
HERMIONE'S POTIONS

FLOW OF CODE

- We define Timer Library
- We declare object from class Timer
- We set our Tasks in setup
- We Implement functions of tasks
- We put update in loop under condition

SPECIFICATIONS

```
recipe.after(0, flash_red );
recipe.after(900000, end_red );
recipe.every(120000, flash_green);
recipe.every(125000, end_green );
recipe.after(300000, flash_white);
recipe.after(480000, flash_white);
recipe.after(310000, end_white);
recipe.after(490000, end_white);
```

LOOPED OPERATION

```
void loop()
{
    if(digitalRead(BUTTON) == HIGH)
    {
        recipe.update();
    }
}
```

FUNCTIONS

```
void flash_green()
{
    Serial.println("FLASH GREEN");
    digitalWrite(GREEN, HIGH);
}
void end_green()
{
    Serial.println("END GREEN");
    digitalWrite(GREEN, LOW);
}
void flash_red()
{
    Serial.println("FLASH RED");
    digitalWrite(RED, HIGH);
}
void end_red()
{
    Serial.println("END RED");
    digitalWrite(RED, LOW);
}
void flash_white()
{
    Serial.println("FLASH WHITE");
    digitalWrite(WHITE, HIGH);
}
void end_white()
{
    Serial.println("END WHITE");
    digitalWrite(WHITE, LOW);
}
```

NOTES

- Code is well Commented
- Serial communication for debugging