

LEGO® Education SPIKE™ Prime

Python Programs Possible Solutions

LEGO® Education SPIKE™ Prime

Help!

<https://education.lego.com/en-gb/lessons/prime-invention-squad/help>



```

from spike import PrimeHub, App, ColorSensor
from spike.control import wait_for_seconds

hub = PrimeHub()
app = App()
color_sensor = ColorSensor('B')

# This is story #1: Kiki is going for a walk. She's outside and happy, until...
hub.left_button.wait_until_pressed()

color_sensor.wait_until_color('blue')
app.play_sound('Traffic')

color_sensor.wait_until_color('yellow')
app.play_sound('Ring Tone')

color_sensor.wait_until_color('green')
app.play_sound('Dog Bark 1')
app.play_sound('Dog Bark 1')

#This is story #2.
hub.right_button.wait_until_pressed()

color_sensor.wait_until_color('blue')
app.play_sound('Door Knock')

color_sensor.wait_until_color('yellow')
app.play_sound('Glass Breaking')

color_sensor.wait_until_color('green')
app.play_sound('Dog Bark 3')

```

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Hopper Race

<https://education.lego.com/en-gb/lessons/prime-invention-squad/hopper-race>



```
from spike import PrimeHub, MotorPair
from spike.control import wait_for_seconds
```

```
hub = PrimeHub()
hop_motors = MotorPair('E', 'F')
```

```
hop_motors.set_default_speed(50)
```

```
hub.light_matrix.write('3')
wait_for_seconds(1)
```

```
hub.light_matrix.write('2')
wait_for_seconds(1)
```

```
hub.light_matrix.write('1')
wait_for_seconds(1)
```

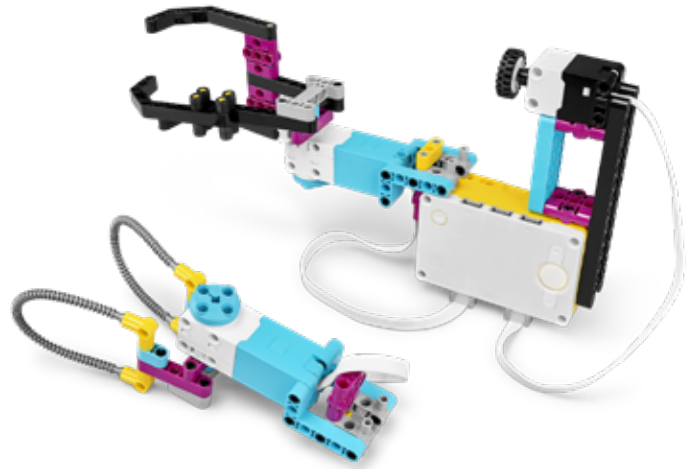
Adjust this parameter to change the distance that your Hopper will move.

```
# -----v
hop_motors.move(10, 'seconds')
```

LEGO® Education SPIKE™ Prime

Super Clean-Up

<https://education.lego.com/en-gb/lessons/prime-invention-squad/super-cleanup>



```
from spike import ForceSensor, Motor
```

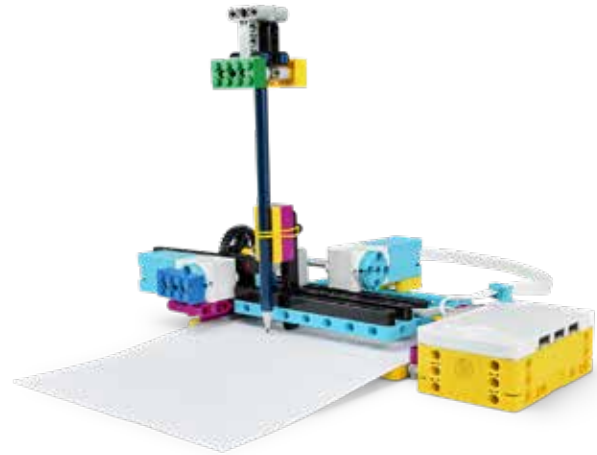
```
force_sensor = ForceSensor('E')  
grabber_motor = Motor('A')
```

```
while True:  
    force_sensor.wait_until_pressed()  
    grabber_motor.set_stall_detection(False)  
    grabber_motor.start(-75)  
  
    force_sensor.wait_until_released()  
    grabber_motor.set_stall_detection(True)  
    grabber_motor.start(75)
```

LEGO® Education SPIKE™ Prime

Broken

<https://education.lego.com/en-gb/lessons/prime-invention-squad/broken>



```
from spike import PrimeHub, Motor
from spike.control import wait_for_seconds
hub = PrimeHub()
x_motor = Motor('A')
y_motor = Motor('C')
```

```
hub.left_button.wait_until_pressed()
x_motor.set_default_speed(-100)
x_motor.run_for_seconds(1.5)
wait_for_seconds(1)
```

```
# These lines should 'cut' a square.
x_motor.set_default_speed(100)
y_motor.set_default_speed(100)
x_motor.run_for_degrees(400)
y_motor.run_for_degrees(575)
x_motor.run_for_degrees(-400)
y_motor.run_for_degrees(-575)
```

