



This program uses two 7 segment displays to show numbers up to ninety nine. Each digit is "unlocked" by pulling the signal "LOW", and then the relevant numeral is sent to it. The maths works out what the "tens" digit and the "ones" digit needs to display.

Use the subroutines as made in "BCD to 7 segment 1", and add a subroutine called "sendNum" as shown.



```

Commands
ZERO
  set digital output # bit1 LOW
  set digital output # bit2 LOW
  set digital output # bit3 LOW
  set digital output # bit4 LOW

Commands
ONE
  set digital output # bit1 HIGH
  set digital output # bit2 LOW
  set digital output # bit3 LOW
  set digital output # bit4 LOW
    
```

```

Commands
  test thisNum == 0
  if then ZERO

  test thisNum == 1
  if then ONE

  test thisNum == 2
  if then TWO

  test thisNum == 3
  if then THREE

  test thisNum == 4
  if then FOUR

sendNum
  test thisNum == 5
  if then FIVE

  test thisNum == 6
  if then SIX

  test thisNum == 7
  if then SEVEN

  test thisNum == 8
  if then EIGHT

  test thisNum == 9
  if then NINE
    
```

etc. up to number NINE .....



```

setup
  set integer variable variable bit1 value 4
  set integer variable variable bit2 value 5
  set integer variable variable bit3 value 6
  set integer variable variable bit4 value 7
  set integer variable variable button value 2
  set integer variable variable ones value 10
  set integer variable variable tens value 11
  set integer variable variable numCount value 0

loop
  set integer variable variable tenCount value numCount ÷ 10
  set integer variable variable oneCount value numCount - tenCount x 10
  set integer variable variable thisNum value tenCount
  set digital output # tens LOW
  sendNum
  set digital output # tens HIGH
  set integer variable variable thisNum value oneCount
  set digital output # ones LOW
  sendNum
  set digital output # ones HIGH
  delay MILLIS milliseconds 500
  test digital pin # button == LOW
  while Commands delay MILLIS milliseconds 10
  set integer variable variable numCount value numCount + 1
  test numCount == 100
  if then
    set integer variable variable numCount value 0
  
```