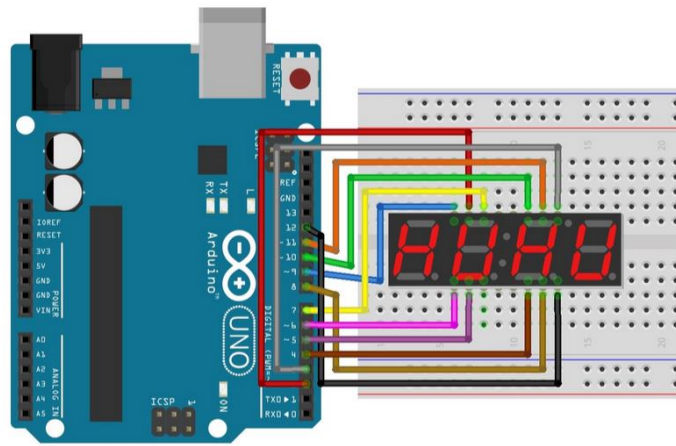


/*



Εμφάνιση αριθμών από το 0 - 9 ανά sec



```
int pinA = 2;
int pinB = 3;
int pinC = 4;
int pinD = 5;
int pinE = 6;
int pinF = 7;
int pinG = 8;
int D1 = 9;
int D2 = 10;
int D3 = 11;
int D4 = 12;

// the setup routine runs once when you press reset:
void setup() {
  // initialize the digital pins as outputs.
  pinMode(pinA, OUTPUT);
  pinMode(pinB, OUTPUT);
  pinMode(pinC, OUTPUT);
  pinMode(pinD, OUTPUT);
  pinMode(pinE, OUTPUT);
  pinMode(pinF, OUTPUT);
  pinMode(pinG, OUTPUT);
  pinMode(D1, OUTPUT);
  pinMode(D2, OUTPUT);
  pinMode(D3, OUTPUT);
  pinMode(D4, OUTPUT);
}

// the loop routine runs over and over again forever:
```

```

void loop() {
    digitalWrite(D1, HIGH);
    digitalWrite(D2, HIGH);
    digitalWrite(D3, HIGH);
    digitalWrite(D4, HIGH);

    //0
    digitalWrite(pinA, LOW);
    digitalWrite(pinB, LOW);
    digitalWrite(pinC, LOW);
    digitalWrite(pinD, LOW);
    digitalWrite(pinE, LOW);
    digitalWrite(pinF, LOW);
    digitalWrite(pinG, HIGH);
    delay(1000);      // wait for a second

    //1
    digitalWrite(pinA, HIGH);
    digitalWrite(pinB, LOW);
    digitalWrite(pinC, LOW);
    digitalWrite(pinD, HIGH);
    digitalWrite(pinE, HIGH);
    digitalWrite(pinF, HIGH);
    digitalWrite(pinG, HIGH);
    delay(1000);

    //2
    digitalWrite(pinA, LOW);
    digitalWrite(pinB, LOW);
    digitalWrite(pinC, HIGH);
    digitalWrite(pinD, LOW);
    digitalWrite(pinE, LOW);
    digitalWrite(pinF, HIGH);
    digitalWrite(pinG, LOW);
    delay(1000);
    //3

    digitalWrite(pinA, LOW);
    digitalWrite(pinB, LOW);
    digitalWrite(pinC, LOW);
    digitalWrite(pinD, LOW);
    digitalWrite(pinE, HIGH);
    digitalWrite(pinF, HIGH);
    digitalWrite(pinG, LOW);
    delay(1000);      // wait for a second

    //4
    digitalWrite(pinA, HIGH);
    digitalWrite(pinB, LOW);
    digitalWrite(pinC, LOW);
    digitalWrite(pinD, HIGH);
    digitalWrite(pinE, HIGH);
    digitalWrite(pinF, LOW);
    digitalWrite(pinG, LOW);

```

```
delay(1000);           // wait for a second
```

```
//5
```

```
digitalWrite(pinA, LOW);  
digitalWrite(pinB, HIGH);  
digitalWrite(pinC, LOW);  
digitalWrite(pinD, LOW);  
digitalWrite(pinE, HIGH);  
digitalWrite(pinF, LOW);  
digitalWrite(pinG, LOW);  
delay(1000);           // wait for a second
```

```
//6
```

```
digitalWrite(pinA, LOW);  
digitalWrite(pinB, HIGH);  
digitalWrite(pinC, LOW);  
digitalWrite(pinD, LOW);  
digitalWrite(pinE, LOW);  
digitalWrite(pinF, LOW);  
digitalWrite(pinG, LOW);  
delay(1000);           // wait for a second
```

```
//7
```

```
digitalWrite(pinA, LOW);  
digitalWrite(pinB, LOW);  
digitalWrite(pinC, LOW);  
digitalWrite(pinD, HIGH);  
digitalWrite(pinE, HIGH);  
digitalWrite(pinF, HIGH);  
digitalWrite(pinG, HIGH);  
delay(1000);           // wait for a second
```

```
//8
```

```
digitalWrite(pinA, LOW);  
digitalWrite(pinB, LOW);  
digitalWrite(pinC, LOW);  
digitalWrite(pinD, LOW);  
digitalWrite(pinE, LOW);  
digitalWrite(pinF, LOW);  
digitalWrite(pinG, LOW);  
delay(1000);           // wait for a second
```

```
//9
```

```
digitalWrite(pinA, LOW);  
digitalWrite(pinB, LOW);  
digitalWrite(pinC, LOW);  
digitalWrite(pinD, HIGH);  
digitalWrite(pinE, HIGH);  
digitalWrite(pinF, LOW);  
digitalWrite(pinG, LOW);  
delay(1000);           // wait for a second
```

```
}
```