

Quick Reference Tables

Chapter 1

Raspberry Pi Startup Command Quick Reference Table	
Command	Description
startx	Launches the Raspbian desktop environment (GUI).
sudo	Gives the user <i>root</i> or <i>super user</i> permissions.
sudo shutdown -h now	Shuts down (halts) the power to the Raspberry Pi.
sudo shutdown -r now	Shuts down the power to the Raspberry Pi and then restarts it.



Achievement Unlocked: Your Raspberry Pi is up and running!


Chapter 2

Command Line Quick Reference Table	
Command	Description
cat	Displays the contents (<i>catalog</i>) of the text file.
cd	Change directory. For example, the command <code>cd Desktop</code> moves you into the Desktop directory.
cd ..	Move you up the directory tree to the parent directory.
cp	Makes another copy of a file.
clear	Allows you to clear the terminal.
date	Displays the time and date.
ls	Displays a list of files and folders in the current directory.
ls -l	Provides a list that includes more detail about the files. The <code>-l</code> parameter is a lowercase L (for <i>long</i>), not the numeral 1.
man	Displays the <i>manual</i> or description file for the command.
mv	Moves a file to a new location.
mkdir	Makes a directory.
nano	Opens the nano text editor. To open a specific text file, add the file name; for example, <code>nano hello</code> opens the <code>hello</code> text file.
pwd	Prints the working directory (shows which directory you are currently working in).
rm xxx	Deletes (removes) the file named <code>xxx</code> .
rmdir	Deletes (removes) a directory.
startx	Launches the Raspbian desktop environment (GUI).
sudo	Gives the user <i>root</i> or <i>super user</i> permissions.
sudo apt-get install xxx	Tells the Raspberry Pi to use the Internet to find, download, and install the <code>xxx</code> application.
sudo apt-get update	Downloads information about any new versions available for applications on your Raspberry Pi.
sudo apt-get upgrade	Installs available upgrades for all applications on your Raspberry Pi.
sudo shutdown -h now	Shuts down (halts) the power to the Raspberry Pi.
sudo shutdown -r now	Shuts down the power to the Raspberry Pi and then restarts it.



Achievement Unlocked: Your Raspberry Pi responds to your commands!

Chapter 3

Scratch Command Quick Reference Table	
Command	Description
Control Blocks	
broadcast x	Sends a message to all the sprites and the stage which can be used to synchronize scripts across multiple sprites and the stage.
forever	Repeatedly iterates actions within set.
forever if	Checks whether a condition is true, over and over. If the condition is true the program will run the blocks inside.
if...else	If the condition is true, the program will run the blocks inside the if section. If not, it will run the blocks inside the else section.
repeat x	Sets number of times for action to repeat.
stop all	Stops all scripts for all sprites.
wait x secs	Sets time before executing next command.
when  clicked	Begins script when green flag icon is clicked.
when I receive x	Begins script when a set broadcast message is heard.
When x key pressed	Begins script when designated key is pressed.
Motion Blocks	
change x by _	Changes sprite's position on the stage x axis by a specified amount.
change y by _	Changes sprite's position on the stage y axis by a specified amount.
go to x:_ y:_	Moves sprite to set x and y coordinates on the stage.
if on edge, bounce	Turns sprite in the opposite direction if it touches the edge of the stage.
move x steps	Moves sprite forward or backwards x number of steps.
point in direction x	Points sprite in direction x.
point towards x	Points sprite towards another sprite or a mouse cursor.
set x to _	Sets sprite's position on the stage x axis to a designated place.
set y to _	Sets sprite's position on the stage y axis to a designated place.
turn (clockwise) x degrees	Rotates sprite clockwise x degrees.
turn (anti-clockwise) x degrees	Rotates sprite anti-clockwise x degrees.

