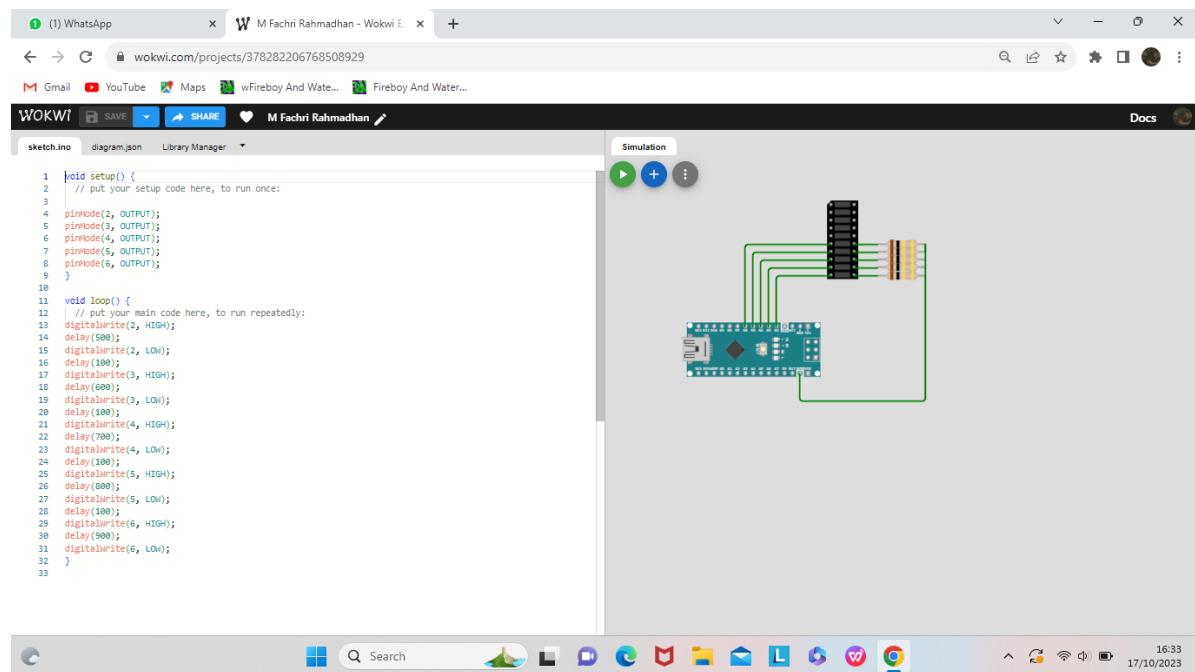


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The screenshot shows the Wokwi web-based simulation environment. On the left, the code editor displays a sketch named 'sketch.ino' with the following content:

```
1 |void setup() {
2 | // put your setup code here, to run once:
3 |
4 |pinMode(2, OUTPUT);
5 |pinMode(3, OUTPUT);
6 |pinMode(4, OUTPUT);
7 |pinMode(5, OUTPUT);
8 |pinMode(6, OUTPUT);
9 |
10|
11|void loop() {
12 | // put your main code here, to run repeatedly:
13 |digitalWrite(2, HIGH);
14 |delay(500);
15 |digitalWrite(2, LOW);
16 |delay(100);
17 |digitalWrite(3, HIGH);
18 |delay(500);
19 |digitalWrite(3, LOW);
20 |delay(100);
21 |digitalWrite(4, HIGH);
22 |delay(500);
23 |digitalWrite(4, LOW);
24 |delay(100);
25 |digitalWrite(5, HIGH);
26 |delay(500);
27 |digitalWrite(5, LOW);
28 |delay(100);
29 |digitalWrite(6, HIGH);
30 |delay(500);
31 |digitalWrite(6, LOW);
32 }
```

On the right, the simulation window shows a breadboard setup with a microcontroller (ATmega328P) connected to a 7-segment display. The pins are mapped as follows: Pin 2 to segment 1, Pin 3 to segment 2, Pin 4 to segment 3, Pin 5 to segment 4, Pin 6 to segment 5, and Pin 7 to segment 6. The digital pins 2 through 6 are also connected to ground. The simulation interface includes a toolbar with buttons for play, stop, and pause, and a status bar at the bottom indicating the date and time.

Link : <https://wokwi.com/projects/378282206768508929>