|  |
| --- |
| **Directions**: Use the Hub and other simulations to find the RGB values that make the colors of the Mood Ring. Fill the values into the chart and the code. |
|  |

|  |  |
| --- | --- |
| Color | RGB Value |
| Black | 0 0 0 |
| Red |  |
| Orange |  |
| Green |  |
| Turquoise |  |
| Cyan |  |
| Blue |  |
| Pink |  |
| Yellow |  |
| Purple |  |

 | If t<24 Then  Send "SET COLOR 0 0 0"  DispAt 5,"You are STRESSED" Elseif 24≤t<25 Then  Send "SET COLOR \_ \_ \_"  DispAt 5,"You are NERVOUS" Elseif 25≤t<26 Then  Send "SET COLOR \_ \_ \_" DispAt 5,"You are UNSETTLED" Elseif 26≤t<27 Then  Send "SET COLOR \_ \_ \_" DispAt 5,"You are ACTIVE" Elseif 27≤t<28 Then  Send "SET COLOR \_ \_ \_" DispAt 5,"You are RELAXED" Elseif 28≤t<29 Then  Send "SET COLOR \_ \_ \_" DispAt 5,"You are LOVEABLE" Elseif 29≤t<30 Then  Send "SET COLOR \_ \_ \_" DispAt 5,"You are ROMANTIC" Elseif 30≤t<31 Then  Send "SET COLOR \_ \_ \_" DispAt 5,"You are HAPPY" Elseif 31≤t<32 Then  Send "SET COLOR \_ \_ \_" DispAt 5,"You are TIRED" Elseif t≥32 Then  Send "SET COLOR \_ \_ \_" DispAt 5,"You are CALM" Endif |
| **Directions**: Use colored pencils that match the mood color to draw in the inequalities used in the code above. |