Mood Ring STEM/STEAM Event Handout

Set-up

Read, Get, Store Temp values to variable *t* and Display *t*

Use logic to check values of variable t.
Determine Mood

and Color.

Define moodevent()=

Prgm

Send "CONNECT TEMPERATURE 1 TO IN1"

key=" "

DispAt 1,"Digital Mood Ring"

DispAt 8,"Press esc key to quit"

While key≠"esc"

key=getKey()

Send "READ TEMPERATURE 1"

Get t

DispAt 4,"Temperature =",t,"°C"

If t<24 Then

Send "SET COLOR 255 0 0"

DispAt 5,"You are STRESSED"

EndIf

If t≥24 and t<26 Then

Send "SET COLOR 255 100 175"

DispAt 5,"You are HAPPY"

EndIf

If t≥26 Then

Send "SET COLOR 0 255 150"

DispAt 5,"You are RELAXED "

EndIf

Wait 0.5

EndWhile

Send "SET COLOR 0 0 0"

EndPrgm

Change mood by editing text.

Change colors by editing values, 0 to 255, of RED GREEN BLUE.

Change temperature ranges by editing threshold values.

While Loop

Wrap-up

Edit the program to make it your own.

```
Define moodevent()=
Prgm
Send "CONNECT TEMPERATURE 1 TO IN1"
key=" "
DispAt 1,"Digital Mood Ring"
DispAt 8,"Press esc key to quit"
While key≠"esc"
 key=getKey()
 Send "READ TEMPERATURE 1"
 Get t
 DispAt 4,"Temperature =",t,"°C"
 If t<24 Then
  Send "SET COLOR 255 0 0"
  DispAt 5, "You are STRESSED"
 EndIf
 If t≥24 and t<26 Then
  Send "SET COLOR 255 100 175"
  DispAt 5,"You are HAPPY"
 EndIf
 If t≥26 Then
  Send "SET COLOR 0 255 150"
  DispAt 5, "You are RELAXED "
 EndIf
 Wait 0.5
EndWhile
Send "SET COLOR 0 0 0"
EndPrgm
```

Change mood by editing text.

Change colors by editing values, 0 to 255, of RED GREEN BLUE.

Change temperature ranges by editing threshold values.

Mood Ring STEM/STEAM Event Handout – Halloween Edition

Define mood1031()= Prgm Send "CONNECT TEMPERATURE 1 TO IN1" Set-up key=" " DispAt 1,"Digital Mood Ring" DispAt 2,"Halloween Edition" DispAt 8,"Press esc key to quit" While key≠"esc" key=getKey() Read, Get, Store Send "READ TEMPERATURE 1" Temp values to Get t variable t and Display t DispAt 4,"Temperature =",t,"°C" If t<24 Then Send "SET COLOR 50 120 255" While Loop Use logic to DispAt 5,"You are a Zombie" EndIf check values of If t≥24 and t<26 Then variable t. **Determine Mood** Send "SET COLOR 255 0 0" and Color. DispAt 5,"You are a Vampire" EndIf If t≥26 Then Send "SET COLOR 160 42 42" DispAt 5,"You are a Mummy " EndIf Wait 0.5 **EndWhile** Send "SET COLOR 0 0 0" Wrap-up **EndPrgm**

Change mood by editing text.

Change colors by editing values, 0 to 255, of RED GREEN BLUE.

Change temperature ranges by editing threshold values.

Edit the program to make it your own.

```
Define mood1031()=
Prgm
Send "CONNECT TEMPERATURE 1 TO IN1"
key=" "
DispAt 1,"Digital Mood Ring"
DispAt 2,"Halloween Edition"
DispAt 8,"Press esc key to quit"
While key≠"esc"
key=getKey()
 Send "READ TEMPERATURE 1"
 Get t
 DispAt 4,"Temperature =",t,"°C"
 If t<24 Then
 Send "SET COLOR 50 120 255"
 DispAt 5,"You are a Zombie"
 EndIf
If t≥24 and t<26 Then
  Send "SET COLOR 255 0 0"
 DispAt 5,"You are a Vampire"
 EndIf
If t≥26 Then
 Send "SET COLOR 160 42 42"
  DispAt 5,"You are a Mummy "
 EndIf
 Wait 0.5
EndWhile
Send "SET COLOR 0 0 0"
EndPrgm
```

Change mood by editing text.

Change colors by editing values, 0 to 255, of RED GREEN BLUE.

Change temperature ranges by editing threshold values.