



## Animation PAPILLON - Langage LOGO - interface HANDY CRICKET

```
to PAPILLON
WAITUNTIL [SWITCHA OR SWITCHB] 'attendre un contact (switch A ou B)
BEEP
REPEAT 4 [ ' répète 4x PapA et PapB (simulations du vol des papillons)
papA
papB
]
a, off
b, off
PAPILLON 'recommence la procédure PAPILLON
end
```

```
to papA ' Animation Papillon A
a, setpower 2
onfor 5 rd onfor 5 rd onfor 5
REPEAT 5 [
A, on setpower 2
A, off wait 1
rd
A, on setpower 2wait 1]
A, on setpower 2
end
```

```
to papB' Animation Papillon B
repeat 2 [
B, on setpower 3
wait 10 rd
onfor 10
REPEAT 3 [
B, on setpower 4
wait 1
B, off wait 1
rd
B, on setpower 3
wait 1]
]
end
```

