**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.