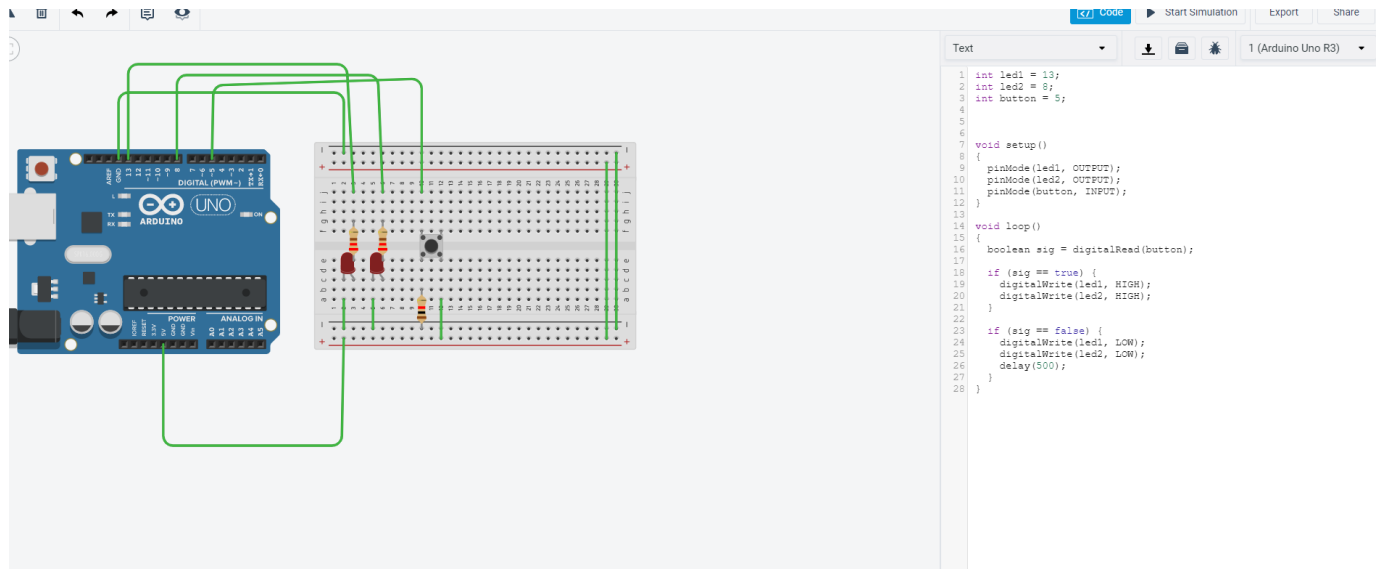
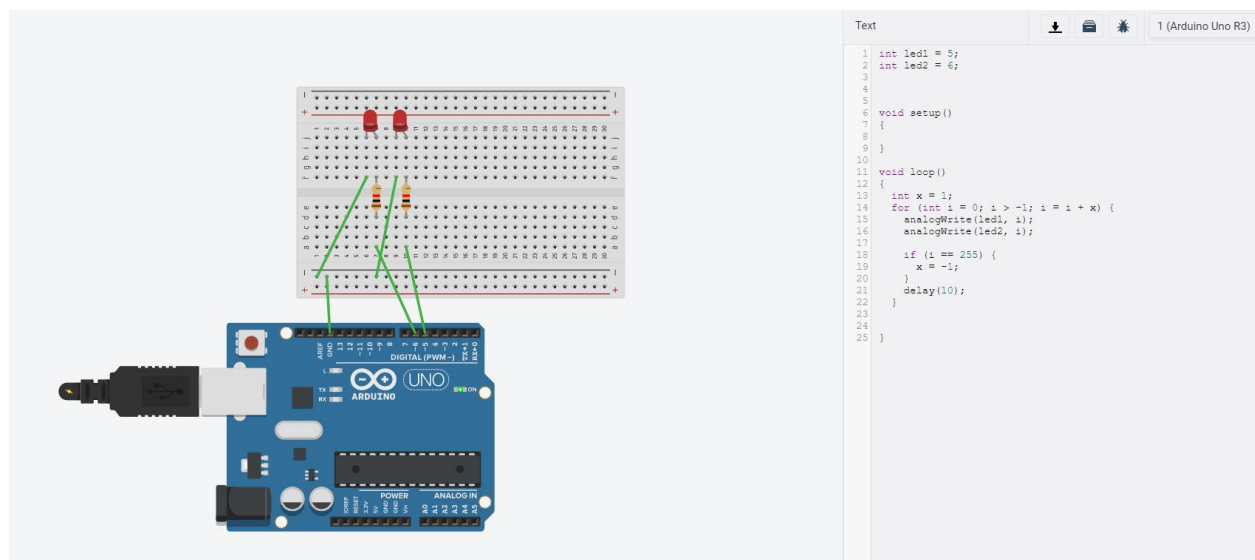