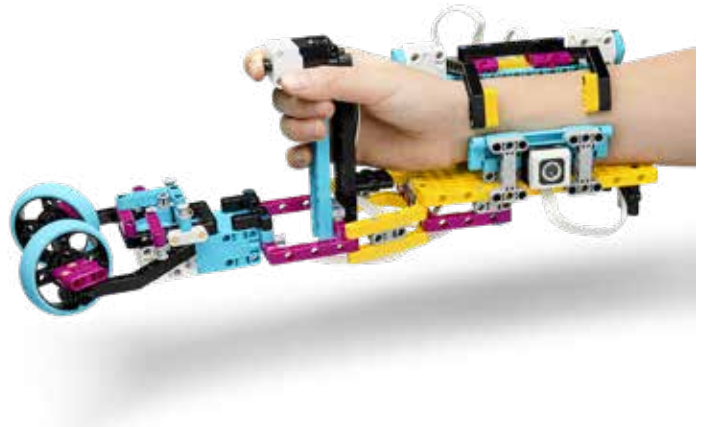
```
hub.right_button.wait_until_pressed()
x_motor.set_default_speed(100)
x_motor.run_for_seconds(1.5)
```

```
wait_for_seconds(1)
# These lines should 'cut' a rectangle.
x_motor.run_for_degrees(-60)
x_motor.run_for_degrees(-400)
y_motor.run_for_degrees(-800)
x_motor.run_for_degrees(400)
y_motor.run_for_degrees(800)
```

LEGO® Education SPIKE™ Prime

Design for Someone

<https://education.lego.com/en-gb/lessons/prime-invention-squad/design-for-someone>



```
from spike import PrimeHub, Motor, ForceSensor
from spike.control import wait_for_seconds
```

```
hub = PrimeHub()
motor_a = Motor('A')
motor_e = Motor('E')
force_sensor = ForceSensor('B')
```

```
motor_a.set_default_speed(100)
motor_e.set_default_speed(-100)
motor_a.set_stall_detection(False)
motor_e.set_stall_detection(False)
motor_a.set_stop_action('hold')
motor_e.set_stop_action('hold')
```

```
motor_a.run_to_position(0)
hub.speaker.beep(60)
hub.speaker.beep(72)
```

```
# make the prosthesis grab on to someone's arm
motor_a.run_for_seconds(1)
motor_e.run_for_seconds(1)
```

```
while True:
    if hub.right_button.was_pressed():
        # make the prosthesis let go
        motor_a.run_to_position(0)
        motor_e.run_to_position(0)
        break

    if force_sensor.get_force_newton() > 5:
        hub.light_matrix.show_image('SQUARE')
    else:
        hub.light_matrix.off()

    wait_for_seconds(0.01)
```

LEGO® Education SPIKE™ Prime

Place Your Order

<https://education.lego.com/en-gb/lessons/prime-kickstart-a-business/place-your-order>



```
from spike import PrimeHub, App, ColorSensor, DistanceSensor, Motor
from spike.control import wait_for_seconds
```

```
hub = PrimeHub()
app = App()
distance_sensor = DistanceSensor('C')
color_sensor = ColorSensor('D')
arm_motor = Motor('A')
base_motor = Motor('F')
```

```
arm_motor.set_default_speed(50)
base_motor.set_default_speed(50)
```

```
arm_motor.run_to_position(350)
base_motor.run_to_position(350)
```

```
app.start_sound('Connect')
distance_sensor.light_up_all()
```

```
for x in range(10):
    hub.light_matrix.show_image('HEART')
    wait_for_seconds(0.5)
    hub.light_matrix.show_image('HEART_SMALL')
    wait_for_seconds(0.5)
```

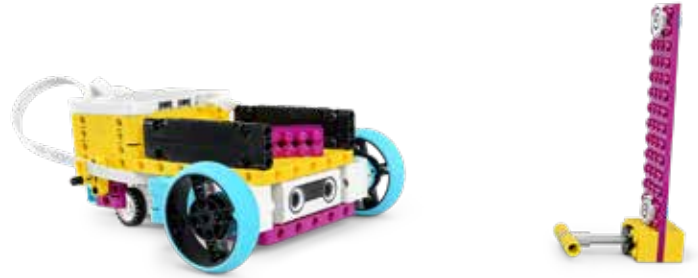
```
hub.light_matrix.show_image('HEART')
```

```
while True:
    color_sensor.wait_until_color('violet')
    arm_motor.run_for_degrees(30)
    arm_motor.run_for_degrees(-60)
    arm_motor.run_for_degrees(60)
    arm_motor.run_for_degrees(-30)
    app.start_sound('Connect')
    hub.light_matrix.show_image('HEART')
```

