7 Segment Display 1 — 12/4/26

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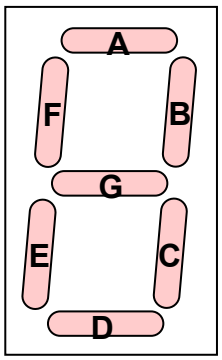
Arduino		
	pin 4	→ segA
	pin 5	→ segB
	pin 6	→ segC
	pin 7	→ segD
	pin 8	→ segE
	pin 9	→ segF
	pin 10	→ segG




```
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
```

```
program
loop
ZERO
delay ms milliseconds 1000
ONE
delay ms milliseconds 1000
TWO
delay ms milliseconds 1000
THREE
delay ms milliseconds 1000
FOUR
delay ms milliseconds 1000
FIVE
delay ms milliseconds 1000
SIX
delay ms milliseconds 1000
SEVEN
delay ms milliseconds 1000
EIGHT
delay ms milliseconds 1000
NINE
delay ms milliseconds 1000
```

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

This is a "subroutine" (found in Contol).

It is "declared" separate to the "loop". When it is "called" in the "loop", it does all the things in the group of instructions in the "subroutine". The name can be changed by typing over the name.

```
ZERO
Commands
digitalWrite() # segA HIGH
digitalWrite() # segB HIGH
digitalWrite() # segC HIGH
digitalWrite() # segD HIGH
digitalWrite() # segE HIGH
digitalWrite() # segF HIGH
digitalWrite() # segG LOW
```

etc. up to number NINE .....