Arduino Introduction

Overview

What is Arduino?

Arduino is a tool for making computers that can sense and control more of the physical world than your desktop computer. It's an open-source physical computing platform based on a simple microcontroller board, and a development environment for writing software for the board.
Arduino can be used to develop interactive objects, taking inputs from a variety of switches or sensors, and controlling a variety of lights, motors, and other physical outputs. Arduino projects can be stand-alone, or they can be communicated with software running on your computer (e.g. Flash, Processing, MaxMSP.) The boards can be assembled by hand or purchased preassembled; the open-source IDE can be downloaded for free.
The Arduino programming language is an implementation of Wiring, a similar physical computing platform, which is based on the Processing multimedia programming environment.

Feature

- Schematic design of the open source development interface free download, and also according to the needs of their own changes
- Download the program is simple and convenient.
- Simply with the sensor, a wide range of electronic components connection (such as: LED light, buzzer, keypad, photoresistor, etc.), make all sorts of interesting things.
- Using the high-speed micro-processing controller (ATMEGA328).
- The development of language and development environment is very simple, easy to understand, very suitable for beginners to learn.

Performance

- Digital I/O 0~13.
- Analog I/O 0~5.(R3 is 0~7)
- Support ISP download function.
- Input voltage: when connected to the USB without external power supply or external 5 v ~ 9 v dc voltage input. Output voltage: 5 V dc voltage output and 3.3 V dc voltage output and external power input.
- Atmel Atmega328 micro-processing controller. Because of its many supporters, the company has developed 32-bit MCU arduino platform support.
  Arduino size: width of 70 mm X high 54 mm.

Special Port

1. **VIN.** The input voltage to the Arduino board when it's using an external power source (as

opposed to 5 volts from the USB connection or other regulated power source). You can supply voltage through this pin, or, if supplying voltage via the power jack, access it through this pin.

2. **AREF.** Reference voltage for the analog inputs. Used with analogReference().

SainSmart UNO R3

What's UNO R3?

The Arduino Uno is a microcontroller board based on the ATmega328. It has 14 digital input/output pins (of which 6 can be used as PWM outputs), 6 analog inputs, a 16 MHz ceramic resonator, a USB connection, a power jack, an ICSP header, and a reset button. It contains everything needed to support the microcontroller; simply connect it to a computer with a USB cable or power it with a AC-to-DC adapter or battery to get started.

Performance

Revision 3 is the last SainSmart UNO development board version.

Parameter

- 3.3V/5V Supply Voltage and IO Voltage can be switched at the same time.
- More 3.3V modules supported, such as Xbee module, Bluetooth module, RF module, GPRS module, GPS module, LCD5110 Backlight and so on, but the original version can only support 5V IO.
- Controller uses SMD MEGA328P-AU chip. Add A6/A7 port.
- 5V Electric current : 500MA
- 3.3V Electric current : 50MA
- Input Voltage: 7-12V

Improvement of R3

- Working voltage 3.3V/5V is optional.
- Arduino can only work at 5V voltage. When it comes to 3.3V Level module, IO can't be connected to it. The Level should be changed, like the SD card, Bluetooth module and so on.
- Sainsmart UNO R3 can work at 3.3V voltage by switching on the button. At this time, IO port is 3.3V and it can work with 3.3V Level module. (R3 can directly use the electronic building blocks on I / O port and elicit G, V, S)

Arduino C Grammar

Arduino grammar is built on the basis of C/C + +, in fact is also the basic C grammar, Arduino grammar not only put some related parameters Settings are function change, we have no need to understand his bottom, let us to know AVR micro control unit (MCU) friend can also easy to fit in. So here I'll simple comment the Arduino grammar.

Control Structures

- If
- if...else
- for
- switch case
- while
- do... while
- break
- continue
- return
- goto

Further Syntax

- ;
- {}
- //
- /* */

Operators

- **++**
- **--**
- **+=**
- **-=**
- ***=**
- **/=**
- =
- +
- -
- *
- /
- %
- ==
- !=
- <
- >
- <=

>=
&&
||
!

Data type

boolean
char
byte
int
unsigned int
long
unsigned long
float
double
string
array
void

Constant

HIGH | LOW Said digital IO port level, HIGH Said high level(1), LOW Said low electric flat(0).

INPUT | OUTPUT Said digital IO port direction, INPUT Said input (high impedance state)

OUTPUT Said output (AVR can provide 5 v voltage and ma current).

TURE | FALSE true(1) , false(0）.

All above are the basic c grammar words and symbols, everybody can understand, and the specific use can combine experimental procedure.

Structure

- **void setup()**

The setup() function is called when a sketch starts. Use it to initialize variables, pin modes, start using libraries, etc. The setup function will only run once, after each power up or reset of the Arduino board.

- **void loop()**

After creating a setup() function, which initializes and sets the initial values, the loop() function does precisely what its name suggests, and loops consecutively, allowing your program to change and respond. Use it to actively control the Arduino board.

Function

- **Digital I/O**

pinMode(pin, mode) pin 0~13, mode is input or output.
digitalWrite(pin, value) pin 0~13, value is HIGH or LOW.
int digitalRead(pin) pin 0~13, value is HIGH or LOW.

- **Analog I/O**

int analogRead(pin) pin 0~5.

analogWrite(pin, value) pin 3, 5, 6, 9, 10, 11, value is 0 to 255

Time

delay(ms) Pauses the program for the amount of time (in miliseconds) specified as parameter. (There are 1000 milliseconds in a second.)(unit ms).

delayMicroseconds(us)

Math

min(x, y) minimum value

max(x, y) maximum value

abs(x) absolute value

constrain(x, a, b) Constraint function, lower limit a upper limit b, x must be between a & b to be returned

map(value, fromLow, fromHigh, toLow, toHigh)

pow(base, exponent) extraction of square root

sq(x) square

sqrt(x) Square root

Chapter 1 Hello World!

In this chapter, we will learn use Arduino IDE serial interface tools to show the contents that we want to display in the computer.

Example code:

```
void setup()
{
      Serial.begin(9600);// opens serial port, sets data rate to 9600 bps
   Serial.println("Hello World!");
}

void loop()
{

}
```

Explain:

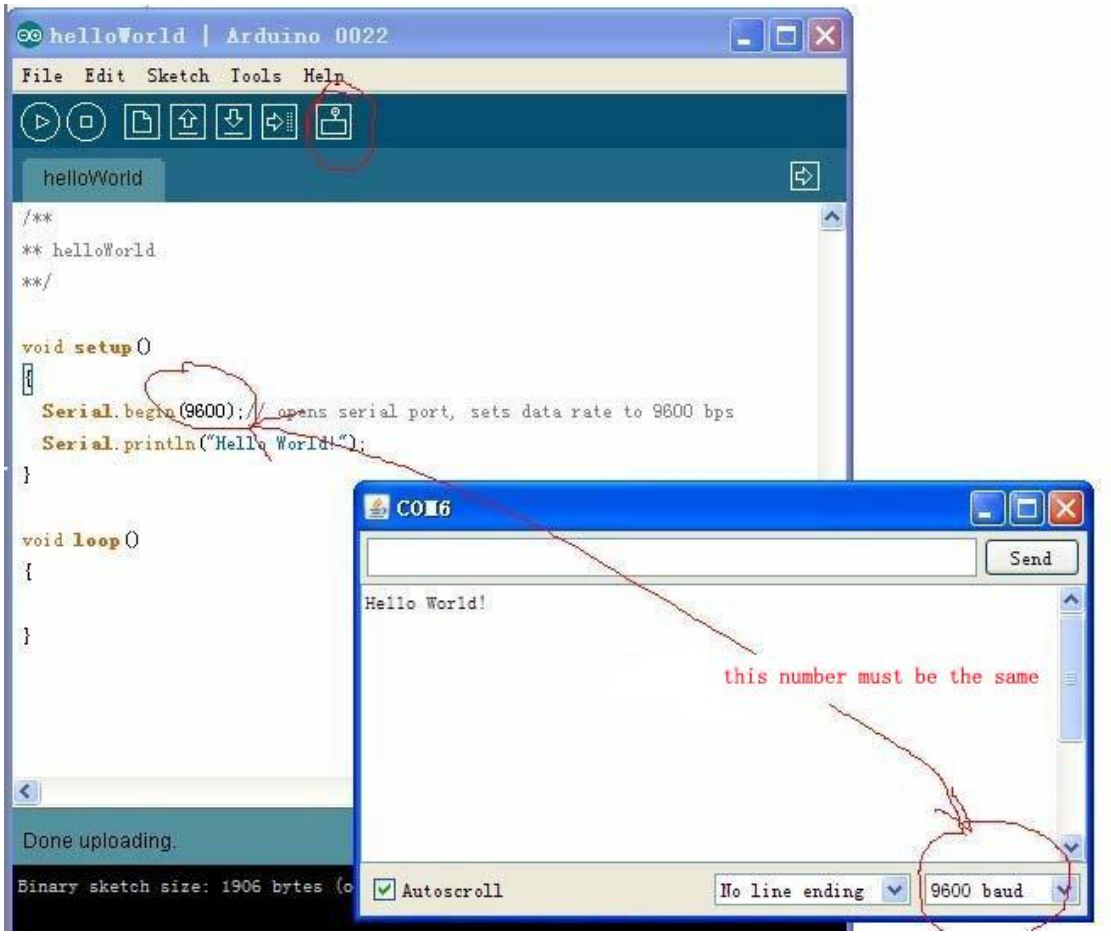
Serial.begin(9600); The comment says 9600 bps, and just so you know bps stands for bits-per-second (we will refer to this as the baud rate). Communicate with computer, you may choose these rate “300, 1200, 2400, 4800, 9600, 14400, 19200, 28800, 38400, 57600, 115200”.

Operation:

1) Download code to arduino.

2) After download, click “tool”, pick up relevant arduino board, and relevant com. Then click “serial Monitor”, on the new open up window’s bottom right, choose the relevant rate.

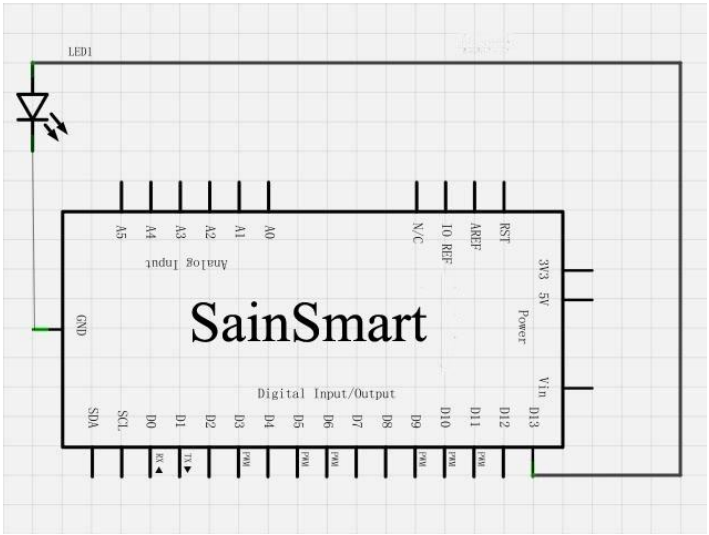
SainSmart UNO R3 Starter Kit For Arduino

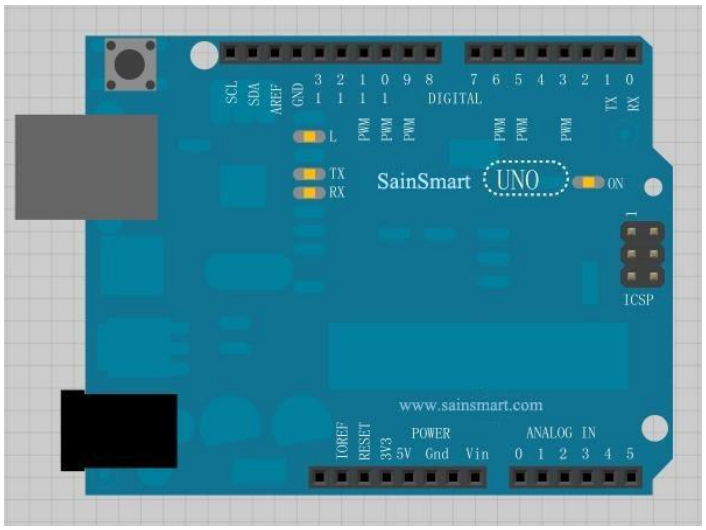


Chapter 2 Blink LED

Small LED lamp experiment is the basis of comparison of the experimental one, this time we use the motherboard comes with 13 feet of LED lights to complete the experiment, the experimental equipment we need is the Arduino which each experiment must have and USB download cable.

Next we connect small lamp in accordance with the following experimental schematic physical map.





Accordance with the good circuit after the link above figure, you can start writing programs, and we let the small LED lights flashing. Lighting on for one second and off for one second. This program is very simple. This is Arduino own routines Blink.

Example code:

```
int ledPin = 13; // define pin 13
void setup()
{
```

```
pinMode(ledPin, OUTPUT); //define interface is output
}
void loop()
{
digitalWrite(ledPin, HIGH); //light up led lamp
delay(1000); //delay 1s
digitalWrite(ledPin, LOW); //go out led lamp
delay(1000); // delay 1s
}
```

After downloading the program, you can see our 13-foot LED lights flashing, so that our small lights flicker experiment is complete.

Chapter3 LED Blink

light emitting diode

What's light emitting diode?

The light emitting diode referred to as LED. By gallium (Ga) and arsenic (AS) and phosphorus (P) made of a compound of the diode, when the electron and hole recombination can radiate visible light, and thus can be used to prepare a light-emitting diode in the circuit and the instrument as the indicator, or the composition of the text or digital display. Ga As P diode hair red, gallium phosphide diode green silicon carbide diode yellow.

