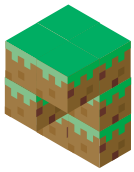
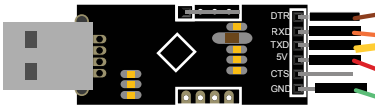
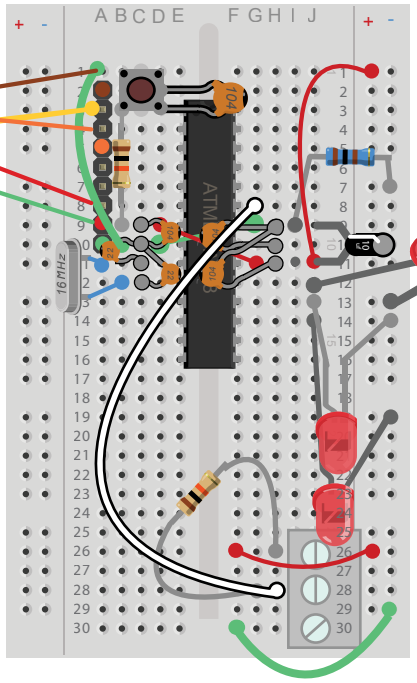
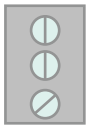








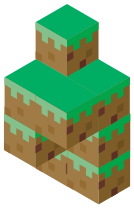
3pin Screw connector Block x1

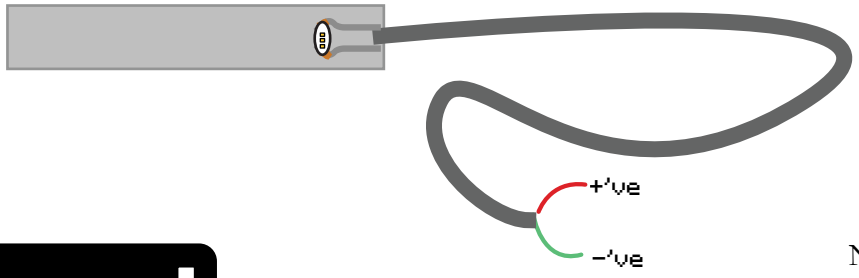
10KOhm Resistor (brown, black, orange) x1

Jumper wires x3

Connect a jumper wire (white) from G7 to F28: this is our analog read wire connected to ANALOG0 (A0) on the arduino chip pins

Connect a jumper wire F26 to the red (+'ve) rail to power the sensor
Add the 10K resistor between G28 & H26 for the sensor as a reference resistor
Connect a jumper wire F30 to the shareed ground rail (-'ve)



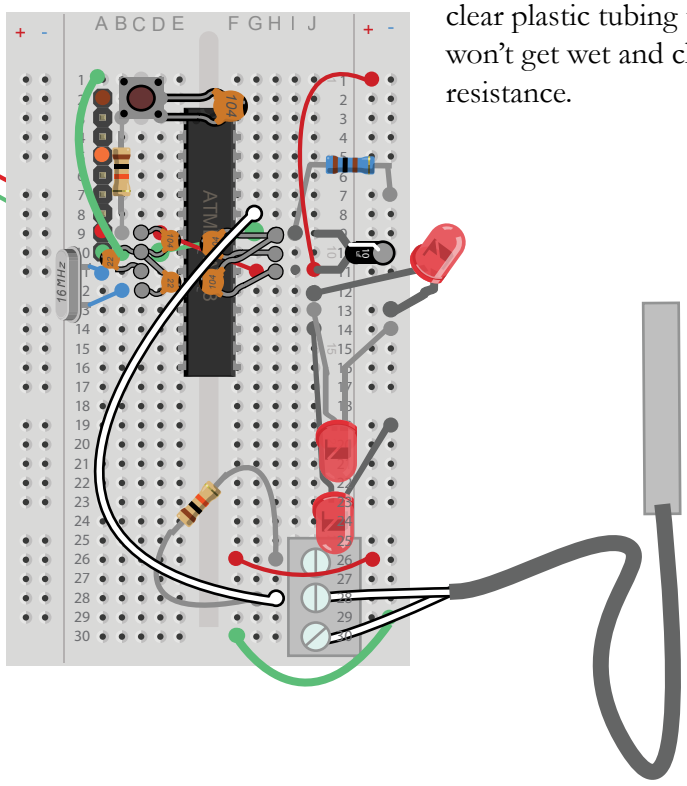


LDR (Light Dependent Resistor)

Waterproofed LDR Light sensor x1

Now add your light sensor to the board. This is an LDR sensor simply glue-gun sealed into some clear plastic tubing to ensure it won't get wet and change it' resistance.

3 x AAA Battery Holder (4.5V)



#Now use the USB connector to upload the **WaterLightSensor.ino** to the arduino. Use Arduino UNO as the board type and the serial port will be something like tty.SLAB_USBtoUART or COM0 etc

#Then to go wild and launch your sensor you need to disconnect your USB connector and hook up your battery pack: insert the red wire (+'ve) into A9 and the green wire (-'ve) into A10. Once connected we can stick the pack to the underside of the breadboard and seal within the bag the components came in with the temperature tail sticking out!

You may find you want to adjust the code to flash LEDs based on colder temperature readings.

LAUNCH with caution!