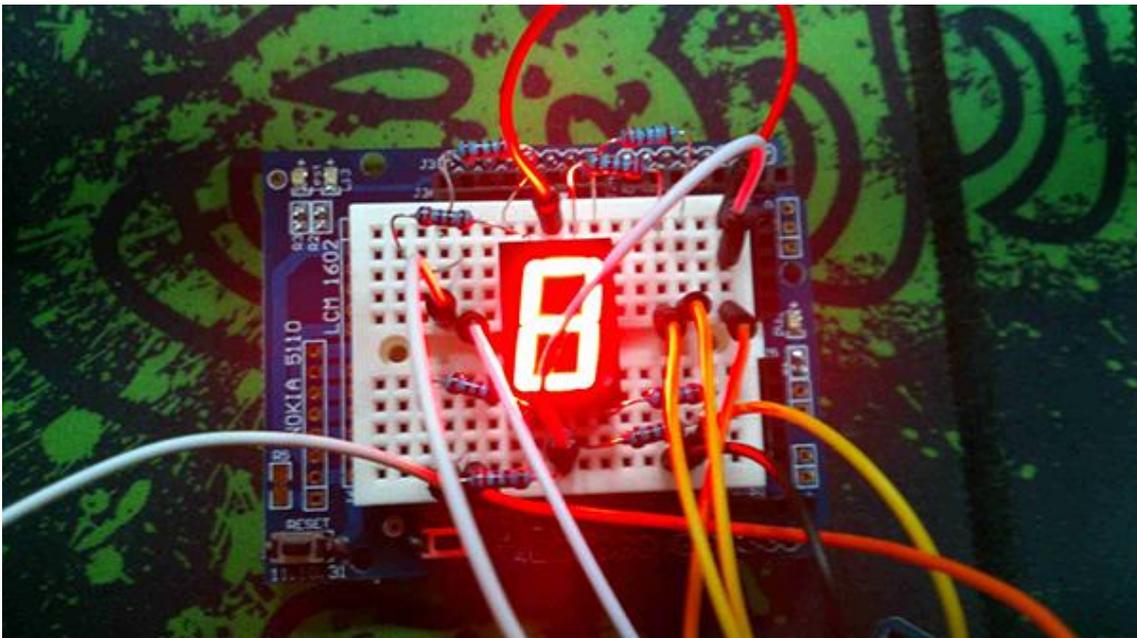


Sobre esse artigo

- Author: aaron — aaron@cubietech.com — 2014/02/27 22:33
- Copyrights: [CC Attribution-Share Alike 3.0 Unported](#)
- Contributors: [Cubieboard Community](#) : ...

Resumo

Como fazer isso, por favor consulte [light led](#) and [how to connect cubieboard and arduino](#)





Search Code

```
int a=7;
int b=6;
int c=5;
int d=11;
int e=10;
int f=8;
int g=9;
int dp=4;
void digital_1(void)
{
    unsigned char j;
    digitalWrite(c,HIGH);
    digitalWrite(b,HIGH);
    for(j=7;j<=11;j++)
        digitalWrite(j,LOW);
    digitalWrite(dp,LOW);
}
void digital_2(void)
{
    unsigned char j;
    digitalWrite(b,HIGH);
    digitalWrite(a,HIGH);
    for(j=9;j<=11;j++)
        digitalWrite(j,HIGH);
    digitalWrite(dp,LOW);
    digitalWrite(c,LOW);
    digitalWrite(f,LOW);
}
void digital_3(void)
{
    unsigned char j;
    digitalWrite(g,HIGH);
    digitalWrite(d,HIGH);
    for(j=5;j<=7;j++)
        digitalWrite(j,HIGH);
    digitalWrite(dp,LOW);
    digitalWrite(f,LOW);
    digitalWrite(e,LOW);
}
void digital_4(void)
{
    digitalWrite(c,HIGH);
    digitalWrite(b,HIGH);
    digitalWrite(f,HIGH);
    digitalWrite(g,HIGH);
    digitalWrite(dp,LOW);
    digitalWrite(a,LOW);
    digitalWrite(e,LOW);
}
```



```
digitalWrite(d,LOW);
}
void digital_5(void)
{
unsigned char j;
for(j=7;j<=9;j++)
digitalWrite(j,HIGH);
digitalWrite(c,HIGH);
digitalWrite(d,HIGH);
digitalWrite(dp,LOW);
digitalWrite(b,LOW);
digitalWrite(e,LOW);
}
void digital_6(void)
{
unsigned char j;
for(j=7;j<=11;j++)
digitalWrite(j,HIGH);
digitalWrite(c,HIGH);
digitalWrite(dp,LOW);
digitalWrite(b,LOW);
}
void digital_7(void)
{
unsigned char j;
for(j=5;j<=7;j++)
digitalWrite(j,HIGH);
digitalWrite(dp,LOW);
for(j=8;j<=11;j++)
digitalWrite(j,LOW);
}
void digital_8(void)
{
unsigned char j;
for(j=5;j<=11;j++)
digitalWrite(j,HIGH);
digitalWrite(dp,LOW);
}
void setup()
{
int i;
for(i=4;i<=11;i++)
pinMode(i,OUTPUT);
}
void loop()
{
while(1)
{
digital_1();
```



```
delay(2000);  
digital_2();  
delay(1000);  
digital_3();  
delay(1000);  
digital_4();  
delay(1000);  
digital_5();  
delay(1000);  
digital_6();  
delay(1000);  
digital_7();  
delay(1000);  
digital_8();  
delay(1000);  
}  
}
```