

Use keyword `*ledGame*` to translate LED into Easel-ready SequenceL: **ledGame**

$$initialState := 0 \quad (1)$$

$$newState := (currentState) + (1) \quad (2)$$

Display number in `*currentState*`:

$$images := \{text(strgToVal(prettyPrint(currentState)), point(500, 400), 100, color(0, 0, 255))\} \quad (3)$$

test:

```
cmd:>pp(initialState_)
"0"
```