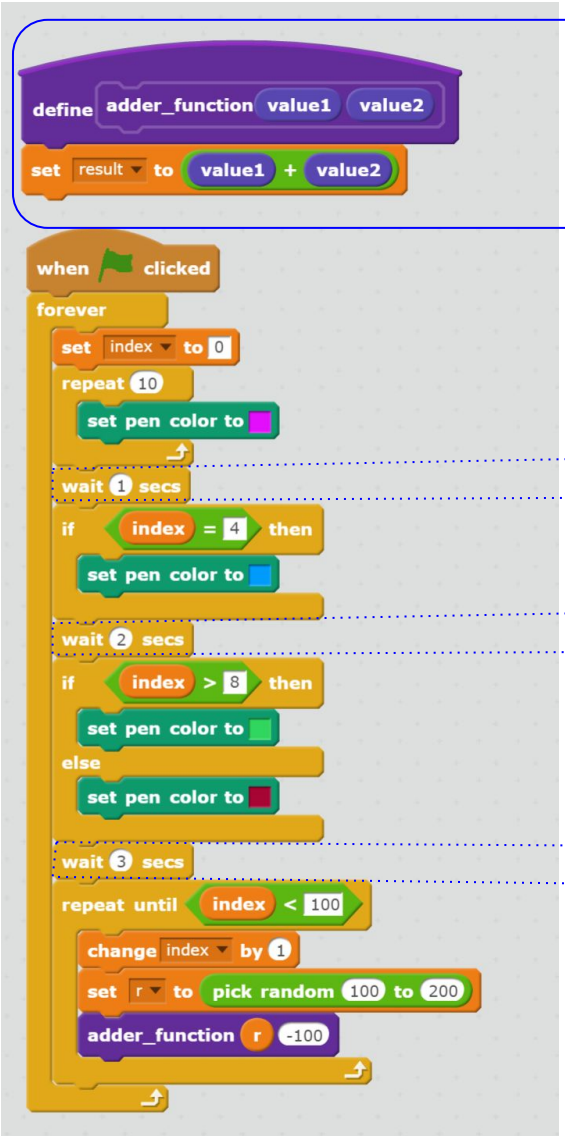


```
// Do not forget to declare the variable. Here we say index is an Integer variable
// variables outside setup() and loop() are visible by the whole program
int index;

void setup()
{
  // setup runs only once at the begining of your program
  // you can put here initialization and preparation code
}

// Define a new custom function
// The arguments and the return of the function are special
// integers: long can store large numbers
long adder_function(long value1, long value2)
{
  return value1 + value2;
}

void loop() // Loop is what will be repeated forever in your program
{
  index = 0;    // "=" is assignement | "==" is for equality test
  for (int i=0; i<10; i++) // start at 0, stop before 10, increment by 1
  {
    // set something to purple
  }
  delay(1000); // 1000 milliseconds = 1sec
  if (index == 4) {
    // set something to  blue
  }
  delay(2000);
  if (index > 8) {
    // set something to green
  }
  else {
    // set something to red
  }
  delay(3000);

  while (index < 100)
  {
    index++; // this is the short way to write: index = index + 1;
    long r = random(100,200); // r is a new variable that can hold large numbers
    // we also get a second new variable to store the result.
    long result = adder_function(r, -100);
  }
} // end of loop (forever in scratch)
```