

```
#define IN1 7
#define IN2 6
#define IN3 5
#define IN4 4

void setup()
{
  pinMode(IN1, OUTPUT);
  pinMode(IN2, OUTPUT);
  pinMode(IN3, OUTPUT);
  pinMode(IN4, OUTPUT);
}

void tien ()
{
  digitalWrite(IN1,HIGH);
  digitalWrite(IN2,LOW);
  digitalWrite(IN3,HIGH);
  digitalWrite(IN4,LOW);
}

void dung ()
{
  digitalWrite(IN1,LOW);
  digitalWrite(IN2,LOW);
  digitalWrite(IN3,LOW);
  digitalWrite(IN4,LOW);
}

void retrai ()
{
  digitalWrite(IN1,HIGH);
  digitalWrite(IN2,LOW);
  digitalWrite(IN3,LOW);
  digitalWrite(IN4,LOW);
}

void rephai ()
{
  digitalWrite(IN1,LOW);
  digitalWrite(IN2,LOW);
  digitalWrite(IN3,HIGH);
  digitalWrite(IN4,LOW);
}

void lui ()
{
  digitalWrite(IN1,LOW);
  digitalWrite(IN2,HIGH);
  digitalWrite(IN3,LOW);
  digitalWrite(IN4,HIGH);
}
```

```
}  
void loop()  
{  
  tien();  
  delay(3000);  
  dung();  
  delay(1000);  
  retrai();  
  delay(1000);  
  tien();  
  delay(2000);  
  dung();  
  delay(1000);  
  lui();  
  delay(2000);  
  dung();  
  delay(1000);  
  rephai();  
  delay(1000);  
  tien();  
  delay(1000);  
}
```