```
const int redPin = 11;
const int greenPin = 10;
const int whitePin = 6;
int state = 0;

void setup() {
  pinMode(redPin, OUTPUT);
  pinMode(greenPin, OUTPUT);
  pinMode(whitePin, OUTPUT);
  digitalWrite(redPin, LOW);
  digitalWrite(greenPin, LOW);
  digitalWrite(whitePin, LOW);
  pinMode(8, INPUT_PULLUP);
}

void loop() {
  int switchState = digitalRead(8);
  if (switchState == LOW) {
    switch (state) {
      case 0:
        digitalWrite(redPin, HIGH);
        delay(1000);
        digitalWrite(redPin, LOW);
        delay(1000);
        digitalWrite(redPin, HIGH);
        delay(1000);
        digitalWrite(redPin, LOW);
        delay(1000);
        digitalWrite(redPin, HIGH);
        delay(1000);
        digitalWrite(redPin, LOW);
        delay(1000);
        digitalWrite(redPin, HIGH);
        delay(1000);
        digitalWrite(greenPin, LOW);
        digitalWrite(whitePin, LOW);
        state = 1;
        break;
      case 1:
        digitalWrite(redPin, LOW);
        digitalWrite(greenPin, HIGH);
        delay(1000);
        digitalWrite(greenPin, LOW);
        delay(1000);
```

```
    digitalWrite(greenPin, HIGH);
    delay(1000);
    digitalWrite(greenPin, LOW);
    delay(1000);
    digitalWrite(greenPin, HIGH);
    delay(1000);
    digitalWrite(greenPin, LOW);
    delay(1000);
    digitalWrite(greenPin, HIGH);
    delay(1000);
    digitalWrite(whitePin, LOW);
    state = 2;
    break;
  case 2:
    digitalWrite(redPin, LOW);
    digitalWrite(greenPin, LOW);
    digitalWrite(whitePin, HIGH);
    delay(1000);
    digitalWrite(whitePin, LOW);
    delay(1000);
    digitalWrite(whitePin, HIGH);
    delay(1000);
    digitalWrite(whitePin, LOW);
    delay(1000);
    digitalWrite(whitePin, HIGH);
    delay(1000);
    digitalWrite(whitePin, LOW);
    delay(1000);
    digitalWrite(whitePin, HIGH);
    delay(1000);
    state = 3;
    break;
  case 3:
    digitalWrite(redPin, LOW);
    delay(1000);
    digitalWrite(greenPin, LOW);
    delay(1000);
    digitalWrite(whitePin, LOW);
    delay(1000);
    state = 0;
    break;
 }
 delay(500);
}
```

```
}
```