**Level 3: Extend the Blink Pattern**

1. Modify the blink program to produce two short blinks followed by one long blink.
2. Use variables to control the blink time.
3. Upload and run the Extended Blink sketch code on the Arduino board and show it to your teacher.

**/\***

**Blink**

**Turns an LED on for one second, then off for one second, repeatedly.**

**Most Arduinos have an on-board LED you can control. On the UNO, MEGA and ZERO**

**it is attached to digital pin 13, on MKR1000 on pin 6. LED\_BUILTIN is set to**

**the correct LED pin independent of which board is used.**

**If you want to know what pin the on-board LED is connected to on your Arduino**

**model, check the Technical Specs of your board at:**

**https://www.arduino.cc/en/Main/Products**

**modified 8 May 2014**

**by Scott Fitzgerald**

**modified 2 Sep 2016**

**by Arturo Guadalupi**

**modified 8 Sep 2016**

**by Colby Newman**

**This example code is in the public domain.**

**http://www.arduino.cc/en/Tutorial/Blink**

**\*/**

**// the setup function runs once when you press reset or power the board**

**void setup() {**

**// initialize digital pin LED\_BUILTIN as an output.**

**pinMode(LED\_BUILTIN, OUTPUT);**

**}**

**// the loop function runs over and over again forever**

**void loop() {**

**digitalWrite(LED\_BUILTIN, HIGH); // turn the LED on (HIGH is the voltage level)**

**delay(200); // wait for a second**

**digitalWrite(LED\_BUILTIN, LOW); // turn the LED off by making the voltage LOW**

**delay(200); // wait for a second**

**digitalWrite(LED\_BUILTIN, HIGH); // turn the LED on (HIGH is the voltage level)**

**delay(200);**

**digitalWrite(LED\_BUILTIN, LOW); // turn the LED off by making the voltage LOW**

**delay(200);**

**digitalWrite(LED\_BUILTIN, HIGH); // turn the LED on (HIGH is the voltage level)**

**delay(500);**

**digitalWrite(LED\_BUILTIN, LOW); // turn the LED off by making the voltage LOW**

**delay(200);**

**}**