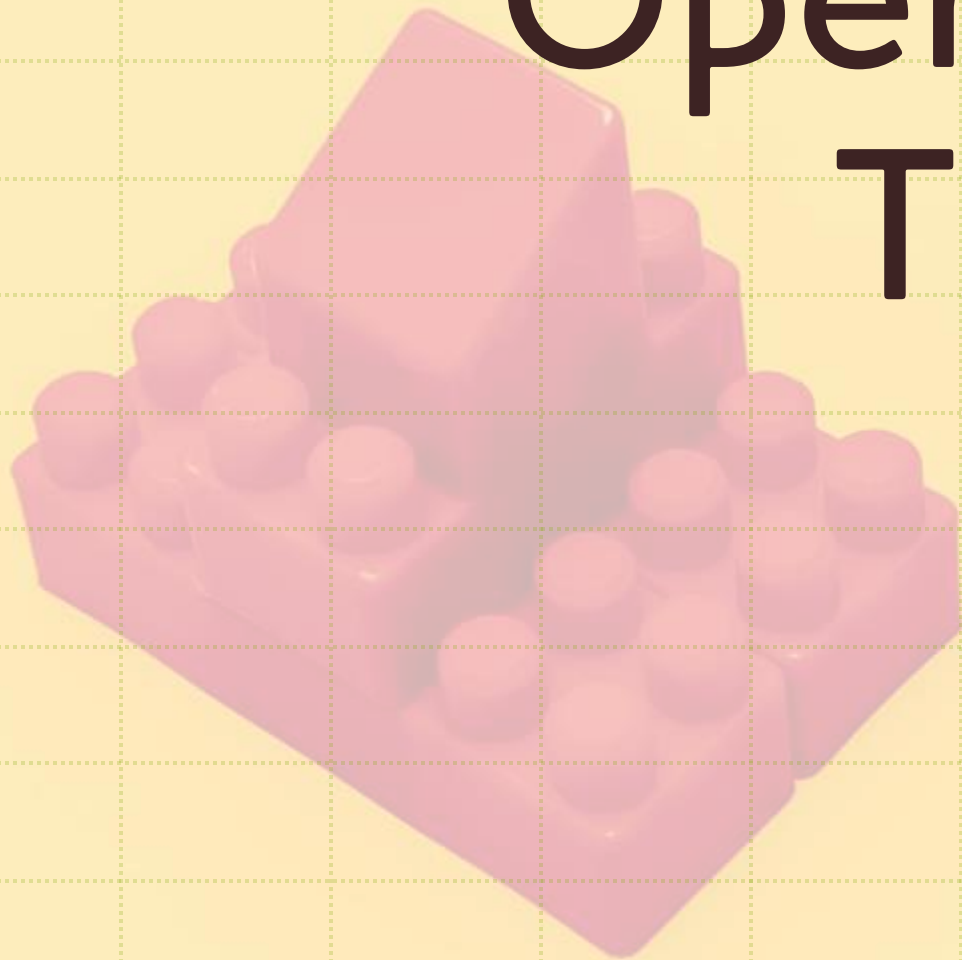


Open Design & Technology