Command	Description
Looks Blocks	
change size by <i>x</i>	Changes sprite's size by <i>x</i> amount.
hide	Hides a sprite from the stage.
next costume	Changes sprite's costume to the next costume in the list.
say <i>xxx</i>	Shows sprite's speech bubble saying <i>xxx</i> .
set size to <i>x</i>	Sets a sprite's size to <i>x</i> percent of its original size.
show	Makes a sprite appear on the stage.
switch to background <i>x</i>	Changes the background of the stage.
switch to costume <i>x</i>	Changes the costume of a sprite.
think <i>xxx</i>	Shows sprite's thought bubble thinking <i>xxx</i> .
Variables Blocks	
Change <i>variable</i> by <i>x</i>	Changes the variable by <i>x</i> amount.
Make a variable	Creates a new variable that you can name for either a single sprite or for all sprites.
Set <i>variable</i> to <i>x</i>	Sets the variable value to <i>x</i> .
Sensing Blocks	
key <i>x</i> pressed	If <i>x</i> key on the keyboard is pressed then reports true.
touching color <i>x</i>	If a sprite is touching a designated colour then reports true.
touching <i>x</i>	If a sprite is touching designated sprite, edge or mouse cursor, then reports true.



Achievement Unlocked: You have created a program using Scratch!

Chapter 4

Turtle Graphics Command Quick Reference Table	
Commands	Description
Pen Blocks (Scratch)	
change pen color by <i>x</i>	Changes pen's colour by <i>x</i> amount.
change pen shade by <i>x</i>	Changes the pen's shade by <i>x</i> amount.
clear	Clears all pen marks and stamps from the stage.
pen down	Puts down a sprite's pen so that it will draw.
pen up	Lifts a sprite's pen so it does not draw.
set pen color to <i>x</i>	Sets a pen's colour to your choice.
set pen shade to <i>x</i>	Sets the pen's shade by <i>x</i> amount.
set pen size <i>x</i>	Set's a pen's line thickness to <i>x</i> .
stamp	Stamps a sprite's image on to the stage.
Turtle Module in Python	
import turtle	Imports the turtle module into Python. Should be at the start of any Python Turtle program.
Creating and Naming the "turtle"	
alex = turtle.Turtle()	Opens the Turtle Graphics window, with an arrow cursor in the centre, named <i>alex</i> . The arrow cursor represents the turtle, whose movements will create your drawing.
Move and Draw	
forward(<i>x</i>)	Moves the turtle forward by the specified distance <i>x</i> , in the direction the turtle is headed.
left(<i>x</i>)	Turns turtle left by <i>x</i> units.
right(<i>x</i>)	Turns turtle right by <i>x</i> units.
stamp()	Stamps a copy of the turtle shape onto the canvas at the current turtle position.
Drawing State	
pendown()	Puts the pen down and draws when it moves.
penup()	Picks the pen up and stops drawing.
pensize(<i>x</i>)	Sets the thickness of the line drawn to <i>x</i> pixels.
Turtle State	
shape("turtle")	Sets the cursor icon. Possible values for the shape are: arrow, turtle, circle, square, triangle, classic.
Colour Control	
color("brown")	Sets pen colour.

Commands	Description
Additional Commands	
<code>for</code>	<code>for</code> loops are traditionally used when you have a piece of code that you want to repeat x number of times. Example: <code>for i in [0,1,2,3,4]:</code>
<code>for i in range():</code>	A <code>for</code> loop using the <code>range()</code> function that creates a list containing numbers.
<code>range()</code>	The <code>range()</code> function generates a list of numbers in progression.



Achievement Unlocked: You can create Turtle Graphics on your Raspberry Pi!

