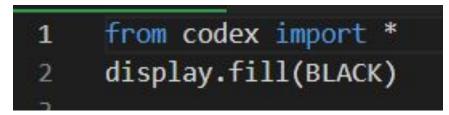# Clearing your CodeX

The need for clearing code

- Every time you run your program, it is loaded onto the CodeX
- The last program run stays on the CodeX, even after it is unplugged from the computer
- So you want the last program run to be something that clears the CodeX and isn't an assignment

Create a file "Clear"

- Create a new file called **Clear**

- Type these two lines of code:

```
1    from codex import *
2    display.fill(BLACK)
```

- Run the code
  - The CodeX should be blank, with no pictures or lights on
- Run this code at the end of every class period

Index: 0 1 2 3 4

LOCAL VARIABLES		
detected	[True, True, False, False, True]	<list>
n_sens	1	<int>
thresh	2500	<int>
val	1620	<int>

```
vals = ls.check(thresh, is_reflective)
leds.ls(vals)
```