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#   Project: VEXcode Project

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#   Created:

#   Description: VEXcode VR Python Project

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# Library imports

from vexcode import \*

brain.clear()

#function is running

def getLineBrightness(\*LineList):

global Csum,avg,Linebrg

avg=0

Csum=0

for Linebrg in LineList:

Csum+=float(Linebrg)

wait(5, MSEC)

length=len(LineList)

avg=Csum/length

brain.print(f"average brightness is {avg} for {length} lines")

# Add project code in "main"

def main():

global control

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

drivetrain.drive(FORWARD)

#define the colors list

colors=[]

#if bumper is 0,continue the loop

while not left\_bumper.pressed() :

control=1

#if brightness is less than 100,continue the loop

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

if control!=0:

colors.append(down\_eye.brightness(PERCENT))

control=0

pass

wait(5, MSEC)

wait(5, MSEC)

#run the function

getLineBrightness(\*colors)

brain.new\_line()

#write the colors list to consol

brain.print(colors)

drivetrain.stop()

stop\_project()

# VR threads — Do not delete

vr\_thread(main())