Code 1:

int ds=2;

int latch=3;

int cp=4;

int l1=5;

int l2=6;

int l3=7;

int l4=8;

int l5=9;

int l6=10;

int l7=11;

int l8=12;

byte leds = 0;

void setup()

{

Serial.begin(9600);

pinMode(ds,OUTPUT);

pinMode(cp,OUTPUT);

pinMode(latch,OUTPUT);

pinMode(l1,OUTPUT);

pinMode(l2,OUTPUT);

pinMode(l3,OUTPUT);

pinMode(l4,OUTPUT);

pinMode(l5,OUTPUT);

pinMode(l6,OUTPUT);

pinMode(l7,OUTPUT);

pinMode(l8,OUTPUT);

reset();

}

void reset()

{

digitalWrite(l1,LOW);

digitalWrite(l2,LOW);

digitalWrite(l3,LOW);

digitalWrite(l4,LOW);

digitalWrite(l5,LOW);

digitalWrite(l6,LOW);

digitalWrite(l7,LOW);

digitalWrite(l8,LOW);

}

void set()

{

digitalWrite(l1,HIGH);

digitalWrite(l2,LOW);

digitalWrite(l3,LOW);

digitalWrite(l4,LOW);

digitalWrite(l5,LOW);

digitalWrite(l6,LOW);

digitalWrite(l7,LOW);

digitalWrite(l8,LOW);

}

void set1()

{

digitalWrite(l1,LOW);

digitalWrite(l2,HIGH);

digitalWrite(l3,LOW);

digitalWrite(l4,LOW);

digitalWrite(l5,LOW);

digitalWrite(l6,LOW);

digitalWrite(l7,LOW);

digitalWrite(l8,LOW);

}

void set2()

{

digitalWrite(l1,LOW);

digitalWrite(l2,LOW);

digitalWrite(l3,HIGH);

digitalWrite(l4,LOW);

digitalWrite(l5,LOW);

digitalWrite(l6,LOW);

digitalWrite(l7,LOW);

digitalWrite(l8,LOW);

}

void set3()

{

digitalWrite(l1,LOW);

digitalWrite(l2,LOW);

digitalWrite(l3,LOW);

digitalWrite(l4,HIGH);

digitalWrite(l5,LOW);

digitalWrite(l6,LOW);

digitalWrite(l7,LOW);

digitalWrite(l8,LOW);

}

void set4()

{

digitalWrite(l1,LOW);

digitalWrite(l2,LOW);

digitalWrite(l3,LOW);

digitalWrite(l4,LOW);

digitalWrite(l5,HIGH);

digitalWrite(l6,LOW);

digitalWrite(l7,LOW);

digitalWrite(l8,LOW);

}

void set5()

{

digitalWrite(l1,LOW);

digitalWrite(l2,LOW);

digitalWrite(l3,LOW);

digitalWrite(l4,LOW);

digitalWrite(l5,LOW);

digitalWrite(l6,HIGH);

digitalWrite(l7,LOW);

digitalWrite(l8,LOW);

}

void set6()

{

digitalWrite(l1,LOW);

digitalWrite(l2,LOW);

digitalWrite(l3,LOW);

digitalWrite(l4,LOW);

digitalWrite(l5,LOW);

digitalWrite(l6,LOW);

digitalWrite(l7,HIGH);

digitalWrite(l8,LOW);

}

void set7()

{

digitalWrite(l1,LOW);

digitalWrite(l2,LOW);

digitalWrite(l3,LOW);

digitalWrite(l4,LOW);

digitalWrite(l5,LOW);

digitalWrite(l6,LOW);

digitalWrite(l7,LOW);

digitalWrite(l8,HIGH);

}

int flag=0;

void loop()

{

set();

delay(10);

set7();

delay(100);

set1();

delay(10);

set6();

delay(100);

set2();

delay(10);

set5();

delay(100);

set3();

delay(10);

set4();

delay(100);

set4();

delay(100);

}

Code 2:

int ds=2;

int latch=3;

int cp=4;

int l1=5;

int l2=6;

int l3=7;

int l4=8;

int l5=9;

int l6=10;

int l7=11;

int l8=12;

byte leds = 0;

void setup()