Chapter 5

Python Command Quick Reference Table	
Command	Description
#	The # symbol is used at the beginning of a code line to indicate the line is a comment, not part of the program's instructions to the computer.
\n	Returns a new line in a string.
break	Breaks out of a <code>for</code> or <code>while</code> loop.
def	Allows you to define a function of your creation.
elif	Short for 'else if', the <code>elif</code> syntax allows you to create multiple conditions that make something happen when they return a value of <code>true</code> .
for	<code>for</code> loops are traditionally used when you have a piece of code which that you want to repeat x number of times.
if	Sets a condition which, if <code>true</code> , makes something happen.
if...else	Sets a condition which, if <code>true</code> , makes one set of things happen, or if <code>false</code> makes a different set of things happen.
import	Imports modules and libraries to add more functionality to your code.
input()	A function that asks for user input and converts it into a string.
inventory = ["Torch", "Pencil", "Rubber Band", "Catapult"]	An example of a list in python. Lists can contain values or strings that are separated by commas and encased in square brackets.
name = value	An example of a variable.
print()	A function that prints anything inside the brackets.
print(inventory[3])	An example of using the <code>print()</code> function to print item number 3 in the inventory list.
random	A Python module that returns a random value.
return	The <code>return</code> keyword is used when a function is ready to return a value.
time	Python module that provides various time-related functions, such as <code>sleep</code> .
while	A <code>while</code> loop continually repeats if a given condition is <code>true</code> .



Achievement Unlocked: You can program in Python on your Raspberry Pi!

Chapter 6

Minecraft Pi Command Quick Reference Table	
Command	Description
cd mcpi	Changes directory to mcpi .
import mcpi.minecraft as minecraft	Imports the Minecraft modules.
mc = minecraft.Minecraft.create()	Connects to Minecraft Pi by creating the Minecraft object.
./minecraft-pi	Opens Minecraft Pi from the LXTerminal or command line.
pos = mc.player.getPos()	Returns the players position with floats.
pos = mc.player.getTilePos()	Returns the players position with integers.
postToChat (msg)	Posts a message to chat in Minecraft Pi.
setBlock	Sets a block at coordinates.
setBlocks	Sets blocks between two sets of coordinates.
setPos	Sets the position of a player.
wget	Used to get content, such as an archive file (.tar) from a web server where it is stored.



Achievement Unlocked: Why dig when you can code with Minecraft Pi?

Chapter 7

Sonic Pi Command Quick Reference Table	
Command	Description
<code>in_thread do</code> ... <code>end</code>	Runs any code between <code>do</code> and <code>end</code> at the same time as another <code>in_thread</code> block.
<code>play x</code>	Plays note <code>x</code> .
<code>play_pad "woah", x</code>	Plays an ongoing sound effect or pad at note <code>x</code> .
<code>play_pattern</code> <code>[60,60,67,67,69,69,67]</code>	Plays a pattern of notes inside a list.
<code>rand</code>	Returns a random number.
<code>.reverse</code>	An algorithm that reverses the order of notes in a list.
<code>.shuffle</code>	An algorithm that shuffles the order of notes in a list.
<code>sudo apt-get install sonic-pi</code>	Downloads and installs the Sonic Pi application from the Raspberry Pi command line.
<code>with_synth "fm"</code>	Sets the synth sound; in this example, the fm sound.
<code>with_tempo 150</code>	Sets the speed at which notes inside a list will be played.
<code>X.times do</code> ... <code>end</code>	Runs any code between <code>do</code> and <code>end</code> <code>x</code> number of times.



Achievement Unlocked: Head bopping, toe tapping, creator of coded computer music with Sonic Pi!

Chapter 8

GPIO Pins Command Quick Reference Table	
Command	Description
<code>import RPi.GPIO as GPIO</code> <code>GPIO.RPI_REVISION</code>	Checks the revision number of the Raspberry Pi board you are using.
<code>import RPi.GPIO as GPIO</code>	Imports the Raspberry Pi GPIO module.
<code>GPIO.setmode(GPIO.mode)</code>	Sets the numbering mode of the GPIO pins, either BCM or BOARD.
<code>GPIO.setup(GPIO number, GPIO.OUT)</code>	Sets a GPIO pin as either input or output.



Achievement Unlocked: Conquering electronics with a Raspberry Pi!

Chapter 9



Achievement Unlocked: Your big Raspberry Pi project!