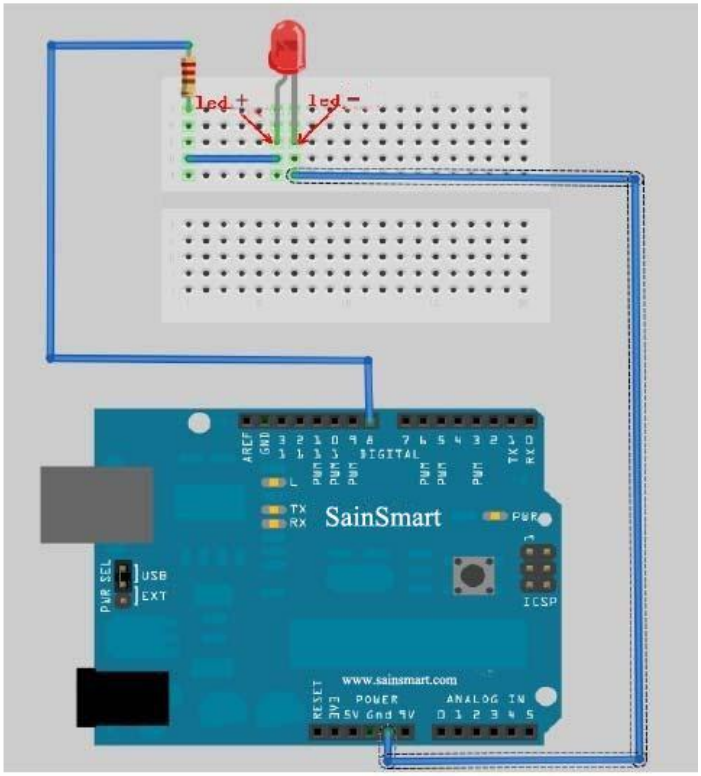
A flashing LED lights experiment

Experiment component

- LED lamp : 1
- 220Ω resistor : 1
- Breadboard & Jumper wires

Connect your circuit as the below diagram

SainSmart UNO R3 Starter Kit For Arduino



Example code:

```
int ledPin=8; //set IO pin of LED in control
void setup()
{
    pinMode(ledPin,OUTPUT);//set digital pin IO is OUTPUT
}
void loop()
{
    digitalWrite(ledPin,HIGH); //set PIN8 is HIGH , about 5V
    delay(1000); //delay 1000ms, 1000ms = 1s
    digitalWrite(ledPin,LOW); //set PIN8 is LOW, 0V
    delay(1000); //delay 1000ms, 1000ms = 1s
}
```

setup()

The setup() function is called when a sketch starts. Use it to initialize variables, pin modes, start using libraries, etc. The setup function will only run once, after each powerup or reset of the Arduino board.

loop()

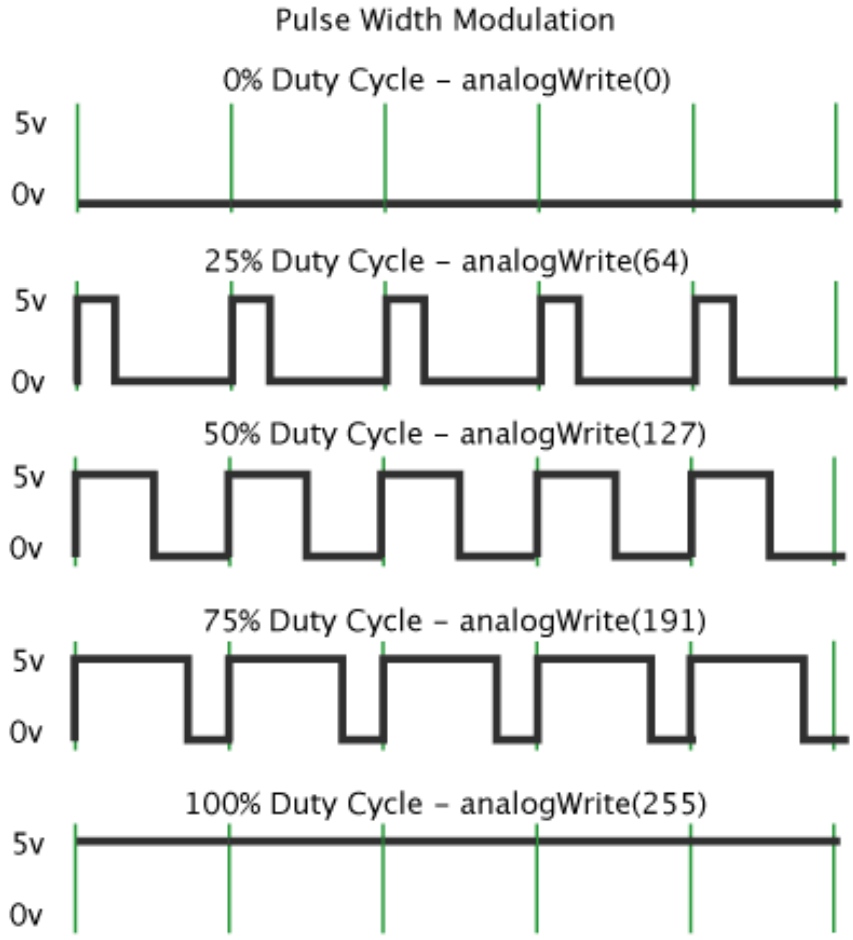
After creating a setup() function, which initializes and sets the initial values, the loop() function does precisely what its name suggests, and loops consecutively, allowing your program to change and respond. Use it to actively control the Arduino board.

Chapter4 PWM

What's PWM?

Pulse Width Modulation, or PWM, is a technique for getting analog results with digital means. Digital control is used to create a square wave, a signal switched between on and off. This on-off pattern can simulate voltages in between full on (5 Volts) and off (0 Volts) by changing the portion of the time the signal spends on versus the time that the signal spends off. The duration of "on time" is called the pulse width. To get varying analog values, you change, or modulate, that pulse width. If you repeat this on-off pattern fast enough with an LED for example, the result is as if the signal is a steady voltage between 0 and 5v controlling the brightness of the LED.

In the graphic below, the green lines represent a regular time period. This duration or period is the inverse of the PWM frequency. In other words, with Arduino's PWM frequency at about 500Hz, the green lines would measure 2 milliseconds each. A call to analogWrite() is on a scale of 0 - 255, such that analogWrite(255) requests a 100% duty cycle (always on), and analogWrite(127) is a 50% duty cycle (on half the time) for example.



For the Arduino, you write a value from 0 to 255 on a PWM pin, and the Arduino library will cause the pin to output a PWM signal whose on time is in proportion to the value written.

When it comes time for us to actually write an output voltage, the 0-255 value lacks meaning. What we want is many cases is a voltage. For our purposes, we will assume the Arduino is

running at Vcc = 5 volts. In that case, a value of 255 will also be 5 volts. We can then easily convert the desired voltage to the digital value needed using simple division. We first divide the voltage we want by the 5 volts maximum. That gives us the percentage of our PWM signal. We then multiply this percentage by 255 to give us our pin value. Here is the formula:
Pin Value (0-255) = 255 * (AnalogWrite / 5);

Arduino use analogWrite()

analogWrite()： Writes an analog value (PWM wave) to a pin. Can be used to light a LED at varying brightnesses or drive a motor at various speeds. After a call to analogWrite(), the pin will generate a steady square wave of the specified duty cycle until the next call to analogWrite() (or a call to digitalRead() or digitalWrite() on the same pin). The frequency of the PWM signal is approximately 490 Hz.
On most Arduino boards (those with the ATmega168 or ATmega328), this function works on pins 3, 5, 6, 9, 10, and 11. On the Arduino Mega, it works on pins 2 through 13. Older Arduino boards with an ATmega8 only support analogWrite() on pins 9, 10, and 11.The Arduino Due supports analogWrite() on pins 2 through 13, plus pins DAC0 and DAC1. Unlike the PWM pins, DAC0 and DAC1 are Digital to Analog converters, and act as true analog outputs.You do not need to call pinMode() to set the pin as an output before calling analogWrite().The analogWrite function has nothing to do with the analog pins or the analogRead function.

Syntax

analogWrite(pin, value)

Parameters

pin: the pin to write to.

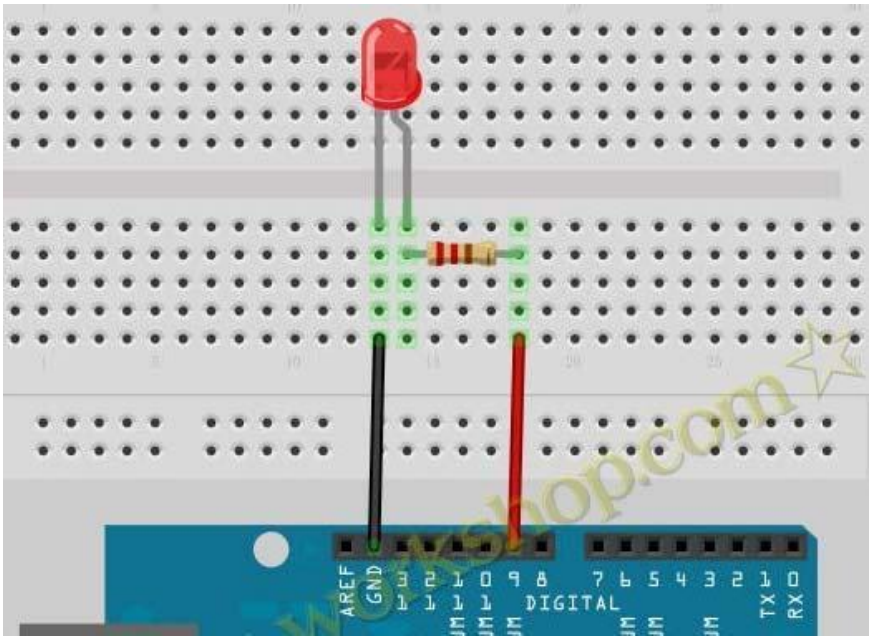
value: the duty cycle: between 0 (always off) and 255 (always on).
Notes and Known Issues

The PWM outputs generated on pins 5 and 6 will have higher-than-expected duty cycles. This is because of interactions with the millis() and delay() functions, which share the same internal timer used to generate those PWM outputs. This will be noticed mostly on low duty-cycle settings (e.g 0 - 10) and may result in a value of 0 not fully turning off the output on pins 5 and 6.

Experiment component:

1. 1 x 22oΩ resistor
2. 1 x LED
3. 1 x Breadboard

Connect your circuit as the below diagram.



Example code:

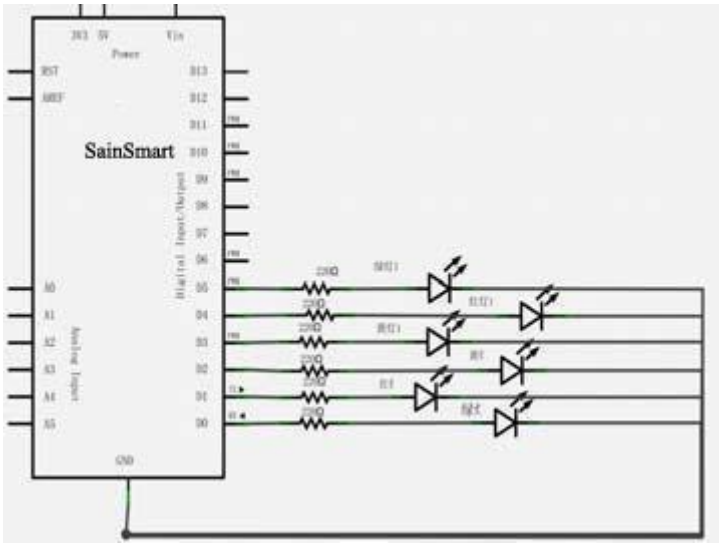
```
int brightness = 0;        //define original value of brightness, the value is brightness of LED.
int fadeAmount = 5;      //define fadeAmount，the value is the amount of brightness variations' change.

void setup()    {
   pinMode(9, OUTPUT);//     set pin9 is output
}

void loop()    {

   analogWrite(9, brightness);//write the value of brightness in pin9

      brightness = brightness + fadeAmount;//change the value of brightness

      if (brightness == 0 || brightness == 255) {
            fadeAmount = -fadeAmount ; // roll over the brightness between the highest and lowest
      }

   delay(30); //delay 30ms
}
```

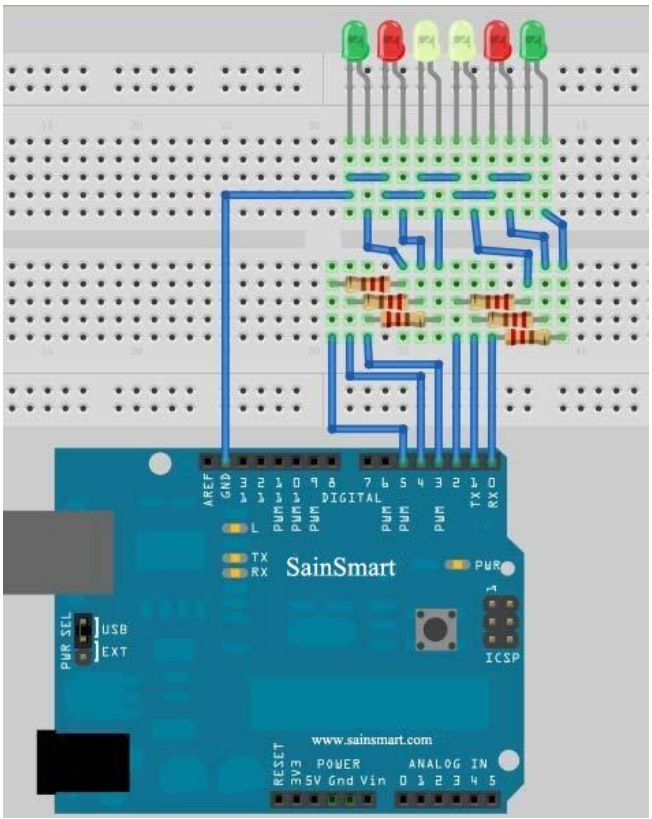
Chapter5 Advertising LED

Experiment component:

- LED lamp: 6
- 220Ω resistors: 6
- Breadboard & Jumper wires

Connect your circuit as the below diagram.





Example code

Program code is in the advertising lights program folder. Double-click to open and you will see a led2 folder, open it, you will find out a led2.pde file. Double-click the icon to open it. Then you will see that it is the arduino programming software window with the experimental program code.

```
//set in Led's digital IO pin control
int Led1 = 1;
int Led2 = 2;
int Led3 = 3;
int Led4 = 4;
int Led5 = 5;
int Led6 = 6;
//led lamp run the example 1 program
void style_1(void)
{
   unsigned char j;
   for(j=1;j<=6;j++)//every 200ms light up one of led lamps with 1~6 pin in turn
      {
      digitalWrite(j,HIGH);//light up the led lamps with j pin
            delay(200);//delay 200ms
      }
   for(j=6;j>=1;j--)//every 200ms got out one of led lamps with 6~1 pin in turn
      digitalWrite(j,LOW);//go out the led lamps with j pin
            delay(200);//delay 200ms
      }
}
//led lamp blink example program
void flash(void)
{
   unsigned char j,k;
for(k=0;k<=1;k++)//blink twice
      {
      for(j=1;j<=6;j++)//light up led lamps with 1~6 pin
         digitalWrite(j,HIGH);//light up led lamp with j pin
            delay(200);//delay 200ms
      for(j=1;j<=6;j++)//go out the led lamp with 1~6 pin
         digitalWrite(j,LOW);//go out the led lamp with j pin
            delay(200);//delay 200ms
      }
}
//led lamp run the example 2 program
void style_2(void)
{
   unsigned char j,k;
```

```
    k=1;//set k is 1
    for(j=3;j>=1;j--)
      {
      digitalWrite(j,HIGH);//light up
      digitalWrite(j+k,HIGH);//light up
            delay(400);//delay 400ms
            k +=2;//k plus 2
      }
    k=5;//set k is 5
    for(j=1;j<=3;j++)
      {
      digitalWrite(j,LOW);//go out
      digitalWrite(j+k,LOW);//go out
            delay(400);//delay 400ms
      k -=2;//k sub 2
      }
}
// led lamp run the example 3 program
void style_3(void)
{
    unsigned char j,k;//led lamp run the example 3 program
    k=5;//set k is 5
    for(j=1;j<=3;j++)
      {
      digitalWrite(j,HIGH);//light up
      digitalWrite(j+k,HIGH);//light up
            delay(400);//delay 400ms
      digitalWrite(j,LOW);//go out
      digitalWrite(j+k,LOW);//go out
      k -=2;//k sub 2
      }
        k=3;//set k is 3
        for(j=2;j>=1;j--)
          {
          digitalWrite(j,HIGH);//light up
          digitalWrite(j+k,HIGH);//light up
                delay(400);//delay 400ms
          digitalWrite(j,LOW);//go out
          digitalWrite(j+k,LOW);//go out
                k +=2;//k plus 2
          }
      }
      void setup()
      {
```

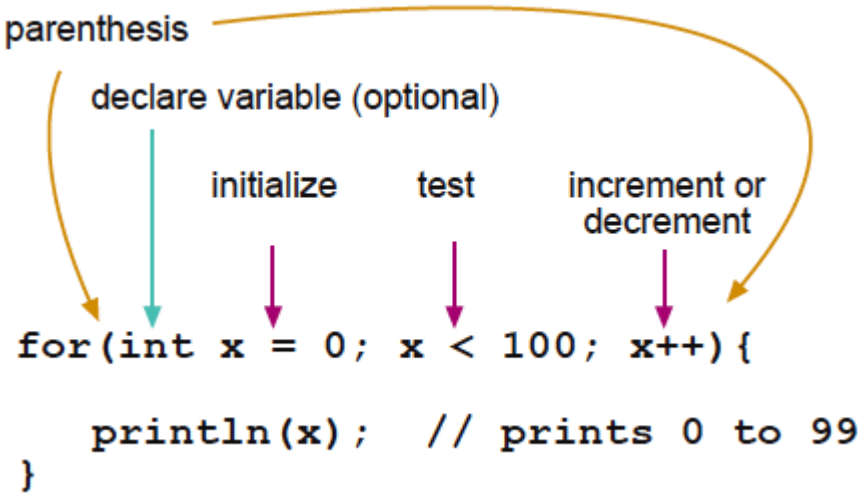
```
    unsigned char i;
    for(i=1;i<=6;i++)//set 1~6 pin output in turn
      pinMode(i,OUTPUT);//set i pin output
}
void loop()
{
    style_1();//example 1
    flash();//blink
    style_2();//example 2
    flash();//blink
    style_3();//example 3
    flash();//blink
}
```

Example code used: for(i=1;i<=6;i++)//set 1~6 pin output in turn
pinMode(i,OUTPUT);//set i pin output

The “for” statement is used to repeat a block of statements enclosed in curly braces. An increment counter is usually used to increment and terminate the loop. The for statement is useful for any repetitive operation, and is often used in combination with arrays to operate on collections of data/pins.

