

Prižiganje lučk z Arduinom



Kaj bomo danes počele?

Spoznale:

- Arduino Nano
- Testno ploščico (Breadboard)
- LED lučke, upornike, žičke, foto senzorje
- Osnove programiranja v C++ (spremenljivke, funkcija, for zanka)

Koda:

- <https://github.com/22nds/lfu-arduino-basics>

Sestavni deli

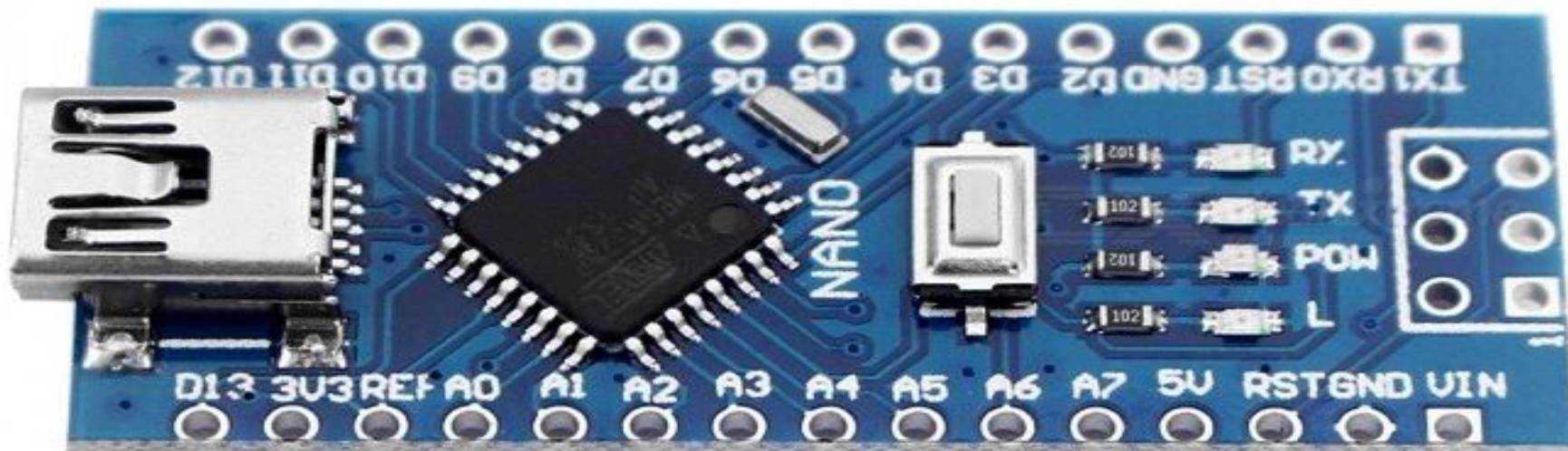
- 2 x LED
 - 1 x RGB LED
 - 3 x 220 Ohm upornik
 - 1 x 1k Ohm upornik
 - 2 x žičke
 - 1 x senzor svetlobe
 - Testna ploščica (Breadboard)
-

- USB kabel
- Računalnik
- Programska oprema (Arduino, Processing)

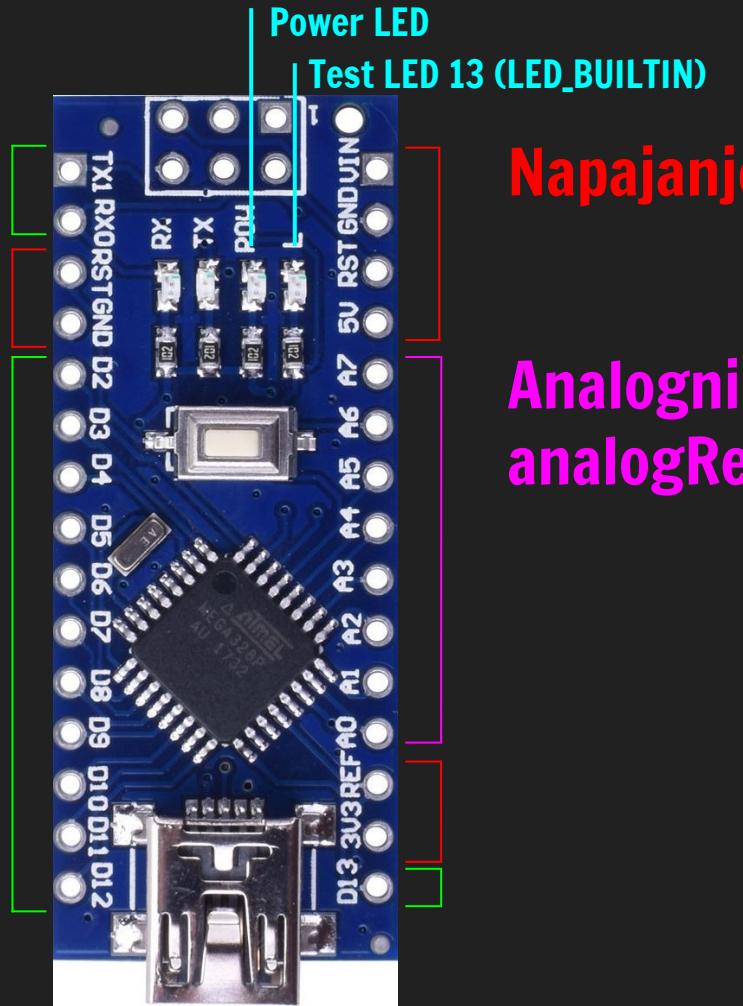
Arduino Nano

Arduino Uno ->

- Uradna stran: <https://store.arduino.cc/arduino-nano>
- Gonilniki: <http://sparks.gogo.co.nz/ch340.html>



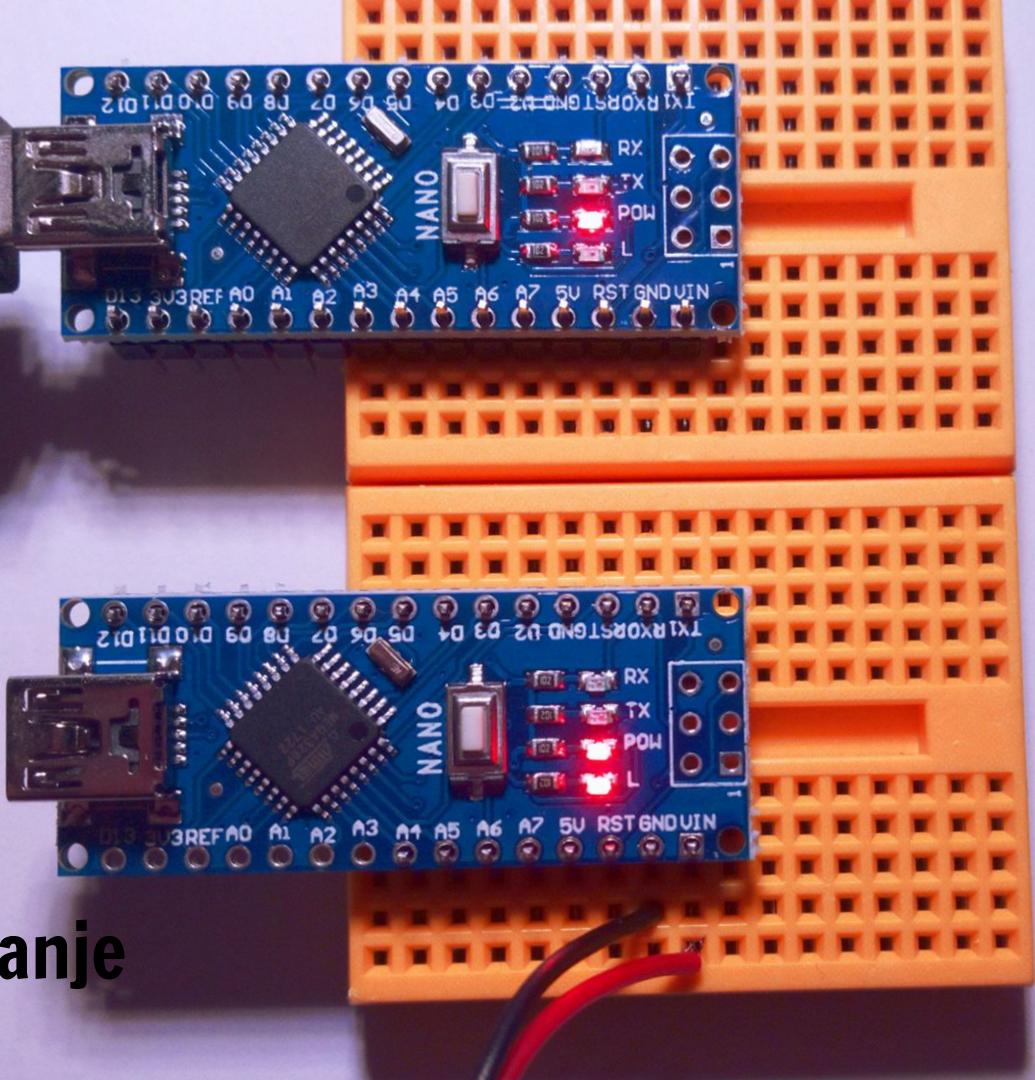
Digitalni pini
pinMode()
DigitalRead()
DigitalWrite()
AnalogWrite() - PWM
3, 5, 6, 9, 10, 11



Napajanje

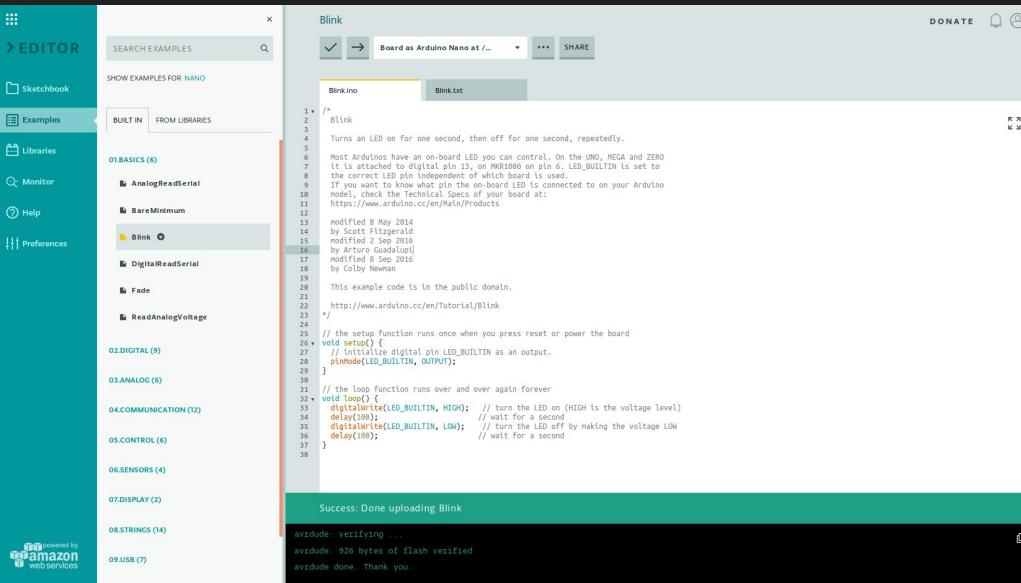
Analogni pini
analogRead()

Napajanje



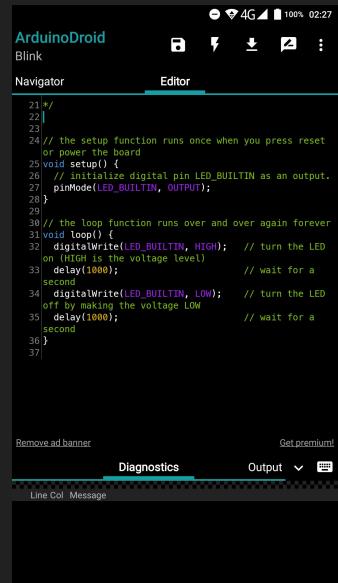
Programska oprema za Arduino

- Arduino Editor (online) <https://create.arduino.cc/editor/> ali
- Arduino IDE <https://www.arduino.cc/en/Main/Software> ali
- ArduinoDroid (Android): <https://play.google.com/store/apps/details?id=name.antonsmirnov.android.arduinodroid2>



