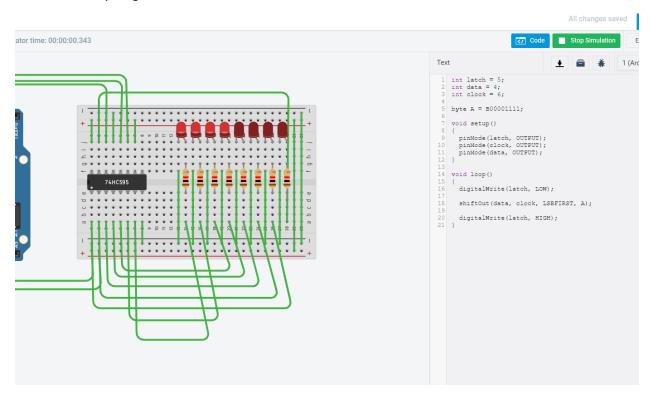
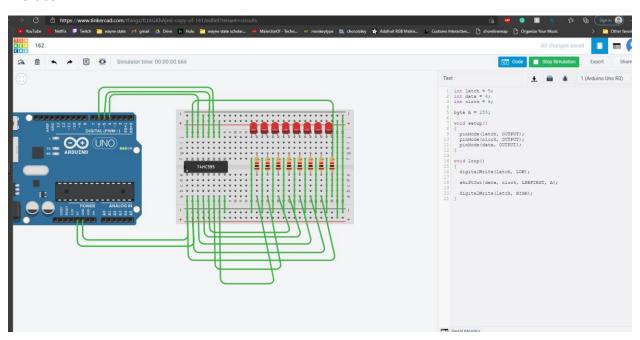
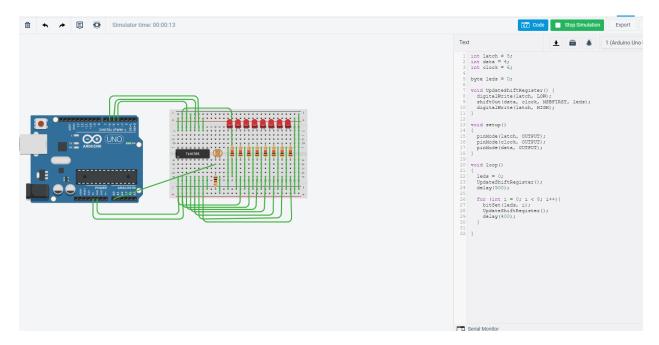
Exercise 1A rory lange



