

4. Arduinoda knopka orqali LED yondirish. Bosish tugmasi bilan boshqariladigan LED uchun sxemasini yarating. Unga kerakli jihozlarni tanlang. Dastur yozing. Sxemani tushunarli bo'lishini ta'minlang.

Kerak bo'ladigan jihozlarni tanlang (5 Ball):		
<input type="checkbox"/> LCD displey <input type="checkbox"/> Breadboard <input type="checkbox"/> Voltaj regulyatori <input type="checkbox"/> Harorat sensori <input type="checkbox"/> Bosish tugmalari <input type="checkbox"/> Jumper simlari <input type="checkbox"/> Step motor <input type="checkbox"/> Kondensatorlar	<input type="checkbox"/> Servo motorlar <input type="checkbox"/> DC motorlar <input type="checkbox"/> Ultrasonik masofa sensori <input type="checkbox"/> Rezistorlar <input type="checkbox"/> Infraqizil qabul qiluvchi modul <input type="checkbox"/> Arduino	<input type="checkbox"/> Potensiometrlar <input type="checkbox"/> Relelar <input type="checkbox"/> RFID Reader moduli <input type="checkbox"/> Bluetooth moduli <input type="checkbox"/> WiFi moduli <input type="checkbox"/> RTC moduli <input type="checkbox"/> SD-karta moduli <input type="checkbox"/> LEDlar