There are three parts to the for loop header:

```
for (initialization; condition; increment) {
//statement(s);
}
```



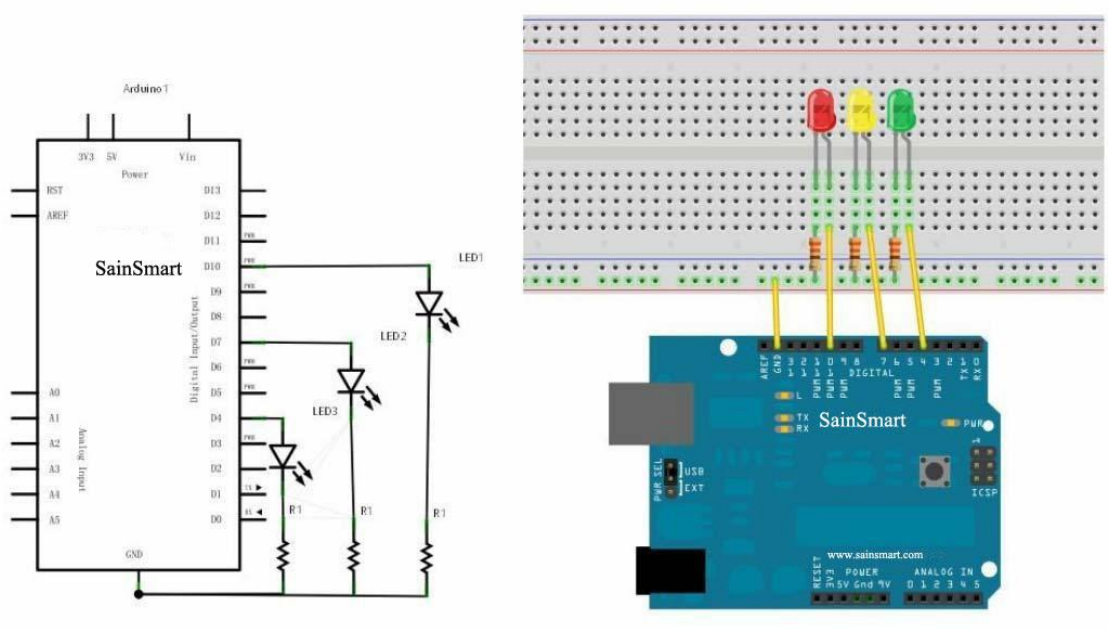
The initialization happens first and exactly once. Each time through the loop, the condition is tested; if it's true, the statement block, and the increment is executed, then the condition is tested again. When the condition becomes false, the loop ends.

Chapter6 Traffic light

Experiment component:

- Red , Green , Yellow led lamp: 3
- 220Ω resistor: 3
- Breadboard & Jumper wires

Connect your circuit as the below diagram.

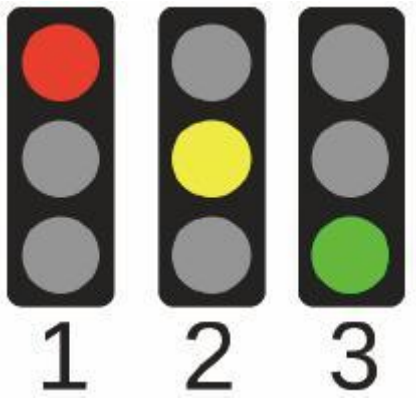


Example code:

Program code is in the traffic lights program folder. Double-click to open and you will find out a trafficLed.pde file. Double-click the icon to open it. Then you will see that it is the arduino programming software window with the experimental program code.

```
int ledred=10;      //define digital pin10 red
int ledyellow=7;        //define digital pin7 yellow
int ledgreen=4;      //define digital pin4 green
void setup()
{
    pinMode(ledred,OUTPUT);//set red pin output
    pinMode(ledyellow,OUTPUT);// set yellow pin output
    pinMode(ledgreen,OUTPUT);// set green pin output
}
void loop()
{
    digitalWrite(ledred,HIGH);//light up red lamp
    delay(1000);//delay 1000 ms = 1 s
    digitalWrite(ledred,LOW);//go out red lamp
```

```
    digitalWrite(ledyellow,HIGH);//light up yellow lamp
    delay(200);//delay 200 ms//
    digitalWrite(ledyellow,LOW);//go out
    digitalWrite(ledgreen,HIGH);//light up green lamp
    delay(1000);//delay 1000 ms
    digitalWrite(ledgreen,LOW);//go out
}
```

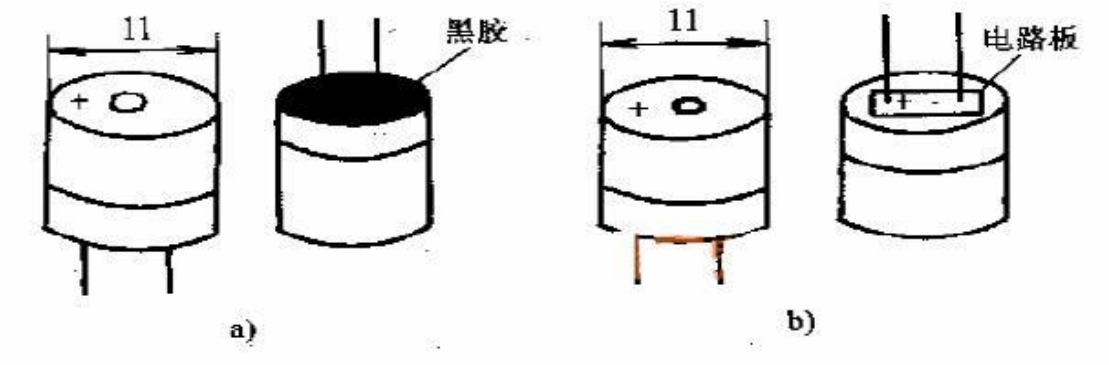


Chapter7 Buzzer

What's buzzer?

The buzzer is one integrated electronic transducers, DC voltage supply, widely used in computers, printers, copiers, alarm, electronic toys, automotive electronic equipment, telephones, timers and other electronic products for sound devices.

They can be divided into the: active buzzer (containing driver line) and passive buzzer (external drive) in their drive different way, teach you to distinguish between active buzzer and passive buzzer. A small buzzer for sale on the market now because of its small size (diameter is only 11mm), light weight, low price, solid structure, while widely used in various electrical equipment with sound, electronic production and microcontroller circuits. Appearance of active the buzzer and passive buzzer like a, b shown. a) active b) passive.

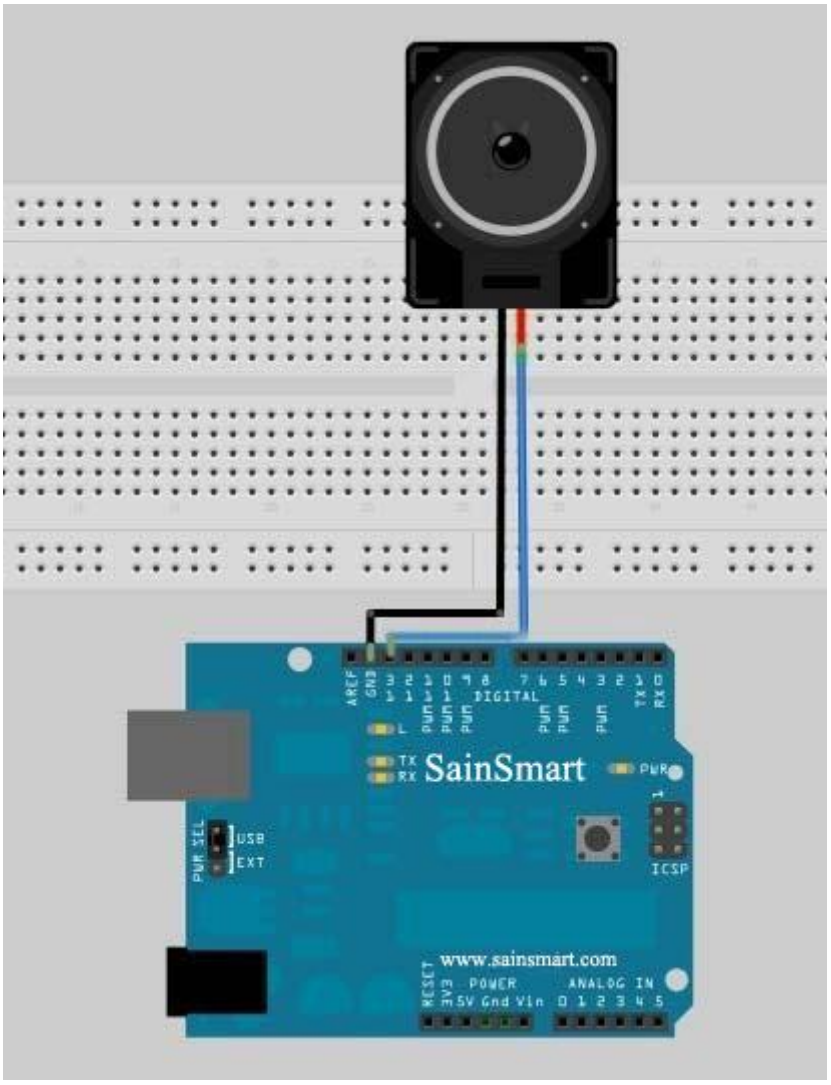


From the figure a, b appearance watching, the two buzzers seems to the same, but a closer look, the height of the two slight difference active buzzer a height of 9mm, passive buzzer b, a height

of 8 mm. As facing up to two buzzers' pin County it can be seen that there are a green circuit board is passive buzzer, no circuit board using vinyl enclosed one is active buzzer. Further determine the active and passive buzzer multimeter resistance profile Rxl file test: use a black pen touch buzzer's pin "+", red pen touch in the other pin back and forth, If you feel a click, cracking sound and resistance is only 8Ω
(Or 16Ω) which is a passive buzzer; continuing sound can issue, and the resistance is more than hundreds of Europe that is active buzzer. Active buzzer directly connected to the rated power (indicate on the new buzzer's label) can be continuous sound; rather passive buzzer and electromagnetic speaker needs to be connected to the audio output circuit can vocalization. Buzzer also can be divided into according to the constructed different,: the electromagnetic buzzer and piezoelectric buzzer;

Connect your circuit as the below diagram.

The buzzer used in this experiment with the internal drive. Circuit the buzzer positive connect directly into the digital port 13. GND socket connected to the negative terminal of the buzzer.



Buzzer analog ambulance siren sound experiment

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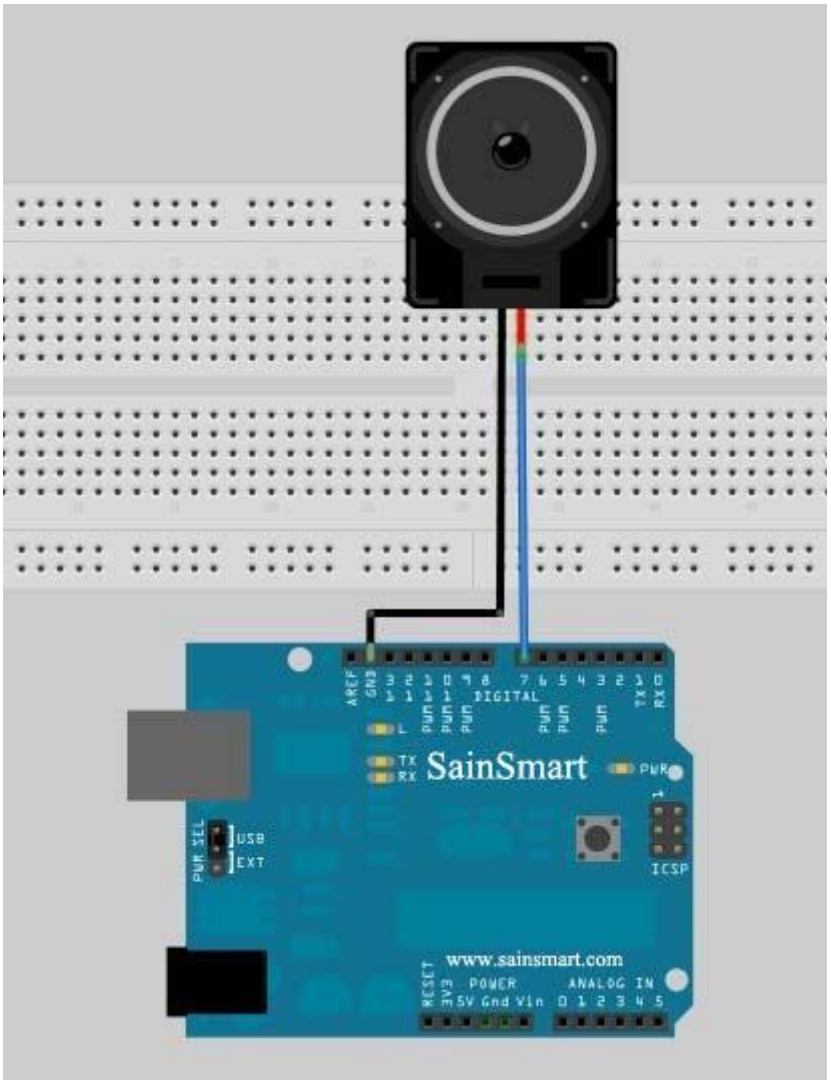
Experiment component:

Buzzer : 1

Breadboard & Jumper wires

Connect your circuit as the below diagram.



Example code

```
int buzzer=7;//set buzzer's digital pin IO in control
void setup()
{
   pinMode(buzzer,OUTPUT);//set digital pin IO OUTPUT
}
void loop()
{
   unsigned char i,j;//define i j
   while(1)
      {
      for(i=0;i<80;i++)// Output a frequency of sound
```

```
        {
      digitalWrite(buzzer,HIGH);//sound
      delay(1);//delay 1ms
      digitalWrite(buzzer,LOW);//mute
      delay(1);//delay 1ms
        }
    for(i=0;i<100;i++)// Output the other frequency of sound
        {
      digitalWrite(buzzer,HIGH);//sound
      delay(2);//delay 2ms
      digitalWrite(buzzer,LOW);//mute
      delay(2);//delay 2ms
        }
  }
}
```

while loops

Description

while loops will loop continuously, and infinitely, until the expression inside the parenthesis, () becomes false. Something must change the tested variable, or the while loop will never exit. This could be in your code, such as an incremented variable, or an external condition, such as testing a sensor.

