```
# Make your creature input work
                                                                # Effect the output changes
                           12 button = Button()
                                                                146 motor.update(position1)
                                                                147 servo.update(position2)
                           63 def sense(self):
                                if button.sense() == True:
                                 return True
# Connect to the Great Interactive Reef
                                                                           # Force your creature to show one behaviour
                                                                           133 beh = behaviours.getBehaviour(self.state_day_nobody)
20: ecosystem = EcoSystem(ecosystem="reef",
  creature=creature, connect_to_ecosystem=False)
                                                                                               settings.py
                                                                          lib/timer.py
              code.py
                                ecosystem.py
                                                      creature.py
                                                                                   # Update your creature name in the reef
                               lib/components/
                                                                                    3: "password" : "#########",
                                                     behaviours.py
                                wifi_setup.py
                                                                                    6: "mqtt_broker_password" : "#########",
                                                                                    7: "mqtt_clientid": "team aadjan",
                                                    lib/varspeed.py
                               lib/components/
                                                          mqtt_setup.py
                                                                          # Change the envelope to define behaviour
                                                    lib/components/
                                                                          21 if state == self.state_day_somebody:
                                                    analog_input.py
                                                                               sequence1 = [(65000, 0.1, 1, "QuadEaseIn")]
                                                                          22
                                                          111111
                                                                          23
                                                                               loops1 = 0
                                                    lib/components/
                                                                               sequence2 = [(70, 0.1, 1, "QuadEaseIn"),
                                                                          24
                                                       button.py
                                                                          25
                                                                                 (110, 0.1, 1, "QuadEaseOut")]
                                                          26
                                                                               loops2 = 0
                                                                               return (sequence1, loops1, sequence2, loops2)
                                                                          27
                                                    lib/components/
                                                       buzzer.py
                                                          lib/components/
                                                    electro_magnet.py
                                                    lib/components/
                                                      neo_pixel.py
                                                    lib/components/
                                                    servo_motor.py
                                                    lib/components/
                                                       slider.py
                                                    lib/components/
                                                         tof.py
                                                    lib/components/
                                                    vibration_motor.py
```