

Lösung RGB

Three event-driven code blocks are shown, each triggered by a button press:

- Button A wasPressed:** Set rgb0 from 1 to 3 RGB color [Red]
- Button B wasPressed:** Set rgb0 from 1 to 3 RGB color [Yellow]
- Button C wasPressed:** Set rgb0 from 1 to 3 RGB color [Blue]

The code is organized into a **Setup** phase and a **Loop** phase:

- Setup:** A single block containing the initial configuration of the rgb0 array.
- Loop:** A sequence of 18 blocks that repeatedly update the rgb0 array and wait for a set duration:

| Block Type | Index | Color | Duration (s) |
|----------------|-------|--------|--------------|
| Set rgb0 index | 1 | Red | - |
| Set rgb0 index | 2 | Black | - |
| Set rgb0 index | 3 | Black | - |
| Wait | - | - | 5 |
| Set rgb0 index | 2 | Yellow | - |
| Wait | - | - | 1 |
| Set rgb0 index | 1 | Black | - |
| Set rgb0 index | 2 | Black | - |
| Set rgb0 index | 3 | Green | - |
| Wait | - | - | 6 |
| Set rgb0 index | 3 | Black | - |
| Wait | - | - | 1 |
| Set rgb0 index | 3 | Green | - |
| Wait | - | - | 1 |
| Set rgb0 index | 3 | Black | - |
| Wait | - | - | 1 |
| Set rgb0 index | 3 | Green | - |
| Wait | - | - | 1 |
| Set rgb0 index | 3 | Black | - |
| Set rgb0 index | 2 | Yellow | - |
| Wait | - | - | 1 |