//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);

}