

```
import RPi.GPIO as GPIO
import time
```

```
def main():
```

```
    check()
```

```
    display0()
```

```
    display1()
```

```
    display2()
```

```
    display3()
```

```
    display4()
```

```
    display5()
```

```
    display6()
```

```
    display7()
```

```
    display8()
```

```
    display9()
```

```
def setup():
```

```
    global VCC
```

```
    VCC = 32
```

```
    global A
```

```
    A = 11
```

```
    global B
```

```
    B = 12
```

```
    global C
```

```
    C = 13
```

```
    global D
```

```
    D = 15
```

```
    global E
```

```
    E = 16
```

```
    global F
```

```
    F = 18
```

```
    global G
```

```
    G = 29
```

```
    global DP
```

```
    DP = 22
```

```
    GPIO.setwarnings(False)
```

```
    GPIO.setmode(GPIO.BOARD)
```

```
    GPIO.setup(VCC, GPIO.OUT)
```

```
GPIO.setup(A, GPIO.OUT)
GPIO.setup(B, GPIO.OUT)
GPIO.setup(C, GPIO.OUT)
GPIO.setup(D, GPIO.OUT)
GPIO.setup(E, GPIO.OUT)
GPIO.setup(F, GPIO.OUT)
GPIO.setup(G, GPIO.OUT)
GPIO.setup(DP, GPIO.OUT)
```

```
def refresh(t = 0):
```

```
    setup()
```

```
    GPIO.output(VCC, False)
    GPIO.output(A, True)
    GPIO.output(B, True)
    GPIO.output(C, True)
    GPIO.output(D, True)
    GPIO.output(E, True)
    GPIO.output(F, True)
    GPIO.output(G, True)
    GPIO.output(DP, True)
```

```
    time.sleep(t)
```

```
    GPIO.cleanup()
```

```
def check(t=1):
```

```
    setup()
```

```
    GPIO.output(VCC, True)
    GPIO.output(A, False)
    GPIO.output(B, False)
    GPIO.output(C, False)
    GPIO.output(D, False)
    GPIO.output(E, False)
    GPIO.output(F, False)
    GPIO.output(G, False)
    GPIO.output(DP, False)
```

```
    time.sleep(t)
```

```
    GPIO.cleanup()
```

```
def display0(t=1):
```

```
    setup()
```

```
    GPIO.output(VCC, True)
    GPIO.output(A, False)
    GPIO.output(B, False)
    GPIO.output(C, False)
    GPIO.output(D, False)
    GPIO.output(E, False)
    GPIO.output(F, False)
    GPIO.output(G, True)
    GPIO.output(DP, True)
```

```
time.sleep(t)
```

```
GPIO.cleanup()
```

```
def display1(t=1):
```

```
    setup()
```

```
    GPIO.output(VCC, True)
```

```
    GPIO.output(A, True)
```

```
    GPIO.output(B, False)
```

```
    GPIO.output(C, False)
```

```
    GPIO.output(D, True)
```

```
    GPIO.output(E, True)
```

```
    GPIO.output(F, True)
```

```
    GPIO.output(G, True)
```

```
    GPIO.output(DP, True)
```

```
    time.sleep(t)
```

```
    GPIO.cleanup()
```

```
def display2(t=1):
```

```
    setup()
```

```
    GPIO.output(VCC, True)
```

```
    GPIO.output(A, False)
```

```
    GPIO.output(B, False)
```

```
    GPIO.output(C, True)
```

```
    GPIO.output(D, False)
```

```
    GPIO.output(E, False)
```

```
    GPIO.output(F, True)
```

```
    GPIO.output(G, False)
```

```
    GPIO.output(DP, True)
```

```
    time.sleep(t)
```

```
    GPIO.cleanup()
```

```
def display3(t=1):
```

```
    setup()
```

```
    GPIO.output(VCC, True)
```

```
    GPIO.output(A, False)
```

```
    GPIO.output(B, False)
```

```
    GPIO.output(C, False)
```

```
    GPIO.output(D, False)
```

```
    GPIO.output(E, True)
```

```
    GPIO.output(F, True)
```

```
    GPIO.output(G, False)
```

```
    GPIO.output(DP, True)
```

```
    time.sleep(t)
```

```
    GPIO.cleanup()
```

```
def display4(t=1):  
  
    setup()  
  
    GPIO.output(VCC, True)  
    GPIO.output(A, True)  
    GPIO.output(B, False)  
    GPIO.output(C, False)  
    GPIO.output(D, True)  
    GPIO.output(E, True)  
    GPIO.output(F, False)  
    GPIO.output(G, False)  
    GPIO.output(DP, True)  
  
    time.sleep(t)  
  
    GPIO.cleanup()
```

```
def display5(t=1):  
  
    setup()  
  
    GPIO.output(VCC, True)  
    GPIO.output(A, False)  
    GPIO.output(B, True)  
    GPIO.output(C, False)  
    GPIO.output(D, False)  
    GPIO.output(E, True)  
    GPIO.output(F, False)  
    GPIO.output(G, False)  
    GPIO.output(DP, True)  
  
    time.sleep(t)  
  
    GPIO.cleanup()
```

```
def display6(t=1):  
  
    setup()  
  
    GPIO.output(VCC, True)  
    GPIO.output(A, False)  
    GPIO.output(B, True)  
    GPIO.output(C, False)  
    GPIO.output(D, False)  
    GPIO.output(E, False)  
    GPIO.output(F, False)  
    GPIO.output(G, False)  
    GPIO.output(DP, True)  
  
    time.sleep(t)  
  
    GPIO.cleanup()
```

```
def display7(t=1):
```

```
setup()

GPIO.output(VCC, True)
GPIO.output(A, False)
GPIO.output(B, False)
GPIO.output(C, False)
GPIO.output(D, True)
GPIO.output(E, True)
GPIO.output(F, True)
GPIO.output(G, True)
GPIO.output(DP, True)

time.sleep(t)

GPIO.cleanup()

def display8(t=1):

    setup()

    GPIO.output(VCC, True)
    GPIO.output(A, False)
    GPIO.output(B, False)
    GPIO.output(C, False)
    GPIO.output(D, False)
    GPIO.output(E, False)
    GPIO.output(F, False)
    GPIO.output(G, False)
    GPIO.output(DP, True)

    time.sleep(t)

    GPIO.cleanup()

def display9(t=1):

    setup()

    GPIO.output(VCC, True)
    GPIO.output(A, False)
    GPIO.output(B, False)
    GPIO.output(C, False)
    GPIO.output(D, False)
    GPIO.output(E, True)
    GPIO.output(F, False)
    GPIO.output(G, False)
    GPIO.output(DP, True)

    time.sleep(t)

    GPIO.cleanup()

if __name__ == "__main__":
    try:
        main()
    except KeyboardInterrupt:
        GPIO.cleanup()
    print("")
```