class Flasher

{

// Class Member Variables

// These are initialized at startup

int ledPin; // the number of the LED pin

long OnTime; // milliseconds of on-time

long OffTime; // milliseconds of off-time

// These maintain the current state

int ledState; // ledState used to set the LED

unsigned long previousMillis; // will store last time LED was updated

// Constructor - creates a Flasher

// and initializes the member variables and state

public:

Flasher(int pin, long on, long off)

{

ledPin = pin;

pinMode(ledPin, OUTPUT);

OnTime = on;

OffTime = off;

ledState = LOW;

previousMillis = 0;

}

void Update()

{

// check to see if it's time to change the state of the LED

unsigned long currentMillis = millis();

if((ledState == HIGH) && (currentMillis - previousMillis >= OnTime))

{

ledState = LOW; // Turn it off

previousMillis = currentMillis; // Remember the time

digitalWrite(ledPin, ledState); // Update the actual LED

Serial.println(ledpin);

Serial.println(ledState);

}

else if ((ledState == LOW) && (currentMillis - previousMillis >= OffTime))

{

ledState = HIGH; // turn it on

previousMillis = currentMillis; // Remember the time

digitalWrite(ledPin, ledState); // Update the actual LED

Serial.println(ledpin);

Serial.println(ledState);

}

}

};

Flasher led1(12, 100, 400);

Flasher led2(13, 350, 350);

void setup()

{

Serial.begin(9600);

}

void loop()

{

led1.Update();

led2.Update();

}