//relay 1

int relay = D5;

int button = D1;

int state = 0;

int a = 0;

//relay 2

int relay2 = D6;

int button2 = D2;

int state2 = 0;

int b = 0;

//relay 3

int relay3 = D7;

int button3 = D3;

int state3 = 0;

int c = 0;

//relay 4

int relay4 = D8;

int button4 = D4;

int state4 = 0;

int d = 0;

void setup() {

// put your setup code here, to run once:

pinMode (relay, OUTPUT);

pinMode (relay2, OUTPUT);

pinMode (relay3, OUTPUT);

pinMode (relay4, OUTPUT);

pinMode (button, INPUT);

pinMode (button2, INPUT);

pinMode (button3, INPUT);

pinMode (button4, INPUT);

}

void loop() {

// put your main code here, to run repeatedly:

//relay1

state = digitalRead (button);

if (state == 1){

a++;

delay (200);

}

if (a == 0){

digitalWrite(relay, 0);

}

if (a == 1){

digitalWrite(relay, 1);

}

if (a == 2){

digitalWrite(relay, 0);

a = 0;

}

//relay2

state2 = digitalRead (button2);

if (state2 == 1){

b++;

delay (200);

}

if (b == 1){

digitalWrite(relay2, 1);

}

if (b == 2){

digitalWrite(relay2, 0);

b = 0;

}

//relay3

state3 = digitalRead (button3);

if (state3 == 1){

c++;

delay (200);

}

if (c == 1){

digitalWrite(relay3, 1);

}

if (c == 2){

digitalWrite(relay3, 0);

c = 0;

}

//relay4

state4 = digitalRead (button4);

if (state4 == 1){

d++;

delay (200);

}

if (d == 1){

digitalWrite(relay4, 1);

}

if (d == 2){

digitalWrite(relay4, 0);

d = 0;

}

}