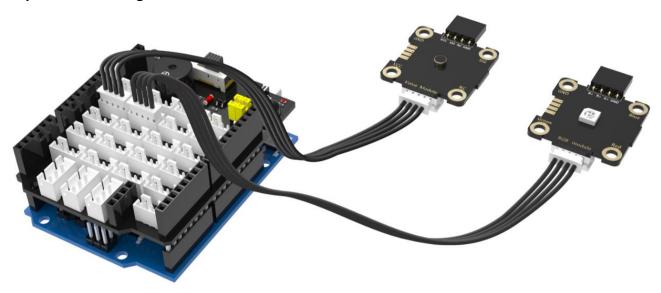
Experimental content: If there is sound be detected (sound data value exceeds the threshold), RGB light will light up for a while, then, it will close after a while.

Experiment preparation: UNO board *1, Plugkit sensor expansion board *1, 4pin cable(PH2.0) *2, USB data cable *1, Sound sensor module *1, RGB light module *1

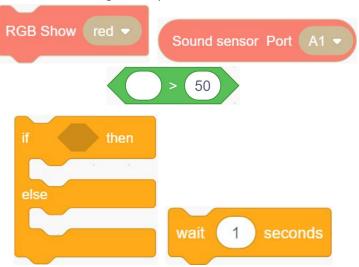
Experimental wiring:



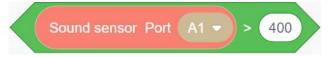
The RGB light module is connected to the interface of the sensor expansion board with silk screen (GND \sim 11 \sim 10 \sim 9), R +: \sim 10 G +: \sim 11 B +: \sim 9.

Experimental steps:

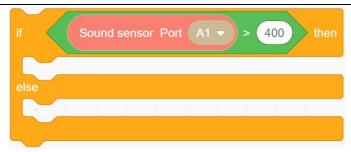
1. Select the following blocks in the [Plugkit], [Operators], [Control].



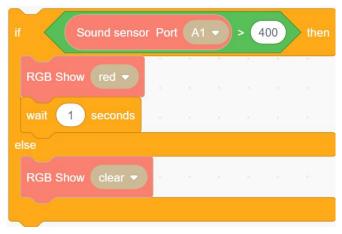
2.Put the sound sensor block to the left of the ">" sign of the comparison block, and modify the value to the right of the ">" sign to 400. In normally, the value of the sound sensor is $150 \sim 300$. If there is a loud sound, the value of the sound sensor is more than 400. Due to the difference of each sensor from the factory, the value collected by the sensor may be slightly different.



3. Put the block of last step combination into the diamond condition input of the conditional statement building block.

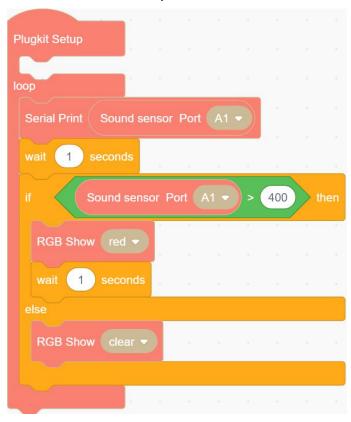


4.If the sound sensor value > 400, the red light is on for 5 seconds. If the sound sensor value < 400, the light is off.



5.Add the block combination from step 4 to the serial print block and the "wait for 1s" block to add them to the loop. In this way, you can also view the current value of the sound sensor through the serial port.

Note: If you need to see the value of the sound sensor when the value of the sound sensor is greater than 400, you also need to add a serial port block above the RGB show block.



6.Compiling and uploading programs.

Experimental phenomena: The main function of this program is to control the lights on and off by the sound.