Syntax

```
while(expression){
  // statement(s)
}
```

Parameters

expression - a (boolean) C statement that evaluates to true or false

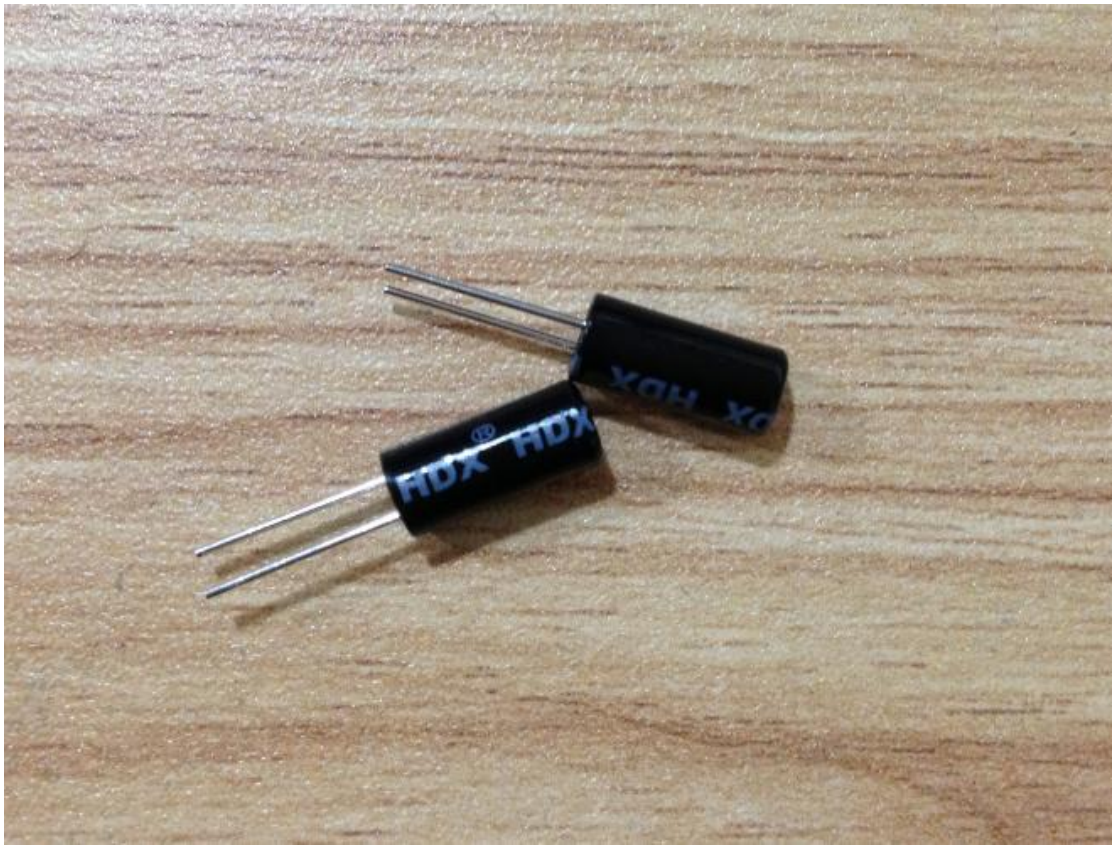
Example

```
var = 0;
while(var < 200){
  // do something repetitive 200 times
  var++;
}
```

Chapter8 Tilt switch

What's Tilt Sensor?

The tilt sensor is a component that can detect the tilting of an object. However it is only the equivalent to a pushbutton activated through a different physical mechanism. This type of sensor is the environmental-friendly version of a mercury-switch. It contains a metallic ball inside that will commute the two pins of the device from on to off and viceversa if the sensor reaches a certain angle.



Tilt switch controls led lamp light & out

Experiment component:

Tilt sensor : 1

Breadboard & Jumper wires

Connect your circuit as the below diagram.

Tilt switch connect to analog pin.

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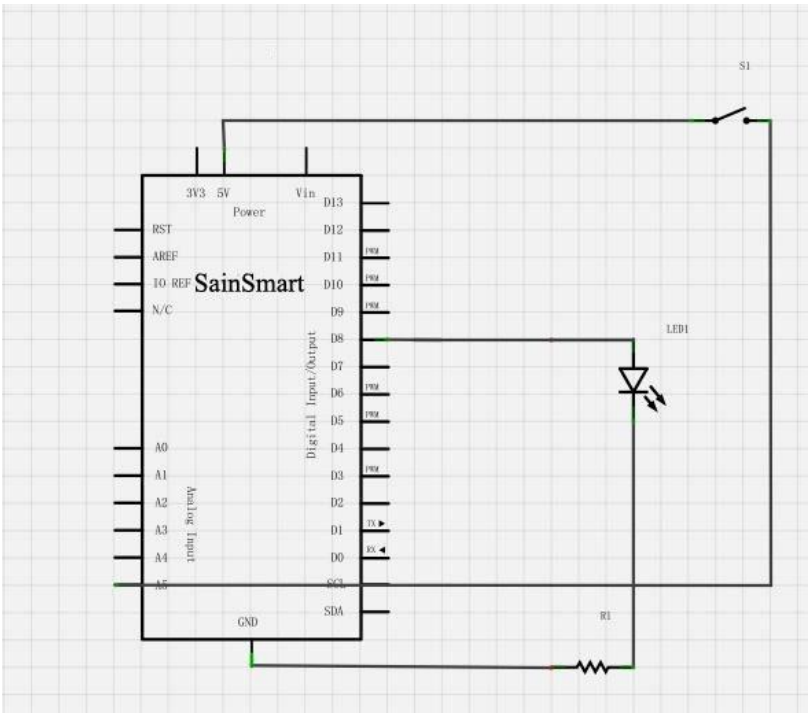
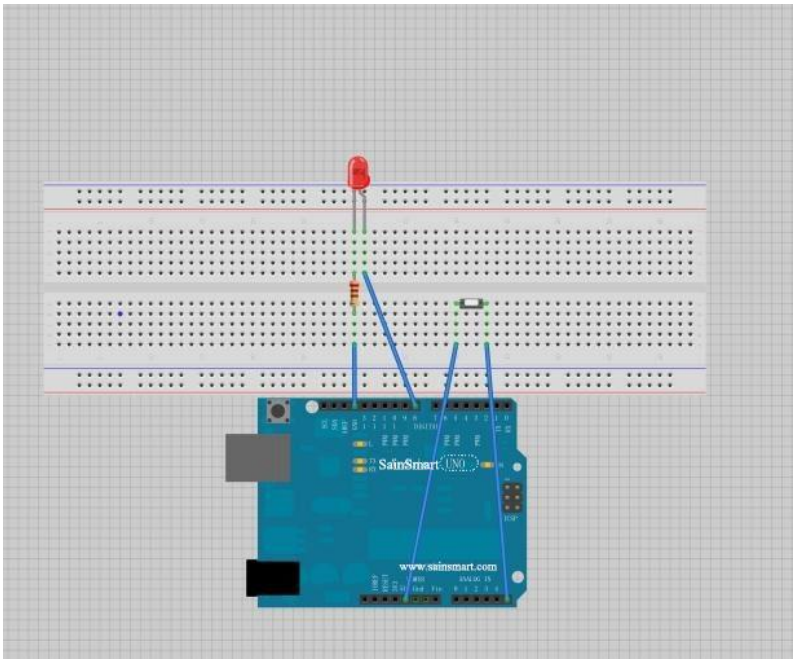




Example code

```
void setup()
{
      pinMode(8,OUTPUT);//set pin8 output
}
void loop()
{
      int i;//define i
            while(1)
```

```
        {
                i=analogRead(5);//read voltage values of pin5
                if(i>200)//if more than 512（2.5V）
                {
                        digitalWrite(8,HIGH);//light up led lamp
                }
                else
                {
                        digitalWrite(8,LOW);//go out led lamp
                }
        }
}
```

Chapter9 Potentiometer

What's Analog Pins?

1. A/D converter

The Atmega168 contains an onboard 6 channel analog-to-digital (A/D) converter. The converter has 10 bit resolution, returning integers from 0 to 1023. While the main function of the analog pins for most Arduino users is to read analog sensors, the analog pins also have all the functionality of general purpose input/output (GPIO) pins (the same as digital pins 0 - 13).

Consequently, if a user needs more general purpose input output pins, and all the analog pins are not in use, the analog pins may be used for GPIO.

2. Pin mapping

The Arduino pin numbers corresponding to the analog pins are 14 through 19. Note that these are Arduino pin numbers, and do not correspond to the physical pin numbers on the Atmega168 chip. The analog pins can be used identically to the digital pins, so for example, to set analog pin 0 to an output, and to set it HIGH, the code would look like this:

pinMode(14, OUTPUT);

digitalWrite(14, HIGH);

3. Pullup resistors

The analog pins also have pullup resistors, which work identically to pullup resistors on the digital pins. They are enabled by issuing a command such as

digitalWrite(14, HIGH); // set pullup on analog pin 0

while the pin is an input.

Be aware however that turning on a pullup will affect the value reported by analogRead() when using some sensors if done inadvertently. Most users will want to use the pullup resistors only when using an analog pin in its digital mode.

4. Details and Caveats

The analogRead command will not work correctly if a pin has been previously set to an output, so if this is the case, set it back to an input before using analogRead. Similarly if the pin has been set to HIGH as an output, the pullup resistor will be on, after setting it back to an INPUT with pinMode.

The Atmega168 datasheet also cautions against switching digital pins in close temporal proximity to making A/D readings (analogRead) on other analog pins. This can cause electrical noise and introduce jitter in the analog system. It may be desirable, after manipulating analog pins (in digital mode), to add a short delay before using analogRead() to read other analog pins.

analogRead()

- **Description**

Reads the value from the specified analog pin. The Arduino board contains a 6 channel (8 channels on the Mini and Nano, 16 on the Mega), 10-bit analog to digital converter. This means that it will map input voltages between 0 and 5 volts into integer values between 0 and 1023. This yields a resolution between readings of: 5 volts / 1024 units or, .0049 volts (4.9 mV) per unit. The input range and resolution can be changed using analogReference().

It takes about 100 microseconds (0.0001 s) to read an analog input, so the maximum reading rate is about 10,000 times a second.

- **Syntax**

analogRead(pin)

- **Parameters**

pin: the number of the analog input pin to read from (0 to 5 on most boards, 0 to 7 on the Mini and Nano, 0 to 15 on the Mega)

- **Returns**

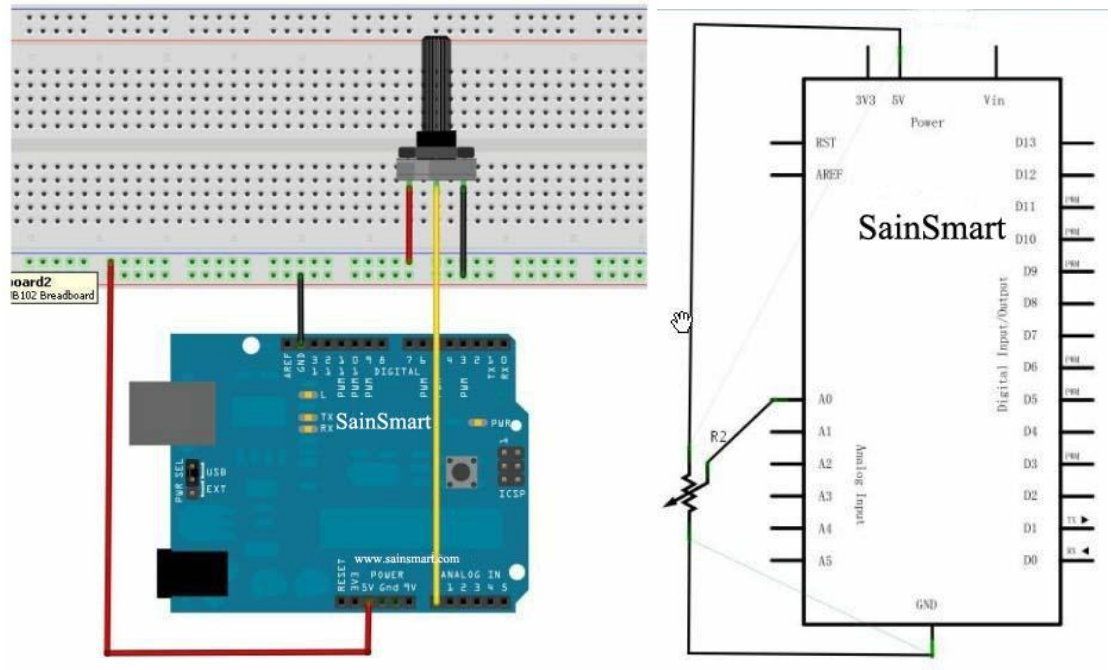
int (0 to 1023)

What's Potentiometer?

A potentiometer is a simple knob that provides a variable resistance, which we can read into the Arduino board as an analog value. In this example, that value controls the rate at which an LED blinks.

We connect three wires to the Arduino board. The first goes to ground from one of the outer pins of the potentiometer. The second goes from 5 volts to the other outer pin of the potentiometer. The third goes from analog input 2 to the middle pin of the potentiometer.

By turning the shaft of the potentiometer, we change the amount of resistence on either side of the wiper which is connected to the center pin of the potentiometer. This changes the relative "closeness" of that pin to 5 volts and ground, giving us a different analog input. When the shaft is turned all the way in one direction, there are 0 volts going to the pin, and we read 0. When the shaft is turned all the way in the other direction, there are 5 volts going to the pin and we read 1023. In between, analogRead() returns a number between 0 and 1023 that is proportional to the amount of voltage being applied to the pin.



Example code:

```
int potpin = 0 ;      //define analog pin0
int ledpin = 13 ; //define analog pin13
int val = 0 ; //set val is0.

void setup()
{
      pinMode(ledpin,OUTPUT);//set analog pin13 output
      Serial.begin(9600);//set baud rate 9600
}
void loop()
{
      digitalWrite(ledpin,HIGH);//light up led in pin13
      delay(50);//delay 0.05s
      digitalWrite(ledpin,LOW);//go out led in pin13
      delay(50);//delay 0.05s
      val =    analogRead(potpin);//give the value of pin0 to val
      Serial.println(val) ; //print val's value
}
```

Chapter10 Photoresistor

What's photoresistor?

Photoresistor, also known as light pipes, common production materials is cadmium sulfide, There are also selenium, aluminum sulfide, lead sulfide and bismuth sulfide material. these production materials having characteristics in light of a specific wavelength, its resistance decreases rapidly. This is due to the light generated carriers are involved in the electrical conductivity, under the applied electric field drift motion, so that the photosensitive resistor rapid decline.

Experiment component

- Photoresistor : 1
- Buzzer : 1
- 10K resistor : 1
- 220Ω resistor : 1
- Breadboard & Jumper wires

Connect your circuit as the below diagram.

