

# A PharoThings Tutorial

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November 29, 2018

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# Illustrations



## Lesson 4 - LED Flowing Lights using OOP

Now we can play with the LEDs, turn them on, off, blink it and manipulate many at same time. Let's use object-oriented programming, OOP to create methods and classes, to build a simple program, to control the LEDs flow like as we want.

