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 = 1;
   ```

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: