



ENGR 21:

Computer Engineering Fundamentals

Lecture 6
Thursday, September 18, 2025

Test #1

8:30 to 8:55

—

Saving Data in Files

On the Circuit Playground Bluefruit

Resources

- Resources
 - External Guides and Tutorials
 - Instructor's Circuit Playground Guide for E21
 - Links and Code Snippets
 - Lec 1.1, Tue Sep 2
 - Lec 2.1, Tue Sep 9
 - Lec 2.2, Thu Sep 11
 - Lec 3.1, Tue Sep 16

Storing Data on the Circuit Playground Bluefruit

It is possible to store data on the board, even when disconnected from your PC and powered with battery

Task: Download `boot.py` and save it to CIRCUITPY.

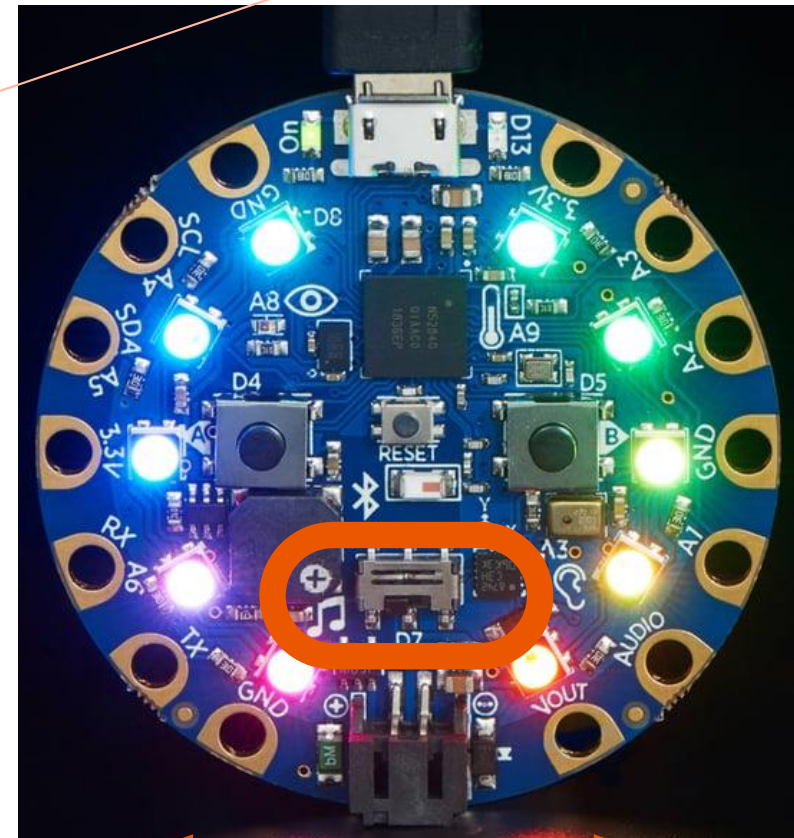
After `boot.py` is on your board, you will be able to switch between

1. Read-only mode
2. Writable mode

Either your computer can save files to your board, or CircuitPython can save files to your board. not both!!

To switch between modes:

- Slide switch
- Eject CIRCUITPY from OS
- Press reset button



← **Read-only** (by CircuitPython) **Writable** (by CircuitPython) →
 Computer can write Computer can't write

Storing Data on the Circuit Playground Bluefruit

Download Reaction times game from Resources page

Reaction times game

```
from adafruit_circuitplayground import cp
import time
import random

# Choose the number of data points to collect
N = 5

# Create a list to collect data points
data = [0] * N

# Print some information
print("Welcome to the reaction time game.")
print(f"We will collect {N} samples.")
print("Press button A when an LED lights up.")

# Open file for writing
f = open("/reaction_times.txt", "a")
for j in range(N):
    # Turn off all LEDs
    cp.pixels.fill((0, 0, 0))

    # Wait for a random time between 1 and 5 seconds
    random_delay = random.uniform(1, 5)
    time.sleep(random_delay)
```

ENGR 21 Fall 2025

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```
# Open the file
f = open("/reaction_times.txt", "a")

