

One digit display

```
int f = 13;
int g = 12;
int e = 11;
int d = 10;
int c = 9;
int b = 8;
int a = 7; //7 Segment pin
int de=1000; // delay time
void setup() {
    pinMode(f, OUTPUT);
    pinMode(g, OUTPUT);
    pinMode(e, OUTPUT);
    pinMode(d, OUTPUT);
    pinMode(c, OUTPUT);
    pinMode(b, OUTPUT);
    pinMode(a, OUTPUT);
}
void loop()
{
    digitalWrite(a,1);
    digitalWrite(b,1);
    digitalWrite(c,1);
    digitalWrite(d,1);
    digitalWrite(e,1);
    digitalWrite(f,1);
    digitalWrite(g,0); // 0
    delay(de);
}
```

```
digitalWrite(a,0);
digitalWrite(b,1);
digitalWrite(c,1);
digitalWrite(d,0);
digitalWrite(e,0);
digitalWrite(f,0);
digitalWrite(g,0); // 1
delay(de);
digitalWrite(a,1);
digitalWrite(b,1);
digitalWrite(c,0);
digitalWrite(d,1);
digitalWrite(e,1);
digitalWrite(f,0);
digitalWrite(g,1); // 2
delay(de);
digitalWrite(a,1);
digitalWrite(b,1);
digitalWrite(c,1);
digitalWrite(d,1);
digitalWrite(e,0);
digitalWrite(f,0);
digitalWrite(g,1); // 3
delay(de);
digitalWrite(a,0);
digitalWrite(b,1);
digitalWrite(c,1);
digitalWrite(d,0);
digitalWrite(e,0);
```

```
digitalWrite(f,1);
digitalWrite(g,1); // 4
delay(de);
digitalWrite(a,1);
digitalWrite(b,0);
digitalWrite(c,1);
digitalWrite(d,1);
digitalWrite(e,0);
digitalWrite(f,1);
digitalWrite(g,1); // 5
delay(de);
digitalWrite(a,0);
digitalWrite(b,0);
digitalWrite(c,1);
digitalWrite(d,1);
digitalWrite(e,1);
digitalWrite(f,1);
digitalWrite(g,1); // 6
delay(de);
digitalWrite(a,1);
digitalWrite(b,1);
digitalWrite(c,1);
digitalWrite(d,0);
digitalWrite(e,0);
digitalWrite(f,0);
digitalWrite(g,0); // 7
delay(de);
digitalWrite(a,1);
digitalWrite(b,1);
```

```

digitalWrite(c,1);
digitalWrite(d,1);
digitalWrite(e,1);
digitalWrite(f,1);
digitalWrite(g,1); // 8
delay(de);
digitalWrite(a,1);
digitalWrite(b,1);
digitalWrite(c,1);
digitalWrite(d,0);
digitalWrite(e,0);
digitalWrite(f,1);
digitalWrite(g,1); // 0
delay(de);
}

```



