//25 LED's Coloured Long Method.

//Pat McMahon 26/7/2021.

//A011

//This long method from first principles is to explain Multiplexing Connections.

// Pin 2,3,4,5,6 connected to sets of 5 LED's Positives ie LED 1,2,3,4,5 to pin 2. LED 6,7,8,9,10 to pin 3

int delayTime1=100;

int delayTime2=1000;

int delayTime3=3000;

//int runXTimes =3;

void setup() {

// put your setup code here, to run once:

pinMode(2,OUTPUT);

pinMode(3,OUTPUT);

pinMode(4,OUTPUT);

pinMode(5,OUTPUT);

pinMode(6,OUTPUT);

pinMode(7,OUTPUT);

pinMode(8,OUTPUT);

pinMode(9,OUTPUT);

pinMode(10,OUTPUT);

pinMode(11,OUTPUT);

}

void loop() {

{

//if (runXTimes)

//LED's Allon

digitalWrite(2,HIGH),digitalWrite(7,LOW); //LED25

digitalWrite(2,HIGH),digitalWrite(8,LOW); //LED24

digitalWrite(2,HIGH),digitalWrite(9,LOW); //LED23

digitalWrite(2,HIGH),digitalWrite(10,LOW); //LED22

digitalWrite(2,HIGH),digitalWrite(11,LOW); //LED21

digitalWrite(3,HIGH),digitalWrite(7,LOW); //LED20

digitalWrite(3,HIGH),digitalWrite(8,LOW); //LED19

digitalWrite(3,HIGH),digitalWrite(9,LOW); //LED18

digitalWrite(3,HIGH),digitalWrite(10,LOW); //LED17

digitalWrite(3,HIGH),digitalWrite(11,LOW); //LED16

digitalWrite(4,HIGH),digitalWrite(7,LOW); //LED15

digitalWrite(4,HIGH),digitalWrite(8,LOW); //LED14

digitalWrite(4,HIGH),digitalWrite(9,LOW); //LED13

digitalWrite(4,HIGH),digitalWrite(10,LOW); //LED12

digitalWrite(4,HIGH),digitalWrite(11,LOW); //LED11

digitalWrite(5,HIGH),digitalWrite(7,LOW); //LED10

digitalWrite(5,HIGH),digitalWrite(8,LOW); //LED9

digitalWrite(5,HIGH),digitalWrite(9,LOW); //LED8

digitalWrite(5,HIGH),digitalWrite(10,LOW); //LED7

digitalWrite(5,HIGH),digitalWrite(11,LOW); //LED6

digitalWrite(6,HIGH),digitalWrite(7,LOW); //LED5

digitalWrite(6,HIGH),digitalWrite(8,LOW); //LED4

digitalWrite(6,HIGH),digitalWrite(9,LOW); //LED3

digitalWrite(6,HIGH),digitalWrite(10,LOW); //LED2

digitalWrite(6,HIGH),digitalWrite(11,LOW); //LED1

delay(delayTime2);

