

```
#include <Adafruit_NeoPixel.h>

#define PIN 2 // input pin Neopixel is attached to

#define NUMPIXELS 12 // number of neopixels in strip

Adafruit_NeoPixel pixels = Adafruit_NeoPixel(NUMPIXELS, PIN, NEO_GRB + NEO_KHZ800);

int delayval = 100; // timing delay in milliseconds

int redColor = 0;
int greenColor = 0;
int blueColor = 0;

void setup() {
  // Initialize the NeoPixel library.
  pixels.begin();
}

void loop() {
  setColor();

  for (int i=0; i < NUMPIXELS; i++) {
    // pixels.Color takes RGB values, from 0,0,0 up to 255,255,255
    pixels.setPixelColor(i, pixels.Color(redColor, greenColor, blueColor));

    // This sends the updated pixel color to the hardware.
    pixels.show();

    // Delay for a period of time (in milliseconds).
    delay(delayval);
  }

  // setColor()
  // picks random values to set for RGB
  void setColor() {
    redColor = random(0, 255);
    greenColor = random(0, 255);
    blueColor = random(0, 255);
  }
}
```



Pantone 1505C

Hexa : #FF7200

R:255 V:114 B:0

```
void loop() {  
  
    for (int i=0; i < NUMPIXELS; i++) {  
        pixels.setPixelColor(i, pixels.Color(255, 128, 0));  
        pixels.show();  
        delay(delayval);  
    }  
    for (int i=NUMPIXELS-1; i >= 0; i--) {  
        pixels.setPixelColor(i, pixels.Color(0, 0, 0));  
        pixels.show();  
        delay(delayval);  
    }  
}
```



