

```
// led lillies control
```

```
int relayPinArray[] = {3, 4, 5, 6, 7};
int randomArray[] = {2,7,4,1,8,8,9,5,3,6,2,2,6,5,2,4,5,3,7,2,2,2,8,4,9,9,9,2,5,5};
int analogNoisePin = 1; // wire connected for random
int randomNoise = 0; // store the above
int loopCounter = 0;
```

```
void setup(){
  int count;
  for (count=0;count<5;count++) {
    pinMode(relayPinArray[count], OUTPUT);
  }
  Serial.begin(9600);
}
```

```
void loop() {
  // val = analogRead(analogNoisePin); // read the input pin
  // simplePattern();
  zzzzBrrBoaBoaBoa();
}
```

```
void zzzzBrrBoaBoaBoa(){
  int count;
  Serial.println(loopCounter);

  // for (count=0;count<5;count++) {
  //   digitalWrite(relayPinArray[count], HIGH);
  //   delay(20);
  // }
  for (count=0;count<5;count++) {
    loopCounter ++;
    digitalWrite(relayPinArray[count], LOW);
    delay(20);
    digitalWrite(relayPinArray[count], HIGH);
    delay(randomArray[loopCounter] * 200);
  }
  if (loopCounter > 30) {
    int i;
    for (i=0;i<100;i=i+10) {
      int j;
      for (j=0; j<5; j++) {
        digitalWrite(relayPinArray[j], HIGH);
      }
      delay(5);
      for (j=0; j<5; j++) {
        digitalWrite(relayPinArray[j], LOW);
      }
      delay(200-i);
    }
    loopCounter = 0;
  }
}
```

```
void simplePattern(){
  int count;
  for (count=0;count<5;count++) {
    digitalWrite(relayPinArray[count], HIGH);
    delay(200);
  }
}
```

```
    }  
    delay(5000);  
    for (count=0;count<5;count++) {  
        digitalWrite(relayPinArray[count], LOW);  
        delay(200);  
    }  
}
```