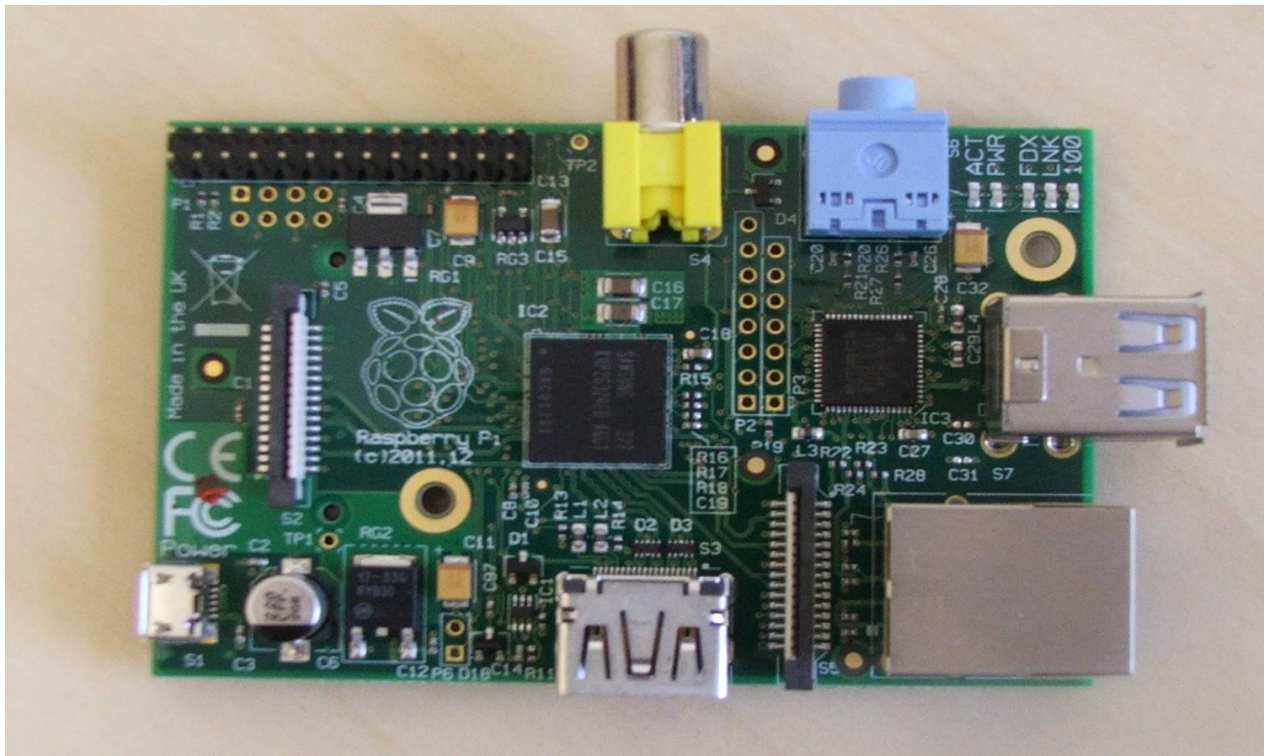
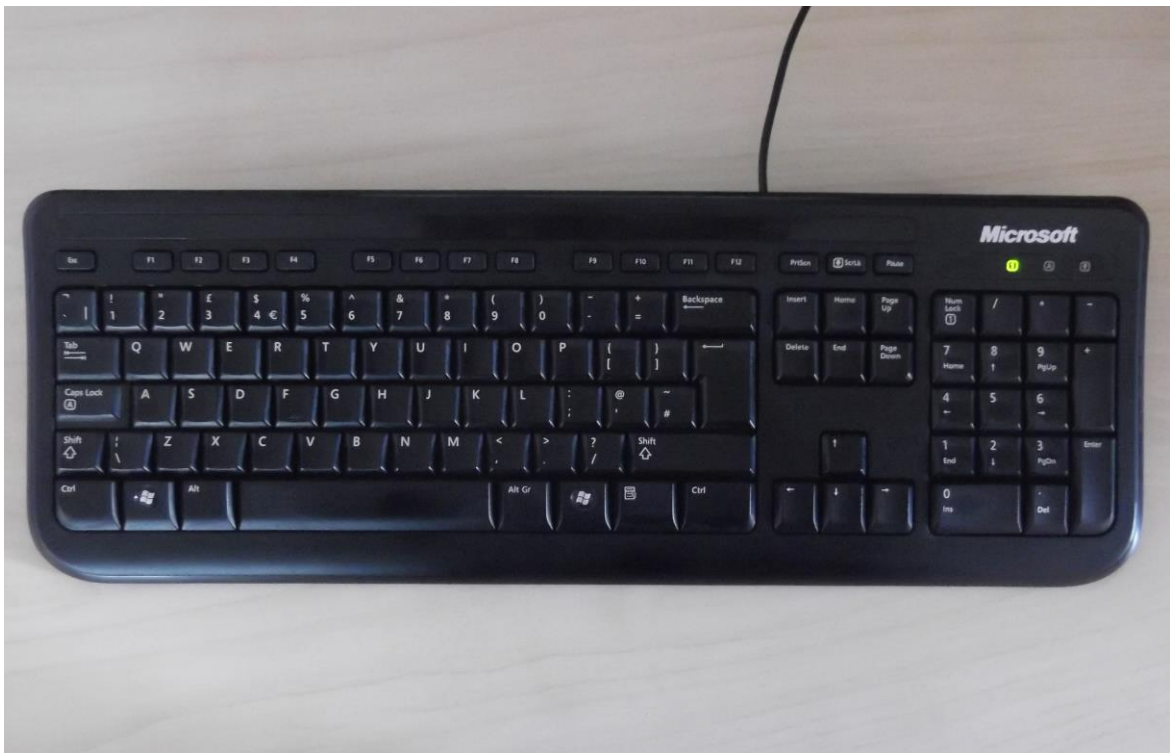


