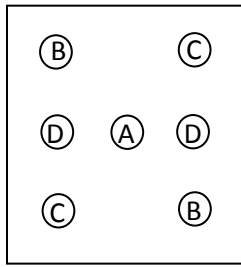


## Electronic Dice 2

5/8/20



```
int button = 4;
int dieA = 8;
int dieB = 9;
int dieC = 10;
int dieD = 11;
int Count = 200;
```

```
void setup() {
  pinMode(dieA, OUTPUT);
  pinMode(dieB, OUTPUT);
  pinMode(dieC, OUTPUT);
  pinMode(dieD, OUTPUT);
  pinMode(button, INPUT);
}

void ONE() {
  digitalWrite(dieA, HIGH);
  digitalWrite(dieB, LOW);
  digitalWrite(dieC, LOW);
  digitalWrite(dieD, LOW);
}

void TWO() {
  digitalWrite(dieA, LOW);
  digitalWrite(dieB, HIGH);
  digitalWrite(dieC, LOW);
  digitalWrite(dieD, LOW);
}

void THREE() {
  digitalWrite(dieA, HIGH);
  digitalWrite(dieB, HIGH);
  digitalWrite(dieC, LOW);
  digitalWrite(dieD, LOW);
}

void FOUR() {
  digitalWrite(dieA, LOW);
  digitalWrite(dieB, HIGH);
  digitalWrite(dieC, HIGH);
  digitalWrite(dieD, LOW);
}

void FIVE() {
  digitalWrite(dieA, HIGH);
  digitalWrite(dieB, HIGH);
  digitalWrite(dieC, HIGH);
  digitalWrite(dieD, LOW);
}
```

```
void SIX() {
  digitalWrite(dieA, LOW);
  digitalWrite(dieB, HIGH);
  digitalWrite(dieC, HIGH);
  digitalWrite(dieD, HIGH);
}

void loop() {
  while(digitalRead(button) == LOW);
  delay(50);
  while(digitalRead(button) == HIGH) {
    if((Count/41)%3 == 0) {ROLLA();}
    if((Count/41)%3 == 1) {ROLLB();}
    if((Count/41)%3 == 2) {ROLLC();}
    Count = Count + 1;
    delay(1);
  }
  if(Count%6 == 0) {ONE();}
  if(Count%6 == 1) {TWO();}
  if(Count%6 == 2) {THREE();}
  if(Count%6 == 3) {FOUR();}
  if(Count%6 == 4) {FIVE();}
  if(Count%6 == 5) {SIX();}
  Count = 200;
  delay(500);
}
```