

## Array\_3 13/08/20

```
int bit1 = 4;
int bit2 = 5;
int bit3 = 6;
int bit4 = 7;

int bits[] {bit4,bit3,bit2,bit1};
int zero[] { 0 , 0 , 0 , 0 };
int one[] { 0 , 0 , 0 , 1 };
int two[] { 0 , 0 , 1 , 0 };
int three[] { 0 , 0 , 1 , 1 };
int four[] { 0 , 1 , 0 , 0 };
int five[] { 0 , 1 , 0 , 1 };
int six[] { 0 , 1 , 1 , 0 };
int seven[] { 0 , 1 , 1 , 1 };
int eight[] { 1 , 0 , 0 , 0 };
int nine[] { 1 , 0 , 0 , 1 };

void setup() {
  pinMode(bit1,OUTPUT);
  pinMode(bit2,OUTPUT);
  pinMode(bit3,OUTPUT);
  pinMode(bit4,OUTPUT);
}

void loop() {
  for(int repCount = 0;repCount <= 3;repCount++){
    digitalWrite(bits[repCount],zero[repCount]);
  }
  delay(1000);
  for(int repCount = 0;repCount <= 3;repCount++){
    digitalWrite(bits[repCount],one[repCount]);
  }
  delay(1000);
  for(int repCount = 0;repCount <= 3;repCount++){
    digitalWrite(bits[repCount],two[repCount]);
  }
  delay(1000);
  for(int repCount = 0;repCount <= 3;repCount++){
    digitalWrite(bits[repCount],three[repCount]);
  }
  delay(1000);
  for(int repCount = 0;repCount <= 3;repCount++){
    digitalWrite(bits[repCount],four[repCount]);
  }
  delay(1000);
  for(int repCount = 0;repCount <= 3;repCount++){
    digitalWrite(bits[repCount],five[repCount]);
  }
  delay(1000);
  for(int repCount = 0;repCount <= 3;repCount++){
    digitalWrite(bits[repCount],six[repCount]);
  }
  delay(1000);
  for(int repCount = 0;repCount <= 3;repCount++){
    digitalWrite(bits[repCount],seven[repCount]);
  }
  delay(1000);
  for(int repCount = 0;repCount <= 3;repCount++){
    digitalWrite(bits[repCount],eight[repCount]);
  }
  delay(1000);
  for(int repCount = 0;repCount <= 3;repCount++){
    digitalWrite(bits[repCount],nine[repCount]);
  }
  delay(1000);
}
```

