from sense\_hat import SenseHat

import time

s = SenseHat()

s.low\_light = True

black = (0,0,0)

#outer space and insect wings

orange = (255,136,0)

#leaves

gray = (89,89,89)

#sky

yellow = (255,247,0)

#the insect and rainbow

green = (44,163,0)

#ground(grass)

red = (219,0,0)

#the bird and rainbow

brown = (133,77,0)

#dirt

dark\_brown = (66,39,0)

#wood

white = (255,255,255)

#galaxy

light\_yellow = (251,255,30)

#star

lime = (4,255,0)

#rainbow

blue = (0,129,184)

#earth in galaxy

def sapling():

o = orange

d = dark\_brown

G = green

b = brown

g = gray

logo = [

g,g,g,g,g,g,g,g,

g,g,g,g,g,g,g,g,

g,g,g,g,g,g,g,g,

g,g,g,g,g,g,g,g,

g,g,o,g,o,g,g,g,

g,g,g,d,g,g,g,g,

G,G,G,G,G,G,G,G,

b,b,b,b,b,b,b,b]

return logo

def tree():

o = orange

d = dark\_brown

g = gray

G = green

b = brown

logo = [

g,g,g,o,o,g,g,g,

g,g,o,o,o,o,o,g,

g,g,o,o,o,o,o,g,

g,g,o,d,o,o,g,g,

g,g,g,d,d,g,g,g,

g,g,g,d,d,g,g,g,

G,G,G,G,G,G,G,G,

b,b,b,b,b,b,b,b]

return logo

def bear\_fruits():

o = orange

d = dark\_brown

g = gray

G = green

b = brown

r = red

logo = [

g,g,g,o,o,g,g,g,

g,g,o,r,o,o,o,g,

o,g,o,o,o,r,o,g,

r,d,r,d,o,o,g,g,

o,o,d,d,d,d,o,g,

g,g,g,d,d,g,g,g,

G,G,G,G,G,G,G,G,

b,b,b,b,b,b,b,b]

return logo

def insect():

g = gray

d = dark\_brown

y = yellow

b = black

logo = [

g,g,d,d,d,d,g,g,

g,g,d,d,d,d,g,d,

g,g,d,d,d,d,d,d,

g,d,d,b,y,b,d,d,

d,d,b,y,y,y,b,g,

d,d,b,b,b,b,b,g,

g,g,d,b,y,b,g,g,

g,g,d,d,d,d,g,g]

return logo

def bird():

g = gray

r = red

y = yellow

b = black

logo =[

b,b,b,b,g,g,g,g,

g,g,g,g,r,r,g,g,

b,r,r,g,r,b,r,y,

g,r,r,r,r,r,g,b,

b,b,r,r,r,r,g,g,

g,g,r,r,r,g,g,g,

b,b,r,r,g,g,g,g,

g,g,g,g,g,g,g,g]

return logo

def rainbow():

r = red

o = orange

y = yellow

l = lime

d = dark\_brown

g = gray

G = green

b = brown

logo =[

g,g,g,r,r,r,g,g,

g,r,r,o,y,y,r,r,

r,y,o,o,o,l,y,y,

y,l,o,o,o,g,l,l,

l,g,g,d,g,g,r,g,

g,g,g,d,g,g,r,r,

G,G,G,G,G,G,G,G,

b,b,b,b,b,b,b,b]

return logo

def planet():

b = black

w = white

g = gray

G = green

logo =[

b,b,b,b,b,b,b,b,

b,b,b,b,w,b,b,b,

b,w,b,g,g,b,w,b,

b,b,g,G,G,g,b,b,

b,g,G,G,G,g,g,b,

b,g,g,g,g,G,g,b,

b,b,g,G,G,g,w,b,

b,b,b,g,g,b,b,b]

return logo

def galaxy():

b = black

y = light\_yellow

g = gray

w = white

B = blue

logo = [

b,y,b,b,b,b,b,b,

b,b,b,b,b,w,w,b,

y,b,b,b,w,w,w,b,

b,b,y,w,y,w,b,b,

y,b,w,y,y,w,b,b,

b,w,w,y,w,b,b,b,

b,w,B,g,b,b,y,b,

b,b,b,b,b,b,w,b]

return logo

images = [sapling,tree,bear\_fruits,insect,bird,rainbow,planet,galaxy]

count = 0

while True:

s.set\_pixels(images[count % len(images)]())

time.sleep(.875)

count += 1