

0 = LOW is "off" 1 = HIGH is "on"

" = " is a statement, eg " redCount = 4;" makes the redCount 4.

" == " is a question, eg " redCount == 4;" asks the question "is the redCount 4?"

before the void setup() ;

```
int Red = 4;
int redCount;
```

Give a name a value or number.
Names a memory location to store a value into.

in the void setup() ;

```
pinMode (Red, OUTPUT) ;
```

Make a pin an input or output.

before the void loop() ;

```
void RedFlashing() {.....}
```

Make a "subroutine".

in the void loop() ;

```
digitalWrite (Red, HIGH) ;
digitalRead (Button) ;
analogRead (Pot) ;
delay (1000) ;
delayMicroseconds (1000) ;
```

```
if (redCount == 4) {
    digitalWrite (Red, HIGH) ;
}
```

```
while (digitalRead (Button) == LOW) {
    delay (10) ;
}
```

```
for (redCount = 0; redCount < 5; redCount ++){
    digitalWrite (Red, HIGH) ;
    delay (500) ;
    digitalWrite (Red, LOW) ;
    delay (500) ;
}
```

turn an output "on" or "off".
reads a digital input as "HIGH" or "LOW".
reads an analog input as "0" to "1023".
time delay in milliseconds.
time delay in microseconds.
does the commands if the "question" is true.

stays in the loop while the "question" is true.

does the first part once only, stays in the loop if the second part question is true, performs the last part each time it goes through. "++" adds 1 to that number. (redCount needs to be declared as an int here or at the top of the program).

