

```
int buttonPin = 3;
int motorPin1 = 8;
int motorPin2 = 11;
int motorPin3 = 10;
int motorPin4 = 9;
int ledPin = 13;
int delayTime = 20;

void setup() {
    pinMode(motorPin1, OUTPUT);
    pinMode(motorPin2, OUTPUT);
    pinMode(motorPin3, OUTPUT);
    pinMode(motorPin4, OUTPUT);
    pinMode(ledPin, OUTPUT);
    beginSerial(9600);
    pinMode(buttonPin, INPUT);

}

void loop() {
    if (digitalRead(buttonPin) == HIGH)
    {
        for (int i=0; i<=120; i++)
        {
            digitalWrite(motorPin1, HIGH);
            digitalWrite(motorPin2, LOW);
            digitalWrite(motorPin3, LOW);
            digitalWrite(motorPin4, HIGH);
            delay(delayTime);
            digitalWrite(motorPin1, LOW);
            digitalWrite(motorPin2, LOW);
            digitalWrite(motorPin3, HIGH);
            digitalWrite(motorPin4, HIGH);
            delay(delayTime);
            digitalWrite(motorPin1, LOW);
            digitalWrite(motorPin2, HIGH);
            digitalWrite(motorPin3, HIGH);
            digitalWrite(motorPin4, LOW);
            delay(delayTime);
            digitalWrite(motorPin1, HIGH);
            digitalWrite(motorPin2, HIGH);
            digitalWrite(motorPin3, LOW);
            digitalWrite(motorPin4, LOW);
            delay(delayTime);
        }
    }
}
```

```
delay(480);
digitalWrite(ledPin, HIGH);
delay(2000);
digitalWrite(ledPin, LOW);
delay(500);

for (int i=0; i<=120; i++)
{
    digitalWrite(motorPin1, HIGH);
    digitalWrite(motorPin2, HIGH);
    digitalWrite(motorPin3, LOW);
    digitalWrite(motorPin4, LOW);
    delay(delayTime);
    digitalWrite(motorPin1, LOW);
    digitalWrite(motorPin2, HIGH);
    digitalWrite(motorPin3, HIGH);
    digitalWrite(motorPin4, LOW);
    delay(delayTime);
    digitalWrite(motorPin1, LOW);
    digitalWrite(motorPin2, LOW);
    digitalWrite(motorPin3, HIGH);
    digitalWrite(motorPin4, HIGH);
    delay(delayTime);
    digitalWrite(motorPin1, HIGH);
    digitalWrite(motorPin2, LOW);
    digitalWrite(motorPin3, LOW);
    digitalWrite(motorPin4, HIGH);
    delay(delayTime);
}
}
else
{
}

delay(1000);
```