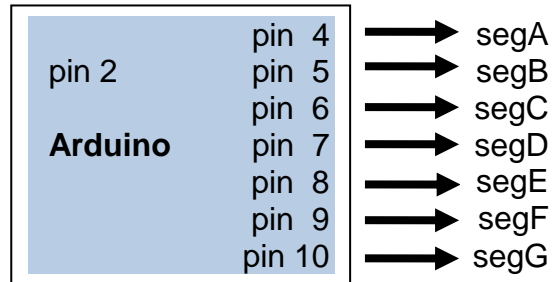


button 

This is the same as 7 Segment 1, except it has a button to advance to the next number.



```

setup
  int = variable segA
        value 4
  int = variable segB
        value 5
  int = variable segC
        value 6
  int = variable segD
        value 7
  int = variable segE
        value 8
  int = variable segF
        value 9
  int = variable segG
        value 10
  int = variable button
        value 2

loop
  ZERO
  Waiting
  ONE
  Waiting
  TWO
  Waiting
  THREE
  Waiting
  FOUR
  Waiting
  FIVE
  Waiting
  SIX
  Waiting
  SEVEN
  Waiting
  EIGHT
  Waiting
  NINE
  Waiting
  
```

	seg A	seg B	seg C	seg D	seg E	seg F	seg G
ZERO	1	1	1	1	1	1	0
ONE	0	1	1	0	0	0	0
TWO	1	1	0	1	1	0	1
THREE	1	1	1	1	0	0	1
FOUR	0	1	1	0	0	1	1
FIVE	1	0	1	1	0	1	1
SIX	1?	0	1	1	1	1	1
SEVEN	1	1	1	0	0	0?	0
EIGHT	1	1	1	1	1	1	1
NINE	1	1	1	1?	0	1	1

All the subroutines for the individual numerals are the same as 7 Segment 1.



This "subroutine" waits for half a second for you to get your finger off the button, then checks the button every 1/100th second until the button goes "HIGH" before it moves on to the next instruction.

```

Commands
  delay ms milliseconds 500
  while test
    Commands
      delay ms milliseconds 10
    digitalRead() # button = LOW
  
```