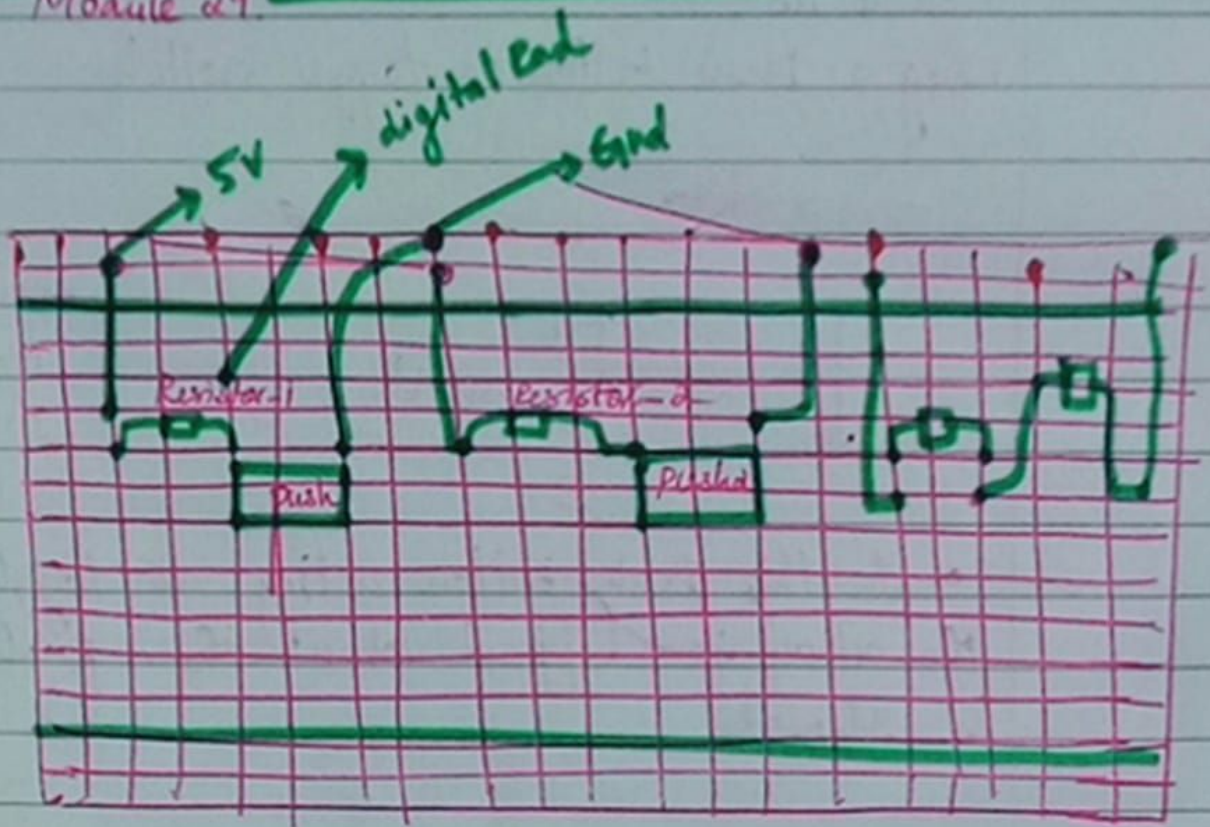


Module 29



concept;

when pushbutton1 == 0

{ Brightness = Brightness + 5; }

when pushbutton2 == 0

{ Brightness = Brightness - 5; }