Assignment -3

Python Programming

| Assignment Date | 06 october 2022 |
|---------------------|-------------------------|
| Student Name | Mr. Karthick pandiyan R |
| Student Roll Number | 812419106023 |
| Maximum Marks | 2 Marks |

Question-1:

WRITE A PYTHON CODE FOR BLINKING LED FOR RASPBERRY PI.

Programs: import RPi.GPIO as GPIO import time #assign numbering for the GPIO using BCM GPIO.setmode(GPIO.BCM) #assingn number for the GPIO using Board #GPIO.setmode(GPIO.BOARD) cnt = 0MAIL_CHECK_FREQ = 1 # change LED status every 1 seconds $RED_LED = 4$ GPIO.setup(RED_LED, GPIO.OUT) while True: ifcnt == 0 : GPIO.output(RED_LED, False) cnt = 1else: GPIO.output(RED_LED, True) cnt = 0time.sleep(MAIL_CHECK_FREQ) GPIO.cleanup()

OUTPUT:

```
import RPi.GPIO as GPIO
import time
#assign numbering for the GPIO using BCM
GPIO.setmode(GPIO.BCM)
#assingn number for the GPIO using Board
#GPIO.setmode(GPIO.BOARD)
cnt = 0
MAIL_CHECK_FREQ = 1 # change LED status every 1 seconds
RED LED = 4
GPIO.setup(RED_LED, GPIO.OUT)
while True:
if
cnt == 0 :
GPIO.output(RED_LED, False)
cnt = 1
else:
GPIO.output (RED LED, True)
cnt = 0
time.sleep(MAIL_CHECK_FREQ)
GPIO.cleanup()
```

Question-2:

WRITE A PYTHON CODE FOR TRAFFIC LIGHT RASPBERRY PI.

PROGRAM:

```
from gpiozero import Button, TrafficLights, Buzzer

from time import sleep

buzzer = Buzzer(15)

button = Button(21)

lights = TrafficLights(25, 8, 7)

while True:

button.wait_for_press()

buzzer.on()

light.green.on()

sleep(1)

lights.amber.on()

sleep(1)
```

```
sleep(1)
lights.off()
```

buzzer.off()

Output:

```
BMM.py - C:/Users/user/AppData/Local/Programs/Python/Python37/IBMM.py (3.7.0)
File Edit Format Run Options Window Help
from gpiozero import Button, TrafficLights, Buzzer
from time import sleep
buzzer = Buzzer(15)
button = Button(21)
lights = TrafficLights(25, 8, 7)
while True:
            button.wait_for_press()
            buzzer.on()
            light.green.on()
            sleep(1)
            lights.amber.on()
            sleep(1)
            lights.red.on()
            sleep(1)
            lights.off()
            buzzer.off()
```