**Blink Without Delay**

**The Assignment:**

For this assignment, we wrote code for our Arduino Hardware (ESP32) and used the ‘Blink Without Delay’ functionality to read multiple sensors and outputs.

**Interaction Diagram:**

**A close up of text on a whiteboard

Description automatically generated**

**Reflection:**

I found this weekly assignment to be both interesting and challenging to implement the Arudino functionalities into my code, and for my state machine to run smoothly. I do feel more confident using Arduino and creating electrical patterns, hardware and using the ESP32. For this project to work, I had to make sure that my cables were connected to the right ports, and make sure there were no errors in the code, in order for the light to blink.