The screenshot shows the Arduino IDE 1.8.5 interface. The title bar says 'Blink | Arduino 1.8.5'. The code is identical to the one in the online editor:

```
1 // 
2 // Blink
3 //
4 // Turns an LED on for one second, then off for one second, repeatedly.
5 // Most Arduinos have an on-board LED you can control. On the UNO, MEGA or ZERO
6 // it is attached to digital pin 13, on MKR1000 on pin 6, LED_BUILTIN is set to
7 // that value. You can change this pin in the code below.
8 // If you want to know what pin the on-board LED is connected to on your Arduino
9 // model, check the Technical Specs of your board at:
10 // https://www.arduino.cc/en/Main/Products
11 //
12 // modified 8 May 2014
13 // by Scott Fitzgerald
14 // modified 2 Sep 2016
15 // by Arturo Guadalupi
16 // modified 8 Sep 2016
17 // by Colby Newman
18 //
19 // This example code is in the public domain.
20 //
21 // http://www.arduino.cc/en/Tutorial/Blink
22 //
23 // 
24 // the setup function runs once when you press reset or power the board
25 // void setup() {
26 //   // initialize digital pin LED_BUILTIN as an output.
27 //   pinMode(LED_BUILTIN, OUTPUT);
28 // }
29 //
30 // the loop function runs over and over again forever
31 // void loop() {
32 //   // turn the LED on (HIGH is the voltage level)
33 //   digitalWrite(LED_BUILTIN, HIGH);    // wait for a second
34 //   delay(1000);
35 //   // turn the LED off by making the voltage LOW
36 //   digitalWrite(LED_BUILTIN, LOW);     // wait for a second
37 //   delay(1000);
38 // }
```



Spletni urejevalnik

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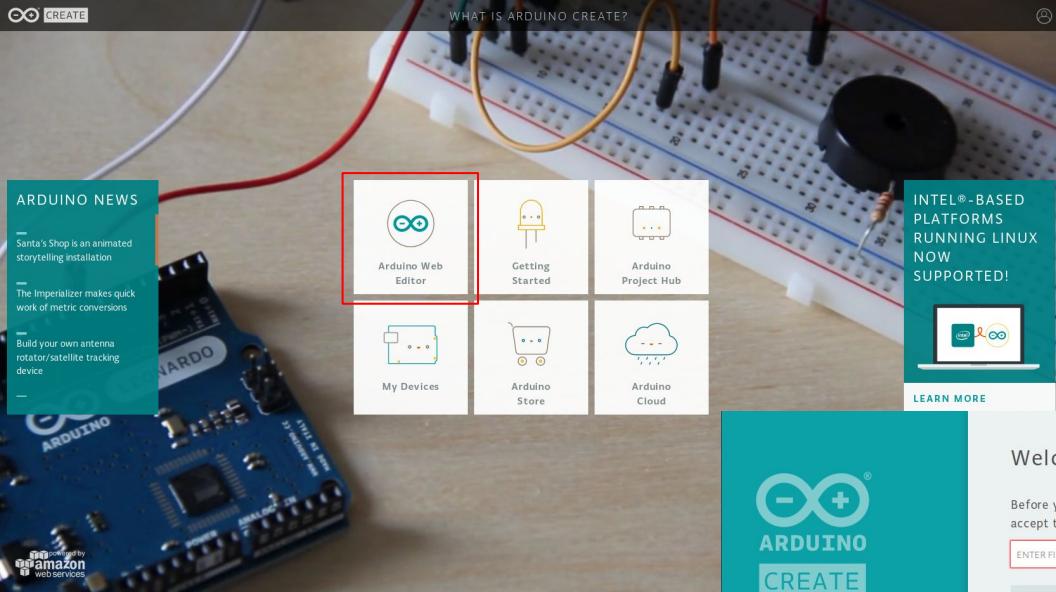
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Last updated: May 20, 2016
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NEW SKETCH

x

+



sketch_decl0a



→ -- Select Board or Port --



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sketch_decl0a

sketch_decl0a.ino

ReadMe.adoc



```
1 /*
2  *
3  */
4
5 void setup() {
6
7 }
8
9 void loop() {
10
11 }
```



Import your sketches to your
online Sketchbook and access
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sketch_dec10a



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sketch_dec10a.ino

ReadMe.adoc

```
1 /*
2 */
3 */
4
5 void setup() {
6
7 }
```



NOTE: You can also import your whole Sketchbook!

Import all your sketches and libraries at once:

1. Compress the Arduino folder that contains all your sketches and custom libraries in .Zip format
2. Press 'IMPORT', a file system window will be opened
3. Select the file Arduino.zip
4. You are good to go!

Remember that you can import libraries just in .Zip, while sketches can be in .Zip, .Ino or .Pde

