**Lab 2 Interfacing Seven Segment Display with Arduino**

**Code**

int a=13;

int b=12;

int c=11;

int d=10;

int e=9;

int f=8;

int g=7;

void setup() {

  // put your setup code here, to run once:

pinMode (a, OUTPUT);

pinMode (b, OUTPUT);

pinMode (c, OUTPUT);

pinMode (d, OUTPUT);

pinMode (e, OUTPUT);

pinMode (f, OUTPUT);

pinMode (g, OUTPUT);

}

void loop() {

  // put your main code here, to run repeatedly:

digitalWrite (a,0);

digitalWrite (b,0);

digitalWrite (c,0);

digitalWrite (d,0);

digitalWrite (e,0);

digitalWrite (f,0);

digitalWrite (g,1);

delay (500);

digitalWrite (a,1);

digitalWrite (b,0);

digitalWrite (c,0);

digitalWrite (d,1);

digitalWrite (e,1);

digitalWrite (f,1);

digitalWrite (g,1);

delay (500);

digitalWrite (a,0);

digitalWrite (b,0);

digitalWrite (c,1);

digitalWrite (d,0);

digitalWrite (e,0);

digitalWrite (f,1);

digitalWrite (g,0);

delay (500);

digitalWrite (a,0);

digitalWrite (b,0);

digitalWrite (c,0);

digitalWrite (d,0);

digitalWrite (e,1);

digitalWrite (f,1);

digitalWrite (g,0);

delay (500);

digitalWrite (a,1);

digitalWrite (b,0);

digitalWrite (c,0);

digitalWrite (d,1);

digitalWrite (e,1);

digitalWrite (f,0);

digitalWrite (g,0);

delay (500);

digitalWrite (a,0);

digitalWrite (b,1);

digitalWrite (c,0);

digitalWrite (d,0);

digitalWrite (e,1);

digitalWrite (f,0);

digitalWrite (g,0);

delay (500);

digitalWrite (a,0);

digitalWrite (b,1);

digitalWrite (c,0);

digitalWrite (d,0);

digitalWrite (e,0);

digitalWrite (f,0);

digitalWrite (g,0);

delay (500);

digitalWrite (a,0);

digitalWrite (b,0);

digitalWrite (c,0);

digitalWrite (d,1);

digitalWrite (e,1);

digitalWrite (f,1);

digitalWrite (g,1);

delay (500);

digitalWrite (a,0);

digitalWrite (b,0);

digitalWrite (c,0);

digitalWrite (d,0);

digitalWrite (e,0);

digitalWrite (f,0);

digitalWrite (g,0);

delay (500);

digitalWrite (a,0);

digitalWrite (b,0);

digitalWrite (c,0);

digitalWrite (d,0);

digitalWrite (e,1);

digitalWrite (f,0);

digitalWrite (g,0);

delay (500);

}

**Output**

