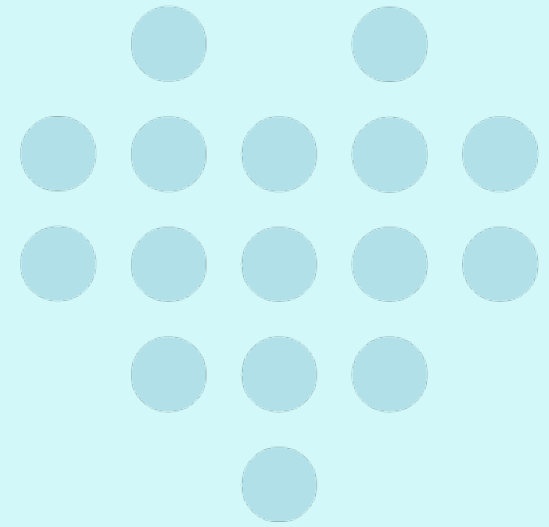
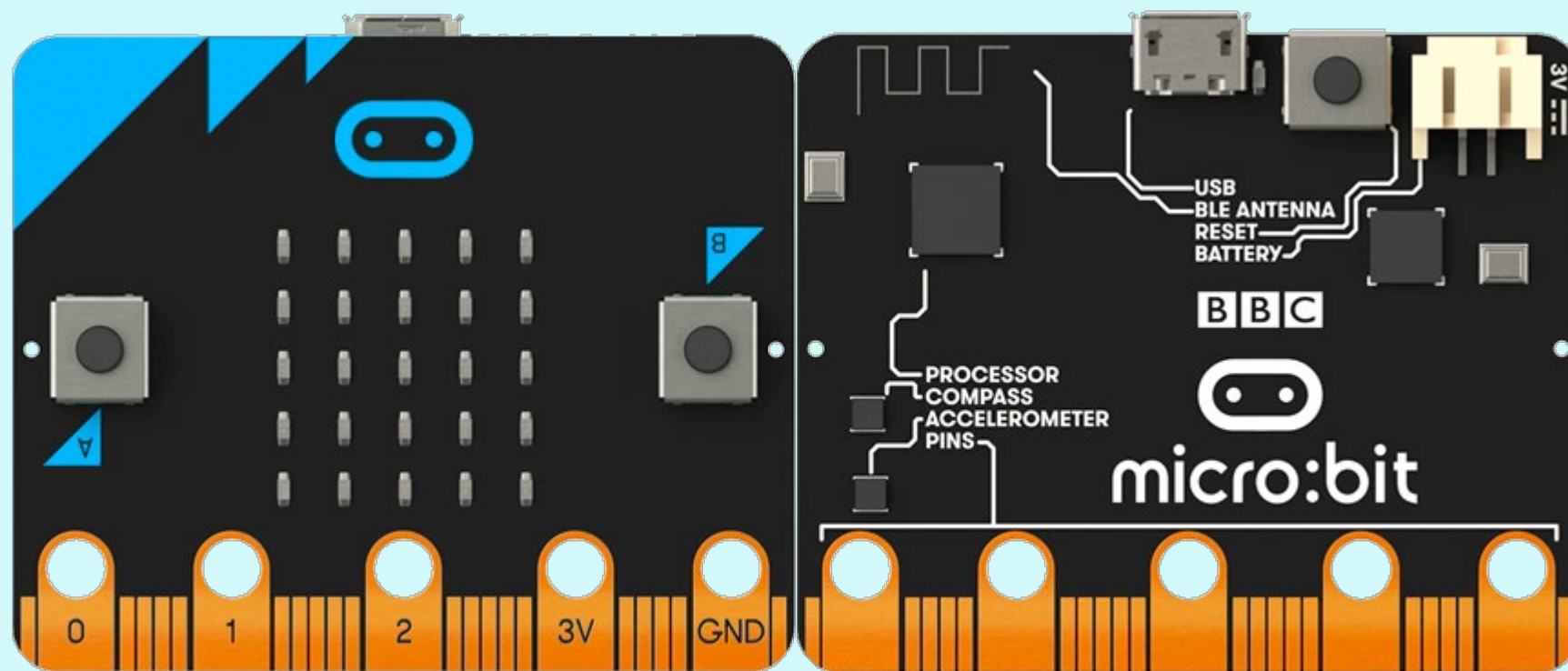


