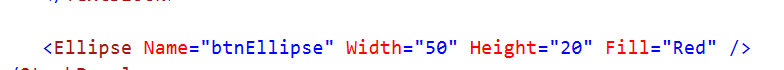
# Weather Station (Medium)

Using the knowledge from the FEZHat tutorial make a new application which mimics a weather station.

1. Create TextBlock’s for Light and Temperature
2. Use “fez.GetLightLevel()” and “fez.GetTemperature()” to update the TextBlock fields.
3. Knowing that the light level is returned as a double (a number with decimal places) in the range between 0 and 1, set the LED brightness to be light when it is dark and dark when it is light.  
   The LED brightness is set by choosing a colour, which can be made up of red, green and blue values. Each of these values must be a nondecimal (byte) number between 0 and 255. You can convert a double to a byte by using a cast, e.g.:

double d = 232.75; // note you have to first calculate the value in the correct range  
byte b = (byte)d;

1. Depict the value of the button using a coloured ellipse. When pressed it should be green, otherwise red. It should look like the following when not pressed:  
     
   

You can create an ellipse using the following code in your XAML:  


You can set the Color to green in the code behind by using the following code:

btnEllipse.Fill = new SolidColorBrush(Colors.Green);