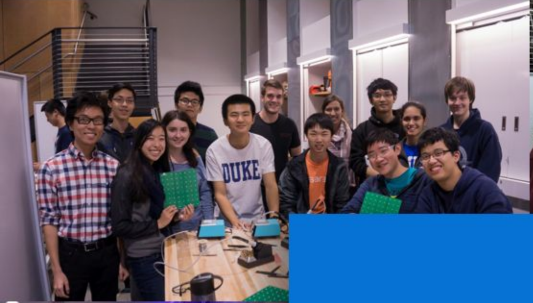

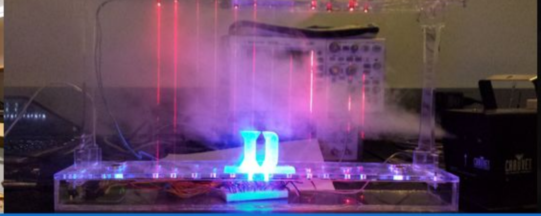

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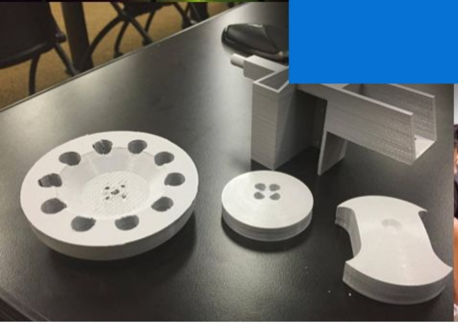
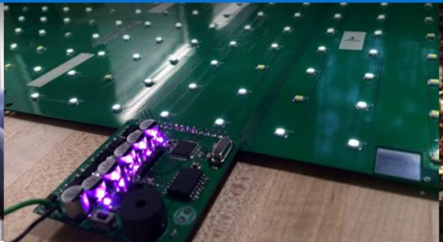
Arduino Tutorial!





Follow Along

- Slides
- https://goo.gl/VJWqkA
- Code
- https://goo.gl/b3mShp

What?

- An Arduino is a open source microcontroller board!
- Easy to program
- Many sensors and are made for them

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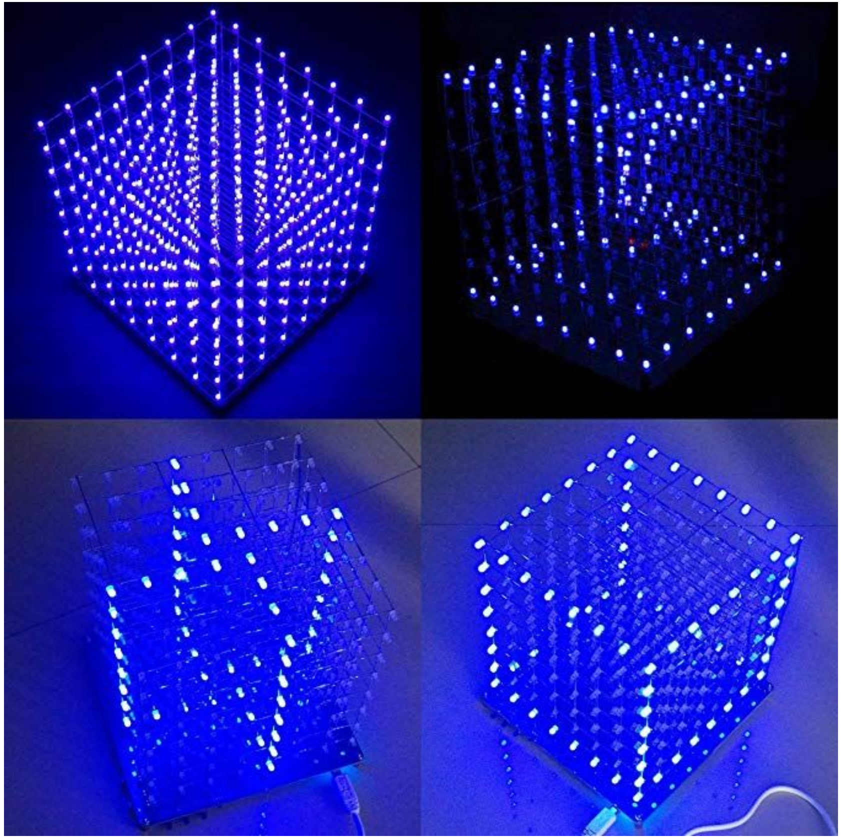
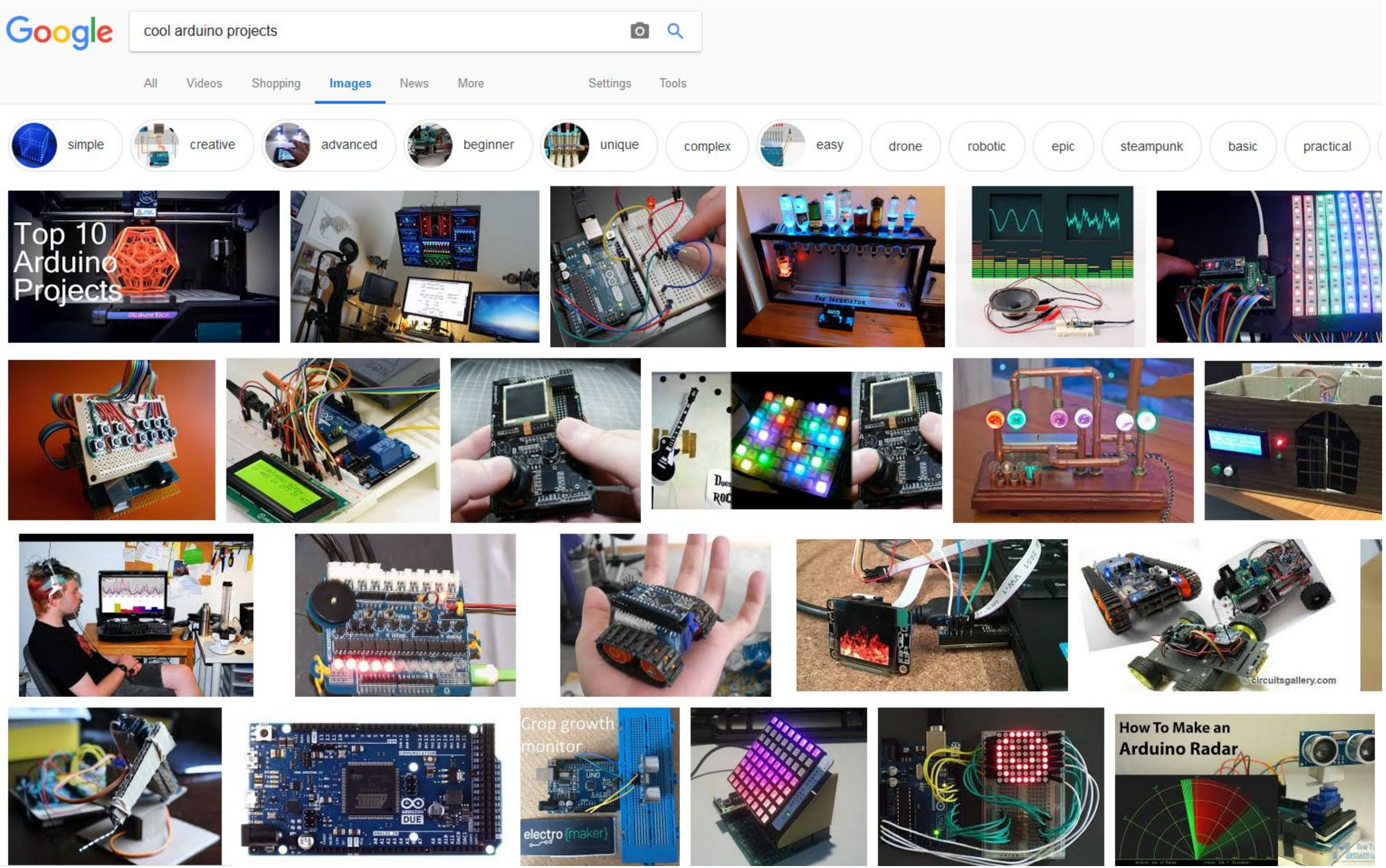
Why?

