

PART 1: Now let's use Python and Pibrella

Task 1: Let's have some fun with Pibrella:

Go to:



=> Programming => Python 2 IDLE

Step 1: Import necessary modules

#Import the Pibrella module

Type `"import pibrella"` then hit the return key ←

Step 2: Turn on the LEDs and the buzzer

Type `"pibrella.light.red.on()"` then hit the return key ←

Type `"pibrella.light.red.off()"` then hit the return key ←

Type `"pibrella.light.green.on()"` then hit the return key ←

Type `"pibrella.light.green.off()"` then hit the return key ←

Type `"pibrella.light.yellow.on()"` then hit the return key ←

Type `"pibrella.light.yellow.off()"` then hit the return key ←

Type `"pibrella.buzzer.success()"` then hit the return key ←

Type `"pibrella.buzzer.fail()"` then hit the return key ←

Task 2: Guess the number game with Pibrella effects



=> Programming => Python 2 IDLE

File => Open

/home/pi/CoderDojo/Project08/Script02.py

To run:

Run Menu & Run module (F5)

Try to guess the number and notice the changes on the Pibrella.

Task 3: Make the Green light flash when you win the game

Read script02.py that you opened, update it so that the green LED flashes when you win the game.