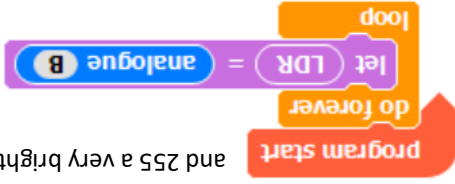


## Useful Code Blocks

A light dependant resistor (LDR) inputs between 0 and 255 through the analogue block. 0 would be no light and 255 a very bright light.



To test the LDR its input needs to be transferred into a variable. In this program the LDR attached to port B has been transferred into a variable called LDR. It has been placed inside a forever loop so the input will be updated continually. Equals = means the same as. You can see what number is inside the LDR on the variable page of the Crumble software. It will look like this.



You can then use this to change other things in your program.

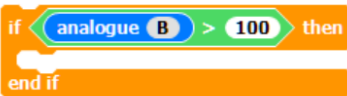
## More Information



A light dependant resistor is an input.



You can check to see if the LDR variable or analogue input is greater than, less than or equal to a specific number. If it is or isn't greater than, less than or equal to a number it can trigger other things.



The LDR variable can only be used if the analogue input has been transferred inside as shown below.



# Crumble Playground Light Dependant Resistor



MC08