//Turns off one LED at a time from the top

digitalWrite(2,LOW),digitalWrite(7,HIGH),delay(delayTime1); //LED25

digitalWrite(2,LOW),digitalWrite(8,HIGH),delay(delayTime1); //LED24

digitalWrite(2,LOW),digitalWrite(9,HIGH),delay(delayTime1); //LED23

digitalWrite(2,LOW),digitalWrite(10,HIGH),delay(delayTime1); //LED22

digitalWrite(2,LOW),digitalWrite(11,HIGH),delay(delayTime1); //LED21

digitalWrite(3,LOW),digitalWrite(7,HIGH),delay(delayTime1); //LED20

digitalWrite(3,LOW),digitalWrite(8,HIGH),delay(delayTime1); //LED19

digitalWrite(3,LOW),digitalWrite(9,HIGH),delay(delayTime1); //LED18

digitalWrite(3,LOW),digitalWrite(10,HIGH),delay(delayTime1); //LED17

digitalWrite(3,LOW),digitalWrite(11,HIGH),delay(delayTime1); //LED16

digitalWrite(4,LOW),digitalWrite(7,HIGH),delay(delayTime1); //LED15

digitalWrite(4,LOW),digitalWrite(8,HIGH),delay(delayTime1); //LED14

digitalWrite(4,LOW),digitalWrite(9,HIGH),delay(delayTime1); //LED13

digitalWrite(4,LOW),digitalWrite(10,HIGH),delay(delayTime1); //LED12

digitalWrite(4,LOW),digitalWrite(11,HIGH),delay(delayTime1); //LED11

digitalWrite(5,LOW),digitalWrite(7,HIGH),delay(delayTime1); //LED10

digitalWrite(5,LOW),digitalWrite(8,HIGH),delay(delayTime1); //LED9

digitalWrite(5,LOW),digitalWrite(9,HIGH),delay(delayTime1); //LED8

digitalWrite(5,LOW),digitalWrite(10,HIGH),delay(delayTime1); //LED7

digitalWrite(5,LOW),digitalWrite(11,HIGH),delay(delayTime1); //LED6

digitalWrite(6,LOW),digitalWrite(7,HIGH),delay(delayTime1); //LED5

digitalWrite(6,LOW),digitalWrite(8,HIGH),delay(delayTime1); //LED4

digitalWrite(6,LOW),digitalWrite(9,HIGH),delay(delayTime1); //LED3

digitalWrite(6,LOW),digitalWrite(10,HIGH),delay(delayTime1); //LED2

digitalWrite(6,LOW),digitalWrite(11,HIGH),delay(delayTime1); //LED1

delay(delayTime2);

//LED's run Up.

digitalWrite(6,HIGH),digitalWrite(11,LOW),delay(delayTime1),digitalWrite(6,LOW),digitalWrite(11,HIGH); //LED1

digitalWrite(6,HIGH),digitalWrite(10,LOW),delay(delayTime1),digitalWrite(6,LOW),digitalWrite(10,HIGH); //LED2

digitalWrite(6,HIGH),digitalWrite(9,LOW),delay(delayTime1),digitalWrite(6,LOW),digitalWrite(9,HIGH); //LED3

digitalWrite(6,HIGH),digitalWrite(8,LOW),delay(delayTime1),digitalWrite(6,LOW),digitalWrite(8,HIGH); //LED4

digitalWrite(6,HIGH),digitalWrite(7,LOW),delay(delayTime1),digitalWrite(6,LOW),digitalWrite(7,HIGH); //LED5

digitalWrite(5,HIGH),digitalWrite(11,LOW),delay(delayTime1),digitalWrite(5,LOW),digitalWrite(11,HIGH); //LED6

digitalWrite(5,HIGH),digitalWrite(10,LOW),delay(delayTime1),digitalWrite(5,LOW),digitalWrite(10,HIGH); //LED7

digitalWrite(5,HIGH),digitalWrite(9,LOW),delay(delayTime1),digitalWrite(5,LOW),digitalWrite(9,HIGH); //LED8

digitalWrite(5,HIGH),digitalWrite(8,LOW),delay(delayTime1),digitalWrite(5,LOW),digitalWrite(8,HIGH); //LED9

digitalWrite(5,HIGH),digitalWrite(7,LOW),delay(delayTime1),digitalWrite(5,LOW),digitalWrite(7,HIGH); //LED10

digitalWrite(4,HIGH),digitalWrite(11,LOW),delay(delayTime1),digitalWrite(4,LOW),digitalWrite(11,HIGH); //LED11

digitalWrite(4,HIGH),digitalWrite(10,LOW),delay(delayTime1),digitalWrite(4,LOW),digitalWrite(10,HIGH); //LED12

digitalWrite(4,HIGH),digitalWrite(9,LOW),delay(delayTime1),digitalWrite(4,LOW),digitalWrite(9,HIGH); //LED13

digitalWrite(4,HIGH),digitalWrite(8,LOW),delay(delayTime1),digitalWrite(4,LOW),digitalWrite(8,HIGH); //LED14

digitalWrite(4,HIGH),digitalWrite(7,LOW),delay(delayTime1),digitalWrite(4,LOW),digitalWrite(7,HIGH); //LED15

digitalWrite(3,HIGH),digitalWrite(11,LOW),delay(delayTime1),digitalWrite(3,LOW),digitalWrite(11,HIGH); //LED16

digitalWrite(3,HIGH),digitalWrite(10,LOW),delay(delayTime1),digitalWrite(3,LOW),digitalWrite(10,HIGH); //LED17

digitalWrite(3,HIGH),digitalWrite(9,LOW),delay(delayTime1),digitalWrite(3,LOW),digitalWrite(9,HIGH); //LED18

digitalWrite(3,HIGH),digitalWrite(8,LOW),delay(delayTime1),digitalWrite(3,LOW),digitalWrite(8,HIGH); //LED19

digitalWrite(3,HIGH),digitalWrite(7,LOW),delay(delayTime1),digitalWrite(3,LOW),digitalWrite(7,HIGH); //LED20

digitalWrite(2,HIGH),digitalWrite(11,LOW),delay(delayTime1),digitalWrite(2,LOW),digitalWrite(11,HIGH); //LED21

digitalWrite(2,HIGH),digitalWrite(10,LOW),delay(delayTime1),digitalWrite(2,LOW),digitalWrite(10,HIGH); //LED22

digitalWrite(2,HIGH),digitalWrite(9,LOW),delay(delayTime1),digitalWrite(2,LOW),digitalWrite(9,HIGH); //LED23

digitalWrite(2,HIGH),digitalWrite(8,LOW),delay(delayTime1),digitalWrite(2,LOW),digitalWrite(8,HIGH); //LED24

digitalWrite(2,HIGH),digitalWrite(7,LOW),delay(delayTime1),digitalWrite(2,LOW),digitalWrite(7,HIGH); //LED25

delay(delayTime2);

//LED's run Down.

digitalWrite(2,HIGH),digitalWrite(7,LOW),delay(delayTime1),digitalWrite(2,LOW),digitalWrite(7,HIGH); //LED25

digitalWrite(2,HIGH),digitalWrite(8,LOW),delay(delayTime1),digitalWrite(2,LOW),digitalWrite(8,HIGH); //LED24

digitalWrite(2,HIGH),digitalWrite(9,LOW),delay(delayTime1),digitalWrite(2,LOW),digitalWrite(9,HIGH); //LED23

digitalWrite(2,HIGH),digitalWrite(10,LOW),delay(delayTime1),digitalWrite(2,LOW),digitalWrite(10,HIGH); //LED22

digitalWrite(2,HIGH),digitalWrite(11,LOW),delay(delayTime1),digitalWrite(2,LOW),digitalWrite(11,HIGH); //LED21

digitalWrite(3,HIGH),digitalWrite(7,LOW),delay(delayTime1),digitalWrite(3,LOW),digitalWrite(7,HIGH); //LED20

digitalWrite(3,HIGH),digitalWrite(8,LOW),delay(delayTime1),digitalWrite(3,LOW),digitalWrite(8,HIGH); //LED19

digitalWrite(3,HIGH),digitalWrite(9,LOW),delay(delayTime1),digitalWrite(3,LOW),digitalWrite(9,HIGH); //LED18

digitalWrite(3,HIGH),digitalWrite(10,LOW),delay(delayTime1),digitalWrite(3,LOW),digitalWrite(10,HIGH); //LED17

digitalWrite(3,HIGH),digitalWrite(11,LOW),delay(delayTime1),digitalWrite(3,LOW),digitalWrite(11,HIGH); //LED16

digitalWrite(4,HIGH),digitalWrite(7,LOW),delay(delayTime1),digitalWrite(4,LOW),digitalWrite(7,HIGH); //LED15

digitalWrite(4,HIGH),digitalWrite(8,LOW),delay(delayTime1),digitalWrite(4,LOW),digitalWrite(8,HIGH); //LED14

digitalWrite(4,HIGH),digitalWrite(9,LOW),delay(delayTime1),digitalWrite(4,LOW),digitalWrite(9,HIGH); //LED13

digitalWrite(4,HIGH),digitalWrite(10,LOW),delay(delayTime1),digitalWrite(4,LOW),digitalWrite(10,HIGH); //LED12

digitalWrite(4,HIGH),digitalWrite(11,LOW),delay(delayTime1),digitalWrite(4,LOW),digitalWrite(11,HIGH); //LED11

digitalWrite(5,HIGH),digitalWrite(7,LOW),delay(delayTime1),digitalWrite(5,LOW),digitalWrite(7,HIGH); //LED10

digitalWrite(5,HIGH),digitalWrite(8,LOW),delay(delayTime1),digitalWrite(5,LOW),digitalWrite(8,HIGH); //LED9

digitalWrite(5,HIGH),digitalWrite(9,LOW),delay(delayTime1),digitalWrite(5,LOW),digitalWrite(9,HIGH); //LED8

digitalWrite(5,HIGH),digitalWrite(10,LOW),delay(delayTime1),digitalWrite(5,LOW),digitalWrite(10,HIGH); //LED7

digitalWrite(5,HIGH),digitalWrite(11,LOW),delay(delayTime1),digitalWrite(5,LOW),digitalWrite(11,HIGH); //LED6

digitalWrite(6,HIGH),digitalWrite(7,LOW),delay(delayTime1),digitalWrite(6,LOW),digitalWrite(7,HIGH); //LED5

digitalWrite(6,HIGH),digitalWrite(8,LOW),delay(delayTime1),digitalWrite(6,LOW),digitalWrite(8,HIGH); //LED4

digitalWrite(6,HIGH),digitalWrite(9,LOW),delay(delayTime1),digitalWrite(6,LOW),digitalWrite(9,HIGH); //LED3

digitalWrite(6,HIGH),digitalWrite(10,LOW),delay(delayTime1),digitalWrite(6,LOW),digitalWrite(10,HIGH); //LED2

digitalWrite(6,HIGH),digitalWrite(11,LOW),delay(delayTime1),digitalWrite(6,LOW),digitalWrite(11,HIGH); //LED1

delay(delayTime2);

