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**Web Development  
STUDENT**



# Weasley's Hat

- CHRISTMAS TREE  
Set #40573



The lighting of the Christmas tree will work according to color brightness. To make it work, we are going to use a color sensor.

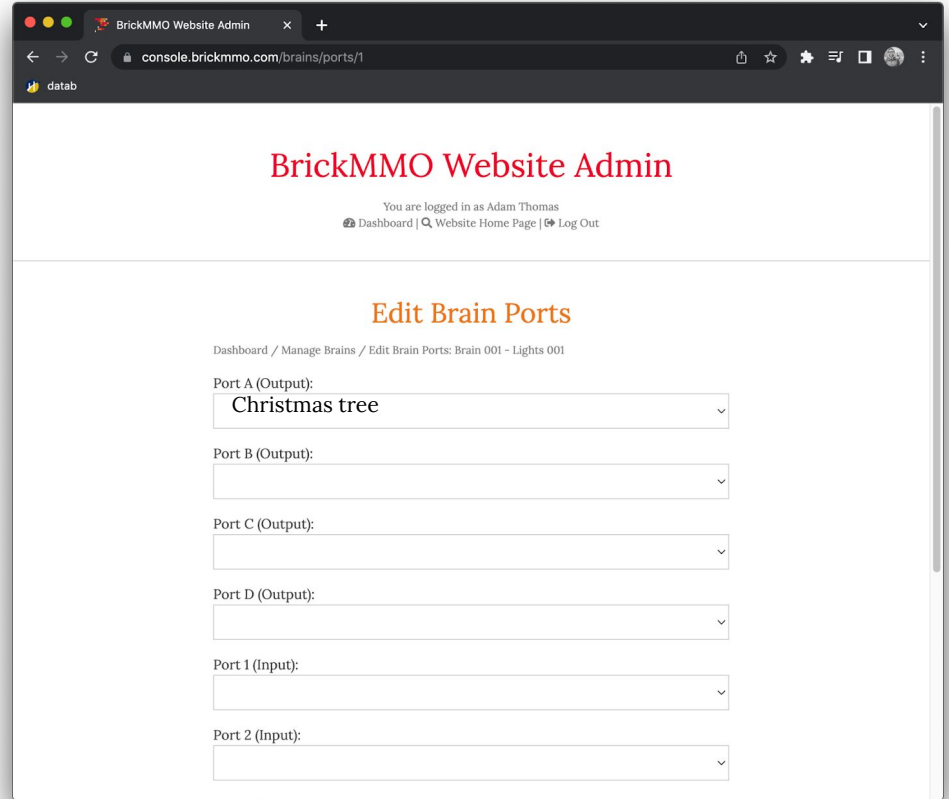
**Input** will be color brightness to the sensor.

**Output** led bulb will light.



## Requirements

Weasley's hat will require two output port on an EV3 brain.



## **Sensors**

The only output port(blub) will be attached to an EV3 brain.

## Port Settings

**Status:** Can be set to "on" or "off". When on **25% Dark** automatically on by the sensor.

BrickMMO Website Admin

You are logged in as Adam Thomas  
[Dashboard](#) | [Website Home Page](#) | [Log Out](#)

### Edit Port Settings

Dashboard / Manage Brains / Edit Port Settings: Brain 001 - Lights 001

Port A (Output - Lights):

Port B (Output - Lights):

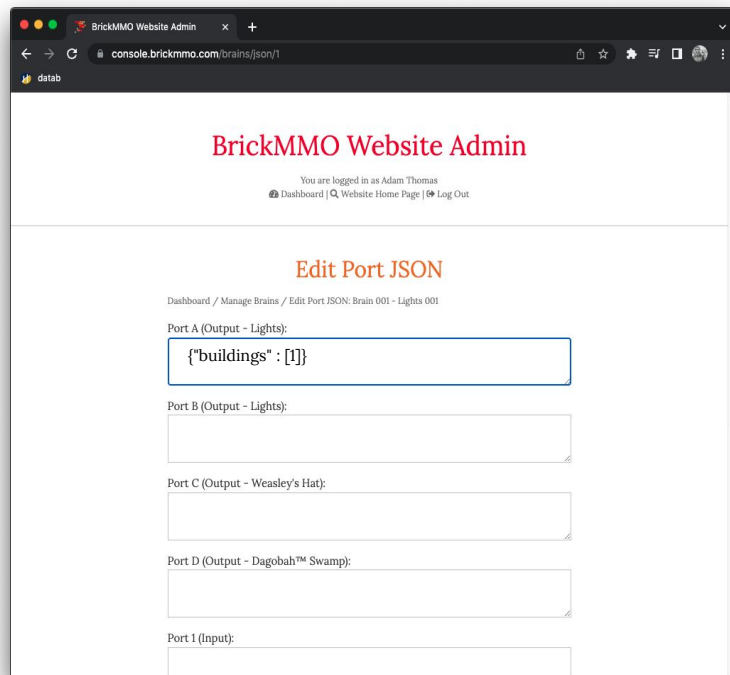
Port C (Output - Weasley's Hat):

Port D (Output - Dagobah™ Swamp):

Port 1 (Input):

## Port JSON

Christmas trees turn on light by a sensor



The screenshot shows a web browser window with the title 'BrickMMO Website Admin'. The address bar shows 'console.brickmmo.com/brains/json/1'. The page content includes a header with the title 'BrickMMO Website Admin' and a login status 'You are logged in as Adam Thomas'. Below this is a navigation bar with links for 'Dashboard', 'Website Home Page', and 'Log Out'. The main content area is titled 'Edit Port JSON' and shows a breadcrumb trail 'Dashboard / Manage Brains / Edit Port JSON: Brain 001 - Lights 001'. There are five form fields for editing port JSON data:

- Port A (Output - Lights): `{"buildings" : [1]}`
- Port B (Output - Lights):
- Port C (Output - Weasley's Hat):
- Port D (Output - Dagobah™ Swamp):
- Port 1 (Input):



## IoT Loop

```
If ( sensor > 25){ turn off light}  
else (sensor <= 25){ turn on light}
```

