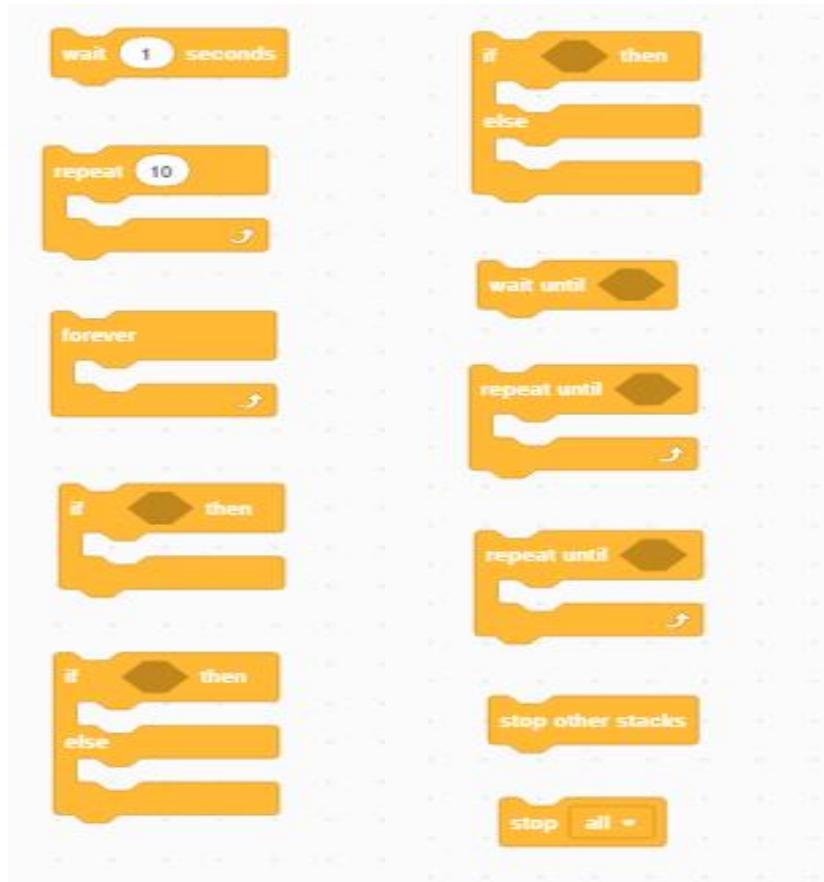
Movement Blocks – enables use to run two motors synchronized motion



Movement Block detail



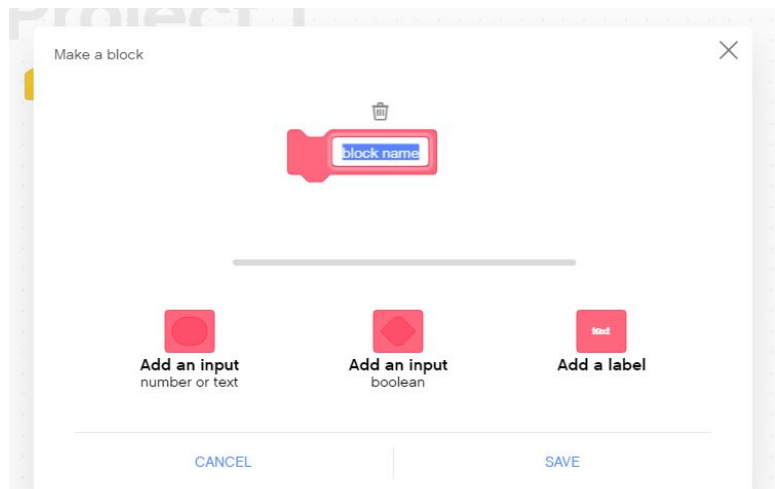
Control Blocks – blocks that can modify the linear flow of block execution



Control Block Detail

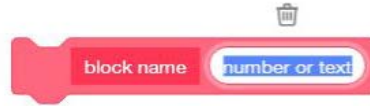


My Block



My Block Detail – add input

Make a block




Add an input
number or text


Add an input
boolean

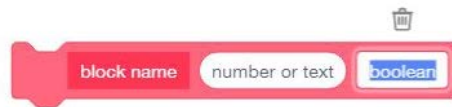

Add a label

CANCEL

SAVE

My Block Detail – add Boolean

Make a block




Add an input
number or text


Add an input
boolean

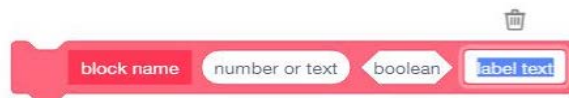

Add a label

CANCEL

SAVE

My Block Detail – add label

Make a block




Add an input
number or text


Add an input
boolean


Add a label

CANCEL

SAVE