Homework

Week 1:

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This is a set of coding I designed.

The switch controls whether the entire circuit can operate. After pressing the switch, the circuit runs autonomously, and the small light bulbs will light up in sequence according to the code instructions.

In life, people are always easy to face choices, and will struggle and hesitate in the process. A lot of human time and energy are consumed. Maybe in the future, in the era of big data, people will hand this problem to computers. All choices are left to the machine, whether it is: What do you want for breakfast today? Where to go on weekends? Who do you choose to be my boy/girlfriend?

As long as you press the switch, the computer will automatically match and select all the user's personal information entered in the background.

People have relieved a lot of thinking burden, but is the choice under such big data valuable? It is worth thinking about.

CODE:

```
// C++ code
//
int AnimationSpeed = 0;

void setup()
{
  pinMode(2, INPUT);
  pinMode(LED_BUILTIN, OUTPUT);
  pinMode(12, OUTPUT);
  pinMode(11, OUTPUT);
  pinMode(10, OUTPUT);
  pinMode(9, OUTPUT);
  pinMode(13, OUTPUT);
}

void loop()
{
  AnimationSpeed = 400;
  if (digitalRead(2) == HIGH) {
    digitalWrite(LED_BUILTIN, HIGH);
    delay(AnimationSpeed); // Wait for AnimationSpeed millisecond(s)
    digitalWrite(LED_BUILTIN, LOW);
    delay(AnimationSpeed); // Wait for AnimationSpeed millisecond(s)
    digitalWrite(12, HIGH);
    delay(AnimationSpeed); // Wait for AnimationSpeed millisecond(s)
    digitalWrite(12, LOW);
    delay(AnimationSpeed); // Wait for AnimationSpeed millisecond(s)
    digitalWrite(11, HIGH);
    delay(AnimationSpeed); // Wait for AnimationSpeed millisecond(s)
    digitalWrite(11, LOW);
    delay(AnimationSpeed); // Wait for AnimationSpeed millisecond(s)
    digitalWrite(10, HIGH);
    delay(AnimationSpeed); // Wait for AnimationSpeed millisecond(s)
    digitalWrite(10, LOW);
    delay(AnimationSpeed); // Wait for AnimationSpeed millisecond(s)
    digitalWrite(9, HIGH);
    delay(AnimationSpeed); // Wait for AnimationSpeed millisecond(s)
    digitalWrite(9, LOW);
  } else {
    digitalWrite(13, LOW);
  }
}
```

Start Simulating