int ALEATORIO1 = 0;

int ALEATORIO2 = 0;

int ALEATORIO3 = 0;

int ALEATORIO4 = 0;

int BOTON2 = 0;

int BOTON3 = 0;

int BOTON4 = 0;

int BOTON1 = 0;

void setup()

{

Serial.begin(9600);

pinMode(2, OUTPUT);

pinMode(3, OUTPUT);

pinMode(4, OUTPUT);

pinMode(5, OUTPUT);

pinMode(13, OUTPUT);

pinMode(9, INPUT);

pinMode(8, INPUT);

pinMode(11, INPUT);

pinMode(12, INPUT);

randomSeed(analogRead(A0));

}

void loop()

{

if ((ALEATORIO1 == 0 && ALEATORIO2 == 0) && (ALEATORIO3 == 0 && ALEATORIO4 == 0)) {

ALEATORIO1 = random(2, 5 + 1);

ALEATORIO2 = random(2, 5 + 1);

ALEATORIO3 = random(2, 5 + 1);

ALEATORIO4 = random(2, 5 + 1);

Serial.println(ALEATORIO1);

Serial.println(ALEATORIO2);

Serial.println(ALEATORIO3);

Serial.println(ALEATORIO4);

delay(1000);

// ENCENDEMOS EL LED QUE CORRESPONDAN DEPENDIENDO

// DEL ALEATORIO

if (ALEATORIO1 == 2) {

digitalWrite(2, HIGH);

tone(13, 294, 500);

}

if (ALEATORIO1 == 3) {

digitalWrite(3, HIGH);

tone(13, 294, 500);

}

if (ALEATORIO1 == 4) {

digitalWrite(4, HIGH);

tone(13, 165, 500);

}

if (ALEATORIO1 == 5) {

digitalWrite(5, HIGH);

tone(13, 92, 500);

}

delay(500);

// APAGAMOS TODOS LOS LEDS

digitalWrite(2, LOW);

digitalWrite(3, LOW);

digitalWrite(4, LOW);

digitalWrite(5, LOW);

delay(500);

if (ALEATORIO2 == 2) {

digitalWrite(2, HIGH);

tone(13, 294, 500);

}

if (ALEATORIO2 == 3) {

digitalWrite(3, HIGH);

tone(13, 294, 500);

}

if (ALEATORIO2 == 4) {

digitalWrite(4, HIGH);

tone(13, 165, 500);

}

if (ALEATORIO2 == 5) {

digitalWrite(5, HIGH);

tone(13, 92, 500);

}

delay(500);

digitalWrite(2, LOW);

digitalWrite(3, LOW);

digitalWrite(4, LOW);

digitalWrite(5, LOW);

delay(500);

if (ALEATORIO3 == 2) {

digitalWrite(2, HIGH);

tone(13, 294, 500);

}

if (ALEATORIO3 == 3) {

digitalWrite(3, HIGH);

tone(13, 294, 500);

}

if (ALEATORIO3 == 4) {

digitalWrite(4, HIGH);

tone(13, 165, 500);

}

if (ALEATORIO3 == 5) {

digitalWrite(5, HIGH);

tone(13, 92, 500);

}

delay(500);

digitalWrite(2, LOW);

digitalWrite(3, LOW);

digitalWrite(4, LOW);

digitalWrite(5, LOW);

delay(500);

if (ALEATORIO4 == 2) {

digitalWrite(2, HIGH);

tone(13, 294, 500);

}

if (ALEATORIO4 == 3) {

digitalWrite(3, HIGH);

tone(13, 294, 500);

}

if (ALEATORIO4 == 4) {

digitalWrite(4, HIGH);

tone(13, 165, 500);

}

if (ALEATORIO4 == 5) {

digitalWrite(5, HIGH);

tone(13, 92, 500);

}

delay(500);

digitalWrite(2, LOW);

digitalWrite(3, LOW);

digitalWrite(4, LOW);

digitalWrite(5, LOW);

delay(500);

noTone(13);

delay(2000);

}

Serial.print(digitalRead(8));

Serial.print(" ");

Serial.print(digitalRead(9));

Serial.print(" ");

Serial.print(digitalRead(11));

Serial.print(" ");

Serial.println(digitalRead(12));

if (digitalRead(9) == LOW && BOTON1 == 0) {

tone(13, 92, 500);

BOTON1 = 5;

digitalWrite(5, HIGH);

delay(200);

digitalWrite(5, LOW);

delay(500);

}else if (digitalRead(8) == LOW && BOTON1 == 0) {

tone(13, 165, 500);

BOTON1 = 4;

digitalWrite(4, HIGH);

delay(200);

digitalWrite(4, LOW);

delay(500);

}else if (digitalRead(11) == LOW && BOTON1 == 0) {

tone(13, 294, 500);

BOTON1 = 3;

digitalWrite(3, HIGH);

delay(200);

digitalWrite(3, LOW);

delay(500);

}else if (digitalRead(12) == LOW && BOTON1 == 0) {

tone(13, 294, 500);

BOTON1 = 2;

digitalWrite(2, HIGH);

delay(200);

digitalWrite(2, LOW);

delay(500);

}

if (digitalRead(9) == LOW && BOTON2 == 0) {

tone(13, 92, 500);

BOTON2 = 5;

digitalWrite(5, HIGH);

delay(200);

digitalWrite(5, LOW);

delay(500);

}else if (digitalRead(8) == LOW && BOTON2 == 0) {

tone(13, 165, 500);