{

Serial.begin(9600);

pinMode(ds,OUTPUT);

pinMode(cp,OUTPUT);

pinMode(latch,OUTPUT);

pinMode(l1,OUTPUT);

pinMode(l2,OUTPUT);

pinMode(l3,OUTPUT);

pinMode(l4,OUTPUT);

pinMode(l5,OUTPUT);

pinMode(l6,OUTPUT);

pinMode(l7,OUTPUT);

pinMode(l8,OUTPUT);

reset();

}

void reset()

{

digitalWrite(l1,LOW);

digitalWrite(l2,LOW);

digitalWrite(l3,LOW);

digitalWrite(l4,LOW);

digitalWrite(l5,LOW);

digitalWrite(l6,LOW);

digitalWrite(l7,LOW);

digitalWrite(l8,LOW);

}

void set()

{

digitalWrite(l1,HIGH);

digitalWrite(l2,LOW);

digitalWrite(l3,LOW);

digitalWrite(l4,LOW);

digitalWrite(l5,LOW);

digitalWrite(l6,LOW);

digitalWrite(l7,LOW);

digitalWrite(l8,LOW);

}

void set1()

{

digitalWrite(l1,LOW);

digitalWrite(l2,HIGH);

digitalWrite(l3,LOW);

digitalWrite(l4,LOW);

digitalWrite(l5,LOW);

digitalWrite(l6,LOW);

digitalWrite(l7,LOW);

digitalWrite(l8,LOW);

}

void set2()

{

digitalWrite(l1,LOW);

digitalWrite(l2,LOW);

digitalWrite(l3,HIGH);

digitalWrite(l4,LOW);

digitalWrite(l5,LOW);

digitalWrite(l6,LOW);

digitalWrite(l7,LOW);

digitalWrite(l8,LOW);

}

void set3()

{

digitalWrite(l1,LOW);

digitalWrite(l2,LOW);

digitalWrite(l3,LOW);

digitalWrite(l4,HIGH);

digitalWrite(l5,LOW);

digitalWrite(l6,LOW);

digitalWrite(l7,LOW);

digitalWrite(l8,LOW);

}

void set4()

{

digitalWrite(l1,LOW);

digitalWrite(l2,LOW);

digitalWrite(l3,LOW);

digitalWrite(l4,LOW);

digitalWrite(l5,HIGH);

digitalWrite(l6,LOW);

digitalWrite(l7,LOW);

digitalWrite(l8,LOW);

}

void set5()

{

digitalWrite(l1,LOW);

digitalWrite(l2,LOW);

digitalWrite(l3,LOW);

digitalWrite(l4,LOW);

digitalWrite(l5,LOW);

digitalWrite(l6,HIGH);

digitalWrite(l7,LOW);

digitalWrite(l8,LOW);

}

void set6()

{

digitalWrite(l1,LOW);

digitalWrite(l2,LOW);

digitalWrite(l3,LOW);

digitalWrite(l4,LOW);

digitalWrite(l5,LOW);

digitalWrite(l6,LOW);

digitalWrite(l7,HIGH);

digitalWrite(l8,LOW);

}

void set7()

{

digitalWrite(l1,LOW);

digitalWrite(l2,LOW);

digitalWrite(l3,LOW);

digitalWrite(l4,LOW);

digitalWrite(l5,LOW);

digitalWrite(l6,LOW);

digitalWrite(l7,LOW);

digitalWrite(l8,HIGH);

}

void set2\_7()

{

digitalWrite(l1,HIGH); digitalWrite(l2,LOW);digitalWrite(l3,LOW);digitalWrite(l4,LOW);digitalWrite(l5,LOW);digitalWrite(l6,LOW);digitalWrite(l7,LOW);digitalWrite(l8,HIGH);

}

void set2\_6()

{

digitalWrite(l1,HIGH); digitalWrite(l2,LOW);digitalWrite(l3,LOW);digitalWrite(l4,LOW);digitalWrite(l5,LOW);digitalWrite(l6,LOW);digitalWrite(l7,HIGH);digitalWrite(l8,LOW);

