```
#include "FastLED.h"
#define DATA_PIN 6
#define BRIGHTNESS 180
#define NUM_LEDS 9

CRGB leds[NUM_LEDS];

void setup() {
  FastLED.addLeds<NEOPIXEL, DATA_PIN>(leds, NUM_LEDS);
  FastLED.setBrightness(BRIGHTNESS);
}

void loop() {
  // Move from left to right
  for (int i = 0; i < NUM_LEDS; i++) {
    leds[i] = CRGB::Green; // turn on green LED
    FastLED.show(); // update LED strip
    delay(500); // wait for 500ms
    leds[i] = CRGB::Black; // turn off green LED
    FastLED.show(); // update LED strip
    delay(500); // wait for 500ms
  }

  // Move from right to left
  for (int i = NUM_LEDS - 1; i >= 0; i--) {
    leds[i] = CRGB::Green; // turn on green LED
    FastLED.show(); // update LED strip
    delay(500); // wait for 500ms
    leds[i] = CRGB::Black; // turn off green LED
    FastLED.show(); // update LED strip
    delay(500); // wait for 500ms
  }

  // Yellow LED
  for (int i = 0; i < 2; i++) {
    for (int j = 0; j < NUM_LEDS; j++) {
      leds[j] = CRGB::Yellow; // turn on yellow LED
    }
    FastLED.show(); // update LED strip
    delay(500); // wait for 500ms
    for (int j = 0; j < NUM_LEDS; j++) {
      leds[j] = CRGB::Black; // turn off yellow LED
    }
    FastLED.show(); // update LED strip
    delay(500); // wait for 500ms
```

```
}

// Red LED
for (int i = 0; i < NUM_LEDS; i++) {
  leds[i] = CRGB::Red; // turn on red LED
}
FastLED.show(); // update LED strip
delay(10000); // wait for 10 seconds

for (int i = 0; i < NUM_LEDS; i++) {
  leds[i] = CRGB::Black; // turn off all LEDs
}
FastLED.show(); // update LED strip  }
```