

Snap! Programming Level 3 Blocks:

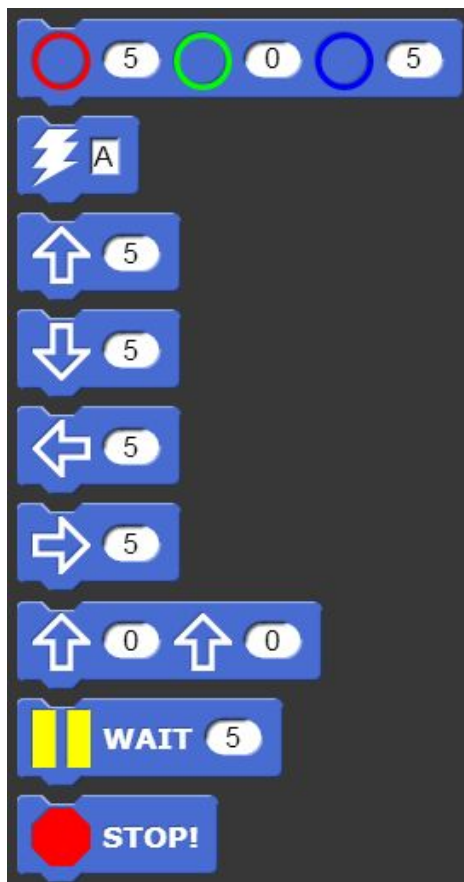
LED: Sets beak LED color by setting red, green and blue intensities, values from 0 to 10

Buzzer (lightning): Sets Finch to beep a note from A to G

Movement (arrows): Set Finch to go forward, back, left, right. Allow you to set the speed of each wheel individually. Values to use are -10 to 10.

Wait: Causes program to wait for number of 1/10 seconds specified. The default is 5, which is half a second.

Stop: Stops Finch (same as putting a 0 speed into any of the movement blocks)



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