Code voor Raspberry Pi

# OUTPUT TEST 2: ledje laten branden

import RPi.GPIO as GPIO

import time

GPIO.setmode(GPIO.BOARD)

GPIO.setup(7,GPIO.OUT)

GPIO.output(7,True)

time.sleep(3)

GPIO.output(7,False)

GPIO.cleanup()

# OUTPUT test 3: ledje laten flikkeren

import RPi.GPIO as GPIO

import time

GPIO.setmode(GPIO.BOARD)

GPIO.setup(7, GPIO.OUT)

for i in range(0, 50) :

GPIO.output(7,True)

time.sleep(1)

GPIO.output(7,False)

time.sleep(1)

GPIO.cleanup()

# INPUT test 4: ledje branden met knop

import RPi.GPIO as GPIO

GPIO.setmode(BCM)

GPIO.setup(17, GPIO.IN, pull\_up\_down=GPIO.PUD\_DOWN)

GPIO.setup(4, GPIO.OUT)

GPIO.output(4,0)

try:

while True:

if(GPIO.input(17) == 1):

GPIO.output(4,1)

print(‘Button Pressed’)

else:

GPIO.output(4,0)

except KeyboardInterrupt:

GPIO.cleanup()