# **Light Sensor Test**

Time required: 15 minutes

Please read all the directions carefully before beginning the assignment.

- Comment your code as shown in the tutorials and other code examples.
- Follow all directions carefully and accurately.
- Think of the directions as minimum requirements.

### **Understanding**

Please watch this short video about serial communication:

https://www.youtube.com/watch?v=GiidlydjKjI Duration: 2:05

Demonstrate understanding of:

#### light sensor, serial monitor

#### Requirements

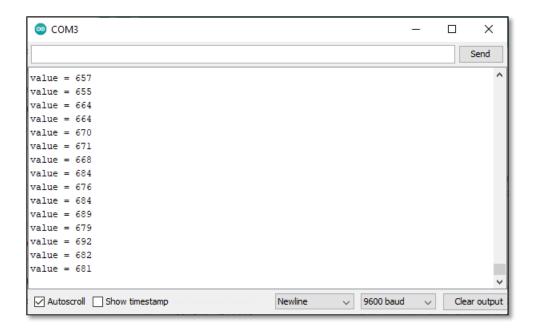
The mBot has a light sensor which can be used to create interactivity with the robot. The onboard light sensor has a sensitivity of 0 (dark) - 1024 (light).

This program uses the serial monitor to show the readings coming from the light sensor.

## **Tutorial Assignment**

- 1. Start the Arduino IDE. Save the sketch as **LightSensorTest**.
- 2. Complete and test the program as shown.
- 3. While the sketch is running: In the Arduino IDE, go to Tools → Serial Monitor to display the real time reading from the light sensor. Move your hand back and forth on top of the mBot. Notice the number changes.
- 4. Please include the serial monitor in your screencast.

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```
1 /**
   Offile LightSensorTest.ino
   @author William A Loring
3
   @version V1.0.0
4
5
   @Revised: 06/07/2017 Created: 12/10/2016
6
     @Description: Sample code for mBot onboard light sensor
7 */
8 #include <MeMCore.h>
                                     // Include the mBot library
9 // Setup global variables and objects
10 MeLightSensor lightSensor(PORT_8); // Setup the light sensor object
11 const int SENSOR DELAY = 50; // Sensor read delay in milliseconds
12
13 void setup() {
14 Serial.begin(9600); // Setup serial monitor
15 }
16
17 void loop() {
18 Serial.print("value = ");
                               // Print the results to the serial monitor
19 Serial.println(lightSensor.read()); // Brightness value from 0-1023
20
   delay(SENSOR DELAY);
                                      // Wait before next measurement
21 }
```

#### **Assignment Submission**

- **All students** → Attach finished programs to the assignment in Blackboard.
- **In class assignment submission** → Demonstrate in person.

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