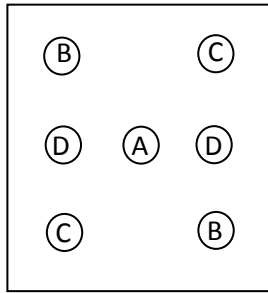


Electronic Dice 1

5/8/20

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



```
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() {
  if(digitalRead(button) == HIGH) {
    ONE();}
  if(digitalRead(button) == HIGH) {
    TWO();}
  if(digitalRead(button) == HIGH) {
    THREE();}
  if(digitalRead(button) == HIGH) {
    FOUR();}
  if(digitalRead(button) == HIGH) {
    FIVE();}
  if(digitalRead(button) == HIGH) {
    SIX();}
}
```