- Build cool stuff!





cool arduino projects

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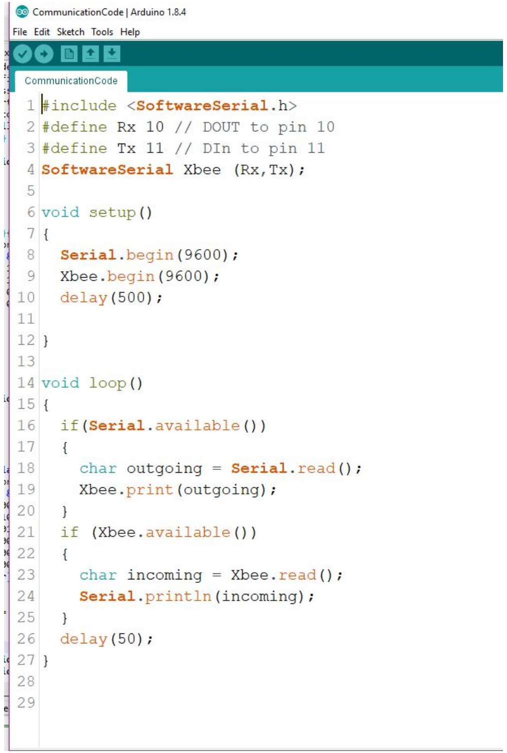
Arduino Programming Language

- ❖ Based of C/C++
- ❖ Can import libraries to do stuff for you
- ❖ Most of the code you need is already on the internet


CommunicationCode | Arduino 1.8.4
File Edit Sketch Tools Help
CommunicationCode

```
#include <SoftwareSerial.h>
#define Rx 10 // DOUT to pin 10
#define Tx 11 // DIn to pin 11
SoftwareSerial Xbee (Rx,Tx);

void setup()
{
  Serial.begin(9600);
  Xbee.begin(9600);
  delay(500);

}

void loop()
{
  if(Serial.available())
  {
    char outgoing = Serial.read();
    Xbee.print(outgoing);
  }
  if (Xbee.available())
  {
    char incoming = Xbee.read();
    Serial.println(incoming);
  }
  delay(50);
}
```

