```
const int redPin = 6;
const int greenPin = 7;
const int whitePin = 8;
const int switchPin = 2;
int ledState = 0;
unsigned long startTime;

void setup() {
  pinMode(redPin, OUTPUT);
  pinMode(greenPin, OUTPUT);
  pinMode(whitePin, OUTPUT);
  pinMode(switchPin, INPUT_PULLUP);
}

void loop() {
  if (digitalRead(switchPin) == LOW) {
    delay(10); // debounce delay
    if (digitalRead(switchPin) == LOW) {
      ledState++;
      if (ledState > 4) {
        ledState = 0;
      }
      switch (ledState) {
        case 1:
          flashLed(redPin);
          break;
        case 2:
          flashLed(greenPin);
          break;
        case 3:
          flashLed(whitePin);
          break;
        case 4:
          digitalWrite(redPin, HIGH);
          digitalWrite(greenPin, HIGH);
          digitalWrite(whitePin, HIGH);
          break;
        default:
          digitalWrite(redPin, LOW);
          digitalWrite(greenPin, LOW);
          digitalWrite(whitePin, LOW);
          break;
      }
    }
```

```
  }
  if (digitalRead(switchPin) == HIGH) {
    startTime = millis();
  }
  if (millis() - startTime > 3000) {
    ledState = 0;
    digitalWrite(redPin, LOW);
    digitalWrite(greenPin, LOW);
    digitalWrite(whitePin, LOW);
  }
}

void flashLed(int pin) {
  digitalWrite(pin, HIGH);
  delay(250);
  digitalWrite(pin, LOW);
  delay(250);
}
```