Chapter 1: Getting Started with the Raspberry Pi

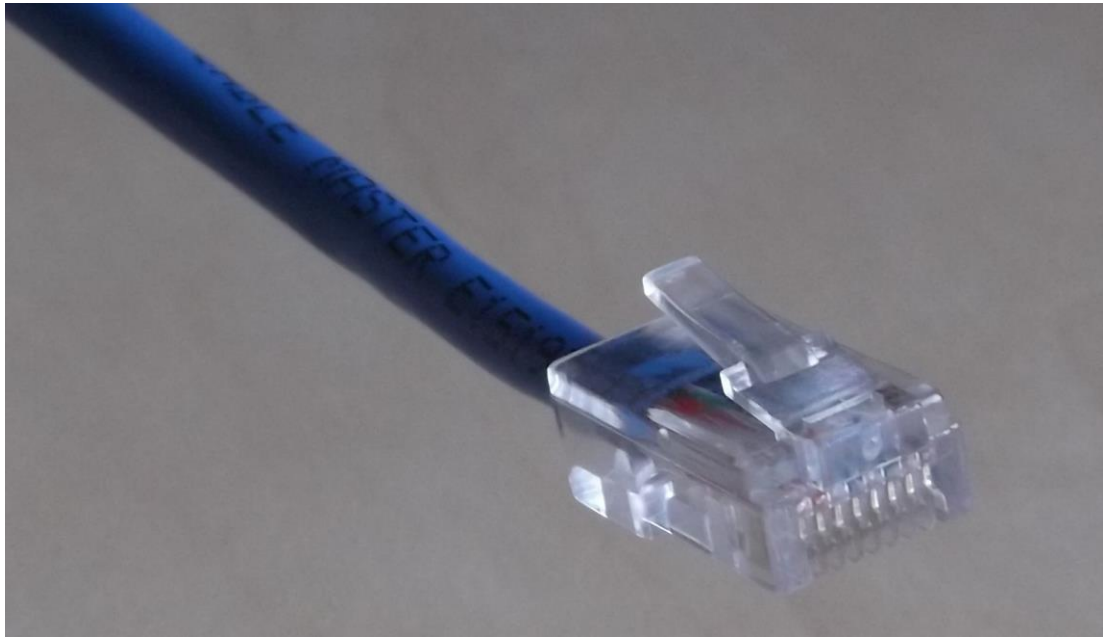




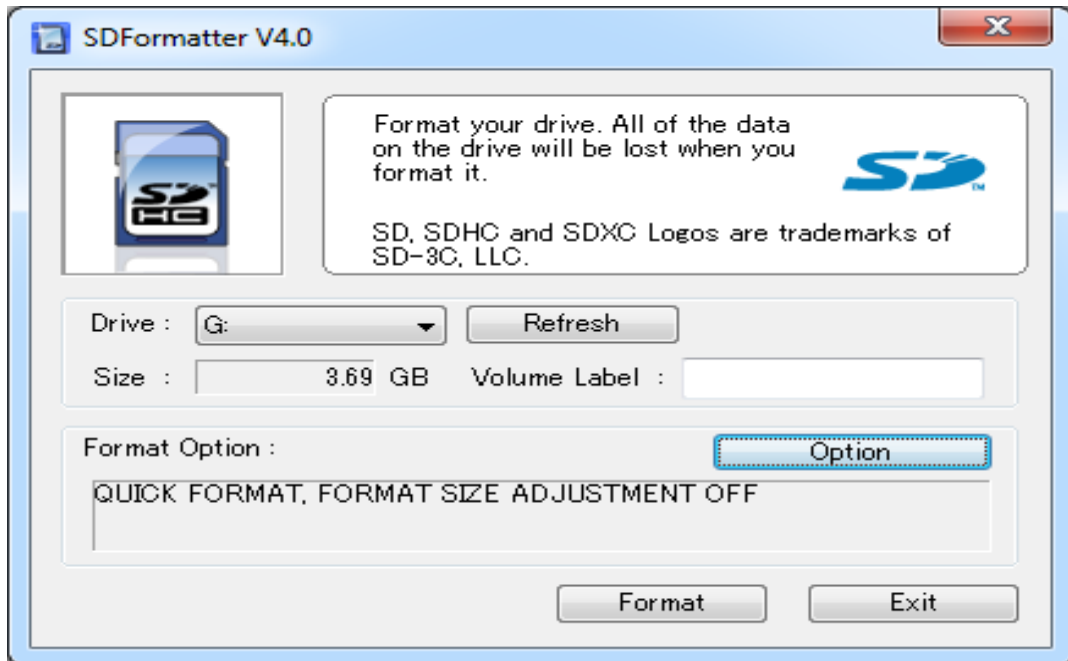




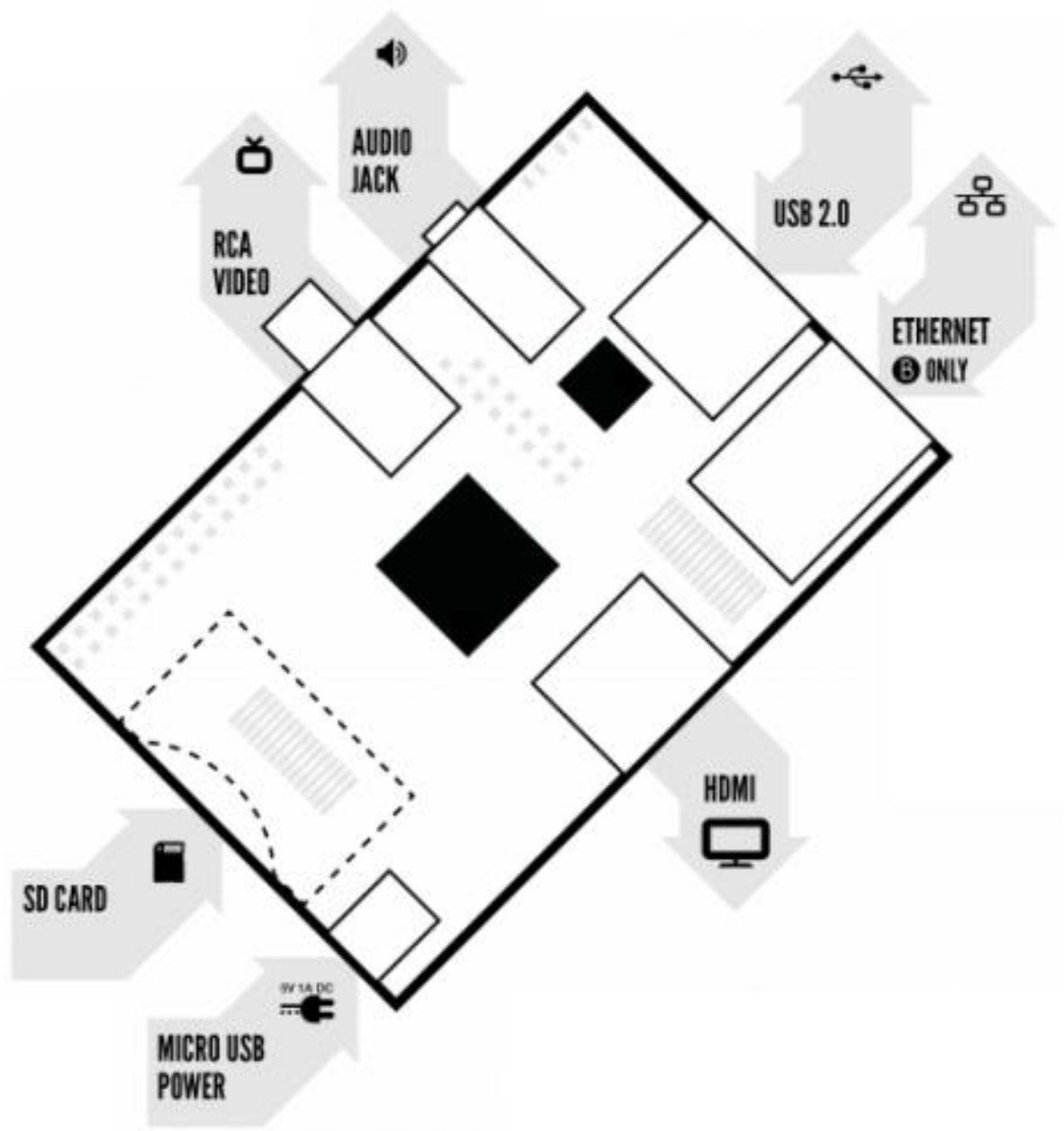












NOOBS v1.3.2 - Built: Nov 2 2013



Install (i)











Edit config (e)



Online help (h)



Exit (Esc)

-  Arch
An Arch Linux port for ARM devices
-  OpenELEC
OpenELEC is a fast and userfriendly XBMC Mediacenter distribution.
-  Pidora
Pidora is a Fedora Remix optimized for the Raspberry Pi
-  RISC OS
RISC OS is a very fast and compact system
-  RaspBMC
An XBMC media center distribution for Raspberry Pi
-  Raspbian
A Debian wheezy port, optimised for the Raspberry Pi
-  Raspbian - Boot to Scratch
A version of Raspbian that boots straight into Scratch
-  Data Partition
Adds an empty 512MB ext4 format partition to the partition layout.

Disk space

Needed: 2052 MB

Available: 2521 MB

Raspbian is a free operating system based on **Linux** and optimised for the **Raspberry Pi**.



An **operating system** is the set of basic programs and utilities that make your Raspberry Pi run.