//runXTimes--;

//LED's from centre out

digitalWrite(4,HIGH),digitalWrite(9,LOW),delay(delayTime1),digitalWrite(4,LOW),digitalWrite(9,HIGH); //LED13

digitalWrite(4,HIGH),digitalWrite(10,LOW),delay(delayTime1),digitalWrite(4,LOW),digitalWrite(10,HIGH),digitalWrite(4,HIGH),digitalWrite(8,LOW),delay(delayTime1),digitalWrite(4,LOW),digitalWrite(8,HIGH); //LED14; //LED12

digitalWrite(4,HIGH),digitalWrite(7,LOW),delay(delayTime1),digitalWrite(4,LOW),digitalWrite(7,HIGH),digitalWrite(4,HIGH),digitalWrite(11,LOW),delay(delayTime1),digitalWrite(4,LOW),digitalWrite(11,HIGH); //LED15; //LED11

digitalWrite(5,HIGH),digitalWrite(7,LOW),delay(delayTime1),digitalWrite(5,LOW),digitalWrite(7,HIGH),digitalWrite(3,HIGH),digitalWrite(11,LOW),delay(delayTime1),digitalWrite(3,LOW),digitalWrite(11,HIGH); //LED16; //LED10

digitalWrite(5,HIGH),digitalWrite(8,LOW),delay(delayTime1),digitalWrite(5,LOW),digitalWrite(8,HIGH),digitalWrite(3,HIGH),digitalWrite(10,LOW),delay(delayTime1),digitalWrite(3,LOW),digitalWrite(10,HIGH); //LED17; //LED9

digitalWrite(5,HIGH),digitalWrite(9,LOW),delay(delayTime1),digitalWrite(5,LOW),digitalWrite(9,HIGH),digitalWrite(3,HIGH),digitalWrite(9,LOW),delay(delayTime1),digitalWrite(3,LOW),digitalWrite(9,HIGH); //LED18; //LED8

digitalWrite(5,HIGH),digitalWrite(10,LOW),delay(delayTime1),digitalWrite(5,LOW),digitalWrite(10,HIGH),digitalWrite(3,HIGH),digitalWrite(8,LOW),delay(delayTime1),digitalWrite(3,LOW),digitalWrite(8,HIGH); //LED19; //LED7

digitalWrite(5,HIGH),digitalWrite(11,LOW),delay(delayTime1),digitalWrite(5,LOW),digitalWrite(11,HIGH),digitalWrite(3,HIGH),digitalWrite(7,LOW),delay(delayTime1),digitalWrite(3,LOW),digitalWrite(7,HIGH); //LED20; //LED6

digitalWrite(6,HIGH),digitalWrite(7,LOW),delay(delayTime1),digitalWrite(6,LOW),digitalWrite(7,HIGH),digitalWrite(2,HIGH),digitalWrite(11,LOW),delay(delayTime1),digitalWrite(2,LOW),digitalWrite(11,HIGH); //LED21; //LED5

digitalWrite(6,HIGH),digitalWrite(8,LOW),delay(delayTime1),digitalWrite(6,LOW),digitalWrite(8,HIGH),digitalWrite(2,HIGH),digitalWrite(10,LOW),delay(delayTime1),digitalWrite(2,LOW),digitalWrite(10,HIGH); //LED22; //LED4

digitalWrite(6,HIGH),digitalWrite(9,LOW),delay(delayTime1),digitalWrite(6,LOW),digitalWrite(9,HIGH),digitalWrite(2,HIGH),digitalWrite(9,LOW),delay(delayTime1),digitalWrite(2,LOW),digitalWrite(9,HIGH); //LED23; //LED3

digitalWrite(6,HIGH),digitalWrite(10,LOW),delay(delayTime1),digitalWrite(6,LOW),digitalWrite(10,HIGH),digitalWrite(2,HIGH),digitalWrite(8,LOW),delay(delayTime1),digitalWrite(2,LOW),digitalWrite(8,HIGH); //LED24; //LED2

digitalWrite(6,HIGH),digitalWrite(11,LOW),delay(delayTime1),digitalWrite(6,LOW),digitalWrite(11,HIGH),digitalWrite(2,HIGH),digitalWrite(7,LOW),delay(delayTime1),digitalWrite(2,LOW),digitalWrite(7,HIGH); //LED25; //LED1

delay(delayTime2);

