```
 1 var state[8] = [0,0,0,0,0,0,0,0]
 2 var new_state[8] = [0,0,0,0,0,0,0,0]
 3 var enr = 0
 4 mic.threshold = 100
 5 call sound.system(-1)
 6 call leds.top(0,0,0)
 7 call leds.bottom.left(0,0,0)
 8 call leds.bottom.right(0,0,0)
 9 call leds.circle(0,0,0,0,0,0,0,0)
10 timer.period[0] = 1000
11
12 sub display_state
13          call leds.circle(0,state[1]*32,0,state[3]*32,0,state[5]*32,0,state[7]*32)
14
15 onevent buttons
16          if button.center == 1 then
17                    call math.copy(new_state,[0,0,0,0,0,0,0,0])
18          end
19          call math.copy(state, new_state)
20          callsub display_state
21
22 onevent timer0
23      enr = 1
24
25 onevent mic
26      if  enr == 1 then
27          if state[0] == 0 and state[1] == 0 and state[3] == 0 and state[5] == 0 then
28                    new_state[0] = 0
29                    new_state[1] = 1
30                    new_state[3] = 0
31                    new_state[5] = 0
32          end
33          if state[0] == 0 and state[1] == 1 and state[3] == 0 and state[5] == 0 then
34                    new_state[0] = 0
35                    new_state[1] = 1
36                    new_state[3] = 1
37                    new_state[5] = 0
38          end
39          if state[0] == 0 and state[1] == 1 and state[3] == 1 and state[5] == 0 then
40                    new_state[0] = 0
41                    new_state[1] = 1
42                    new_state[3] = 1
43                    new_state[5] = 1
44          end
45          if state[0] == 0 and state[1] == 1 and state[3] == 1 and state[5] == 1 then
46                    new_state[0] = 0
47                    new_state[1] = 0
48                    new_state[3] = 0
49                    new_state[5] = 0
50          end
51          enr = 0
52      end
53
54          call math.copy(state, new_state)
55          callsub display_state
56
```