Simon Game

First I wanted to show the sequence of leds in random mode so, I added a switch case for every led and each loop a random number is generated to enter the switch case and select case that the number is and is repeated for 4 times to make sequence of leds and for each led that is lightened a letter is added to ("comp_seq") .

To take input from user for each button is pressed a LED is lightened and a corresponding letter is added to string ("my_seq") then compare "my_seq" with "comp_seq"

to detect whether the user entered the correct sequence or not if correct score increases if not "GAME OVER"