//LED's from outside in

digitalWrite(6,HIGH),digitalWrite(11,LOW),delay(delayTime1),digitalWrite(6,LOW),digitalWrite(11,HIGH),digitalWrite(2,HIGH),digitalWrite(7,LOW),delay(delayTime1),digitalWrite(2,LOW),digitalWrite(7,HIGH); //LED25; //LED1

digitalWrite(6,HIGH),digitalWrite(10,LOW),delay(delayTime1),digitalWrite(6,LOW),digitalWrite(10,HIGH),digitalWrite(2,HIGH),digitalWrite(8,LOW),delay(delayTime1),digitalWrite(2,LOW),digitalWrite(8,HIGH); //LED24; //LED2

digitalWrite(6,HIGH),digitalWrite(9,LOW),delay(delayTime1),digitalWrite(6,LOW),digitalWrite(9,HIGH),digitalWrite(2,HIGH),digitalWrite(9,LOW),delay(delayTime1),digitalWrite(2,LOW),digitalWrite(9,HIGH); //LED23; //LED3

digitalWrite(6,HIGH),digitalWrite(8,LOW),delay(delayTime1),digitalWrite(6,LOW),digitalWrite(8,HIGH),digitalWrite(2,HIGH),digitalWrite(10,LOW),delay(delayTime1),digitalWrite(2,LOW),digitalWrite(10,HIGH); //LED22; //LED4

digitalWrite(6,HIGH),digitalWrite(7,LOW),delay(delayTime1),digitalWrite(6,LOW),digitalWrite(7,HIGH),digitalWrite(2,HIGH),digitalWrite(11,LOW),delay(delayTime1),digitalWrite(2,LOW),digitalWrite(11,HIGH); //LED21; //LED5

digitalWrite(5,HIGH),digitalWrite(11,LOW),delay(delayTime1),digitalWrite(5,LOW),digitalWrite(11,HIGH),digitalWrite(3,HIGH),digitalWrite(7,LOW),delay(delayTime1),digitalWrite(3,LOW),digitalWrite(7,HIGH); //LED20; //LED6

digitalWrite(5,HIGH),digitalWrite(10,LOW),delay(delayTime1),digitalWrite(5,LOW),digitalWrite(10,HIGH),digitalWrite(3,HIGH),digitalWrite(8,LOW),delay(delayTime1),digitalWrite(3,LOW),digitalWrite(8,HIGH); //LED19; //LED7

digitalWrite(5,HIGH),digitalWrite(9,LOW),delay(delayTime1),digitalWrite(5,LOW),digitalWrite(9,HIGH),digitalWrite(3,HIGH),digitalWrite(9,LOW),delay(delayTime1),digitalWrite(3,LOW),digitalWrite(9,HIGH); //LED18; //LED8

digitalWrite(5,HIGH),digitalWrite(8,LOW),delay(delayTime1),digitalWrite(5,LOW),digitalWrite(8,HIGH),digitalWrite(3,HIGH),digitalWrite(10,LOW),delay(delayTime1),digitalWrite(3,LOW),digitalWrite(10,HIGH); //LED17; //LED9

digitalWrite(5,HIGH),digitalWrite(7,LOW),delay(delayTime1),digitalWrite(5,LOW),digitalWrite(7,HIGH),digitalWrite(3,HIGH),digitalWrite(11,LOW),delay(delayTime1),digitalWrite(3,LOW),digitalWrite(11,HIGH); //LED16; //LED10

digitalWrite(4,HIGH),digitalWrite(7,LOW),delay(delayTime1),digitalWrite(4,LOW),digitalWrite(7,HIGH),digitalWrite(4,HIGH),digitalWrite(11,LOW),delay(delayTime1),digitalWrite(4,LOW),digitalWrite(11,HIGH); //LED15; //LED11

digitalWrite(4,HIGH),digitalWrite(10,LOW),delay(delayTime1),digitalWrite(4,LOW),digitalWrite(10,HIGH),digitalWrite(4,HIGH),digitalWrite(8,LOW),delay(delayTime1),digitalWrite(4,LOW),digitalWrite(8,HIGH); //LED14; //LED12

digitalWrite(4,HIGH),digitalWrite(9,LOW),delay(delayTime1),digitalWrite(4,LOW),digitalWrite(9,HIGH); //LED13

delay(delayTime2);