LEGO® Education SPIKE™ Prime

Out of Order

<https://education.lego.com/en-gb/lessons/prime-kickstart-a-business/out-of-order>



```

from spike import PrimeHub, DistanceSensor, Motor, MotorPair
from spike.control import wait_for_seconds

hub = PrimeHub()
distance_sensor = DistanceSensor('B')
drive_motors = MotorPair('A', 'E')
small_wheel_motor = Motor('C')

small_wheel_motor.set_default_speed(100)
drive_motors.set_default_speed(50)

hub.left_button.wait_until_pressed()
#This is one way to debug the first program.
small_wheel_motor.run_to_position(0)
drive_motors.start()
# adjust the value here -----v
distance_sensor.wait_for_distance_closer_than(15, DistanceSensor.CM)
drive_motors.stop()

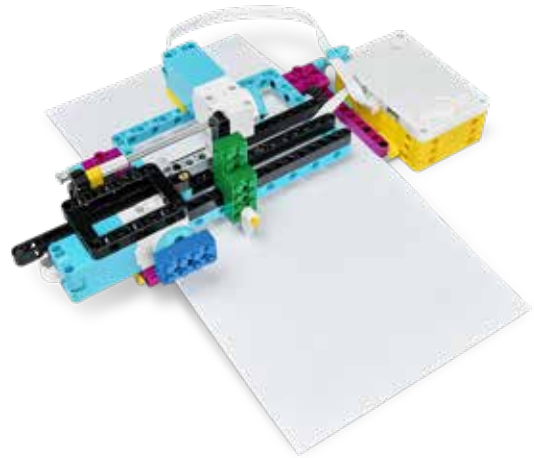
hub.right_button.wait_until_pressed()
#This is one way to debug the second program.
small_wheel_motor.run_to_position(0)
drive_motors.start()
# adjust the value here -----v
distance_sensor.wait_for_distance_closer_than(15, DistanceSensor.CM)
drive_motors.stop()
# adjust the value here -----v
small_wheel_motor.run_to_position(20)
wait_for_seconds(1)
drive_motors.move(-50, DistanceSensor.CM)
drive_motors.stop()
small_wheel_motor.run_to_position(0)
wait_for_seconds(1)
# adjust the value here
# -----v
drive_motors.move(50, DistanceSensor.CM)
drive_motors.stop()

```


LEGO® Education SPIKE™ Prime

Track Your Parcels

<https://education.lego.com/en-gb/lessons/prime-kickstart-a-business/track-your-packages>



```

from spike import PrimeHub, Motor
from spike.control import wait_for_seconds

hub = PrimeHub()
horizontal_motor = Motor('A')
vertical_motor = Motor('C')

horizontal_motor.set_default_speed(75)
vertical_motor.set_default_speed(75)

# This program will track your parcel on map #1.

hub.left_button.wait_until_pressed()
horizontal_motor.run_for_seconds(1)
wait_for_seconds(1)

vertical_motor.run_for_degrees(475)
horizontal_motor.run_for_degrees(-545)
vertical_motor.run_for_degrees(950)
horizontal_motor.run_for_degrees(550)
vertical_motor.run_for_degrees(380)

# run both motors at same time to move diagonally.
vertical_motor.start(speed=75)
horizontal_motor.run_for_degrees(-540, speed=50)
vertical_motor.stop()

vertical_motor.run_for_degrees(175)

```

LEGO® Education SPIKE™ Prime

Keep it Safe

<https://education.lego.com/en-gb/lessons/prime-kickstart-a-business/keep-it-safe>



```

from spike import PrimeHub, Motor, LightMatrix
from spike.control import wait_for_seconds, wait_until
from spike.operator import greater_than

hub = PrimeHub()
lock_motor = Motor('C')
dial_motor = Motor('B')
lock_motor.set_default_speed(50)

hub.speaker.beep(60)
hub.speaker.beep(72)

# This locks the door.
dial_motor.set_stop_action('coast')
dial_motor.run_to_position(0)
dial_motor.set_degrees_counted(0)
hub.light_matrix.show_image('NO')

# This unlocks the door when the Left Button on the Hub is pressed.
hub.left_button.wait_until_pressed()
hub.speaker.beep(72)
wait_until(dial_motor.get_degrees_counted, greater_than, 180)
hub.speaker.beep(60)
lock_motor.run_for_seconds(1)
hub.light_matrix.show_image('NO')
wait_for_seconds(2)
hub.light_matrix.show_image('YES')
wait_for_seconds(5)

```

LEGO® Education SPIKE™ Prime

Keep it really safe!

