

Lab 2 Interfacing Seven Segment Display with Arduino

Code

```
int a=13;
int b=12;
int c=11;
int d=10;
int e=9;
int f=8;
int g=7;

void setup() {
    // put your setup code here, to run once:
    pinMode (a, OUTPUT);
    pinMode (b, OUTPUT);
    pinMode (c, OUTPUT);
    pinMode (d, OUTPUT);
    pinMode (e, OUTPUT);
    pinMode (f, OUTPUT);
    pinMode (g, OUTPUT);
}

void loop() {
    // put your main code here, to run repeatedly:

    digitalWrite (a,0);
    digitalWrite (b,0);
    digitalWrite (c,0);
    digitalWrite (d,0);
    digitalWrite (e,0);
    digitalWrite (f,0);
    digitalWrite (g,1);
    delay (500);

    digitalWrite (a,1);
    digitalWrite (b,0);
    digitalWrite (c,0);
    digitalWrite (d,1);
    digitalWrite (e,1);
    digitalWrite (f,1);
    digitalWrite (g,1);
    delay (500);

    digitalWrite (a,0);
    digitalWrite (b,0);
    digitalWrite (c,1);
    digitalWrite (d,0);
    digitalWrite (e,0);
    digitalWrite (f,1);
    digitalWrite (g,0);
    delay (500);

    digitalWrite (a,0);
    digitalWrite (b,0);
    digitalWrite (c,0);
    digitalWrite (d,0);
    digitalWrite (e,1);
    digitalWrite (f,1);
    digitalWrite (g,0);
    delay (500);

    digitalWrite (a,1);
    digitalWrite (b,0);
    digitalWrite (c,0);
    digitalWrite (d,1);
    digitalWrite (e,1);
    digitalWrite (f,0);
    digitalWrite (g,0);
    delay (500);

    digitalWrite (a,0);
    digitalWrite (b,1);
    digitalWrite (c,0);
```

```

digitalWrite (d,0);
digitalWrite (e,1);
digitalWrite (f,0);
digitalWrite (g,0);
delay (500);

digitalWrite (a,0);
digitalWrite (b,1);
digitalWrite (c,0);
digitalWrite (d,0);
digitalWrite (e,0);
digitalWrite (f,0);
digitalWrite (g,0);
delay (500);

digitalWrite (a,0);
digitalWrite (b,0);
digitalWrite (c,0);
digitalWrite (d,1);
digitalWrite (e,1);
digitalWrite (f,1);
digitalWrite (g,1);
delay (500);

digitalWrite (a,0);
digitalWrite (b,0);
digitalWrite (c,0);
digitalWrite (d,0);
digitalWrite (e,0);
digitalWrite (f,0);
digitalWrite (g,0);
delay (500);

digitalWrite (a,0);
digitalWrite (b,0);
digitalWrite (c,0);
digitalWrite (d,0);
digitalWrite (e,1);
digitalWrite (f,0);
digitalWrite (g,0);
delay (500);

}

```

Output