}

void set2\_5()

{

digitalWrite(l1,HIGH); digitalWrite(l2,LOW);digitalWrite(l3,LOW);digitalWrite(l4,LOW);digitalWrite(l5,LOW);digitalWrite(l6,HIGH);digitalWrite(l7,LOW);digitalWrite(l8,LOW);

}

void set2\_4()

{

digitalWrite(l1,HIGH); digitalWrite(l2,LOW);digitalWrite(l3,LOW);digitalWrite(l4,LOW);digitalWrite(l5,HIGH);digitalWrite(l6,LOW);digitalWrite(l7,LOW);digitalWrite(l8,LOW);

}

void set2\_3()

{

digitalWrite(l1,HIGH); digitalWrite(l2,LOW);digitalWrite(l3,LOW);digitalWrite(l4,HIGH);digitalWrite(l5,LOW);digitalWrite(l6,LOW);digitalWrite(l7,LOW);digitalWrite(l8,LOW);

}

void set2\_2()

{

digitalWrite(l1,HIGH); digitalWrite(l2,LOW);digitalWrite(l3,HIGH);digitalWrite(l4,LOW);digitalWrite(l5,LOW);digitalWrite(l6,LOW);digitalWrite(l7,LOW);digitalWrite(l8,LOW);

}

void set2\_1()

{

digitalWrite(l1,HIGH); digitalWrite(l2,HIGH);digitalWrite(l3,LOW);digitalWrite(l4,LOW);digitalWrite(l5,LOW);digitalWrite(l6,LOW);digitalWrite(l7,LOW);digitalWrite(l8,LOW);

}

void set3\_7()

{

digitalWrite(l1,HIGH); digitalWrite(l2,HIGH);digitalWrite(l3,LOW);digitalWrite(l4,LOW);digitalWrite(l5,LOW);digitalWrite(l6,LOW);digitalWrite(l7,LOW);digitalWrite(l8,HIGH);

}

void set3\_6()

{

digitalWrite(l1,HIGH); digitalWrite(l2,HIGH);digitalWrite(l3,LOW);digitalWrite(l4,LOW);digitalWrite(l5,LOW);digitalWrite(l6,LOW);digitalWrite(l7,HIGH);digitalWrite(l8,LOW);

}

void set3\_5()

{

digitalWrite(l1,HIGH); digitalWrite(l2,HIGH);digitalWrite(l3,LOW);digitalWrite(l4,LOW);digitalWrite(l5,LOW);digitalWrite(l6,HIGH);digitalWrite(l7,LOW);digitalWrite(l8,LOW);

}

void set3\_4()

{

digitalWrite(l1,HIGH); digitalWrite(l2,HIGH);digitalWrite(l3,LOW);digitalWrite(l4,LOW);digitalWrite(l5,HIGH);digitalWrite(l6,LOW);digitalWrite(l7,LOW);digitalWrite(l8,LOW);

}

void set3\_3()

{

digitalWrite(l1,HIGH); digitalWrite(l2,HIGH);digitalWrite(l3,LOW);digitalWrite(l4,HIGH);digitalWrite(l5,LOW);digitalWrite(l6,LOW);digitalWrite(l7,LOW);digitalWrite(l8,LOW);

}

void set3\_2()

{

digitalWrite(l1,HIGH); digitalWrite(l2,HIGH);digitalWrite(l3,HIGH);digitalWrite(l4,LOW);digitalWrite(l5,LOW);digitalWrite(l6,LOW);digitalWrite(l7,LOW);digitalWrite(l8,LOW);

}

void set4\_7()

{

digitalWrite(l1,HIGH); digitalWrite(l2,HIGH);digitalWrite(l3,HIGH);digitalWrite(l4,LOW);digitalWrite(l5,LOW);digitalWrite(l6,LOW);digitalWrite(l7,LOW);digitalWrite(l8,LOW);

}

void set4\_6()