<https://education.lego.com/en-gb/lessons/prime-kickstart-a-business/keep-it-really-safe>



```

from spike import PrimeHub, App, Motor
from spike.control import Timer, wait_for_seconds

hub = PrimeHub()
app = App()
dial = Motor('B')
lock = Motor('C')
dial_cover = Motor('E')
timer = Timer()

dial.set_default_speed(75)
lock.set_default_speed(75)
dial_cover.set_default_speed(75)

def unlock():

while not hub.left_button.is_pressed() and dial.get_degrees_counted() < 180:
    hub.speaker.beep(60)
    dial_cover.run_for_degrees(15)
    wait_for_seconds(0.8)

    if timer.now() > 5:
        app.play_sound('Bonk')
        return

    hub.light_matrix.show_image('NO')
    wait_for_seconds(2)
    hub.light_matrix.show_image('YES')
    dial_cover.run_to_position(0)
    lock.run_for_seconds(1)
    app.play_sound('Wand')
    wait_for_seconds(5)

# This locks the door and starts the extra protection mechanism.

hub.speaker.beep(60)
hub.speaker.beep(72)
lock.run_for_seconds(-1)
dial.run_to_position(0)
dial_cover.run_to_position(0)
dial.set_degrees_counted(0)
dial.set_stop_action('coast')
hub.light_matrix.show_image('NO')
timer.reset()
unlock()

```

LEGO® Education SPIKE™ Prime

Automate it!

<https://education.lego.com/en-gb/lessons/prime-kickstart-a-business/automate-it>



```

from spike import App, Motor, ColorSensor
from spike.control import wait_for_seconds

app = App()
base_motor = Motor('A')
arm_motor = Motor('F')
color_sensor = ColorSensor('D')

base_motor.set_default_speed(25)
arm_motor.set_default_speed(25)

def check_color():
    # This will check the colour of the parcel.
    arm_motor.run_to_position(235)
    wait_for_seconds(4)
    if color_sensor.get_color() == 'violet':
        base_motor.run_to_position(0)
        arm_motor.run_to_position(25)
        app.play_sound('Triumph')
        arm_motor.run_to_position(240)
    else:
        app.play_sound('Oops')
        arm_motor.run_to_position(25)
        for x in range(3):
            arm_motor.run_for_degrees(-100, speed=100)
            arm_motor.run_for_degrees(100, speed=100)

# This powers-up the robot and makes it grab one parcel from each side.
base_motor.run_to_position(0)
arm_motor.run_to_position(240)

base_motor.run_to_position(90)
arm_motor.run_to_position(25)

check_color()

base_motor.run_to_position(0)
arm_motor.run_to_position(240)
base_motor.run_to_position(270)
arm_motor.run_to_position(25)

check_color()

base_motor.run_to_position(0)
arm_motor.run_to_position(240)
  
```

LEGO® Education SPIKE™ Prime

Break Dance

<https://education.lego.com/en-gb/lessons/prime-life-hacks/break-dance>



The 'Break Dance' lesson has been created for our word blocks programming language. Currently, it's not possible to use our Python programming language and follow the same lesson flow.

However, here's a program that will make your model move!

```
from spike import PrimeHub, Motor, ColorSensor
from spike.control import wait_for_seconds
```

```
hub = PrimeHub()
leg_motor = Motor('F')
arm_motor = Motor('B')
color_sensor = ColorSensor('D')
```

```
leg_motor.set_default_speed(-80)
arm_motor.set_default_speed(-80)
```

```
leg_motor.run_to_position(0)
arm_motor.run_to_position(0)
wait_for_seconds(1)
```

```
for x in range(10):
    hub.light_matrix.write("1")
    leg_motor.start()
    arm_motor.run_for_rotations(1)
    leg_motor.stop()
    wait_for_seconds(0.45)
```

```
    hub.light_matrix.write("2")
    leg_motor.start()
    arm_motor.run_for_rotations(1)
    leg_motor.stop()
    wait_for_seconds(0.45)
```

```
    hub.light_matrix.write("3")
    leg_motor.start()
    arm_motor.run_for_rotations(1)
    leg_motor.stop()
    wait_for_seconds(0.45)
```

LEGO® Education SPIKE™ Prime

Repeat 5 Times

<https://education.lego.com/en-gb/lessons/prime-life-hacks/repeat-5-times>



```

from spike import PrimeHub, App, Motor
from spike.control import wait_until, wait_for_seconds
from spike.operator import equal_to

hub = PrimeHub()
app = App()
left_leg_motor = Motor('B')
right_leg_motor = Motor('F')
left_leg_motor.set_default_speed(50)
right_leg_motor.set_default_speed(-50)
left_leg_motor.start()
right_leg_motor.start()

wait_until(hub.motion_sensor.get_orientation, equal_to, 'leftside')
right_leg_motor.stop()
left_leg_motor.stop()

app.play_sound('Sport Whistle 1')

for count in range(5):
    left_leg_motor.set_default_speed(-50)
    right_leg_motor.set_default_speed(50)
    left_leg_motor.start()
    right_leg_motor.start()
    wait_until(hub.motion_sensor.get_orientation, equal_to, 'front')
    right_leg_motor.stop()
    left_leg_motor.stop()
    app.start_sound('Male Jump 1')
    hub.light_matrix.write(count + 1)
    wait_for_seconds(0.5)
    left_leg_motor.set_default_speed(50)
    right_leg_motor.set_default_speed(-50)
    left_leg_motor.start()
    right_leg_motor.start()
    wait_until(hub.motion_sensor.get_orientation, equal_to, 'leftside')
    right_leg_motor.stop()
    left_leg_motor.stop()
    wait_for_seconds(0.5)

app.play_sound('Sport Whistle 2')

```

LEGO® Education SPIKE™ Prime

Rain or shine?