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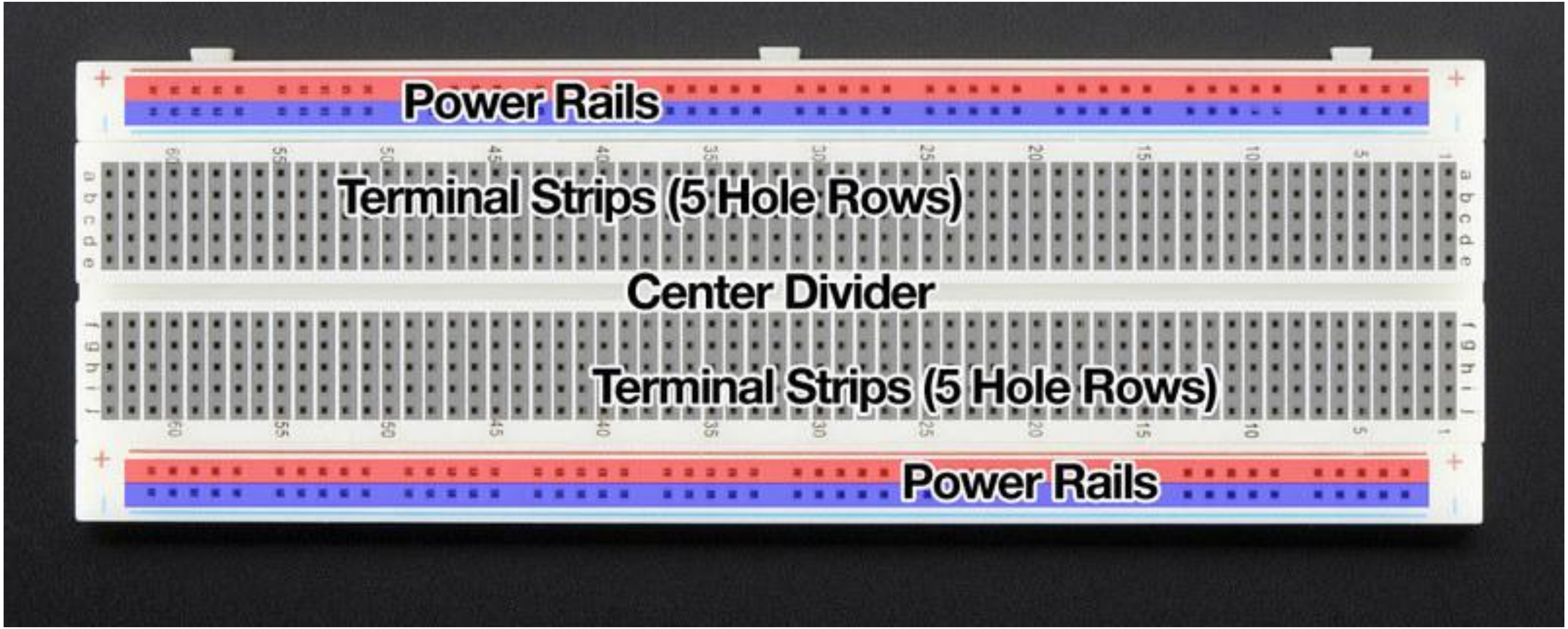
Breadboard



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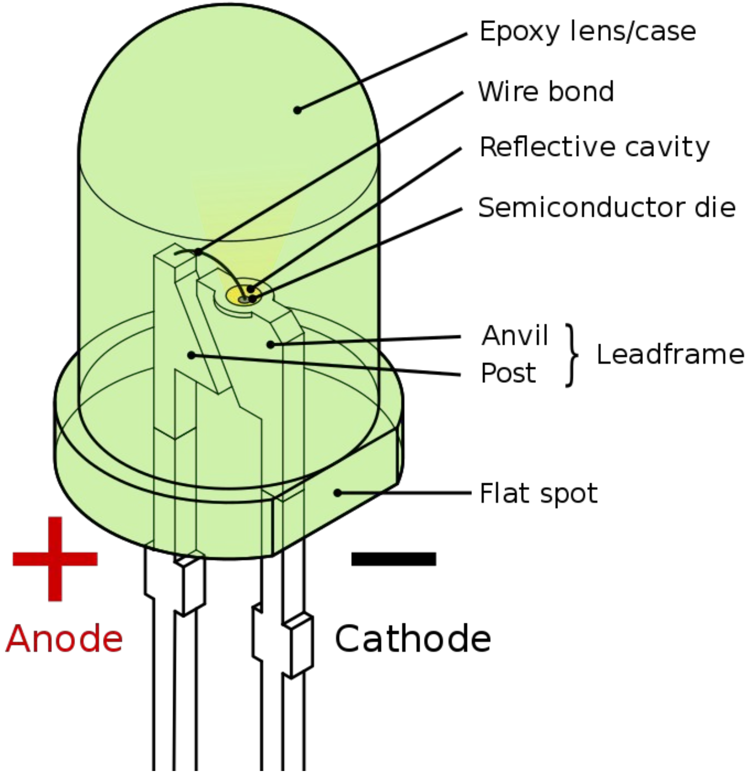
Digital

- 0’s and 1’s, HIGHs and LOWs
- Arduino high output is 5 V
    - Enough to power an LED
- Sorta like the “Hello World” of hardware

Blink an LED - Wiring

- Wire anode to any digital pin
- Wire cathode to resistor
- Wire resistor to ground



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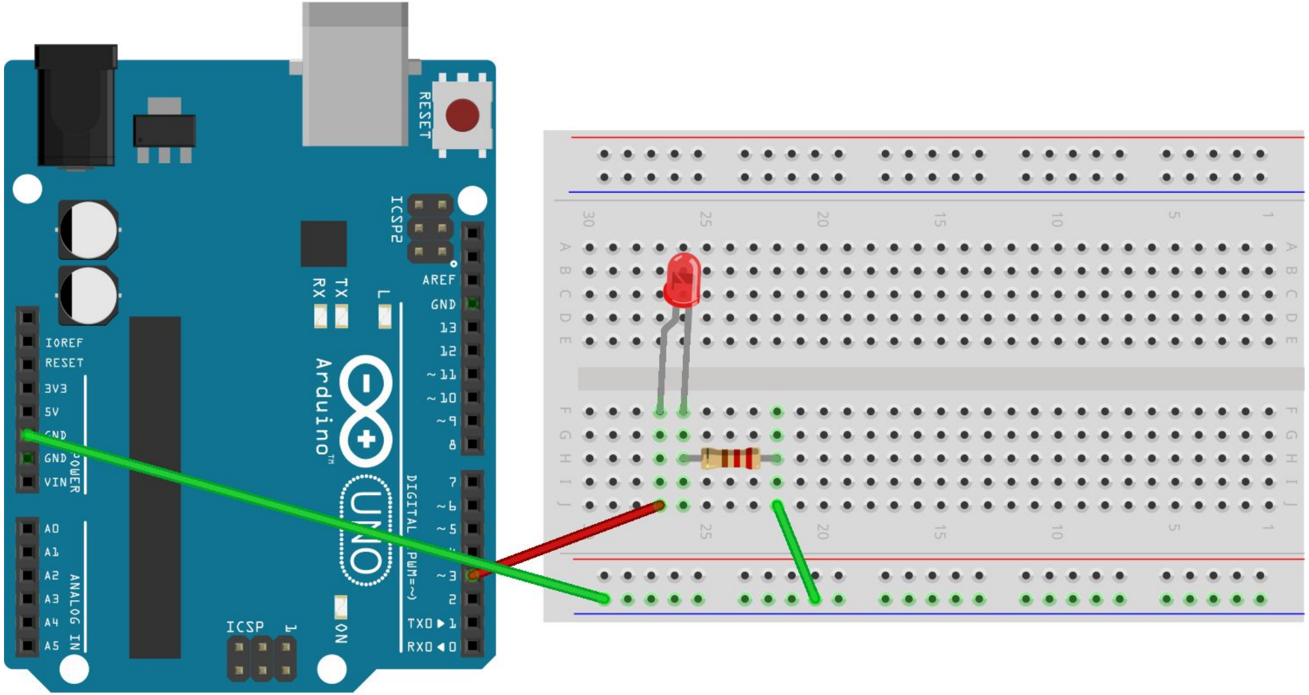
Blink an LED - Wiring



