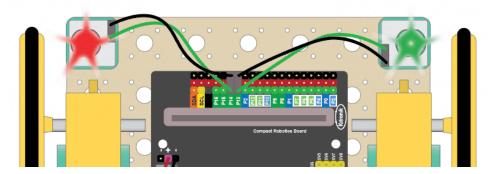
# Add Lights to your Robot

## Project 1.02

In this workshop you will add some lights to your robot. You can make these lights come on for different purposes. For example, you could use them to indicate when the robot is turning, or to flash as a warning to other robots.

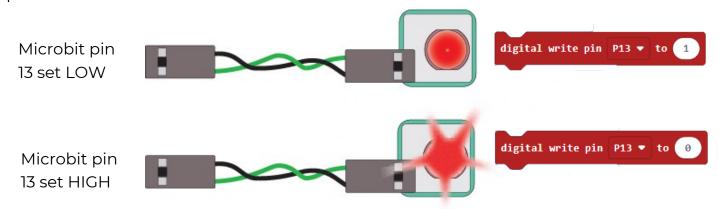


#### **How it Works**

The lights we will use are called **LEDs** (Light Emitting Diodes). We will use a **digital output** to turn them on and off. When the output is HIGH, a 3.3 volts current is turned on. This is like switching on a 3.3V battery. The LED will light up. When the output is LOW, the current is turned off.

Each LED will be connected to a **pin** on the Microbit. To turn the LED on will will set the output to HIGH by setting the value of the pin to 1. The turn the LED off we will set the output to LOW by setting the value of the pin to 0.

The LEDs need to be connected to the Microbit using GS cables, which have 2 wires. G is ground, which is the black wire. S is signal, which is the green wire and connects to the pin on the Microbit.

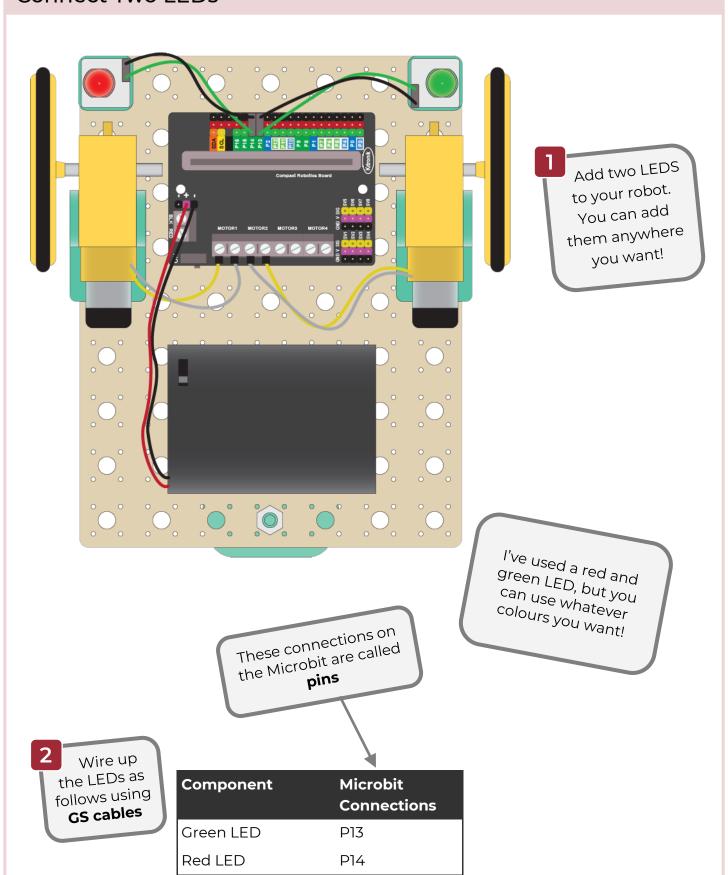


#### What to do

- If you haven't already done so, build and code the robot by referring to the previous worksheets
- Then follow this worksheet to add two LED lights and get them to flash on and off
- Finally, attempt the coding challenges to design your own light (and perhaps sound) show!

# Add the LEDs

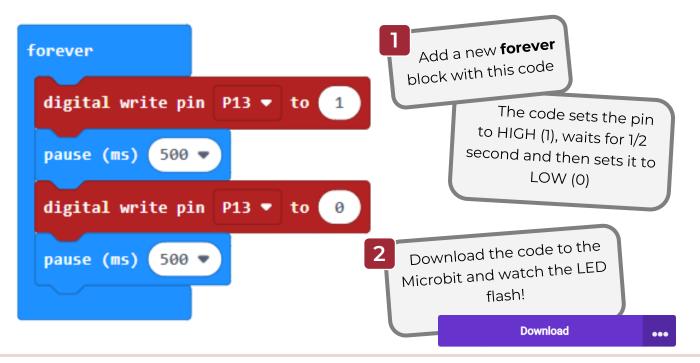
### Connect Two LEDs



### Code the LEDs 1

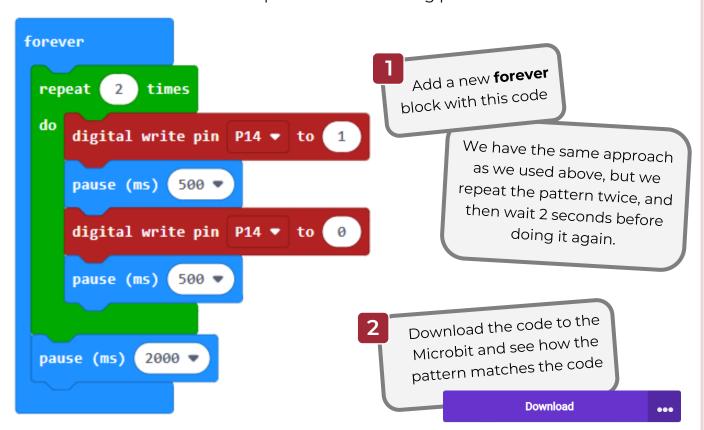
#### Make One LED Flash

Start with any robot code you created in the last workshop. It could be the code that makes your robot do a square, or the code that makes your robot dance.