BOTON2 = 4;

digitalWrite(4, HIGH);

delay(200);

digitalWrite(4, LOW);

delay(500);

}else if (digitalRead(11) == LOW && BOTON2 == 0) {

tone(13, 294, 500);

BOTON2 = 3;

digitalWrite(3, HIGH);

delay(200);

digitalWrite(3, LOW);

delay(500);

}else if (digitalRead(12) == LOW && BOTON2 == 0) {

tone(13, 294, 500);

BOTON2 = 2;

digitalWrite(2, HIGH);

delay(200);

digitalWrite(2, LOW);

delay(500);

}

if (digitalRead(9) == LOW && BOTON3 == 0) {

tone(13, 92, 500);

BOTON3 = 5;

digitalWrite(5, HIGH);

delay(200);

digitalWrite(5, LOW);

delay(500);

}else if (digitalRead(8) == LOW && BOTON3 == 0) {

tone(13, 165, 500);

BOTON3 = 4;

digitalWrite(4, HIGH);

delay(200);

digitalWrite(4, LOW);

delay(500);

}else if (digitalRead(11) == LOW && BOTON3 == 0) {

tone(13, 294, 500);

BOTON3 = 3;

digitalWrite(3, HIGH);

delay(200);

digitalWrite(3, LOW);

delay(500);

}else if (digitalRead(12) == LOW && BOTON3 == 0) {

tone(13, 294, 500);

BOTON3 = 2;

digitalWrite(2, HIGH);

delay(200);

digitalWrite(2, LOW);

delay(500);

}

if (digitalRead(9) == LOW && BOTON4 == 0) {

tone(13, 92, 500);

BOTON4 = 5;

digitalWrite(5, HIGH);

delay(200);

digitalWrite(5, LOW);

delay(500);

}else if (digitalRead(8) == LOW && BOTON4 == 0) {

tone(13, 165, 500);

BOTON4 = 4;

digitalWrite(4, HIGH);

delay(200);

digitalWrite(4, LOW);

delay(500);

}else if (digitalRead(11) == LOW && BOTON4 == 0) {

tone(13, 294, 500);

BOTON4 = 3;

digitalWrite(3, HIGH);

delay(200);

digitalWrite(3, LOW);

delay(500);

}else if (digitalRead(12) == LOW && BOTON4 == 0) {

tone(13, 294, 500);

BOTON4 = 2;

digitalWrite(2, HIGH);

delay(200);

digitalWrite(2, LOW);

delay(500);

}

if (BOTON1 != 0) {

Serial.print("BOTON1: ");

Serial.println(BOTON1);

}

if (BOTON2 != 0) {

Serial.print("BOTON2: ");

Serial.println(BOTON2);

}

if (BOTON3 != 0) {

Serial.print("BOTON3: ");

Serial.println(BOTON3);

}

if (BOTON4 != 0) {

Serial.print("BOTON4: ");

Serial.println(BOTON4);

}

if ((BOTON1 != 0 && BOTON2 != 0) && (BOTON3 != 0 && BOTON4 != 0)) {

if ((ALEATORIO1 == BOTON1 && ALEATORIO2 == BOTON2) && (ALEATORIO3 == BOTON3 && ALEATORIO4 == BOTON4)) {

Serial.println("GANO");

tone(13, 1000, 1000);

digitalWrite(5, HIGH);

digitalWrite(4, HIGH);

digitalWrite(3, HIGH);

digitalWrite(2, HIGH);

delay(100);

digitalWrite(5, LOW);

digitalWrite(4, LOW);

digitalWrite(3, LOW);

digitalWrite(2, LOW);

ALEATORIO1 = 0;

ALEATORIO2 = 0;

ALEATORIO3 = 0;

ALEATORIO4 = 0;

BOTON1 = 0;

BOTON2 = 0;

BOTON3 = 0;

BOTON4 = 0;

delay(500);

} else {

Serial.println("PERDIO");

tone(13, 39, 1000);

ALEATORIO1 = 0;

ALEATORIO2 = 0;

ALEATORIO3 = 0;

ALEATORIO4 = 0;

BOTON1 = 0;

BOTON2 = 0;

BOTON3 = 0;

BOTON4 = 0;

perder();

//delay(500);

}

}

delay(100);

}

void perder()

{

tone(13, 39, 1000);

digitalWrite(5, HIGH);

digitalWrite(4, HIGH);

digitalWrite(3, HIGH);

digitalWrite(2, HIGH);

delay(50);

digitalWrite(5, LOW);

digitalWrite(4, LOW);

digitalWrite(3, LOW);

digitalWrite(2, LOW);

delay(50);

digitalWrite(5, HIGH);

digitalWrite(4, HIGH);

digitalWrite(3, HIGH);

digitalWrite(2, HIGH);

delay(50);

digitalWrite(5, LOW);

digitalWrite(4, LOW);

digitalWrite(3, LOW);

digitalWrite(2, LOW);

delay(50);

digitalWrite(5, HIGH);

digitalWrite(4, HIGH);

digitalWrite(3, HIGH);

digitalWrite(2, HIGH);

delay(50);

digitalWrite(5, LOW);

digitalWrite(4, LOW);

digitalWrite(3, LOW);

digitalWrite(2, LOW);

delay(50);

digitalWrite(5, HIGH);

digitalWrite(4, HIGH);

digitalWrite(3, HIGH);

digitalWrite(2, HIGH);

noTone(13);

delay(1000);

digitalWrite(5, LOW);

digitalWrite(4, LOW);

digitalWrite(3, LOW);

digitalWrite(2, LOW);

delay(500);

}