

```
int button = 1;

// BUTTON PIN NUMBER


int D1 = 13;
int D2 = 12;
int D3 = 11;
int D4 = 7;
int D5 = 10;
int D6 = 9;
int D7 = 8;

// LEDs PIN NUMBER


long randomNum;
int push;


void setup() {
  // put your setup code here, to run once:
  pinMode(button , INPUT);
  pinMode(D1 , OUTPUT);
  pinMode(D2 , OUTPUT);
  pinMode(D3 , OUTPUT);
  pinMode(D4 , OUTPUT);
  pinMode(D5 , OUTPUT);
  pinMode(D6 , OUTPUT);
  pinMode(D7 , OUTPUT);
  // STATES

  randomSeed (analogRead(0));

}
```

```
void loop() {  
  // put your main code here, to run repeatedly:  
  push = digitalRead (button);  
  
  if (push == LOW) {  
  
    randomNum = random (1,7);  
  
    if (randomNum == 1) {  
      picker ();  
      LED1();  
      delay (1500);  
      // put the delay here or in the function  
    }  
    if (randomNum == 2) {  
      picker ();  
      STOP();  
      LED2();  
      delay (1500);  
    }  
    if (randomNum == 3) {  
      picker ();  
      STOP();  
      LED3();  
      delay (1500);  
    }  
    if (randomNum == 4) {  
      picker ();  
      STOP();  
      LED4();  
      delay (1500);  
    }  
  }  
}
```

```
if (randomNum == 5) {  
    picker ();  
    STOP();  
    LED5();  
    delay (1500);  
}  
if (randomNum == 6) {  
    picker ();  
    STOP();  
    LED6();  
    delay (1500);  
}  
  
STOP();  
delay(500);  
  
}  
  
else {  
  
    digitalWrite (D1 , LOW);  
    digitalWrite (D2 , LOW);  
    digitalWrite (D3 , LOW);  
    digitalWrite (D4 , LOW);  
    digitalWrite (D5 , LOW);  
    digitalWrite (D6 , LOW);  
    digitalWrite (D7 , LOW);  
  
}  
  
}
```

```
void picker () {  
    LED1 ();  
    delay (100);  
    LED2 ();  
    delay (100);  
    LED3 ();  
    delay (100);  
    LED4 ();  
    delay (100);  
    LED5 ();  
    delay (100);  
    LED6 ();  
    delay (100);  
}
```

```
void STOP() {  
    digitalWrite (D1 , LOW);  
    digitalWrite (D2 , LOW);  
    digitalWrite (D3 , LOW);  
    digitalWrite (D4 , LOW);  
    digitalWrite (D5 , LOW);  
    digitalWrite (D6 , LOW);  
    digitalWrite (D7 , LOW);  
    delay (500);  
}
```

```
void LED1 () {  
    digitalWrite (D1 , LOW);  
    digitalWrite (D2 , LOW);  
    digitalWrite (D3 , LOW);  
    digitalWrite (D4 , HIGH);  
    digitalWrite (D5 , LOW);  
    digitalWrite (D6 , LOW);  
    digitalWrite (D7 , LOW);  
}
```

```
void LED2 () {  
    digitalWrite (D1 , HIGH);  
    digitalWrite (D2 , LOW);  
    digitalWrite (D3 , LOW);  
    digitalWrite (D4 , LOW);  
    digitalWrite (D5 , LOW);  
    digitalWrite (D6 , LOW);  
    digitalWrite (D7 , HIGH);  
}
```

```
void LED3 () {  
    digitalWrite (D1 , HIGH);  
    digitalWrite (D2 , LOW);  
    digitalWrite (D3 , LOW);  
    digitalWrite (D4 , HIGH);  
    digitalWrite (D5 , LOW);  
    digitalWrite (D6 , LOW);  
    digitalWrite (D7 , HIGH);  
}
```

```
void LED4 () {  
    digitalWrite (D1 , HIGH);  
    digitalWrite (D2 , LOW);  
    digitalWrite (D3 , HIGH);  
    digitalWrite (D4 , LOW);  
    digitalWrite (D5 , HIGH);  
    digitalWrite (D6 , LOW);  
    digitalWrite (D7 , HIGH);  
}
```

```
void LED5 () {  
    digitalWrite (D1 , HIGH);  
    digitalWrite (D2 , LOW);  
    digitalWrite (D3 , HIGH);  
    digitalWrite (D4 , HIGH);  
    digitalWrite (D5 , HIGH);  
    digitalWrite (D6 , LOW);  
    digitalWrite (D7 , HIGH);  
}
```

```
void LED6 () {  
    digitalWrite (D1 , HIGH);  
    digitalWrite (D2 , HIGH);  
    digitalWrite (D3 , HIGH);  
    digitalWrite (D4 , LOW);  
    digitalWrite (D5 , HIGH);  
    digitalWrite (D6 , HIGH);  
    digitalWrite (D7 , HIGH);  
}
```