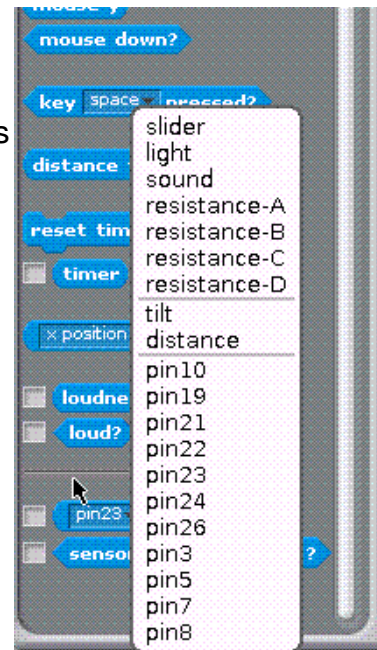


## Using Inputs (Raspberry Pi SCRATCHGPIO)

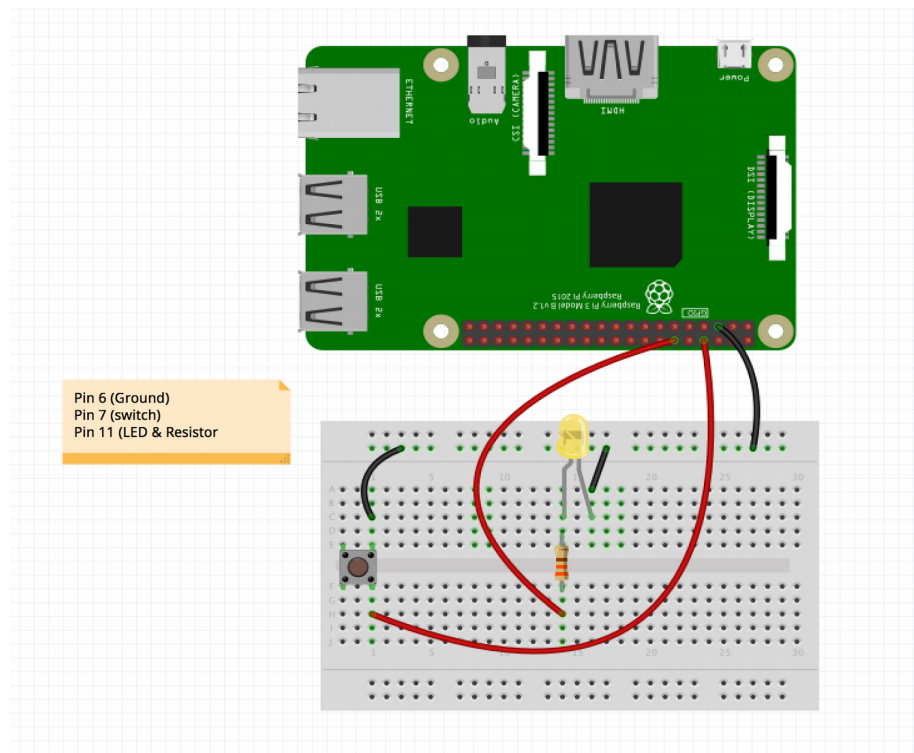
### Inputs

To check an input, go into the Sensing block and click on the word “slider” at the bottom and you’ll notice that you have pins 22,7,3,5,24,26,19,21,23,8 and 10. (more on a Rpi 3)



If you connect a switch to one of these pins and the other side of the switch to 0V/GND (pin6), then you can detect when the switch is open or closed. The pins will normally give a value of 1 and change to 0 when the switch is closed. Add a switch to your breadboard and use the jumpers to connect to pin 7 and to Ground (pin 6). Click on the pin7 to select it.

Check off the box in front of “sensor value” to show the value ( 1 or 0 ) on the stage (upper right).



Can you write a script that starts the blink program when you press the switch?