

## CODE FOR EGG TIMER

**script** egg timer

**function** main ()

basic → forever **do**

init ←

Initialization of all the variables

**while** □ A = 0 **do**

**if** □ eggnumber = 1 **then**

basic → clear screen

basic → show leds(■, 50)

basic → pause(100)

**else if** □ eggnumber = 2 **then**

basic → clear screen

basic → show leds(■, 50)

basic → pause(100)

**else if** □ eggnumber = 3 **then**

basic → clear screen

basic → show leds(■, 50)

basic → pause(100)

**else** add code here **end if**

**if** input → button is pressed(B) **then**

□ eggnumber := □ eggnumber + 1

**if** □ eggnumber > 3 **then**

□ eggnumber := 1

**else** add code here **end if**

**else** add code here **end if**

**if** input → button is pressed(A) **then**

□ A := 1

**else** add code here **end if**

basic → pause(20)

**end while**

**if** □ A = 1 **then**

choice

**else** add code here **end if**

**end**

This loop runs while the player hasn't pressed A to select a cooking mode. The variable "eggnumber" represents the type of egg you want to cook (see function "choice")

When the button A is pressed, the function "choice" heads for the right cooking program

**end function**

**function** init ()

□ eggnumber := 1

□ min := 0

□ A := 0

basic → clear screen

**end function**

```

function choice ()
  if □ eggnumber = 1 then
    ▷ hard-boiled
  else if □ eggnumber = 2 then
    ▷ soft-boiled
  else if □ eggnumber = 3 then
    ▷ very soft-boiled
  else add code here end if
end function

```

The three functions for timing the cooking are built on the same template. Only the cooking time changes.

```

function hard-boiled ()
  basic → clear screen
  □ min := 10
  basic → show number(□ min, 1000)
  for 0 ≤ i < 10 do
    basic → pause(60000)
    □ min := □ min - 1
    basic → show number(□ min, 1000)
  end for
  add code here
  basic → show animation(██████████, 2000)
end function

```

We want to display a countdown so we start by initializing the variable "min" at the total number of minutes

The loop for is used because we know exactly how many times we want to execute the instructions

This animation indicates the end of cooking