

```
1 using System;
2
3 //Notwendig für Fehlerbeseitigung in Visual Studio 2015
4 namespace System.Diagnostics
5 {
6     public enum DebuggerBrowsableState
7     {
8         Never,
9         Collapsed,
10        RootHidden
11    }
12 }
13
14 class Program
15 {
16     private const double PAUSE = 0.5;
17     private int valueRed;
18     private int valueGreen;
19     private int valueBlue;
20     Random random = new Random();
21
22     public void BrainPadSetup()
23     {
24         BrainPad.LightBulb.TurnOn();
25         BrainPad.Wait.Seconds(PAUSE);
26         BrainPad.LightBulb.TurnOff();
27         BrainPad.Wait.Seconds(PAUSE);
28     }
29
30     public void BrainPadLoop()
31     {
32         //Lampe Rot
33         BrainPad.LightBulb.SetColor(BrainPad.Color.Red);
34         leuchten(255, 0, 0);
35
36         //Lampe Grün
37         BrainPad.LightBulb.SetColor(BrainPad.Color.Green);
38         leuchten(0, 255, 0);
39
40         //Lampe Blau
41         BrainPad.LightBulb.SetColor(BrainPad.Color.Blue);
42         leuchten(0, 0, 255);
43
44         //Lampe Cyan
45         BrainPad.LightBulb.SetColor(BrainPad.Color.Cyan);
46         leuchten(0, 255, 255);
47
48         //Lampe Magenta
49         BrainPad.LightBulb.SetColor(BrainPad.Color.Magenta);
50         leuchten(255, 0, 255);
51
52         //Lampe Gelb
53         BrainPad.LightBulb.SetColor(BrainPad.Color.Yellow);
54         leuchten(255, 255, 0);
55
56         //Lampe Weiss
```

```
57     BrainPad.LightBulb.SetColor(BrainPad.Color.White);
58     leuchten(255, 255, 255);
59
60     //Zufallsfarben
61     BrainPad.Display.Clear();
62     for(int i=0;i<5;i++)
63     {
64         valueRed = random.Next(256);
65         valueGreen = random.Next(256);
66         valueBlue = random.Next(256);
67         BrainPad.LightBulb.SetColor((double)valueRed/255, (double)           ↗
68             valueGreen/255, (double)valueBlue/255);
69         leuchten(valueRed, valueGreen, valueBlue);
70     }
71
72     private void leuchten(int vr,int vg, int vb)
73     {
74         BrainPad.Display.DrawText(0, 0, "Red   : " + vr.ToString("d3"),           ↗
75             BrainPad.Color.White);
76         BrainPad.Display.DrawText(0, 15, "Green : " + vg.ToString("d3"),           ↗
77             BrainPad.Color.White);
78         BrainPad.Display.DrawText(0, 30, "Blue  : " + vb.ToString("d3"),           ↗
79             BrainPad.Color.White);
80         BrainPad.LightBulb.TurnOn();
81         BrainPad.Wait.Seconds(PAUSE);
82         BrainPad.LightBulb.TurnOff();
83         BrainPad.Wait.Seconds(PAUSE);
84         BrainPad.Display.Clear();
85     }
86 }
```