from vexcode import \*

def getLineBrightness(lineCounter,bright):

brain.print(f"Brightness of {lineCounter}. Line: {bright}")

brain.new\_line()

def avgLineBrightness():

global bright

global brightnesses

global lineCounter

global total

global avg

total = 0

avg = float(0)

brightnesses = []

drivetrain.set\_drive\_velocity(100,PERCENT)

drivetrain.drive(FORWARD)

while not left\_bumper.pressed():

wait(5, MSEC)

if down\_eye.brightness(PERCENT) < 100:

bright = float(down\_eye.brightness(PERCENT))

brightnesses.append(bright)

lineCounter = len(brightnesses)

getLineBrightness(lineCounter,bright)

while not down\_eye.brightness(PERCENT) == 100:

wait(5,MSEC)

drivetrain.stop()

for x in brightnesses:

total += x

avg = total / lineCounter

brain.print("Average of Lines Brightness: ","{:.4f}".format(avg))

def main():

avgLineBrightness()

stop\_project()

vr\_thread(main())

**How to avoid ZeroDivisionError?**

If lineCounter doesn’t increase itself, program will be failed. So we must be careful about that.