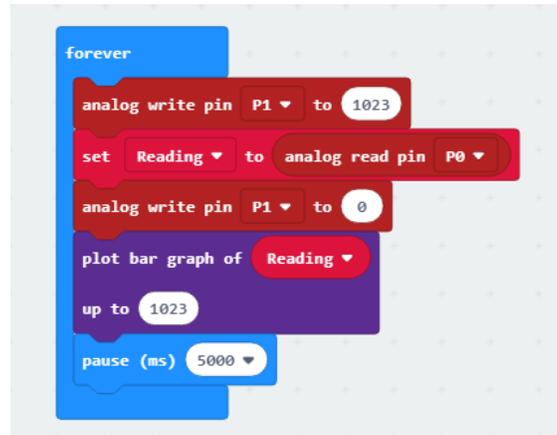
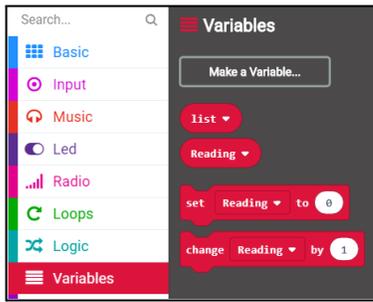


Moisture Detector [Code is here](#)

Make a variable called **Reading**



Use the **Forever** loop

Click **Advanced** and **Pins**

Get the **analog write pin** block

Add it to the loop

Set the pin to **P1** and the number to **1023**

(1023 is the max. current)

In **Variables** get the **set Reading to** block

Place it under the **analog write pin** block

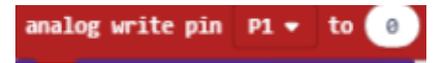
In Pins select the **analog read pin P0** block

Place it inside the **set Reading to** block in the white circle 0



In **Variables** get the **analog write pin P0** block. Set pin to **P1** and leave the **0**

Place it under the **set Reading to** block



Now **create a graph** that will show more dots the higher the reading.

In Leds get the **Set bar graph to** block

Go to **Variables** and get a **Reading** block and drop into the first 0. Set the 2nd 0 to **1023**.

Now display a tick or cross depending on if moisture is detected.

In **Logic** get an **If True Then Else** block

In Logic >Comparison get a **Less than** block



Drop this into the **If Then Else** block

Go to **Variables** and get a **Reading** block and drop into the first 0

Set the 2nd 0 to around 400 (max. dry reading)

Go to Basic and get 2 Icon blocks

Set the first to tick and add it under the **if then** block

Set the 2nd icon to X and put it under the **else**

At the end (still inside the **Forever loop** add a **Pause** block from Basic and

set it to **5000**

Now Give a reading when Button A is pressed

