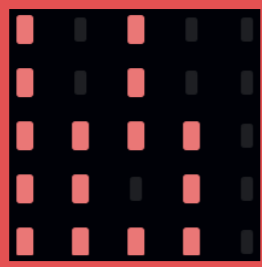


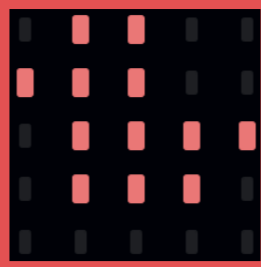
COW



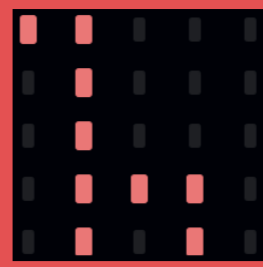
RABBIT



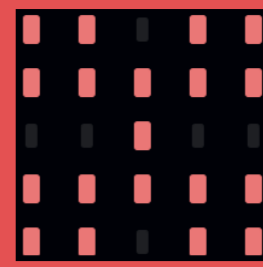
TORTOISE



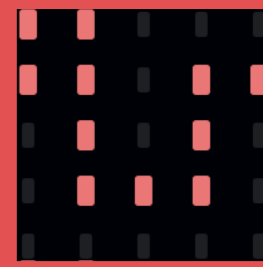
DUCK



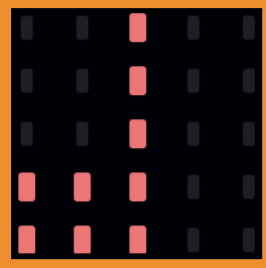
GIRAFFE



BUTTERFLY



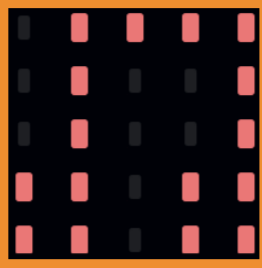
SNAKE



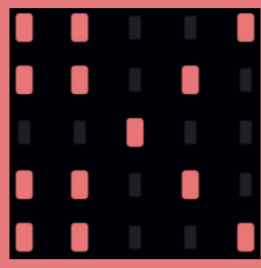
MUSIC_CROTCHET



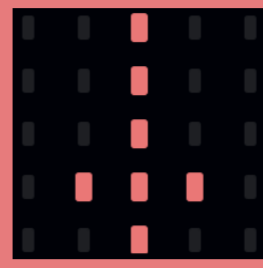
MUSIC_QUAVER



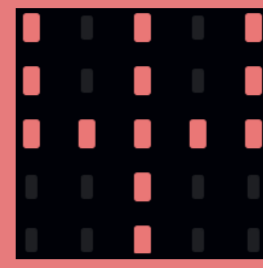
MUSIC_QUAVERS



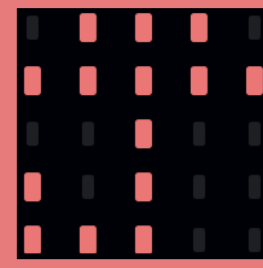
SCISSORS



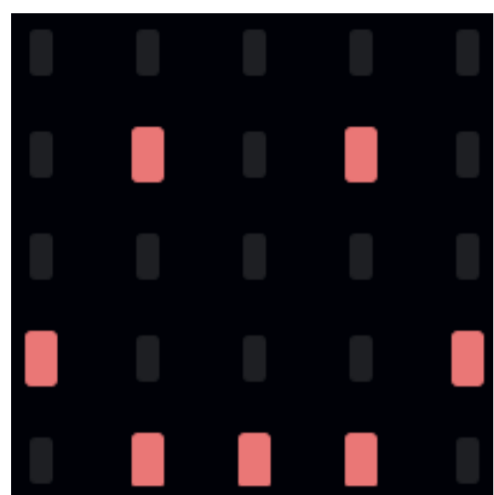
SWORD



PITCHFORK



UMBRELLA



HAPPY

from microbit import *

display.show(Image.HAPPY)

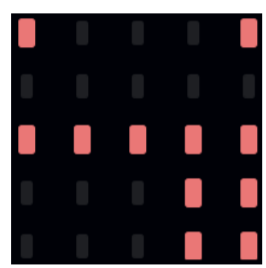
sleep(1000)

display.show(Image.SAD)

