Activity 4: Having Fun with Arduino

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Part 3: Clapping LED

In this part, you will do the coding to create a clapping LED. Clapping [12-123-12-12-1] the clapping state is divided into 5 states. When the button is pushed, play the led only one state. For example: [PUSH BUTTON] x-x [PUSH B

```
Note: For 'x' means LED ON and '-' means LED OFF

** Given 0.125s delay time between 'x' and '-'
```

Example Video Clip: https://youtu.be/Eld2ZTJbMWQ

```
#include <Servo.h>
int ledpin = 2;
int button = 3;
int buttonState = 0;
int count = 1;

void setup()
{
    pinMode(ledpin, OUTPUT);
    pinMode(button, INPUT);
}

void loop()
{
    buttonState = digitalRead(button);
    if (buttonState == 1){
        if (count%5 == 1){
```

```
digitalWrite(ledpin, HIGH);
 delay(1250);
 digitalWrite(ledpin, LOW);
 delay(1250);
 digitalWrite(ledpin, HIGH);
 delay(1250);
}
if (count%5 == 2){
 digitalWrite(ledpin, HIGH);
 delay(1250);
 digitalWrite(ledpin, LOW);
 delay(1250);
 digitalWrite(ledpin, HIGH);
 delay(1250);
 digitalWrite(ledpin, LOW);
 delay(1250);
 digitalWrite(ledpin, HIGH);
 delay(1250);
}
if (count%5 == 3){
 digitalWrite(ledpin, HIGH);
 delay(1250);
 digitalWrite(ledpin, LOW);
 delay(1250);
 digitalWrite(ledpin, HIGH);
 delay(1250);
}
if (count\%5 == 4){
 digitalWrite(ledpin, HIGH);
 delay(1250);
 digitalWrite(ledpin, LOW);
 delay(1250);
 digitalWrite(ledpin, HIGH);
 delay(1250);
}
if (count\%5 == 0){
 digitalWrite(ledpin, HIGH);
 delay(1250);
 digitalWrite(ledpin, LOW);
 delay(1250);
```

```
digitalWrite(ledpin, HIGH);
  delay(1250);
}
count = count + 1;
}
if (buttonState == 0){
  digitalWrite(ledpin, LOW);
}
}
```

When you are done show it to the instructor or TA.