Raspbian: Extracting filesystem



1625 MB of 1639 MB written (1.9 MB/sec)

Raspberry Pi Software Configuration Tool (raspi-config)

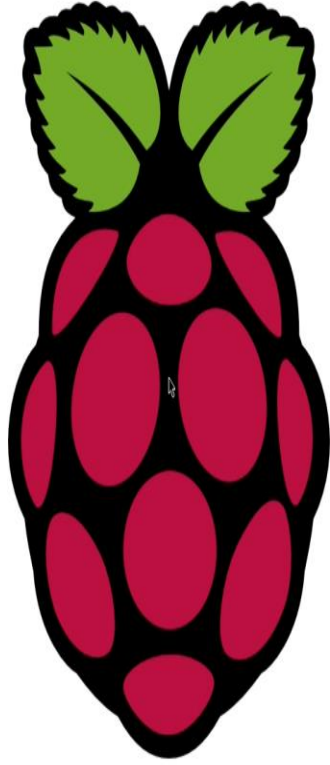
Setup Options

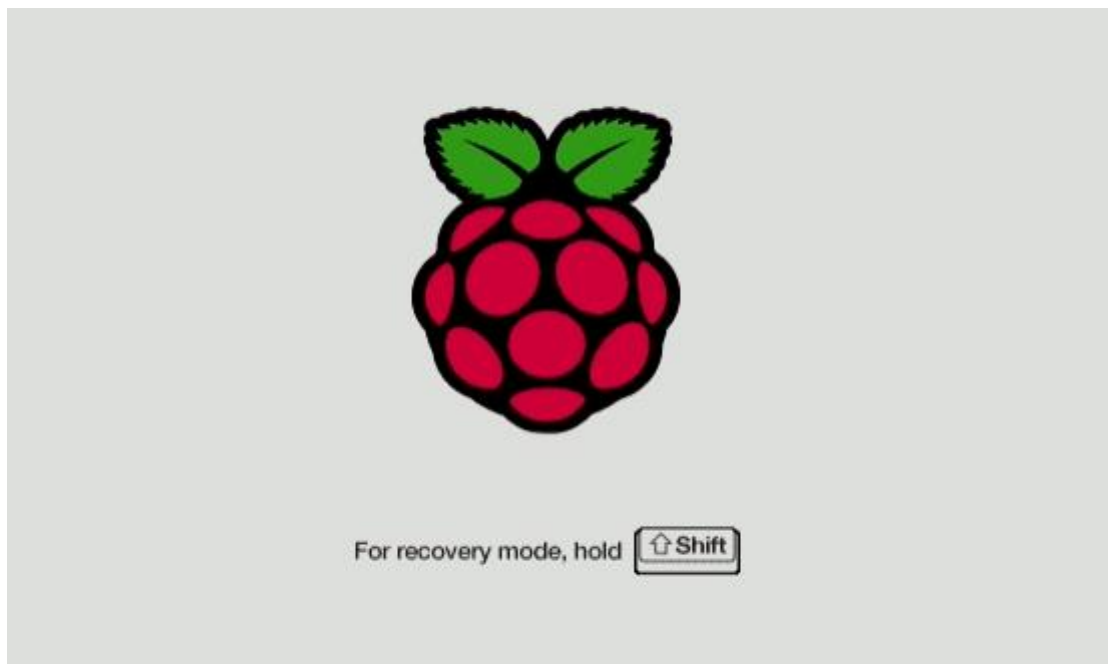
- | | |
|----------------------------------|---|
| 1 Expand Filesystem | Ensures that all of the SD card storage is available to the OS |
| 2 Change User Password | Change password for the default user (pi) |
| 3 Enable Boot to Desktop/Scratch | Choose whether to boot into a desktop environment, Scratch, or the command-line |
| 4 Internationalisation Options | Set up language and regional settings to match your location |
| 5 Enable Camera | Enable this Pi to work with the Raspberry Pi Camera |
| 6 Add to Rastrack | Add this Pi to the online Raspberry Pi Map (Rastrack) |
| 7 Overclock | Configure overclocking for your Pi |
| 8 Advanced Options | Configure advanced settings |
| 9 About raspi-config | Information about this configuration tool |

<Select>

<Finish>

- ocr Resources
- WiFi Config
- Midori
- IDLE 3
- Python Games
- IDLE
- Debian Preference
- Scratch
- Shutdown
- LXTerminal
- PI Store





Chapter 2: Making Your Own Angry Birds Game



SCRATCH File Edit Share Help

Motion Control Looks Sensing Sound Operators Pen Variables

Sprite1 x: 0 y: 0 direction: 90

Scripts Costumes Sounds

move 10 steps
turn 15 degrees
turn 15 degrees
point in direction 90
point towards
go to x: 0 y: 0
go to
glide 1 secs to x: 0 y: 0
change x by 10
set x to 0
change y by 10
set y to 0
if on edge, bounce
x position
y position
direction

x: 247 y: -454

New sprite:







Sprite1

Stage

```
when clicked
  forever
    turn 15 degrees
```





New sprite:   



Paint Editor

Tools:      

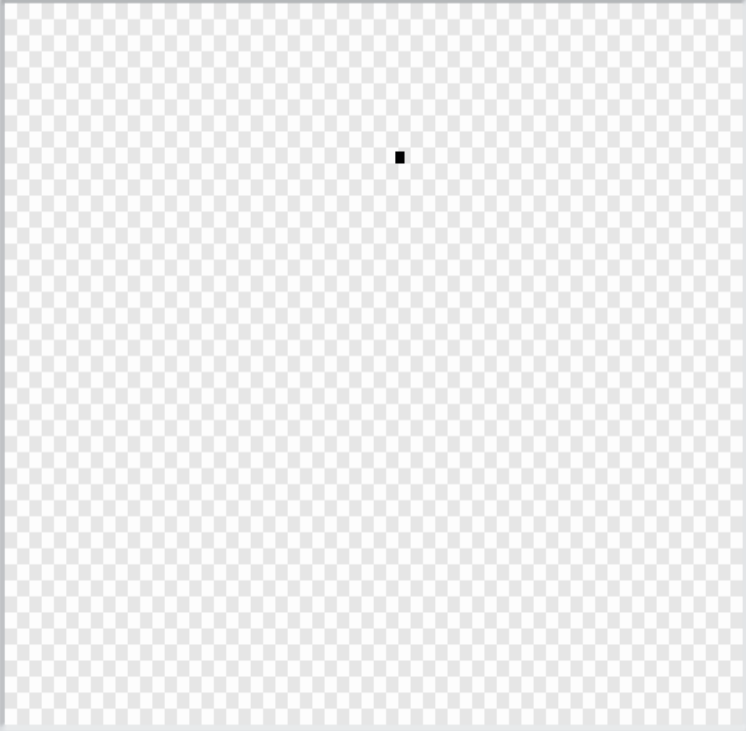
Buttons: Import, Clear, Undo, Redo

Brush size:

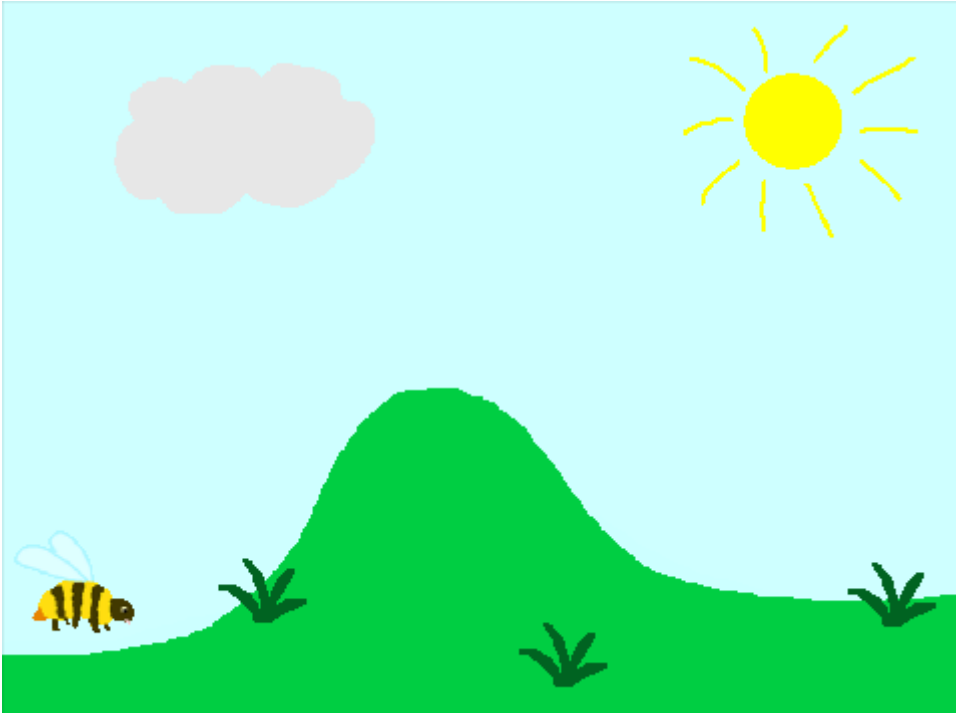
Color palette:    

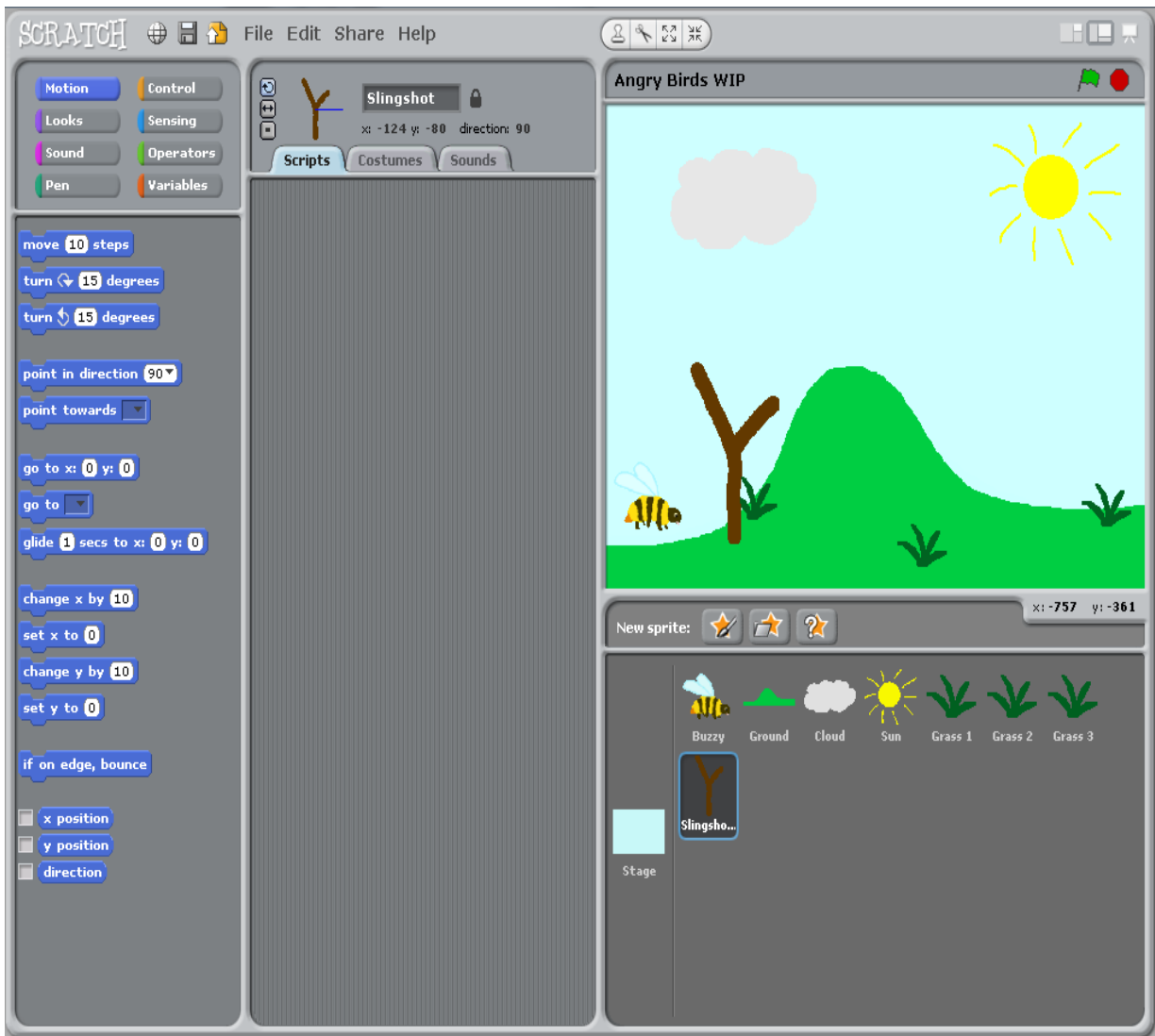
Zoom:  

Set costume center:

Canvas: 

Buttons: OK, Cancel





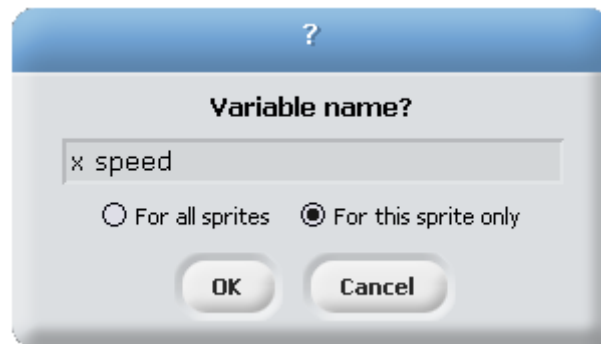
```
when clicked  
go to Slingshot
```

```
key space pressed?
```

```
if key left arrow pressed?  
change x by -5
```

```
when clicked
go to Slingshot
forever
  if key left arrow pressed?
    change x by -5
  if key right arrow pressed?
    change x by 5
  if key up arrow pressed?
    change y by 5
  if key down arrow pressed?
    change y by -5
```

```
if key space pressed?
  broadcast launch
  stop script
```



```
when I receive launch
  set x speed to (x position of Slingshot - x position) / 20
  set y speed to (y position of Slingshot - y position) / 20
  forever
    change x by x speed
    change y by y speed
```

change y speed by -0.05

```
if <x position < -240 or x position > 240>  
  set x speed to -1 * x speed  
if <y position < -180 or y position > 180>  
  set y speed to -1 * y speed
```

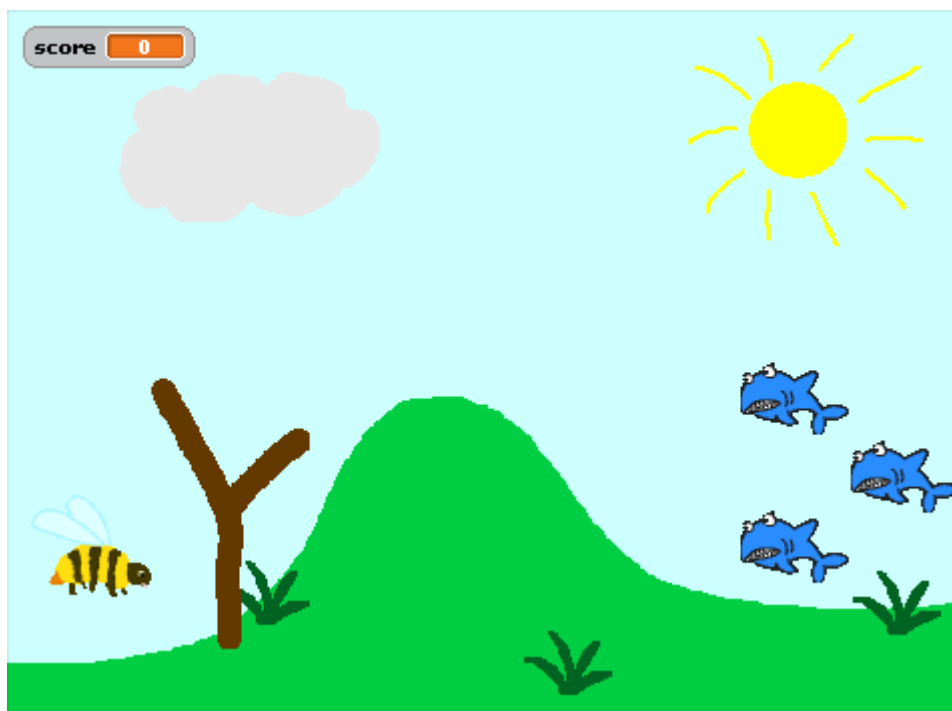
```
if touching Ground?  
  stop script
```

```
when I receive launch  
  set x speed to (x position of Slingshot - x position) / 20  
  set y speed to (y position of Slingshot - y position) / 20  
  forever  
    change x by x speed  
    change y by y speed  
    change y speed by -0.05  
    if <x position < -240 or x position > 240>  
      set x speed to -1 * x speed  
    if <y position < -180 or y position > 180>  
      set y speed to -1 * y speed  
    if touching Ground?  
      stop script
```

```
when I receive launch
forever if touching Buzzy ?
```

```
when I receive launch
forever if touching Buzzy ?
hide
change score by 10
stop script
```

```
when clicked
show
set score to 0
```