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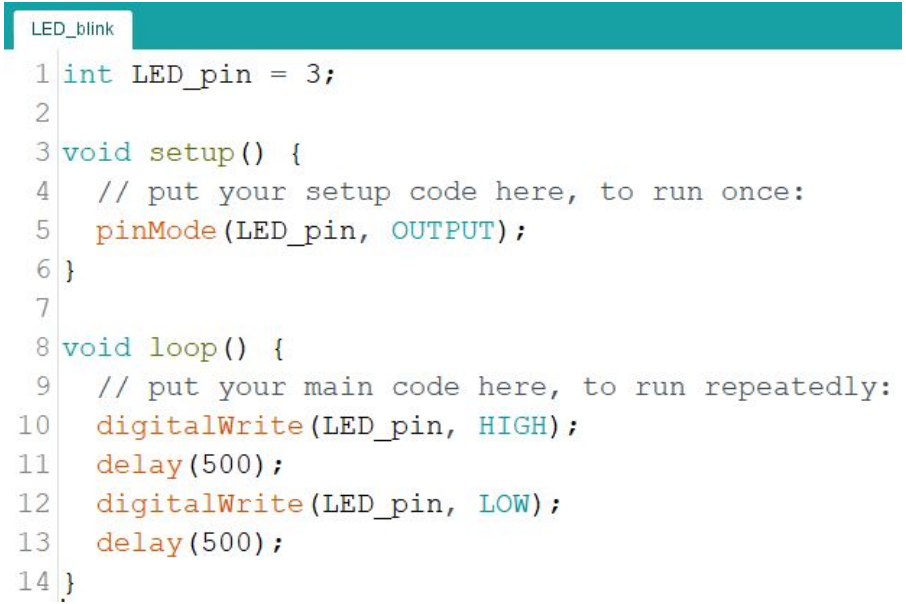
Blink an LED - Coding

- In setup, declare the pin as an output pin
- In loop, digitalWrite the pin high and low with delays in between
- Compile and push to Arduino



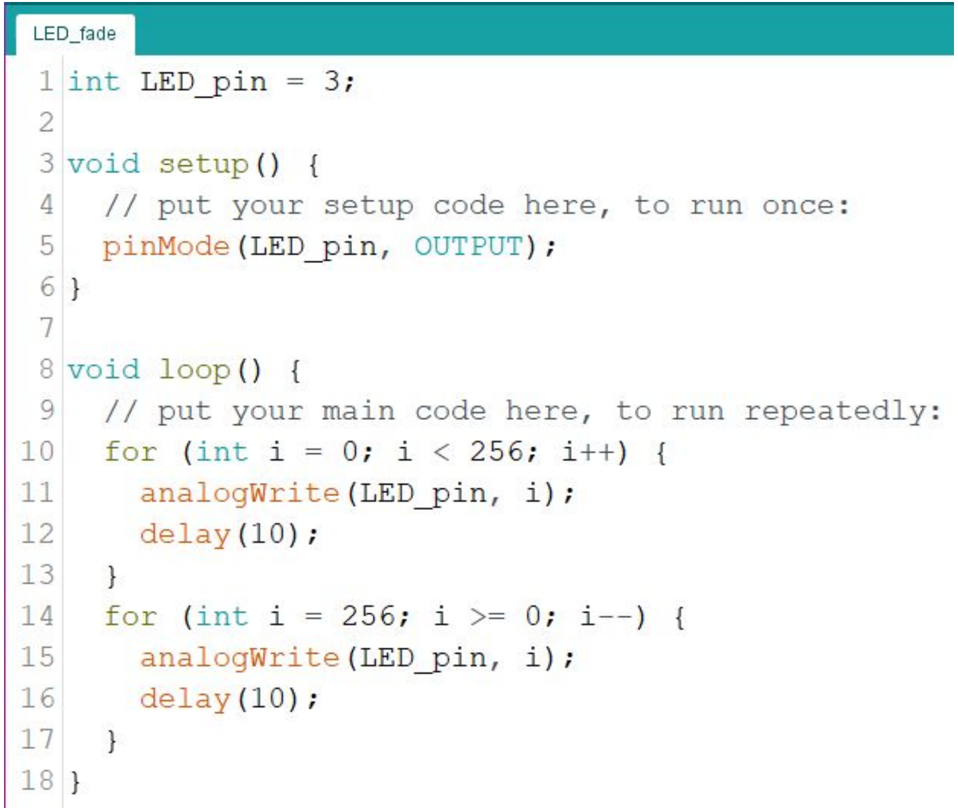
```
int LED_pin = 3;

void setup() {
  // put your setup code here, to run once:
  pinMode(LED_pin, OUTPUT);
}

void loop() {
  // put your main code here, to run repeatedly:
  digitalWrite(LED_pin, HIGH);
  delay(500);
  digitalWrite(LED_pin, LOW);
  delay(500);
}
```

