//Pat McMahon 3-2-2019

//A004- LED Dice

int pinLeds1 = 10;

int pinLeds2 = 9;

int pinLeds3 = 7;

int pinLed4 = 8;

int buttonPin = 6;

int buttonState;

long ran;

int time = 2000;

void setup ()

{

 pinMode (pinLeds1, OUTPUT);

 pinMode (pinLeds2, OUTPUT);

 pinMode (pinLeds3, OUTPUT);

 pinMode (pinLed4, OUTPUT);

 pinMode (buttonPin, INPUT);

 randomSeed(analogRead(0));

}

void loop()

{

 buttonState = digitalRead(buttonPin);

 if (buttonState == HIGH){

 ran = random(1, 7);

 if (ran == 1){

 digitalWrite (pinLed4, HIGH);

 delay (time);

 }

 if (ran == 2){

 digitalWrite (pinLeds1, HIGH);

 delay (time);

 }

 if (ran == 3){

 digitalWrite (pinLeds3, HIGH);

 digitalWrite (pinLed4, HIGH);

 delay (time);

 }

 if (ran == 4){

 digitalWrite (pinLeds1, HIGH);

 digitalWrite (pinLeds3, HIGH);

 delay (time);

 }

 if (ran == 5){

 digitalWrite (pinLeds1, HIGH);

 digitalWrite (pinLeds3, HIGH);

 digitalWrite (pinLed4, HIGH);

 delay (time);

 }

 if (ran == 6){

 digitalWrite (pinLeds1, HIGH);

 digitalWrite (pinLeds2, HIGH);

 digitalWrite (pinLeds3, HIGH);

 delay (time);

 }

 }

 digitalWrite (pinLeds1, LOW);

 digitalWrite (pinLeds2, LOW);

 digitalWrite (pinLeds3, LOW);

 digitalWrite (pinLed4, LOW);

}