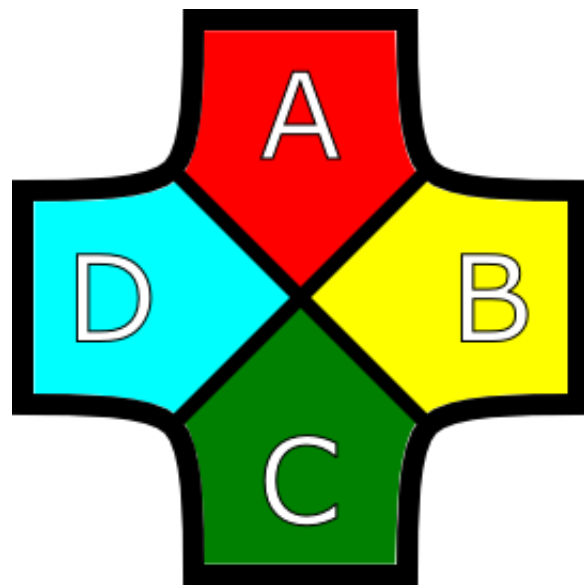
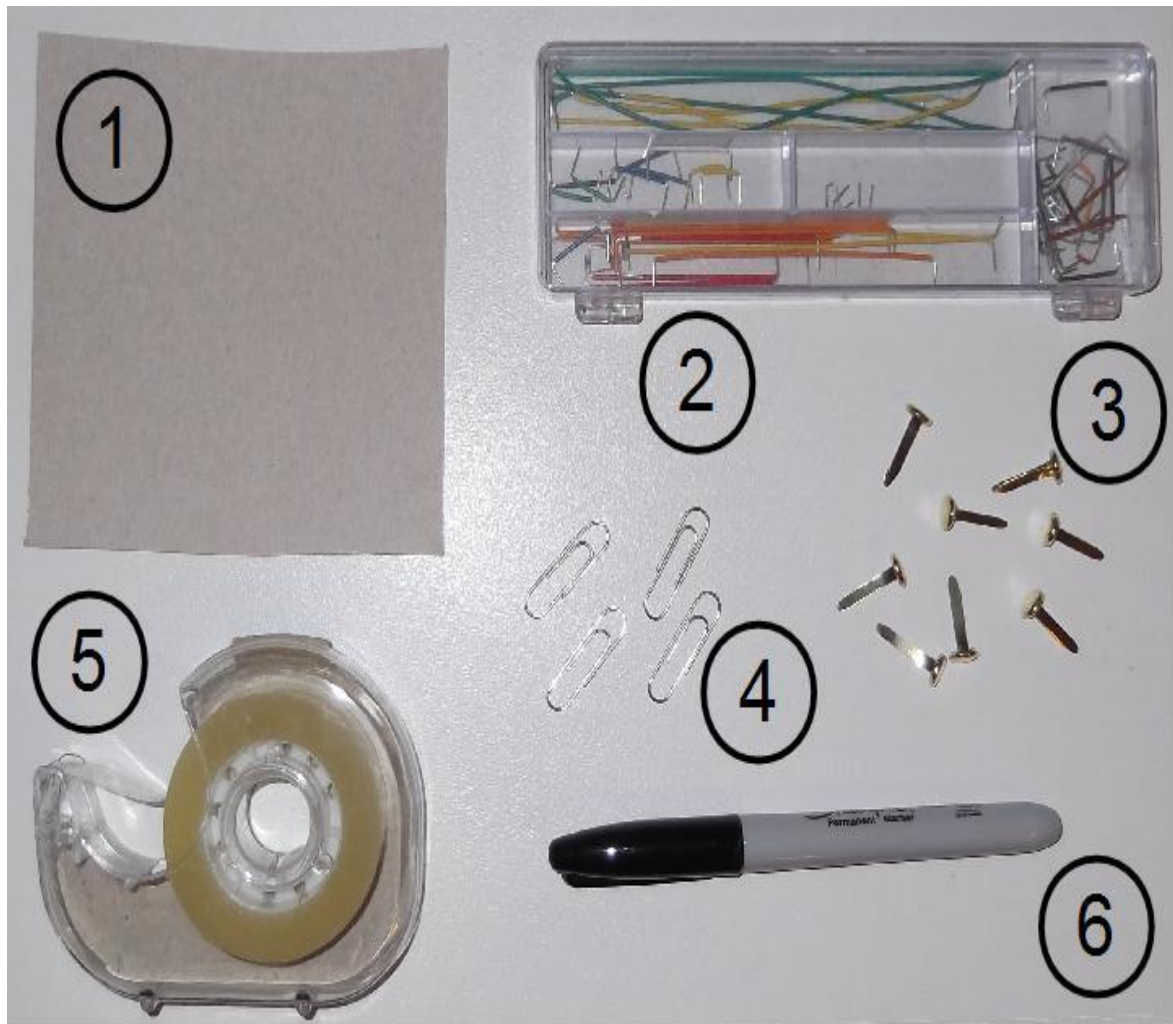