{

digitalWrite(l1,HIGH); digitalWrite(l2,HIGH);digitalWrite(l3,HIGH);digitalWrite(l4,LOW);digitalWrite(l5,LOW);digitalWrite(l6,LOW);digitalWrite(l7,HIGH);digitalWrite(l8,LOW);

}

void set4\_5()

{

digitalWrite(l1,HIGH); digitalWrite(l2,HIGH);digitalWrite(l3,HIGH);digitalWrite(l4,LOW);digitalWrite(l5,LOW);digitalWrite(l6,HIGH);digitalWrite(l7,LOW);digitalWrite(l8,LOW);

}

void set4\_4()

{

digitalWrite(l1,HIGH); digitalWrite(l2,HIGH);digitalWrite(l3,HIGH);digitalWrite(l4,LOW);digitalWrite(l5,HIGH);digitalWrite(l6,LOW);digitalWrite(l7,LOW);digitalWrite(l8,LOW);

}

void set4\_3()

{

digitalWrite(l1,HIGH); digitalWrite(l2,HIGH);digitalWrite(l3,HIGH);digitalWrite(l4,HIGH);digitalWrite(l5,LOW);digitalWrite(l6,LOW);digitalWrite(l7,LOW);digitalWrite(l8,LOW);

}

void set5\_7()

{

digitalWrite(l1,HIGH); digitalWrite(l2,HIGH);digitalWrite(l3,HIGH);digitalWrite(l4,HIGH);digitalWrite(l5,LOW);digitalWrite(l6,LOW);digitalWrite(l7,LOW);digitalWrite(l8,HIGH);

}

void set5\_6()

{

digitalWrite(l1,HIGH); digitalWrite(l2,HIGH);digitalWrite(l3,HIGH);digitalWrite(l4,HIGH);digitalWrite(l5,LOW);digitalWrite(l6,LOW);digitalWrite(l7,HIGH);digitalWrite(l8,LOW);

}

void set5\_5()

{

digitalWrite(l1,HIGH); digitalWrite(l2,HIGH);digitalWrite(l3,HIGH);digitalWrite(l4,HIGH);digitalWrite(l5,LOW);digitalWrite(l6,HIGH);digitalWrite(l7,LOW);digitalWrite(l8,LOW);

}

void set5\_4()

{

digitalWrite(l1,HIGH); digitalWrite(l2,HIGH);digitalWrite(l3,HIGH);digitalWrite(l4,HIGH);digitalWrite(l5,HIGH);digitalWrite(l6,LOW);digitalWrite(l7,LOW);digitalWrite(l8,LOW);

}

void set6\_7()

{

digitalWrite(l1,HIGH); digitalWrite(l2,HIGH);digitalWrite(l3,HIGH);digitalWrite(l4,HIGH);digitalWrite(l5,HIGH);digitalWrite(l6,LOW);digitalWrite(l7,LOW);digitalWrite(l8,HIGH);

}

void set6\_6()

{

digitalWrite(l1,HIGH); digitalWrite(l2,HIGH);digitalWrite(l3,HIGH);digitalWrite(l4,HIGH);digitalWrite(l5,HIGH);digitalWrite(l6,LOW);digitalWrite(l7,HIGH);digitalWrite(l8,LOW);

}

void set6\_5()

{

digitalWrite(l1,HIGH); digitalWrite(l2,HIGH);digitalWrite(l3,HIGH);digitalWrite(l4,HIGH);digitalWrite(l5,HIGH);digitalWrite(l6,HIGH);digitalWrite(l7,LOW);digitalWrite(l8,LOW);

}

void set7\_7()

{

digitalWrite(l1,HIGH); digitalWrite(l2,HIGH);digitalWrite(l3,HIGH);digitalWrite(l4,HIGH);digitalWrite(l5,HIGH);digitalWrite(l6,HIGH);digitalWrite(l7,LOW);digitalWrite(l8,HIGH);

}

void set7\_6()

{

digitalWrite(l1,HIGH); digitalWrite(l2,HIGH);digitalWrite(l3,HIGH);digitalWrite(l4,HIGH);digitalWrite(l5,HIGH);digitalWrite(l6,HIGH);digitalWrite(l7,HIGH);digitalWrite(l8,LOW);

