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| Activity 5 – Blink No Delay | Group activity |

To Do

* Define Globals.
  + currentTime
  + lastTime
  + switchTime
  + ledState
  + millis()
* Create blink\_timer() function.
* Functionalize commands in loop
  + Loop should now only consist of a single function named blink\_timer()
  + blink\_led() will now be called from blink\_timer()

Hint: blink\_timer() probably includes a conditional statement like the following **pseudocode**:

if( ( Δ time ) >= some\_timer\_interval ) {

Led should blink

}

A screenshot of a cell phone

Description automatically generated

A screenshot of a social media post

Description automatically generated

A screenshot of a cell phone

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