<https://education.lego.com/en-gb/lessons/prime-life-hacks/rain-or-shine>



The 'Rain or shine?' lesson has been created for our word blocks programming language. Currently, it's not possible to use the weather forecast functions with our Python programming language.

However, here's a program that will make the weathercaster move!

```
from spike import PrimeHub, App, Motor
from spike.control import wait_for_seconds
```

```
hub = PrimeHub()
app = App()
umbrella_motor = Motor("B")
glasses_motor = Motor("F")
YOUR_LOCAL_FORECAST = "sunny"
```

```
umbrella_motor.set_default_speed(100)
glasses_motor.set_default_speed(100)
```

```
# This moves the robot to the correct starting position.
umbrella_motor.run_to_position(45)
glasses_motor.run_to_position(300)
```

```
hub.speaker.beep(60, seconds=0.1)
hub.speaker.beep(72, seconds=0.1)
```

```
if YOUR_LOCAL_FORECAST == "sunny":
    # if sunny, then put on sunglasses
    glasses_motor.run_to_position(0)
    hub.light_matrix.show_image("SQUARE")
    wait_for_seconds(2)
    glasses_motor.run_to_position(300)
elif YOUR_LOCAL_FORECAST == "rainy":
    # or if rainy, lift umbrella
    umbrella_motor.run_to_position(340)
    app.play_sound("Rain")
    umbrella_motor.run_to_position(45)
else:
    # otherwise show 'X'
    hub.light_matrix.show_image("N0")
```

LEGO® Education SPIKE™ Prime

Wind Speed

<https://education.lego.com/en-gb/lessons/prime-life-hacks/wind-speed>



The 'Wind Speed' lesson has been created for our word blocks programming language. Currently, it's not possible to use the weather forecast functions with our Python programming language.

However, here's a program that will make your model move!

```
from spike import App, Motor
from spike.control import wait_for_seconds
```

```
tilt_motor = Motor("A")
WIND_SPEED_FORECAST = 8
```

```
tilt_motor.set_default_speed(20)
tilt_motor.run_to_position(5)
```

```
if WIND_SPEED_FORECAST < 5.5:
    tilt_motor.run_for_degrees(30)
    wait_for_seconds(1)
    tilt_motor.run_for_degrees(-30)
else:
    tilt_motor.run_for_degrees(60)
    wait_for_seconds(1)
    tilt_motor.run_for_degrees(-60)
```


LEGO® Education SPIKE™ Prime

Veggie Love

<https://education.lego.com/en-gb/lessons/prime-life-hacks/veggie-love>



The 'Veggie Love' lesson has been created for our word blocks programming language. Currently, it's not possible to use the weather forecast functions with our Python programming language.

However, here's a program that will make your model move!

```

from spike import PrimeHub, App, Motor

hub = PrimeHub()
app = App()
pointer_motor = Motor("E")
pointer_motor.set_default_speed(-50)

WEEK_RAIN = 50
ROTATION = 0

hub.left_button.wait_until_pressed()
pointer_motor.run_for_seconds(2)
pointer_motor.set_degrees_counted(0)
pointer_motor.set_default_speed(50)
pointer_motor.run_for_seconds(2)
hub.light_matrix.write(abs(pointer_motor.get_degrees_counted()))
rotation = int(week_rain * abs(pointer_motor.get_degrees_counted()) / 60)
print(ROTATION)

hub.right_button.wait_until_pressed()
pointer_motor.set_degrees_counted(0)
pointer_motor.set_default_speed(-50)
pointer_motor.run_for_degrees(ROTATION)
hub.light_matrix.write(WEEK_RAIN)
print(WEEK_RAIN)

