



```
Int a = 2;  
Int b = 3;  
Int c = 4;  
Int d = 5;  
Int e = 6;  
Int f = 7;
```

Void setup()

```
{  
pinMode(a, OUTPUT);  
pinMode(b, OUTPUT);  
pinMode(c, OUTPUT);  
pinMode(d, OUTPUT);  
pinMode(e, OUTPUT);  
pinMode(f, OUTPUT);  
pinMode(g, OUTPUT);  
}
```

Void loop()

```
{  
digitalWrite(a, 1)  
digitalWrite(b, 1)  
digitalWrite(c, 1)  
digitalWrite(d, 1)  
digitalWrite(e, 1)  
digitalWrite(f, 1)  
digitalWrite(g, 1)  
// 0  
digitalWrite(a, 1)  
digitalWrite(b, 1)  
digitalWrite(c, 1)
```

```
digitalWrite(d, 1)  
digitalWrite(e, 1)  
digitalWrite(f, 1)  
digitalWrite(g, 0)  
// 1  
digitalWrite(a, 0)  
digitalWrite(b, 1)  
digitalWrite(c, 1)  
digitalWrite(d, 0)  
digitalWrite(e, 0)  
digitalWrite(f, 0)  
digitalWrite(g, 0)  
//2  
digitalWrite(a, 1)  
digitalWrite(b, 1)  
digitalWrite(c, 0)  
digitalWrite(d, 1)  
digitalWrite(e, 1)  
digitalWrite(f, 0)  
digitalWrite(g, 1)  
//3  
digitalWrite(a, 1)  
digitalWrite(b, 1)  
digitalWrite(c, 1)  
digitalWrite(d, 1)  
digitalWrite(e, 1)  
digitalWrite(f, 1)  
digitalWrite(g, 1)  
//4  
digitalWrite(a, 0)
```

digitalWrite(b, 1)	// 8
digitalWrite(c, 1)	digitalWrite(a, 1)
digitalWrite(d, 1)	digitalWrite(b, 1)
digitalWrite(e, 0)	digitalWrite(c, 1)
digitalWrite(f, 1)	digitalWrite(d, 1)
digitalWrite(g, 1)	digitalWrite(e, 1)
// 5	digitalWrite(f, 1)
digitalWrite(a, 1)	digitalWrite(g, 1)
digitalWrite(b, 0)	// 9
digitalWrite(c, 1)	digitalWrite(a, 1)
digitalWrite(d, 1)	digitalWrite(b, 1)
digitalWrite(e, 0)	digitalWrite(c, 1)
digitalWrite(f, 1)	digitalWrite(d, 1)
digitalWrite(g, 1)	digitalWrite(e, 0)
//6	digitalWrite(f, 1)
digitalWrite(a, 1)	digitalWrite(g, 1)
digitalWrite(b, 0)	}
digitalWrite(c, 1)	
digitalWrite(d, 1)	
digitalWrite(e, 1)	
digitalWrite(f, 1)	
digitalWrite(g, 1)	
//7	
digitalWrite(a, 1)	
digitalWrite(b, 1)	
digitalWrite(c, 1)	
digitalWrite(d, 0)	
digitalWrite(e, 0)	
digitalWrite(f, 0)	
digitalWrite(g, 0)	

```

int a = 2;

int b = 3;

int c = 4;

int d = 5;

int e = 6;

int f = 7;

int g = 8;

int point = 9;

void setup()
{
  pinMode(a, OUTPUT); //a
  pinMode(b, OUTPUT); //b
  pinMode(c, OUTPUT); //c
  pinMode(d, OUTPUT); //d
  pinMode(e, OUTPUT); //e
  pinMode(f, OUTPUT); //f
  pinMode(g, OUTPUT); //g
  pinMode(point, OUTPUT); //point
}

void showNumber(int number)
{
  if(number != 1 && number != 4)
    digitalWrite(a,LOW);

  if(number != 5 && number != 6)
    digitalWrite(b,LOW);

  if(number != 2)
    digitalWrite(c,LOW);

  if(number != 1 && number != 4 && number != 7)

```

```

    digitalWrite(d,LOW);

    if(number == 2 || number == 6 || number == 8 ||
    number == 0)

    digitalWrite(e,LOW);

    if(number != 1 && number != 2 && number != 3
    && number != 7)

    digitalWrite(f,LOW);

    if (number != 0 && number != 1 && number != 7)

    digitalWrite(g,LOW);
  }

void turnOff()
{
  digitalWrite(a,HIGH);
  digitalWrite(b,HIGH);
  digitalWrite(c,HIGH);
  digitalWrite(d,HIGH);
  digitalWrite(e,HIGH);
  digitalWrite(f,HIGH);
  digitalWrite(g,HIGH);
  digitalWrite(point,HIGH);
}

void loop()
{
  for(int i=0;i<10;i++)
  {
    showNumber(i);
    delay(1000);
    turnOff();
  }
}

```