Linhas de programação

// C++ code

//

void setup()

{

pinMode(13, OUTPUT); // pedestre1 laranja

pinMode(12, OUTPUT); // pedestre1 azul

pinMode(10, OUTPUT); // verm1

pinMode(9, OUTPUT); // amar1

pinMode(8, OUTPUT); // verd1

pinMode(4, OUTPUT); // pedestre2 azul

pinMode(3, OUTPUT); // verm2

pinMode(2, OUTPUT); // amar2

pinMode(1, OUTPUT); // verd2

pinMode(0, OUTPUT); // pedestre2 laranja

}

void loop()

{

digitalWrite(10, HIGH); // verm 1

digitalWrite(9, LOW);

digitalWrite(8, LOW);

digitalWrite(1, HIGH); // verd2

digitalWrite(2, LOW);

digitalWrite(3, LOW);

digitalWrite(12, HIGH); // pedestre1 azul

digitalWrite(13, LOW);

digitalWrite(4, LOW);

digitalWrite(0, HIGH);

delay(3000);

digitalWrite(10, HIGH); // verm1

digitalWrite(9, LOW);

digitalWrite(8, LOW);

digitalWrite(1, LOW);

digitalWrite(2, HIGH); // amar2

digitalWrite(3, LOW);

digitalWrite(13, LOW);

digitalWrite(12, HIGH); // pedestre 1 azul

digitalWrite(4, LOW);

digitalWrite(0, HIGH); // pedestre2 laranja

delay(3000);

digitalWrite(8, HIGH); // verd1

digitalWrite(9, LOW);

digitalWrite(10, LOW);

digitalWrite(1, LOW);

digitalWrite(2, LOW);

digitalWrite(3, HIGH); // verm2

digitalWrite(13, HIGH); // pedestre1 laranja

digitalWrite(12, LOW);

digitalWrite(4, HIGH); // pedestre2 azul

digitalWrite(0, LOW);

delay(3000);

digitalWrite(8, LOW);

digitalWrite(9, HIGH); // amar1

digitalWrite(10, LOW);

digitalWrite(1, LOW);

digitalWrite(2, LOW);

digitalWrite(3, HIGH); // verm2

digitalWrite(13, HIGH); // pedestre1 laranja

digitalWrite(12, LOW);

digitalWrite(4, HIGH); // pedestre2 azul

digitalWrite(0, LOW);

delay(3000);

}