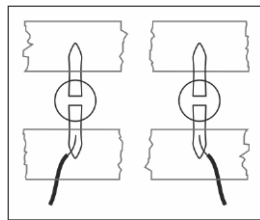
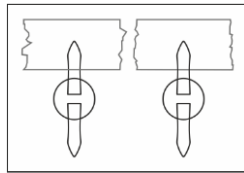
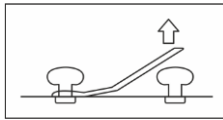
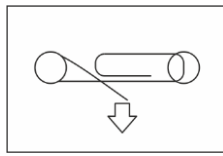
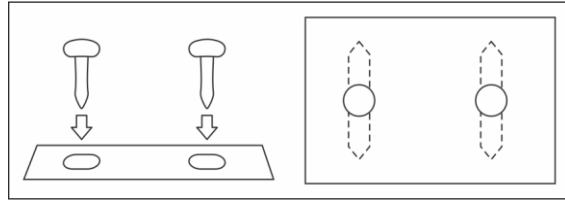
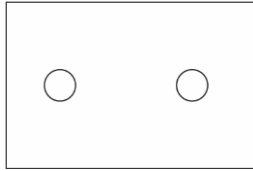
```
when I receive slow down
set x speed to x speed / 2
set y speed to y speed / 2
```

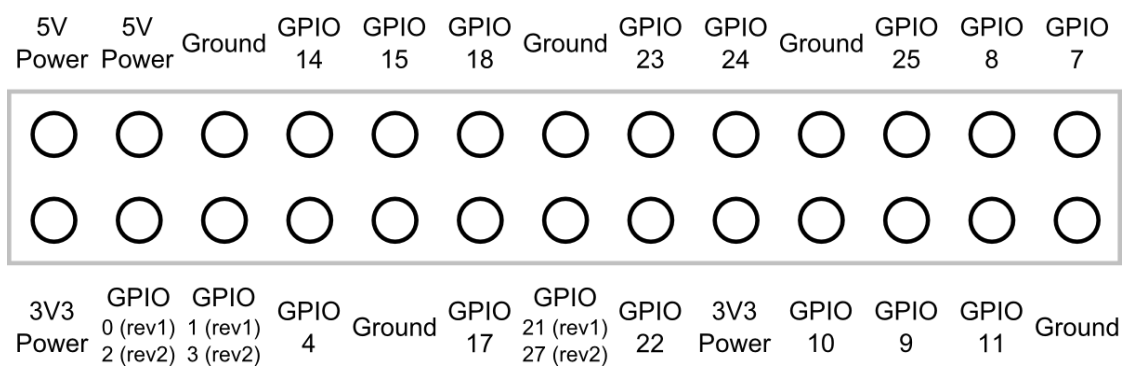
```
when I receive dive bomb
set y speed to x speed / -2
```

```
when I receive invert
set gravity to -1 * gravity
```

Chapter 3: Testing Your Speed

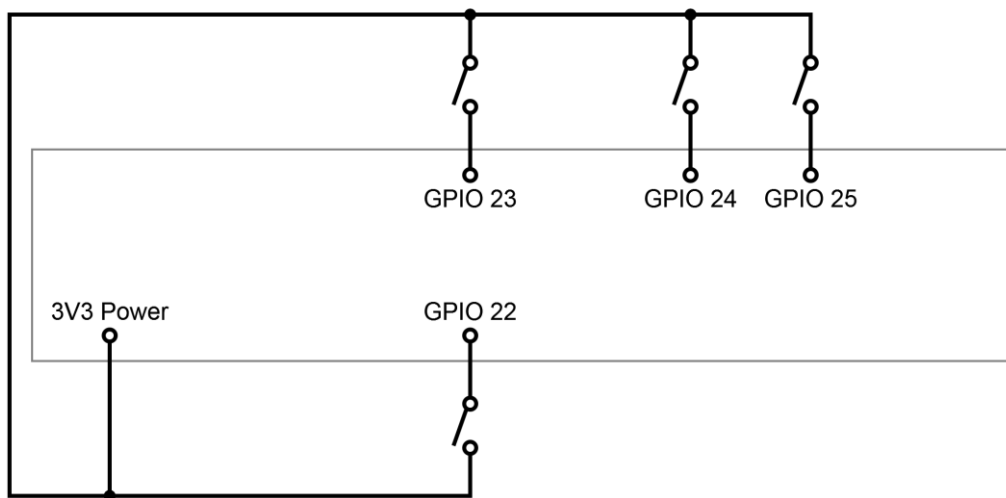


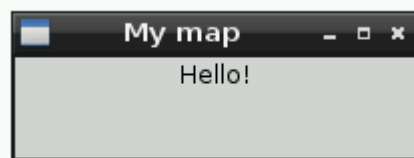




```

when I receive count
  set value to 0
  forever if value < maximum
    change value by 1
    say join value = value for 1 secs
  
```







New marker

Please enter a label for your marker

Done