//LED's Criss cross

digitalWrite(6,HIGH),digitalWrite(11,LOW),delay(delayTime1),digitalWrite(6,LOW),digitalWrite(11,HIGH),digitalWrite(2,HIGH),digitalWrite(7,LOW),delay(delayTime1),digitalWrite(2,LOW),digitalWrite(7,HIGH); //LED25; //LED1

digitalWrite(6,HIGH),digitalWrite(10,LOW),delay(delayTime1),digitalWrite(6,LOW),digitalWrite(10,HIGH),digitalWrite(2,HIGH),digitalWrite(8,LOW),delay(delayTime1),digitalWrite(2,LOW),digitalWrite(8,HIGH); //LED24; //LED2

digitalWrite(6,HIGH),digitalWrite(9,LOW),delay(delayTime1),digitalWrite(6,LOW),digitalWrite(9,HIGH),digitalWrite(2,HIGH),digitalWrite(9,LOW),delay(delayTime1),digitalWrite(2,LOW),digitalWrite(9,HIGH); //LED23; //LED3

digitalWrite(6,HIGH),digitalWrite(8,LOW),delay(delayTime1),digitalWrite(6,LOW),digitalWrite(8,HIGH),digitalWrite(2,HIGH),digitalWrite(10,LOW),delay(delayTime1),digitalWrite(2,LOW),digitalWrite(10,HIGH); //LED22; //LED4

digitalWrite(6,HIGH),digitalWrite(7,LOW),delay(delayTime1),digitalWrite(6,LOW),digitalWrite(7,HIGH),digitalWrite(2,HIGH),digitalWrite(11,LOW),delay(delayTime1),digitalWrite(2,LOW),digitalWrite(11,HIGH); //LED21; //LED5

digitalWrite(5,HIGH),digitalWrite(11,LOW),delay(delayTime1),digitalWrite(5,LOW),digitalWrite(11,HIGH),digitalWrite(3,HIGH),digitalWrite(7,LOW),delay(delayTime1),digitalWrite(3,LOW),digitalWrite(7,HIGH); //LED20; //LED6

digitalWrite(5,HIGH),digitalWrite(10,LOW),delay(delayTime1),digitalWrite(5,LOW),digitalWrite(10,HIGH),digitalWrite(3,HIGH),digitalWrite(8,LOW),delay(delayTime1),digitalWrite(3,LOW),digitalWrite(8,HIGH); //LED19; //LED7

digitalWrite(5,HIGH),digitalWrite(9,LOW),delay(delayTime1),digitalWrite(5,LOW),digitalWrite(9,HIGH),digitalWrite(3,HIGH),digitalWrite(9,LOW),delay(delayTime1),digitalWrite(3,LOW),digitalWrite(9,HIGH); //LED18; //LED8

digitalWrite(5,HIGH),digitalWrite(8,LOW),delay(delayTime1),digitalWrite(5,LOW),digitalWrite(8,HIGH),digitalWrite(3,HIGH),digitalWrite(10,LOW),delay(delayTime1),digitalWrite(3,LOW),digitalWrite(10,HIGH); //LED17; //LED9

digitalWrite(5,HIGH),digitalWrite(7,LOW),delay(delayTime1),digitalWrite(5,LOW),digitalWrite(7,HIGH),digitalWrite(3,HIGH),digitalWrite(11,LOW),delay(delayTime1),digitalWrite(3,LOW),digitalWrite(11,HIGH); //LED16; //LED10

digitalWrite(4,HIGH),digitalWrite(7,LOW),delay(delayTime1),digitalWrite(4,LOW),digitalWrite(7,HIGH),digitalWrite(4,HIGH),digitalWrite(11,LOW),delay(delayTime1),digitalWrite(4,LOW),digitalWrite(11,HIGH); //LED15; //LED11

digitalWrite(4,HIGH),digitalWrite(10,LOW),delay(delayTime1),digitalWrite(4,LOW),digitalWrite(10,HIGH),digitalWrite(4,HIGH),digitalWrite(8,LOW),delay(delayTime1),digitalWrite(4,LOW),digitalWrite(8,HIGH); //LED14; //LED12

digitalWrite(4,HIGH),digitalWrite(9,LOW),delay(delayTime1),digitalWrite(4,LOW),digitalWrite(9,HIGH); //LED13

digitalWrite(4,HIGH),digitalWrite(10,LOW),delay(delayTime1),digitalWrite(4,LOW),digitalWrite(10,HIGH),digitalWrite(4,HIGH),digitalWrite(8,LOW),delay(delayTime1),digitalWrite(4,LOW),digitalWrite(8,HIGH); //LED14; //LED12