}

void set8\_7()

{

digitalWrite(l1,HIGH); digitalWrite(l2,HIGH);digitalWrite(l3,HIGH);digitalWrite(l4,HIGH);digitalWrite(l5,HIGH);digitalWrite(l6,HIGH);digitalWrite(l7,HIGH);digitalWrite(l8,HIGH);

}

void stack1()

{

set7();

delay(50);

set6();

delay(50);

set5();

delay(50);

set4();

delay(50);

set3();

delay(50);

set2();

delay(50);

set1();

delay(50);

set();

delay(50);

}

void stack2()

{

set2\_7();

delay(50);

set2\_6();

delay(50);

set2\_5();

delay(50);

set2\_4();

delay(50);

set2\_3();

delay(50);

set2\_2();

delay(50);

set2\_1();

delay(50);

}

void stack3()

{

set3\_7();delay(50);set3\_6();delay(50);set3\_5();delay(50);set3\_4();delay(50);set3\_3();delay(50);set3\_2();delay(50);

}

void stack4()

{

set4\_7();delay(50);set4\_6();delay(50);set4\_5();delay(50);set4\_4();delay(50);set4\_3();delay(50);

}

void stack5()

{

set5\_7();delay(50);set5\_6();delay(50);set5\_5();delay(50);set5\_4();delay(50);

}

void stack6()

{

set6\_7();delay(70);set6\_6();delay(70);set6\_5();delay(70);

}

void stack7()

{

set7\_7();delay(90);set7\_6();delay(90);

}

void stack8()

{

set8\_7();delay(100);

}

int flag=0;

void loop()

{

stack1();

stack2();

stack3();

stack4();

stack5();

stack6();

stack7();

stack8();

}

Code 3:

int ds=2;

int latch=3;

int cp=4;

int l1=5;

int l2=6;

int l3=7;

int l4=8;

int l5=9;

int l6=10;

int l7=11;

int l8=12;

byte leds = 0;

void setup()

{

Serial.begin(9600);

pinMode(ds,OUTPUT);

pinMode(cp,OUTPUT);

pinMode(latch,OUTPUT);

pinMode(l1,OUTPUT);

pinMode(l2,OUTPUT);

pinMode(l3,OUTPUT);

pinMode(l4,OUTPUT);

pinMode(l5,OUTPUT);

pinMode(l6,OUTPUT);

pinMode(l7,OUTPUT);

pinMode(l8,OUTPUT);

reset();

}

void reset()

{

digitalWrite(l1,LOW);

digitalWrite(l2,LOW);

digitalWrite(l3,LOW);

digitalWrite(l4,LOW);

digitalWrite(l5,LOW);

digitalWrite(l6,LOW);

digitalWrite(l7,LOW);

digitalWrite(l8,LOW);

}

void set()

{

digitalWrite(l1,HIGH);

digitalWrite(l2,LOW);

digitalWrite(l3,LOW);

digitalWrite(l4,LOW);

digitalWrite(l5,LOW);

digitalWrite(l6,LOW);

digitalWrite(l7,LOW);

digitalWrite(l8,LOW);

}

void set1()

{

digitalWrite(l1,LOW);

digitalWrite(l2,HIGH);

digitalWrite(l3,LOW);

digitalWrite(l4,LOW);

digitalWrite(l5,LOW);

digitalWrite(l6,LOW);

digitalWrite(l7,LOW);

digitalWrite(l8,LOW);

}

void set2()

{

digitalWrite(l1,LOW);

digitalWrite(l2,LOW);

digitalWrite(l3,HIGH);

digitalWrite(l4,LOW);

digitalWrite(l5,LOW);

digitalWrite(l6,LOW);

digitalWrite(l7,LOW);

digitalWrite(l8,LOW);

}

void set3()

{

digitalWrite(l1,LOW);

digitalWrite(l2,LOW);

digitalWrite(l3,LOW);

digitalWrite(l4,HIGH);

digitalWrite(l5,LOW);

digitalWrite(l6,LOW);

digitalWrite(l7,LOW);

digitalWrite(l8,LOW);

