Led motion

int LED1 = 13;

int LED2 = 12;

int LED3 = 11;

int LED4 = 10;

int LED5 = 9;

int LED6 = 8;

int LED7 = 7;

int LED8 = 6;

int LED9 = 5;

int LED10 = 4;

int LED11 = 3;

int LED12 = 2;

void setup() {

pinMode(LED1, OUTPUT);

pinMode(LED2, OUTPUT);

pinMode(LED3, OUTPUT);

pinMode(LED4, OUTPUT);

pinMode(LED5, OUTPUT);

pinMode(LED6, OUTPUT);

pinMode(LED7, OUTPUT);

pinMode(LED8, OUTPUT);

pinMode(LED9, OUTPUT);

pinMode(LED10, OUTPUT);

pinMode(LED11, OUTPUT);

pinMode(LED12, OUTPUT);

}

void loop() {

digitalWrite(LED1, HIGH); // turn on LED1

delay(100); // wait for 200ms

digitalWrite(LED2, HIGH); // turn on LED2

delay(100); // wait for 200ms

digitalWrite(LED3, HIGH); // turn on LED3

delay(100); // wait for 200ms

digitalWrite(LED4, HIGH); // turn on LED4

delay(100); // wait for 200ms

digitalWrite(LED5, HIGH); // turn on LED5

delay(100); // wait for 200ms

digitalWrite(LED6, HIGH); // turn on LED6

delay(100); // wait for 200ms

digitalWrite(LED7, HIGH); // turn on LED7

delay(100); // wait for 200ms

digitalWrite(LED8, HIGH); // turn on LED8

delay(100); // wait for 200ms

digitalWrite(LED9, HIGH); // turn on LED9

delay(100); // wait for 200ms

digitalWrite(LED10, HIGH); // turn on LED10

delay(100); // wait for 200ms

digitalWrite(LED11, HIGH); // turn on LED11

delay(100); // wait for 200ms

digitalWrite(LED12, HIGH); // turn on LED12

delay(10); // wait for 200ms

digitalWrite(LED1, LOW); // turn off LED1

delay(100); // wait for 300ms

digitalWrite(LED2, LOW); // turn off LED2

delay(100); // wait for 300ms

digitalWrite(LED3, LOW); // turn off LED3

delay(100); // wait for 300ms

digitalWrite(LED4, LOW); // turn off LED4

delay(100); // wait for 300ms

digitalWrite(LED5, LOW); // turn off LED5

delay(100); // wait for 300ms

digitalWrite(LED6, LOW); // turn off LED6

delay(100); // wait for 300ms

digitalWrite(LED7, LOW); // turn off LED7

delay(100); // wait for 300ms

digitalWrite(LED8, LOW); // turn off LED8

delay(100); // wait for 300ms

digitalWrite(LED9, LOW); // turn off LED9

delay(100); // wait for 300ms

digitalWrite(LED10, LOW); // turn off LED10

delay(100); // wait for 300ms

digitalWrite(LED11, LOW); // turn off LED11

delay(100); // wait for 300ms

digitalWrite(LED12, LOW); // turn off LED8

delay(100); // wait for 300ms before running program all over again

}

