

```
#define LED1 10
#define LED2 11
#define LED3 12
#define LED4 A0

void setup() {
  pinMode(LED2, OUTPUT);
  pinMode(LED3, OUTPUT);
  pinMode(LED4, OUTPUT);
}

void LEDset(int a) {
  int LED = a;
  map(LED, 0, 500, 0, 255);
  constrain(LED, 0, 255);
  analogWrite(LED1, LED);
  delay(500);
  analogWrite(LED1, 0);
  delay(500);
}

void LEDset2() {
  digitalWrite(LED2, HIGH);
  delay(500);
  digitalWrite(LED2, LOW);
  delay(500);
}

void LEDset3(int b) {
  int Speed = b;
  digitalWrite(LED3, HIGH);
  delay(Speed);
  digitalWrite(LED3, LOW);
  delay(Speed);
}
```

```
void LEDset4(int c, int d) {
  int Speed1 = c;
  int Speed2 = d;
  digitalWrite(LED3, HIGH);
  delay(Speed1);
  digitalWrite(LED3, LOW);
  delay(Speed1);
  digitalWrite(LED4, HIGH);
  delay(Speed2);
  digitalWrite(LED4, LOW);
  delay(Speed2);
}
void loop() {
  // LEDset(500);
  // LEDset2();
  //LEDset3(50);
  LEDset4(50, 300);
}
```