Fade an LED - Coding

- Write a for loop from 0 to 255
- Increment each time by 1, and delay for a bit
- Reverse the for loop



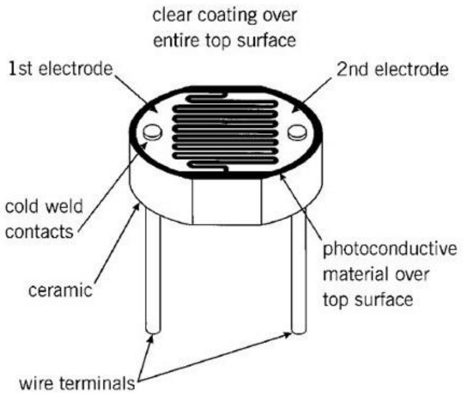
```
int LED_pin = 3;

void setup() {
  // put your setup code here, to run once:
  pinMode(LED_pin, OUTPUT);
}

void loop() {
  // put your main code here, to run repeatedly:
  for (int i = 0; i < 256; i++) {
    analogWrite(LED_pin, i);
    delay(10);
  }
  for (int i = 256; i >= 0; i--) {
    analogWrite(LED_pin, i);
    delay(10);
  }
}
```

Analog

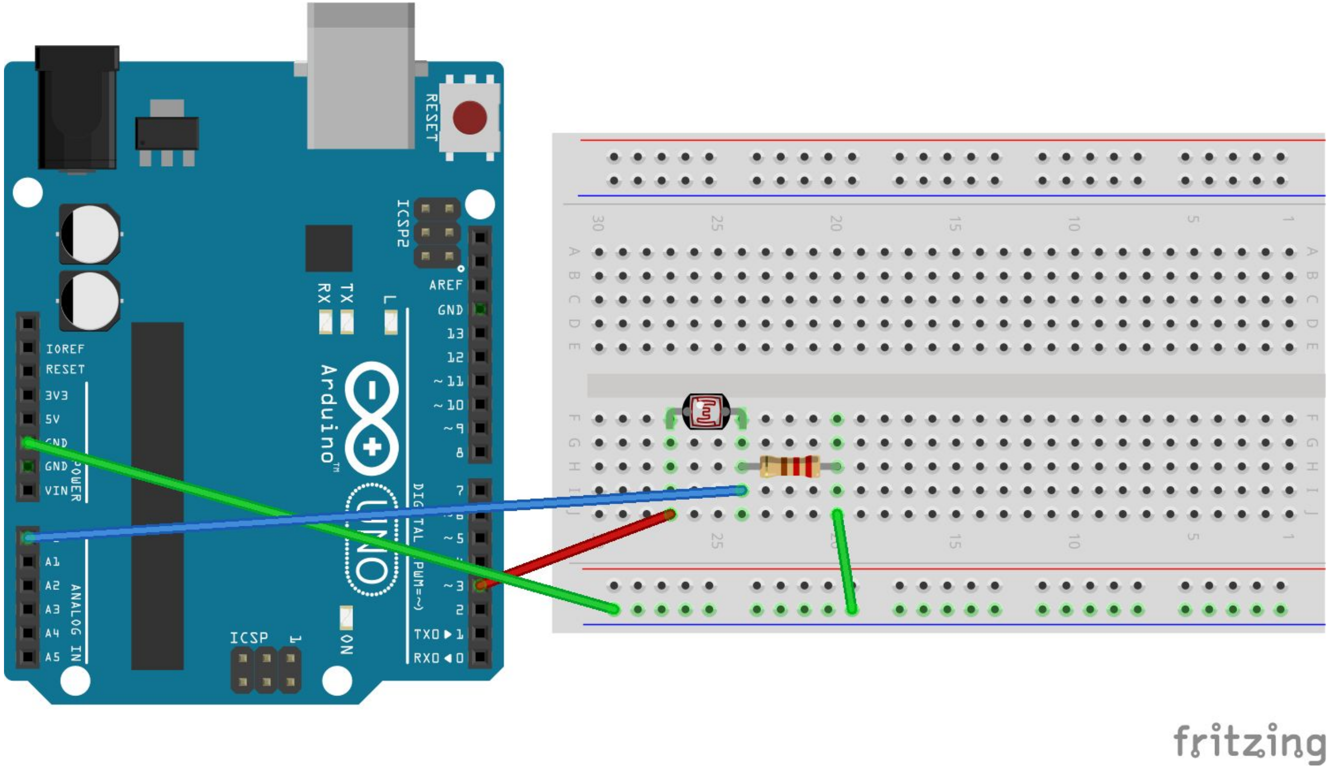
- Dynamic, can map 0 to 5 V input to 0 to 1023
- Useful for reading in voltage values
- Can use photoresistors to show variable voltage divider


clear coating over entire top surface
1st electrode
2nd electrode
cold weld contacts
ceramic
photoconductive material over top surface
wire terminals

Photoresistor Voltage Divider - Wiring

- ❖ Can put wire on to 5 V
- ❖ Put photoresistor in series with 220 Ohm resistor
- ❖ 220 Ohm resistor to ground
- ❖ Wire analog port to node between photoresistor and 220 Ohm resistor

