Bit Reading 3   27/8/20

```
// Instead of LED's, if we use the 7-seg display.
int bit1 = 11; //segA
int bit2 = 10; //segB
int bit3 = 9;  //segC
int bit4 = 8;  //segD
int bit5 = 7;  //segE
int bit6 = 6;  //segF
int bit7 = 5;  //segG
int bit8 = 4;  //na
byte number;
int bitNum[] = {bit1,bit2,bit3,bit4,bit5,bit6,bit7,bit8};
  //        naGFEDCBA
byte  ZERO = B00111111;
byte   ONE = B00000110;
byte   TWO = B01011011;
byte THREE = B01001111;
byte  FOUR = B01100110;
byte  FIVE = B01101101;
byte   SIX = B01111101;
byte SEVEN = B00100111;
byte EIGHT = B01111111;
byte  NINE = B01101111;
byte BLANK = B10000000;

void setup() {
pinMode(bit1,OUTPUT);
pinMode(bit2,OUTPUT);
pinMode(bit3,OUTPUT);
pinMode(bit4,OUTPUT);
pinMode(bit5,OUTPUT);
pinMode(bit6,OUTPUT);
pinMode(bit7,OUTPUT);
pinMode(bit8,OUTPUT);
}

void bitDisp(){
  for(int bitCount = 0;bitCount < 8;bitCount++){
    digitalWrite(bitNum[bitCount],bitRead(number,bitCount));
    }
    delay(500);
    }
```


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see over for void loop();

```
void loop() {
  number = ZERO;
  bitDisp();
  number = ONE;
  bitDisp();
  number = TWO;
  bitDisp();
  number = THREE;
  bitDisp();
  number = FOUR;
  bitDisp();
  number = FIVE;
  bitDisp();
  number = SIX;
  bitDisp();
  number = SEVEN;
  bitDisp();
  number = EIGHT;
  bitDisp();
  number = NINE;
  bitDisp();
  number = BLANK;
  bitDisp(); }
```


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```
void loop() {
```