```

LEGO® Education SPIKE™ Prime

Brain Game

<https://education.lego.com/en-gb/lessons/prime-life-hacks/brain-game>



```
from spike import PrimeHub, App, Motor, ColorSensor
from spike.control import wait_for_seconds
```

```
hub = PrimeHub()
app = App()
mouth_motor = Motor('A')
color_sensor = ColorSensor('B')
candy1 = []
candy2 = []
```

```
while True:
    hub.left_button.wait_until_pressed()

    # This makes the Game Master eat the candy stick
    # and then read and record its sequence of colours in
    # the list called `candy1`.
    hub.light_matrix.off()
    candy1.clear()
    mouth_motor.set_default_speed(-50)
    mouth_motor.run_for_seconds(2)
    app.play_sound('Bite')
    app.play_sound('Bite')
```

```
for x in range(5):
    candy1.append(color_sensor.get_color())
    wait_for_seconds(1)
    mouth_motor.set_default_speed(50)
    mouth_motor.run_for_degrees(95)
    wait_for_seconds(1)
```

```
hub.right_button.wait_until_pressed()
```

```
# This makes the Game Master eat the candy stick
# and then read and record its sequence of colours in
# the list called `candy2`.
```

```
candy2.clear()
mouth_motor.set_default_speed(-50)
mouth_motor.run_for_seconds(2)
app.play_sound('Bite')
app.play_sound('Bite')
```

```
for x in range(5):
    candy2.append(color_sensor.get_color())
```

```
wait_for_seconds(1)
mouth_motor.set_default_speed(50)
mouth_motor.run_for_degrees(95)
wait_for_seconds(1)
```

```
# Light the position of the red bricks if they're
# in the same position in both of the candy sticks.
```

```
candy1_red_index = candy1.index('red')
candy2_red_index = candy2.index('red')
for x in range(5):
    print(candy1[x])
```

```
if candy1_red_index == candy2_red_index:
    for x in range(5):
        hub.light_matrix.set_pixel(x, candy1_red_index)
    app.play_sound('Win')
else:
    app.play_sound('Oops')
```

LEGO® Education SPIKE™ Prime

The Coach

<https://education.lego.com/en-gb/lessons/prime-life-hacks/the-coach>



```
from spike import Motor
from spike.control import Timer, wait_for_seconds

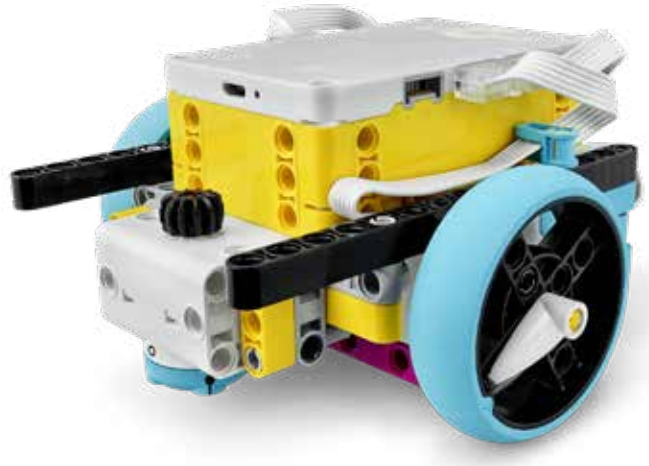
left_leg_motor = Motor('F')
right_leg_motor = Motor('B')
timer = Timer()
left_leg_motor.run_to_position(0)
right_leg_motor.run_to_position(0)

while True:
    while timer.now() < 5:
        left_leg_motor.start_at_power(-80)
        right_leg_motor.start_at_power(80)
        wait_for_seconds(0.1)
        left_leg_motor.start_at_power(80)
        right_leg_motor.start_at_power(-80)
        wait_for_seconds(0.1)
```

LEGO® Education SPIKE™ Prime

Training Camp 1

<https://education.lego.com/en-gb/lessons/prime-competition-ready/training-camp-1-driving-around>



```
from spike import MotorPair
from spike.control import wait_for_seconds

drive_motors = MotorPair('C', 'D')

drive_motors.set_default_speed(30)
drive_motors.set_motor_rotation(17.5, 'cm')

wait_for_seconds(1)

for x in range(4):
    drive_motors.move(10, 'cm')
    wait_for_seconds(0.5)
    drive_motors.move(182, 'degrees', steering=100)
```

LEGO® Education SPIKE™ Prime

Training Camp 2

<https://education.lego.com/en-gb/lessons/prime-competition-ready/training-camp-2-playing-with-objects>



```
from spike import PrimeHub, MotorPair, Motor, DistanceSensor
from spike.control import wait_for_seconds
```

```
hub = PrimeHub()
drive_motors = MotorPair('C', 'D')
grabber_motor = Motor('E')
distance_sensor = DistanceSensor('F')
```

```
drive_motors.set_default_speed(30)
drive_motors.set_motor_rotation(17.5, 'cm')
grabber_motor.set_default_speed(-20)
grabber_motor.run_for_seconds(1)
grabber_motor.set_default_speed(20)
grabber_motor.run_for_degrees(75)
```

```
hub.speaker.beep(60)
hub.speaker.beep(72)
```

```
hub.right_button.wait_until_pressed()
```

```
wait_for_seconds(1)
```

```
drive_motors.start()
distance_sensor.wait_for_distance_closer_than(10, 'cm')
drive_motors.stop()
```

```
grabber_motor.run_for_degrees(-75)
```

```
hub.speaker.beep(60)
hub.speaker.beep(72)
```

```
drive_motors.move(-20, 'cm')
```

