TURNING ON AN LED WITH YOUR BUTTON

Add a wire from **PIN 13** to an **LED**, through a **resistor**, then to the **– power rail**

Now we will add the code that is similar to the code where we monitored a button state.
This time we will use an if statement that will send power out PIN 13 if the button is pressed (and since our LED is hooked up to PIN 13, the LED will turn on).

```
const int buttonPin = 2;      // the number of the pushbutton pin
const int ledPin =  13;       // the number of the LED pin

// variables will change:
int buttonState = 0;          // variable for reading the pushbutton status

void setup() {
  // initialize the LED pin as an output:
  pinMode(ledPin, OUTPUT);
  // initialize the pushbutton pin as an input:
  pinMode(buttonPin, INPUT);
}

void loop(){
  // read the state of the pushbutton value:
  buttonState = digitalRead(buttonPin);

  // check if the pushbutton is pressed.
  // if it is, the buttonState is HIGH:
  if (buttonState == HIGH) {
    // turn LED on:
    digitalWrite(ledPin, HIGH);
  }
  else {
    // turn LED off:
    digitalWrite(ledPin, LOW);
  }
}
```

Verify the code and then **Upload** it to the Arduino.
When you press the button the light should turn on.

Now add two more buttons and one more LED.
       -One of the new buttons should make the new LED turn on.
       -The other new button should make both LEDs turn on.

Hmmmmmmmmmmmmmmmmm? How do you do this? Figure it out!