```
1  //Nowendig für Visual Studio 2015
2  namespace System.Diagnostics
3  {
4      public enum DebuggerBrowsableState
5      {
6          Never,
7          Collapsed,
8          RootHidden
9      }
10 }
11
12 class Program
13 {
14     private double lightLevel;
15     private double value;
16     private BrainPad.Color grey;
17
18     public void BrainPadSetup()
19     {
20         grey = new BrainPad.Color(7, 15, 7);
21     }
22
23     public void BrainPadLoop()
24     {
25         lightLevel=BrainPad.LightSensor.ReadLightLevel();
26         value = System.Math.Round(10 * lightLevel);
27         BrainPad.LightBulb.SetColor((10 - value)/10, 0, 0);
28         anzeigen(40,64,BrainPad.Color.White, false);
29         anzeigen(120, 64, BrainPad.Color.Red, true);
30         BrainPad.Display.DrawText(23, 10, "Sensor", BrainPad.Color.White);
31         BrainPad.Display.DrawText(106, 10, "Actor", BrainPad.Color.White);
32         BrainPad.Display.DrawText(30, 110, "Light-Level: "+lightLevel.ToString
             ("N2"), BrainPad.Color.White);
33         BrainPad.Wait.Seconds(0.5);
34         BrainPad.Display.Clear();
35     }
36
37     private void anzeigen(int x0, int y0, BrainPad.Color Color, bool reverse)
38     {
39         int l, k;
40
41         if (!reverse)
42         {
43             l = (int)(value * 3);
44             k = (int)(System.Math.Round(value * System.Math.Sin
                 (System.Math.PI / 4)) * 3);
45         }
46         else
47         {
48             l = (int)(10 - value) * 3;
49             k = (int)(System.Math.Round((10 - value) * System.Math.Sin
                 (System.Math.PI / 4))* 3);
50         }
51
52         BrainPad.Display.DrawCircle(x0, y0, 30, Color);
53         BrainPad.Display.DrawLine(x0, y0-l, x0, y0+l, Color);
```

```
54          BrainPad.Display.DrawLine(x0+k, y0-k, x0-k, y0+k, Color);
55          BrainPad.Display.DrawLine(x0-l, y0, x0+l, y0, Color);
56          BrainPad.Display.DrawLine(x0-k, y0-k, x0+k, y0+k, Color);
57      }
58  }
59
60
```