Credit Name: Project C

Assignment Name: Phidgets mastery

How did you develop your ideas through the project?

I started playing with the address and opening codes, which was in that way how I learned how the code works and that I was supposed to only play with the "Use your phidgets" setting.

The first lesson I learned how to use the leds, addressing the right LED, and setting the time, and how to change the while loop, for any other conditioner and to make a pattern with them.

For the second lesson I started to use the buttons, pretty similar to the LED. I just learned that it is not only for the respective LED but can also be an independent work. It reminds me of what we had advertised about how a student could make a bomb with it. I don't think a bomb can be made with buttons and lights, but maybe use the buttons as an interrupter.

Third lesson is just a summary of what we had seen before, mixed in a simple function with the buttons and LEDs. I got the question if I should play with the brightness of the LEDs, but it doesn't look like it's possible.

The Tug of wars is a really interesting way to use the phidgets, and was a simple game modifying the code on lesson 3.

Lesson 4 We started using the Temperature sensor finally, I just got the weird feeling that the sensor is not really accurate, the temperature is always slowly increasing no matter what, even so the code works perfectly.

In lesson 5 we use the humidity sensor and it looks like it works better than the temperature sensor.

"Hot or Cold" practice project was pretty similar to how we use the buttons and LEDs, and by changing the condition to a for loop, we create a new code/project.

The final thermostat program is by far, the hardest project , i was planning to add a initial set to let the user set a temperature, but it doesn't works and complicates the code a lot, so i just put it away and let the user set the temperature while the rest of the code is running.