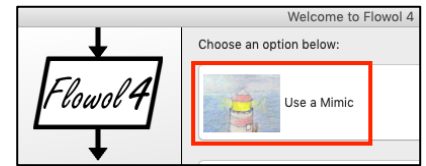


Flowol 4 – basic lighthouse algorithm

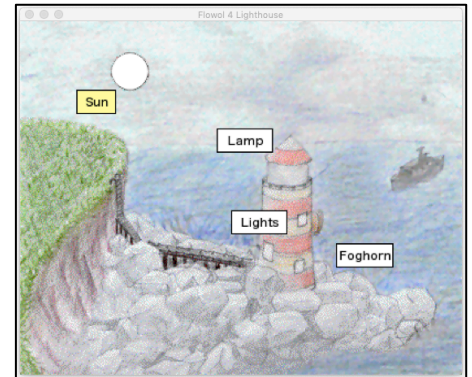
1. Open **Flowol 4** (important: **NOT Flowol 3!**)
2. Choose **Use a Mimic** from the pop up window
3. Choose the **Lighthouse mimic**
4. Click **OK**



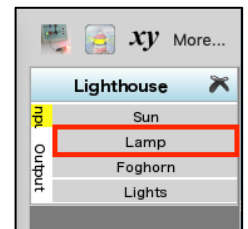
The lighthouse mimic will load

A mimic shows a computer version of a real world thing

5. When you **mouse over** the mimic window a **Show button** appears. **Click it** to show the 4 parts of the mimic that you can control



6. Look at the **right** of the screen. Find the list of things you can control
7. Click on **Lamp**. What happens? What does the Lamp control?
8. Try clicking on the other parts of the mimic to see what happens



Now you can write a basic program in Flowol to control the lighthouse:

9. Start with a **Start/Stop box**: click the **top symbol** > click **once** on the main area of the screen to drop the symbol > choose **Start** at the bottom
10. Now add an **Output box**: click the **output symbol** > click **once** on the main area > set the **Lamp** to **On** at the bottom > **OK**
11. Add a **Delay box** – make the Delay **1 second** at the bottom
12. Add a new **Output box** to turn the Lamp **off**
13. Add a **Stop box**
14. **Add arrows** between each box – click the **arrow symbol** > click the **first box** (it turns green) > click the **second box** > the arrow appears
15. Join all the boxes together in order
16. **Run** the program using the **red run button** at the **bottom**

