Exercise 2: Button Click

Exercise:

This exercise requires you to use the button block to make a program that switches on an LED. When the button is released the LED must turn off.

In this exercise, you are required to make a sketch that checks if a button is pressed or not. If the button is pressed you must switch on an LED to indicate this.

The sketch above checks if the button is pressed if it is LED 11 is switched on else by default the LED is switched off. Therefore, LED 11 switches on only if the button is pressed.