# Write to file
f.write(f"{reaction_time:.4f}\n")
f.flush()

# Close the f
f.close()
```

Activity: Modify Accelerometer to collect data

Goal: Save 30 seconds of accelerometer data when switched on with battery power, into a text file on board the CIRCUITPY.

Start from the code from Reaction Time Game and Accelerometer

(both from Resources Page)

Resources :

- ↳ Accelerometer code
- ↳ Code that writes reaction_times.txt

Combine into one file

Functions in (Circuit) Python

Remove `boot.py` from `CIRCUITPY` now if you'd like!

Anatomy of a function

- A function is a reusable piece of code that you can 'call' elsewhere in the code
- Keeps your code clean and organized
- Good software engineering practice to write (almost all) your code using functions

For CircuitPython, you can:

- Write a function at the REPL. It is then **only available for that REPL session!**
- Or you can write it inside `code.py` and use it inside `code.py`.

The diagram illustrates the components of a Python function with the following annotations:

- special keyword**: Points to the `def` keyword.
- argument(s)**: Points to the parameter `data` in the function signature.
- indent**: Points to the lines of code inside the function body.
- special keyword**: Points to the `return` keyword.
- "returns" x**: Points to the value `x` being returned.
- C = average(a)* "Call" function 'average' on argument 'a'**: Points to the function call in the REPL.
- must use parentheses**: Points to the parentheses in the function call.

```
def average(data):  
    # Calculates average of 'data'  
    # Assumes 'data' is a list.  
    x = sum(data) / len(data)  
    return x  
  
>>> a = [2,2,5]  
  
>>> average(a)  
3.0  
  
def dummy():  
    # Doesn't do anything  
    return 5  
  
>>> dummy()  
5
```




What's possible with functions in Python

- Multiple arguments
 - Arguments can be any type
- No arguments
 - Remember to call it using parentheses
- Call one function inside another
 - As long as both functions have been defined
 - The order in which you define functions does not matter.
- A function that doesn't return anything

```
def func1(a,b):  
    # Adds a and 2b  
    return a + 2b
```

order of args matters!

```
>>> func1(3,4)  
11
```

```
def func2():  
    # Estimate pi  
    return 22/7
```

```
>>> func2()  
3.142...
```

```
def func3(x):  
    # Call func1  
    return func1(x,x)
```



Scoping Rules

- Functions have their own “scope”
- The same symbol can represent different things inside and outside a function.

```
>>> a = 5

>>> def func3(a,b):
...     print("The value of a is ",a)
...     return a + 4*b
...

>>> func3(6,4)
The value of a is 6
22

>>> a
5
```



Keyword Arguments

It is possible to enter the arguments explicitly by name instead of using the order.

If you use keyword arguments, order of arguments does not matter

```
def subtract(big, small):  
    return big - small  
  
>>> subtract(5, 3)  
2  
  
>>> subtract(3, 5)  
-2  
  
>>> subtract(big=5, small=3)  
2  
  
>>> subtract(small=3, big=5)  
2
```



Best practices

- If using the REPL, can define functions ‘on the fly’
- If collecting your code in a *.py file,
 - Plan out what functions you will need
 - Define all your functions first
 - Then write the body of your code
- Advanced:
 - Once your code gets long enough, you’ll want to wrap some functions inside **modules**



Write a function to control NeoPixels

Write a function that accepts 3 arguments:

1. a **string** denoting the color
2. an **int** denoting the pixel number
3. A number denoting the intensity

Task: Complete the starter code and save it as code.py

```
import adafruit_circuitplayground as cp
import time
def lightUp(color,n,p):
    # Lights up pixel number n using color "color"
    # 'Color' should be a string, either 'red',
    # 'blue', or 'green'
    # n should be an int between 0 and 9
    # p should be any number between 1 and 255
    return 42

