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#include <FastLED.h>    // Include the library. Must do this every
time we use a library.

#define NUM_LEDS 3      // Number of LEDs in the LED strip
#define DATA_PIN 3     // The digital pin the LED signal line is
connected to.

// Define the array of LEDs. Later, leds[0] refers to the 1st
LED, leds[1] refers to the 2nd LED, and so on.
CRGB leds[NUM_LEDS];

void setup() {
    // Initialize the LED strip.
    FastLED.addLeds<NEOPIXEL, DATA_PIN>(leds, NUM_LEDS);
    pinMode(10, INPUT_PULLUP);
}

void loop() {
    int state = digitalRead(10), i;
    if(!state) {
        delay(400);
        leds[0] = CRGB(0, 0, 0);
        leds[2] = CRGB(0, 100, 0);    // Full green.
        FastLED.show();
        delay(4000);
        for(i=0; i<3; i++)
        {
            leds[2] = CRGB(0, 0, 0);
            FastLED.show();
            delay(500);
            leds[2] = CRGB(0, 100, 0);    // Full green.
            FastLED.show();
            delay(1000);
        }
        leds[2] = CRGB(0, 0, 0);
        leds[1] = CRGB(100, 100, 0);    // Full yellow.
        FastLED.show();
        delay(2000);
        leds[1] = CRGB(0, 0, 0);
    }
}

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    leds[0] = CRGB(100, 0, 0);    // Full red.
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    FastLED.show();
```

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}
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}
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