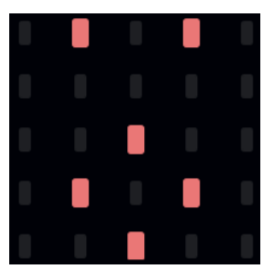


SAD

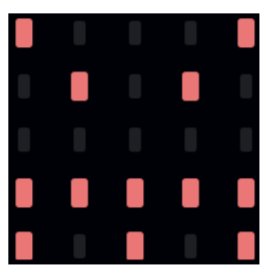
FACES
 ANIMALS
 MUSIC
 TOOLS
 RESPONSES
 CHARACTERS
 CLOCKS
 ARROWS
 SHAPES



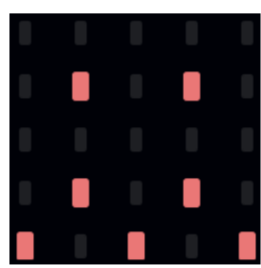
SILLY



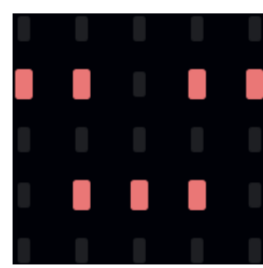
SURPRISED



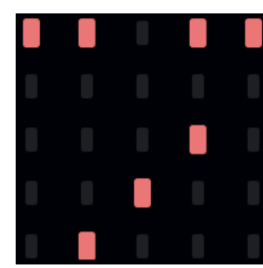
ANGRY



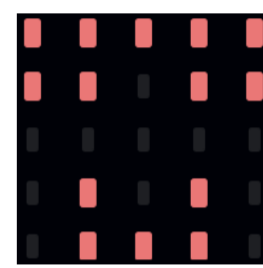
CONFUSED



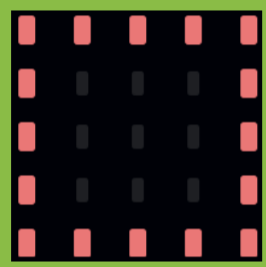
ASLEEP



MEH



FABULOUS



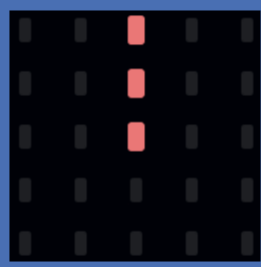
SQUARE



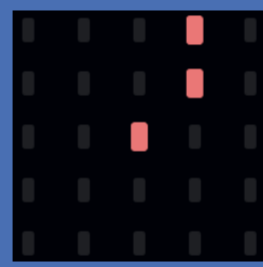
SQUARE_SMALL



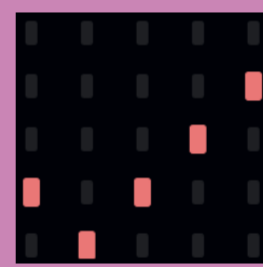
CLOCK11



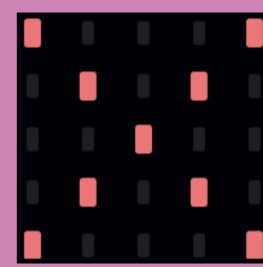
CLOCK12



CLOCK1



YES



NO



TRIANGLE



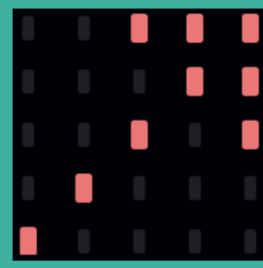
CLOCK10



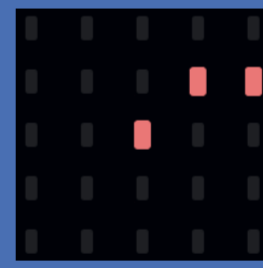
ARROW_NW



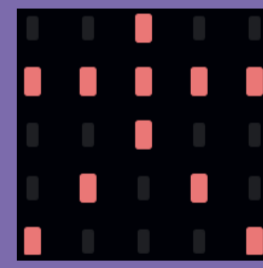
ARROW_N



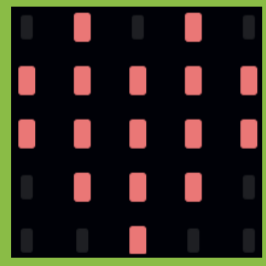
ARROW_NE



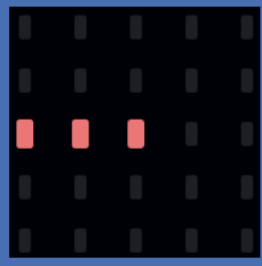
CLOCK2



