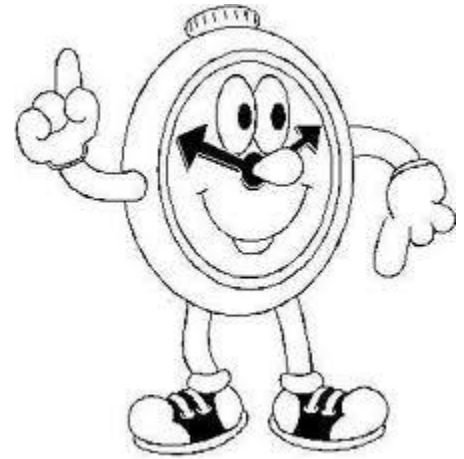
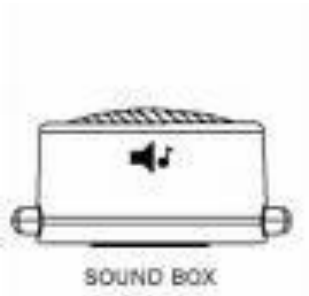




# Alarm Clock



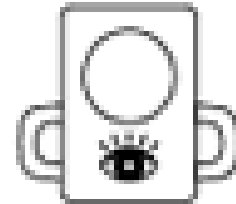
## What You Will Need!



**Soundbox**



**Picocricket**



**Light Sensor**

If light sensor senses light, then sound of choice is played. If there is no light, then the sound stops.

**Light + Light Sensor = Very Loud Sound**