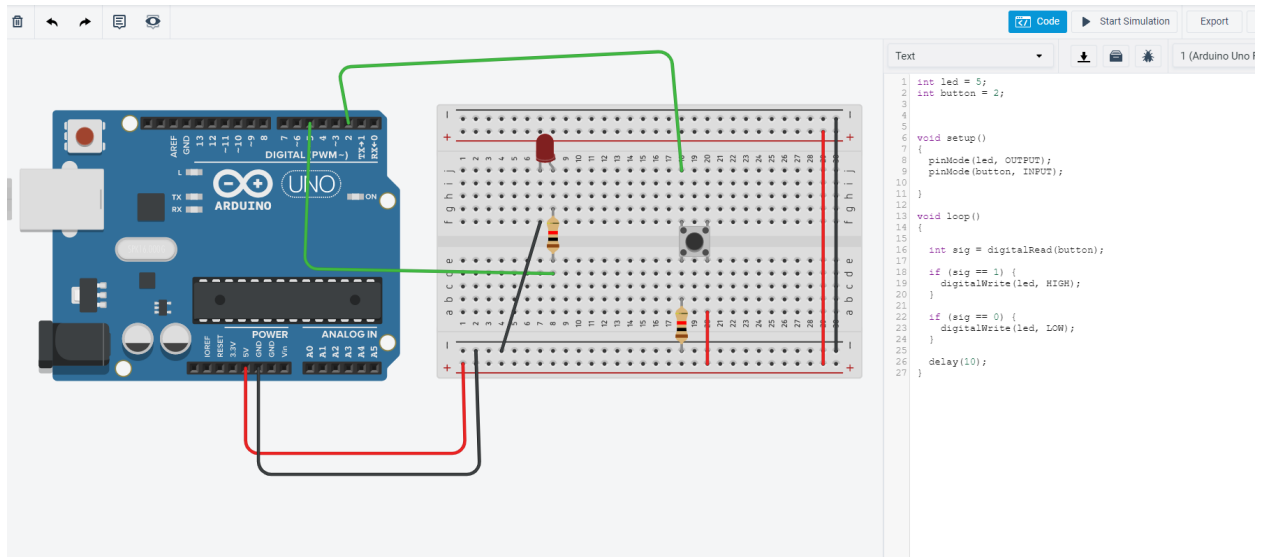
## Exercise 1 rory lange



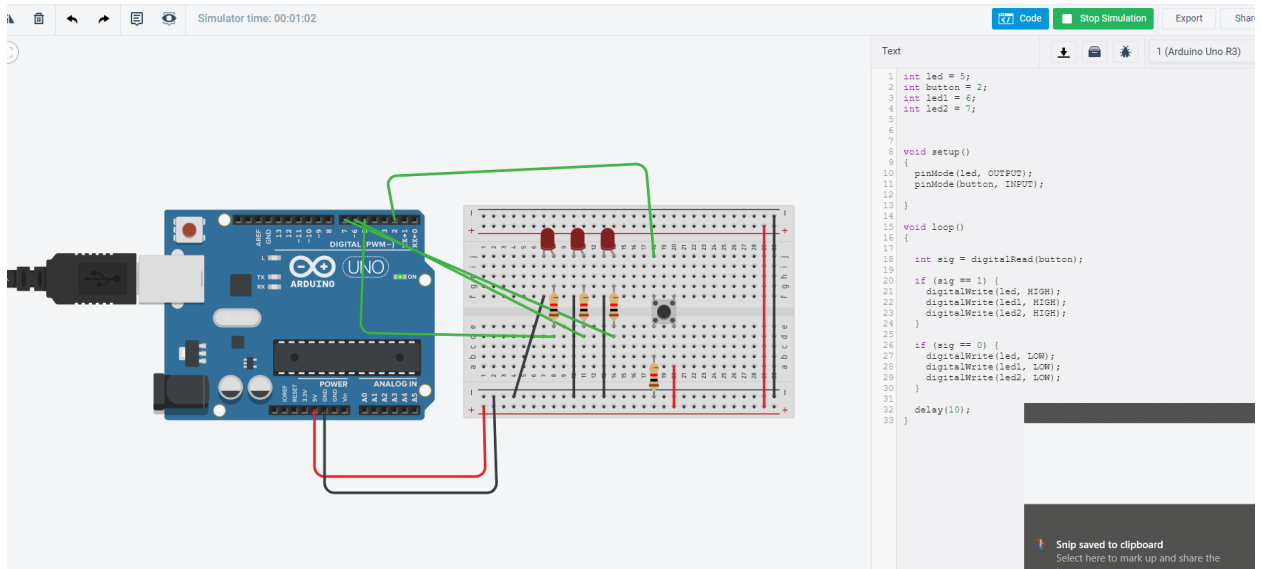
## Exercise 2



## Exercise 3



## Exercise 4 task 1



## Exercise 4 task 2

```
button $
int led = 5;
int button = 2;
int led1 = 6;
int led2 = 7;
void setup()
{
  pinMode(led, OUTPUT);
  pinMode(led1, OUTPUT);
  pinMode(led2, OUTPUT);
  pinMode(button, INPUT);
}

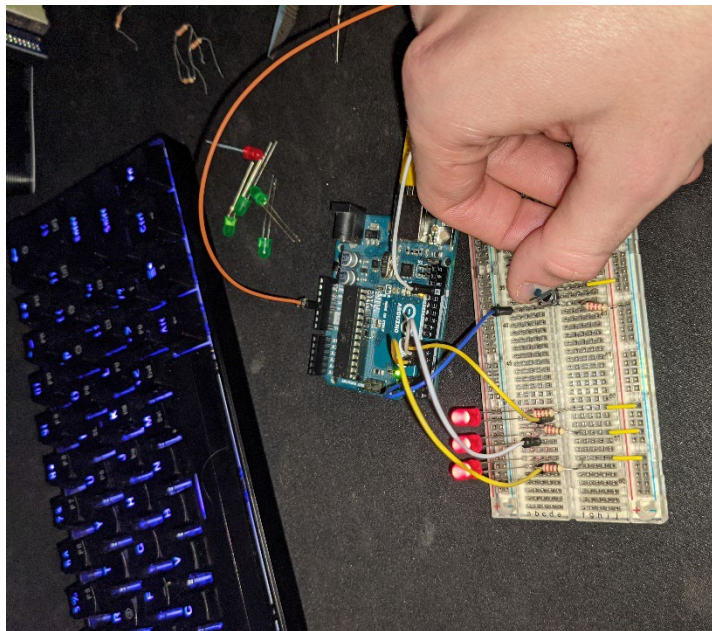
void loop()
{
  int sig = digitalRead(button);

  if (sig == 1) {
    digitalWrite(led, HIGH);
    digitalWrite(led1, HIGH);
    digitalWrite(led2, HIGH);
  }

  if (sig == 0) {
    digitalWrite(led, LOW);
    digitalWrite(led1, LOW);
    digitalWrite(led2, LOW);
  }

  delay(10);
}

Done uploading.
Sketch uses 1098 bytes (3%) of program storage space. Maximum is 32256 bytes.
Global variables use 9 bytes (0%) of dynamic memory, leaving 2039 bytes for local variables. Maximum is 2048 bytes.
```



Exercise 5



```

    pinMode(leds[i], OUTPUT);
  }
}

void loop()
{
  for (int i = 1; i <= 3; i++) {
    digitalWrite(red, HIGH);
    delay(500);
    digitalWrite(red, LOW);
    delay(500);

    if (i == 1) {
      for (int i = 1; i <= 1; i++) {
        digitalWrite(yellow3, HIGH);
        delay(500);
        digitalWrite(yellow3, LOW);
        delay(500);
      }
    }
    else if (i == 2) {
      for (int i = 1; i <= 1; i++) {
        digitalWrite(yellow3, HIGH);
        digitalWrite(yellow2, HIGH);

        delay(500);
        digitalWrite(yellow3, LOW);
        digitalWrite(yellow2, LOW);

        delay(500);
      }
    }
    else if (i == 3) {
      for (int i = 1; i <= 1; i++) {
        digitalWrite(yellow1, HIGH);
        digitalWrite(yellow2, HIGH);
        digitalWrite(yellow3, HIGH);
        delay(500);
        digitalWrite(yellow1, LOW);
        digitalWrite(yellow2, LOW);
        digitalWrite(yellow3, LOW);
        delay(500);
      }
    }
  }
}

```