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#   Project: VEXcode Project

#   Author: VEX

#   Created:

#   Description: VEXcode VR Python Project

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# Library imports

from vexcode import \*

brain.clear()

def getLineBrightness(lineNo,lineBrightness):

brain.print(f"The brightness of line {lineNo} is {lineBrightness}\n")

# Add project code in "main"

def main():

global Bsum,cnt,control,avg

cnt=0

Bsum=0

avg=0

drivetrain.set\_drive\_velocity(100, PERCENT)

monitor\_sensor("left\_bumper.pressed")

monitor\_variable("avg")

drivetrain.drive(FORWARD)

# while bumper is 0 continue the loop

while not left\_bumper.pressed() :

control=1

#while brightness is less than 100, continue the loop

while down\_eye.brightness(PERCENT)<100:

#if control variable is not 0,add 1 to cnt and run func.

#add 1 to Bsum variable and make 0 the control variable

if control!=0:

cnt=cnt+1

getLineBrightness(cnt,down\_eye.brightness(PERCENT))

brain.new\_line()

Bsum=down\_eye.brightness(PERCENT)+Bsum

control=0

pass

wait(5, MSEC)

wait(5, MSEC)

if Bsum==0:

brain.print(Bsum,"Brightness is zero for black color")

brain.new\_line()

pass

else:

avg=Bsum/cnt

pass

drivetrain.stop()

stop\_project()

# VR threads — Do not delete

vr\_thread(main())