/\*

#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 faces

unsigned long delaytime=1000;

// squares

byte nf[8]= {B11110000,B11011000,B10111100,B11110000,B01100100,B00111100,B00000000,B00000000};

// snowflake

byte sf[8]{B00010000,B01010100,B00111000,B11111111,B00111000,B01010100,B00010000,B00010000};

// happy face

byte hf[8]= {B00111100,B01000010,B10100101,B10000001,B10100101,B10011001,B01000010,B00111100};

void setup() {

lc.shutdown(0,false);

// Set brightness to a medium value

lc.setIntensity(0,8);

// Clear the display

lc.clearDisplay(0);

}

void drawFaces(){

// Display diamond

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

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

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

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

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

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

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

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

delay(delaytime);

// Display oval

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

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

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

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

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

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

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

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

delay(delaytime);

// Display squares

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

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

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

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

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

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

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

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

delay(delaytime);

}

void loop(){

drawFaces();

}