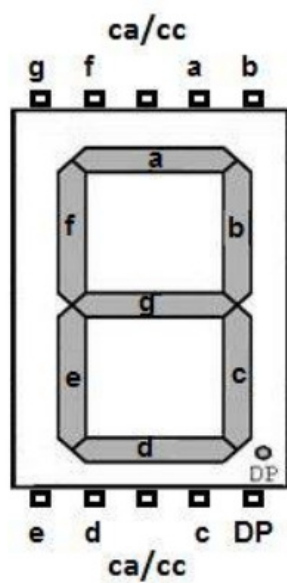
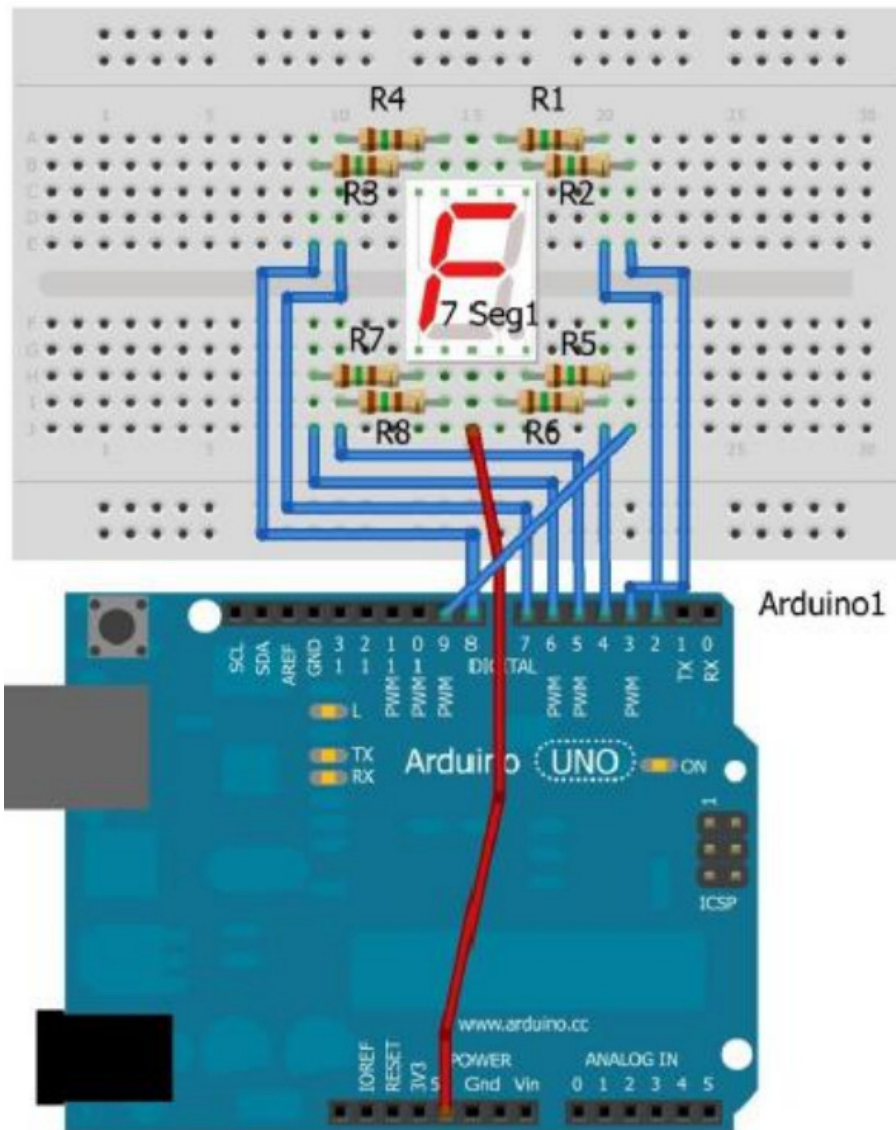
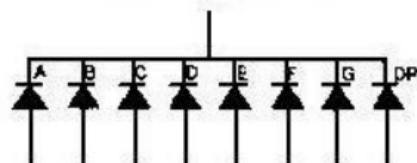


7segmentový displej

```
// čísla pinov segmentov
byte segmentPins[] = {2/*A*/,3/*B*/,4/*C*/,5/*D*/,6/*E*/,7/*F*/,8/*G*/,9/*BODKA*/};
// Pole aktívnych segmentov pre jednotlivé číslice, LOW = svieti, HIGH = nesvieti
byte segmentDigits[10][8] = {
  //{ A , B , C , D , E , F , G , BODKA }
  {LOW, LOW, LOW, LOW, LOW, LOW, HIGH, HIGH}, // číslica 0
  {HIGH, LOW, LOW, HIGH, HIGH, HIGH, HIGH, HIGH}, // číslica 1
  {LOW, LOW, HIGH, LOW, LOW, HIGH, LOW, HIGH}, // číslica 2
  {LOW, LOW, LOW, LOW, HIGH, HIGH, LOW, HIGH}, // číslica 3
  {HIGH, LOW, LOW, HIGH, HIGH, LOW, LOW, HIGH}, // číslica 4
  {LOW, HIGH, LOW, LOW, HIGH, LOW, LOW, HIGH}, // číslica 5
  {LOW, HIGH, LOW, LOW, LOW, LOW, LOW, HIGH}, // číslica 6
  {LOW, LOW, LOW, HIGH, HIGH, HIGH, HIGH, HIGH}, // číslica 7
  {LOW, LOW, LOW, LOW, LOW, LOW, LOW, HIGH}, // číslica 8
  {LOW, LOW, LOW, LOW, HIGH, LOW, LOW, HIGH} // číslica 9
};
/* Metóda pre zobrazenie číslice */
void segmentDisplay(int digit);
void setup(){
  // nastavíme porty ako vystupne
  for(int i=0;i<8;i++){
    pinMode(segmentPins[i], OUTPUT);
  }
  // nastavíme počiatočné hodnoty, nesvieti žiadna číslica
  for(int i=0;i<8;i++){
    digitalWrite(segmentPins[i], HIGH);
  }
}
void loop(){
  // Postupne zobrazíme čísla od 0 po 9
  for(int n=0; n<10; n++){
    segmentDisplay(n);
    delay(500);
  }
  // Opačný postup, zobrazíme čísla od 9 po 0
  for(int m=9; m>=0; m--){
    segmentDisplay(m);
    delay(500);
  }
}
void segmentDisplay(int digit){
  for(int s=0; s<8; s++){
    digitalWrite(segmentPins[s], segmentDigits[digit][s]);
  }
}
```



Common Cathode



Common Anode