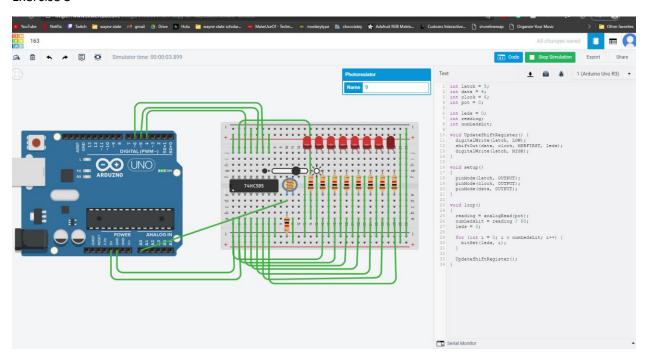
Exercise 1B



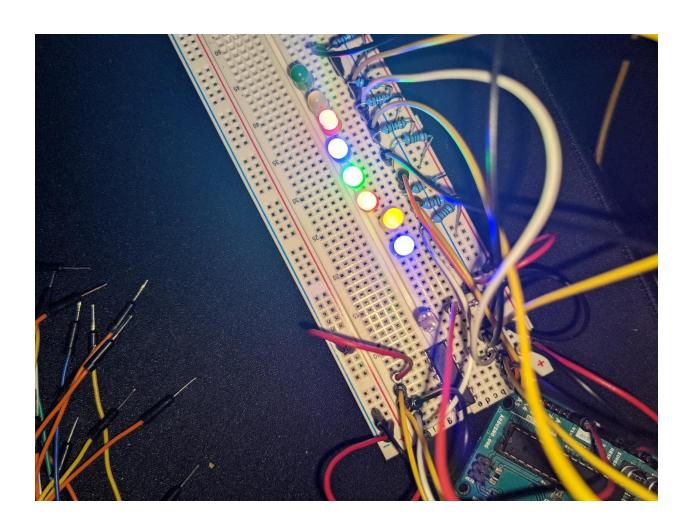
Exercise 2

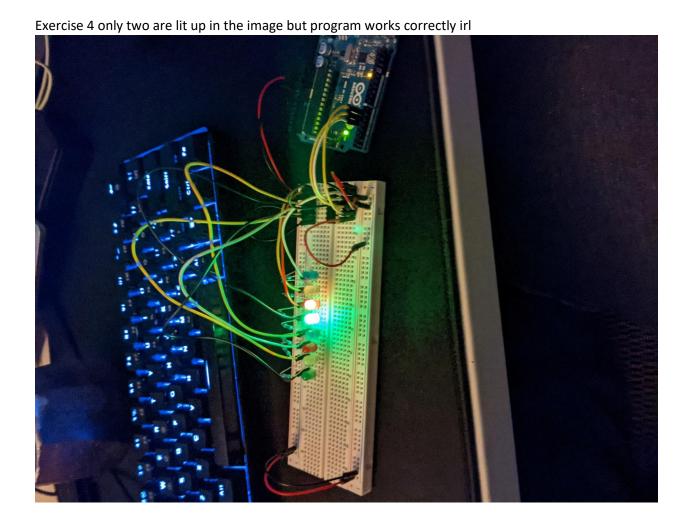


Exercise 3



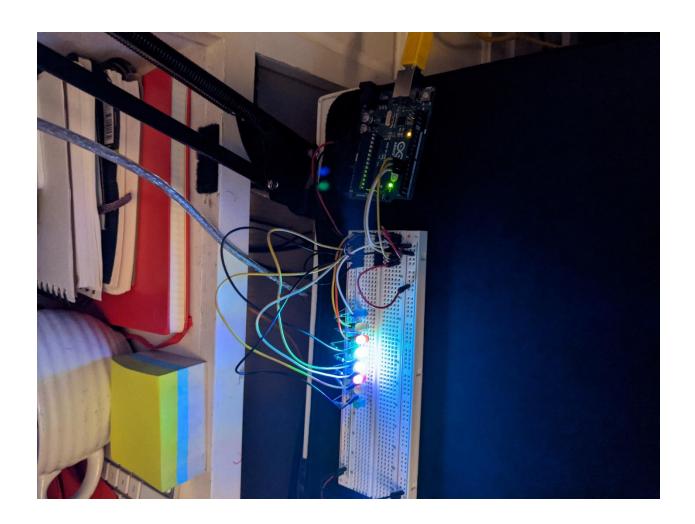
Used camera flash for irl image





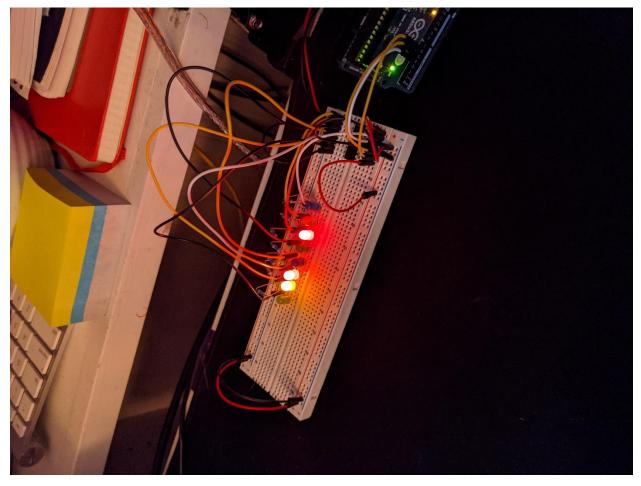
```
Arduino Uno at COM3
sketch_mar14a.ino
          int clock = 6;
          int latch = 5;
         int data = 4;
         int seq[] = {1, 2, 4, 8, 16, 32, 64, 128, 64, 32, 16, 8, 4, 2};
         void setup() {
            for (int i = 4; i \le 6; i++)
              pinMode(i, OUTPUT);
          void loop() {
            for (int i = 0; i < 14; i++) {
             digitalWrite(latch, LOW);
              shiftOut(data, clock, MSBFIRST, seq[i]);
             digitalWrite(latch, HIGH);
             delay(75);
           }
```

Exercise 4B



```
sketch_mar14a.ino
         int clock = 6;
         int latch = 5;
         int data = 4;
         int seq[] = {129, 66, 36, 24, 36, 66};
         void setup() {
           for (int i = 4; i <= 6; i++)
           pinMode(i, OUTPUT);
    12
         void loop() {
           // put your main code here, to run repeatedly:
           for (int i = 0; i < 6; i++) {
             digitalWrite(latch, LOW);
             shiftOut(data, clock, MSBFIRST, seq[i]);
             digitalWrite(latch, HIGH);
             delay(75);
```

Exercise 5



Exercise 5B

```
sketch_mar14a | Arduino IDE 2.0.0-beta.3
File Edit Sketch Tools Help
                       Arduino Uno at COM3
       sketch_mar14a.ino
                 int clock = 6;
                 int latch = 5;
                 int data = 4;
 void setup() {
                   for (int i = 4; i <= 6; i++)
                  pinMode(i, OUTPUT);
           11
                 void loop() {
                   // put your main code here, to run repeatedly:
           12
                   for (int i = 32; i <= 128; i++) {
                     digitalWrite(latch, LOW);
                     shiftOut(data, clock, LSBFIRST, i);
                     digitalWrite(latch, HIGH);
                    delay(1000);
           21
```