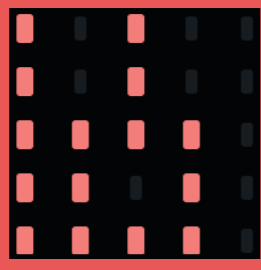
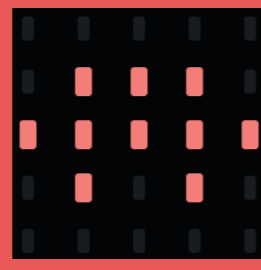


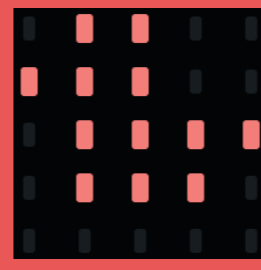
COW



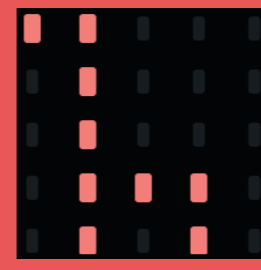
RABBIT



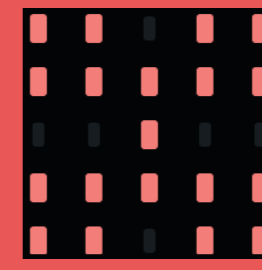
TORTOISE



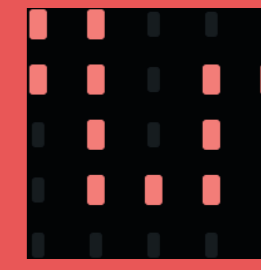
DUCK



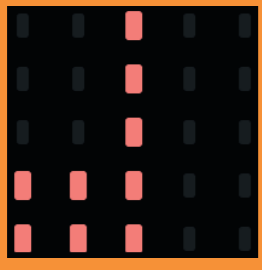
GIRAFFE



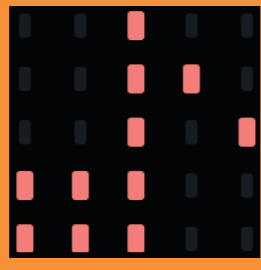
BUTTERFLY



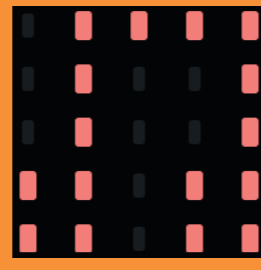
SNAKE



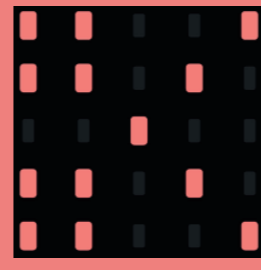
MUSIC\_CROTCHET



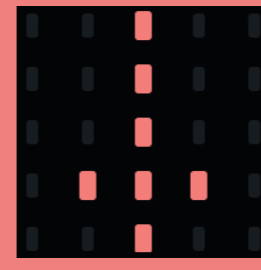
MUSIC\_QUAVER



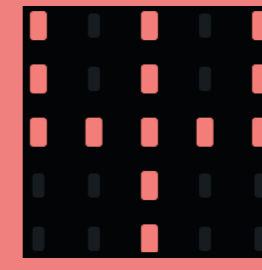
MUSIC\_QUAVERS



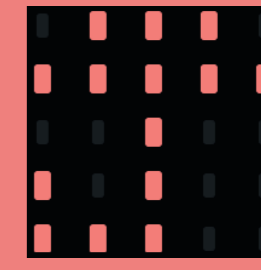
SCISSORS



SWORD



PITCHFORK



UMBRELLA



HAPPY

from microbit import \*

display.show(Image.HAPPY)

sleep(1000)

display.show(Image.SAD)