}

void set4()

{

digitalWrite(l1,LOW);

digitalWrite(l2,LOW);

digitalWrite(l3,LOW);

digitalWrite(l4,LOW);

digitalWrite(l5,HIGH);

digitalWrite(l6,LOW);

digitalWrite(l7,LOW);

digitalWrite(l8,LOW);

}

void set5()

{

digitalWrite(l1,LOW);

digitalWrite(l2,LOW);

digitalWrite(l3,LOW);

digitalWrite(l4,LOW);

digitalWrite(l5,LOW);

digitalWrite(l6,HIGH);

digitalWrite(l7,LOW);

digitalWrite(l8,LOW);

}

void set6()

{

digitalWrite(l1,LOW);

digitalWrite(l2,LOW);

digitalWrite(l3,LOW);

digitalWrite(l4,LOW);

digitalWrite(l5,LOW);

digitalWrite(l6,LOW);

digitalWrite(l7,HIGH);

digitalWrite(l8,LOW);

}

void set7()

{

digitalWrite(l1,LOW);

digitalWrite(l2,LOW);

digitalWrite(l3,LOW);

digitalWrite(l4,LOW);

digitalWrite(l5,LOW);

digitalWrite(l6,LOW);

digitalWrite(l7,LOW);

digitalWrite(l8,HIGH);

}

void set2\_7()

{

digitalWrite(l1,HIGH); digitalWrite(l2,LOW);digitalWrite(l3,LOW);digitalWrite(l4,LOW);digitalWrite(l5,LOW);digitalWrite(l6,LOW);digitalWrite(l7,LOW);digitalWrite(l8,HIGH);

}

void set2\_6()

{

digitalWrite(l1,HIGH); digitalWrite(l2,LOW);digitalWrite(l3,LOW);digitalWrite(l4,LOW);digitalWrite(l5,LOW);digitalWrite(l6,LOW);digitalWrite(l7,HIGH);digitalWrite(l8,LOW);

}

void set2\_5()

{

digitalWrite(l1,HIGH); digitalWrite(l2,LOW);digitalWrite(l3,LOW);digitalWrite(l4,LOW);digitalWrite(l5,LOW);digitalWrite(l6,HIGH);digitalWrite(l7,LOW);digitalWrite(l8,LOW);

}

void set2\_4()

{

digitalWrite(l1,HIGH); digitalWrite(l2,LOW);digitalWrite(l3,LOW);digitalWrite(l4,LOW);digitalWrite(l5,HIGH);digitalWrite(l6,LOW);digitalWrite(l7,LOW);digitalWrite(l8,LOW);

}

void set2\_3()

{

digitalWrite(l1,HIGH); digitalWrite(l2,LOW);digitalWrite(l3,LOW);digitalWrite(l4,HIGH);digitalWrite(l5,LOW);digitalWrite(l6,LOW);digitalWrite(l7,LOW);digitalWrite(l8,LOW);

}

void set2\_2()

{

digitalWrite(l1,HIGH); digitalWrite(l2,LOW);digitalWrite(l3,HIGH);digitalWrite(l4,LOW);digitalWrite(l5,LOW);digitalWrite(l6,LOW);digitalWrite(l7,LOW);digitalWrite(l8,LOW);

}

void set2\_1()

{

digitalWrite(l1,HIGH); digitalWrite(l2,HIGH);digitalWrite(l3,LOW);digitalWrite(l4,LOW);digitalWrite(l5,LOW);digitalWrite(l6,LOW);digitalWrite(l7,LOW);digitalWrite(l8,LOW);

}

void set3\_7()

{

digitalWrite(l1,HIGH); digitalWrite(l2,HIGH);digitalWrite(l3,LOW);digitalWrite(l4,LOW);digitalWrite(l5,LOW);digitalWrite(l6,LOW);digitalWrite(l7,LOW);digitalWrite(l8,HIGH);

}

void set3\_6()

