Arduino code for “chasing lights”

```
// C++ code
//
int animationSpeed = 0;

int Brightness = 0;

int j = 0;

int i = 0;

void setup()
{
  pinMode(11, OUTPUT);
  pinMode(10, OUTPUT);
  pinMode(9, OUTPUT);
}

void loop()
{
  animationSpeed = 3;
  for (Brightness = 0; Brightness <= 255; Brightness += 1) {
    analogWrite(11, Brightness);
    delay(animationSpeed); // Wait for animationSpeed millisecond(s)
  }
  for (Brightness = 255; Brightness <= 0; Brightness += 1) {
    analogWrite(11, Brightness);
    delay(animationSpeed); // Wait for animationSpeed millisecond(s)
  }
digitalWrite(9, LOW);

  for (Brightness = 0; Brightness <= 255; Brightness += 1) {
    analogWrite(10, Brightness);
    delay(animationSpeed); // Wait for animationSpeed millisecond(s)
  }
  for (Brightness = 255; Brightness <= 0; Brightness += 1) {
    analogWrite(10, Brightness);
    delay(animationSpeed); // Wait for animationSpeed millisecond(s)
  }
    digitalWrite(11, LOW);

  for (Brightness = 0; Brightness <= 255; Brightness += 1) {
    analogWrite(9, Brightness);
    delay(animationSpeed); // Wait for animationSpeed millisecond(s)
  }
  for (Brightness = 255; Brightness <= 0; Brightness += 1) {
    analogWrite(9, Brightness);
```

```
    delay(animationSpeed); // Wait for animationSpeed millisecond(s)
  }
  digitalWrite(10, LOW);
}
```