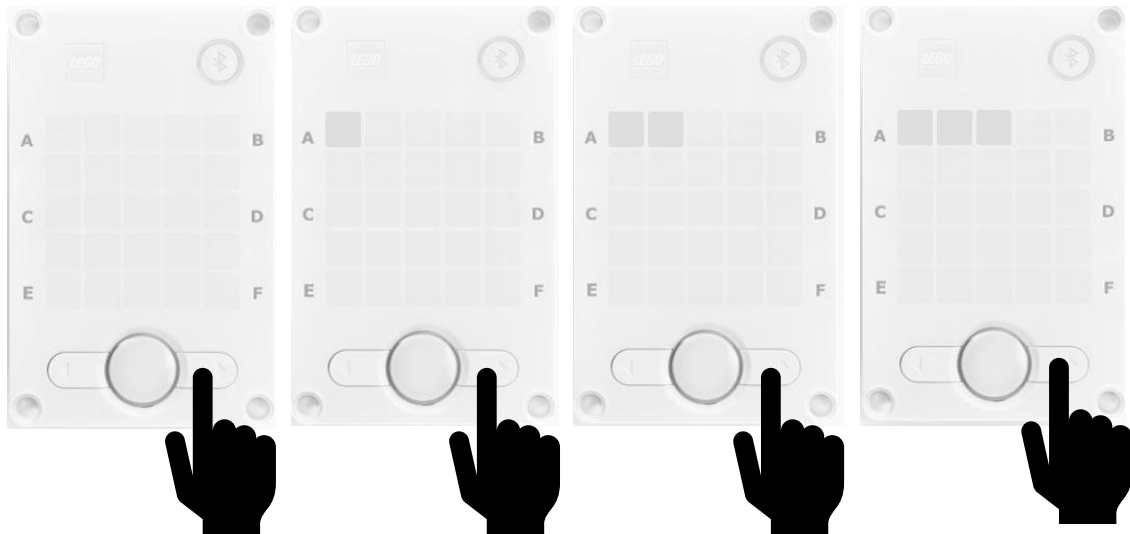
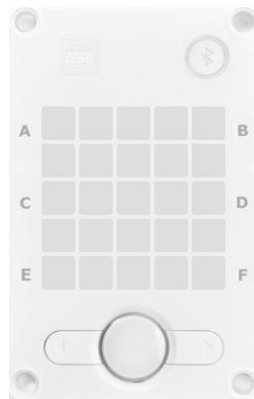


Capítulo 25 Encendido y apagado de LEDS

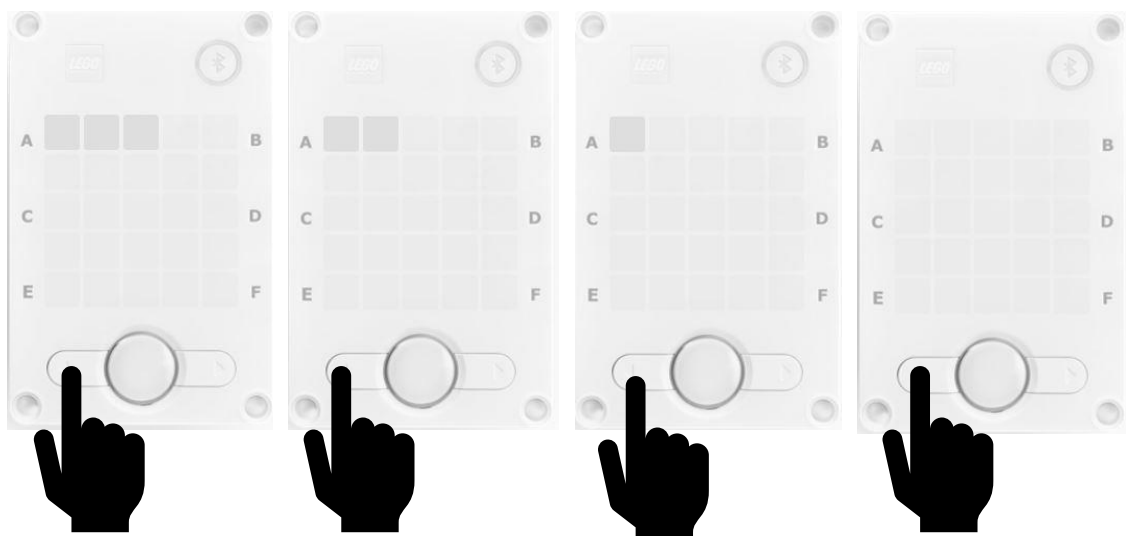
En este capítulo vamos a encender los leds con el botón derecho del Hub y con el izquierdo los vamos a apagar.



Así podemos continuar hasta encender todos los leds.



Con el botón izquierdo iremos borrando leds hasta poder apagarlos todos.



Código en bloques

The image shows a Scratch script on a grid background. The script starts with a 'when program starts' block, followed by 'set counter to 0'. A 'forever' loop contains several blocks: 'set x to 0', 'set y to 1', 'wait until' block for either the left or right button being pressed, an 'if' block for the left button press that subtracts 1 from the counter, another 'if' block for the right button press that adds 1 to the counter, a 'wait 0.3 seconds' block, and a 'repeat' block for 'counter' times. Inside this repeat block, there are 'sumar a x 1', an 'if x > 5' block that sets x to 1 and adds 1 to y, and a 'set pixel intensity at x, y to 100%' block. After the first repeat block, there is another 'repeat' block for '25 - counter' times, containing 'sumar a x 1', an 'if x > 5' block that sets x to 1 and adds 1 to y, and a 'set pixel intensity at x, y to 0%' block.

```
when program starts
  set counter to 0
  forever loop
    set x to 0
    set y to 1
    wait until (left button pressed) or (right button pressed)
    if (left button pressed) and (counter > 0) then
      sum from counter -1
    if (right button pressed) and (counter < 25) then
      sum from counter 1
    wait 0.3 seconds
    repeat (counter) times
      sum from x 1
      if (x > 5) then
        set x to 1
        sum from y 1
      set pixel intensity at x, y to 100%
    repeat (25 - counter) times
      sum from x 1
      if (x > 5) then
        set x to 1
        sum from y 1
      set pixel intensity at x, y to 0%
```