Programmering med micro:bit

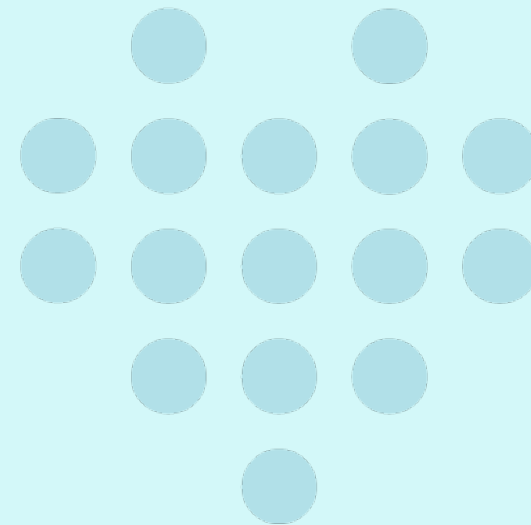
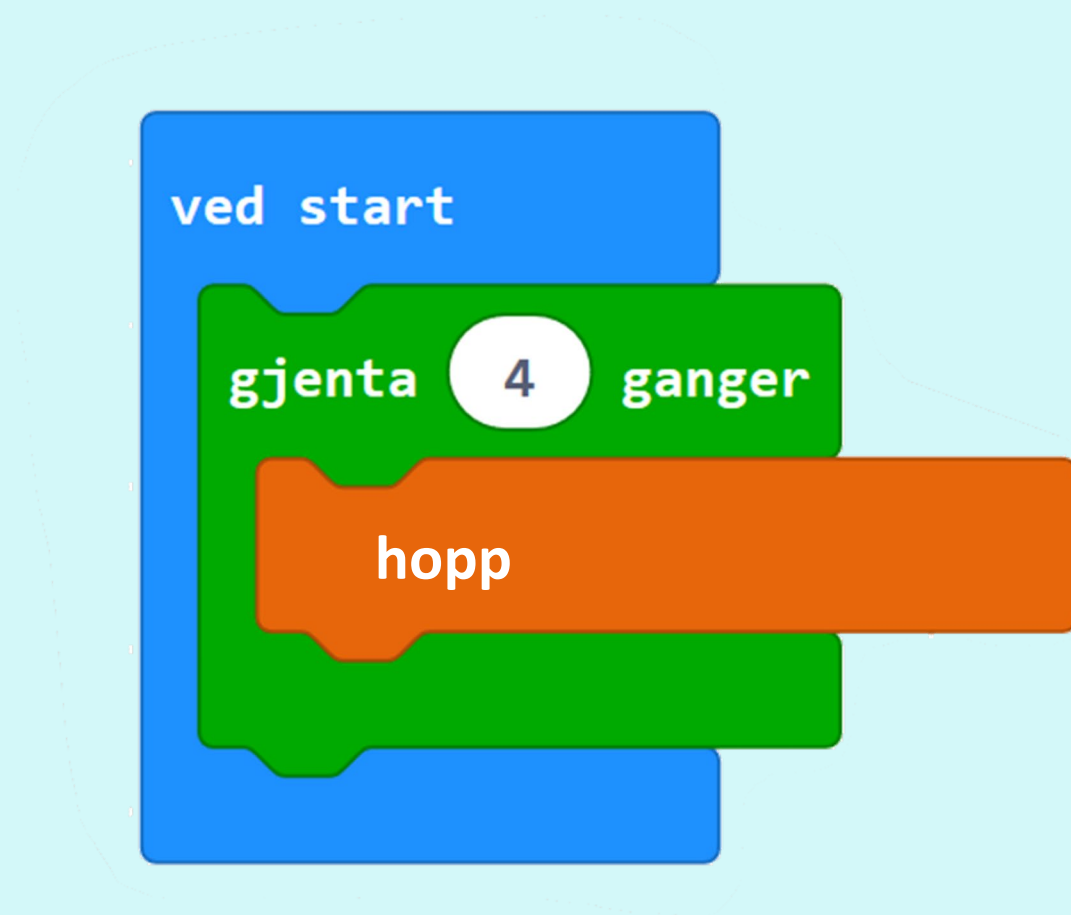
Introduksjonsøvelser