SAD

- FACES
- ANIMALS
- MUSIC
- TOOLS
- RESPONSES
- CHARACTERS
- CLOCKS
- ARROWS
- SHAPES



SILLY



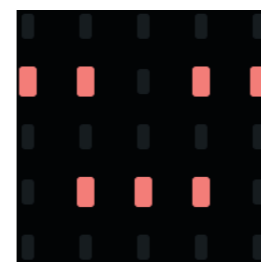
SURPRISED



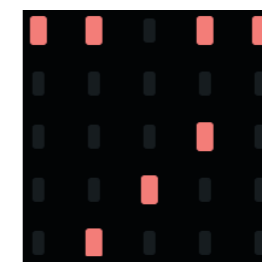
ANGRY



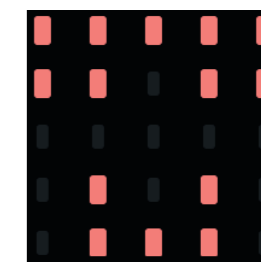
CONFUSED



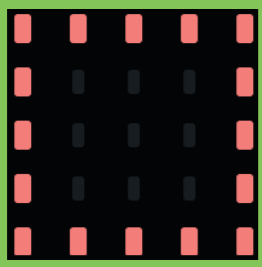
ASLEEP



MEH



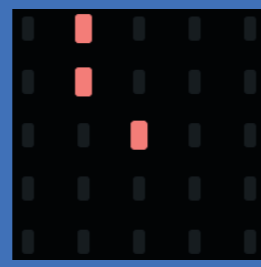
FABULOUS



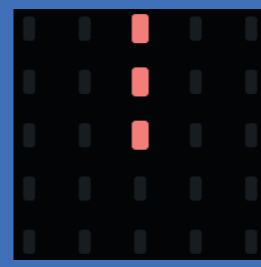
SQUARE



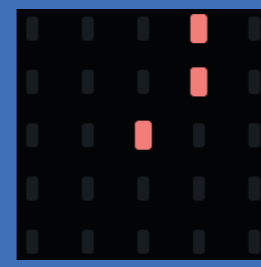
SQUARE\_SMALL



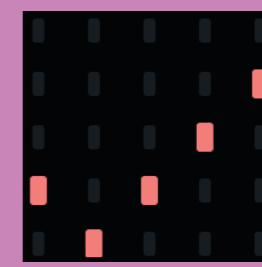
CLOCK11



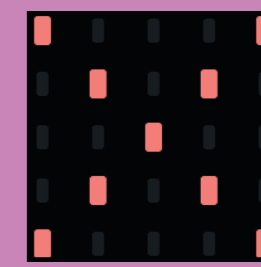
CLOCK12



CLOCK1



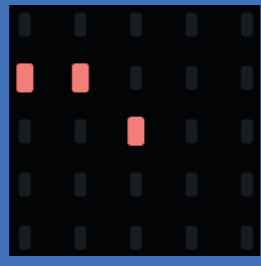
YES



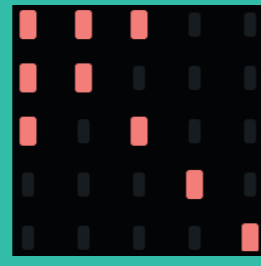
NO



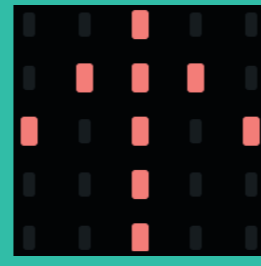
TRIANGLE



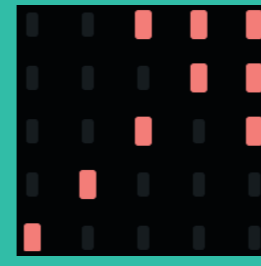
CLOCK10



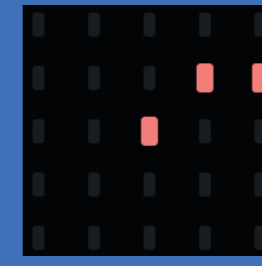
ARROW\_NW



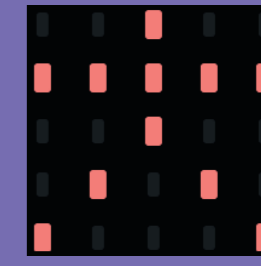
