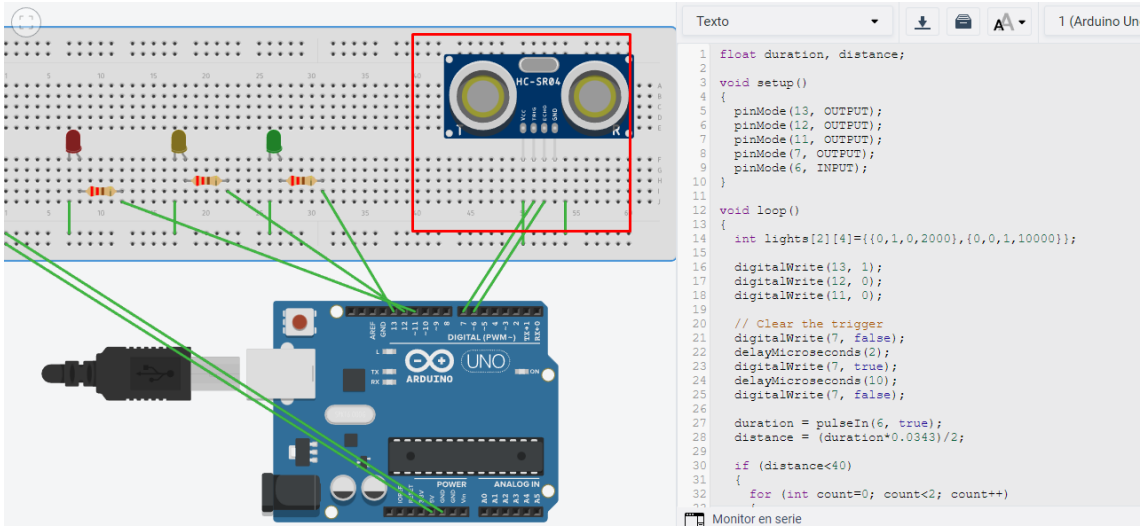
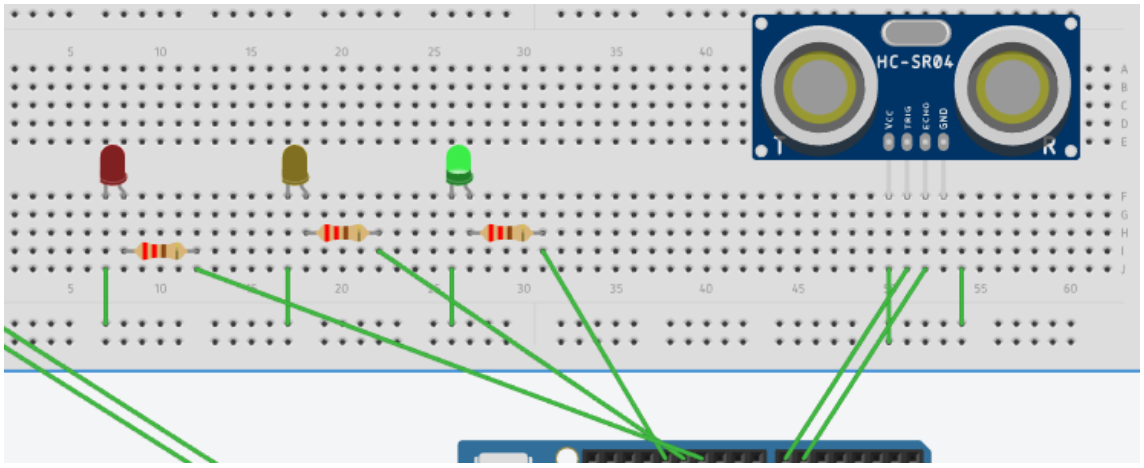
Primero hacemos el tinkercat



Seguidamente probamos el tinkercat



Continuamos pasando el código al Arduino uno y probándolo.

```
void loop()
{
  int lights[2][4]={{0,1,0,2000},{0,0,1,10000}};

  digitalWrite(13, 1);
  digitalWrite(12, 0);
  digitalWrite(11, 0);

  // Clear the trigger
  digitalWrite(7, false);
  delayMicroseconds(2);
  digitalWrite(7, true);
  delayMicroseconds(10);
  digitalWrite(7, false);

  duration = pulseIn(6, true);
  distance = (duration*0.0343)/2;

  if (distance<40)
  {
    for (int count=0; count<2; count++)
    {
      digitalWrite(13, lights[count][0]);
      digitalWrite(12, lights[count][1]);
      digitalWrite(11, lights[count][2]);
      delay(lights[count][3]);
    }
  }
  else
  {
    delay(500);
  }
```