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IMPORT





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sketch_decl0a



-- Select Board or Port --



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```
1 */  
2  
3 */  
4  
5 void setup() {  
6  
7 }  
8  
9 void loop() {  
10  
11 }  
12
```

SEARCH SKETCHBOOK



ORDER BY NAME



01_blinking_LED

03_two_LEDs

04_RGB_LED

05_RGB_LED_for_loop

06_photo_resistor

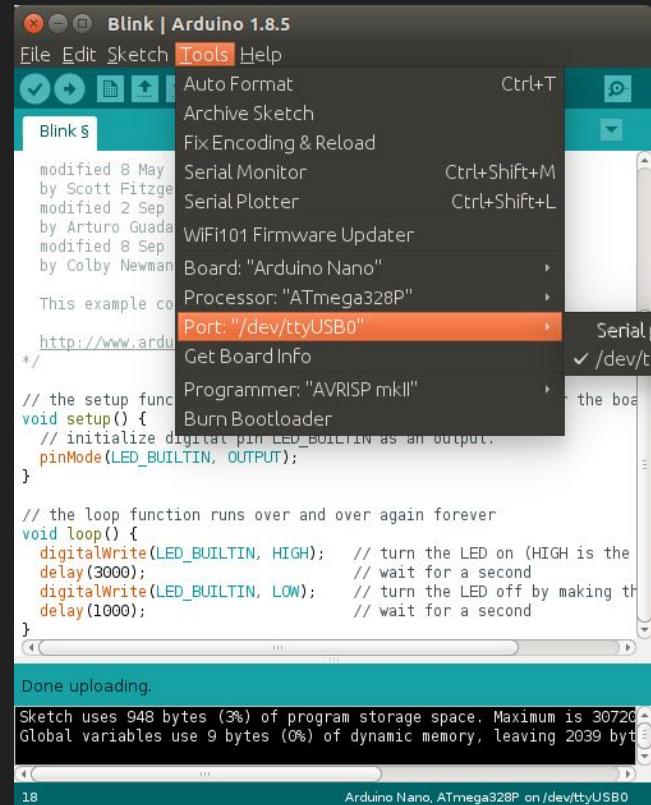
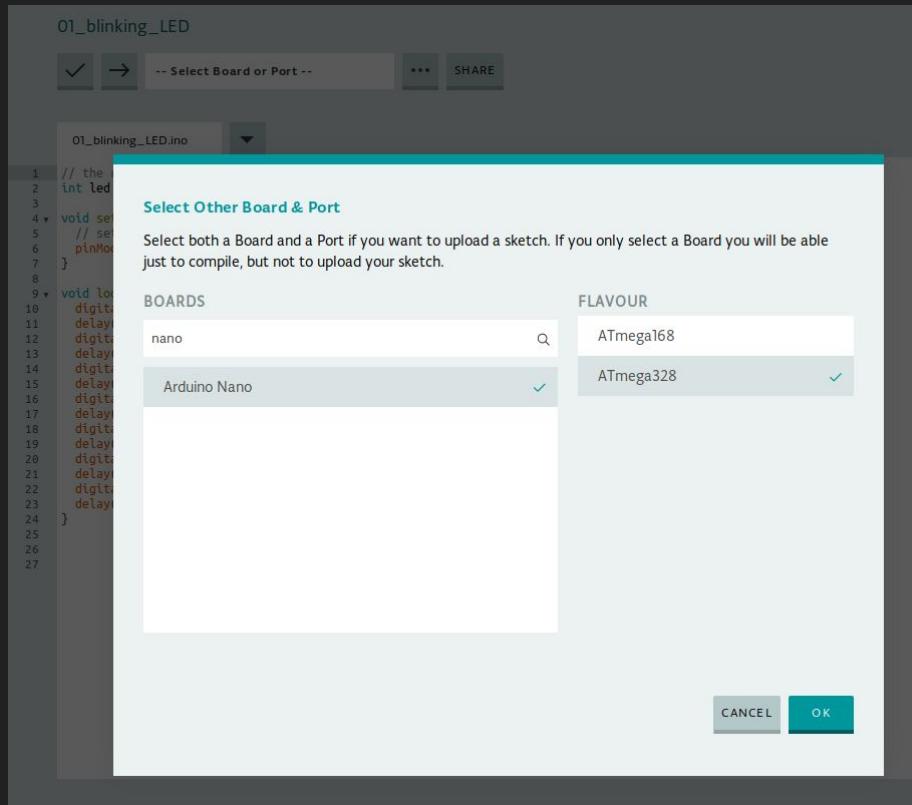
07_photo_resistor_LED

08_photo_resistor

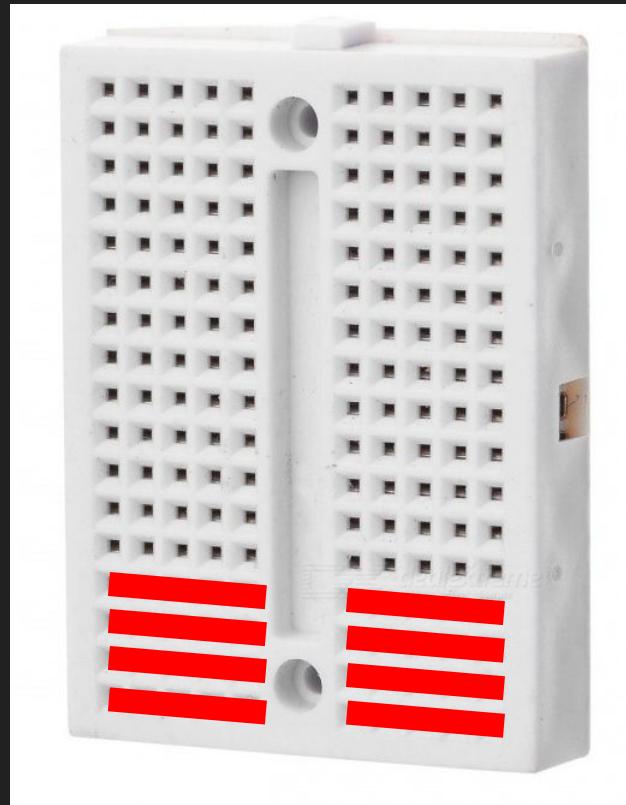
sketch_decl0a



Nastavitve za Arduino v Arduino IDE



Testna ploščica



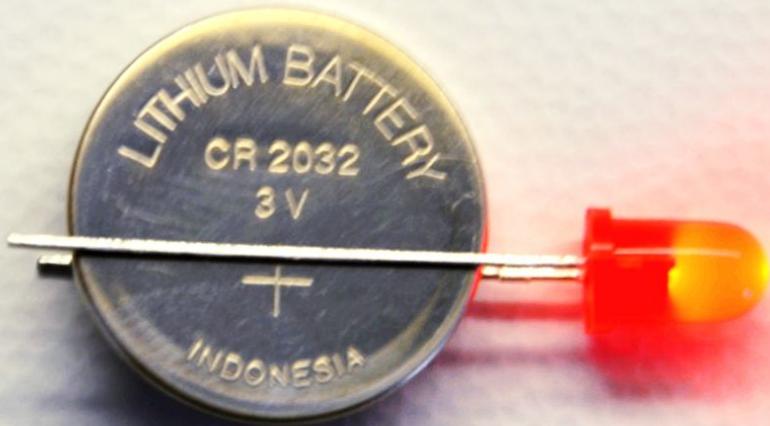
LED lučke



LED



RGB LED



LITHIUM BATTERY
CR 2032
3V



INDONESIA

Uporniki - moč in računanje upora

Upornik se upira električnemu toku in mu preprečuje, da bi nemoteno tekel skozenj.

$$\text{Napetost (V)} = \text{Tok(I)} * \text{Upor(R)}$$

Upor: 220 Ohmov

Napetost: 5 Voltov

Tok: 23 mA (mili amperov)

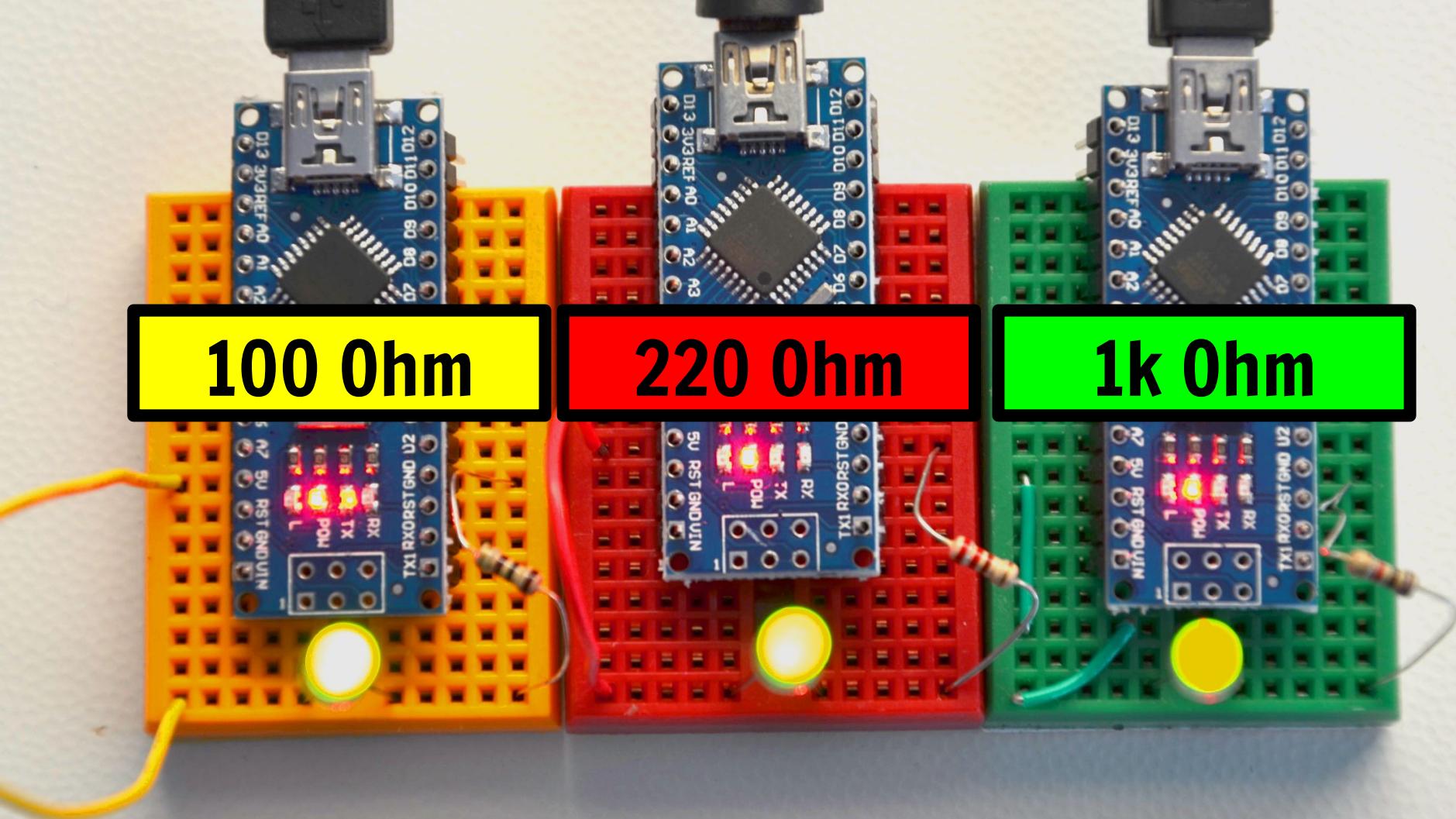
$$5V = 23 \text{ mA} * 220 \text{ Oh}$$

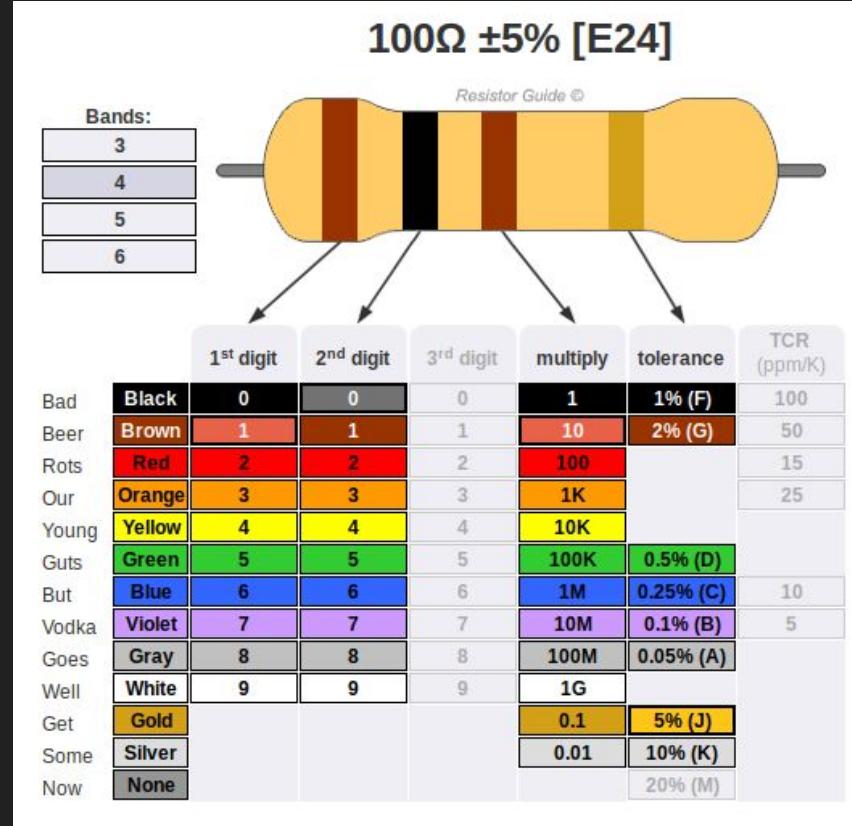
$$5V = 0.0227A * 220 \text{ Oh}$$

100 Ohm

220 Ohm

1k Ohm





<http://www.resistorguide.com/resistor-color-code-calculator/>

$220\Omega \pm 5\% [E24]$

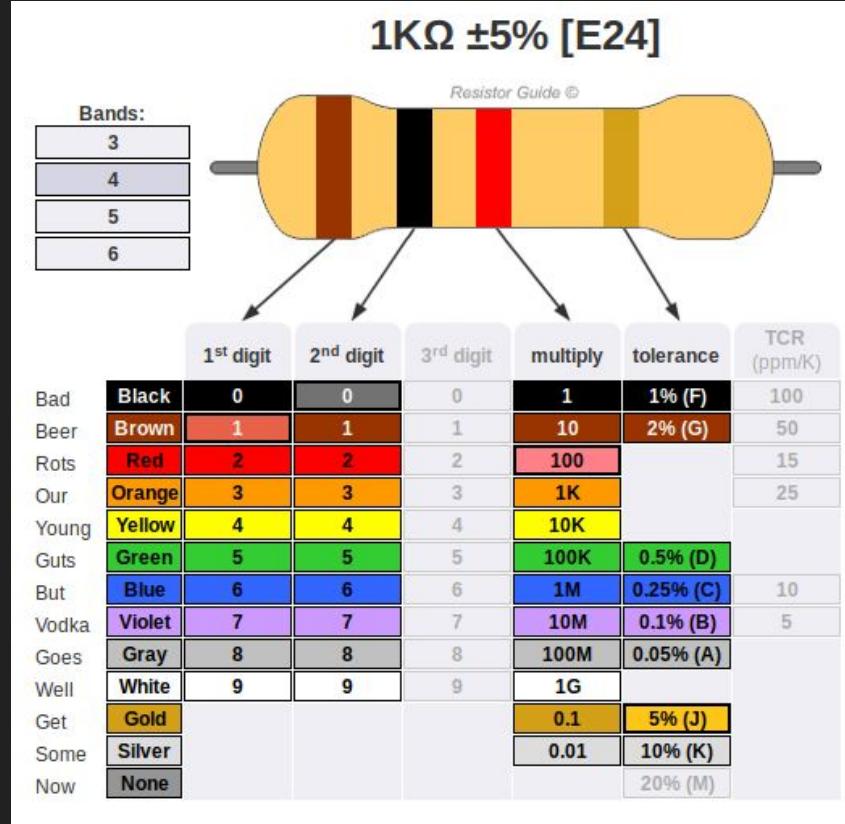
Resistor Guide ©

Bands:

3
4
5
6

	1 st digit	2 nd digit	3 rd digit	multiply	tolerance	TCR (ppm/K)
Bad	Black	0	0	0	1	1% (F)
Beer	Brown	1	1	1	10	2% (G)
Rots	Red	2	2	2	100	
Our	Orange	3	3	3	1K	25
Young	Yellow	4	4	4	10K	
Guts	Green	5	5	5	100K	0.5% (D)
But	Blue	6	6	6	1M	0.25% (C)
Vodka	Violet	7	7	7	10M	0.1% (B)
Goes	Gray	8	8	8	100M	0.05% (A)
Well	White	9	9	9	1G	
Get	Gold				0.1	5% (J)
Some	Silver				0.01	10% (K)
Now	None					20% (M)

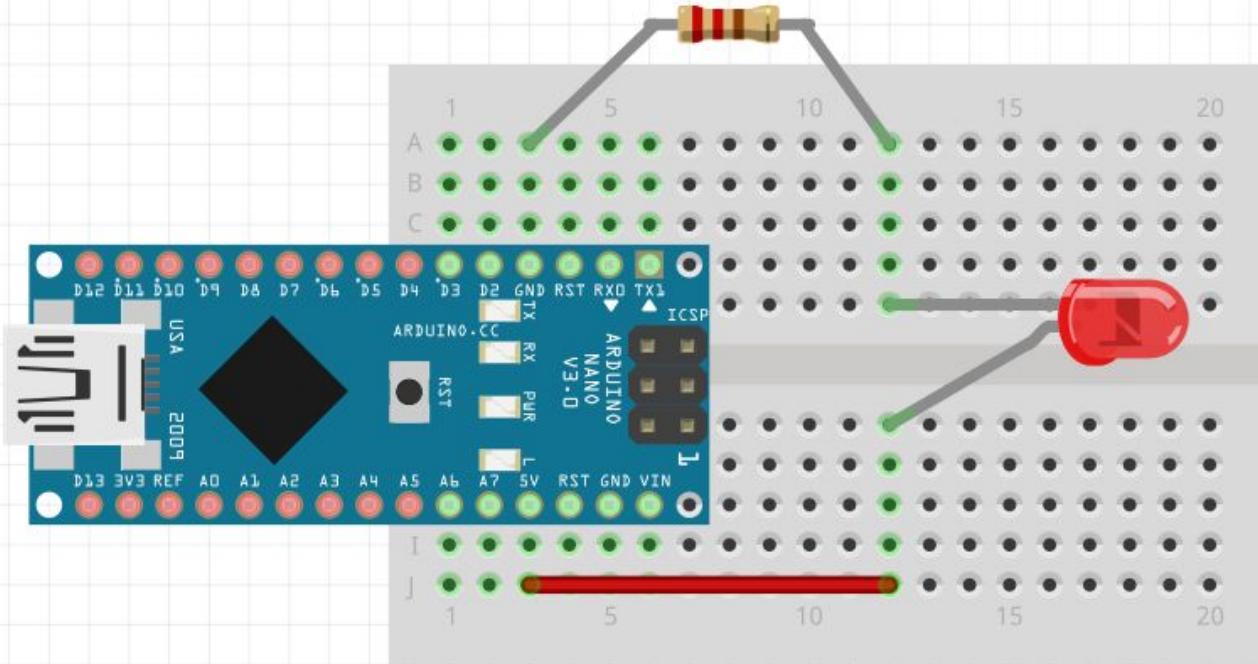
<http://www.resistorguide.com/resistor-color-code-calculator/>



<http://www.resistorguide.com/resistor-color-code-calculator/>

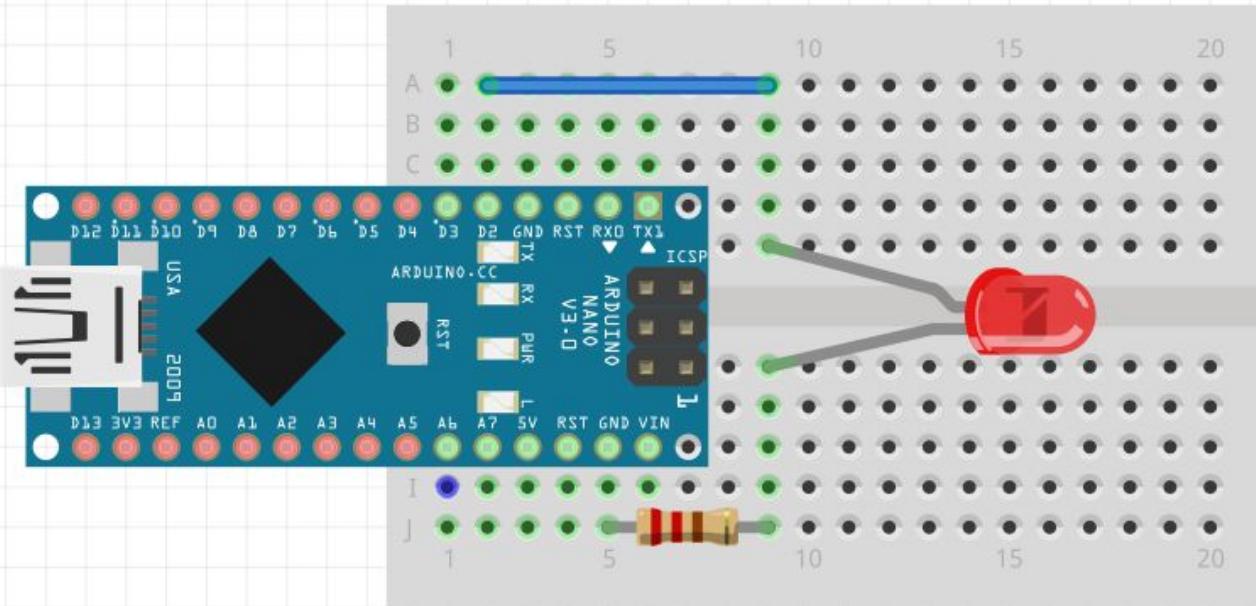
[00]

Lučka brez programa



[01]

Utricanje lučke



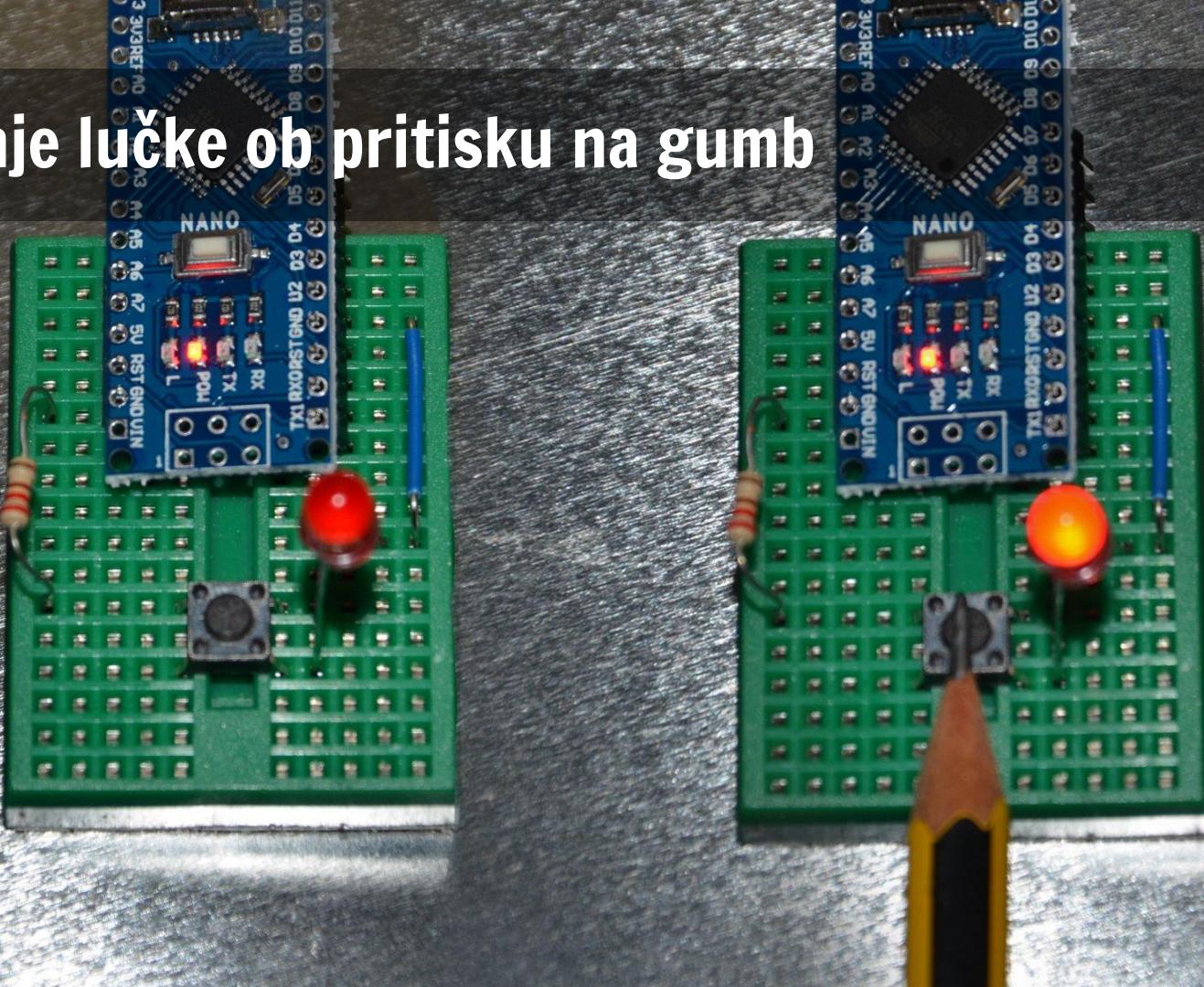
```
int LED = 2;

