// DICE ROLLER

int buttonState = 0;

int brilho = 0;

int aumento = 0;

int dadoA;

int dadoB;

void setup()

{

pinMode(13, OUTPUT);

pinMode(10, OUTPUT);

pinMode(9, OUTPUT);

pinMode(11, OUTPUT);

pinMode(7, OUTPUT);

pinMode(4, OUTPUT);

pinMode(3, OUTPUT);

pinMode(2, OUTPUT);

pinMode(12, INPUT);

}

void lightLEDs(int dice, int pin1, int pin2, int pin3, int pin4)

{

switch (dice)

{

case 1:

{

digitalWrite(pin1, HIGH);

digitalWrite(pin2, LOW);

digitalWrite(pin3, LOW);

digitalWrite(pin4, LOW);

break;

}

case 2:

{

digitalWrite(pin1, LOW);

digitalWrite(pin2, LOW);

digitalWrite(pin3, HIGH);

digitalWrite(pin4, LOW);

break;

}

case 3:

{

digitalWrite(pin1, HIGH);

digitalWrite(pin2, LOW);

digitalWrite(pin3, HIGH);

digitalWrite(pin4, LOW);

break;

}

case 4:

{

digitalWrite(pin1, LOW);

digitalWrite(pin2, HIGH);

digitalWrite(pin3, LOW);

digitalWrite(pin4, LOW);

break;

}

case 5:

{

digitalWrite(pin1, HIGH);

digitalWrite(pin2, HIGH);

digitalWrite(pin3, HIGH);

digitalWrite(pin4, LOW);

break;

}

case 6:

{

digitalWrite(pin1, LOW);

digitalWrite(pin2, HIGH);

digitalWrite(pin3, HIGH);

digitalWrite(pin4, HIGH);

break;

}

default:

{

break;

}

}

}

void loop()

{

buttonState = digitalRead(12);

if (buttonState == HIGH)

{

dadoA = random(1,7);

lightLEDs(dadoA,13,10,9,11);

dadoB = random(1,7);

lightLEDs(dadoB,7,4,3,2);

}

}