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Training Camp 3

<https://education.lego.com/en-gb/lessons/prime-competition-ready/training-camp-3-react-to-lines>



```
from spike import PrimeHub, MotorPair, ColorSensor
from spike.control import wait_for_seconds

hub = PrimeHub()
drive_motors = MotorPair('C', 'D')
color_sensor = ColorSensor('B')

drive_motors.set_default_speed(50)
POWER = 50

while True:
    if hub.left_button.was_pressed():
        drive_motors.start()
        color_sensor.wait_until_color('black')
        drive_motors.stop()

    if hub.right_button.was_pressed():
        while True:
            drive_motors.start_tank_at_power(0, POWER)
            color_sensor.wait_until_color('black')
            drive_motors.start_tank_at_power(POWER, 0)
            color_sensor.wait_until_color('white')
```

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Assembling an Advanced Driving Base

<https://education.lego.com/en-gb/lessons/prime-competition-ready/assembling-an-advanced-driving-base>



```
from spike import PrimeHub, MotorPair
from spike.control import wait_for_seconds, wait_until
from spike.operator import greater_than, less_than

hub = PrimeHub()
drive_motors = MotorPair('A', 'E')

drive_motors.set_default_speed(50)
drive_motors.set_motor_rotation(27.63, 'cm')

wait_for_seconds(1)

drive_motors.move(20, 'cm')
drive_motors.move(-20, 'cm')

drive_motors.move(20, 'cm', steering=-40)

hub.motion_sensor.reset_yaw_angle()

drive_motors.start(steering=100)
wait_until(hub.motion_sensor.get_yaw_angle, greater_than, 90)
drive_motors.stop()

drive_motors.start(steering=-100)
wait_until(hub.motion_sensor.get_yaw_angle, less_than, 0)
drive_motors.stop()
```

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My Code, Our Program

<https://education.lego.com/en-gb/lessons/prime-competition-ready/my-code-our-program>



```
from spike import PrimeHub, MotorPair
from spike.control import wait_for_seconds

hub = PrimeHub()
drive_motors = MotorPair('A', 'E')

drive_motors.set_default_speed(50)
drive_motors.set_motor_rotation(27.63, 'cm')

def square():
    for x in range(4):
        drive_motors.move(1.5, 'rotations')
        drive_motors.move(0.365, 'rotations', steering=100)

def triangle():
    for x in range(3):
        drive_motors.move(1.5, 'rotations')
        drive_motors.move(0.486, 'rotations', steering=100)

def circle():
    drive_motors.move(3, 'rotations', steering=60)

wait_for_seconds(1)

square()
hub.speaker.beep()

triangle()
hub.speaker.beep()

circle()
hub.speaker.beep()
```


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Time for an Upgrade

<https://education.lego.com/en-gb/lessons/prime-competition-ready/time-for-an-upgrade>



```

from spike import PrimeHub, Motor

hub = PrimeHub()
lift_arm_motor = Motor('D')
dozer_blade_motor = Motor('C')

lift_arm_motor.set_default_speed(-100)
lift_arm_motor.run_for_seconds(1)
dozer_blade_motor.set_default_speed(-100)
dozer_blade_motor.run_for_seconds(1)

lift_arm_motor.set_default_speed(100)
lift_arm_motor.run_for_degrees(70)
dozer_blade_motor.set_default_speed(100)
dozer_blade_motor.run_for_degrees(70)
hub.beep()

lift_arm_motor.run_for_degrees(180)
lift_arm_motor.run_for_degrees(-180)
dozer_blade_motor.run_for_degrees(180)
dozer_blade_motor.run_for_degrees(-180)
hub.beep()

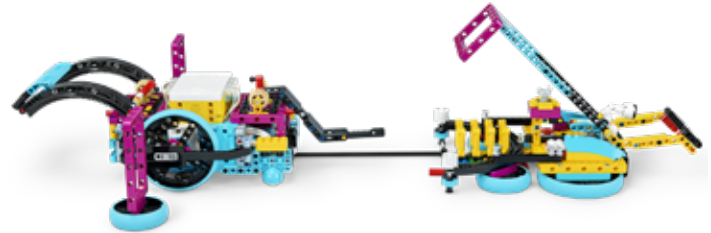
lift_arm_motor.run_for_degrees(180, speed=15)
lift_arm_motor.run_for_degrees(-180, speed=15)
dozer_blade_motor.run_for_degrees(180, speed=15)
dozer_blade_motor.run_for_degrees(-180, speed=15)

```

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Mission Ready

<https://education.lego.com/en-gb/lessons/prime-competition-ready/mission-ready>



```

from spike import Motor, MotorPair
from spike.control import wait_for_seconds

dozer_blade_motor = Motor('C')
lift_arm_motor = Motor('D')
drive_motors = MotorPair('A', 'E')

drive_motors.set_default_speed(25)
drive_motors.set_motor_rotation(27.63, 'cm')

dozer_blade_motor.start(-100)
lift_arm_motor.start(-100)
wait_for_seconds(1)
dozer_blade_motor.stop()
lift_arm_motor.stop()

dozer_blade_motor.run_for_degrees(70, speed=100)
lift_arm_motor.run_for_degrees(20, speed=100)

drive_motors.move(-2, 'cm')
drive_motors.move(10.5, 'cm')

dozer_blade_motor.run_for_degrees(180, speed=40)

drive_motors.move(-6, 'cm')

dozer_blade_motor.run_for_degrees(-180, speed=60)
dozer_blade_motor.run_for_degrees(180, speed=60)

drive_motors.move(7, 'cm')

dozer_blade_motor.run_for_degrees(-180, speed=60)

drive_motors.move(0.405, 'rotations', steering=-100)
drive_motors.move(60.5, 'cm', steering=-30)
drive_motors.move(34, 'cm')
drive_motors.move(32, 'cm', steering=-50)
drive_motors.move(17.5, 'cm')
drive_motors.move(0.415, 'rotations', steering=-100)
drive_motors.move(32, 'cm')

