

Shift Register 2

11/2/20

```
//for use with Techspace Learning Shift Register module.
```

```
int data = 4;  
int latch = 5;  
int klock = 6;
```

```
void setup() {  
  pinMode(data,OUTPUT);  
  pinMode(klock,OUTPUT);  
  pinMode(latch,OUTPUT);  
}
```

```
void Hi(){  
  digitalWrite(data,1);  
  digitalWrite(klock,1);  
  digitalWrite(klock,0);  
}
```

```
void Lo(){  
  digitalWrite(data,0);  
  digitalWrite(klock,1);  
  digitalWrite(klock,0);  
}
```

```
void Latch(){  
  digitalWrite(latch,1);  
  digitalWrite(latch,0);  
}
```

```
        //segG,segF,segE,segD,segC,segB,segA, n/a  
void ZERO(){Lo();Hi();Hi();Hi();Hi();Hi();Hi();Lo();}  
void ONE(){Lo();Lo();Lo();Lo();Hi();Hi();Lo();Lo();}  
void TWO(){Hi();Lo();Hi();Hi();Lo();Hi();Hi();Lo();}  
void THREE(){Hi();Lo();Lo();Hi();Hi();Hi();Hi();Lo();}  
void FOUR(){Hi();Hi();Lo();Lo();Hi();Hi();Lo();Lo();}  
void FIVE(){Hi();Hi();Lo();Hi();Hi();Lo();Hi();Lo();}  
void SIX(){Hi();Hi();Hi();Hi();Hi();Lo();Hi();Lo();}  
void SEVEN(){Lo();Lo();Lo();Lo();Hi();Hi();Hi();Lo();}  
void EIGHT(){Hi();Hi();Hi();Hi();Hi();Hi();Hi();Lo();}  
void NINE(){Hi();Hi();Lo();Hi();Hi();Hi();Hi();Lo();}  
void AAA(){Hi();Hi();Hi();Lo();Hi();Hi();Hi();Lo();}  
void BBB(){Hi();Hi();Hi();Hi();Hi();Lo();Lo();Lo();}  
void CCC(){Lo();Hi();Hi();Hi();Lo();Lo();Hi();Lo();}  
void DDD(){Hi();Lo();Hi();Hi();Hi();Hi();Lo();Lo();}  
void EEE(){Hi();Hi();Hi();Hi();Lo();Lo();Hi();Lo();}  
void FFF(){Hi();Hi();Hi();Lo();Lo();Lo();Hi();Lo();}
```

```
void loop() {  
  ZERO();  
  Latch();  
  delay(1000);  
  ONE();  
  Latch();  
  delay(1000);  
  TWO();  
  Latch();  
  delay(1000);  
  THREE();  
  Latch();  
  delay(1000);  
  FOUR();  
  Latch();  
  delay(1000);  
  FIVE();  
  Latch();  
  delay(1000);  
  SIX();  
  Latch();  
  delay(1000);  
  SEVEN();  
  Latch();  
  delay(1000);  
  EIGHT();  
  Latch();  
  delay(1000);  
  NINE();  
  Latch();  
  delay(1000);  
  AAA();  
  Latch();  
  delay(1000);  
  BBB();  
  Latch();  
  delay(1000);  
  CCC();  
  Latch();  
  delay(1000);  
  DDD();  
  Latch();  
  delay(1000);  
  EEE();  
  Latch();  
  delay(1000);  
  FFF();  
  Latch();  
  delay(1000);  
}
```