{

digitalWrite(l1,HIGH); digitalWrite(l2,HIGH);digitalWrite(l3,LOW);digitalWrite(l4,LOW);digitalWrite(l5,LOW);digitalWrite(l6,LOW);digitalWrite(l7,HIGH);digitalWrite(l8,LOW);

}

void set3\_5()

{

digitalWrite(l1,HIGH); digitalWrite(l2,HIGH);digitalWrite(l3,LOW);digitalWrite(l4,LOW);digitalWrite(l5,LOW);digitalWrite(l6,HIGH);digitalWrite(l7,LOW);digitalWrite(l8,LOW);

}

void set3\_4()

{

digitalWrite(l1,HIGH); digitalWrite(l2,HIGH);digitalWrite(l3,LOW);digitalWrite(l4,LOW);digitalWrite(l5,HIGH);digitalWrite(l6,LOW);digitalWrite(l7,LOW);digitalWrite(l8,LOW);

}

void set3\_3()

{

digitalWrite(l1,HIGH); digitalWrite(l2,HIGH);digitalWrite(l3,LOW);digitalWrite(l4,HIGH);digitalWrite(l5,LOW);digitalWrite(l6,LOW);digitalWrite(l7,LOW);digitalWrite(l8,LOW);

}

void set3\_2()

{

digitalWrite(l1,HIGH); digitalWrite(l2,HIGH);digitalWrite(l3,HIGH);digitalWrite(l4,LOW);digitalWrite(l5,LOW);digitalWrite(l6,LOW);digitalWrite(l7,LOW);digitalWrite(l8,LOW);

}

void set4\_7()

{

digitalWrite(l1,HIGH); digitalWrite(l2,HIGH);digitalWrite(l3,HIGH);digitalWrite(l4,LOW);digitalWrite(l5,LOW);digitalWrite(l6,LOW);digitalWrite(l7,LOW);digitalWrite(l8,LOW);

}

void set4\_6()

{

digitalWrite(l1,HIGH); digitalWrite(l2,HIGH);digitalWrite(l3,HIGH);digitalWrite(l4,LOW);digitalWrite(l5,LOW);digitalWrite(l6,LOW);digitalWrite(l7,HIGH);digitalWrite(l8,LOW);

}

void set4\_5()

{

digitalWrite(l1,HIGH); digitalWrite(l2,HIGH);digitalWrite(l3,HIGH);digitalWrite(l4,LOW);digitalWrite(l5,LOW);digitalWrite(l6,HIGH);digitalWrite(l7,LOW);digitalWrite(l8,LOW);

}

void set4\_4()

{

digitalWrite(l1,HIGH); digitalWrite(l2,HIGH);digitalWrite(l3,HIGH);digitalWrite(l4,LOW);digitalWrite(l5,HIGH);digitalWrite(l6,LOW);digitalWrite(l7,LOW);digitalWrite(l8,LOW);

}

void set4\_3()

{

digitalWrite(l1,HIGH); digitalWrite(l2,HIGH);digitalWrite(l3,HIGH);digitalWrite(l4,HIGH);digitalWrite(l5,LOW);digitalWrite(l6,LOW);digitalWrite(l7,LOW);digitalWrite(l8,LOW);

}

void set5\_7()

{

digitalWrite(l1,HIGH); digitalWrite(l2,HIGH);digitalWrite(l3,HIGH);digitalWrite(l4,HIGH);digitalWrite(l5,LOW);digitalWrite(l6,LOW);digitalWrite(l7,LOW);digitalWrite(l8,HIGH);

}

void set5\_6()

{

digitalWrite(l1,HIGH); digitalWrite(l2,HIGH);digitalWrite(l3,HIGH);digitalWrite(l4,HIGH);digitalWrite(l5,LOW);digitalWrite(l6,LOW);digitalWrite(l7,HIGH);digitalWrite(l8,LOW);

}

void set5\_5()

{

digitalWrite(l1,HIGH); digitalWrite(l2,HIGH);digitalWrite(l3,HIGH);digitalWrite(l4,HIGH);digitalWrite(l5,LOW);digitalWrite(l6,HIGH);digitalWrite(l7,LOW);digitalWrite(l8,LOW);

}

void set5\_4()