# Now call it inside a while loop
while True:
    lightUp('red',8,45)
    time.sleep(3)
    lightUp('green',5,200)
    time.sleep(3)
    cp.play_tone(440,3)
```

Installing Python on the computer

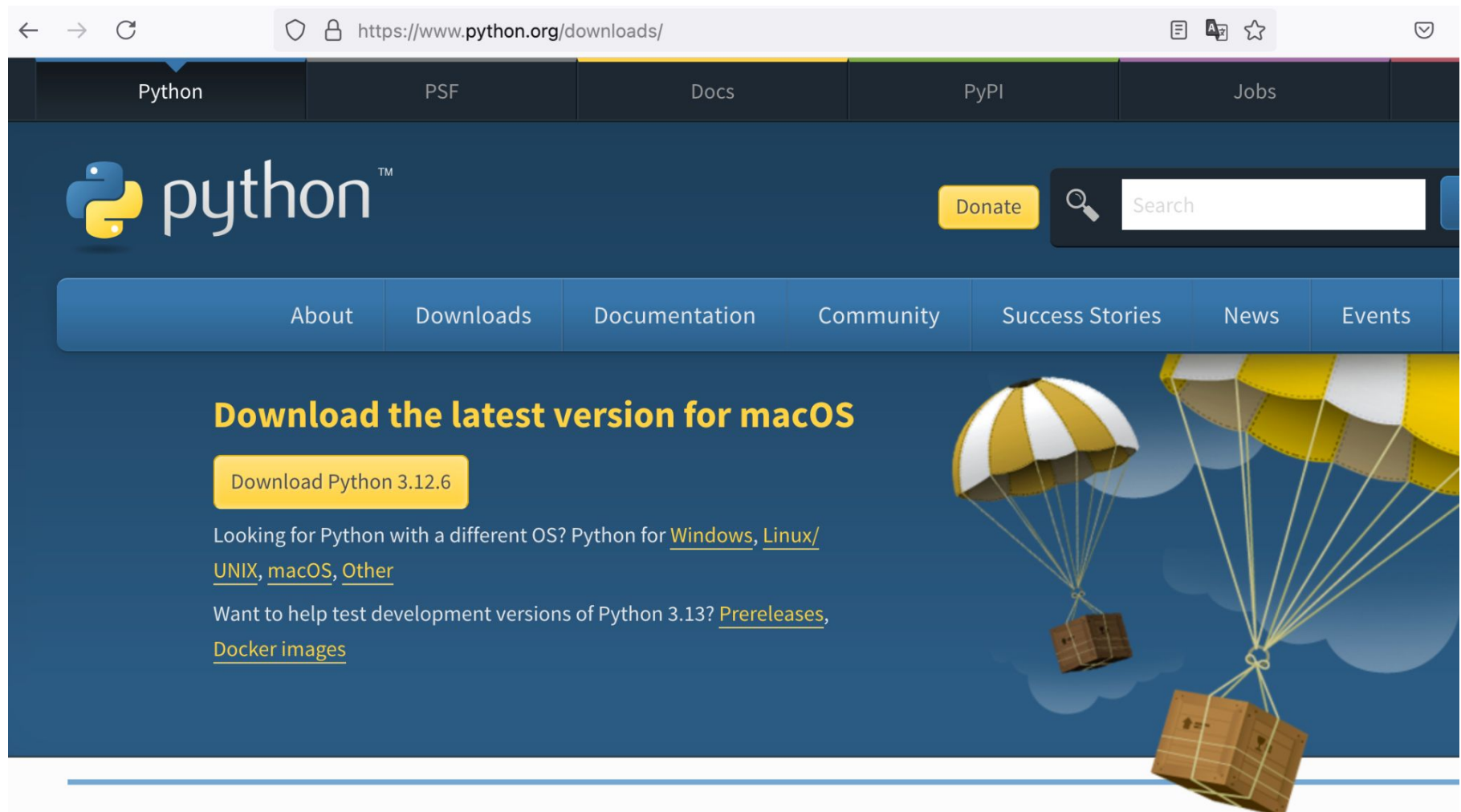
Starting with this week'

Python Installation Office Hours

with Prof. Masroor
Friday 1 - 2:30 PM
Singer 112 & TBD

