# Virtual Jam 'Scratch 1.4': Virtual LED

## **Resister**

```
when clicked

forever

if touching BreadBoard ?

say Resister attached for 2 secs

broadcast Resister •
```

### **#RJAM**

```
when I receive Blue v

when I receive Pink v

switch to costume Pink v

when I receive Red v

switch to costume Red v

when I receive Yellow v

switch to costume Yellow v

when A clicked

switch to costume White v
```

## **LED**

```
when clicked

forever

if touching BreadBoard ?

say LED attached for 2 secs

when clicked

forever

if touching color ?

switch to costume White v

when I receive Yellow v

when I receive Blue v

switch to costume Blue v

when I receive Pink v

switch to costume Pink v

when I receive Red v

switch to costume Red v
```

### **Button**

```
when Button clicked
broadcast Red v
wait 1 secs
broadcast Pink v
wait 1 secs
broadcast Blue v
wait 1 secs
broadcast Yellow v
wait 1 secs
```

# **Wires**

```
when clicked

forever

if touching Pi ? and touching BreadBoard ?

say Pi and Breadboard connected for 2 secs
```