unsigned const int A = 13;

unsigned const int B = 12;

unsigned const int C = 11;

unsigned const int D = 10;

unsigned const int E = 9;

unsigned const int F = 8;

unsigned const int G = 7;

unsigned const int H = 6;

void setup(void)

{

pinMode(A, OUTPUT);

pinMode(B, OUTPUT);

pinMode(C, OUTPUT);

pinMode(D, OUTPUT);

pinMode(E, OUTPUT);

pinMode(F, OUTPUT);

pinMode(G, OUTPUT);

pinMode(H, OUTPUT);

}

//My Functions

void off(void)

{

digitalWrite(A, LOW);

digitalWrite(B, LOW);

digitalWrite(C, LOW);

digitalWrite(D, LOW);

digitalWrite(E, LOW);

digitalWrite(F, LOW);

digitalWrite(G, LOW);

digitalWrite(H, LOW);

}

void zero(void) {

digitalWrite(A, LOW);

digitalWrite(B, HIGH);

digitalWrite(C, HIGH);

digitalWrite(D, HIGH);

digitalWrite(E, HIGH);

digitalWrite(F, HIGH);

digitalWrite(G, HIGH);

digitalWrite(H, LOW);

}

void one(void) {

digitalWrite(A, LOW);

digitalWrite(B, LOW);

digitalWrite(C, LOW);

digitalWrite(D, HIGH);

digitalWrite(E, LOW);

digitalWrite(F, LOW);

digitalWrite(G, HIGH);

digitalWrite(H, LOW);

}

void two(void) {

digitalWrite(A, HIGH);

digitalWrite(B, LOW);

digitalWrite(C, HIGH);

digitalWrite(D, HIGH);

digitalWrite(E, HIGH);

digitalWrite(F, HIGH);

digitalWrite(G, LOW);

digitalWrite(H, LOW);

}

void three(void) {

digitalWrite(A, HIGH);

digitalWrite(B, LOW);

digitalWrite(C, HIGH);

digitalWrite(D, HIGH);

digitalWrite(E, LOW);

digitalWrite(F, HIGH);

digitalWrite(G, HIGH);

digitalWrite(H, LOW);

}

void four(void) {

digitalWrite(A, HIGH);

digitalWrite(B, HIGH);

digitalWrite(C, LOW);

digitalWrite(D, HIGH);

digitalWrite(E, LOW);

digitalWrite(F, LOW);

digitalWrite(G, HIGH);

digitalWrite(H, LOW);

}

void five(void) {

digitalWrite(A, HIGH);

digitalWrite(B, HIGH);

digitalWrite(C, HIGH);

digitalWrite(D, LOW);

digitalWrite(E, LOW);

digitalWrite(F, HIGH);

digitalWrite(G, HIGH);

digitalWrite(H, LOW);

}

void six(void) {

digitalWrite(A, HIGH);

digitalWrite(B, HIGH);

digitalWrite(C, HIGH);

digitalWrite(D, LOW);

digitalWrite(E, HIGH);

digitalWrite(F, HIGH);

digitalWrite(G, HIGH);

digitalWrite(H, LOW);

}

void seven(void) {

digitalWrite(A, LOW);

digitalWrite(B, LOW);

digitalWrite(C, HIGH);

digitalWrite(D, HIGH);

digitalWrite(E, LOW);

digitalWrite(F, LOW);

digitalWrite(G, HIGH);

digitalWrite(H, LOW);

}

void eight(void) {

digitalWrite(A, HIGH);

digitalWrite(B, HIGH);

digitalWrite(C, HIGH);

digitalWrite(D, HIGH);

digitalWrite(E, HIGH);

digitalWrite(F, HIGH);

digitalWrite(G, HIGH);

digitalWrite(H, LOW);

}

void nine(void) {

digitalWrite(A, HIGH);

digitalWrite(B, HIGH);

digitalWrite(C, HIGH);

digitalWrite(D, HIGH);

digitalWrite(E, LOW);

digitalWrite(F, HIGH);

digitalWrite(G, HIGH);

digitalWrite(H, LOW);

}

// Start

void loop(void)

{

off();

delay(26000);

nine();

delay(1000);

eight();

delay(1000);

seven();

delay(1000);

six();

delay(1000);

five();

delay(1000);

four();

delay(1000);

three();

delay(1000);

two();

delay(1000);

one();

delay(1000);

zero();

delay(1000);

}