{

digitalWrite(l1,HIGH); digitalWrite(l2,HIGH);digitalWrite(l3,HIGH);digitalWrite(l4,HIGH);digitalWrite(l5,HIGH);digitalWrite(l6,LOW);digitalWrite(l7,LOW);digitalWrite(l8,LOW);

}

void set6\_7()

{

digitalWrite(l1,HIGH); digitalWrite(l2,HIGH);digitalWrite(l3,HIGH);digitalWrite(l4,HIGH);digitalWrite(l5,HIGH);digitalWrite(l6,LOW);digitalWrite(l7,LOW);digitalWrite(l8,HIGH);

}

void set6\_6()

{

digitalWrite(l1,HIGH); digitalWrite(l2,HIGH);digitalWrite(l3,HIGH);digitalWrite(l4,HIGH);digitalWrite(l5,HIGH);digitalWrite(l6,LOW);digitalWrite(l7,HIGH);digitalWrite(l8,LOW);

}

void set6\_5()

{

digitalWrite(l1,HIGH); digitalWrite(l2,HIGH);digitalWrite(l3,HIGH);digitalWrite(l4,HIGH);digitalWrite(l5,HIGH);digitalWrite(l6,HIGH);digitalWrite(l7,LOW);digitalWrite(l8,LOW);

}

void set7\_7()

{

digitalWrite(l1,HIGH); digitalWrite(l2,HIGH);digitalWrite(l3,HIGH);digitalWrite(l4,HIGH);digitalWrite(l5,HIGH);digitalWrite(l6,HIGH);digitalWrite(l7,LOW);digitalWrite(l8,HIGH);

}

void set7\_6()

{

digitalWrite(l1,HIGH); digitalWrite(l2,HIGH);digitalWrite(l3,HIGH);digitalWrite(l4,HIGH);digitalWrite(l5,HIGH);digitalWrite(l6,HIGH);digitalWrite(l7,HIGH);digitalWrite(l8,LOW);

}

void set8\_7()

{

digitalWrite(l1,HIGH); digitalWrite(l2,HIGH);digitalWrite(l3,HIGH);digitalWrite(l4,HIGH);digitalWrite(l5,HIGH);digitalWrite(l6,HIGH);digitalWrite(l7,HIGH);digitalWrite(l8,HIGH);

}

void stack1()

{

set7();

delay(50);

set6();

delay(50);

set5();

delay(50);

set4();

delay(50);

set3();

delay(50);

set2();

delay(50);

set1();

delay(50);

set();

delay(50);

}

void stack2()

{

set2\_7();

delay(50);

set2\_6();

delay(50);

set2\_5();

delay(50);

set2\_4();

delay(50);

set2\_3();

delay(50);

set2\_2();

delay(50);

set2\_1();

delay(50);

}

void stack3()

{

set3\_7();delay(50);set3\_6();delay(50);set3\_5();delay(50);set3\_4();delay(50);set3\_3();delay(50);set3\_2();delay(50);

}

void stack4()

{

set4\_7();delay(50);set4\_6();delay(50);set4\_5();delay(50);set4\_4();delay(50);set4\_3();delay(50);

}

void stack5()

{

set5\_7();delay(50);set5\_6();delay(50);set5\_5();delay(50);set5\_4();delay(50);

}

void stack6()

{

set6\_7();delay(70);set6\_6();delay(70);set6\_5();delay(70);

}

void stack7()

{

set7\_7();delay(90);set7\_6();delay(90);

}

void stack8()

{

set8\_7();delay(100);

}

int flag=0;

void loop()

{

stack1();

stack2();

stack3();

stack4();

stack5();

stack6();

stack7();

stack8();

digitalWrite(l8,LOW);

delay(200);

digitalWrite(l7,LOW);

delay(200);

digitalWrite(l6,LOW);

delay(200);

digitalWrite(l5,LOW);

delay(200);

digitalWrite(l4,LOW);

delay(200);

digitalWrite(l3,LOW);

delay(200);

digitalWrite(l2,LOW);

delay(200);

digitalWrite(l1,LOW);

delay(200);

}