I also created a new module named `lighting.py` in the GreyMatter folder that contains the following code:

```
import osfrom SenseCells.tts import tts
def very_dark():
    os.system('blink1-tool --white')
    tts('Better now?')

def feeling_angry():
    os.system('blink1-tool --cyan')
    tts('Calm down dear!')

def feeling_creative():
    os.system('blink1-tool --magenta')
    tts('So good to hear that!')

def feeling_lazy():
    os.system('blink1-tool --yellow')
    tts('Rise and shine dear!')

def turn_off():
    os.system('blink1-tool --off')
```

Now make the following edits/additions to the `brain.py` file:

```
from GreyMatter import notes, define_subject, tell_time, general_
conversations, play_music, weather, connect_proxy, open_firefox, sleep,
business_news_reader, twitter_interaction, imgur_handler, lighting

    elif check_message(['feeling', 'angry']):
        lighting.feeling_angry()

    elif check_message(['feeling', 'creative']):
        lighting.feeling_creative()

    elif check_message(['feeling', 'lazy']):
        lighting.feeling_lazy()

    elif check_message(['dark']):
        lighting.very_dark()

    elif check_message(['lights', 'off']):
        lighting.turn_off()
```

This acts as a small-scale replica of how you can control your house lighting, doors, and so on using programming. All you have to do is add this code to a separate file and make the appropriate changes to `brain.py`. This way, a command like "Smoothen lighting!" could make the your lights turn blue.