//low 暗 high 亮

const byte a[]={12,2,3,4,5,8,9,10,11};

const byte startPin = 2;

const byte endPin = 11;

byte i;

void setup()

{

for (i = 0; i<= 8; i++)

{

pinMode(a[i], OUTPUT);

}

}

void loop()

{

for(i=0;i<2;i++)

{

digitalWrite(a[8],HIGH);

digitalWrite(a[1],HIGH);

digitalWrite(a[2],HIGH);

digitalWrite(a[3],HIGH);

digitalWrite(a[4],HIGH);

digitalWrite(a[5],HIGH);

digitalWrite(a[6],HIGH);

digitalWrite(a[7],HIGH);

delay(1000);

digitalWrite(a[8],LOW);

digitalWrite(a[1],LOW);

digitalWrite(a[2],LOW);

digitalWrite(a[3],LOW);

digitalWrite(a[4],LOW);

digitalWrite(a[5],LOW);

digitalWrite(a[6],LOW);

digitalWrite(a[7],LOW);

delay(1000);

}

for(i=1;i<=8;i++)

digitalWrite(a[i],LOW);

for(i=1;i<=8;i++)

{

digitalWrite(a[i],HIGH);

delay(100);

digitalWrite(a[i],LOW);

delay(100);

}

for(i=0;i<2;i++)

{

digitalWrite(a[8],HIGH);

digitalWrite(a[1],HIGH);

digitalWrite(a[2],HIGH);

digitalWrite(a[3],HIGH);

digitalWrite(a[4],HIGH);

digitalWrite(a[5],HIGH);

digitalWrite(a[6],HIGH);

digitalWrite(a[7],HIGH);

delay(1000);

digitalWrite(a[8],LOW);

digitalWrite(a[1],LOW);

digitalWrite(a[2],LOW);

digitalWrite(a[3],LOW);

digitalWrite(a[4],LOW);

digitalWrite(a[5],LOW);

digitalWrite(a[6],LOW);

digitalWrite(a[7],LOW);

delay(1000);

}

for(i=8;i>0;i--)

{

digitalWrite(a[i],HIGH);

delay(100);

digitalWrite(a[i],LOW);

delay(100);

}

}