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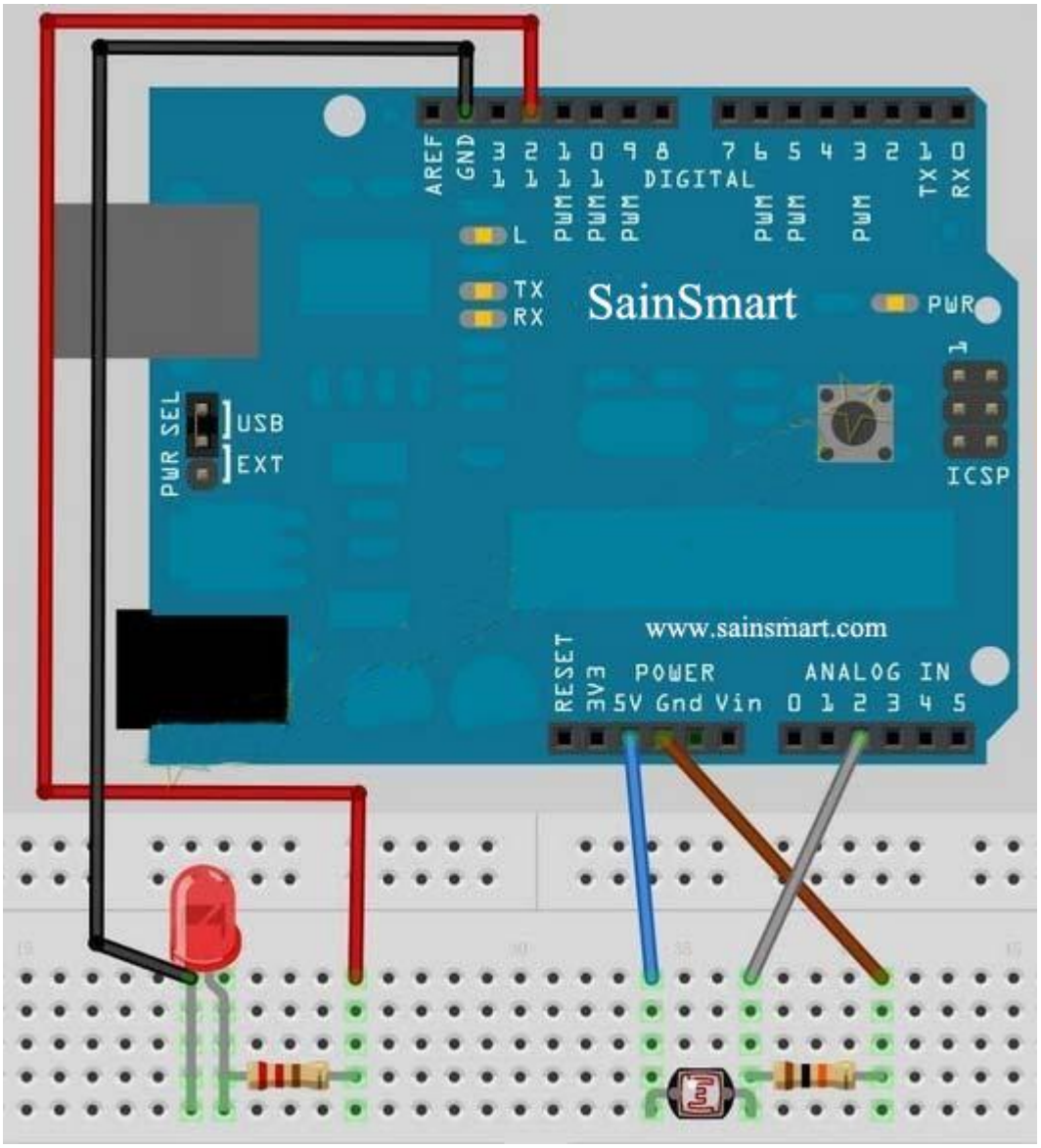


Example code:

```
int photocellPin = 2;             //define photocellsh=2, read the value of voltage.
int ledPin = 12;          //define ledPin12 is the output port of led's level.
int val = 0;              //define original of val.



void setup() {
   pinMode(ledPin, OUTPUT);    //set ledPin output
}

void loop() {
   val = analogRead(photocellPin);        //get the value from sensor
      if(val<=512){
//512=2.5V, if want the sensor be more sensitive, increase the number, or lese low the number.
```

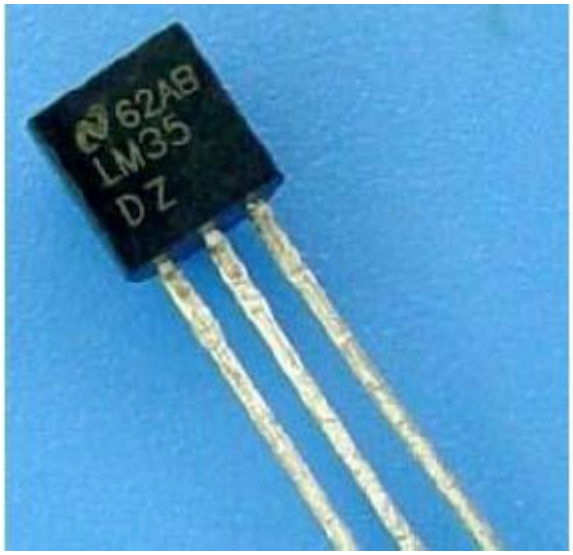
```
        digitalWrite(ledPin, HIGH); //when the value of val is less than 512(2.5V), light up led lamp
        }
        else{
        digitalWrite(ledPin, LOW);
        }
}
```

Chapter11 LM35 temperature sensor

Temperature sensor

What's temperature sensor?

The temperature sensor is that use substances of various physical properties with temperature variation of the sensor and let the temperature converted to electricity. These regularly change the physical properties of the main body temperature sensor is a core part of the temperature measuring instruments, and a wide variety. In accordance with the measurement method is divided into contact and non-contact two major categories, In accordance with the characteristics of sensor materials and electronic components into the thermal resistance and thermocouple.
Used in this experiment is the LM35 temperature sensor.

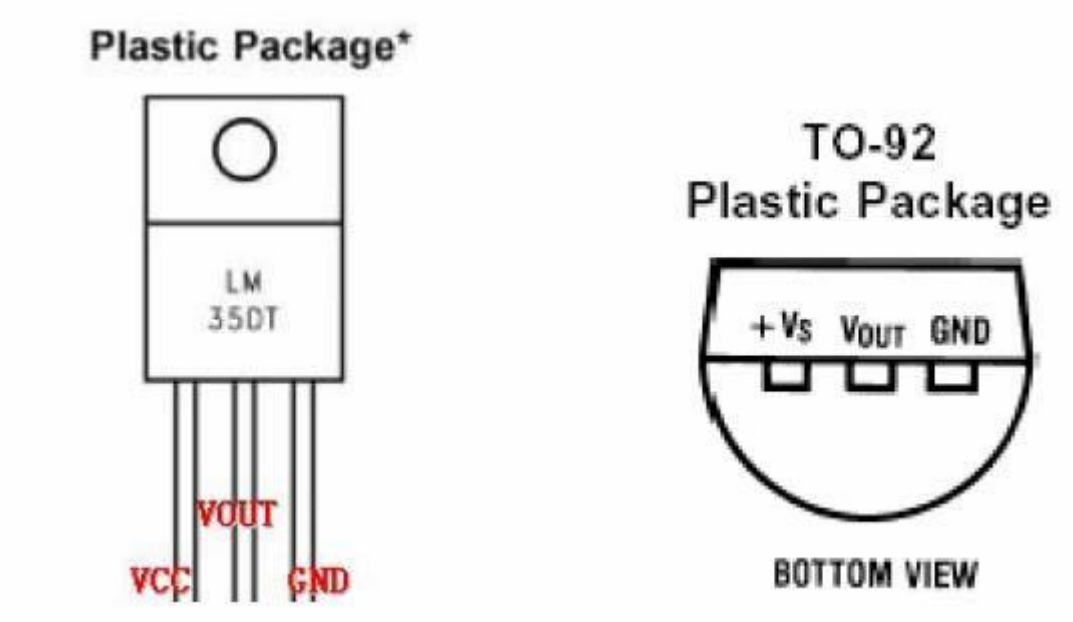


Working principle

LM35 temperature sensor output voltage linear relationship between the Celsius temperature scale，0 ℃, output is 0V, for every 1℃increases in output voltage of 10mV.

$$V_{\text{out\_LM35}}(T) = 10\,\text{mV}/^{\circ}\text{C} \times T^{\circ}\text{C}$$

LM35 pin diagram is as follows



Out can be seen from experimental cartridge of the temperature sensor, temperature sensor side is flat, and the other side is semicircular. Flat face of our own, the leftmost VCC pin (connected to +5 v), the middle of the GND pin VOUT (voltage value output pin, then the analog pins on the board), and the rightmost pin (connected board GND). Three pins, respectively, then you can use.

Temperature alarm experiment

Experiment component

- LM35 temperature sensor module*1
- Breadboard & jumper wire few

Connection

First ready experimental board; Follow the LM35 temperature sensor connection connected to VOUT is connected to an analog 0. Such temperature alarm experimental circuit connected.

Experimental principle

LM35 temperature sensor works shows that the temperature is increased by 1 ° C vout the mouth output voltage increases 10MV.

According to this principle procedures in real time reading out the analog voltage value of 0, since the analog port reads out a voltage value of 0 to 1023, i.e. 0V corresponding 0,5 V corresponds to 1023.

Application, we only need to LM35 module, analog interface, the read analog value is converted to the actual temperature.

Example code

```
int potPin = 0 ;//define pin0 connect with LM35
```

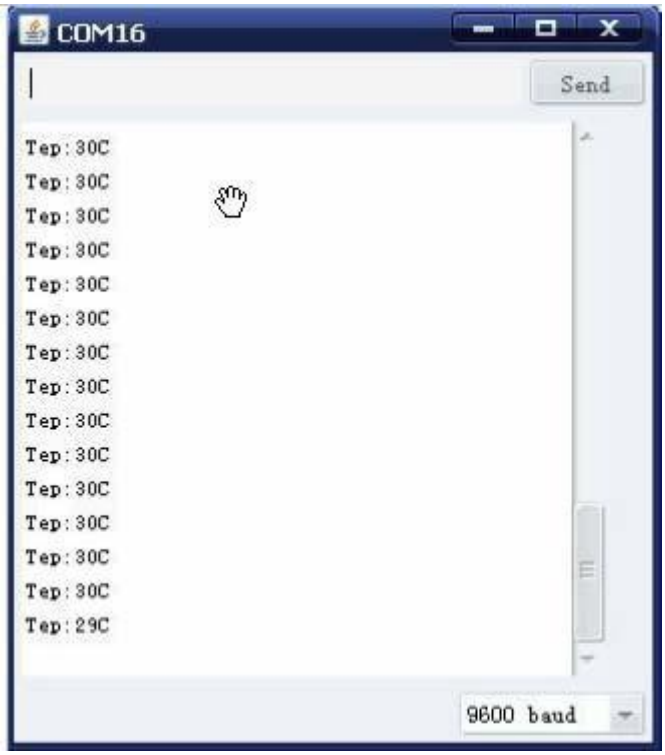
```
void setup()
{
   Serial.begin(9600);
}
void loop()
{
   int val;
   int dat;

   val = analogRead(potPin);

      dat = (125*val)>>8 ; // Temperature calculation formula
      Serial.print("Tep : ") ; //print “Tep” means temperature
   Serial.print(dat) ; // print the value of dat
   Serial.println("C"); //print “C” means degree
   delay(500);//delay 0.5s
}
```

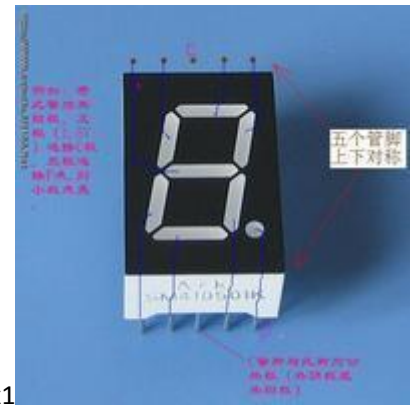
Program function

Download the program to the experimental board, open the monitor, you can see the current ambient temperature. (In fact, the temperature value a little deviation, according to the ambient temperature modify the program so that it is completely consistent with their own environment.)



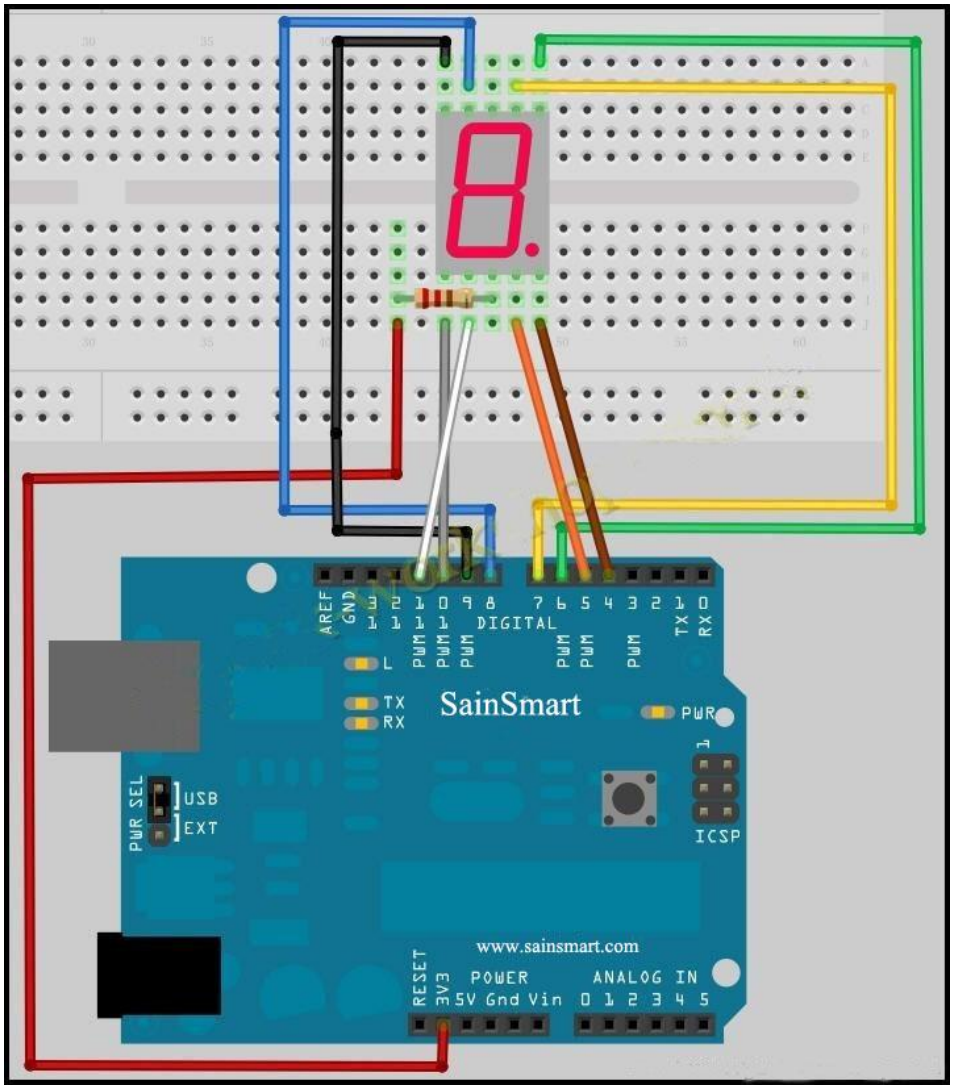
Chapter12 Nixie tube

Experiment component



- digital tube x1
- 220 Ω resistance x4
- Breadboard & jumper wire

Connect your circuit as the below diagram.



