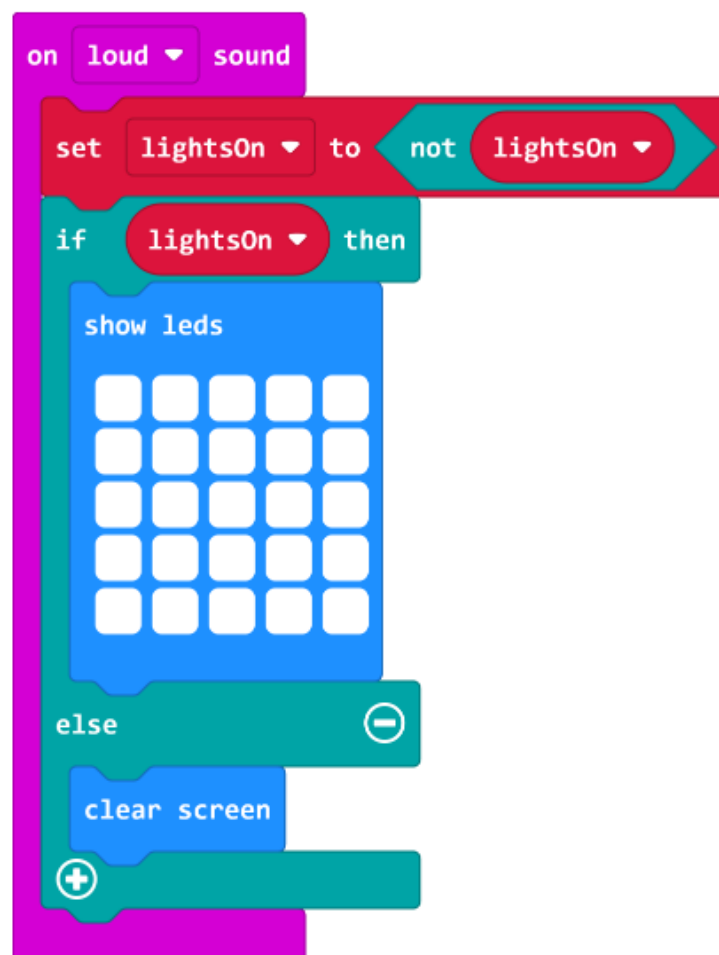# Clap Lights

Turn your micro:bit into a light that you can turn on and off by clapping or making any loud sound.

How it works

- The program uses a variable called lightsOn to keep track of the light's status: whether it's switched on or off. We're using it as a special kind of variable, a Boolean variable. Boolean variables can only have two values: true (on) or false (off).
- When the microphone sensor detects a loud sound, the code toggles the value of lightsOn by setting it to be not lightsOn.
- This means that when you clap, if lightsOn is false (and the lights are off), it becomes true and the program lights the LEDs.
- If lightsOn was true (and the lights were on), it becomes false and the code switches the LEDs off by clearing the screen.

Code

Load this on a micro:bti when you are done and have it checked off.