

FIREWALKER FILL-IN-THE-BLANK

Instructions:

- Begin by discussing with your partner and instructor how you would write a set of instructions, a computer program, for lights to turn on for each step
- Using the Function Bank, fill in the functions where they belong
- “Comment” your code. In other words, translate the machine language to something you understand. Look for loops and if statements

Firewalker Code:

```
#include <Firewalker.h>
#include <Adafruit_NeoPixel.h>

#define N_LEDS 
#define SENSOR_PIN 
#define LED_PIN 

#define STEP_DOWN_THRESHOLD 
#define STEP_UP_THRESHOLD 

boolean stepping = false;

Firewalker firewalker(SENSOR_PIN, N_LEDS, STEP_UP_THRESHOLD);
Adafruit_NeoPixel strip =
  Adafruit_NeoPixel(N_LEDS, LED_PIN, NEO_GRB + NEO_KHZ800);

void setup() {
  
  strip.begin();
}
```



LED FIREWALKER CODE

```
void loop() {  
    
  
  if ( > )  
    stepping =   
  
  if ( < )  
    stepping =   
  
  (stepping);  
  
  for (int i = 0; i < N_LEDS; ++i)  
    strip.setPixelColor(i, firewalker.getLEDColor(i));  
  
    
  
  delayMicroseconds(1500);  
}
```



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