Example code

```
int a=7;
int b=6;
int c=5;
int d=11;
int e=10;
int f=8;
int g=9;
int dp=4;
//display number 1
void digital_1(void)
{
      unsigned char j;
      digitalWrite(c,LOW);// pin5 low, light up c
      digitalWrite(b,LOW);//light up b
      for(j=7;j<=11;j++)//go out else
            digitalWrite(j,HIGH);
      digitalWrite(dp,HIGH);//go out decimal point dp
}
//display number2
void digital_2(void)
{
      unsigned char j;
      digitalWrite(b,LOW);
      digitalWrite(a,LOW);
      for(j=9;j<=11;j++)
            digitalWrite(j,LOW);
      digitalWrite(dp,HIGH);
      digitalWrite(c,HIGH);
      digitalWrite(f,HIGH);
      }
// display number3
void digital_3(void)
{
      unsigned char j;
      digitalWrite(g,LOW);
      digitalWrite(d,LOW);
      for(j=5;j<=7;j++)
            digitalWrite(j,LOW);
      digitalWrite(dp,HIGH);
      digitalWrite(f,HIGH);
      digitalWrite(e,HIGH);
}
```

```
// display number4
void digital_4(void)
{
      digitalWrite(c,LOW);
      digitalWrite(b,LOW);
      digitalWrite(f,LOW);
      digitalWrite(g,LOW);
      digitalWrite(dp,HIGH);
      digitalWrite(a,HIGH);
      digitalWrite(e,HIGH);
      digitalWrite(d,HIGH);
}
// display number5
void digital_5(void)
{
      unsigned char j;
      for(j=7;j<=9;j++)
      digitalWrite(j,LOW);
      digitalWrite(c,LOW);
      digitalWrite(d,LOW);
      digitalWrite(dp,HIGH);
      digitalWrite(b,HIGH);
      digitalWrite(e,HIGH);
}
// display number6
void digital_6(void)
{
      unsigned char j;
      for(j=7;j<=11;j++)
            digitalWrite(j,LOW);
      digitalWrite(c,LOW);
      digitalWrite(dp,HIGH);
      digitalWrite(b,HIGH);
}
// display number7
void digital_7(void)
{
      unsigned char j;
      for(j=5;j<=7;j++)
            digitalWrite(j,LOW);
      digitalWrite(dp,HIGH);
      for(j=8;j<=11;j++)
            digitalWrite(j,HIGH);
}
```

```
// display number8
void digital_8(void)
{
	unsigned char j;
	for(j=5;j<=11;j++)
		digitalWrite(j,LOW);
	digitalWrite(dp,HIGH);
}
void setup()
{
	int i;//define i
	for(i=4;i<=11;i++)
		pinMode(i,OUTPUT);//set pin4~pin11 output
}
void loop()
{
	while(1)
	{
		digital_1();//number 1
		delay(2000);//delay 2s
		digital_2();
		delay(2000);
		digital_3();
		delay(2000);
		digital_4();
		delay(2000);
		digital_5();
		delay(2000);
		digital_6();
		delay(2000);
		digital_7();
		delay(2000);
		digital_8();
		delay(2000);
	}
}
```

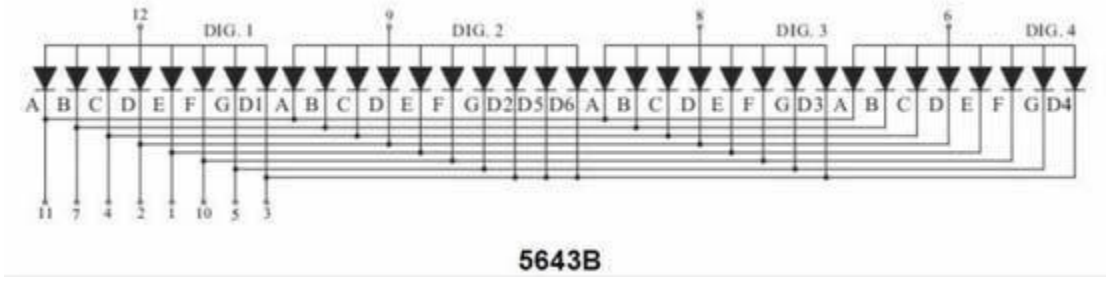
Chapter13 4-bit Nixie tube

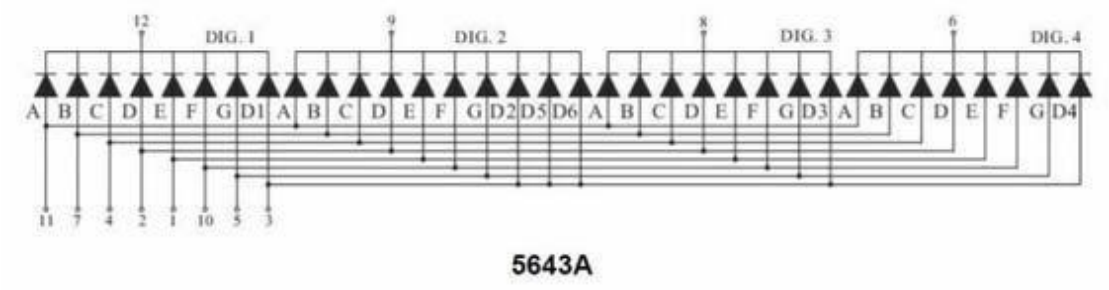
What's digital tube?

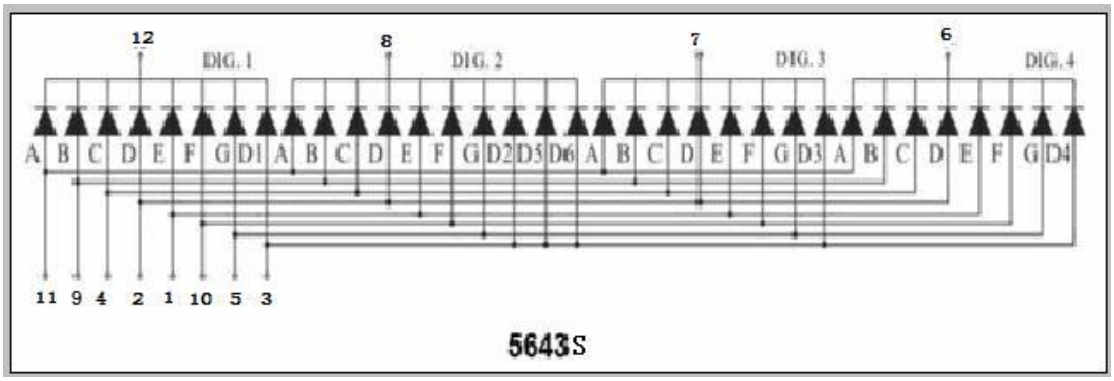
Digital tube is one kind semiconductor light emitting device. Their basic unit is light emitting diode. Digital tube is divided into 7 segment digital tube and 8 digital tube by the number of segments, 8 digital tube has one more light-emitting diode unit (a decimal point display) than 7 segment digital tube;

Digital tube has be divided into 1, 2, 4, and so on digital tube depend on how many "8" it can show.

Digital tube is divided into common anode digital tube and common cathode digital tube by the connection of the light-emitting diode unit. The common anode digital tube is that connect light-emitting diode anode together to form a common anode (COM).Common anode digital tube public pole COM to +5 V, should be applied in light-emitting diode cathode when a field is low, the corresponding field lit. When a field of the cathode is high, the corresponding field is not bright.







Working principle

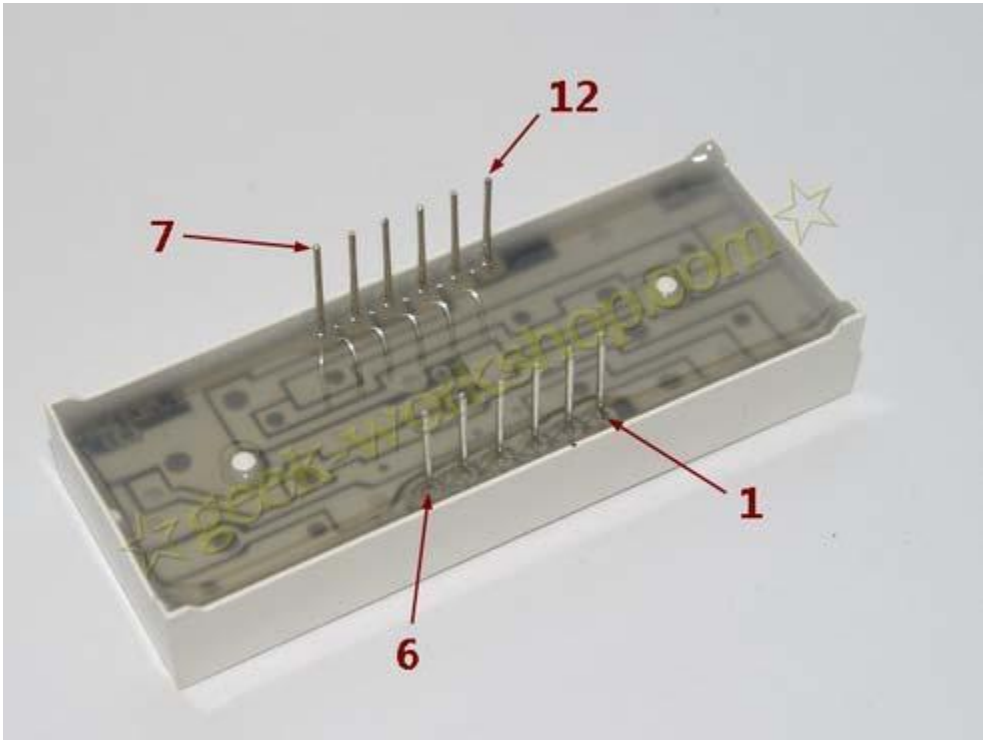
Each segment of the digital tube is make up of the light emitting diode, and so when used with the light emitting diode, it should connect with the current-limiting resistor as well, if not the excessive current may burn light emitting diode.

The digital tube used in this experiment is a common anode common anode, The public pole COM received +5 V when the common anode Digital tube be applied. The corresponding fields are alight when a field emitting cathode of the diode is low, which are not bright when a field of the cathode is high.

Connection

One end of the current limiting resistor plugged into the digital I / O pin is connected to the other end of the not digitally tube field, the six remaining field and a decimal point followed by the return Ways to access. If public COM is common anode received a +5 V, else received a GND.

There are a total 12 pin in one 4-bit digital tube.The decimal point downward when being placed in front of, lower left corner has 1-bit. The other pins' sequences are rotated counterclockwise. Upper left corner is the largest 12th pin.



Digital tube display number

Experiment component

- 4-bit digital tube x1
- 220 Ω resistance x4
- Breadboard & jumper wire

Connection

Driven digital tube current limiting resistor is certainly indispensable, there are 2 ways of limiting resistor connection. The first one is connected with D1-d4 anode, totally connect four. This connection method's benefit is needs of relatively less resistance, but generates different the digital brightness. The brightest is 1, 8 is the darkest. Another connection is use the other eight pins. The digital brightness of this method will be more like, but need more resistance. The experiments use eight 220Ω resistances.

Refer to figure below wiring for the 5643A

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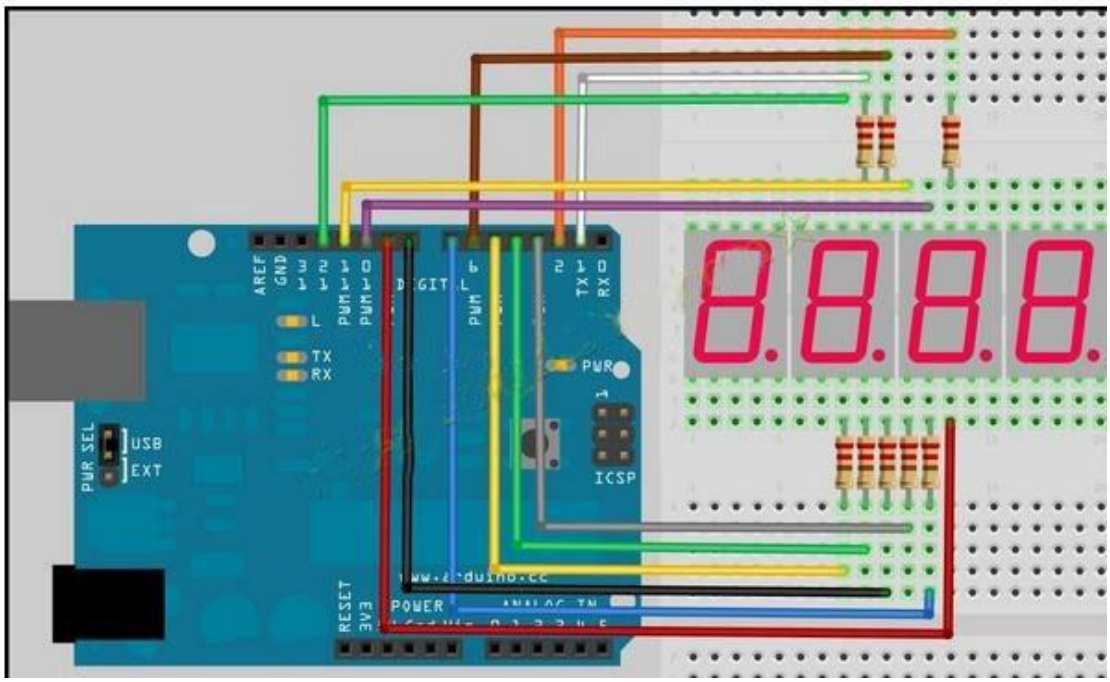
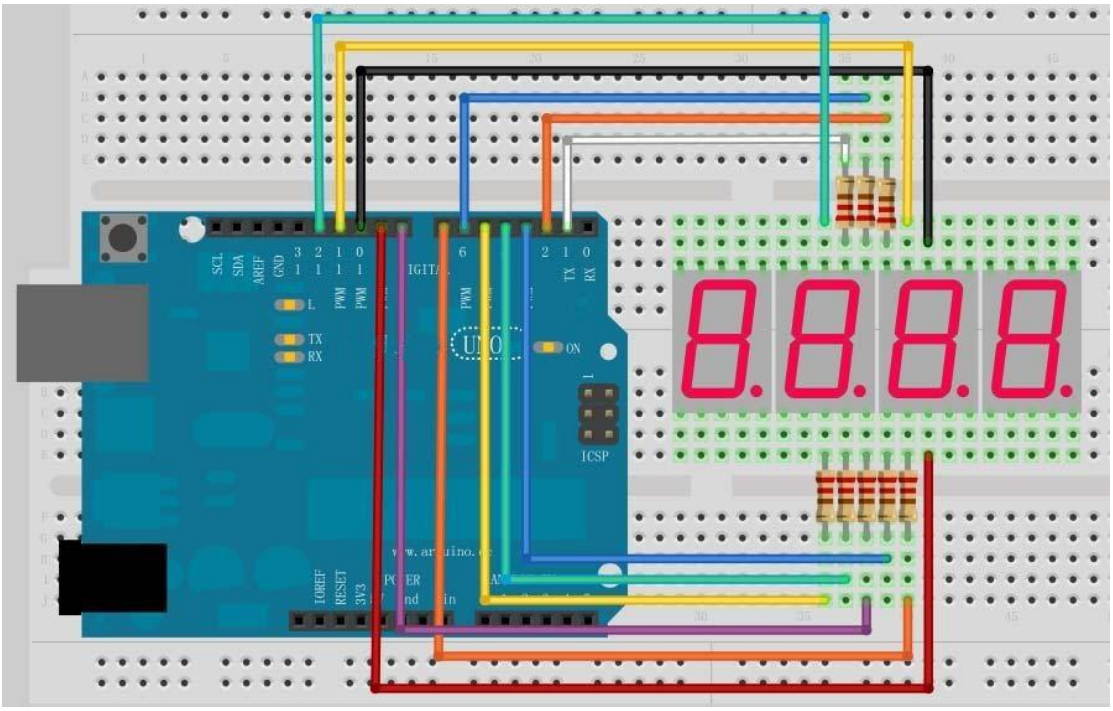


