blinking_lights--

```python
#!/usr/bin/python
import RPi.GPIO as GPIO
import time
GPIO.setmode(GPIO.BCM)
GPIO.setup(17, GPIO.OUT)

def Blink():
    for i in range(0,10):
        print "blink #" + str(i+1)
        GPIO.output(17,True)
        time.sleep(1)
        GPIO.output(17,False)
        time.sleep(1)
    print "done!!"
    GPIO.cleanup()
Blink()
```

myBlinkingLed.py---

```python
#!/usr/bin/python
import RPi.GPIO as GPIO
import time
GPIO.setmode(GPIO.BCM)
GPIO.setup(17, GPIO.OUT)

def Blink(blinks):
    for i in range(0,blinks):
        GPIO.output(17,True)
        time.sleep(0.25)
        GPIO.output(17,False)
        time.sleep(0.25)
try:
    while True:
        for blink in range(3,5):
            Blink(blink)
            time.sleep(5)

except KeyboardInterrupt:
    GPIO.cleanup()
```
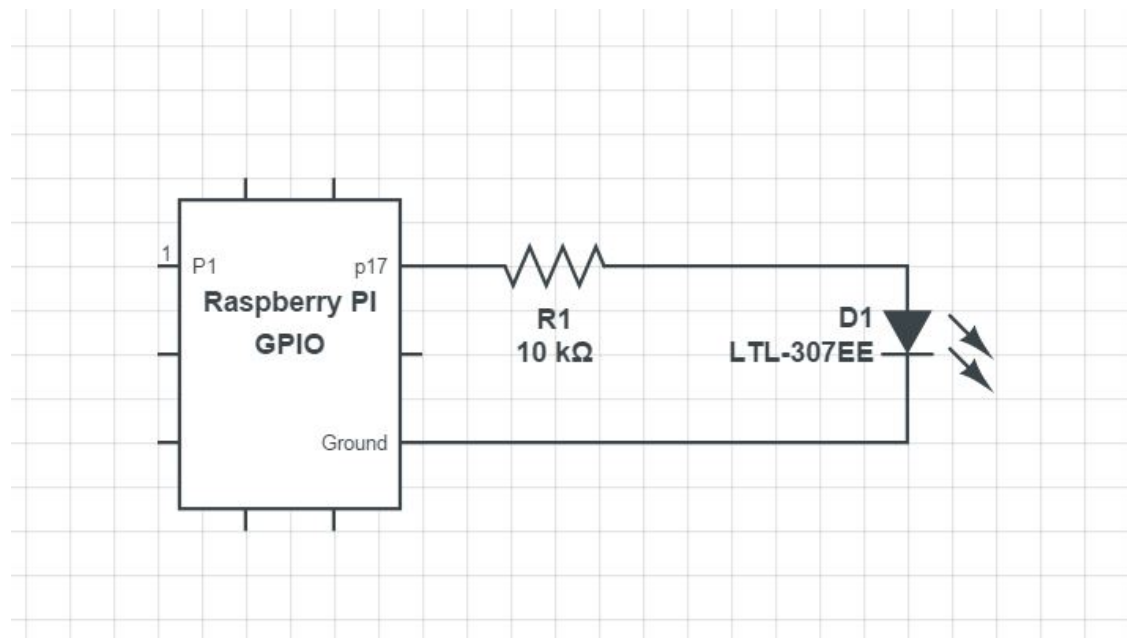

roxanne.py---

```python
#!/usr/bin/python
import RPi.GPIO as GPIO
import time
import pygame

GPIO.setmode(GPIO.BCM)
GPIO.setup(17, GPIO.OUT)
```

```
pygame.mixer.init()
pygame.mixer.music.load("/home/pi/Music/The Police - Roxanne.mp3")
pygame.mixer.music.play()

print "Roxanne by the Police"

while pygame.mixer.music.get_busy() == True:
    print "Put on the red light!!! "
    GPIO.output(17,True)
    time.sleep(1)
    GPIO.output(17,False)
    time.sleep(1)

    continue

GPIO.cleanup()

print "She turned off her red light"
```