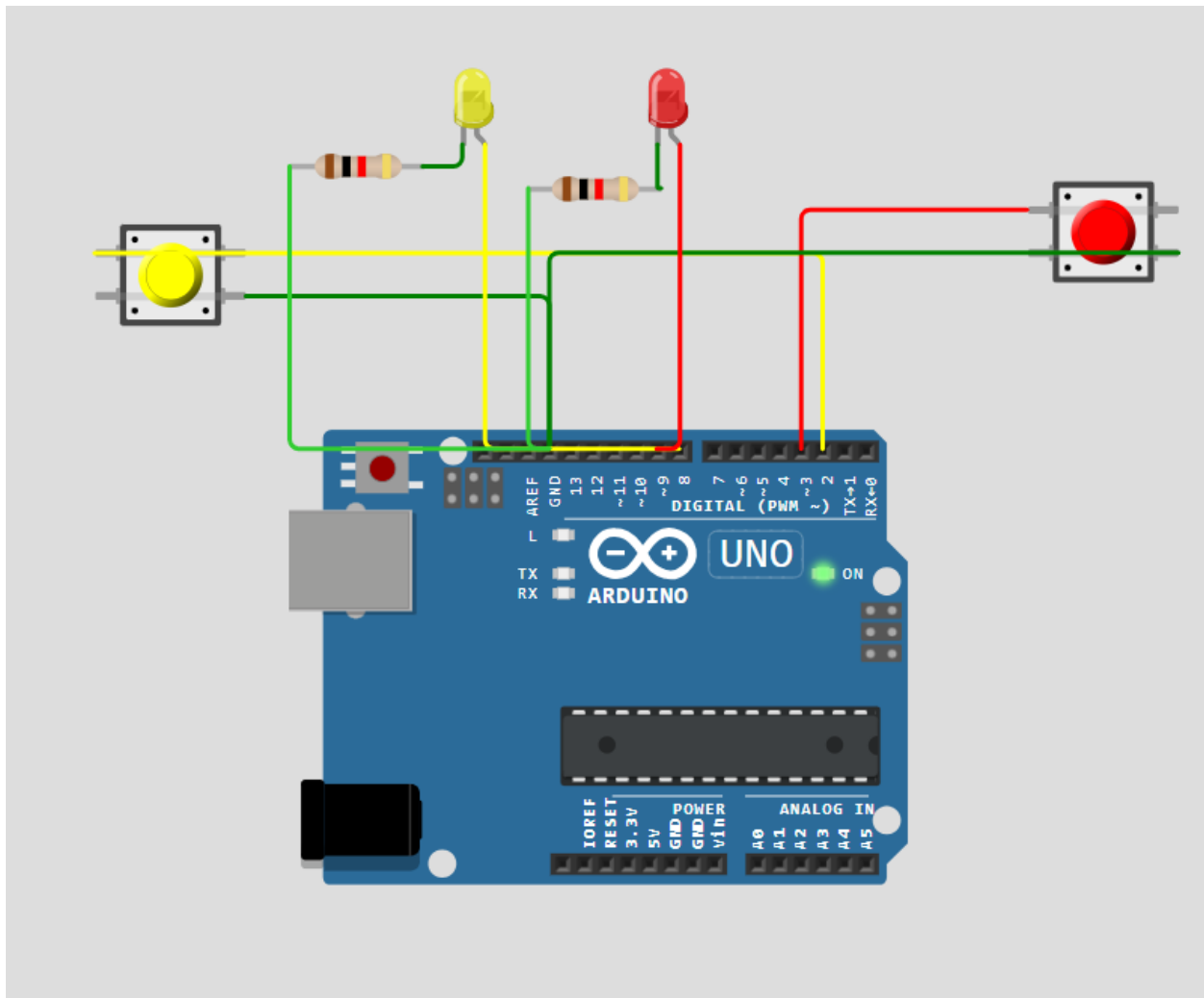


I want to two led and two button if button one press Then led 1 blink and button 2 press then led 2 blink with Arduino Uno.

You can easily do this with **2 buttons and 2 LEDs** using an **Arduino Uno**.

Goal:

- **Button 1 pressed** → **LED 1 blinks**
- **Button 2 pressed** → **LED 2 blinks**



Here is a **step-by-step** way to build the circuit in Wokwi using an **Arduino Uno**, **2 LEDs**, and **2 push buttons**. (<https://wokwi.com/>)

1 Create a New Project

1. Go to <https://wokwi.com>
2. Click **New Project**
3. Select **Arduino Uno**

You will see the Arduino board and code editor.

2 Add Components

Click the “+” **Add Part** button and add:

- 2 × **LED**
- 2 × **Pushbutton**
- 2 × **Resistor**

Drag them onto the workspace.

3 Connect the LEDs

LED 1

- LED **positive (long leg)** → **Arduino Pin 8**
- LED **negative (short leg)** → **Resistor** → **GND**

LED 2

- LED **positive** → **Arduino Pin 9**
 - LED **negative** → **Resistor** → **GND**
-

4 Connect the Buttons

Button 1

- One side → **Pin 2**
- Other side → **GND**

Button 2

- One side → **Pin 3**
- Other side → **GND**

We will use **internal pull-up resistors in the code**, so no external resistor is required for the buttons.

