

# Einfache Beispiele um die Lautstärke zu messen. Beispiel 1

The image shows a Scratch code editor with a sidebar on the left containing a search bar and a list of categories: Grundlagen, mehr, Eingabe, Musik, LED, Schleifen, Logik, Variablen, Mathematik, Motoren, Erweiterungen, and Fortgeschritten. The main workspace contains a script starting with a 'beim Start' block followed by a 'dauerhaft' loop. Inside the loop is a 'zeige Zahl' block with 'Lautstärke' selected and a value of '150 ms'.

## Beispiel 2

The image shows a Scratch code editor with a sidebar on the left containing a search bar and a list of categories: Grundlagen, Eingabe, Musik, LED, Schleifen, Logik, Variablen, Mathematik, Motoren, Erweiterungen, Fortgeschritten, Funktionen, and Arrays. The main workspace contains a script starting with a 'beim Start' block followed by a 'dauerhaft' loop. Inside the loop is a 'wenn' block with 'Lautstärke' selected and a value of '100'. The 'dann' block contains a 'setze Farbe auf' block with a red circle. The 'ansonsten' block contains a 'setze Farbe auf' block with a green circle.

### Beispiel 3

Suche...

- Grundlagen
- Eingabe
- Musik
- LED
- mehr
- Schleifen
- Logik
- Variablen
- Mathematik
- Motoren
- Erweiterungen
- Fortgeschritten

The image shows a Scratch workspace with a grid background. On the left is a vertical menu with a search bar and various category icons. The main workspace contains two code blocks: a teal 'beim Start' block and a teal 'dauerhaft' loop block. Inside the 'dauerhaft' loop is a purple 'zeichne Säulendiagramm von' block with a red 'Lautstärke' button and a white 'bis 200' input field. A plus sign icon is visible at the bottom left of the purple block.

