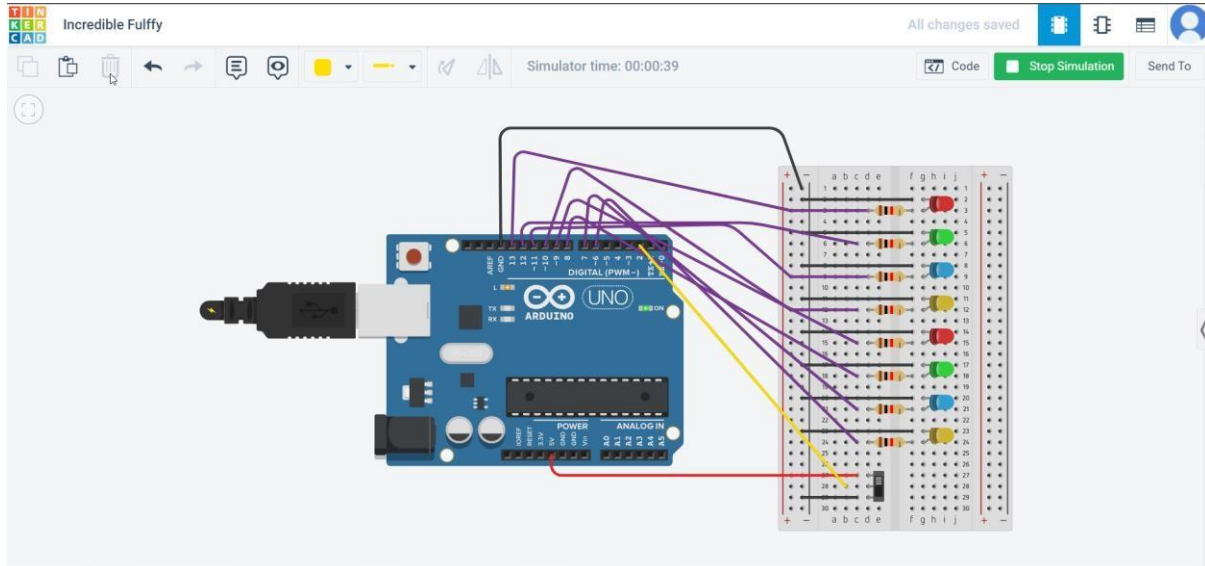


Name: Meet Gala

Roll No: 16010121051

Class: COMPS A

## CIRCUIT DESIGN



## CODE

```
int a [] = {6, 7, 8, 9, 10, 11, 12, 13};
```

```
int d = 80, r = 8;
```

```
void setup () {
```

```
for (int i = 0; i < r; i++)
```

```
pinMode(a[i], OUTPUT);
```

```
pinMode(2, INPUT);
```

```
}
```

```
void loop(){
```

```
int s = digitalRead(2);
```

```
if (s == 1){
```

```
for (int i = 0; i < r; i++) {
```

```
digitalWrite(a[i], HIGH);
```

```
delay(d);
```

```
}
```

```
for (int i = 0; i < r; i++) {
```

```

digitalWrite(a[i], LOW);

    delay(d);

}

for (int i = 7; i >= 0; i--) {

digitalWrite(a[i], HIGH);

    delay(d);

}

for (int i = 7; i >= 0; i--) {

digitalWrite(a[i], LOW);

    delay(d);

}

}

else if (s == 0){

for (int i = 7; i >= 0; i--)

digitalWrite(a[i], LOW);

}

}

```

### **CODE LOGIC**

In The Code, An Array Has Been Used from Pins 6 To 13. 8 LED's Have Been Used of Different Colours To Create A Multicolour Effect. Along With The LED's, A Slideswitch Has Been Used Which Will Turn On/Off The Effects As It Becomes High Or Low Respectively.

With The Help Of Arrays, All The LED's Start Blinking In A Row With A Delay Of 80 milliseconds To Create A Short Delay Which In Turn Creates A Beautiful Looking Effect.

A Chaser Effect Has Been Created Where All The LED's Will First Turn On At An Interval Of 80 milliseconds Each & Then Also Turn Off At The Same Interval. The Effect Goes Back & Forth & Creates Some Stunning Visual Effects.

When The Push Button Turns HIGH, It Triggers The LED Effect To Start.

When The Push Button Turns LOW, It Triggers The LED Effect To Stop.