Photoresistor Voltage Divider - Wiring



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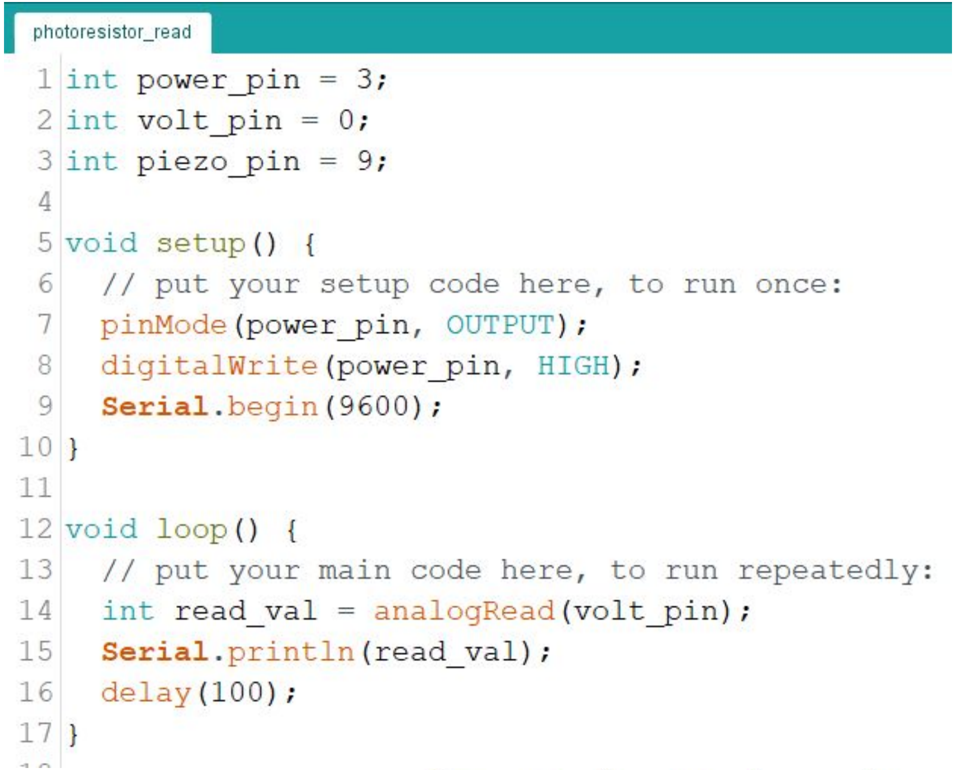
Photoresistor Voltage Divider - Coding

- Start serial monitor in setup
- Poll every few seconds on the analog port with analogRead
- Vary the light on the photoresistor



```
int power_pin = 3;
int volt_pin = 0;
int piezo_pin = 9;

void setup() {
  // put your setup code here, to run once:
  pinMode(power_pin, OUTPUT);
  digitalWrite(power_pin, HIGH);
  Serial.begin(9600);
}

void loop() {
  // put your main code here, to run repeatedly:
  int read_val = analogRead(volt_pin);
  Serial.println(read_val);
  delay(100);
}
```

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Jank Theremin - Wiring

- Wire up a piezobuzzer + up to a PWM digital pin
- Wire other side to -

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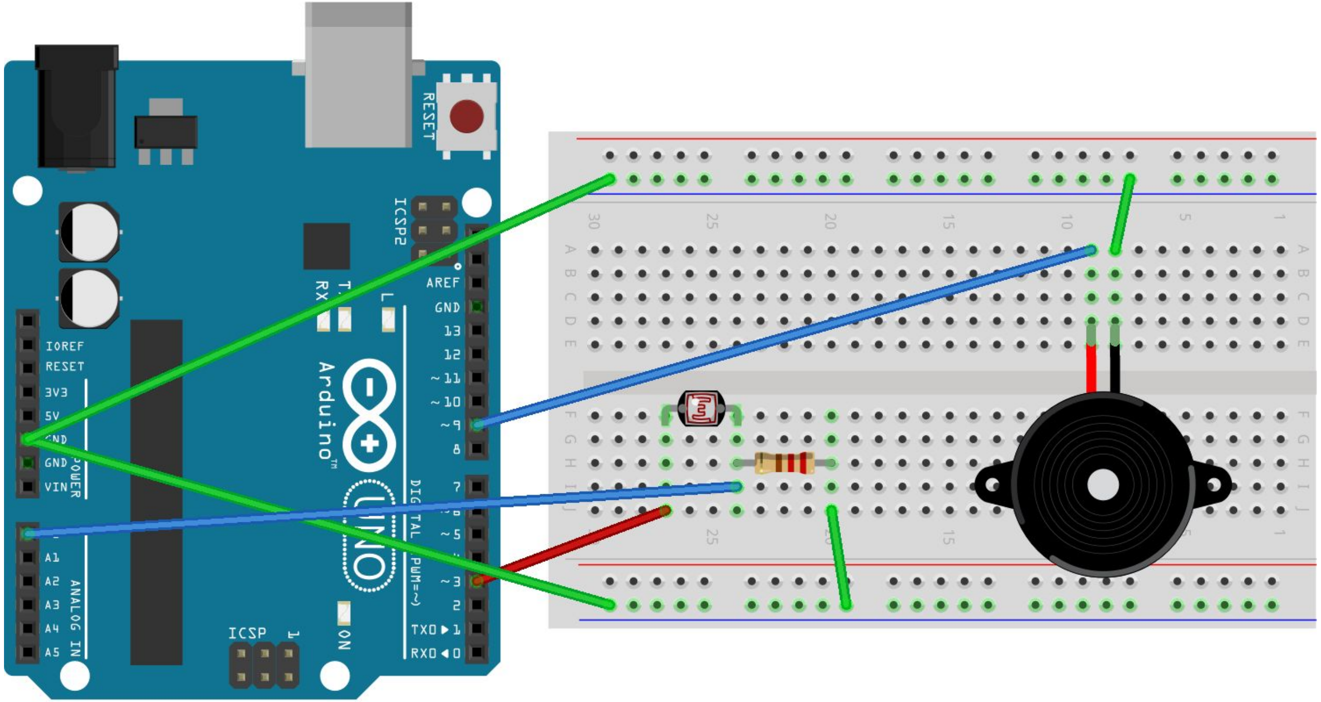
Jank Theremin - Wiring



