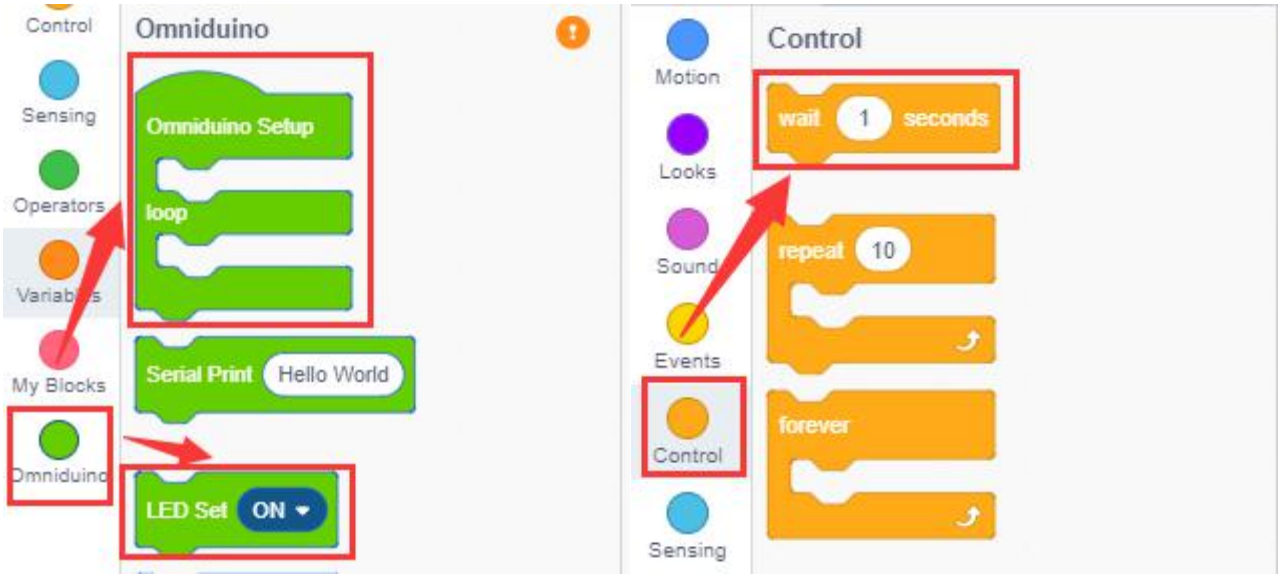
Light up LED

1. Learning goal

In this lesson, we will learn how to control LED light by graphical programming.

2. Looking for building blocks

The following is the location of the building blocks required for this programming.



1) The content in the Omniduino setup block will only run once when the Omniduino is turned on or the reset button is pressed.

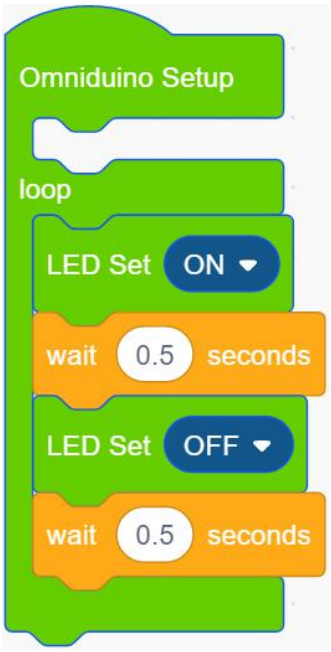
We can write into the initialization and other content in this block.

The content in the loop is the main loop function of the Omniduino car, most of the data processing and logic processing are completed in this function.

2) LED state blocks, you can choose between on and off.

