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/*
Experiment No.: 06
Statement : Design a 4-bit counter.
Date of Exp. : xx/xx/xxxx
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Author
*/
// Define pins for LEDs and push-button switch
const int LED pins[] = \{2, 3, 4, 5\}; // LED pins
const int buttonPin = 7; // Push-button switch pin
// Variables to hold current count and button state
int count = 0; // Initial count
int buttonState; // Current state of the button
int lastButtonState = LOW; // Previous state of the button
void setup() {
 // Set LED pins as output
  for (int i = 0; i < 4; i++) {
   pinMode(LED pins[i], OUTPUT);
  }
 // Set push-button pin as input
 pinMode(buttonPin, INPUT);
 // Initialize LEDs with the initial count
 updateLEDs();
}
void loop() {
 // Read the state of the push-button switch
 buttonState = digitalRead(buttonPin);
 // Check if the button is pressed and was previously not pressed
 if (buttonState == HIGH && lastButtonState == LOW) {
    // Increment the count
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count++;

// Ensure the count wraps around after reaching 16 (4 bits)
if (count > 15) {
    count = 0;
}

// Update LEDs with the new count
    updateLEDs();
}

// Update last button state
    lastButtonState = buttonState;
}

// Function to update LEDs based on the current count
void updateLEDs() {
    // Convert count to binary and display on LEDs
    for (int i = 0; i < 4; i++) {
        digitalWrite(LED_pins[i], bitRead(count, i));
    }
}</pre>
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