digitalWrite(4,HIGH),digitalWrite(7,LOW),delay(delayTime1),digitalWrite(4,LOW),digitalWrite(7,HIGH),digitalWrite(4,HIGH),digitalWrite(11,LOW),delay(delayTime1),digitalWrite(4,LOW),digitalWrite(11,HIGH); //LED15; //LED11

digitalWrite(5,HIGH),digitalWrite(7,LOW),delay(delayTime1),digitalWrite(5,LOW),digitalWrite(7,HIGH),digitalWrite(3,HIGH),digitalWrite(11,LOW),delay(delayTime1),digitalWrite(3,LOW),digitalWrite(11,HIGH); //LED16; //LED10

digitalWrite(5,HIGH),digitalWrite(8,LOW),delay(delayTime1),digitalWrite(5,LOW),digitalWrite(8,HIGH),digitalWrite(3,HIGH),digitalWrite(10,LOW),delay(delayTime1),digitalWrite(3,LOW),digitalWrite(10,HIGH); //LED17; //LED9

digitalWrite(5,HIGH),digitalWrite(9,LOW),delay(delayTime1),digitalWrite(5,LOW),digitalWrite(9,HIGH),digitalWrite(3,HIGH),digitalWrite(9,LOW),delay(delayTime1),digitalWrite(3,LOW),digitalWrite(9,HIGH); //LED18; //LED8

digitalWrite(5,HIGH),digitalWrite(10,LOW),delay(delayTime1),digitalWrite(5,LOW),digitalWrite(10,HIGH),digitalWrite(3,HIGH),digitalWrite(8,LOW),delay(delayTime1),digitalWrite(3,LOW),digitalWrite(8,HIGH); //LED19; //LED7

digitalWrite(5,HIGH),digitalWrite(11,LOW),delay(delayTime1),digitalWrite(5,LOW),digitalWrite(11,HIGH),digitalWrite(3,HIGH),digitalWrite(7,LOW),delay(delayTime1),digitalWrite(3,LOW),digitalWrite(7,HIGH); //LED20; //LED6

digitalWrite(6,HIGH),digitalWrite(7,LOW),delay(delayTime1),digitalWrite(6,LOW),digitalWrite(7,HIGH),digitalWrite(2,HIGH),digitalWrite(11,LOW),delay(delayTime1),digitalWrite(2,LOW),digitalWrite(11,HIGH); //LED21; //LED5

digitalWrite(6,HIGH),digitalWrite(8,LOW),delay(delayTime1),digitalWrite(6,LOW),digitalWrite(8,HIGH),digitalWrite(2,HIGH),digitalWrite(10,LOW),delay(delayTime1),digitalWrite(2,LOW),digitalWrite(10,HIGH); //LED22; //LED4

digitalWrite(6,HIGH),digitalWrite(9,LOW),delay(delayTime1),digitalWrite(6,LOW),digitalWrite(9,HIGH),digitalWrite(2,HIGH),digitalWrite(9,LOW),delay(delayTime1),digitalWrite(2,LOW),digitalWrite(9,HIGH); //LED23; //LED3

digitalWrite(6,HIGH),digitalWrite(10,LOW),delay(delayTime1),digitalWrite(6,LOW),digitalWrite(10,HIGH),digitalWrite(2,HIGH),digitalWrite(8,LOW),delay(delayTime1),digitalWrite(2,LOW),digitalWrite(8,HIGH); //LED24; //LED2

digitalWrite(6,HIGH),digitalWrite(11,LOW),delay(delayTime1),digitalWrite(6,LOW),digitalWrite(11,HIGH),digitalWrite(2,HIGH),digitalWrite(7,LOW),delay(delayTime1),digitalWrite(2,LOW),digitalWrite(7,HIGH); //LED25; //LED1

delay(delayTime2);

//LED's run Up, stay on.

