

## 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 2 – 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)
```

```
    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

```
pc_button.when_pressed = greenman
```

```
pause()
```