from vexcode import \*

def avgBrightness():

global total

global lineCounter

global avg

total = 0

lineCounter = 0

avg = 0.0

drivetrain.drive(FORWARD)

while not left\_bumper.pressed():

wait(5, MSEC)

if down\_eye.brightness(PERCENT) < 60:

lineCounter += 1

total += down\_eye.brightness(PERCENT)

brain.print("Brightness of",lineCounter,". Line: ",down\_eye.brightness(PERCENT))

brain.new\_line()

while not down\_eye.brightness(PERCENT) > 60:

wait(5,MSEC)

drivetrain.stop()

avg = total / lineCounter

brain.print("Average of Lines Brightness: ",avg)

def main():

avgBrightness()

stop\_project()

vr\_thread(main())

