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/*
F2 Backpack Diaper Bag

6 fabric "buttons" turn on and off a light emitting diode(LED) connected to 6 digital pi
which confirm the conditional status of the bag. The LEDs will be HIGH when the button
is not pressed and LOW when pressed. Items in the bag will trigger the buttons. */

// set pin numbers:

int leds[] = {9,10,11,12,13}; // the number of the LED pins
int buttonPins[] = {5,4,3,2,1}; // the number of the pushbutton pins

// variables will change:
int buttonState = 0; // variable for reading the pushbutton status

void setup() {
  // initialize the LED pin as an output:
  pinMode(leds[0], OUTPUT);
  pinMode(leds[1], OUTPUT);
  pinMode(leds[2], OUTPUT);
  pinMode(leds[3], OUTPUT);
  pinMode(leds[4], OUTPUT);

  // initialize the pushbutton pin as an input:
  pinMode(buttonPins[0], INPUT);
  pinMode(buttonPins[1], INPUT);
  pinMode(buttonPins[2], INPUT);
  pinMode(buttonPins[3], INPUT);
  pinMode(buttonPins[4], INPUT);
}

void loop(){
  // read the state of the pushbutton value:
  buttonState =digitalRead(buttonPins[0]);

  // check if the pushbutton is pressed.
  // if it is, the buttonState is HIGH:
  if (buttonState ==LOW) {
    // turn LED on:
    digitalWrite(leds[0], HIGH);
  }
  else {
    // turn LED off:
    digitalWrite(leds[0], LOW);
  }

  buttonState =digitalRead(buttonPins[1]);

  // check if the pushbutton is pressed.
  // if it is, the buttonState is HIGH:

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if (buttonState ==LOW)    {
    // turn LED on:

    digitalWrite(leds[1], HIGH);
}
else {
    // turn LED off:

    digitalWrite(leds[1], LOW);
}

buttonState =digitalRead(buttonPins[2]);

// check if the pushbutton is pressed.
// if it is, the buttonState is HIGH:
if (buttonState ==HIGH)    {
    // turn LED on:

    digitalWrite(leds[2], LOW);
}
else {
    // turn LED off:

    digitalWrite(leds[2], HIGH);
}

buttonState =digitalRead(buttonPins[3]);

// check if the pushbutton is pressed.
// if it is, the buttonState is HIGH:
if (buttonState ==HIGH)    {
    // turn LED on:

    digitalWrite(leds[3], LOW);
}
else {
    // turn LED off:

    digitalWrite(leds[3], HIGH);
}

buttonState =digitalRead(buttonPins[4]);

// check if the pushbutton is pressed.
// if it is, the buttonState is HIGH:
if (buttonState ==HIGH)    {
    // turn LED on:

    digitalWrite(leds[4], LOW);
}
else {
    // turn LED off:
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    digitalWrite(leds[4], HIGH);
}
buttonState =digitalRead(buttonPins[5]);

// check if the pushbutton is pressed.
// if it is, the buttonState is HIGH:
if (buttonState ==HIGH)    {
    // turn LED on:

    digitalWrite(leds[5], LOW);
}
else {
    // turn LED off:

    digitalWrite(leds[5], HIGH);
}
}
```