Refer to figure below wiring for the 5643S



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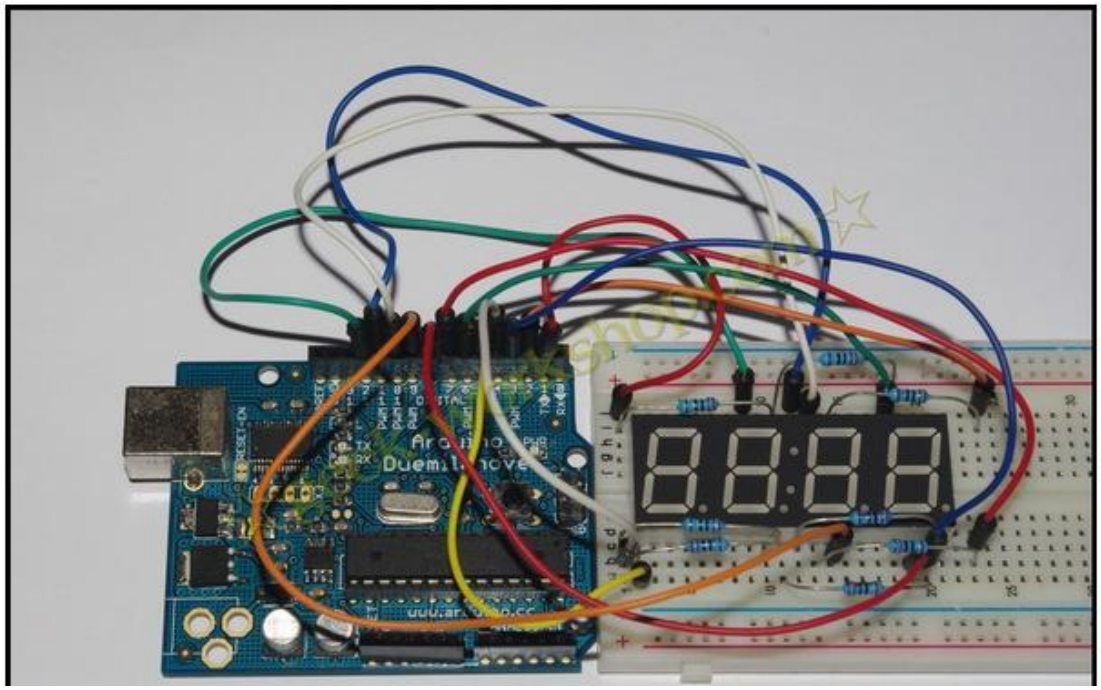


Example code

This is a simple stopwatch. Its accuracy is not very high. You need to fine-tune the parameters.

```
//set anode interface
int a = 1;
int b = 2;
int c = 3;
int d = 4;
int e = 5;
int f = 6;
int g = 7;
int p = 8;
//set cathode interface
int d4 = 9;
int d3 = 10;
int d2 = 11;
int d1 = 12;
// Set variables
long n = 0;
int x = 100;
int del = 55;      // This number is fine-tuning of the clock
void setup()
{
   pinMode(d1, OUTPUT);
   pinMode(d2, OUTPUT);
   pinMode(d3, OUTPUT);
   pinMode(d4, OUTPUT);
```

```
    pinMode(a, OUTPUT);
    pinMode(b, OUTPUT);
    pinMode(c, OUTPUT);
    pinMode(d, OUTPUT);
    pinMode(e, OUTPUT);
    pinMode(f, OUTPUT);
    pinMode(g, OUTPUT);
    pinMode(p, OUTPUT);
}

void loop()
{
    clearLEDs();
    pickDigit(1);
    pickNumber((n/x/1000)%10);
    delayMicroseconds(del);

    clearLEDs();
    pickDigit(2);
    pickNumber((n/x/100)%10);
    delayMicroseconds(del);

    clearLEDs();
    pickDigit(3);
    dispDec(3);
    pickNumber((n/x/10)%10);
    delayMicroseconds(del);

    clearLEDs();
    pickDigit(4);
    pickNumber(n/x%10);
    delayMicroseconds(del);

    n++;

      if (digitalRead(13) == LOW)
      {
      n = 0;
      }
}

void pickDigit(int x)      //defing pickDigit(x), its role is turn on the dx port
{
    digitalWrite(d1, HIGH);
```

```
   digitalWrite(d2, HIGH);
   digitalWrite(d3, HIGH);
   digitalWrite(d4, HIGH);

   switch(x)
      {
      case 1:
      digitalWrite(d1, LOW);
      break;
      case 2:
      digitalWrite(d2, LOW);
      break;
      case 3:
      digitalWrite(d3, LOW);
      break;
   default:
      digitalWrite(d4, LOW);
      break;
      }
}

void pickNumber(int x)      //define pickNumber(x), Its role is to show digital x
{
   switch(x)
      {
   default:
      zero();
      break;
      case 1:
      one();
      break;
      case 2:
            two();
      break;
      case 3:
      three();
      break;
      case 4:
four();
      break;
      case 5:
      five();
      break;
      case 6:
```

```
            six();
        break;
        case 7:
            seven();
        break;
        case 8:
            eight();
        break;
        case 9:
        nine();
        break;
        }
}

void dispDec(int x)      // Set to open the decimal point
{
   digitalWrite(p, LOW);
}

void clearLEDs()    //clear the screen
{
   digitalWrite(a, LOW);
   digitalWrite(b, LOW);
   digitalWrite(c, LOW);
   digitalWrite(d, LOW);
   digitalWrite(e, LOW);
   digitalWrite(f, LOW);
   digitalWrite(g, LOW);
   digitalWrite(p, LOW);
}

void zero()      // Define the number 0 cathode pin switch
{
   digitalWrite(a, HIGH);
   digitalWrite(b, HIGH);
   digitalWrite(c, HIGH);
   digitalWrite(d, HIGH);
   digitalWrite(e, HIGH);
digitalWrite(f, HIGH);
   digitalWrite(g, LOW);
}

void one()
{
```

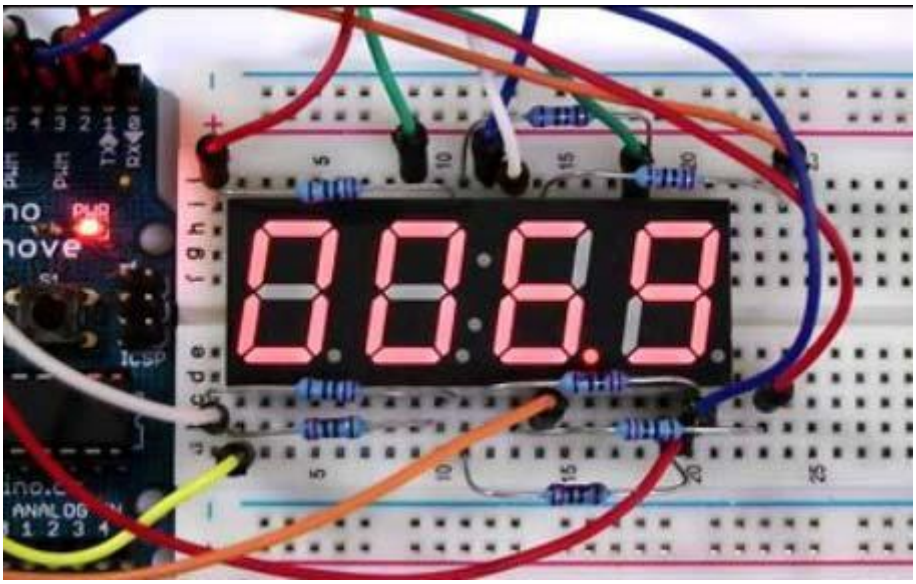
```
  digitalWrite(a, LOW);
  digitalWrite(b, HIGH);
  digitalWrite(c, HIGH);
  digitalWrite(d, LOW);
  digitalWrite(e, LOW);
  digitalWrite(f, LOW);
  digitalWrite(g, LOW);
}

void two()
{
  digitalWrite(a, HIGH);
  digitalWrite(b, HIGH);
  digitalWrite(c, LOW);
  digitalWrite(d, HIGH);
  digitalWrite(e, HIGH);
  digitalWrite(f, LOW);
  digitalWrite(g, HIGH);
}

void three()
{
  digitalWrite(a, HIGH);
  digitalWrite(b, HIGH);
  digitalWrite(c, HIGH);
  digitalWrite(d, HIGH);
  digitalWrite(e, LOW);
  digitalWrite(f, LOW);
  digitalWrite(g, HIGH);
}

void four()
{
  digitalWrite(a, LOW);
  digitalWrite(b, HIGH);
  digitalWrite(c, HIGH);
  digitalWrite(d, LOW);
  digitalWrite(e, LOW);
  digitalWrite(f, HIGH);
  digitalWrite(g, HIGH);
}

void five()
{
```

```
   digitalWrite(a, HIGH);
   digitalWrite(b, LOW);
   digitalWrite(c, HIGH);
   digitalWrite(d, HIGH);
   digitalWrite(e, LOW);
   digitalWrite(f, HIGH);
   digitalWrite(g, HIGH);
}

void six()
{
   digitalWrite(a, HIGH);
   digitalWrite(b, LOW);
   digitalWrite(c, HIGH);
   digitalWrite(d, HIGH);
   digitalWrite(e, HIGH);
   digitalWrite(f, HIGH);
   digitalWrite(g, HIGH);
}

void seven()
{
   digitalWrite(a, HIGH);
   digitalWrite(b, HIGH);
   digitalWrite(c, HIGH);
   digitalWrite(d, LOW);
   digitalWrite(e, LOW);
   digitalWrite(f, LOW);
   digitalWrite(g, LOW);
}

void eight()
{
   digitalWrite(a, HIGH);
   digitalWrite(b, HIGH);
   digitalWrite(c, HIGH);
   digitalWrite(d, HIGH);
   digitalWrite(e, HIGH);
digitalWrite(f, HIGH);
   digitalWrite(g, HIGH);
}

void nine()
{
```

```
    digitalWrite(a, HIGH);
    digitalWrite(b, HIGH);
    digitalWrite(c, HIGH);
    digitalWrite(d, HIGH);
    digitalWrite(e, LOW);
    digitalWrite(f, HIGH);
    digitalWrite(g, HIGH);
}
```

In front of setup () defined range of digital display routines, the definition of these subroutines can be easy to use in the loop (), just write the name of the subroutine and it will.

Program function

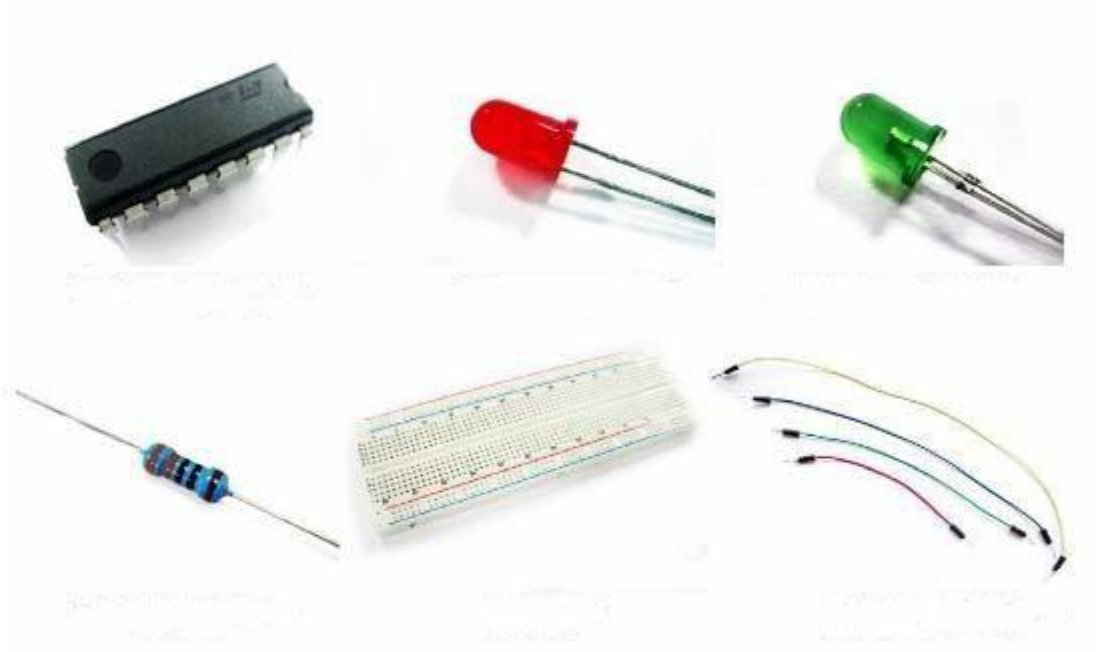


Chapter14 74HC595

What's 74HC595?

74HC595 with 8-bit register and a memory, and has three-state output function. we use it to control 8 LED lights. Why do we choose 74HC595? If we control eight small lights just with Arduino, how many its I / O will be occupied? The answer is eight. However one arduino uno only have 20 I/O port. 8 small lights have take up too many resources. The purpose we use 74HC595 is to reduce the occupation of the number of I / O port. With 74HC595 chip, we can use the 3 digital I / O port to control 8 LED lights. Why not?

Prepare experimental components below.



Connect the circuit diagram according the schematic diagram.