The goal is to have (Desktop) Python up and running on your computer by this weekend

Installing Python on your computer





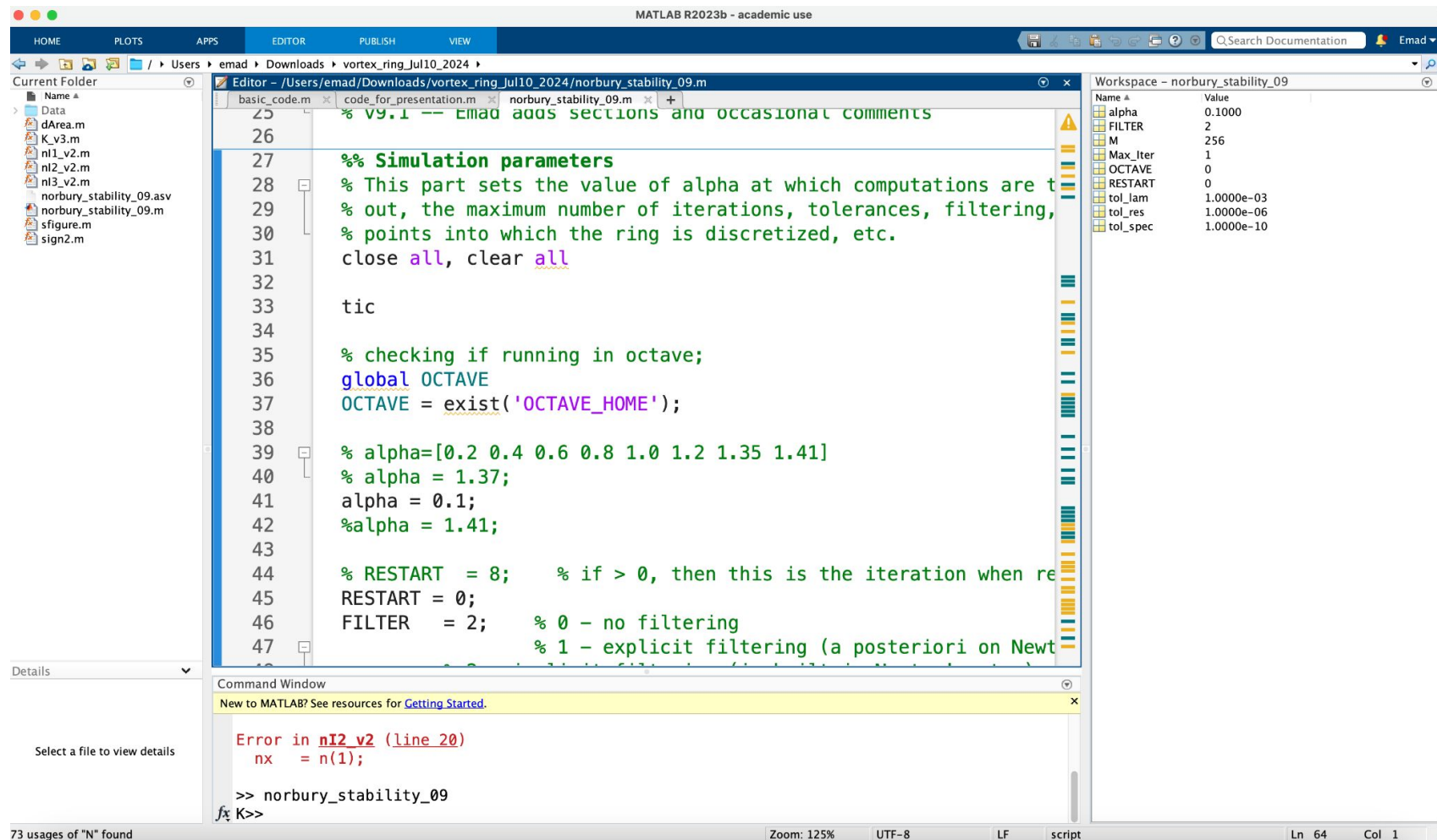
Choice of IDE (Integrated Development Environment)

What's an IDE?

- A program that lets you interface with a programming language
- Usually a “visual” interface
- Multiple IDEs can be installed; they will use the same underlying programming language

