

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.

```

    program start
    analogue A
    do forever
    let LDR = analogue B
    loop
  
```

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.

```

    LDR
    del
    rename
    149
  
```

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

More Information

```

    wait until LDR = 50
  
```

A light dependant resistor is an input.

```

    if analogue B > 70 then
    else
    end if
  
```

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.

```

    if analogue B > 100 then
    end if
  
```

```

    do until LDR < 150
    loop
  
```

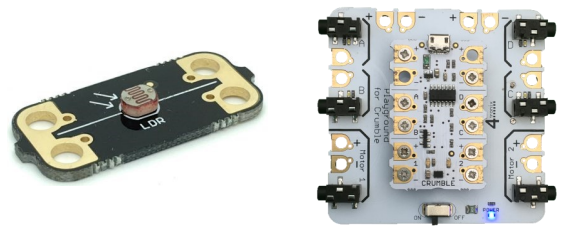
The LDR variable can only be used if the analogue input has been transferred inside as shown below.

```

    let LDR = analogue B
  
```



Crumble Playground Light Dependant Resistor



MC22