digitalWrite(6,HIGH),digitalWrite(11,LOW),delay(delayTime1); //LED1

digitalWrite(6,HIGH),digitalWrite(10,LOW),delay(delayTime1); //LED2

digitalWrite(6,HIGH),digitalWrite(9,LOW),delay(delayTime1); //LED3

digitalWrite(6,HIGH),digitalWrite(8,LOW),delay(delayTime1); //LED4

digitalWrite(6,HIGH),digitalWrite(7,LOW),delay(delayTime1); //LED5

digitalWrite(5,HIGH),digitalWrite(11,LOW),delay(delayTime1); //LED6

digitalWrite(5,HIGH),digitalWrite(10,LOW),delay(delayTime1); //LED7

digitalWrite(5,HIGH),digitalWrite(9,LOW),delay(delayTime1); //LED8

digitalWrite(5,HIGH),digitalWrite(8,LOW),delay(delayTime1); //LED9

digitalWrite(5,HIGH),digitalWrite(7,LOW),delay(delayTime1); //LED10

digitalWrite(4,HIGH),digitalWrite(11,LOW),delay(delayTime1); //LED11

digitalWrite(4,HIGH),digitalWrite(10,LOW),delay(delayTime1); //LED12

digitalWrite(4,HIGH),digitalWrite(9,LOW),delay(delayTime1); //LED13

digitalWrite(4,HIGH),digitalWrite(8,LOW),delay(delayTime1); //LED14

digitalWrite(4,HIGH),digitalWrite(7,LOW),delay(delayTime1); //LED15

digitalWrite(3,HIGH),digitalWrite(11,LOW),delay(delayTime1); //LED16

digitalWrite(3,HIGH),digitalWrite(10,LOW),delay(delayTime1); //LED17

digitalWrite(3,HIGH),digitalWrite(9,LOW),delay(delayTime1); //LED18

digitalWrite(3,HIGH),digitalWrite(8,LOW),delay(delayTime1); //LED19

digitalWrite(3,HIGH),digitalWrite(7,LOW),delay(delayTime1); //LED20

digitalWrite(2,HIGH),digitalWrite(11,LOW),delay(delayTime1); //LED21

digitalWrite(2,HIGH),digitalWrite(10,LOW),delay(delayTime1); //LED22

digitalWrite(2,HIGH),digitalWrite(9,LOW),delay(delayTime1); //LED23

digitalWrite(2,HIGH),digitalWrite(8,LOW),delay(delayTime1); //LED24

digitalWrite(2,HIGH),digitalWrite(7,LOW),delay(delayTime1); //LED25

delay(delayTime2);

//LED's run Down,stay on.

digitalWrite(2,HIGH),digitalWrite(7,LOW),delay(delayTime1); //LED25

digitalWrite(2,HIGH),digitalWrite(8,LOW),delay(delayTime1); //LED24

digitalWrite(2,HIGH),digitalWrite(9,LOW),delay(delayTime1); //LED23

digitalWrite(2,HIGH),digitalWrite(10,LOW),delay(delayTime1); //LED22

digitalWrite(2,HIGH),digitalWrite(11,LOW),delay(delayTime1); //LED21

digitalWrite(3,HIGH),digitalWrite(7,LOW),delay(delayTime1); //LED20

digitalWrite(3,HIGH),digitalWrite(8,LOW),delay(delayTime1); //LED19

digitalWrite(3,HIGH),digitalWrite(9,LOW),delay(delayTime1); //LED18

digitalWrite(3,HIGH),digitalWrite(10,LOW),delay(delayTime1); //LED17

digitalWrite(3,HIGH),digitalWrite(11,LOW),delay(delayTime1); //LED16

digitalWrite(4,HIGH),digitalWrite(7,LOW),delay(delayTime1); //LED15

digitalWrite(4,HIGH),digitalWrite(8,LOW),delay(delayTime1); //LED14

digitalWrite(4,HIGH),digitalWrite(9,LOW),delay(delayTime1); //LED13

digitalWrite(4,HIGH),digitalWrite(10,LOW),delay(delayTime1); //LED12

digitalWrite(4,HIGH),digitalWrite(11,LOW),delay(delayTime1); //LED11

digitalWrite(5,HIGH),digitalWrite(7,LOW),delay(delayTime1); //LED10

digitalWrite(5,HIGH),digitalWrite(8,LOW),delay(delayTime1); //LED9

digitalWrite(5,HIGH),digitalWrite(9,LOW),delay(delayTime1); //LED8

digitalWrite(5,HIGH),digitalWrite(10,LOW),delay(delayTime1); //LED7

digitalWrite(5,HIGH),digitalWrite(11,LOW),delay(delayTime1); //LED6

digitalWrite(6,HIGH),digitalWrite(7,LOW),delay(delayTime1); //LED5

digitalWrite(6,HIGH),digitalWrite(8,LOW),delay(delayTime1); //LED4

digitalWrite(6,HIGH),digitalWrite(9,LOW),delay(delayTime1); //LED3

digitalWrite(6,HIGH),digitalWrite(10,LOW),delay(delayTime1); //LED2

digitalWrite(6,HIGH),digitalWrite(11,LOW),delay(delayTime1); //LED1

delay(delayTime2);

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