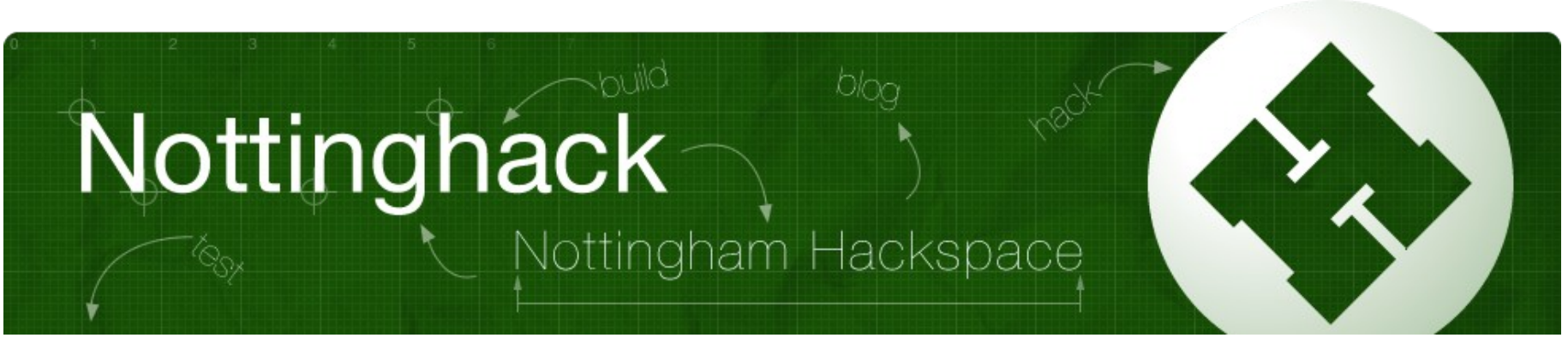

Exercise 1. Blink a LED

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```
int ledPin = 13;                  // LED connected to digital pin 13
void setup()                      // run once, when the sketch starts
{
  pinMode(ledPin, OUTPUT);        // sets the digital pin as output
}
void loop()                       // run over and over again
{
  digitalWrite(ledPin, HIGH);     // sets the LED on
  delay(1000);                    // waits for a second
  digitalWrite(ledPin, LOW);      // sets the LED off
  delay(1000);                    // waits for a second
}
```

Exercise 2. Control a RGB LED

```
int redPin = 11;
int greenPin = 10;
int bluePin = 9;
int switchPin = 2;

void setup()
{
  pinMode(redPin, OUTPUT);
  pinMode(greenPin, OUTPUT);
  pinMode(bluePin, OUTPUT);
  pinMode(switchPin, INPUT_PULLUP);
}

void loop()
{
  setColour(255, 0, 0);     // red
  setColour(0, 255, 0);     // green
  setColour(0, 0, 255);     // blue
  setColour(255, 255, 0);   // yellow
  setColour(80, 0, 80);     // purple
  setColour(0, 255, 255);   // aqua
}

void setColour(int red, int green, int blue)
{
  analogWrite(redPin, red);
  analogWrite(greenPin, green);
  analogWrite(bluePin, blue);
  delay(250);

  if(digitalRead(switchPin) == HIGH)
    delay(750);
}
```