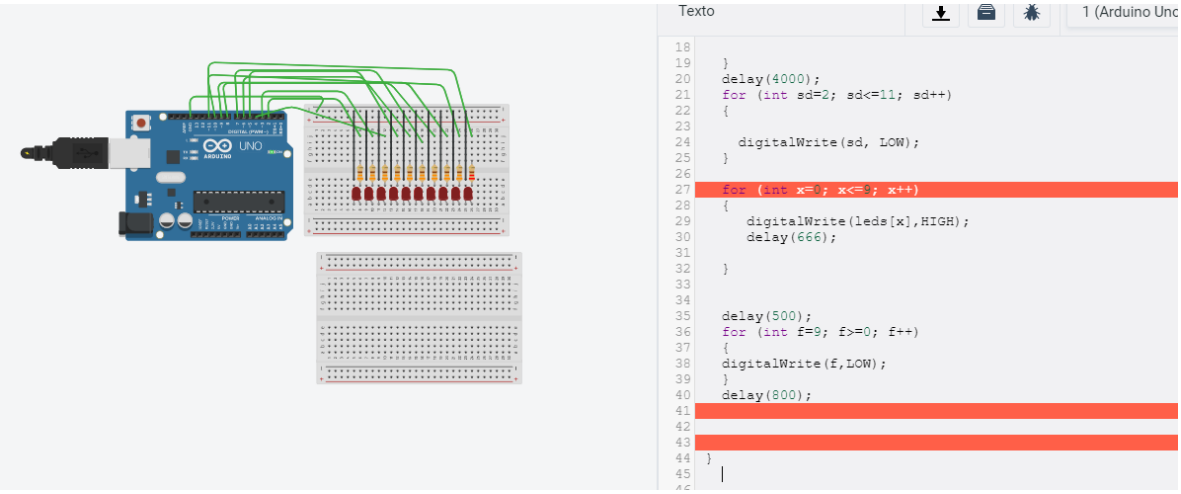
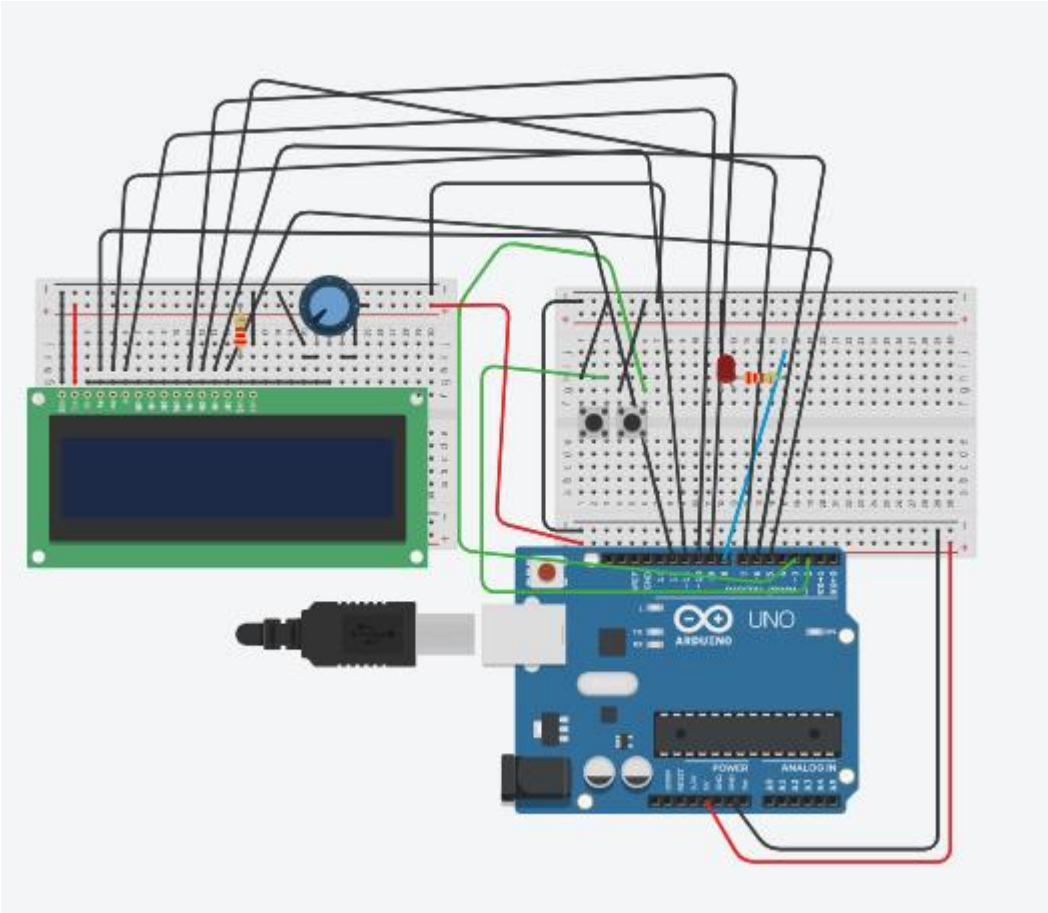


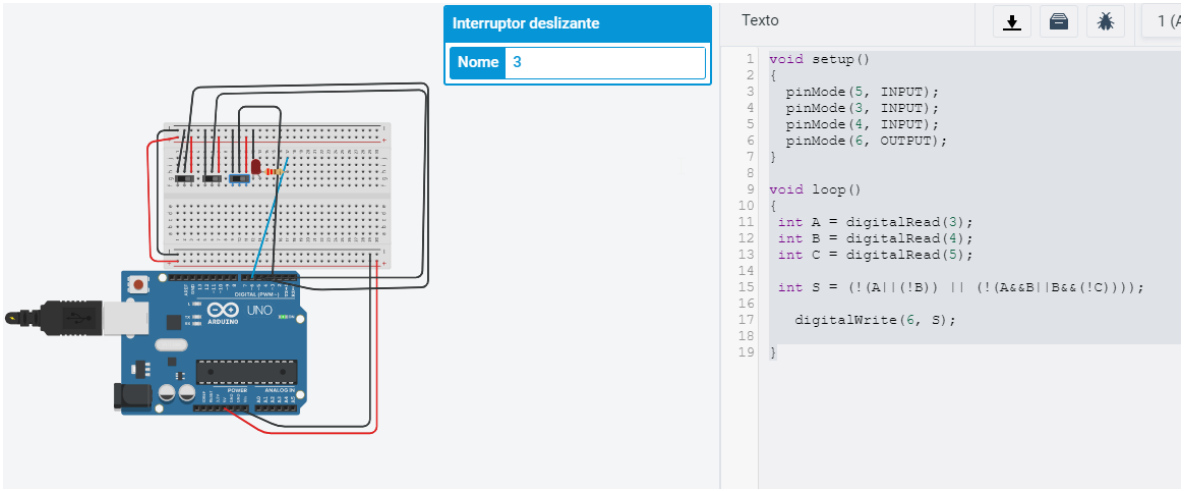

```
int leds[10]={2,5,6,8,10,7,3,4,9,11};



void setup()
{
   for (int i=2; i<=11; i++)
   {
        pinMode(i,OUTPUT);
   }
}

void loop()
{
   for (int s=2; s<=11; s++)
   {
      digitalWrite(s, HIGH);



   }
   delay(4000);
```

```
for (int sd=2; sd<=11; sd++)
{

   digitalWrite(sd, LOW);
}

for (int x=0; x<=9; x++)
{
     digitalWrite(leds[x],HIGH);
     delay(666);

}



delay(500);
for (int f=9; f>=0; f++)
{
digitalWrite(f,LOW);
}
delay(800);
```




```
#include <LiquidCrystal.h>      //inclusão da biblioteca do LCD
LiquidCrystal lcd(12,11,10,9,7,6,5); //(RS,E,D4,D5,D6,D7)
void setup()
{
   Serial.begin(9600);
   pinMode(2, INPUT_PULLUP);
   pinMode(3,INPUT_PULLUP);
   pinMode(8, OUTPUT);
   lcd.begin(16,2);
   lcd.setCursor(0,0);

}
```

```
void loop()
{
   int A = digitalRead(2);
   int B = digitalRead(3);



   if (A == LOW)
      {

      digitalWrite(8, HIGH);
      lcd.setCursor(0,1);
      lcd.print("Lampada ON");
      Serial.println(" ");
      Serial.println("Lampada ON");
      delay(400);
      }

   if (B == LOW)
      {
      digitalWrite(8, LOW);
      lcd.setCursor(0,1);
      lcd.print("Lampada OFF");
      Serial.println(" ");
      Serial.println("Lampada OFF");
      delay(400);

      }
}
```




```
void setup()
{
    pinMode(5, INPUT);
    pinMode(3, INPUT);
    pinMode(4, INPUT);
    pinMode(6, OUTPUT);
}

void loop()
{
  int A = digitalRead(3);
  int B = digitalRead(4);
  int C = digitalRead(5);

  int S = (!(A||(!B)) || (!(A&&B||B&&(!C))));

      digitalWrite(6, S);

}
```