**Coding is Fun**

**Session 9 : Raspberry Pi Again**

**A Game . . . using GPIO**

1. **Remember those Boxes?**

That we used with the PIC?

Connect them to the Pi – using those GPIO pins

1. **Using the Breadboard**

Each row of 5 holes – has connectors  
Inside they are joined together  
Makes it easy to make up circuits quickly

1. **Inputs – not just Switches**

Connect input to EITHER VSS (0V) OR VDD (3.3V)  
Weak link to VDD via resistor (these were built into the PIC)  
Strong link to VDD when switch pressed

1. **Another Language – Another IDE**

Python – in IDLE3

1. **The MAIN Point**

Where does the programme start?

1. **Things to look for**

Defined values / constants

Loops

Timing

Routines – define a chunk of code – then ‘call’ it  
Reusable building blocks – avoid repetition  
Add structure – make code more readable

Setting up the GPIO pins – which pin does what?

Work through the code – can you see what it’s doing?

**Python runs on PCs and MACs too! And it’s FREE!**