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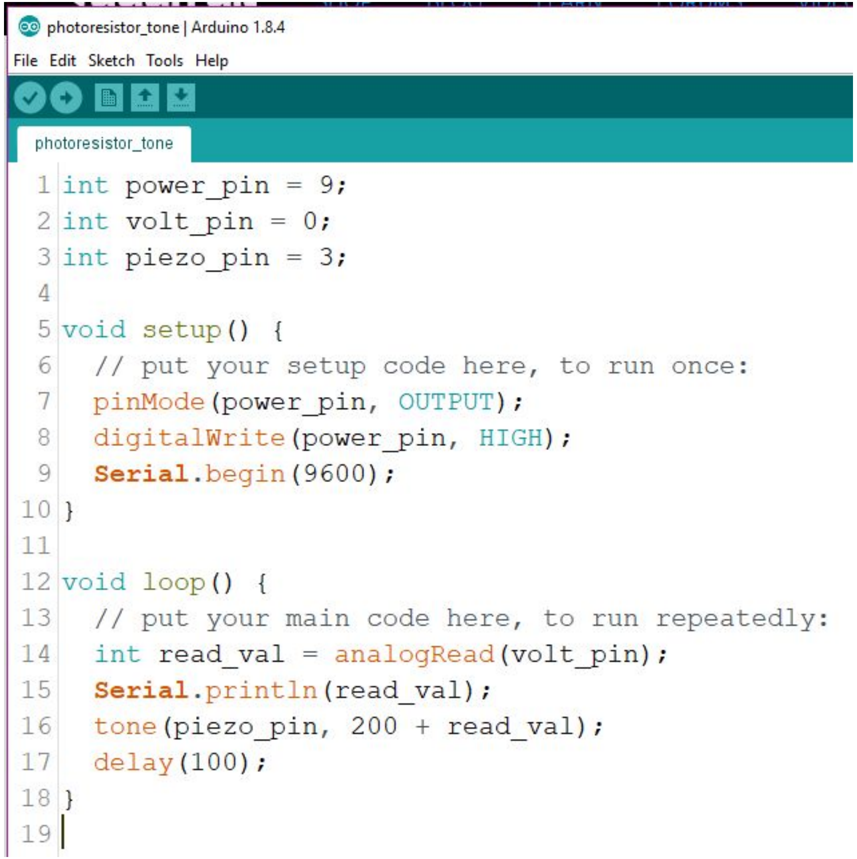
Jank Theremin - Coding

- Adding to your photoresistor code, save the analogRead to a int
- Call the tone command on the piezobuzzer pin with the value of the analogRead


photoresistor_tone | Arduino 1.8.4
File Edit Sketch Tools Help
photoresistor_tone

```
int power_pin = 9;
int volt_pin = 0;
int piezo_pin = 3;

void setup() {
  // put your setup code here, to run once:
  pinMode(power_pin, OUTPUT);
  digitalWrite(power_pin, HIGH);
  Serial.begin(9600);
}

void loop() {
  // put your main code here, to run repeatedly:
  int read_val = analogRead(volt_pin);
  Serial.println(read_val);
  tone(piezo_pin, 200 + read_val);
  delay(100);
}
```

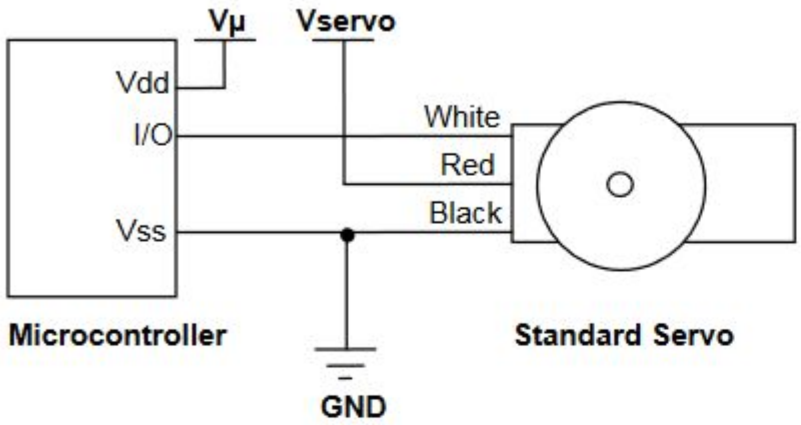
Libraries

- Provide extra functionality for use in sketches, e.g. working with hardware or manipulating data
- Servo is standard Arduino Library
- Lots of sensors that you use have pre written libraries

Servo - wiring

- Put white wire on PWM digital port

Quick-Start Circuit



Vµ = microcontroller voltage supply

Vservo = 4 to 6 VDC, regulated or battery

I/O = PWM TTL or CMOS output signal from microcontroller: 3.3 to 5 V, not to exceed Vservo + 0.2 V

