1. **Voorbeeldcode:**

**Note: bij het simuleren moet LED1 veranderd worden door “2”**

*int LED1 = 2;*

*void setup() {*

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

*pinMode(LED1,OUTPUT);*

*digitalWrite(LED1,HIGH);*

*}*

*void loop() {*

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

*}*

1. **Knipper LED:**

*int LED1 = 2;*

*void setup() {*

*pinMode(LED1,OUTPUT);*

*digitalWrite(LED1,HIGH);*

*}*

*void loop() {*

*delay(500);*

*digitalWrite(LED1,LOW);*

*delay(500);*

*digitalWrite(LED1,HIGH);*

*}*

1. **Looplicht:**

*int LED1 = 2;*

*int LED2 = 3;*

*int LED3 = 4;*

*int LED4 = 5;*

*void setup() {*

*pinMode(LED1,OUTPUT);*

*pinMode(LED2,OUTPUT);*

*pinMode(LED3,OUTPUT);*

*pinMode(LED4,OUTPUT);*

*digitalWrite(LED1,HIGH);*

*}*

*void loop() {*

*delay(500);*

*digitalWrite(LED1,LOW);*

*digitalWrite(LED2,HIGH);*

*delay(500);*

*digitalWrite(LED2,LOW);*

*digitalWrite(LED3,HIGH);*

*delay(500);*

*digitalWrite(LED3,LOW);*

*digitalWrite(LED4,HIGH);*

*delay(500);*

*digitalWrite(LED4,LOW);*

*digitalWrite(LED1,HIGH);*

*}*

1. **Roteren:**

*void setup() {*

*for (int x = 2; x <= 5; x++) {*

*pinMode(x,OUTPUT);*

*}*

*}*

*void loop() {*

*for (int x=2; x <= 5; x++) {*

*digitalWrite(x-1,LOW);*

*digitalWrite(x,HIGH);*

*delay(500);*

*}*

*digitalWrite(5,LOW);*

*}*

1. **Arrays:**

*const byte ledArray[] = {2,3,4,5};*

*void setup() {*

*for (int x = 0; x < sizeof(ledArray); x++) {*

*pinMode(ledArray[x],OUTPUT);*

*}*

*}*

*void loop() {*

*for (int x = 0; x < sizeof(ledArray); x++) {*

*digitalWrite(ledArray[x],HIGH);*

*delay(500);*

*digitalWrite(ledArray[x],LOW);*

*}*

*}*

1. **Heen- en terug:**

*const byte ledArray[] = {2,3,4,5};*

*int richting = 1;*

*int teller = 0;*

*void setup() {*

*for (int x = 0; x < sizeof(ledArray); x++) {*

*pinMode(ledArray[x],OUTPUT);*

*}*

*}*

*void loop() {*

*digitalWrite(ledArray[teller],HIGH);*

*delay(500);*

*digitalWrite(ledArray[teller],LOW);*

*teller += richting;*

*if (teller == 3) {*

*richting = -1;*

*}*

*if (teller == 0) {*

*richting = 1;*

*}*

*}*