

### U3-2.1c Challenge up: Pick one

A decider bot selects an answer from two different options. When you use Edison as a decider bot using its LEDs, you have to remember which choice the right LED represents and which choice the left LED represents. Instead of remembering, why not create a way for Edison to light up the answer!

#### What to do

Write a program to turn Edison into a decider bot. Your main program should have Edison flash its LEDs on and off forever. You also need a subroutine that will interrupt the main program if the robot detects a button being pressed and tells Edison to wait for a few seconds so that you can see which LED is on and get your answer.

You also need to create some sort of physical set-up so that the decider bot's choice lights up the answer. That way you can write down two choices, and Edison will light one up!

Download your program to your Edison robot and test it out using your creation.



#### Hint!

You can use the decider bot program from activity U3-2.1 as a base for your program.

