#include <bitreader.h>

#include <LedControl.h>

#include "LedControl.h"

#include "binary.h"

/\*

DIN connects to pin 12

CLK connects to pin 11

CS connects to pin 10

\*/

LedControl lc=LedControl(12,11,10,1);

// delay time between numbers

unsigned long delaytime=1000;

// one

byte one[8]=

{B00000000,

B00010000,

B00010000,

B00010000,

B00010000,

B00010000,

B00010000,

B00000000};

//two

byte two[8]=

{ B00011000,

B00100100,

B00000100,

B00001000,

B00010000,

B00100000,

B00111100,

B00000000};

//three

byte three[8]=

{B00111000,

B00000100,

B00000100,

B00111000,

B00000100,

B00000100,

B00111000,

B00000000};

//four

byte four[8]=

{ B00000000,

B00000100,

B00001100,

B00010100,

B00111110,

B00000100,

B00000100,

B00000000};

//five

byte five[8]=

{B00111100,

B00100000,

B00100000,

B00111100,

B00000100,

B00000100,

B01000100,

B00111100};

//six

byte six[8]=

{ B00111000,

B00100000,

B00100000,

B00111100,

B00100100,

B00100100,

B00100100,

B00111100};

//seven

byte seven[8]=

{ B00111110,

B00000110,

B00001100,

B00011000,

B00110000,

B00110000,

B00110000,

B00000000};

//eight

byte eight[8]=

{ B00011100,

B00100100,

B00100100,

B00011000,

B00100100,

B00100100,

B00100100,

B00011000};

//nine

byte nine[8]=

{ B00111100,

B00100100,

B00100100,

B00111100,

B00000100,

B00000100,

B00000100,

B00011100};

//ten

byte ten[8]=

{ B00000000,

B01011110,

B01010010,

B01010010,

B01010010,

B01010010,

B01011110,

B00000000};

void setup() {

lc.shutdown(0,false);

// Set brightness to a medium value

lc.setIntensity(0,8);

// Clear the display

lc.clearDisplay(0);

}

void drawNumbers(){

// Display one

lc.setRow(0,0,one[0]);

lc.setRow(0,1,one[1]);

lc.setRow(0,2,one[2]);

lc.setRow(0,3,one[3]);

lc.setRow(0,4,one[4]);

lc.setRow(0,5,one[5]);

lc.setRow(0,6,one[6]);

lc.setRow(0,7,one[7]);

delay(1000);

// Display two

lc.setRow(0,0,two[0]);

lc.setRow(0,1,two[1]);

lc.setRow(0,2,two[2]);

lc.setRow(0,3,two[3]);

lc.setRow(0,4,two[4]);

lc.setRow(0,5,two[5]);

lc.setRow(0,6,two[6]);

lc.setRow(0,7,two[7]);

delay(1000);

// Display three

lc.setRow(0,0,three[0]);

lc.setRow(0,1,three[1]);

lc.setRow(0,2,three[2]);

lc.setRow(0,3,three[3]);

lc.setRow(0,4,three[4]);

lc.setRow(0,5,three[5]);

lc.setRow(0,6,three[6]);

lc.setRow(0,7,three[7]);

delay(1000);

// Display four

lc.setRow(0,0,four[0]);

lc.setRow(0,1,four[1]);

lc.setRow(0,2,four[2]);

lc.setRow(0,3,four[3]);

lc.setRow(0,4,four[4]);

lc.setRow(0,5,four[5]);

lc.setRow(0,6,four[6]);

lc.setRow(0,7,four[7]);

delay(1000);

// Display five

lc.setRow(0,0,five[0]);

lc.setRow(0,1,five[1]);

lc.setRow(0,2,five[2]);

lc.setRow(0,3,five[3]);

lc.setRow(0,4,five[4]);

lc.setRow(0,5,five[5]);

lc.setRow(0,6,five[6]);

lc.setRow(0,7,five[7]);

delay(1000);

// Display six

lc.setRow(0,0,six[0]);

lc.setRow(0,1,six[1]);

lc.setRow(0,2,six[2]);

lc.setRow(0,3,six[3]);

lc.setRow(0,4,six[4]);

lc.setRow(0,5,six[5]);

lc.setRow(0,6,six[6]);

lc.setRow(0,7,six[7]);

delay(1000);

//Display seven

lc.setRow(0,0,seven[0]);

lc.setRow(0,1,seven[1]);

lc.setRow(0,2,seven[2]);

lc.setRow(0,3,seven[3]);

lc.setRow(0,4,seven[4]);

lc.setRow(0,5,seven[5]);

lc.setRow(0,6,seven[6]);

lc.setRow(0,7,seven[7]);

delay(1000);

//Display eight

lc.setRow(0,0,eight[0]);

lc.setRow(0,1,eight[1]);

lc.setRow(0,2,eight[2]);

lc.setRow(0,3,eight[3]);

lc.setRow(0,4,eight[4]);

lc.setRow(0,5,eight[5]);

lc.setRow(0,6,eight[6]);

lc.setRow(0,7,eight[7]);

delay(1000);

//Dissplay nine

lc.setRow(0,0,nine[0]);

lc.setRow(0,1,nine[1]);

lc.setRow(0,2,nine[2]);

lc.setRow(0,3,nine[3]);

lc.setRow(0,4,nine[4]);

lc.setRow(0,5,nine[5]);

lc.setRow(0,6,nine[6]);

lc.setRow(0,7,nine[7]);

delay(1000);

//Display ten

lc.setRow(0,0,ten[0]);

lc.setRow(0,1,ten[1]);

lc.setRow(0,2,ten[2]);

lc.setRow(0,3,ten[3]);

lc.setRow(0,4,ten[4]);

lc.setRow(0,5,ten[5]);

lc.setRow(0,6,ten[6]);

lc.setRow(0,7,ten[7]);

delay(1100);

}

void loop(){

drawNumbers();

}