what can I do with touchdevelop?

This document was written for touchdevelop v2.6, more information at http://touchdevelop.com.

Use this document as a source of ideas for your first **touchdevelop** scripts. Each snippet can be entered in an action and executed on the phone.

snippets syntax

'→' is used to access properties of an item; ':=' to assign a variable; '//' to denote a comment.

```
// grabs the songs collection from the media library and stores it into the 'songs' variable
var songs := media→songs
```

vibrate the phone

```
phone→vibrate(1)                          // vibrate for 1 second
```

display text

```
"My name is ..." →post to wall
```

play a random song

```
media→songs→random→play                   // grad the songs, get a random song, play it
```

display live camera

```
senses→camera→post to wall                // display the live camera
```

record a sound

```
senses→record microphone→post to wall     // record a sound and display it
```

snap multiple pictures

```
for 0 ≤ i < 10 do                         // repeat 10 times
   senses→camera →preview→post to wall    // show instant picture on the wall
```

react to shaking (triggered by the current acceleration vector)

In the script editor,

- click the **+** button next to the 'events' group
- select the '**shake**' event
- add code that will run when the phone is shaken

http://www.touchdevelop.com

control the music player

```
if player→is playing then      // toggle the music player between pause and resume
    player→pause               // pause the active song
else
    player→resume              // resume the active song
```

do math

```
var degrees := wall→ask number("Enter degrees")
var radians := degrees / 180.0 * math→π
radians→post to wall
```

chart a function

```
var m := collections→create number map
for 0 ≤ i < 10 do
    var a := i / 5.0 * math→π
    m→set at(a, math→sin(a))
m→post to wall
```

get the acceleration vector (includes gravity force)

```
while true do                          // repeat forever
    var p := senses→acceleration stable          // get the smoothed acceleration vector
    var c := colors→from rgb(p→x, p→y, p→z)      // map the acceleration to red, green
                                                 // and blue channels of a color
    wall→set background(c)                        // display the color as the background
```

convert speech to text (requires internet connection)

```
var sound := senses→record microphone
var text := languages→speech to text("en", sound)
text→post to wall
```

"Good Artists Borrow, Great Artists Steal" (Picasso?)

Take a look at the built-in samples and tutorials in the app or search for scripts that were written by other users. In the application initial pivot,

- click the search button in the application bar
- enter the search term and hit enter.

You can copy&paste code snippets, or event modify a script that somebody else has published.