#include <Adafruit\_NeoPixel.h>

#define PIN 6 // Pin connected to the NeoPixel ring

#define NUMPIXELS 12 // Number of LEDs in the ring

Adafruit\_NeoPixel pixels(NUMPIXELS, PIN, NEO\_GRB + NEO\_KHZ800);

void setup() {

pixels.begin(); // Initialize the NeoPixel library

}

void loop() {

// Color wipe effect (rotates colors around the ring)

colorWipe(255, 0, 0, 50); // Red wipe

colorWipe(0, 255, 0, 50); // Green wipe

colorWipe(0, 0, 255, 50); // Blue wipe

// Add more effects or functions as needed here

}

// Function to set the color of a single LED

void setPixelColor(int pixelNumber, int red, int green, int blue) {

pixels.setPixelColor(pixelNumber, pixels.Color(red, green, blue));

pixels.show(); // Send the updated pixel colors to the hardware

}

// Function to rotate colors around the ring

void colorWipe(int red, int green, int blue, int wait) {

for (int i = 0; i < NUMPIXELS; i++) {

setPixelColor(i, red, green, blue);

delay(wait); // Delay between pixel updates

}

}