

## SoSLUG - GPIO Starter Kit ScratchGPIO - Random lights

Southend-on-Sea Linux Users Group (SoSLUG) http://www.soslug.org/

## Scratch GPIO

In this example we will use six LED's and make them flash in a random sequence. We will use the 'pick random' block and a variable, generating a random number between 1 and 6 and then using the simple 'if' block turn on the corresponding LED for 1 second, turn off all LED's and repeat 'forever' until the program is stopped running.

```
forever
 broadcast all off
set num to pick random 1 to 6
         num = 1
    broadcast pin 12 high
         num = 2
    broadcast pin 16 high
         num = 3
    broadcast pin 18 high
         num = 4
    broadcast pin 11 high
         num = 5
    broadcast pin 13 high
         num = 6
    broadcast pin 15 high
wait (1) secs
```