Which Side Connects to What

Rule of thumb:

- **Left side** → **Arduino pin**
- **Right side** → **GND**

Example for Button 1:

Left side (1.1 or 2.1) → Arduino Pin 2
Right side (1.2 or 2.2) → GND

Example for Button 2:

Left side (1.1 or 2.1) → Arduino Pin 3
Right side (1.2 or 2.2) → GND

5 Paste This Code

```
const int button1 = 2;
const int button2 = 3;

const int led1 = 8;
const int led2 = 9;

void setup() {
  pinMode(button1, INPUT_PULLUP);
  pinMode(button2, INPUT_PULLUP);

  pinMode(led1, OUTPUT);
  pinMode(led2, OUTPUT);
}

void loop() {

  if (digitalRead(button1) == LOW) {
    digitalWrite(led1, HIGH);
    delay(300);
    digitalWrite(led1, LOW);
    delay(300);
  }

  if (digitalRead(button2) == LOW) {
    digitalWrite(led2, HIGH);
    delay(300);
    digitalWrite(led2, LOW);
    delay(300);
  }
}
```

6 Start Simulation

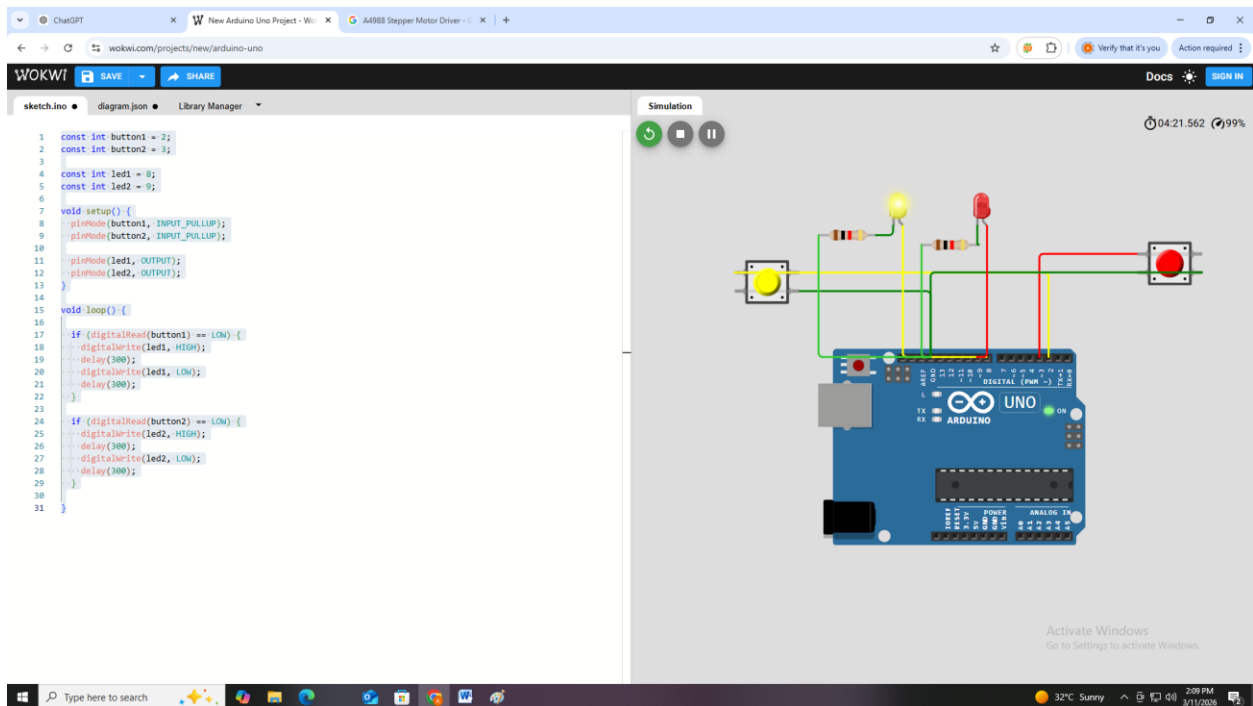
Click ► **Start Simulation.**

Now test it:

- Press **Button 1** → **LED 1** blinks
- Press **Button 2** → **LED 2** blinks

□ **Tip:** In Wokwi you can press the **button with your mouse** to simulate pressing it.

- Press **Button 1** → **LED 1** blinks



And Press **Button 2** → **LED 2** blinks

The screenshot displays a Wokwi simulation of an Arduino Uno board. The code on the left is as follows:

```
1 const int button1 = 2;
2 const int button2 = 3;
3
4 const int led1 = 8;
5 const int led2 = 9;
6
7 void setup() {
8   pinMode(button1, INPUT_PULLUP);
9   pinMode(button2, INPUT_PULLUP);
10
11  pinMode(led1, OUTPUT);
12  pinMode(led2, OUTPUT);
13 }
14
15 void loop() {
16
17  if (digitalRead(button1) == LOW) {
18    digitalWrite(led1, HIGH);
19    delay(300);
20    digitalWrite(led1, LOW);
21    delay(300);
22  }
23
24  if (digitalRead(button2) == LOW) {
25    digitalWrite(led2, HIGH);
26    delay(300);
27    digitalWrite(led2, LOW);
28    delay(300);
29  }
30 }
31 }
```

The simulation shows an Arduino Uno board with two buttons and two LEDs connected. Button 1 (yellow) is connected to digital pin 2, and Button 2 (red) is connected to digital pin 3. LED 1 (yellow) is connected to digital pin 8, and LED 2 (red) is connected to digital pin 9. The simulation shows Button 2 being pressed, causing LED 2 to blink. The Wokwi interface includes a 'Simulation' window with play, pause, and stop buttons, and a 'Library Manager' window. The system tray at the bottom shows the date and time as 2:10 PM on 3/11/2025.