void setup() {
    pinMode(LED, OUTPUT);
}

void loop() {
    digitalWrite(LED, HIGH);
    delay(1000);
    digitalWrite(LED, LOW);
    delay(1000);
}
```

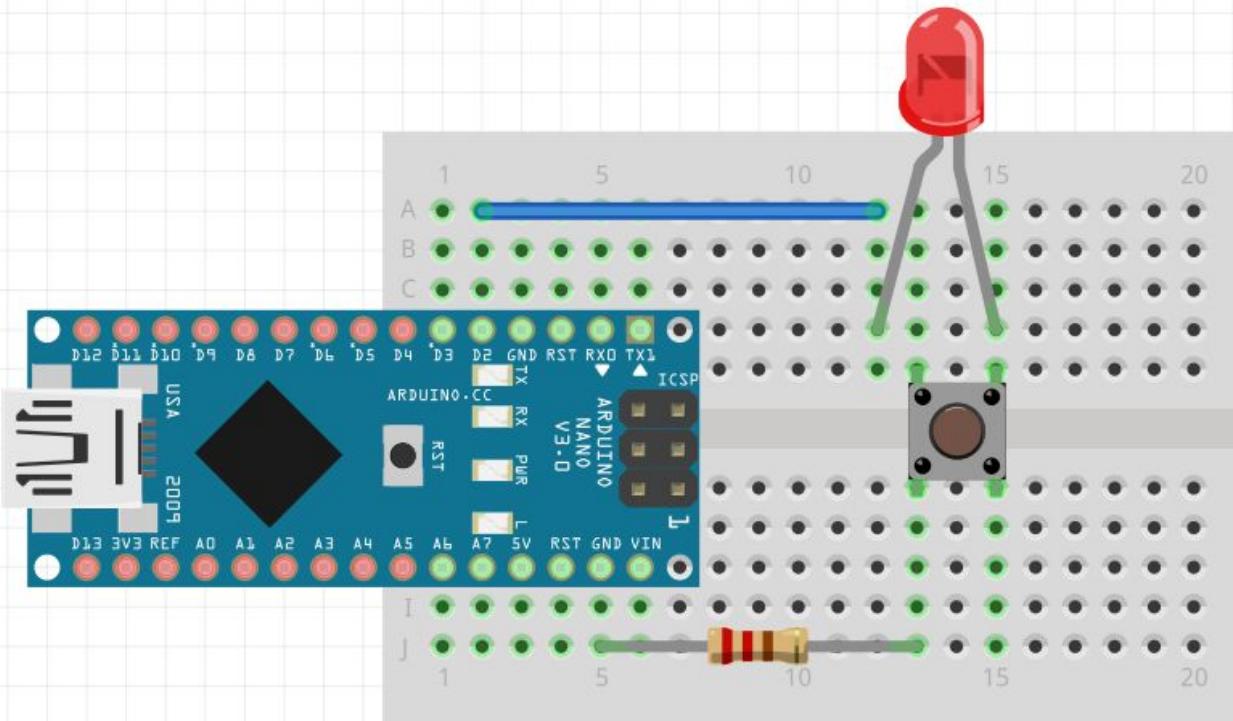
Utripanje lučke ob pritisku na gumb

[02]



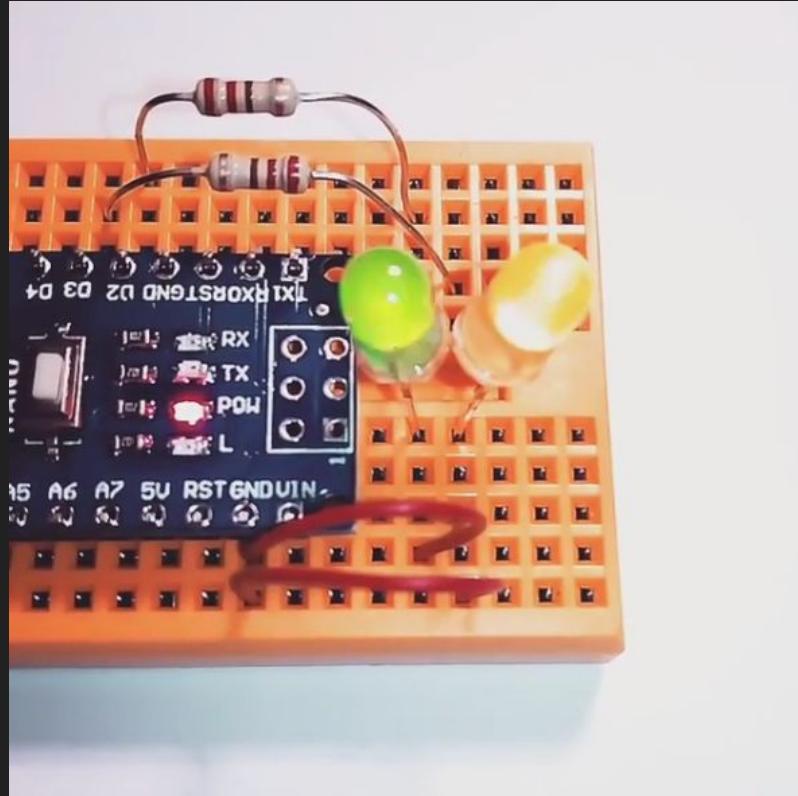
[02]

Utripanje lučke ob pritisku na gumb

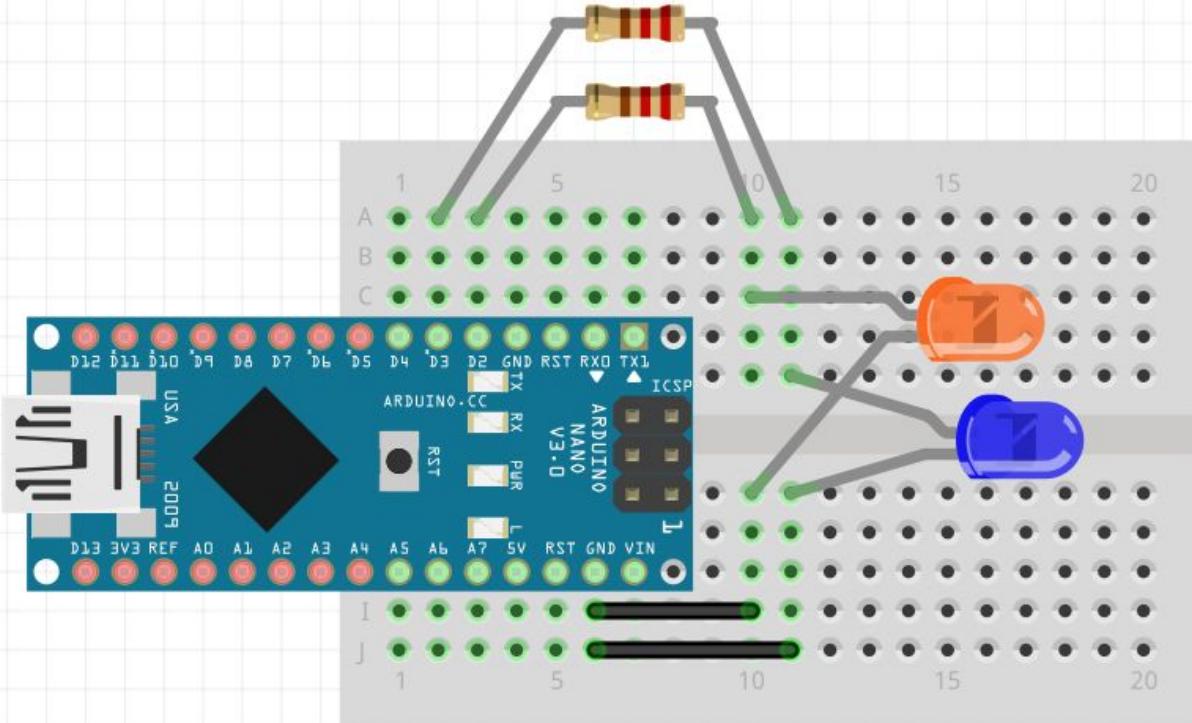


[03]

Izmenično utripanje LED lučk



Izmenično utripanje