ARROW\_N



ARROW\_NE



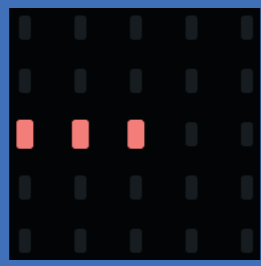
CLOCK2



STICKFIGURE



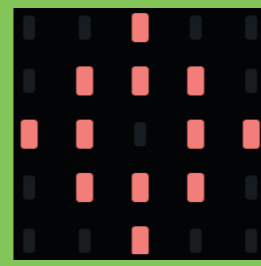
HEART



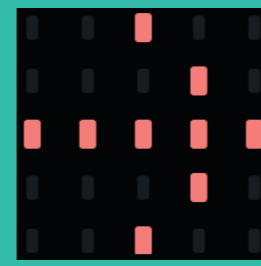
CLOCK9



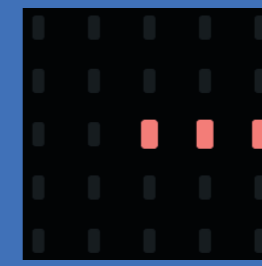
ARROW\_W



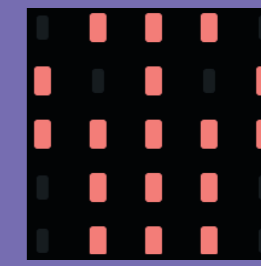
TARGET



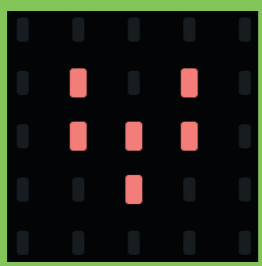
ARROW\_E



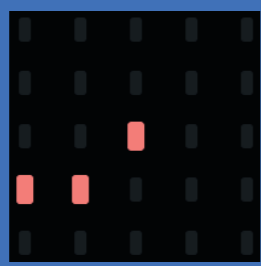
CLOCK3



SKULL



HEART\_SMALL



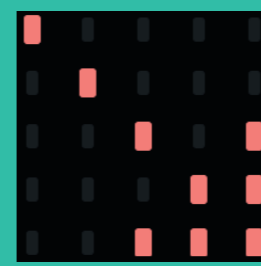
CLOCK8



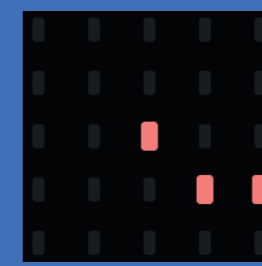
ARROW\_SW



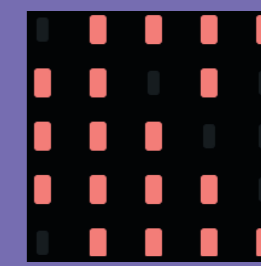
ARROW\_S



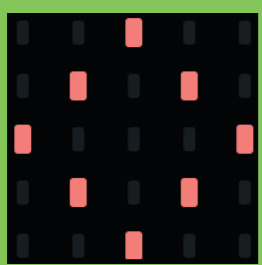
ARROW\_SE



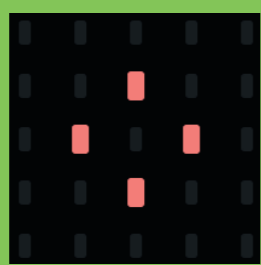
CLOCK4



PACMAN



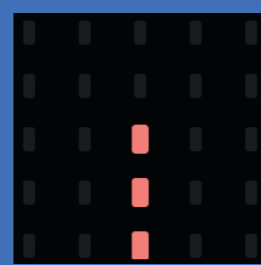
DIAMOND



DIAMOND\_SMALL



CLOCK7



CLOCK6



CLOCK5

- XMAS
- TSHIRT
- HOUSE
- CHESSBOARD
- ROLLERSKATE
- TRIANGLE\_LEFT
- GHOST