

Drag and drop the Following blocks to solve the problem in Activity 9

The diagram shows a Scratch-style block editor for an Arduino program. On the left, there are two vertical purple blocks: "Arduino run first:" and "Arduino loop forever:". The "Arduino loop forever:" block has a blue arrow pointing to the right, indicating a loop. To the right of these blocks, there are several other blocks: a pink "Display String" block with the text "Motion Detected" in quotes, followed by a "for" loop block with the value "500" and the unit "Milliseconds"; a purple "set Motion" block with a dropdown arrow, followed by a "to" block and a "read digital pin#" block with the value "0"; a green "wait" block with the value "2000" and the unit "milliseconds"; a blue "if" block with a dropdown arrow, followed by a "do" block; a grey "Setup" block with the text "Version 1" and a dropdown arrow; and a blue "Motion" block with a dropdown arrow, followed by an "=" block and a "HIGH" block with a dropdown arrow.

Arduino run first:

Arduino loop forever:

Display String "Motion Detected" for 500 Milliseconds

set Motion to read digital pin# 0

wait 2000 milliseconds

if do

Setup Version 1

Motion = HIGH