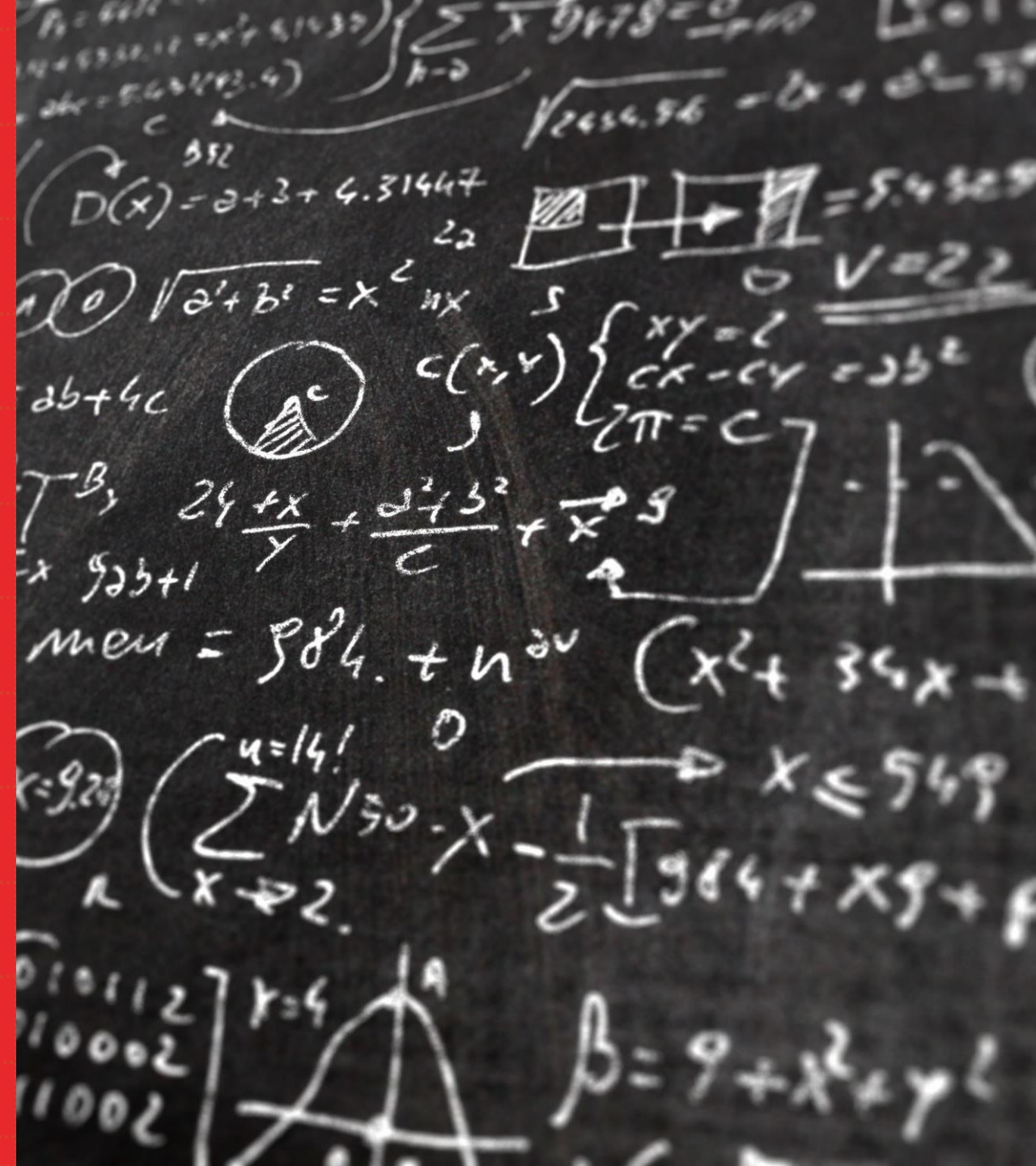
Empowering Designers to Embrace Technology