IDEs you (may) have seen before

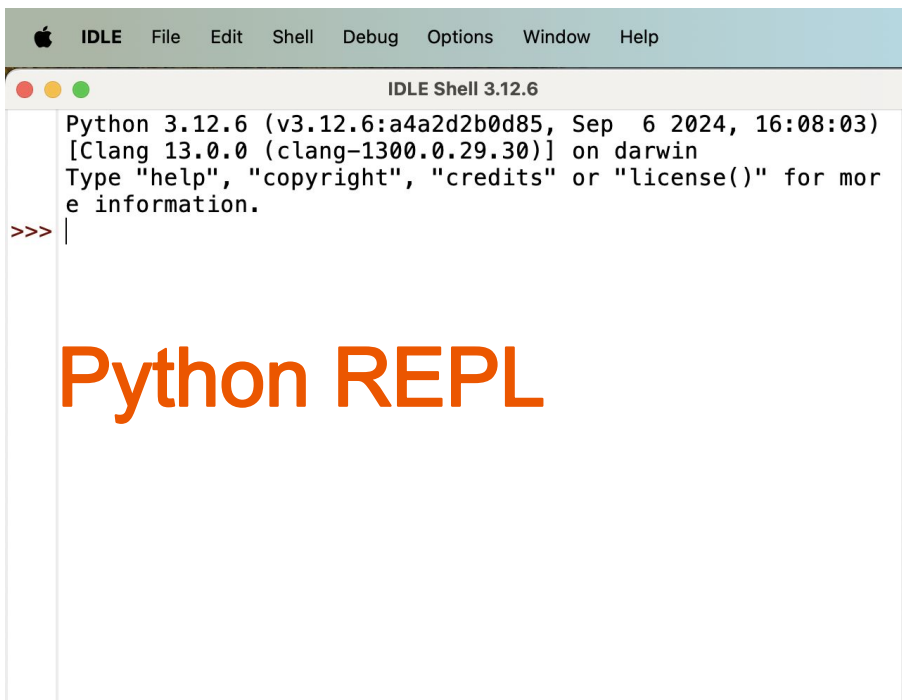
MATLAB has a built-in IDE



The simplest IDE for Python: IDLE (Integrated Development and Learning Environment)

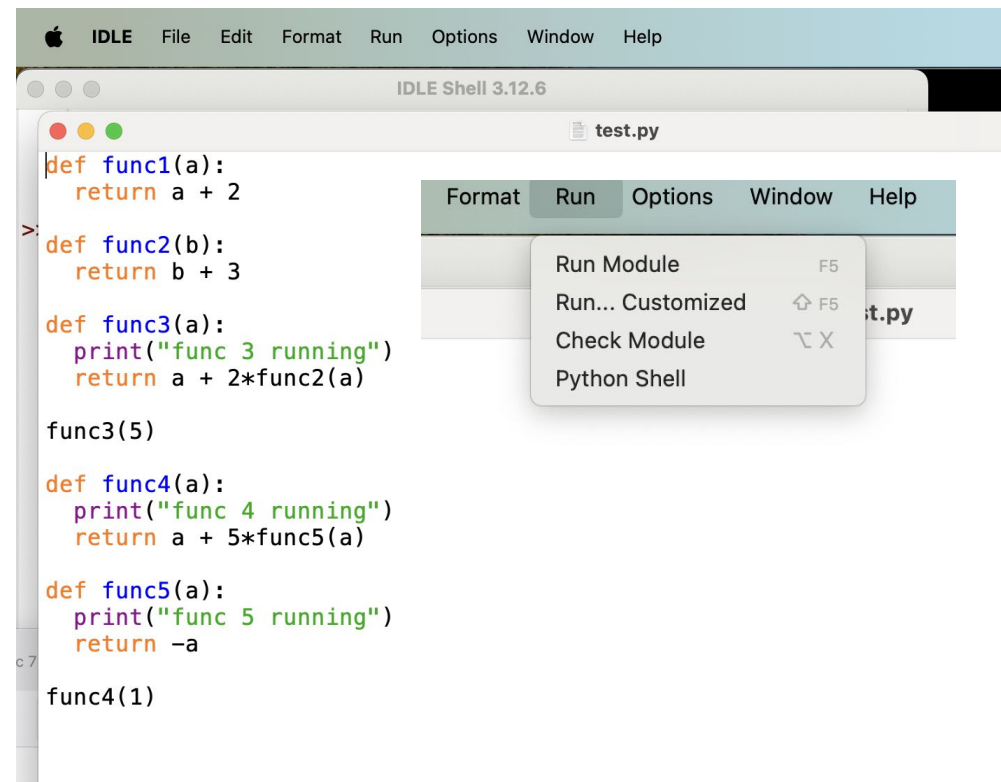
Comes pre-installed with Python if you get it from www.python.org/downloads

Search for 'IDLE' in start menu or Launchpad