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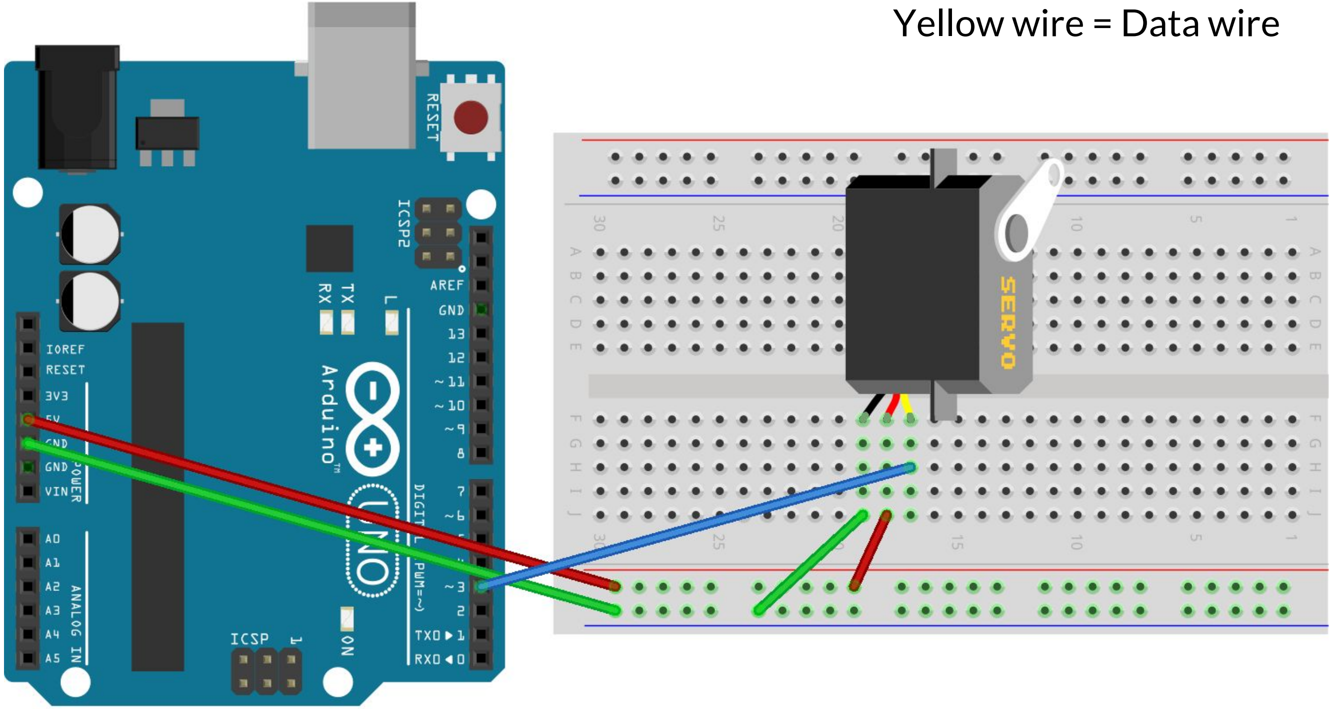
Servo - wiring

Yellow wire = Data wire



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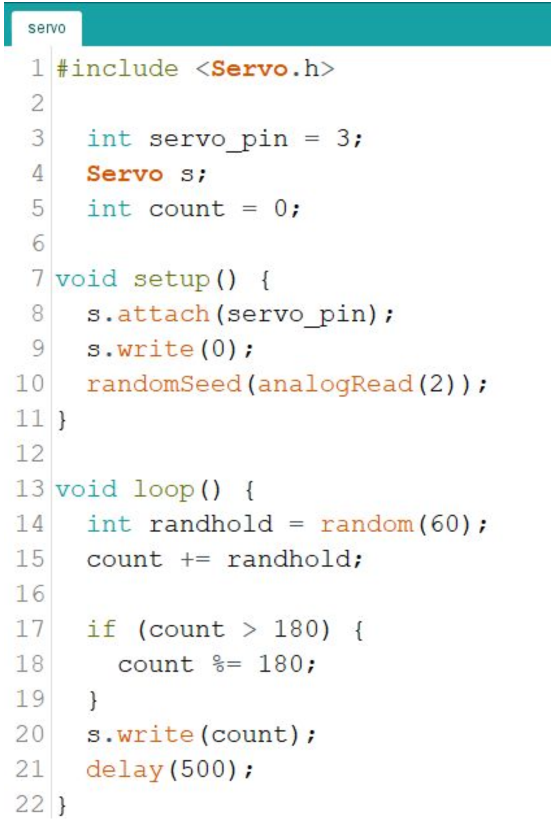
Servo - coding

- Remember to include the Servo.h
- Servo can set itself to any angle between 0 and 180



```
#include <Servo.h>

  int servo_pin = 3;
  Servo s;
  int count = 0;

void setup() {
  s.attach(servo_pin);
  s.write(0);
  randomSeed(analogRead(2));
}

void loop() {
  int randhold = random(60);
  count += randhold;

  if (count > 180) {
    count %= 180;
  }
  s.write(count);
  delay(500);
}
```

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What’s Next?

- Combine all the code you’ve done together for fun
- Make functions to help with repetitive code
- You now know enough Arduino to do any project you want to do
- You can probably google most questions that you have
- Make cool projects!

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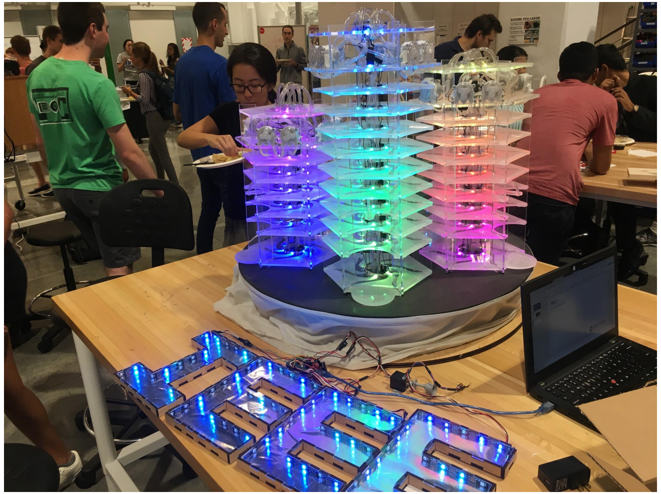
- We make cool microcontroller projects!
- It’s flashy and has a ton of LEDs
- Use a ton of algorithms to play chess / solve rubik cubes
- Good group / personal projects
- Questions? Come and ask



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