Crumble Playground

Light Dependant Resistor

MC20

Wiring

A light dependant resistor can be connected to A, B, C or D
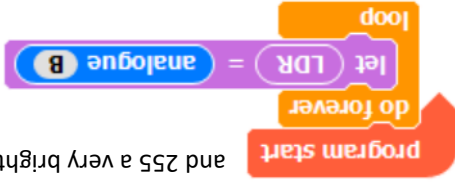
To Computer USB

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
do forever
    let LDR = analogue B
loop
```
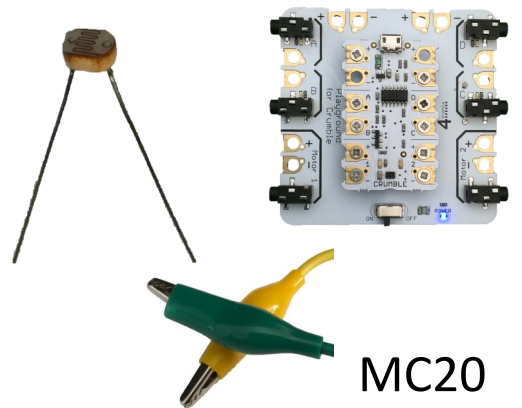
To test the LDR its input needs to be transferred into a variable. In this program the LDR attached to port B has been transferred into a variable called LDR. It has been placed inside a forever loop so the input will be updated continually. Equals = means the same as. You can see what number is inside the LDR on the variable page of the Crumble software. It will look like this.
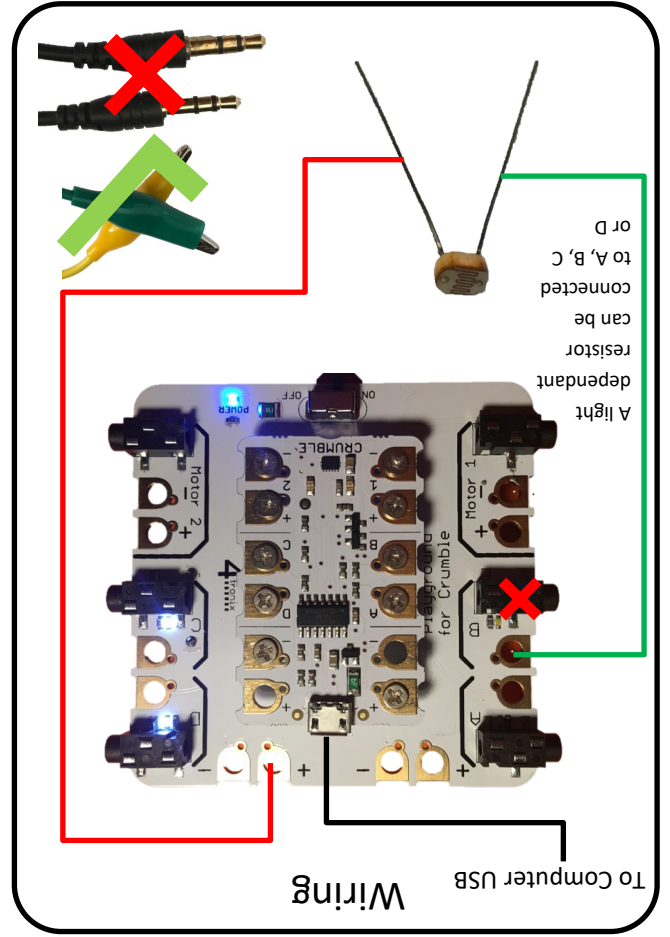
```
LDR   del   rename   149
```

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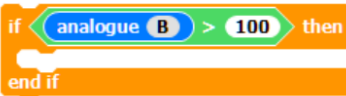

More Information

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.

```
wait until  LDR = 50
```

```
if  analogue B > 70  then

else

end if
```

```
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
```