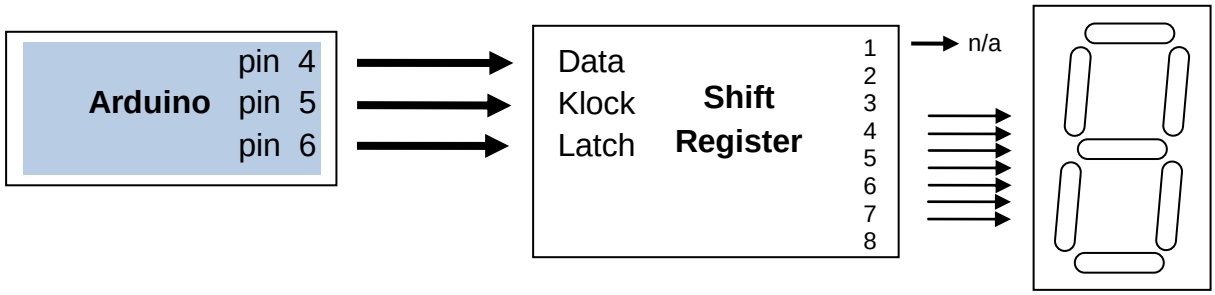
Shift Register 1 — 28/8/19

A shift register takes a series of eight bits (1's or 0"s) and transfers them into eight discreet outputs.
It uses only three pins, "Data", "Clock", and "Latch".
"Data" is either a 1 or a 0.
"Clock" pushes the data bit into the register. ("Klock" so we do not confuse the Arduino.)
"Latch" transfers the internal bits onto the outputs.



