Light Pattern Program Storyboard

Now that you have one blinking light, it's time to code your own light pattern. Let's get 0 to 5 lights to light up depending on the brightness.

1. NAMING SECTION: Declare variables for the rest of your LEDs (wristbands) like the example:

```
int led1 = 10;
```

2. SETUP SECTION: In the setup() function, initialize the rest of your LEDs as outputs.

```
void setup(){
  pinMode(led1, OUTPUT);




}
```

3. Describe what your light pattern will look like when it is running (what will people see?):

4. ACTIVITY SECTION: Program your light pattern in the loop() function.

```
void loop() {




}
```

5. Open Arduino and insert your code from steps 1,2, and 4. Debug as necessary.
6. In your own words, describe what each of the three sections of your program do:

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