```
Python 3.12.6 (v3.12.6:a4a2d2b0d85, Sep 6 2024, 16:08:03)
[Clang 13.0.0 (clang-1300.0.29.30)] on darwin
Type "help", "copyright", "credits" or "license()" for more
>>> |
```

Python REPL



```
def func1(a):
    return a + 2

def func2(b):
    return b + 3

def func3(a):
    print("func 3 running")
    return a + 2*func2(a)

func3(5)

def func4(a):
    print("func 4 running")
    return a + 5*func5(a)

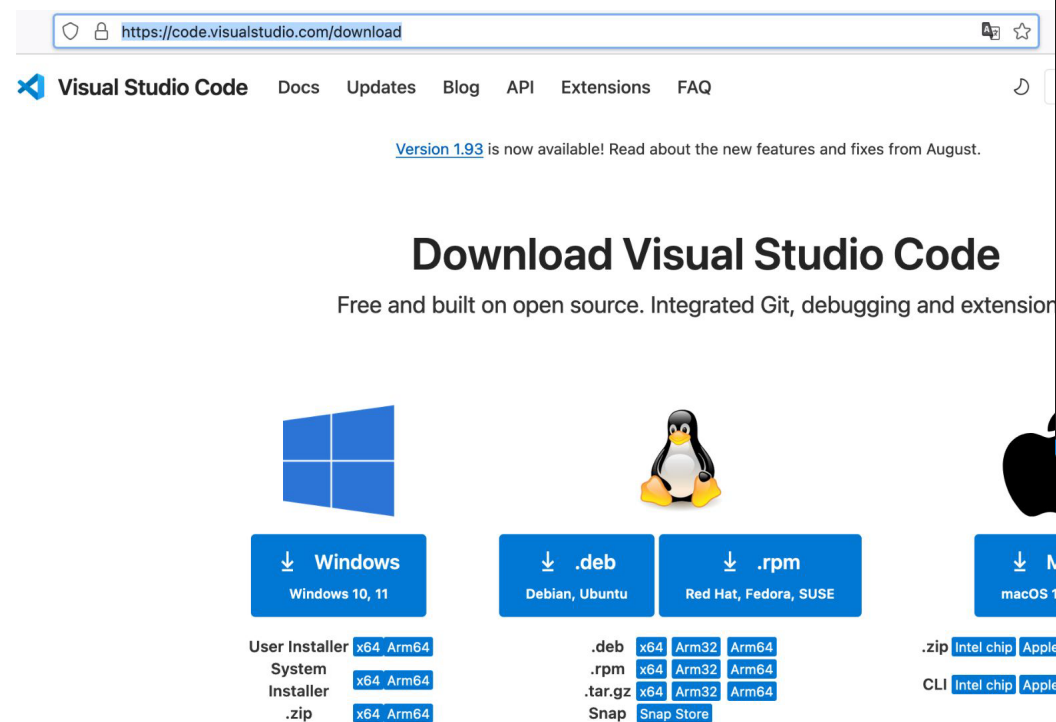
def func5(a):
    print("func 5 running")
    return -a

