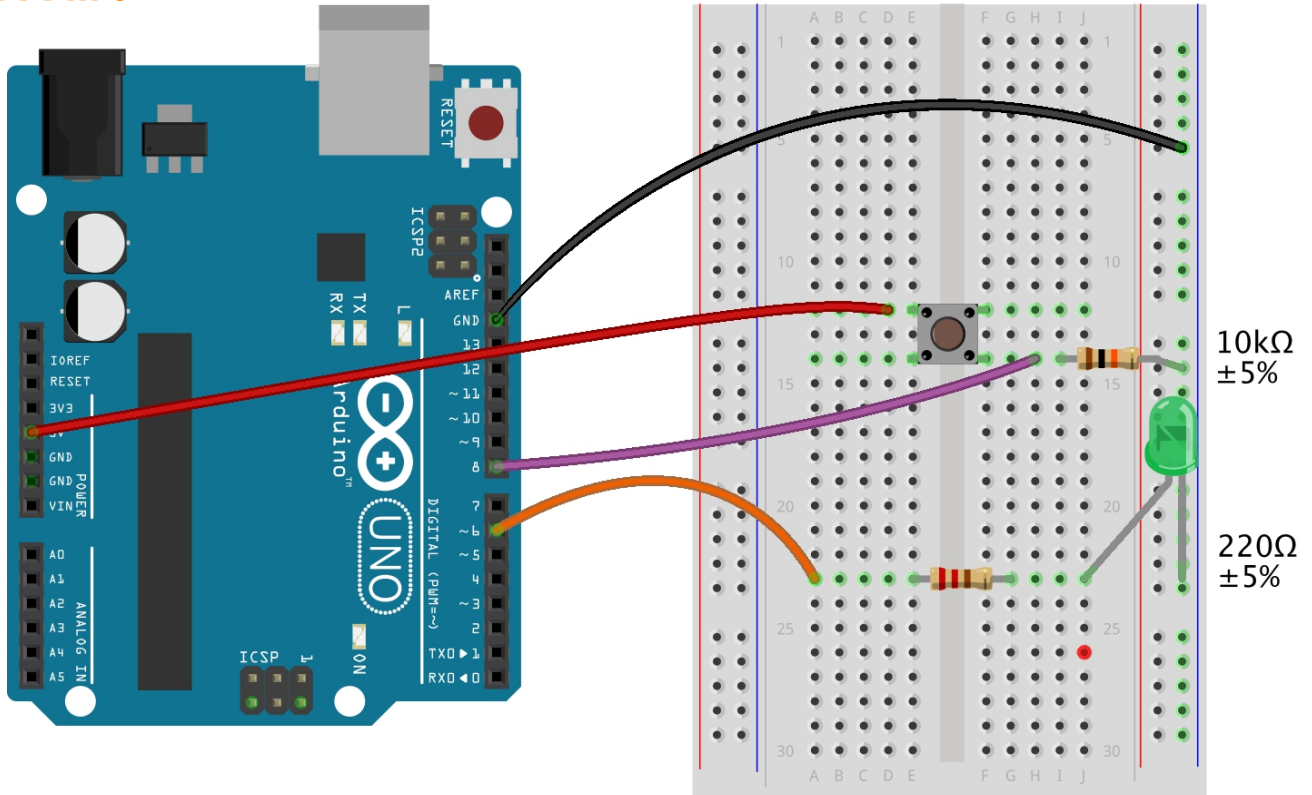


BUTTON AS INPUT



fritzing

```

button
#define LED 6 //define 2 constants for our pins (no semi-colons!)
#define BUTTON 8

void setup() {
  pinMode(LED,OUTPUT); // set as output
  pinMode(BUTTON,INPUT); //set as input
}

void loop() {
  if (digitalRead(BUTTON) == HIGH)// if loop
  {
    digitalWrite(LED, HIGH);
    delay(500);
    digitalWrite(LED, LOW);
  }
}

```

Look at the code -
what will happen when
the button is pressed?