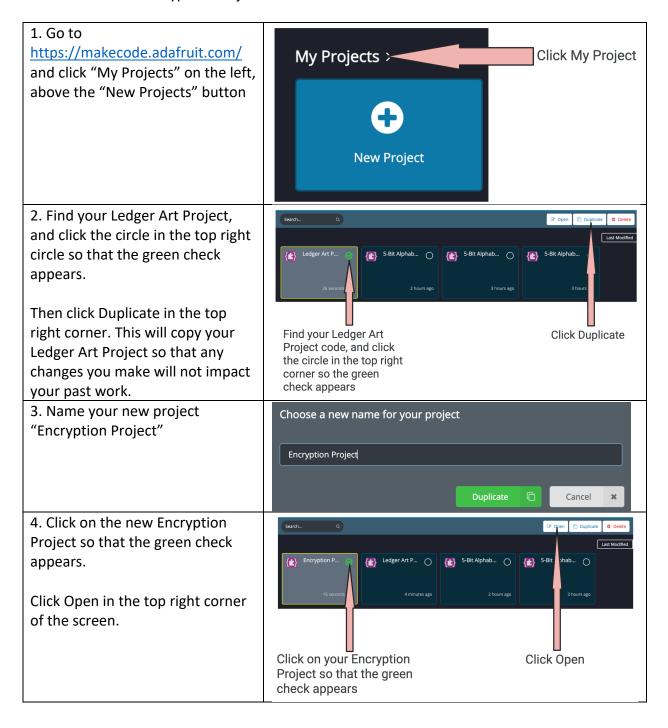
Setup the Encryption Project

Part 1: Create the Encryption Project



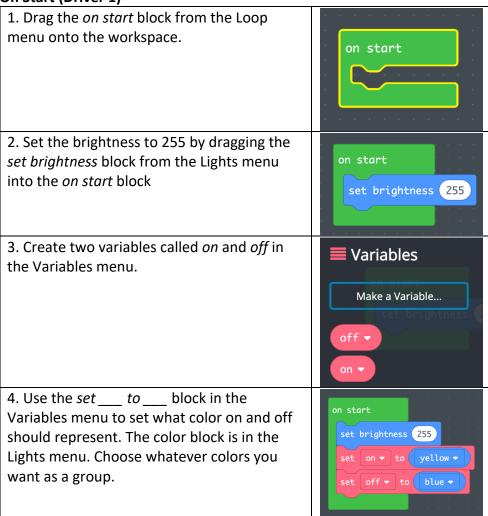
Part 2: Setup the Encryption Project

There are three parts to the code you will write:

- 1) On Start, where we set the colors of the *on* and *off* variables and set the brightness to 255
- 2) Functions, where we code the Neopixels of each letter
- 3) Forever, where we spell out each letter of the message and pause one second between each

On which partner's account was the duplicate of the Ledger Project code that we named Encryption Project? That person will be Driver 1. The other person will be Driver 2.

On Start (Driver 1)



Functions (Driver 2 start, switch after each function)

1. Add the *forever* block from the Loops menu to the workspace on the right, next to the *on start* block.

2. As a pair, decide on which letter you want to start with. You will end up creating all the letters required for both of your messages. Add the function below the on start block in the workspace. Functions are under Advanced.

3. Use your code from the *Program an Encrypted Message* handout to add the required code to your function. You can set the colors of the Neopixels inside the Lights menu. You can set your pixels to on and off using the variable blocks in the Variables menu. Finally, make sure you *console log* the name of the letter at the end of the function. You can find console log in Advanced ->

```
on start

set brightness 255

set on ▼ to yellow ▼

set off ▼ to blue ▼

on start

set brightness 255

set on ▼ to yellow ▼

set off ▼ to blue ▼
```



4. Make sure your function works as intended. We want to test each time we create a function. To do this, call the function name in the forever block. You can find the function block in Advanced→Functions.

```
on start

set brightness 255

set on v to yellow v

set off v to blue v

function A

set pixel color at 0 to off v

set pixel color at 1 to off v

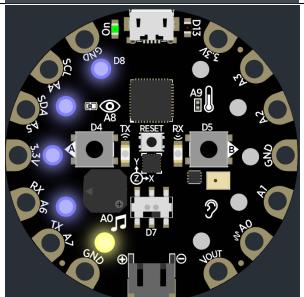
set pixel color at 2 to off v

set pixel color at 3 to off v

set pixel color at 4 to on v

console log "A"
```

5. Use the play button under the simulator and your *Program an Encrypted Message* handout to make sure your function runs as intended.



6. Switch drivers and make a new function for the next letter. Keep going until all letters have been completed for both partners.

Loop (each partner is the Driver for their own project)

