

Switching ON an Externally Powered Light When Darkness is Detected

Purpose

This experiment teaches you how to:

- Use the **light sensor** in the Circuit Playground Express (CPX) to detect brightness.
- Control an external device (**relay + light**) based on sensor input.
- Understand how **automation systems** like **street lights** or **smart lamps** work — turning ON automatically at night and OFF in daylight.

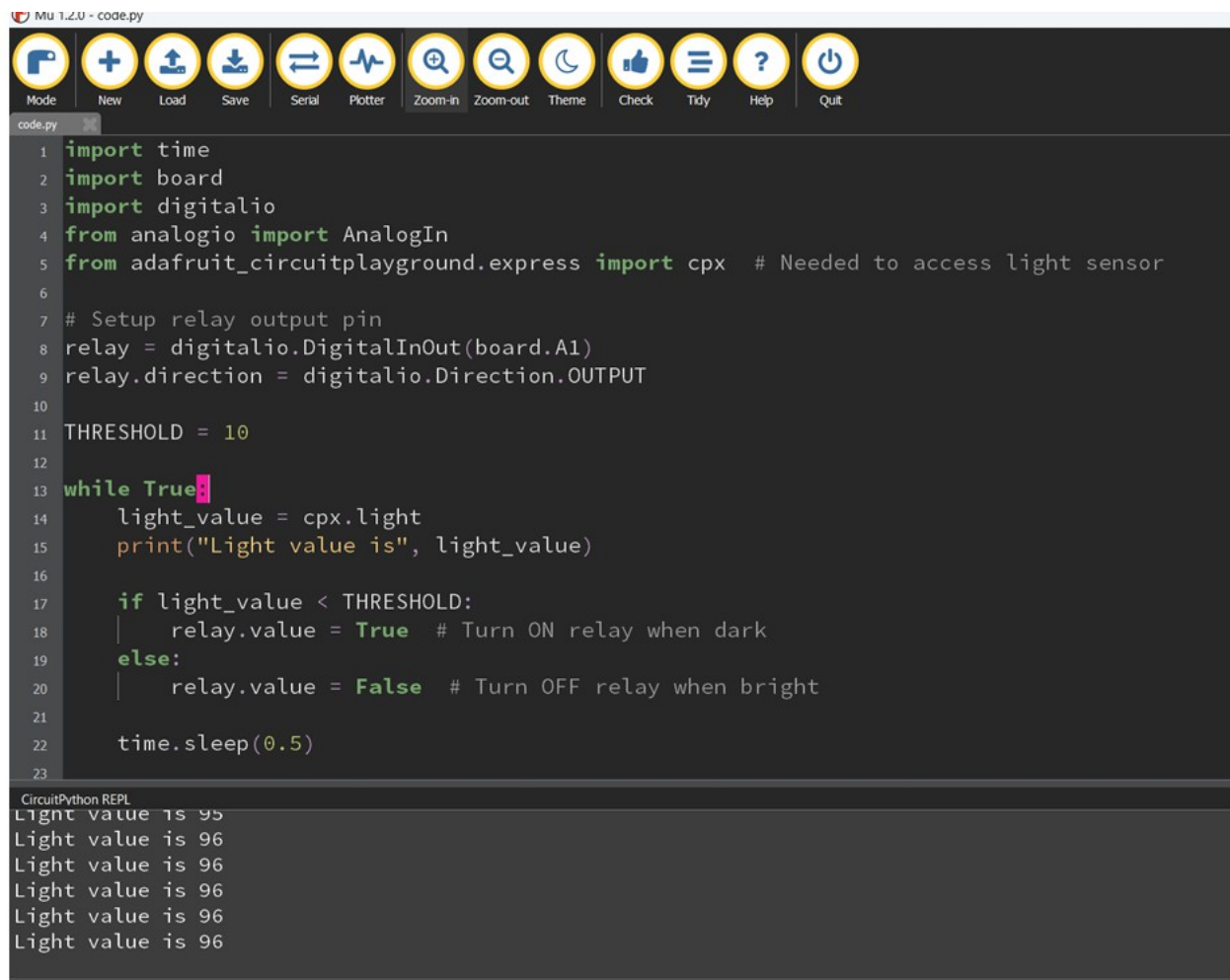
So, you are basically learning **how sensors control electrical devices automatically**.

Concept Explanation:

- The **light sensor** on CPX measures surrounding brightness.
- A **relay module** acts like a switch that can turn ON/OFF an external light.
- When the light level drops below a set **threshold**, CPX sends a signal to the relay to **turn ON** the light.
- When brightness increases, the relay **turns OFF** the light.

This concept is used in **smart streetlights, night lamps, and energy-saving systems**.

Code



The screenshot shows the Mu 1.2.0 code editor with a toolbar at the top containing icons for Mode, New, Load, Save, Serial, Plotter, Zoom-in, Zoom-out, Theme, Check, Tidy, Help, and Quit. The code editor displays a Python script named `code.py` with the following content:

```
1 import time
2 import board
3 import digitalio
4 from analogio import AnalogIn
5 from adafruit_circuitplayground.express import cpx # Needed to access light sensor
6
7 # Setup relay output pin
8 relay = digitalio.DigitalInOut(board.A1)
9 relay.direction = digitalio.Direction.OUTPUT
10
11 THRESHOLD = 10
12
13 while True:
14     light_value = cpx.light
15     print("Light value is", light_value)
16
17     if light_value < THRESHOLD:
18         relay.value = True # Turn ON relay when dark
19     else:
20         relay.value = False # Turn OFF relay when bright
21
22     time.sleep(0.5)
23
```

Below the code editor is the CircuitPython REPL window, which shows the output of the script:

```
Light value is 95
Light value is 96
Light value is 96
Light value is 96
Light value is 96
Light value is 96
```

Line-by-Line Explanation

- **`import time`** – Used for creating short pauses (`time.sleep()`).
- **`import board`** – Accesses the CPX board's input/output pins.
- **`import digitalio`** – Enables digital pin control (used for relay).
- **`from analogio import AnalogIn`** – Allows reading analog sensor values.
- **`from adafruit_circuitplayground.express import cpx`** – Imports CPX library for built-in sensors.
- **Relay setup lines:**
 - **`relay = digitalio.DigitalInOut(board.A1)`** – Connects the relay to pin A1.
 - **`relay.direction = digitalio.Direction.OUTPUT`** – Makes that pin an output (can send HIGH/LOW signals).
- **`THRESHOLD = 10`** – If the light value is below 10, it's considered "dark."
- **`while True:`** – Infinite loop keeps checking light continuously.
- **`light_value = cpx.light`** – Reads brightness from CPX light sensor.

- `print("Light value is", light_value)` – Displays the light reading in the serial monitor.
- `if light_value < THRESHOLD:` – Checks if it's dark.
- `relay.value = True` – Turns ON the relay (and hence the connected light).
- `else:` – Runs when brightness is above threshold.
- `relay.value = False` – Turns OFF the relay (light).
- `time.sleep(0.5)` – Adds a short delay before the next check.

Working Principle:

Condition	Light Value	Relay Output	Action
Dark	< 10	HIGH (True)	Light ON
Bright	≥ 10	LOW (False)	Light OFF

Sample Output (in Serial Monitor):

```
Light value is 8
Relay ON (Light ON)
Light value is 96
Relay OFF (Light OFF)
Light value is 5
Relay ON (Light ON)
```