

```
//          1,          2,          3,          4,          5,
6,          7,          8,          9,          0,          G,          L,
int num[48] = {0xF3, 0x49, 0x61, 0x33, 0x25, 0x05,
0xB1, 0x01, 0x21, 0x81, 0x85, 0x8F};
int a = 1;
int b = 2;
int c = 3;
int d = 4;
int e = 5;
int f = 6;
int g = 7;
int i = 0;

int randomNum;

int button_no1 = 10;
int button_no2 = 11;

int buttonState_1;
int buttonState_2;

int lastButtonState_1 = LOW;
int lastButtonState_2 = LOW;

long lastDebounceTime_1 = 0;
long lastDebounceTime_2 = 0;

void setup()
{
```

```
pinMode(button_no1, INPUT_PULLUP);
pinMode(button_no2, INPUT_PULLUP);
DDRD = 0xFF; // DDRD is port D read input and
wirte input are input or output 0xFF is port 0-7
PORTD = num[i]; // PORTD is similar of DDRD but
it write what pin is 0 or 1
randomNum = random(1, 9); // random number(1,9)
}
```

```
void loop()
{
    int reading_1 = digitalRead(button_no1);
    int reading_2 = digitalRead(button_no2);

    // button_no1 (INPUT_PULLUP)
    if (reading_1 != lastButtonState_1)
    {
        lastDebounceTime_1 = millis();
    }
    if (millis() - lastDebounceTime_1 > 50)
    {
        if (reading_1 != buttonState_1)
        {
            buttonState_1 = reading_1;

            if (buttonState_1 == LOW)
            {
                if (i == 9)
                {
```

```

        i = 0;
    }
    PORTD = num[i];
    i++;
}
}

// button_no2 (INPUT_PULLUP)
if (reading_2 != lastButtonState_2)
{
    lastDebounceTime_2 = millis();
}
if (millis() - lastDebounceTime_2 > 50)
{
    if (reading_2 != buttonState_2)
    {
        buttonState_2 = reading_2;

        if (buttonState_2 == LOW)
        {

            if (i == randomNum)
            {
                PORTD = num[9];
                randomNum = random(1, 9);
                i = 0;
            }
            else if (i < randomNum)

```

```
    {  
        PORTD = num[11];  
    }  
    else if (i > randomNum)  
    {  
        PORTD = num[10];  
    }  
}  
}  
}
```

```
lastButtonState_1 = reading_1;  
lastButtonState_2 = reading_2;
```

```
}
```