

```
unsigned const int A = 13;
unsigned const int B = 12;
unsigned const int C = 11;
unsigned const int D = 10;
unsigned const int E = 9;
unsigned const int F = 8;
unsigned const int G = 7;
unsigned const int H = 6;
```

```
void setup(void)
{
  pinMode(A, OUTPUT);
  pinMode(B, OUTPUT);
  pinMode(C, OUTPUT);
  pinMode(D, OUTPUT);
  pinMode(E, OUTPUT);
  pinMode(F, OUTPUT);
  pinMode(G, OUTPUT);
  pinMode(H, OUTPUT);
}
```

```
//My Functions
```

```
void zero(void) {
  digitalWrite(A, LOW);
  digitalWrite(B, HIGH);
  digitalWrite(C, HIGH);
  digitalWrite(D, HIGH);
  digitalWrite(E, HIGH);
  digitalWrite(F, HIGH);
  digitalWrite(G, HIGH);
  digitalWrite(H, LOW);
}
```

```
void one(void) {
  digitalWrite(A, LOW);
  digitalWrite(B, LOW);
  digitalWrite(C, LOW);
  digitalWrite(D, HIGH);
  digitalWrite(E, LOW);
  digitalWrite(F, LOW);
  digitalWrite(G, HIGH);
  digitalWrite(H, LOW);
}
```

```
}
```

```
void two(void) {  
    digitalWrite(A, HIGH);  
    digitalWrite(B, LOW);  
    digitalWrite(C, HIGH);  
    digitalWrite(D, HIGH);  
    digitalWrite(E, HIGH);  
    digitalWrite(F, HIGH);  
    digitalWrite(G, LOW);  
    digitalWrite(H, LOW);  
}
```

```
void three(void) {  
    digitalWrite(A, HIGH);  
    digitalWrite(B, LOW);  
    digitalWrite(C, HIGH);  
    digitalWrite(D, HIGH);  
    digitalWrite(E, LOW);  
    digitalWrite(F, HIGH);  
    digitalWrite(G, HIGH);  
    digitalWrite(H, LOW);  
}
```

```
void four(void) {  
    digitalWrite(A, HIGH);  
    digitalWrite(B, HIGH);  
    digitalWrite(C, LOW);  
    digitalWrite(D, HIGH);  
    digitalWrite(E, LOW);  
    digitalWrite(F, LOW);  
    digitalWrite(G, HIGH);  
    digitalWrite(H, LOW);  
}
```

```
void five(void) {  
    digitalWrite(A, HIGH);  
    digitalWrite(B, HIGH);  
    digitalWrite(C, HIGH);  
    digitalWrite(D, LOW);  
    digitalWrite(E, LOW);  
    digitalWrite(F, HIGH);  
    digitalWrite(G, HIGH);  
    digitalWrite(H, LOW);  
}
```

```
}
```

```
void six(void) {  
    digitalWrite(A, HIGH);  
    digitalWrite(B, HIGH);  
    digitalWrite(C, HIGH);  
    digitalWrite(D, LOW);  
    digitalWrite(E, HIGH);  
    digitalWrite(F, HIGH);  
    digitalWrite(G, HIGH);  
    digitalWrite(H, LOW);  
}
```

```
void seven(void) {  
    digitalWrite(A, LOW);  
    digitalWrite(B, LOW);  
    digitalWrite(C, HIGH);  
    digitalWrite(D, HIGH);  
    digitalWrite(E, LOW);  
    digitalWrite(F, LOW);  
    digitalWrite(G, HIGH);  
    digitalWrite(H, LOW);  
}
```

```
void eight(void) {  
    digitalWrite(A, HIGH);  
    digitalWrite(B, HIGH);  
    digitalWrite(C, HIGH);  
    digitalWrite(D, HIGH);  
    digitalWrite(E, HIGH);  
    digitalWrite(F, HIGH);  
    digitalWrite(G, HIGH);  
    digitalWrite(H, LOW);  
}
```

```
void nine(void) {  
    digitalWrite(A, HIGH);  
    digitalWrite(B, HIGH);  
    digitalWrite(C, HIGH);  
    digitalWrite(D, HIGH);  
    digitalWrite(E, LOW);  
    digitalWrite(F, HIGH);  
    digitalWrite(G, HIGH);  
    digitalWrite(H, LOW);  
}
```

```
}  
  
// Start  
void loop(void)  
{  
  zero();  
  delay(1000);  
  
  one();  
  delay(1000);  
  
  two();  
  delay(1000);  
  
  three();  
  delay(1000);  
  
  four();  
  delay(1000);  
  
  five();  
  delay(1000);  
  
  six();  
  delay(1000);  
  
  seven();  
  delay(1000);  
  
  eight();  
  delay(1000);  
  
  nine();  
  delay(1000);  
}
```