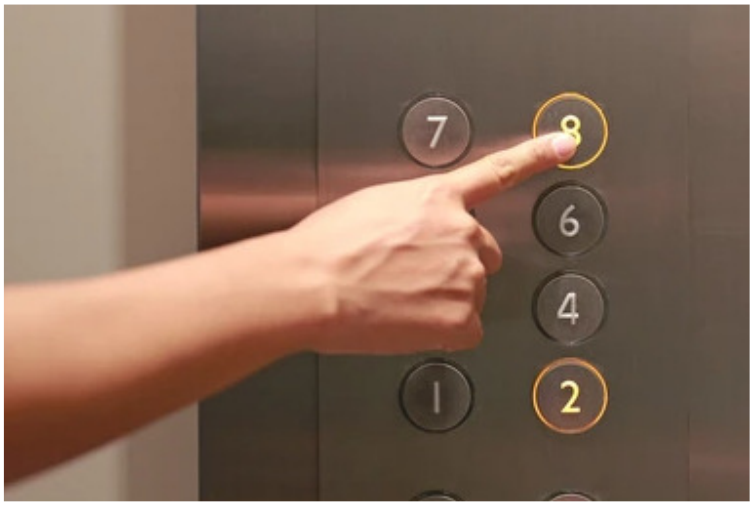
BUTTON

- INTERMEDIARY BETWEEN HUMANS AND COMPUTERS
- REPRESENTS A REQUEST WHICH A COMPUTERS SYSTEM UNDERSTAND



- IT IS KNOWN AS A INPUT TO THE COMPUTER SYSTEM
- THE COMPUTER SYSTEM UPON RECEIPT OF THE INPUT CARRIES OUT THE TASK REPRESENTED BY THE INPUT
- PRESSING 8 – MEANS SEND ME TO THE 8^{TH} FLOOR
- LEARN HOW TO PUT A TASK BEHIND A BUTTON

Refer to Pedestrian Crossing Handout (VIDEO)

Example 1 : Using Button

ex1.py

```
#importing libraries
from gpiozero import LED, Buzzer,Button
from time import sleep
from signal import pause

#give name to components - variables
red_led=LED(14)
green_led=LED(18)
buzz = Buzzer(25)
pc_button = Button(24)

#logic of program
pc_button.when_pressed = red_led.on
pc_button.when_released = red_led.off

pause()
```

Example 2 – Logic for Pedestrian Crossing

ex2.py

```
#importing libraries
from gpiozero import LED, Buzzer,Button
from time import sleep
from signal import pause
#give name to components - variables
red_led=LED(14)
green_led=LED(18)
buzz = Buzzer(25)
pc_button = Button(24)
#Logic of Program
red_led.on()
while True:
    sleep(10)
    red_led.off()
    green_led.on()
    sleep(15)
    green_led.blink(on_time=.5, off_time=.5,n=5)
    sleep(5)
    green_led.off()
    red_led.on()
```

Example 3 – Function Ex3.py

```
#importing libraries
from gpiozero import LED, Buzzer,Button
from time import sleep
from signal import pause
#give name to components - variables
red_led=LED(14)
green_led=LED(18)
buzz = Buzzer(25)
pc_button = Button(24)
#Functions
def greenman():
    sleep(10)
    red_led.off()
    green_led.on()
    sleep(15)
    green_led.blink(on_time=.5, off_time=.5,n=5)
    sleep(5)
    green_led.off()
    red_led.on()
#Logic of Program
red_led.on()
while True:
    greenman()
```

Example 4 : Using Button Ex4.py

```
#importing libraries
from gpiozero import LED, Buzzer,Button
from time import sleep
from signal import pause
#give name to components - variables
red_led=LED(14)
green_led=LED(18)
buzz = Buzzer(25)
pc_button = Button(24)
#Functions
def greenman():
    sleep(10)rt
    red_led.off()
    green_led.on()
    sleep(15)
    green_led.blink(on_time=.5, off_time=.5,n=5)
    sleep(5)
    green_led.off()
    red_led.on()
#logic of program
red_led.on()
pc_button.when_pressed = greenman
pause()
```