

```
int animationSpeed = 0;
```

```
void setup()
```

```
{  
  pinMode(LED_BUILTIN, OUTPUT);  
  pinMode(12, OUTPUT);  
  pinMode(11, OUTPUT);  
  pinMode(10, OUTPUT);  
  pinMode(9, OUTPUT);  
}
```

```
void loop()
```

```
{  
  animationSpeed = 400;  
  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);  
  delay(animationSpeed); // Wait for animationSpeed millisecond(s)  
}
```