```
int led_one = 2;
int led_two = 3;

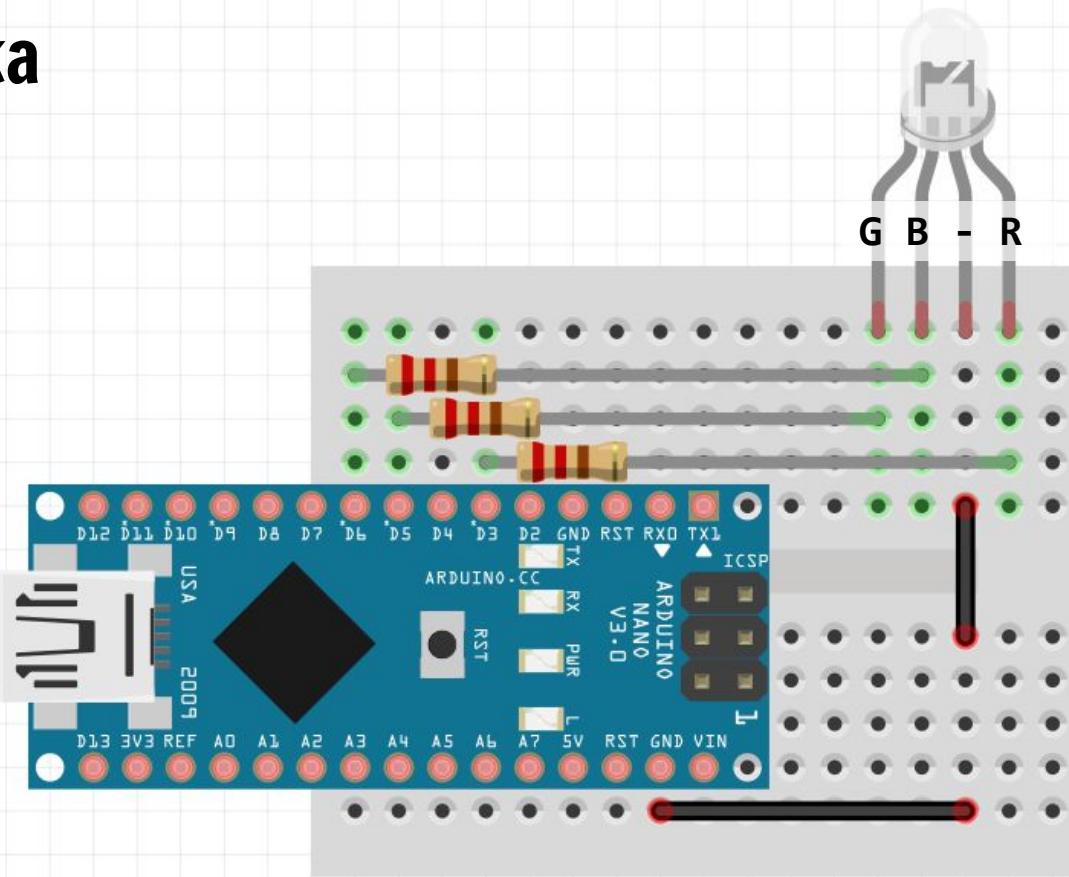
void setup() {
    // set up LED as OUTPUT
    pinMode(led_one, OUTPUT);
    pinMode(led_two, OUTPUT);
}

void loop() {
    digitalWrite(led_one, HIGH);
    digitalWrite(led_two, LOW);
    delay(500); // wait 0.5 second
    digitalWrite(led_one, LOW);
    digitalWrite(led_two, HIGH);
    delay(500); // wait 0.5 second
}
```

[04]
[05]

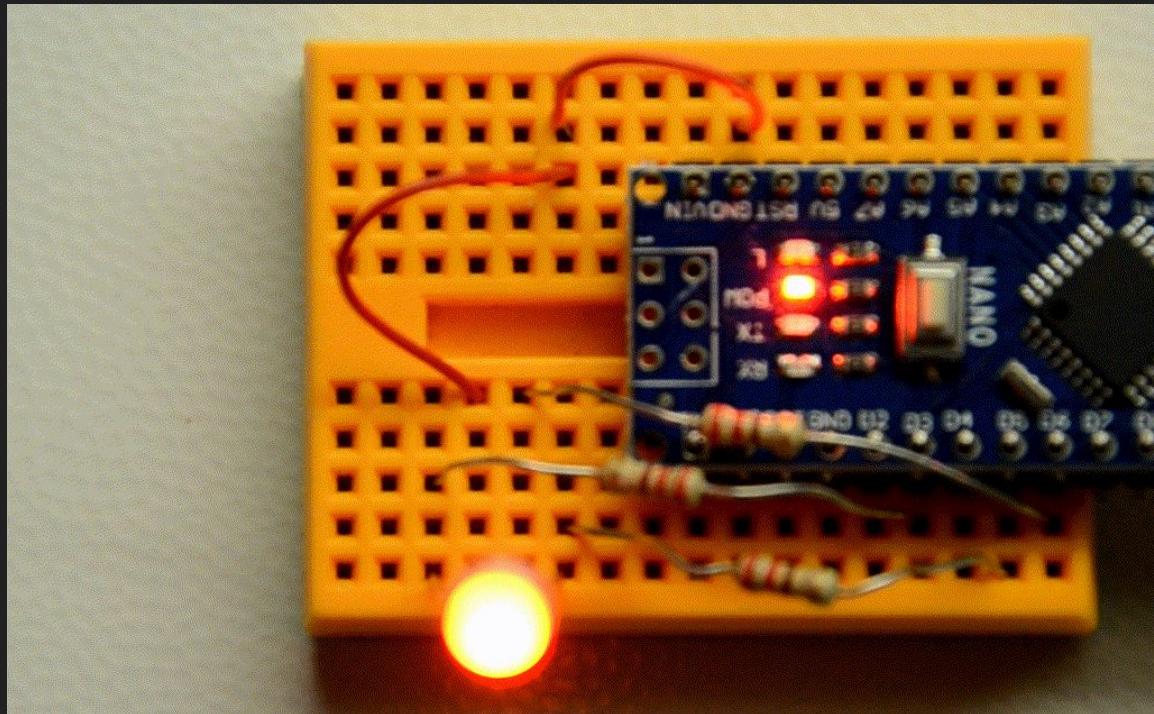
RGB lučka

PWM pins *



[04]

RGB lučka menja barve



```
int redPin = 3;
int greenPin = 6;
int bluePin = 5;

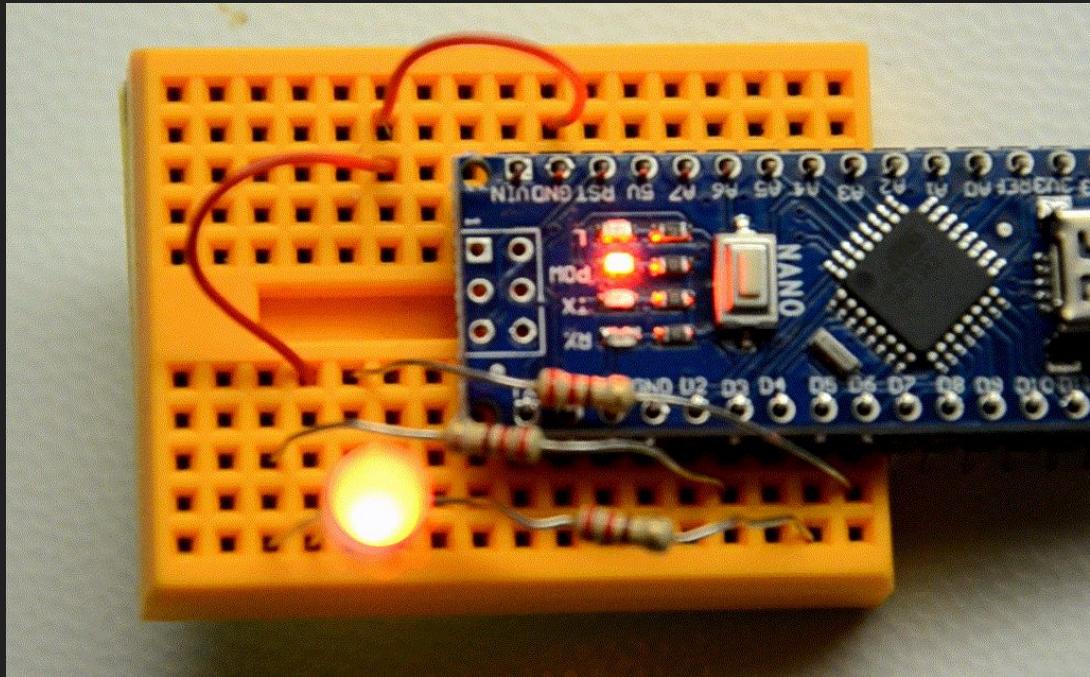
void setup() {
    pinMode(redPin, OUTPUT);
    pinMode(greenPin, OUTPUT);
    pinMode(bluePin, OUTPUT);
}

void loop()
{
    setColor(255, 0, 0); // red
    delay(3000);
    setColor(0, 255, 0); // green
    delay(2000);
    setColor(0, 0, 255); // blue
    delay(1000);
}

void setColor(int red, int green, int blue)
{
    analogWrite(redPin, red);
    analogWrite(greenPin, green);
    analogWrite(bluePin, blue);
}
```

[05]

RGB lučka pulzajoče barve



