

RESSOURCE MICROBIT CAPTEUR HUMIDITE ET POMPE

```

toujours
  définir HUMIDITE à lire la broche analogique P1
  si HUMIDITE >= 48 alors
    montrer LEDs
  sinon
    montrer LEDs
    pause (ms) 1500
  si bouton A est pressé alors
    montrer nombre HUMIDITE
    montrer LEDs
    pause (ms) 1500

```

The image shows a Scratch script for a Microbit project. The script is contained within a 'toujours' (forever) loop. It begins with a 'définir' (define) block for a variable named 'HUMIDITE', which is set to 'lire la broche analogique P1'. This is followed by an 'if' block: 'si HUMIDITE >= 48 alors'. The 'if' block has two paths. The first path, when the condition is true, contains a 'montrer LEDs' block with a 4x4 grid of 16 white squares. The second path, when the condition is false, contains a 'montrer LEDs' block with a 4x4 grid of 16 blue squares, followed by a 'pause (ms) 1500' block. After the 'if' block, there is a 'si bouton A est pressé alors' block. This block has two paths: one showing the 'nombre' (value) of the 'HUMIDITE' variable, and another showing a 4x4 grid of 16 white squares. Finally, there is a 'pause (ms) 1500' block at the end of the loop.

```
toujours
définir HUMIDITE à lire la broche analogique P1
si HUMIDITE ≤ 40 alors
  écrire sur la broche P14 la valeur 1
sinon
  écrire sur la broche P14 la valeur 0
pause (ms) 1500
```