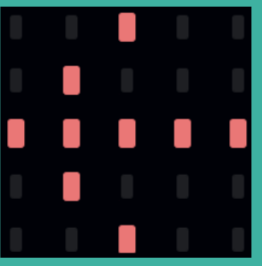
STICKFIGURE



HEART



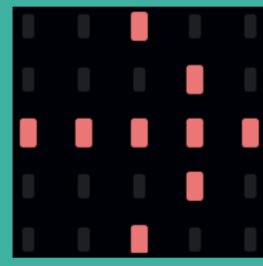
CLOCK9



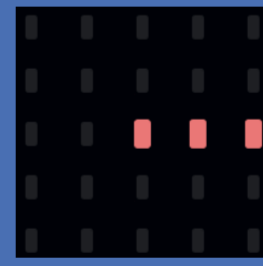
ARROW_W



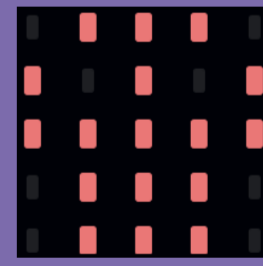
TARGET



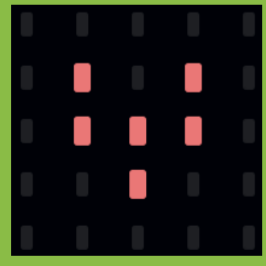
ARROW_E



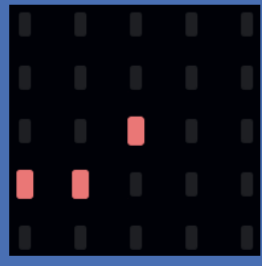
CLOCK3



SKULL



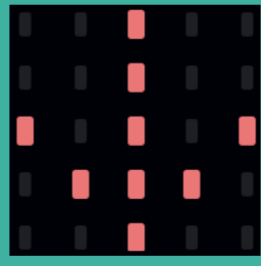
HEART_SMALL



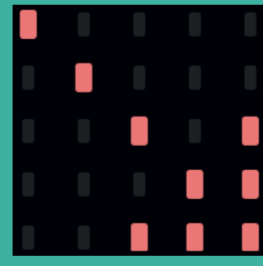
CLOCK8



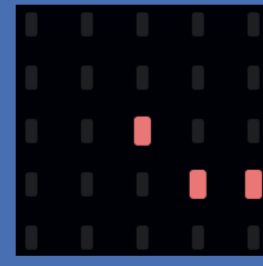
ARROW_SW



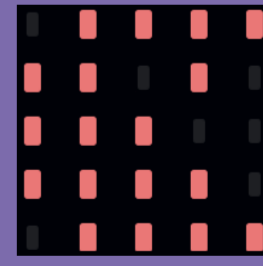
ARROW_S



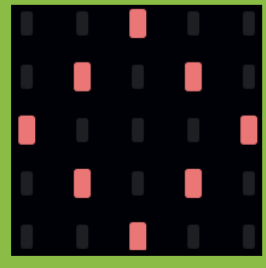
ARROW_SE



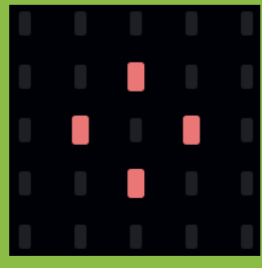
CLOCK4



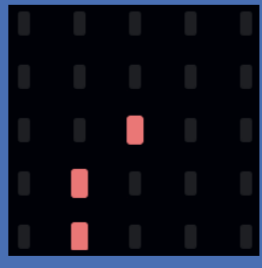
PACMAN



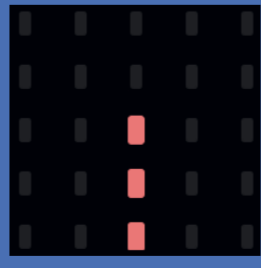
DIAMOND



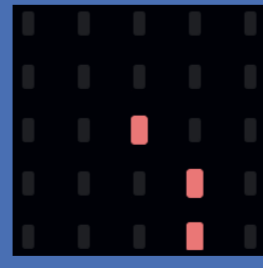
DIAMOND_SMALL



CLOCK7



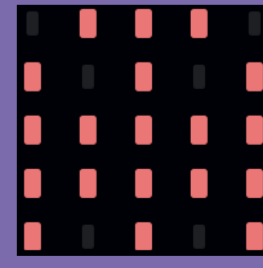
CLOCK6



CLOCK5



XMAS
 TSHIRT
 HOUSE
 CHESSBOARD
 ROLLERSKATE
 TRIANGLE_LEFT



GHOST