```
int redPin = 3;
int greenPin = 5;
int bluePin = 6;
int i;

void setup() {
    // set up OUTPUTS
    pinMode(redPin, OUTPUT);
    pinMode(greenPin, OUTPUT);
    pinMode(bluePin, OUTPUT);
}

void loop()
{
    for (i=0; i<=255; i++) {
        analogWrite(redPin, i);
        analogWrite(greenPin, 0);
        analogWrite(bluePin, 0);
        delay(5);
    }
}
```

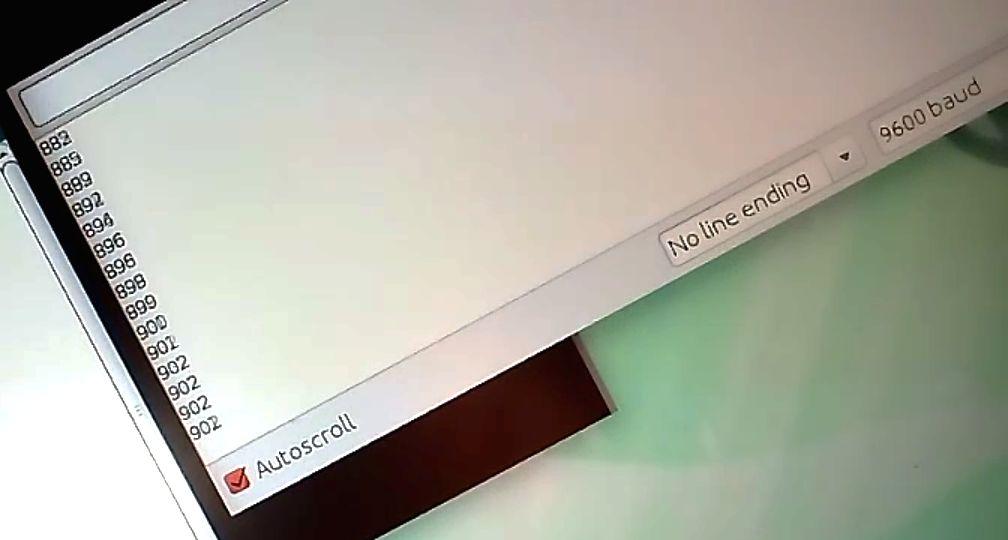
Senzorji in serial port



The image shows the Arduino IDE interface with a sketch named "06_photo_resistor". The code reads an analog value from pin A7 and prints it to the serial port:

```
int sensorPin = A7;  
void setup() {  
  Serial.begin(9600);  
}  
void loop() {  
  int sensorValue = analogRead(sensorPin);  
  Serial.println(sensorValue);  
}
```

A breadboard in the foreground has a red LED connected to digital pin 13. A photoresistor is connected between digital pin 2 and ground. A 10k pull-down resistor is also connected between pin 2 and ground.

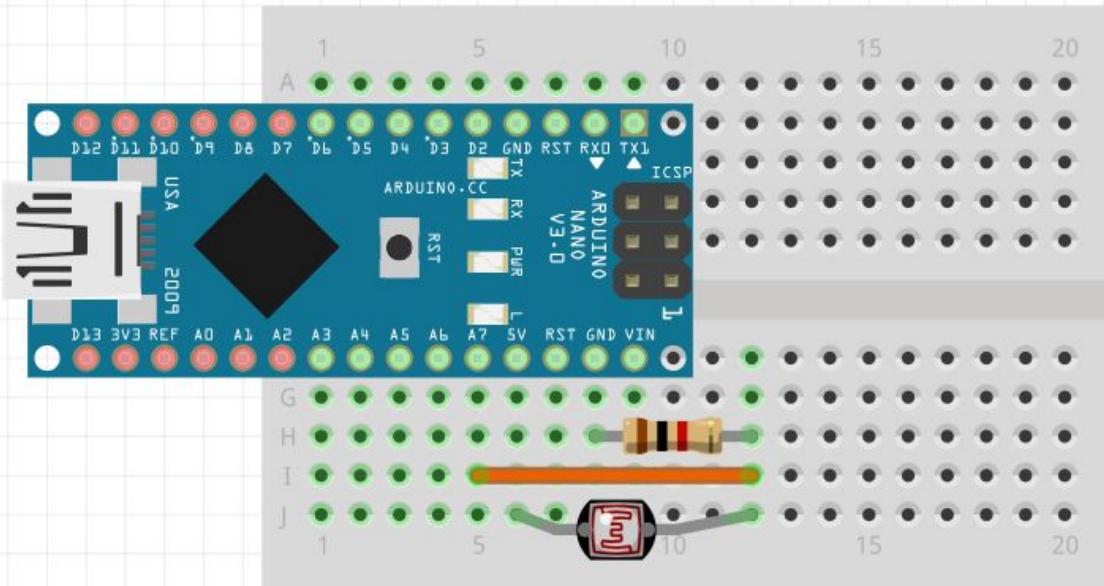


The serial monitor window shows a continuous stream of data, with the "Autoscroll" checkbox checked. The data consists of the value read from the photoresistor, which fluctuates between 882 and 902. The baud rate is set to 9600.

882
883
889
899
892
894
896
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899
899
900
901
902
902
902

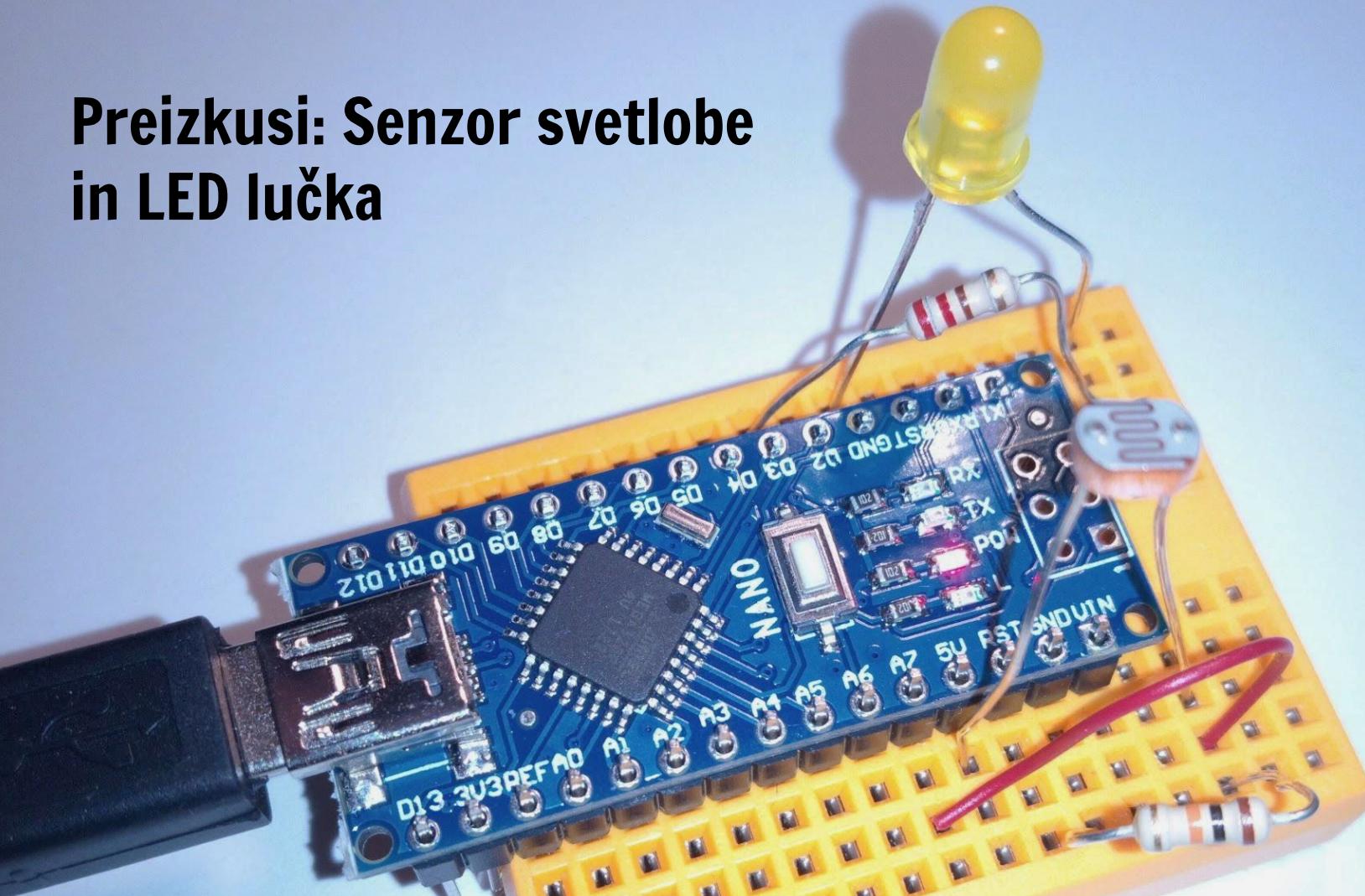
[06]

Foto-upornik & Serial port

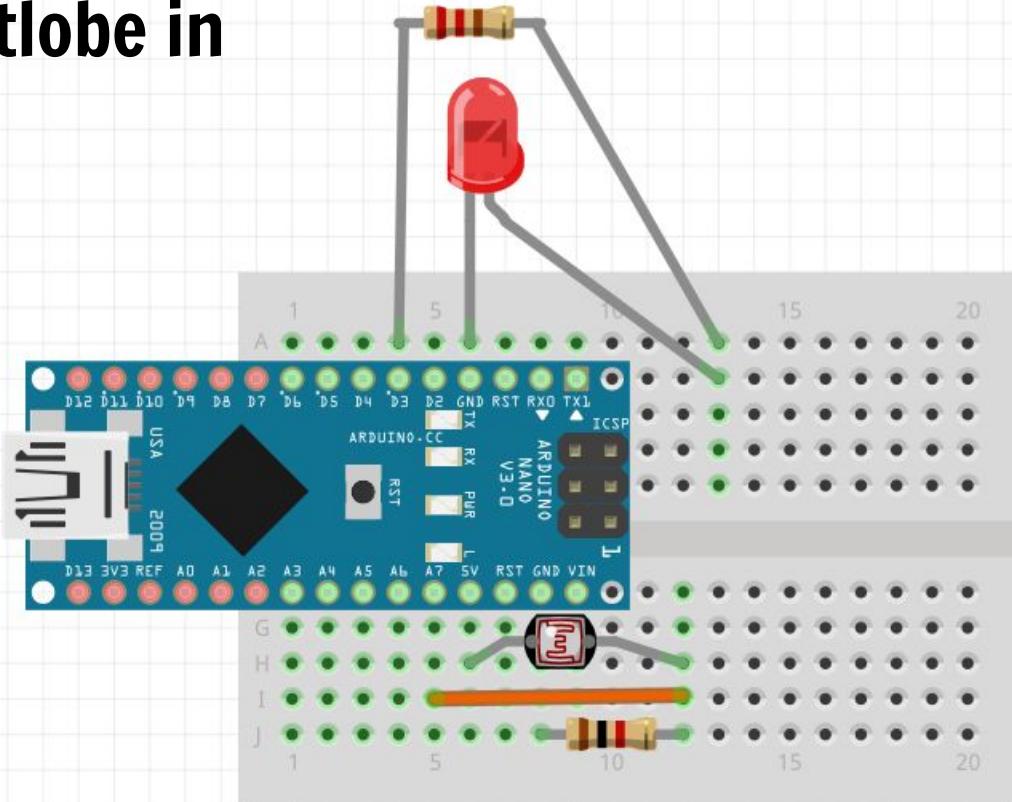


[07]

Preizkusi: Senzor svetlobe in LED lučka



Senzor svetlobe in LED lučka



