

# Introduction to Cricket Logo

Try typing these commands in the Cricket Logo Command Center.

<b>beep</b>	The Cricket beeps!
<b>beep wait 2 beep</b>	The Cricket beeps, waits a bit, beeps again

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Now plug motors into sockets A and B on the Cricket .

<b>a, on</b>	Turns on the motor plugged into socket A
<b>rd</b>	Reverses direction of the motor
<b>off</b>	Turns off the motor
<b>onfor 20</b>	Turns on the motor for 2 seconds
<b>repeat 4 [onfor 10 wait 10]</b>	Turns motor on and off 4 times
<b>repeat 4 [onfor 10 rd]</b>	Makes motor go back and forth
<b>ab, on</b>	Turns on motors in both sockets A and B
<b>b, rd</b>	Reverses direction of motor in socket B
<b>ab, off</b>	Turns off both motors

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Now plug a touch sensor into sensor socket A and a light sensor into sensor socket B:

<b>waituntil [switcha] onfor 20</b>	Turns on motor when touch sensor pressed
<b>on waituntil [switcha] off</b>	Turns off motor when touch sensor pressed
<b>loop [send sensorb wait 1]</b>	Repeatedly sends the value of the light sensor to the Cricket Logo "monitor box"
<b>on waituntil [(sensorb ) &lt; 100] off</b>	Turns off motor when light sensor blocked

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Type the following procedure into the Procedure Window:

```
to dance
  ab, repeat 2 [onfor 5 beep rd]
  repeat 5 [a, onfor 1 rd]
end
```

Press the **download** button, then type **dance** in the Command Center.

Type **dance** in the top menu box, and press the **download** button again. Now press the white **start** button on the Cricket to start the dance procedure

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You can use a **when** command to "do two things at once":

```
to shake-and-beep-when-touched
  when [switcha] [beep]
  loop [a, onfor 2 rd]
end
```