```
Electronic Dice 3
                                      digitalWrite(dieA,LOW);
5/8/20
                                      digitalWrite(dieB, HIGH);
/* This version continues the rolling
                                      digitalWrite(dieC,HIGH);
* after the button is released.*/
                                      digitalWrite(dieD,HIGH);
int button = 4;
                                    }
int dieA = 8;
                                   void ROLLA() {
int dieB = 9;
                                      digitalWrite(dieA,LOW);
int dieC = 10;
                                      digitalWrite(dieB, HIGH);
int dieD = 11;
                                      digitalWrite(dieC,LOW);
int RSpeed = 50;
                                      digitalWrite(dieD,LOW);
int Count = 0;
                                    }
int overRoll = 17;
                                   void ROLLB() {
/* "overRoll" is how long the dice
                                      digitalWrite(dieA, HIGH);
 * rolls after the button is
                                      digitalWrite(dieB,LOW);
* released. */
int reps = 0;
                                     digitalWrite(dieC,LOW);
/* Repetitions in "for" loop.*/
                                      digitalWrite(dieD,HIGH);
void setup() {
  pinMode (dieA, OUTPUT);
                                   void ROLLC() {
 pinMode (dieB,OUTPUT);
                                      digitalWrite(dieA,LOW);
  pinMode (dieC,OUTPUT);
                                      digitalWrite(dieB,LOW);
 pinMode (dieD,OUTPUT);
                                      digitalWrite(dieC,HIGH);
  pinMode (button, INPUT);
                                      digitalWrite(dieD,LOW);
}
                                    }
void ONE(){
  digitalWrite(dieA, HIGH);
                                   void loop() {
  digitalWrite(dieB,LOW);
                                      while(digitalRead(button) == LOW);
  digitalWrite(dieC,LOW);
                                      delay (50);
  digitalWrite(dieD,LOW);
                                      while (digitalRead (button) == HIGH) {
                                          if((Count/ RSpeed)%3 == 0) {ROLLA();}
void TWO() {
                                          if((Count/ RSpeed)%3 == 1){ROLLB();}
  digitalWrite(dieA,LOW);
                                          if((Count/ RSpeed)%3 == 2) {ROLLC();}
  digitalWrite(dieB, HIGH);
                                          Count = Count + 1;
  digitalWrite(dieC,LOW);
                                          delay(1);
  digitalWrite(dieD,LOW);
}
                                      for(reps = 0;reps < overRoll;reps++) {</pre>
void THREE() {
                                          ROLLA();
  digitalWrite(dieA, HIGH);
                                          delay(RSpeed);
  digitalWrite(dieB, HIGH);
                                                                  Techspace
                                          ROLLB();
  digitalWrite(dieC,LOW);
                                                                        Learning
                                          delay (RSpeed);
  digitalWrite(dieD,LOW);
                                          ROLLC();
}
                                          delay(RSpeed);
void FOUR(){
                                          }
  digitalWrite(dieA,LOW);
                                      if (Count%6 == 0) {ONE();}
  digitalWrite(dieB, HIGH);
                                      if (Count%6 == 1) {TWO();}
  digitalWrite(dieC,HIGH);
                                      if (Count%6 == 2) {THREE();}
  digitalWrite(dieD,LOW);
                                      if (Count%6 == 3) {FOUR();}
                                      if(Count%6 == 4) {FIVE();}
void FIVE(){
                                      if (Count%6 == 5) {SIX();}
  digitalWrite(dieA, HIGH);
                                      Count = 0;
  digitalWrite(dieB,HIGH);
                                      delay(500);
  digitalWrite(dieC,HIGH);
                                    }
  digitalWrite(dieD,LOW);
```

}

void SIX(){