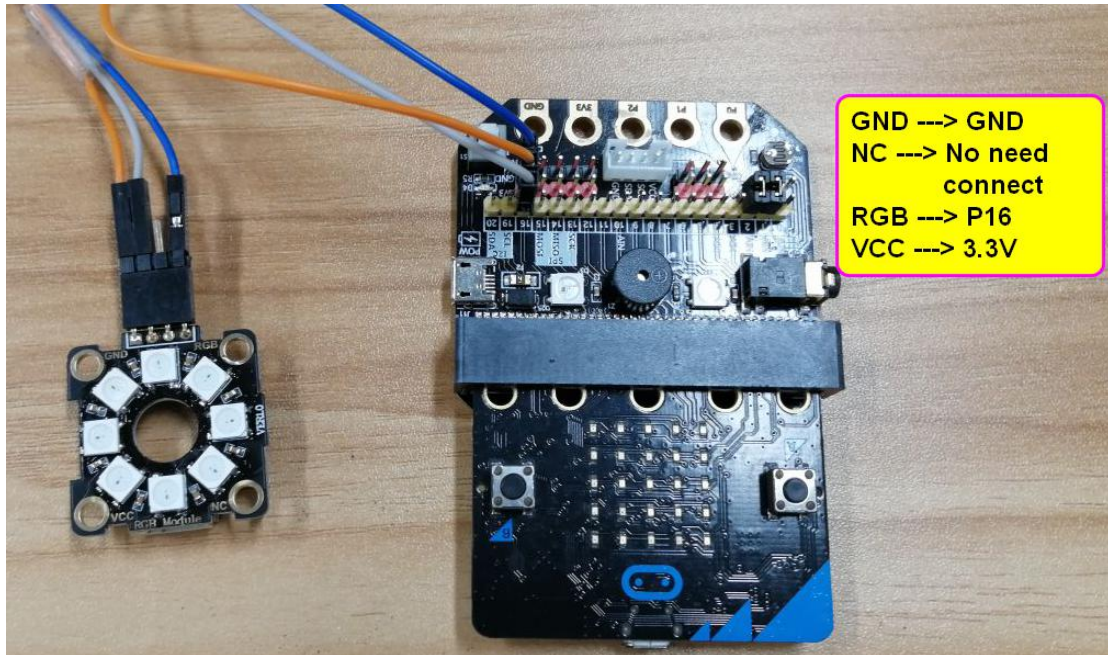## Water light

1. Learning target
In this course, we will learn how to use Micro:bit and RGB light module to achieve light up a RGB.

2. Preparation
Connect the module to Micro:bit board by expansion board, as shown below.

3.Programming method
Mode 1 online programming: First, we need to connect the micro:bit to the computer by USB cable. The computer will pop up a USB flash drive and click on the URL in the USB flash drive: http://microbit.org/ to enter the programming interface.

Mode 2 offline programming: We need to open the offline programming software. After the installation is complete, enter the programming interface, click 【New Project】, you can start programming.

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

5.Combine block

The summary program is shown below.

```
forever
    strip ▼  set pixel color at  0  to  indigo ▼
    strip ▼  show
    pause (ms)  200 ▼
    strip ▼  set pixel color at  1  to  indigo ▼
    strip ▼  show
    pause (ms)  200 ▼
    strip ▼  set pixel color at  2  to  indigo ▼
    strip ▼  show
    pause (ms)  200 ▼
    strip ▼  set pixel color at  3  to  indigo ▼
    strip ▼  show
    pause (ms)  200 ▼
    strip ▼  set pixel color at  4  to  indigo ▼
    strip ▼  show
```

```
    pause (ms)  200 ▼
    strip ▼  set pixel color at  5  to  indigo ▼
    strip ▼  show
    pause (ms)  200 ▼
    strip ▼  set pixel color at  6  to  indigo ▼
    strip ▼  show
    pause (ms)  200 ▼
    strip ▼  set pixel color at  7  to  indigo ▼
    strip ▼  show
    pause (ms)  200 ▼
    strip ▼  clear
    strip ▼  show
    pause (ms)  200 ▼
```

6.Experimental phenomena

After the program is downloaded successfully, all RGB lights on module are sequentially lit to indigo, achieving the effect of running water lights.