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

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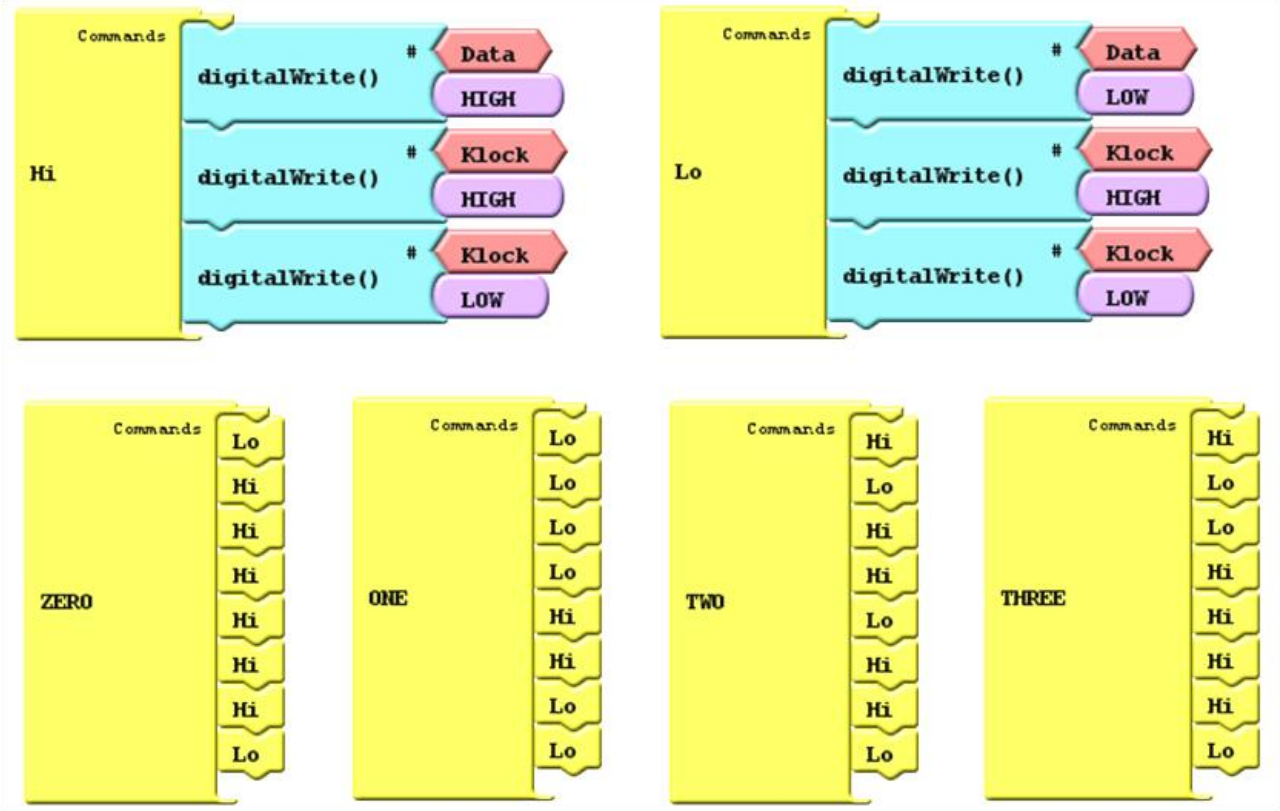
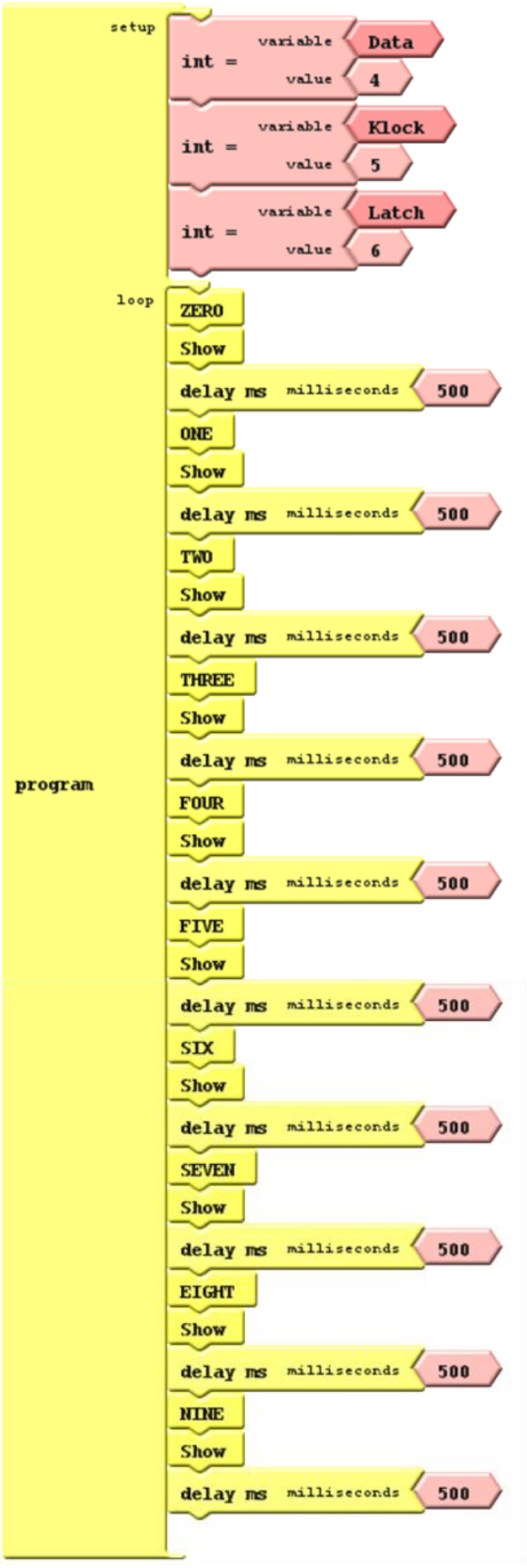


etc. up to number NINE .....


program
setup
int = variable Data value 4
int = variable Klock value 5
int = variable Latch value 6
loop
ZERO
Show
delay ms milliseconds 500
ONE
Show
delay ms milliseconds 500
TWO
Show
delay ms milliseconds 500
THREE
Show
delay ms milliseconds 500
FOUR
Show
delay ms milliseconds 500
FIVE
Show
delay ms milliseconds 500
SIX
Show
delay ms milliseconds 500
SEVEN
Show
delay ms milliseconds 500
EIGHT
Show
delay ms milliseconds 500
NINE
Show
delay ms milliseconds 500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Commands
Show
digitalWrite() # Latch HIGH
digitalWrite() # Latch LOW