Note: The two LEDs should have resistors connected to them already. The slightly longer connector in the diagram (green and red) is the resistor side.

Step 1. Take the resistor end of LED A and plug it into pin 10, Take the resistor end of LED B and plug it into pin 7.

Step 2. Plug the short end of LED A and B into the same column on the bread board.

Step 3. Connect the same column to ground with a black wire.

Add the code on the right to a new program. At the top make sure you include Artbotics.h and create two LED objects on pins 10 and 7. Note that pin 10 is a PWM pin. This allows us to vary the brightness of that LED. Pin 7 is just a normal digital or boolean pin, it can only be turned on or off.

In the void loop() function add the instructions shown on the right. Brightness for PWM pins can be set from 0 (off) to 5 (fully on).

You should only use setLight on normal digital pins where HIGH is on and LOW is off.

Note: you can use either function on any digital pins, setLight will work the same on all pins, but brightness can only be set on PWM pins with setBrightness.

Be sure to add delays of at least 1000 (1 second) between points where you turn LED's on and off to observe the change.

#include <Artbotics.h>
LED ledA(10); //PWM Pin
LED ledB(7); //Boolean Pin
void setup(){}

void loop(){
  ledA.setBrightness(5);
  ledB.setLight(HIGH);
  delay(1000);
  ledA.setBrightness(1);
  ledB.setLight(LOW);
  delay(1000);
}

Note: PWM pins are 3, 5, 6, 9, 10 and 11. If you are using dc motors do not use pins 3, 8, 9, 11, 12, or 13.