

# Light Sensor Breakout Board

## Reference:

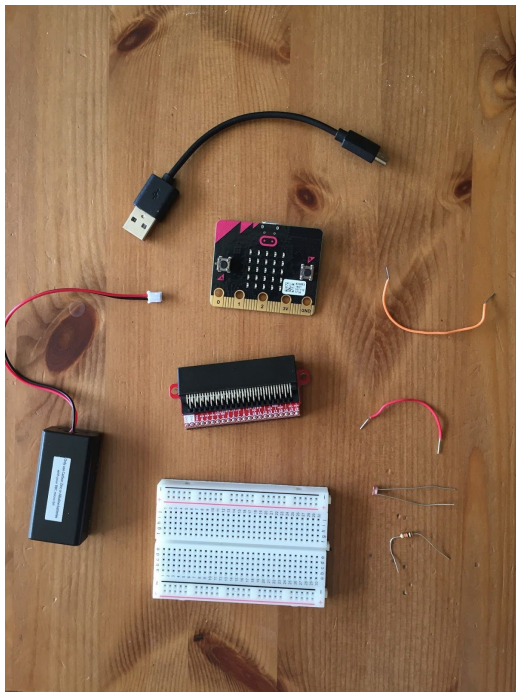
<https://www.andreagranti.it/2016/02/08/using-a-light-sensor-with-bbc-microbit-and-micropython/>

A simple light sensor can be created using a Micro:bit combined with a breakout board and breadboard. To start collect the parts below and carefully wire up the design below.

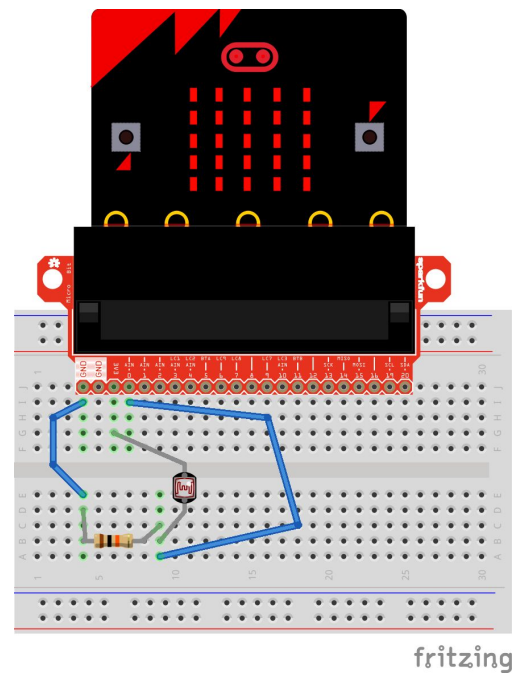
## Materials:

- 1 Micro:bit
- 1 battery pack (with 2 AAA batteries)
- 1 micro USB cable
- 1 micro photo cell
- 1 10,000 $\Omega$  resistor
- 2 connecting wires
- 1 bread board
- 1 breakout board (<https://www.sparkfun.com/products/13989>)

## Parts



## Wiring




Once this is built, you will need to go into a code editor (<https://makecode.microbit.org/>) and create the code below.


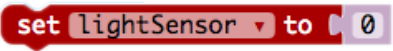
**Code:**

- 1) Start with a forever block





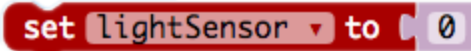
- 2) Go to the  category and click  at the top of the window.

- 3) Name the variable "lightSensor".

- 4) Drag in a  block and change it to  by clicking the down arrow.



- 5) Click the  drop-down to reveal more possible block types.

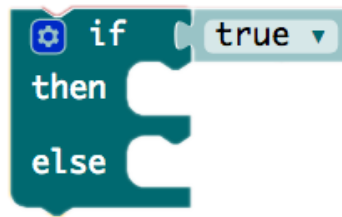
- 6) Go to the  category and select the  block. Connect it to the end of the  block. The result should be:



Please note, the pin that is the "analog read pin" is set to "P0". This corresponds to which pin you wired similar to above.

7) Now you need to determine if the light amount is 'high' or 'low'. To do this, you will need

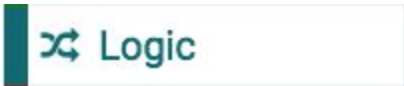

to use an "if...then...else..." conditional. Go to  drop-down to find and use the block below:



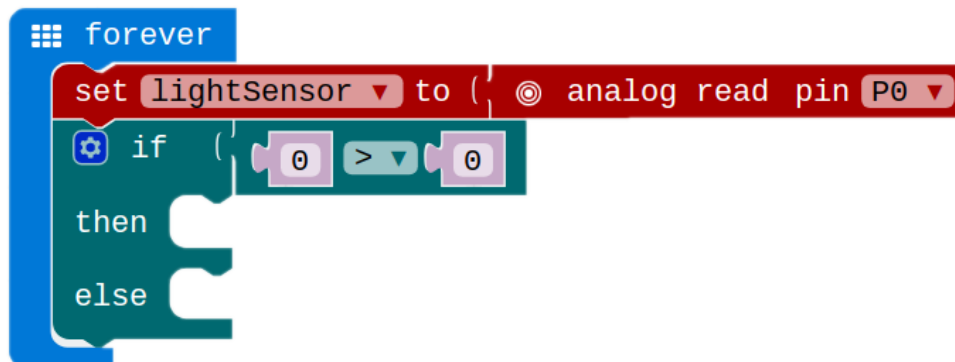
And insert it into the forever loop.



8) Now you need to set the conditions that you are comparing. First, go to

 and locate the comparison block 

and change the "=" sign to ">" (as in the image). Connect this block into the "if...then...else" block



9) Now you will need to compare the reading of the light sensor to a set value. First go to

**Variables** and select the variable block **lightSensor** and insert it into the if statement like:

A Scratch 'if' block with a gear icon. The condition is 'lightSensor' followed by a greater-than sign and the number '0'. The 'then' and 'else' sections are empty.

Now, set the 'zero' in your if statement to 512. This number is an arbitrary number. Once this project is built, try increasing and decreasing this number to see the effect on the 'sensitivity' of the project.

A Scratch 'forever' loop containing three blocks: 'set lightSensor to (analog read pin P0)', an 'if' block with condition 'lightSensor > 512', and empty 'then' and 'else' sections.

10) Finally, you can decide what you want to happen if it is 'bright' - lightSensor reading a value of more than 512; or 'dim' - lightSensor reading a value of less than 512. For this example, we have set the LED display to show a 'sun' for bright and 'moon' for dim.

**Final Result:**

A Scratch 'forever' loop containing three blocks: 'set lightSensor to (analog read pin P0)', an 'if' block with condition 'lightSensor > 512', and two 'show leds' blocks (one in the 'then' section and one in the 'else' section).

