

## **Shaking Phone**

Make something to happen when you shake your phone.



## **Get Ready**

You will need these components in your design screen:

- Image
- Sound
- AccelerometerSensor
- Label

## **Try These Blocks**

```
when AccelerometerSensor1 .Shaking
do call Meow .Play
call Meow .Vibrate
millisecs .20
```

## What Does it Mean?

The AccelerometerSensor.Shaking event will detect when the phone is shaking and then the Meow sound will play and the phone will vibrate for 20 milliseconds.

MIT

Inventor