### Make the other LED Flash with a Pattern

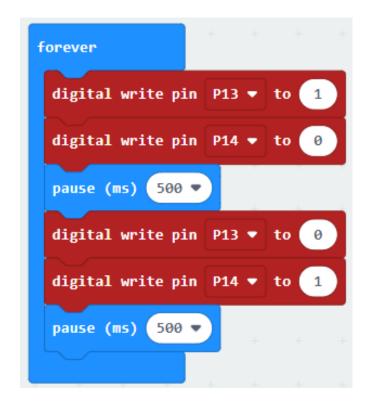
For the other LED we will use loops to make a flashing pattern.



### Code the LEDs 2

### Make Alternating Lights

Now let's make the lights alternate, red-green-red-green....







### Your challenge!

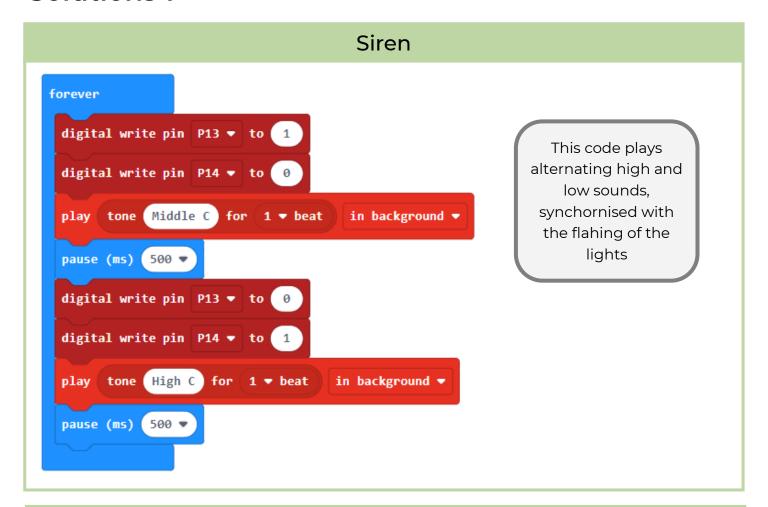
Now try out these challenges

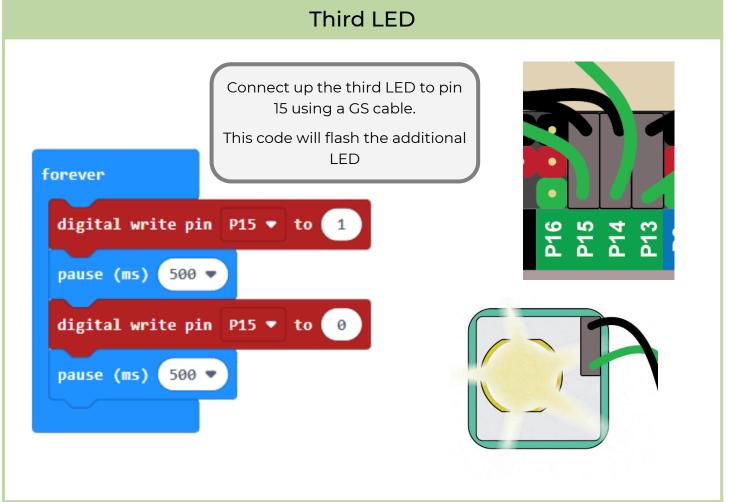
- Create your own light show using different sequences and patterns.
- Add sound to make a flashing siren. You can find sounds in the music block:



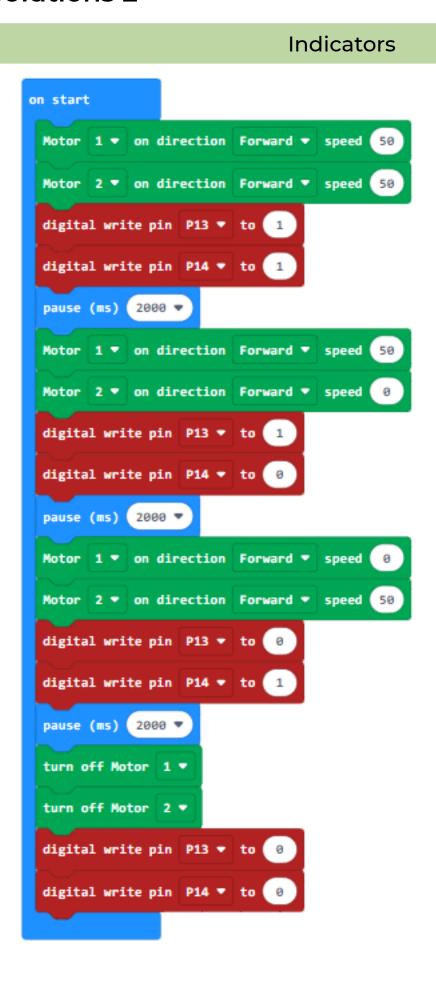
- Make the lights come on according to different movements of the robot. So the left light comes on when turning left and the right light when turning right.
- Add a third light and make it do something else, for example flashing constantly or turning on when the robot is reversing.

# Solutions 1





# Solutions 2



This code turns on the different LEDs according to whether the robot is moving forwards, left or right.