```

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Pass the Brick

<https://education.lego.com/en-gb/lessons/prime-extra-resources/pass-the-brick>



```
from spike import Motor, PrimeHub
```

```
hub = PrimeHub()
grabber_motor = Motor('F')
```

```
# This will make the hand open once to start.
grabber_motor.run_for_seconds(1)
```

```
while True:
```

```
    # This will make the hand close while you're pressing the Left Button on the Hub.
    hub.left_button.wait_until_pressed()
    grabber_motor.set_stall_detection(False)
    grabber_motor.start(-75)
```

```
    # This will make the hand open when you release the Left Button on the Hub.
    hub.left_button.wait_until_released()
    grabber_motor.set_stall_detection(True)
    grabber_motor.start(75)
```

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Ideas, the LEGO way!

<https://education.lego.com/en-gb/lessons/prime-extra-resources/ideas-the-lego-way>



```
from spike import PrimeHub
from spike.control import wait_for_seconds
```

```
hub = PrimeHub()
```

```
while True:
```

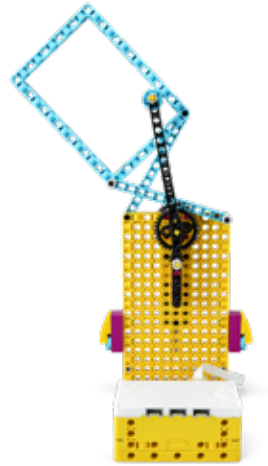
```
    if hub.left_button.was_pressed():
        hub.light_matrix.write('3')
        wait_for_seconds(1)
        hub.light_matrix.write('2')
        wait_for_seconds(1)
        hub.light_matrix.write('1')
        wait_for_seconds(1)
        hub.light_matrix.off()
        hub.speaker.beep(60, 0.5)
        hub.speaker.beep(72, 0.5)
```

```
    if hub.right_button.was_pressed():
        hub.light_matrix.write('5')
        wait_for_seconds(60)
        hub.light_matrix.write('4')
        wait_for_seconds(60)
        hub.light_matrix.write('3')
        wait_for_seconds(60)
        hub.light_matrix.write('2')
        wait_for_seconds(60)
        hub.light_matrix.write('1')
        wait_for_seconds(60)
        hub.light_matrix.off()
        hub.speaker.beep(60, 0.5)
        hub.speaker.beep(72, 0.5)
```

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What is this?

<https://education.lego.com/en-gb/lessons/prime-extra-resources/what-is-this>



```
from spike import Motor

motor = Motor('F')

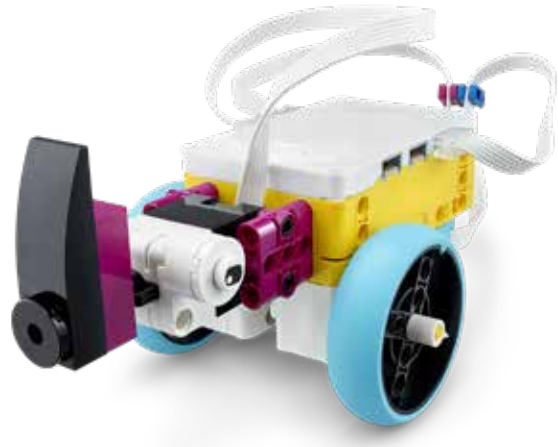
motor.set_stall_detection(False)

for x in range(5):
    motor.set_default_speed(50)
    motor.run_for_seconds(2)
    motor.set_default_speed(-50)
    motor.run_for_seconds(2)
```

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Going the Distance

<https://education.lego.com/en-gb/lessons/prime-extra-resources/going-the-distance>



```
from spike import MotorPair

drive_motors = MotorPair('B', 'A')

drive_motors.set_default_speed(50)

drive_motors.move(10, 'rotations')
drive_motors.stop()
```

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Goal!

<https://education.lego.com/en-gb/lessons/prime-extra-resources/goal>



```
from spike import PrimeHub, Motor
from spike.control import wait_for_seconds
```

```
hub = PrimeHub()
kicker = Motor('A')
kicker.set_default_speed(100)
```

```
while True:
    kicker.run_to_position(0)

    hub.left_button.wait_until_pressed()
    kicker.run_for_rotations(1)
    wait_for_seconds(1)
```