func4(1)
```

Run Module F5
Run... Customized ⬆ F5
Check Module ⌘ X
Python Shell

Visual Studio Code (VS Code)

- Download & Install VS Code
- Install Python Extension for VS Code



The screenshot shows the Visual Studio Code download page. At the top, there's a navigation bar with links to Docs, Updates, Blog, API, Extensions, and FAQ. Below this, a message states "Version 1.93 is now available! Read about the new features and fixes from August." The main heading is "Download Visual Studio Code" with the subtext "Free and built on open source. Integrated Git, debugging and extension". Below this, there are three main sections for different operating systems: Windows, Linux (Debian, Ubuntu, Red Hat, Fedora, SUSE), and Mac (macOS 10.15+). Each section has a download button and a list of available installers or packages. For Windows, the download button is "Windows 10, 11". For Linux, there are buttons for ".deb" (Debian, Ubuntu) and ".rpm" (Red Hat, Fedora, SUSE). For Mac, the download button is "Mac macOS 10.15+". Below these, there are links for "User Installer", "System Installer", and "CLI" for each platform, with specific architecture options like x64, Arm64, Intel chip, and Apple silicon.

<https://code.visualstudio.com/download>

Visual Studio Code Docs Updates Blog API Extensions FAQ

Version 1.93 is now available! Read about the new features and fixes from August.

Download Visual Studio Code

Free and built on open source. Integrated Git, debugging and extension

Windows
Windows 10, 11

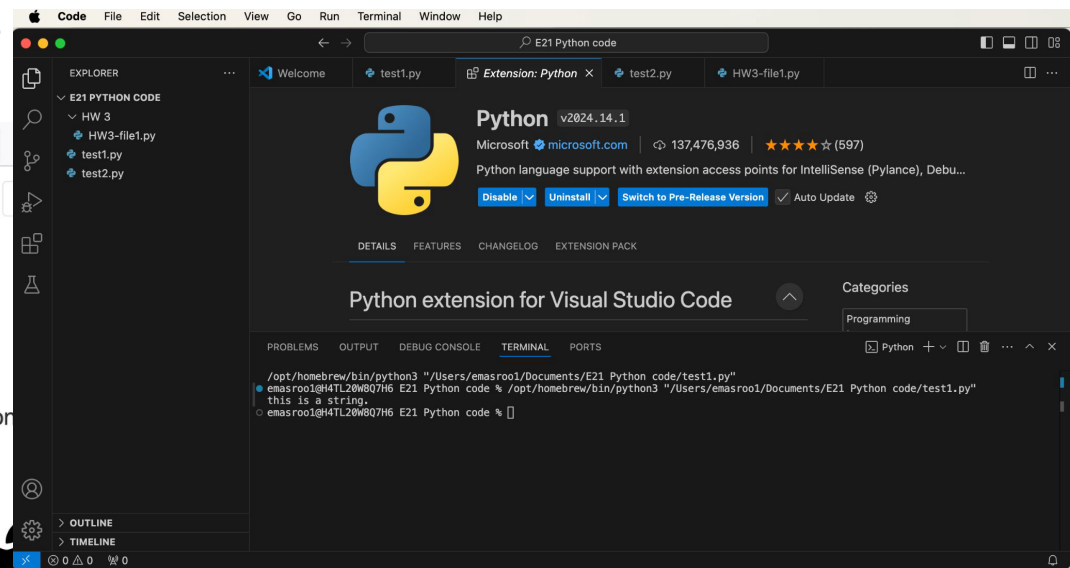
Linux
Debian, Ubuntu: .deb
Red Hat, Fedora, SUSE: .rpm

Mac
macOS 10.15+

User Installer: x64 Arm64
System Installer: x64 Arm64
.zip: x64 Arm64

.deb: x64 Arm32 Arm64
.rpm: x64 Arm32 Arm64
.tar.gz: x64 Arm32 Arm64
Snap: Snap Store

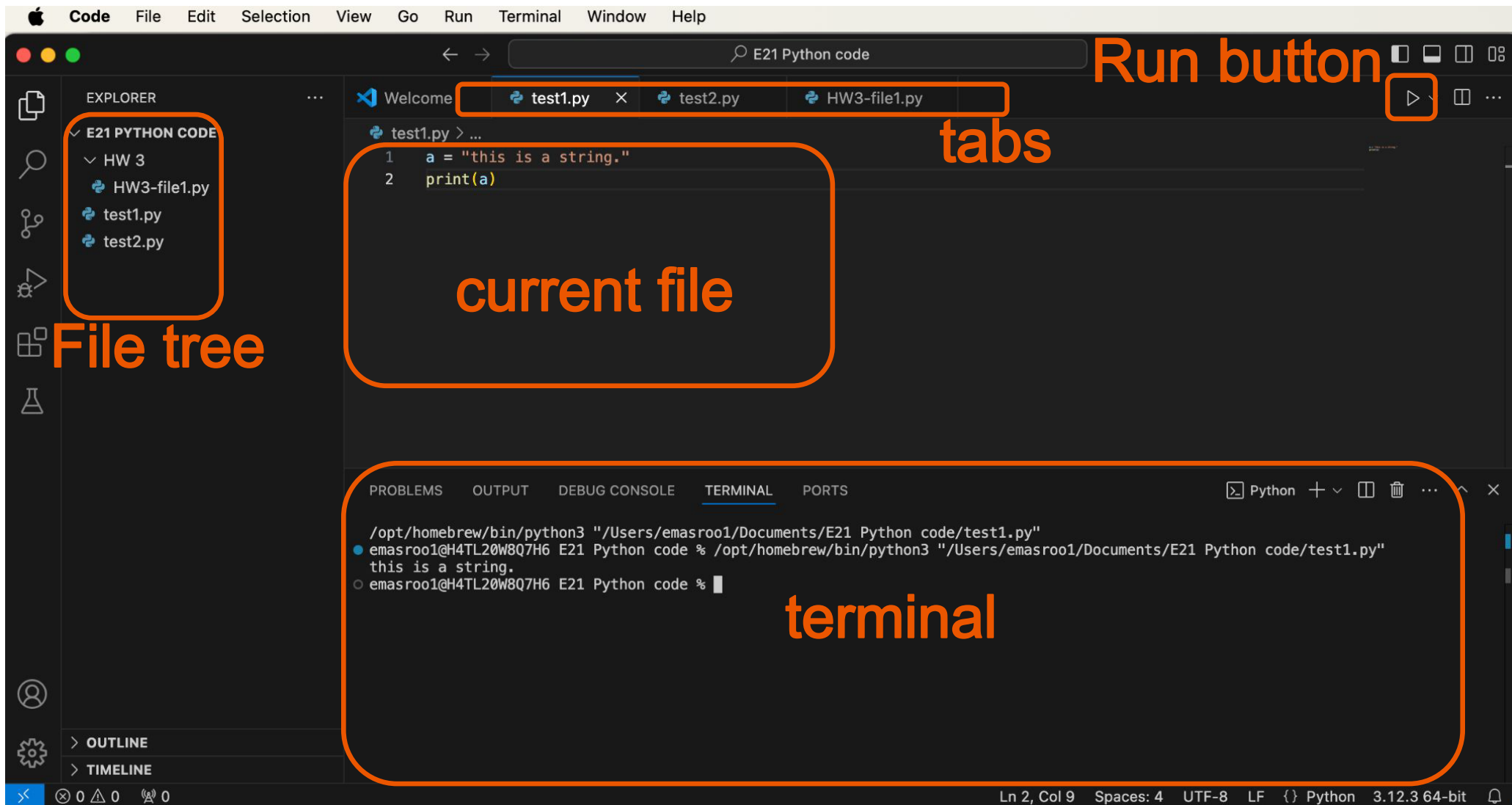
.zip: Intel chip Apple silicon Universal
CLI: Intel chip Apple silicon



<https://code.visualstudio.com/download>

<https://marketplace.visualstudio.com/>

Anatomy of VS Code



Python Versions inside VS code

- You may have more than one installation of Python on your computer
- How to “tell VS Code which one to use”
 - View → Command Palette → “Python: select Interpreter”

Select Interpreter

Selected Interpreter: /opt/homebrew/bin/python3

Selected Interpreter: /opt/homebrew/bin/python3

Enter interpreter path...

Python 3.12.3 64-bit /opt/homebrew/bin/python3

Python 3.11.4 64-bit /usr/local/bin/python3

Python 3.9.6 64-bit /usr/bin/python3

Recommended

Global

VS Code found 3 instances of Python