```
int sensorPin = A7;  
int led = 3;  
int input;  
int output;  
  
void setup() {  
    Serial.begin(9600);  
}  
  
void loop()  
{  
    input = analogRead(sensorPin);  
    output = input / 4;  
    delay(1000);  
    analogWrite(led, output);  
    Serial.print( input );  
    Serial.print( " - " );  
    Serial.println( output );  
}
```

Processing Demo

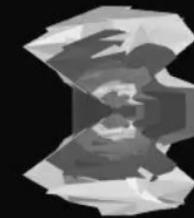
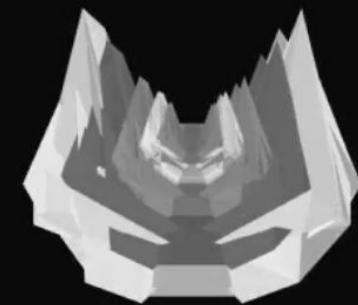
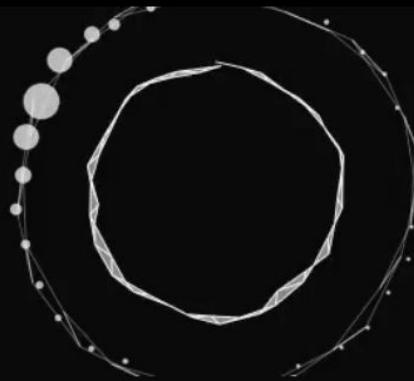
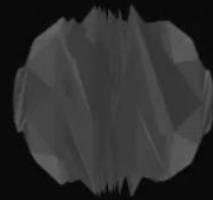
Processing

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3.3.6 (4 September 2017)

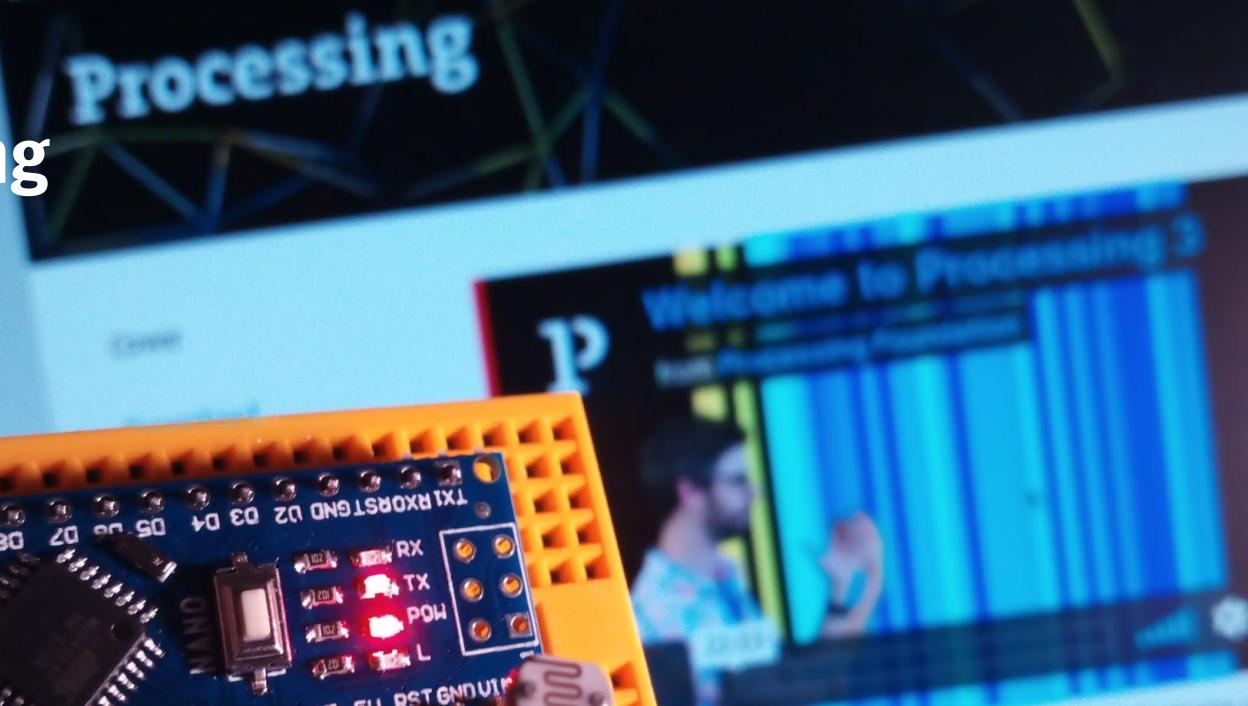
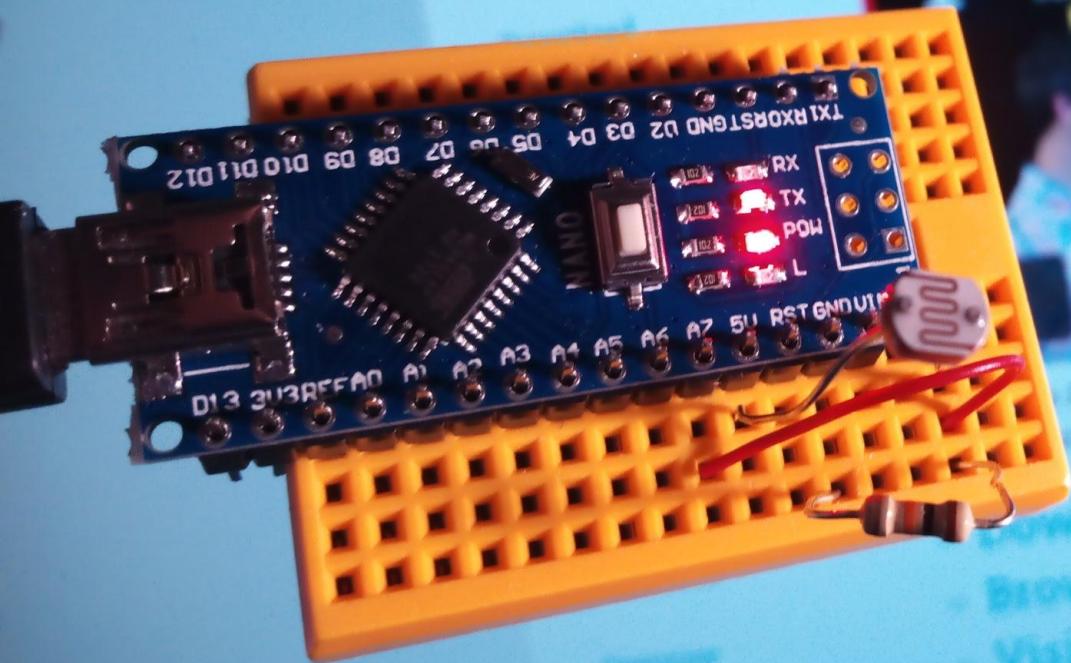
[Windows 64-bit](#)[Windows 32-bit](#)[Linux 64-bit](#)[Linux 32-bit](#)[Linux ARMv6hf](#)[Mac OS X](#)[» Github](#)Read about the [changes in 3.0](#). The [list of revisions](#) covers the differences

<https://processing.org/download/>



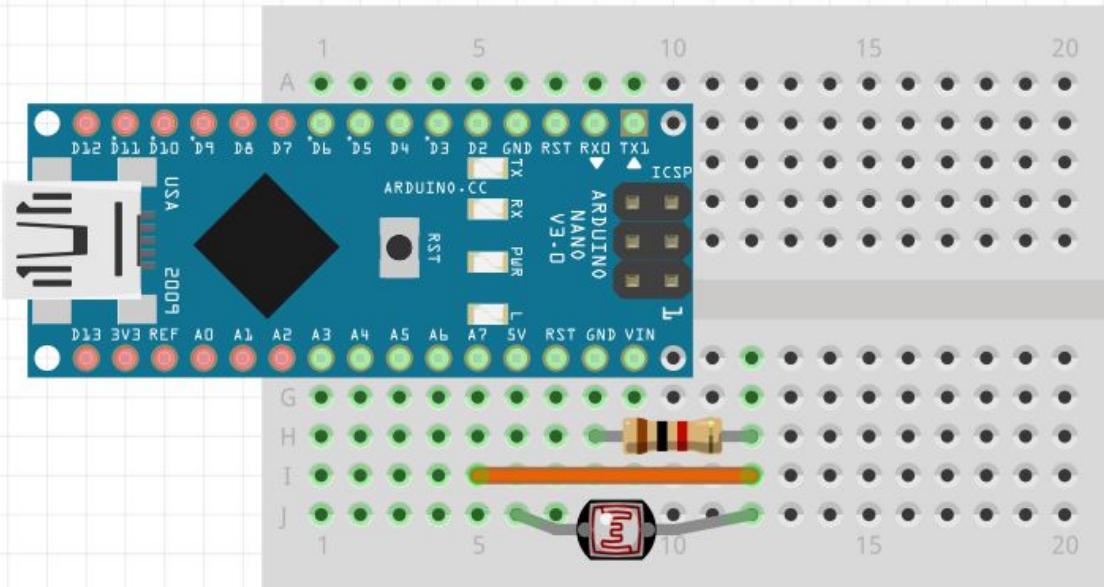
[08]

Processing



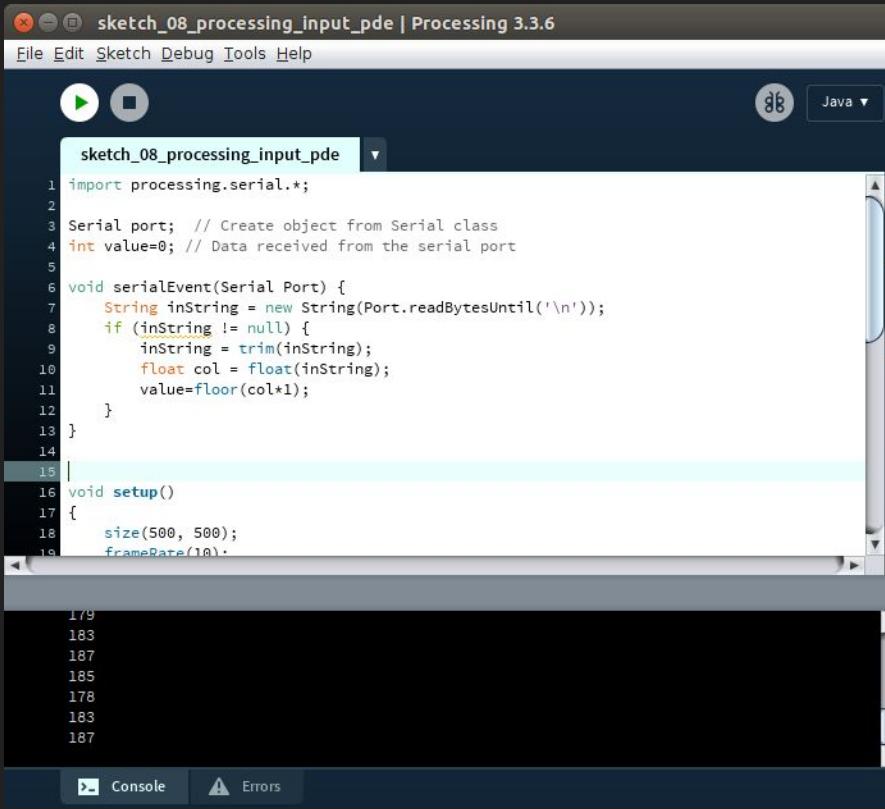
[08]

Foto-upornik & Serial port



```
int sensorPin = A7;  
int input;  
int output;  
  
void setup() {  
    Serial.begin(9600);  
}  
  
void loop()  
{  
    input = analogRead(sensorPin);  
    output = input / 4;  
    delay(10);  
    Serial.println( output );  
}
```

Processing sketch



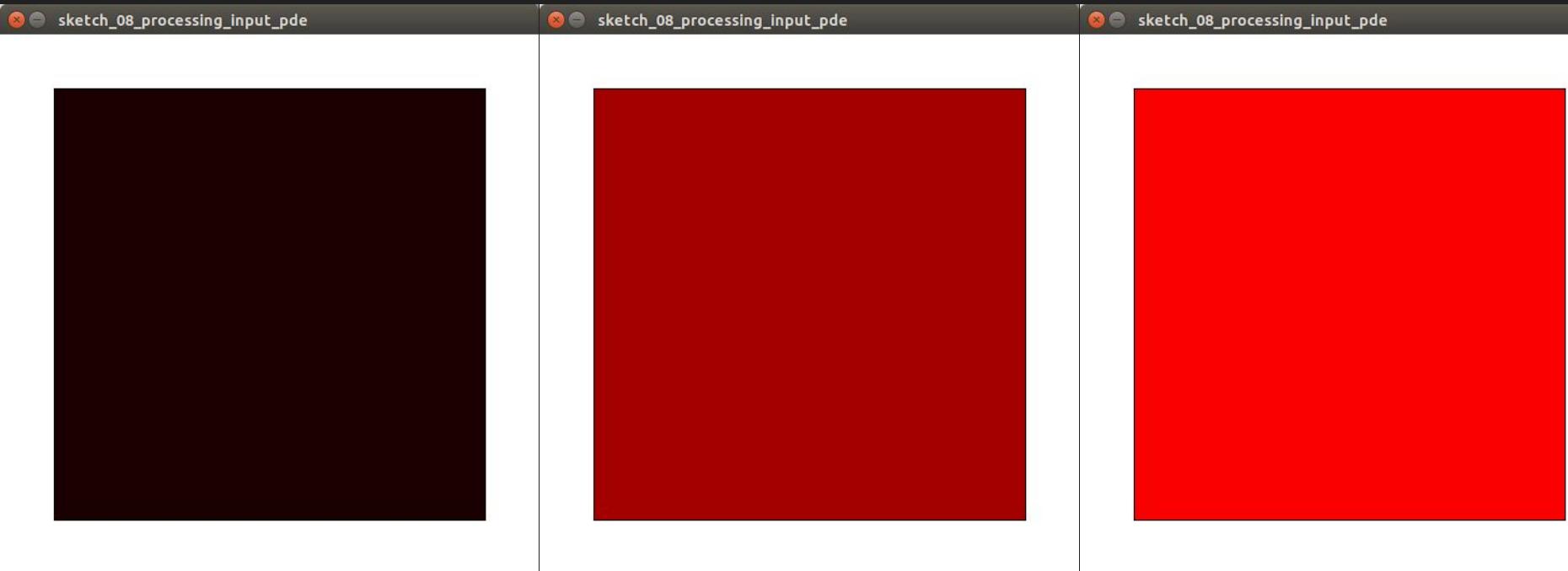
The screenshot shows the Processing 3.3.6 IDE interface. The title bar reads "sketch_08_processing_input_pde | Processing 3.3.6". The menu bar includes File, Edit, Sketch, Debug, Tools, and Help. Below the menu is a toolbar with a play button, a square button, and a Java dropdown set to "Java". The main area displays the sketch code. The code imports the Serial class and defines a variable value. It contains a serialEvent function to handle incoming data from a serial port and a setup function to initialize the window size and frame rate.