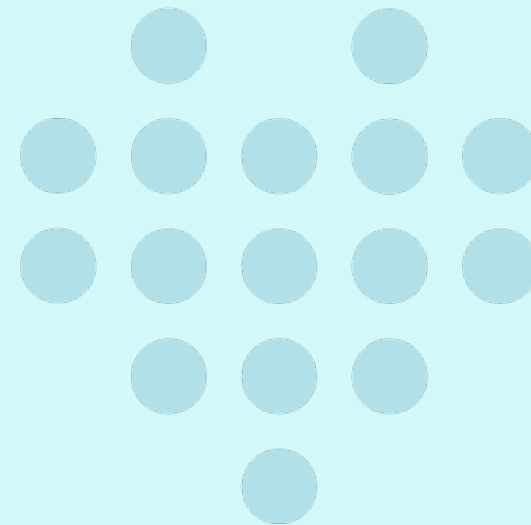
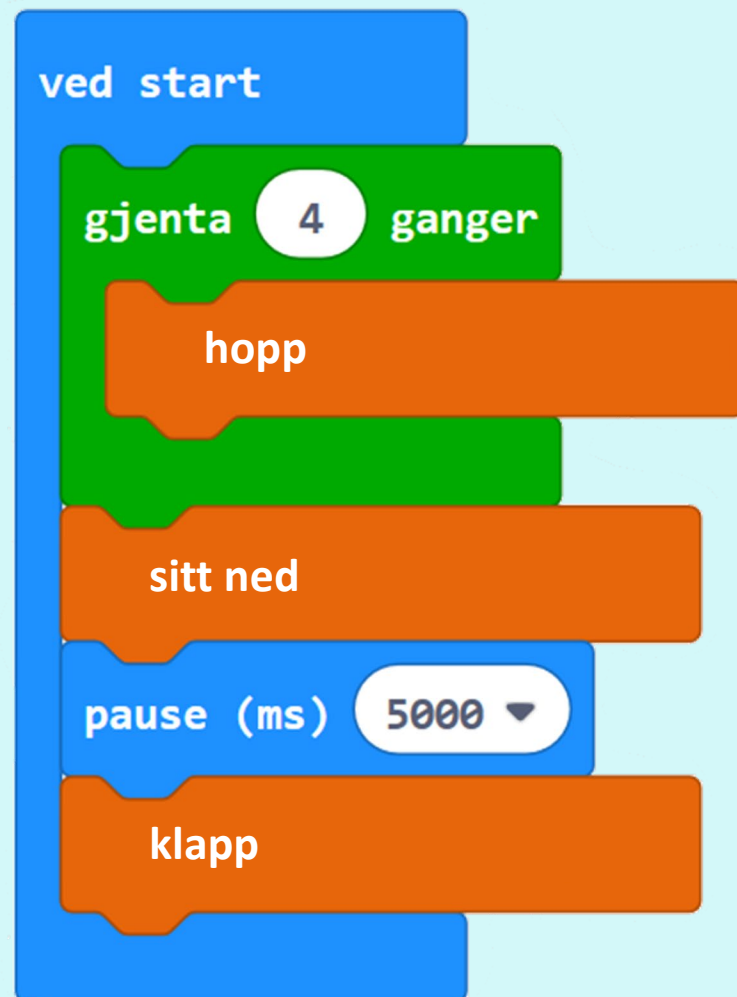
Hva er en micro:bit?



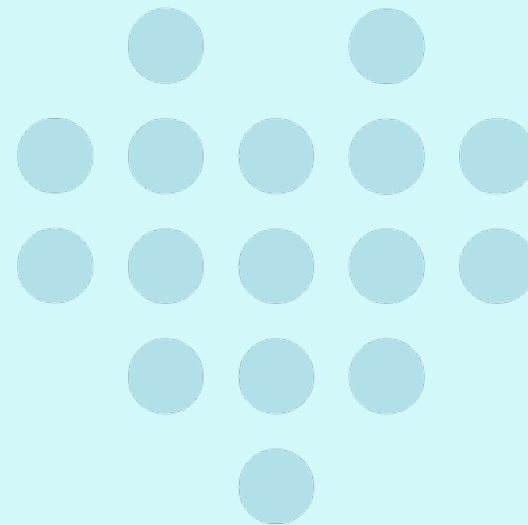
Løkker



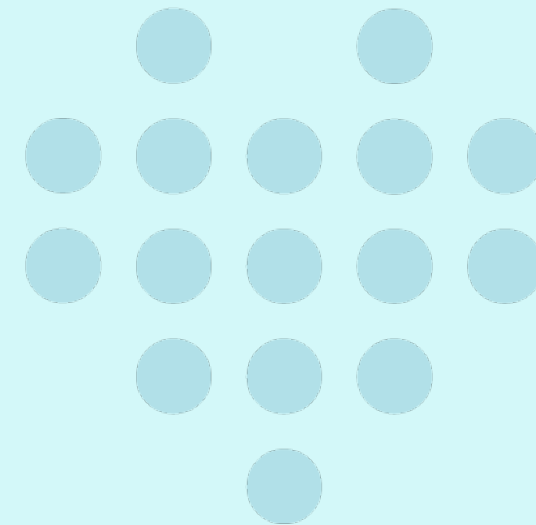
Pause



Gjenta for alltid



Løkke i løkke



Variabler

```
ved start
  sett tall_1 til 6
  sett tall_2 til 7
  sett tall_3 til 18
  sett tall_4 til 23
  hvis (tall_1 * tall_2 > tall_3 + tall_4)
    si «Ja!»
  ellers
    si «Nei!»
```

