

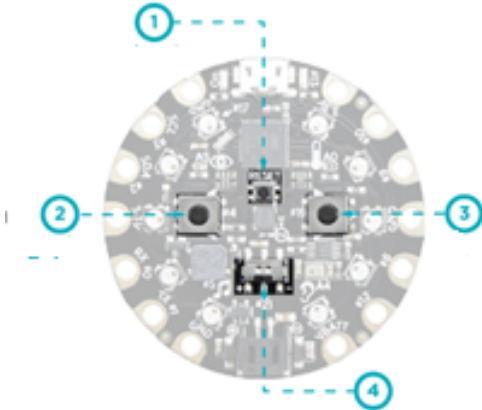
Unit 6 Lesson 5 partner work

Names: _____

5-6

Physical Input

The Circuit Playground can be used for more than just *outputting* information (like you've done with LED), it can also be used as an *input* device. The simplest forms of input available on the board are the **buttons** and the **switch**.



Identify the inputs and their possible states

1. Input: _____ states: _____

2. Input: _____ states: _____

3. Input: _____ states: _____

4. Input: _____ states: _____

Which one can NOT be programmed? _____

5-7 Complete this code

```
// switch controls LED on when open.  
onBoardEvent(toggleSwitch, " _____", function  
event(){  
    led. _____()  
});  
// switch controls LED off when closed.  
onBoardEvent(toggleSwitch, " _____",  
function(event) {  
    led. _____();  
});
```

5-8 // test to see if the Switch is open or closed and
change the light with the switch

```
onBoardEvent(buttonL, "down", function event(){  
    if(toggleSwitch. _____){  
        led. _____();  
    } else{  
        led. _____();  
    }  
});
```

5-9 Complete the program on the screen and show me.

```
//Checks if the switch is open or closed.  
onBoardEvent (buttonL, "down", function event ( ) {  
    if ( ) {  
        //Says "Open!"  
        setProperty ("open_close", "text", "Open!");  
    } else {  
        //Says "Closed!"  
        setProperty ("open_close", "text", "Closed!");  
    }  
});
```