

```
// Single Color - Hold
// RGB values from: https://www.pinterest.com/pin/472526185894395116/
```

```
#include <PololuLedStrip.h>
```

```
// Create an ledStrip object and specify the pin it will use.
PololuLedStrip<13> ledStrip;
```

```
// Create a buffer for holding the colors (3 bytes per color).
```

```
#define LED_COUNT 43
```

```
rgb_color colors[LED_COUNT];
```

```
int s = 3; //seconds to hold each color
```

```
void setup()
```

```
{
}
```

```
void loop()
```

```
{
```

```
//Red
```

```
    rgb_color color;
```

```
    color.red = 255;
```

```
    color.green = 0;
```

```
    color.blue = 0;
```

```
    // Update the colors buffer.
```

```
    for(uint16_t i = 0; i < LED_COUNT; i++)
```

```
    {
        colors[i] = color;
    }
```

```
    // Write to the LED strip.
```

```
    ledStrip.write(colors, LED_COUNT);
```

```
    delay(s*1000);
```

```
//Orange
```

```
    color.red = 255;
```

```
    color.green = 127;
```

```
    color.blue = 0;
```

```
    // Update the colors buffer.
```

```
    for(uint16_t i = 0; i < LED_COUNT; i++)
```

```
    {
        colors[i] = color;
    }
```

```
}  
// Write to the LED strip.  
ledStrip.write(colors, LED_COUNT);  
delay(s*1000);
```

//Yellow

```
color.red = 255;  
color.green = 255;  
color.blue = 0;  
// Update the colors buffer.  
for(uint16_t i = 0; i < LED_COUNT; i++)  
{  
    colors[i] = color;  
}  
// Write to the LED strip.  
ledStrip.write(colors, LED_COUNT);  
delay(s*1000);
```

//Green

```
color.red = 0;  
color.green = 255;  
color.blue = 0;  
// Update the colors buffer.  
for(uint16_t i = 0; i < LED_COUNT; i++)  
{  
    colors[i] = color;  
}  
// Write to the LED strip.  
ledStrip.write(colors, LED_COUNT);  
delay(s*1000);
```

//Blue

```
color.red = 0;  
color.green = 0;  
color.blue = 255;  
// Update the colors buffer.  
for(uint16_t i = 0; i < LED_COUNT; i++)  
{  
    colors[i] = color;  
}  
// Write to the LED strip.  
ledStrip.write(colors, LED_COUNT);
```

```
delay(s*1000);
```

```
//Indigo
```

```
color.red = 75;
```

```
color.green = 0;
```

```
color.blue = 130;
```

```
// Update the colors buffer.
```

```
for(uint16_t i = 0; i < LED_COUNT; i++)
```

```
{
```

```
    colors[i] = color;
```

```
}
```

```
// Write to the LED strip.
```

```
ledStrip.write(colors, LED_COUNT);
```

```
delay(s*1000);
```

```
//Violet
```

```
color.red = 148;
```

```
color.green = 0;
```

```
color.blue = 211;
```

```
// Update the colors buffer.
```

```
for(uint16_t i = 0; i < LED_COUNT; i++)
```

```
{
```

```
    colors[i] = color;
```

```
}
```

```
// Write to the LED strip.
```

```
ledStrip.write(colors, LED_COUNT);
```

```
delay(s*1000);
```

```
}
```