3) The function of waiting for the blocks is equivalent to the delay function in the program. We can enter different values according to our needs. (Unit: second)

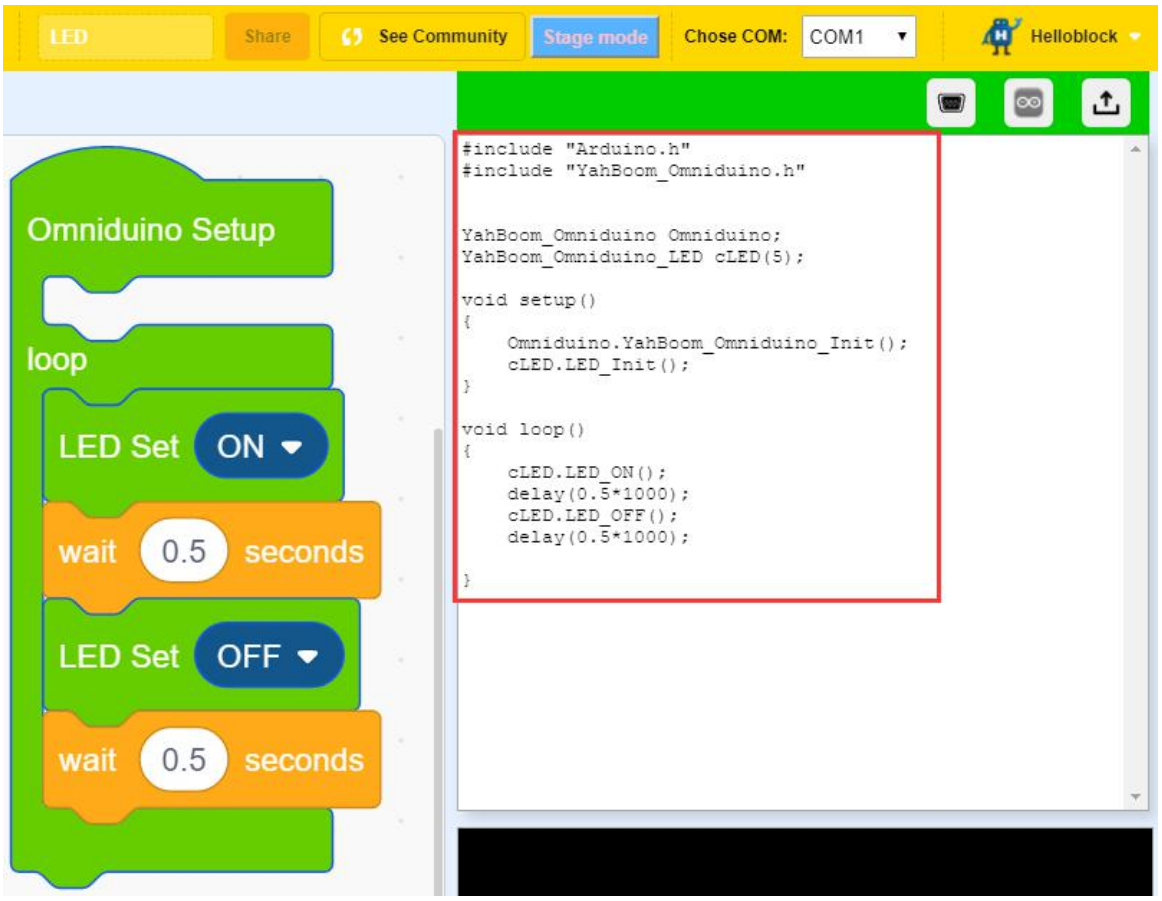
Combine blocks



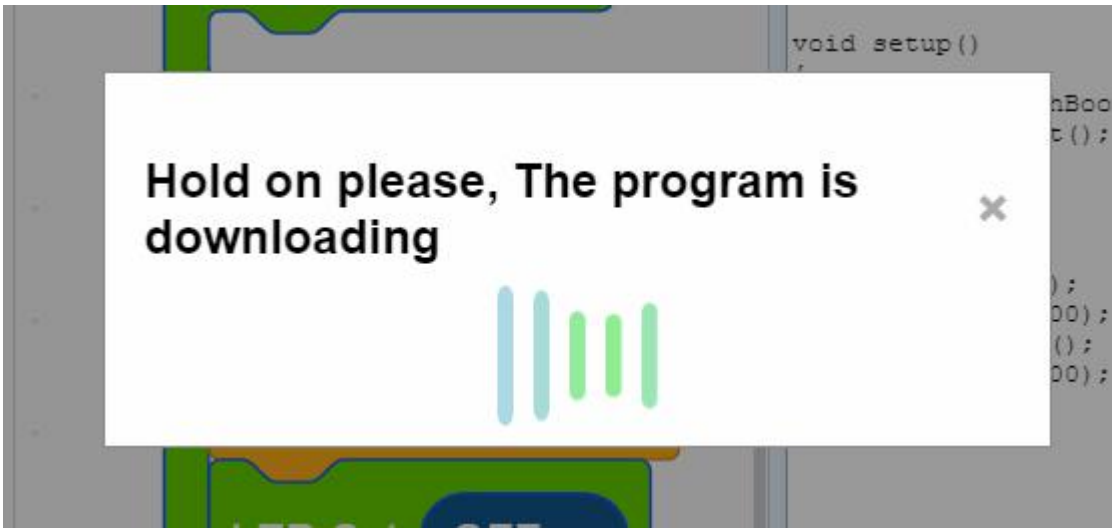
We set the waiting time to 0.5 seconds to achieve the flashing effect.

3. Compiling and uploading the program

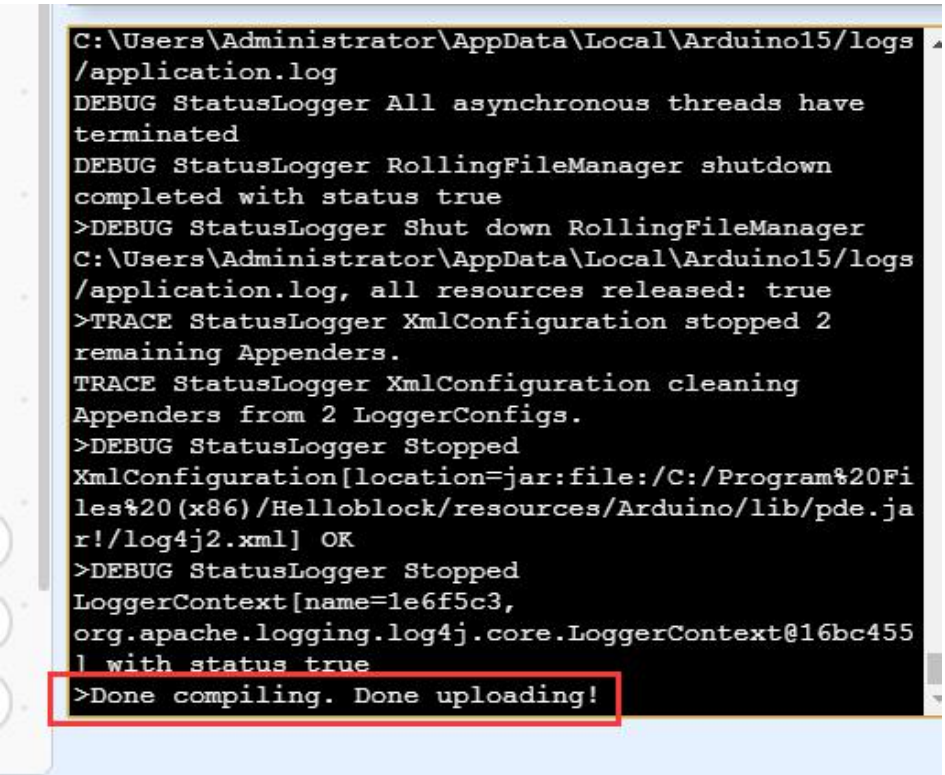
3.1 After building the blocks, click the **[code mode]** in the upper right corner of the Helloblock programming interface. We can see the corresponding Arduino code.



3.2 Then, you need to connect Omniduino car to your computer. Select the CH340 port number identified in the previous step in the upper right corner. Then, click the up arrow to start compiling and uploading the program.



3.3 When the words **"Done compiling Done uploading"** appear in the lower right corner of the programming interface, which means the program has been uploaded.



4. Experimental phenomenon

After the program is downloaded, we can see that the LED light on the side of the car is blinking.