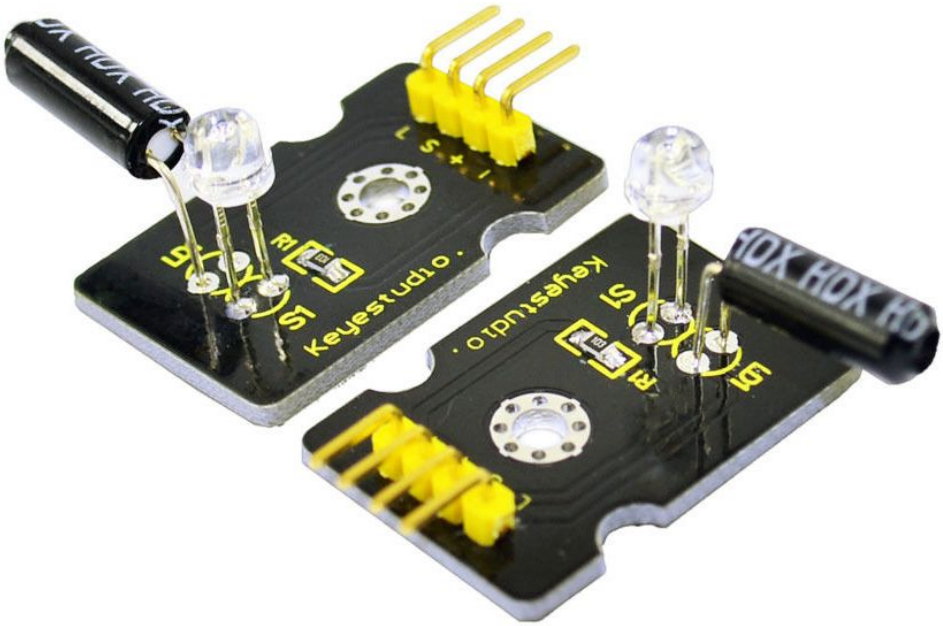
Magical Light Cup Module



Introduction

Magic light cup module is a module able to be interactive with ARDUINO developed by Shenzhen KEYES Robot Co. Ltd.

The principle is based on the principle of PWM dimming; The brightness of two modules change.

The mercury switch provides a digital signal and trigger PWM regulation, and then we can see the effect like changing two set of cups full of light through the program design.

Sample Code

```
int LedPinA = 5;
int LedPinB = 6;
int ButtonPinA = 7;
int ButtonPinB = 4;
int buttonStateA = 0;
int buttonStateB = 0;
int brightness = 0;
void setup()
{
pinMode(LedPinA, OUTPUT);
pinMode(LedPinB, OUTPUT);
pinMode(ButtonPinA, INPUT);
pinMode(ButtonPinB, INPUT);
```

```
}
void loop()
{
buttonStateA = digitalRead(ButtonPinA);
if (buttonStateA == HIGH && brightness != 255)
{
brightness ++;
}
buttonStateB = digitalRead(ButtonPinB);
if (buttonStateB == HIGH && brightness != 0)
{
brightness --;
}
analogWrite(LedPinA, brightness);
analogWrite(LedPinB, 2
55 - brightness);
delay(25);
}
```