Week 2 Review

Week 3

Basic Programming



A Basic Computer



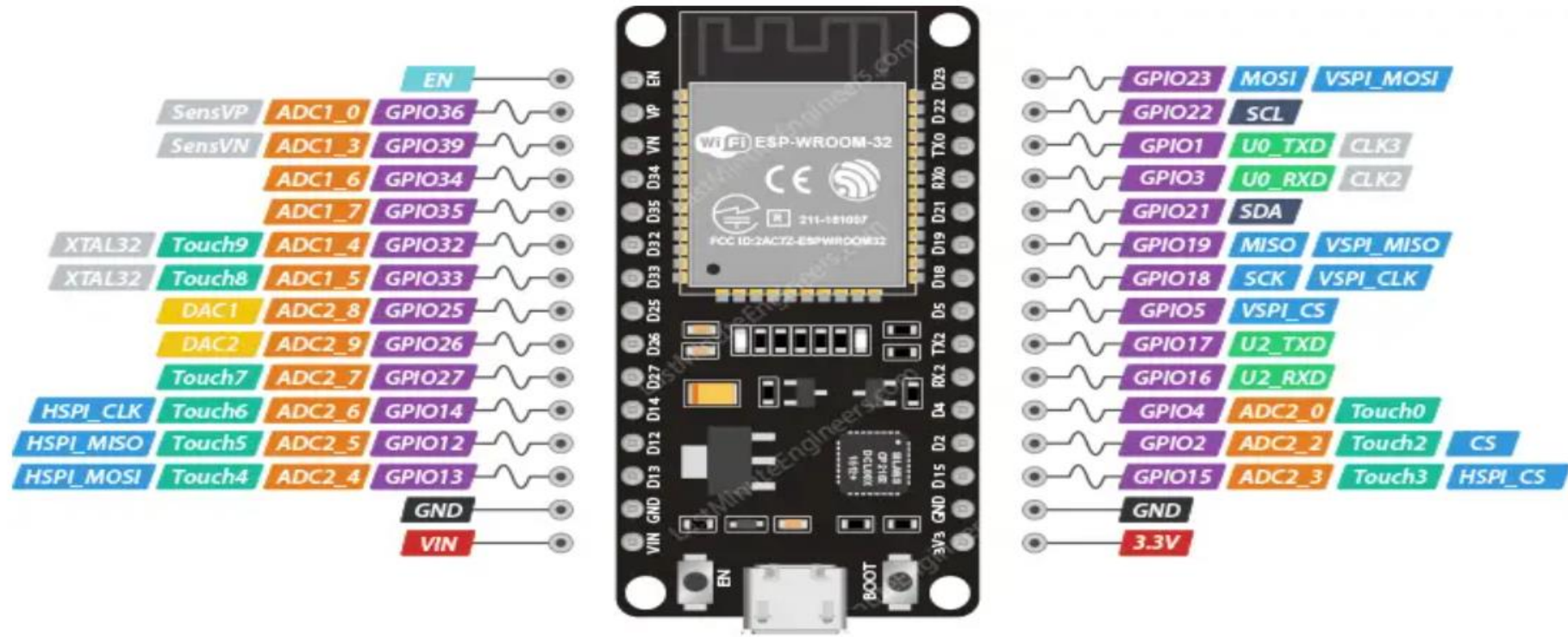
Computing Element

- Another Example
- Input | Output | Processing



The ESP32





Your first Python Code!



Coding Stage 1

LED

Delay Concept

Assignment Operator | Variable

2 or more external LEDs | Circuit Sketch

Circuit Debug : ESP32 Disconnect

Operators in Python

Operators	Type
+ - * / %	Arithmetic
< <= > >= == !=	Relational
&& etc.	Logical
& ^ etc.	Bitwise
= += -= *= etc.	Assignment

Relational

= =

Assignment

=

Coding Stage 1

Activity :

2 / more LEDs with different patterns

Circuit Debug : ESP32 Disconnect

Coding Stage 2

"while" Loop

Infinite "while" Loop

Breadboard + LED + Resistor (CC)

Circuit Debug : ESP32 Disconnect

```
mirror_mod = modifier_ob.  
Set mirror object to mirror  
mirror_mod.mirror_object  
operation == "MIRROR_X":  
mirror_mod.use_x = True  
mirror_mod.use_y = False  
mirror_mod.use_z = False  
operation == "MIRROR_Y":  
mirror_mod.use_x = False  
mirror_mod.use_y = True  
mirror_mod.use_z = False  
operation == "MIRROR_Z":  
mirror_mod.use_x = False  
mirror_mod.use_y = False  
mirror_mod.use_z = True
```

```
selection at the end -add  
mirror_ob.select= 1  
modifier_ob.select=1  
context.scene.objects.active  
("Selected" + str(modifier_ob))  
mirror_ob.select = 0  
= bpy.context.selected_object  
data.objects[one.name].select  
print("please select exactly
```

OPERATOR CLASSES

```
types.Operator):  
X mirror to the selected  
object.mirror_mirror_x"  
mirror X"
```

```
context):  
context.active_object is not
```

Coding Stage 2

Activity :

LED(s) + Resistor + Buzzer
+ Loops + More

Circuit Debug : ESP32 Disconnect



Capacitive Touch

Specific Pins

Anything Conductive



Coding Stage 3

"IF" Loop

And everything together!