/\*

  Blink

  Turns an LED on for one second, then off for one second, repeatedly.

  Most Arduinos have an on-board LED you can control. On the UNO, MEGA and ZERO

  it is attached to digital pin 13, on MKR1000 on pin 6. LED\_BUILTIN is set to

  the correct LED pin independent of which board is used.

  If you want to know what pin the on-board LED is connected to on your Arduino

  model, check the Technical Specs of your board at:

  modified 8 May 2014

  by Scott Fitzgerald

  modified 2 Sep 2016

  by Arturo Guadalupi

  modified 8 Sep 2016

  by Colby Newman

  This example code is in the public domain.

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// the setup function runs once when you press reset or power the board

void setup() {

  // initialize digital pin LED\_BUILTIN as an output.

  pinMode(13, OUTPUT);

  pinMode(12, OUTPUT);

  pinMode(1, OUTPUT);

  pinMode(2, OUTPUT);

  pinMode(6, OUTPUT);

  pinMode(7, OUTPUT);

}

// the loop function runs over and over again forever

void loop() {

  digitalWrite(7, HIGH);

  digitalWrite(1, HIGH);// turn the LED on (HIGH is the voltage level)

  delay(3000);                       // wait for a second

  digitalWrite(7, LOW);    // turn the LED off by making the voltage LOW

  digitalWrite(1, LOW);                       // wait for a second

  delay(3000);

  digitalWrite(6, HIGH);

  digitalWrite(2, HIGH);// turn the LED on (HIGH is the voltage level)

  delay(3000);

  // wait for a second

  digitalWrite(6, LOW);    // turn the LED off by making the voltage LOW

  digitalWrite(2, LOW);                      // wait for a second

     // turn the LED on (HIGH is the voltage level)

                      // wait for a second

  digitalWrite(13, HIGH);   // turn the LED on (HIGH is the voltage level)

  delay(3000);                       // wait for a second

  digitalWrite(13, LOW);    // turn the LED off by making the voltage LOW

                         // wait for a second

  digitalWrite(12, HIGH);   // turn the LED on (HIGH is the voltage level)

  delay(3000);                       // wait for a second

  digitalWrite(12, LOW);

}