//Sports Action-25 LED's Long Method.

//Pat McMahon 5/10/2019.

//A015-A016-A017-A059

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

//Modify to suit Cricket, Golf, Table Tennis, Basketball.

int delayTime1=100;

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() {

//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

//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

}