```
sketch_08_processing_input_pde
import processing.serial.*;
Serial port; // Create object from Serial class
int value=0; // Data received from the serial port
void serialEvent(Serial Port) {
    String inString = new String(Port.readBytesUntil('\n'));
    if (inString != null) {
        inString = trim(inString);
        float col = float(inString);
        value=floor(col*1);
    }
}
void setup()
{
    size(500, 500);
    frameRate(10);
}
```

The bottom console and errors panes are empty.

[08]

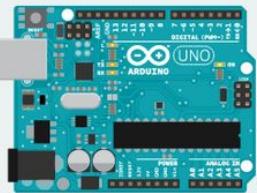
Processing - Resultat



Povezave



WHAT IS ARDUINO?

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THE IMPERIALIZER MAKES
QUICK WORK OF METRIC
CONVERSIONS



REDEFINING THE
LEARNING EXPERIENCE
ONE CLASSROOM
AT A TIME

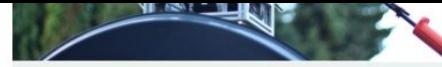
[BLOG](#)

ARDUINO MKR ZERO,
THE POWER OF THE
ZERO IN A SMALLER



<https://www.arduino.cc/>

and access cool tutorials!





PROJECT HUB

MY DASHBOARD

NEW PROJECT

SEARCH PROJECTS



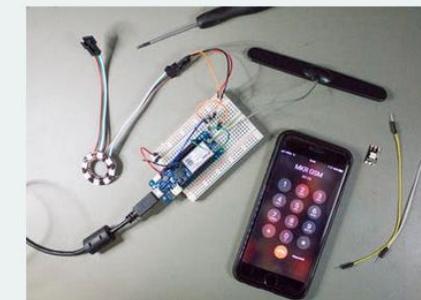
All products ▾

All categories ▾

Trending ▾

Any difficulty ▾

Any type ▾



<https://create.arduino.cc/projecthub>

77 VIEWS 0 COMMENTS 1 RESPECT

1,916 VIEWS 0 COMMENTS 4 RESPECTS

1,596 VIEWS 0 COMMENTS 7 RESPECTS

The screenshot shows the Arduino IDE's online editor interface. On the left, a sidebar lists categories like Sketchbook, Examples, Libraries, Monitor, Help, and Preferences. The Examples section is selected, showing examples categorized by type: 01.BASICS (6), 02.DIGITAL (9), 03.ANALOG (6), 04.COMMUNICATION (12), 05.CONTROL (6), and 06.SENSORS (4). The 'Blink' example under '01.BASICS' is selected and displayed in the main code editor. The code is as follows:

```
1  /*
2   * Blink
3   *
4   * Turns an LED on for one second, then off for one second, repeatedly.
5   *
6   * Most Arduinos have an on-board LED you can control. On the UNO, MEGA and ZERO
7   * it is attached to digital pin 13, on MKR1000 on pin 6. LED_BUILTIN is set to
8   * the correct LED pin independent of which board is used.
9   * If you want to know what pin the on-board LED is connected to on your Arduino
10  model, check the Technical Specs of your board at:
11  https://www.arduino.cc/en/Main/Products
12
13  modified 8 May 2014
14  by Scott Fitzgerald
15  modified 2 Sep 2016
16  by Arturo Guadalupi
17  modified 8 Sep 2016
18  by Colby Newman
19
20  This example code is in the public domain.
21
22  http://www.arduino.cc/en/Tutorial/Blink
23 */
24
25 // the setup function runs once when you press reset or power the board
26 void setup() {
27     // initialize digital pin LED_BUILTIN as an output.
28     pinMode(LED_BUILTIN, OUTPUT);
29 }
30
31 // the loop function runs over and over again forever
32 void loop() {
33     digitalWrite(LED_BUILTIN, HIGH);    // turn the LED on (HIGH is the voltage level)
34     delay(1000);                      // wait for a second
35     digitalWrite(LED_BUILTIN, LOW);     // turn the LED off by making the voltage LOW
36     delay(1000);                      // wait for a second
37 }
38
```

The top right of the editor shows a yellow bar with the message "No Plugin Connection. Uploading is disabled until you reconnect." and a "HELP" button. The title bar says "Blink".

<https://create.arduino.cc/editor>



Simulator time: 00:00:15



Code Editor



Components

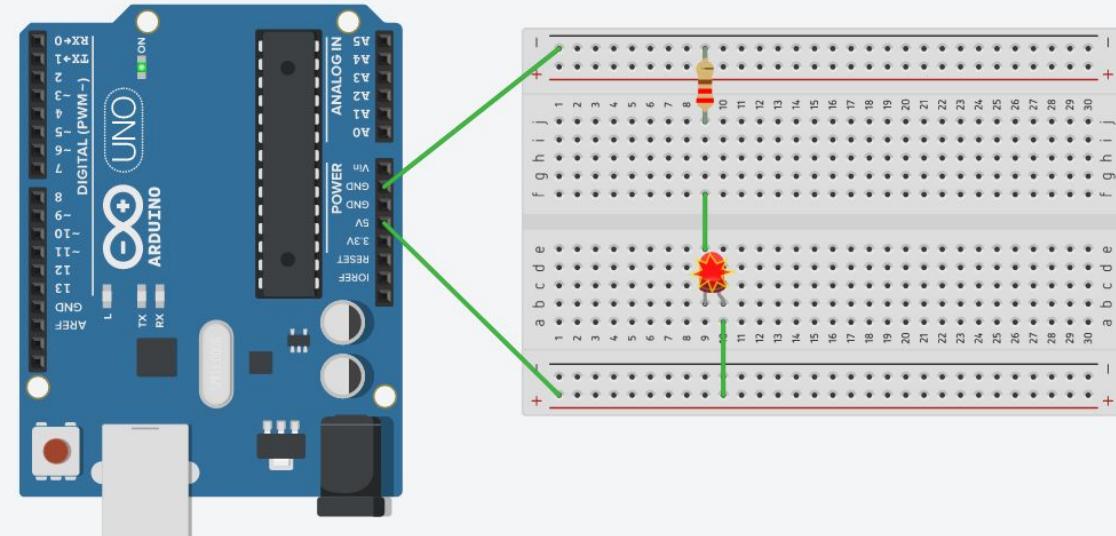


Stop Simulation

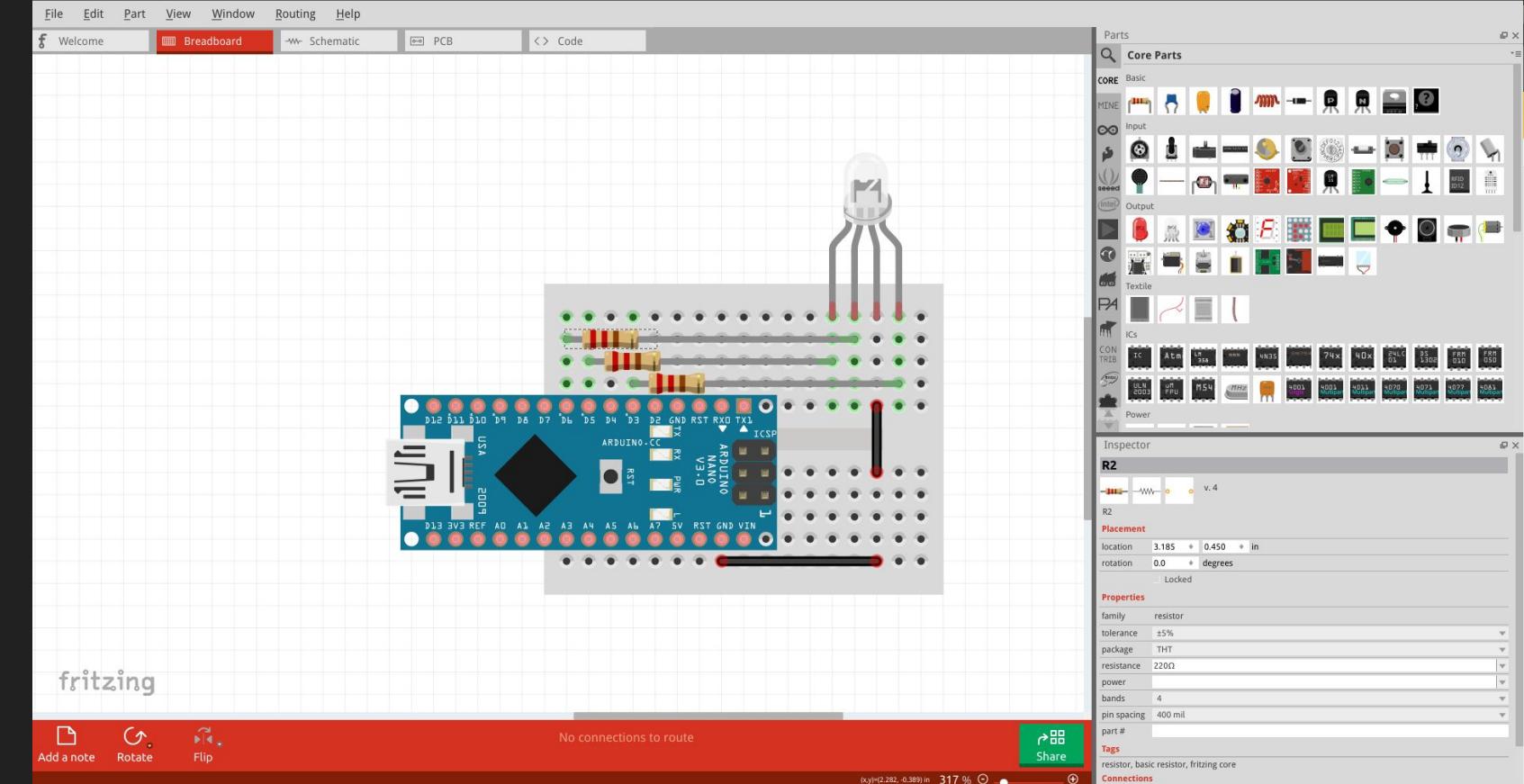


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<https://www.tinkercad.com/>



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SMAKSHOP : GENUINO/ARDUINO, LILYPAD, MAKERBEAM, 3D (TISKALNIKI, ABS, PLA), SPARKFUN



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LANGUAGE

FUNCTIONS

VARIABLES

STRUCTURE

LIBRARIES

GLOSSARY

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Find anything that can be improved? [Suggest corrections and new documentation via GitHub](#).

Doubts on how to use Github? Learn everything you need to know in this [tutorial](#).

Language Reference

Arduino programming language can be divided in three main parts: structure, values (variables and constants), and functions.

FUNCTIONS

For controlling the Arduino board and performing computations.

Digital I/O

[`digitalRead\(\)`](#)[`digitalWrite\(\)`](#)[`pinMode\(\)`](#)

Analog I/O

[`analogRead\(\)`](#)[`analogReference\(\)`](#)[`analogWrite\(\)`](#)

<https://www.arduino.cc/reference/en/>

Advanced I/O

[`noTone\(\)`](#)[`pulseIn\(\)`](#)