```
define colmun and row  pin number //

;int c1 = 5
;int c2 = 4
;int c3 = 3
;int c4 = 2
;int c5 = 1

;int r1 = 10
;int r2 = 9
;int r3 = 8
;int r4 = 7
;int r5 = 6

;int wait = 250


initialize pin mode //


} ()void setup
;pinMode (c1,OUTPUT)
;pinMode (c2,OUTPUT)
;pinMode (c3,OUTPUT)
;pinMode (c4,OUTPUT)
;pinMode (c5,OUTPUT)

;pinMode (r1,OUTPUT)
;pinMode (r2,OUTPUT)
;pinMode (r3,OUTPUT)
;pinMode (r4,OUTPUT)
;pinMode (r5,OUTPUT)
{

define loop //

}()void loop
;()smile
{


smile functions //

} ()void smile

c1 + c5 //
;digitalWrite(c1, HIGH)
;digitalWrite(c2, LOW)
;digitalWrite(c3, LOW)
;digitalWrite(c4, LOW)
;digitalWrite(c5, HIGH)
```

```
;digitalWrite(r1, HIGH)
;digitalWrite(r2, HIGH)
;digitalWrite(r3, HIGH)
;digitalWrite(r4, LOW)
;digitalWrite(r5, HIGH)

;delay(5)

define c2 + c4 //
;digitalWrite(c1, LOW)
;digitalWrite(c2, HIGH)
;digitalWrite(c3, LOW)
;digitalWrite(c4, HIGH)
;digitalWrite(c5, LOW)

;digitalWrite(r1, LOW)
;digitalWrite(r2, LOW)
;digitalWrite(r3, HIGH)
;digitalWrite(r4, HIGH)
;digitalWrite(r5, LOW)

;delay (5)

c3//
;digitalWrite(c1, LOW)
;digitalWrite(c2, LOW)
;digitalWrite(c3, HIGH)
;digitalWrite(c4, LOW)
;digitalWrite(c5, LOW)

;digitalWrite(r1, HIGH)
;digitalWrite(r2, HIGH)
;digitalWrite(r3, LOW)
;digitalWrite(r4, HIGH)
;digitalWrite(r5, LOW)

;delay(5)
{
```