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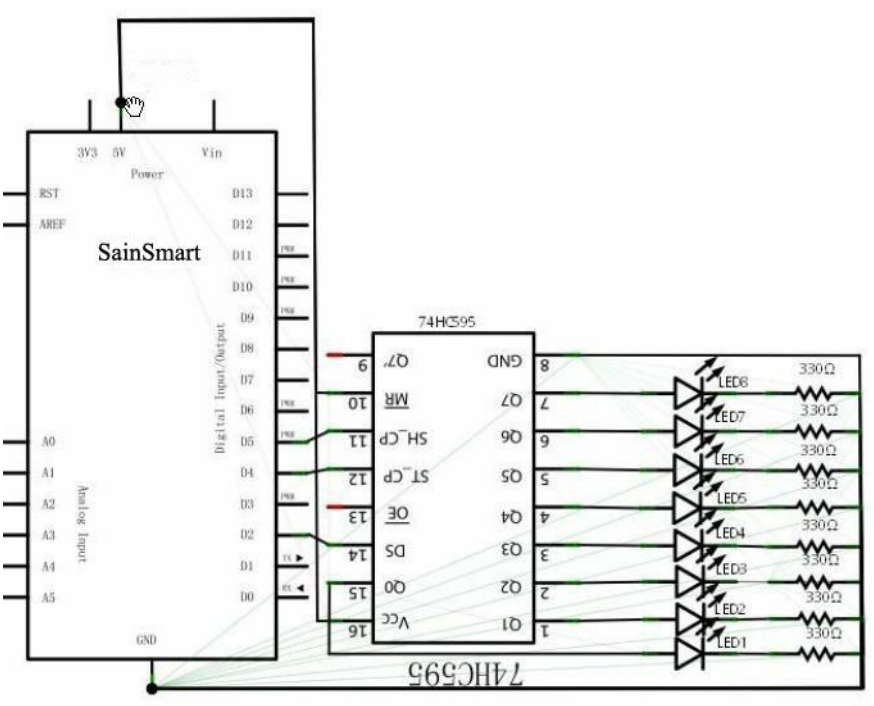
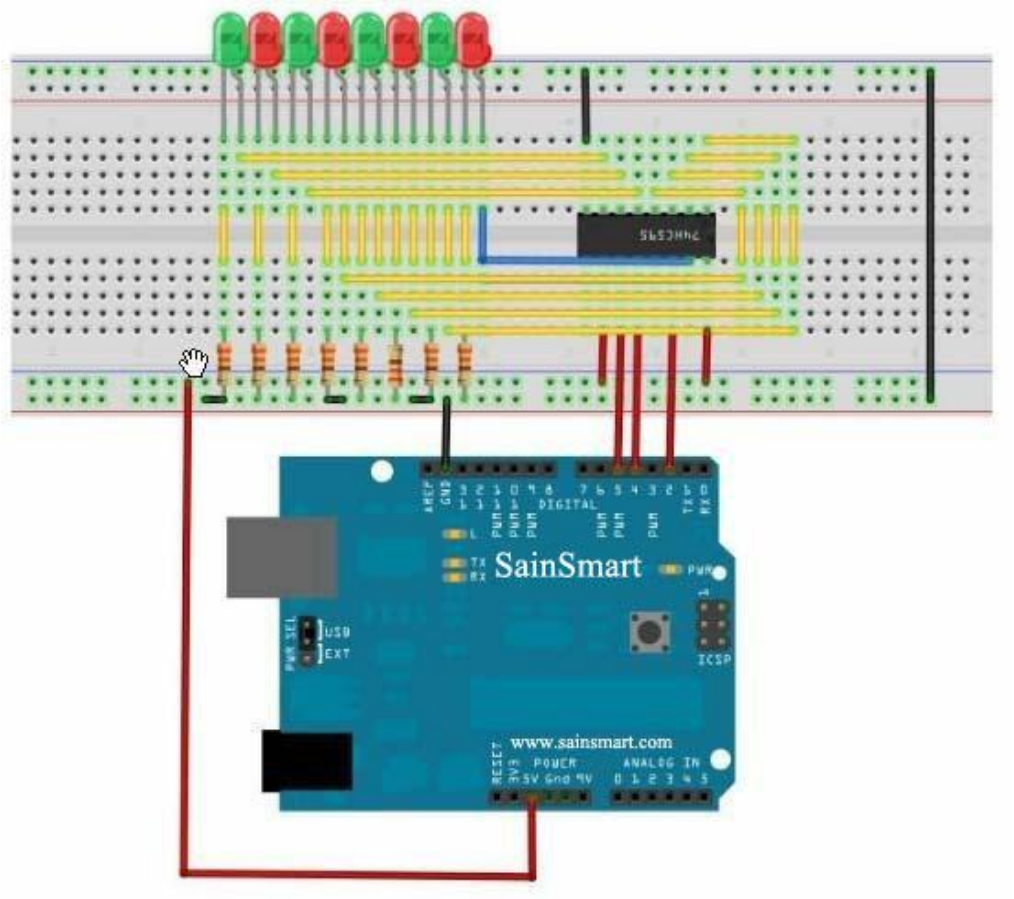


This schematic seems are complex， after analysis and combined with reference we will find it very simple.



Example code

```
const int ON =      HIGH ;
const int OFF = LOW ;
int latchPin = 5;                    //connect 595 ' pin 12
int clockPin = 4;                   //connect 595 's pin11
int dataPin = 2;                     // connect 595 's pin 14
// connect 595's pin 16 with 5VDC
// connect 595's pin 8 with GND

int ledState = 0;

void setup() {
   pinMode(latchPin, OUTPUT);
   pinMode(clockPin, OUTPUT);
   pinMode(dataPin, OUTPUT);
}
void loop() {
       int delayTime = 100 ;
   for(int i=0;i<256;i++)
       {
         updateLEDs(i);
         delay(delayTime);
       }
}
void updateLEDs(int value)
{
   digitalWrite(latchPin,LOW);
   shiftOut(dataPin, clockPin, MSBFIRST, value);
   digitalWrite(latchPin,HIGH);
}

void updateLEDsLong(int value)
{
   digitalWrite(latchPin,LOW);
   for(int i=0;i<8;i++)
       {
       int bit = value&B10000000;
       value = value<<1;
       if(bit==128)
             {
             digitalWrite(dataPin,HIGH);
             }
             else
             {
```

```
            digitalWrite(dataPin,LOW);
            }
      digitalWrite(clockPin,HIGH);
delay(1);
      digitalWrite(clockPin,LOW);
      }
   digitalWrite(latchPin,HIGH);
}

int bits[] = {B00000001,B00000010,B00000100,B00001000,B00010000,B00100000,
B01000000,B10000000};
int masks[] = {B11111110,B11111101,B11111011,B11110111,B11101111,B11011111,
B10111111,B01111111};
void changeLED(int led,int state)
{
      ledState = ledState & masks[led];
      if(state == ON){ ledState = ledState|bits[led]; }
   updateLEDs(ledState);
}
```

Downloaded the program into the control panel, we can see the wonderful scene of small lights flashing.

In the connection circuit process, we should pay attention to the clear relay pin position. What's more, the IN4001 diodes are divided into positive and negative. Do not look at the relay circuit is slightly complex, but the kiev program is very simple. The relay is digital signal module. By opening and closing of the relay to the transistor digital signal to control high-power devices. We use LED lights as a high-power devices here.
In program, we use digital port 8 to output high and delay for one second, one second output low, like the switch off for one second and then turned on one second.

Code

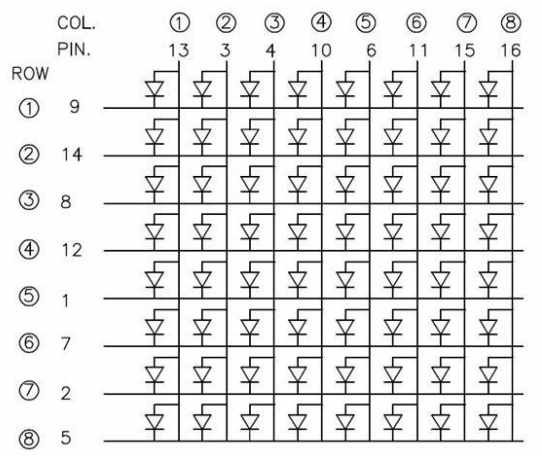
```
int relayPin = 8 ;// define digital port 8, connected to the transistor base
void setup()
{
      pinMode(relayPin,OUTPUT);// define relayPin port to be output mode
}
void loop()
{
    digitalWrite(relayPin,HIGH);// drive relay closes conduction
    delay(1000);//delay one second
    digitalWrite(relayPin,LOW);//drive relay off
    delay(1000);//delay one second
}
```

Result

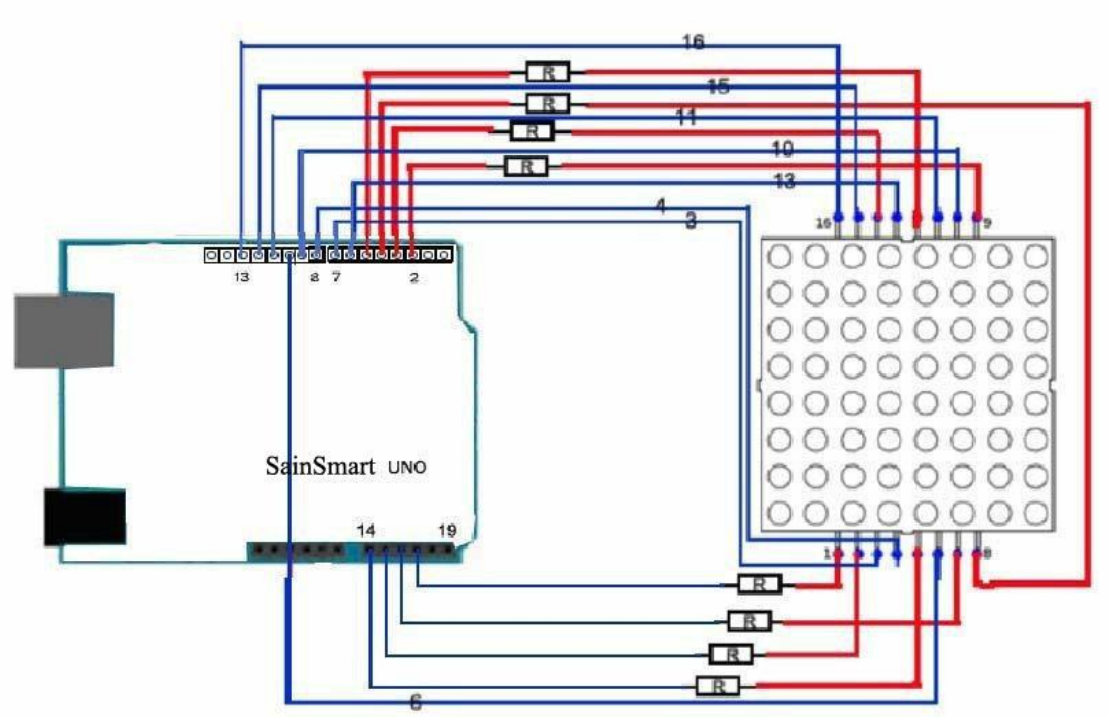
We will see small red lights and green lights flashing take turns. This is the end of this chapter's experiment, we hope that you could enjoy it and create more interactive works.

Chapter15 8x8 matrix LEDs

The following figure is a matrix LED internal schematic:



Wiring diagram:



One LED of LED 8X8 matrix is lit as follows：

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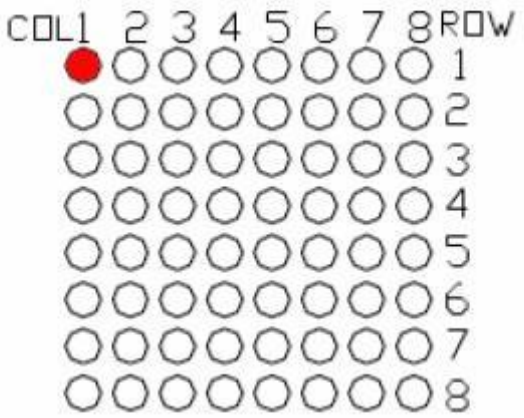


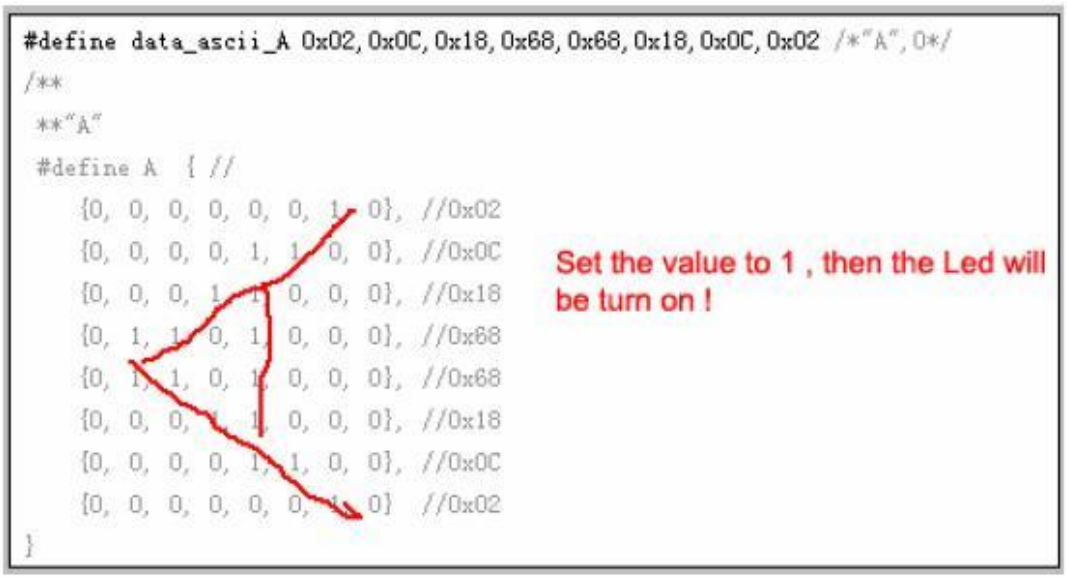
Sample code:

```
//the pin to control ROW
const int row1 = 2; // the number of the row pin 9
const int row2 = 3; // the number of the row pin 14
const int row3 = 4; // the number of the row pin 8
const int row4 = 5; // the number of the row pin 12
const int row5 = 17; // the number of the row pin 1
const int row6 = 16; // the number of the row pin 7
const int row7 = 15; // the number of the row pin 2
const int row8 = 14; // the number of the row pin 5
//the pin to control COl
const int col1 = 6; // the number of the col pin 13
const int col2 = 7; // the number of the col pin 3
const int col3 = 8; // the number of the col pin 4
const int col4 = 9; // the number of the col pin 10
const int col5 = 10; // the number of the col pin 6
const int col6 = 11; // the number of the col pin 11
const int col7 = 12; // the number of the col pin 15
const int col8 = 13; // the number of the col pin 16



void setup(){
      int i = 0 ;
   for(i=2;i<18;i++)
      {
      pinMode(i, OUTPUT);
      }
   pinMode(row5, OUTPUT);
   pinMode(row6, OUTPUT);
   pinMode(row7, OUTPUT);
   pinMode(row8, OUTPUT);
```

```
   for(i=2;i<18;i++) {
digitalWrite(i, LOW);
      }
   digitalWrite(row5, LOW);
   digitalWrite(row6, LOW);
   digitalWrite(row7, LOW);
   digitalWrite(row8, LOW);
}
void loop(){
   int i;
      //the row # 1 and col # 1 of the LEDs turn on
   digitalWrite(row1, HIGH);
   digitalWrite(row2, LOW);
   digitalWrite(row3, LOW);
   digitalWrite(row4, LOW);
   digitalWrite(row5, LOW);
   digitalWrite(row6, LOW);
   digitalWrite(row7, LOW);
   digitalWrite(row8, LOW);

   digitalWrite(col1, LOW);
   digitalWrite(col2, HIGH);
   digitalWrite(col3, HIGH);
   digitalWrite(col4, HIGH);
   digitalWrite(col5, HIGH);
   digitalWrite(col6, HIGH);
   digitalWrite(col7, HIGH);
   digitalWrite(col8, HIGH);

   delay(1000);

   //turn off all
   for(i=2;i<18;i++) {
      digitalWrite(i, LOW);
      }

   delay(1000);
}
```

The experiment's code are as follows:

By dynamic scanning, it shows letter A in the position1 of the LED matrix.



The code in the folder - "8x8 the matrix LEDs experimental", can be used as a reference, made more exciting experiments.

Chapter16 Infrared remote control

Infrared receiving head

What's Infrared receiving head?

Infrared remote control signals sent a series of binary pulse code. In order to make it from other infrared signal interference during wireless transmission, typically modulated it on a particular carrier frequency, and then emitted it by the infrared-emitting diode. The infrared receiving apparatus will have to filter out other clutter, only the specific frequency of the signal and restoring it into a binary pulse code. That is demodulated.

How it work?

Built-in receiver tube infrared emission tube emitted light signal is converted to a weak signal. This signal via the IC internal amplifier amplifies. Then through automatic gain control, band pass filtering, demodulation, and waveform-shaped to restore the original encoding of the remote control transmitter, coded identification on the electrical input to circuit via a received signal output pin head.

How to connect?

Infrared receiving head has three pin:
VOUT connected to the analog port.
GND received experimental board's GND.
VCC received experimental board's +5 v.

Infrared remote control experiment

Experiment component

1. IR remote control x1
2. Infrared receiving head x1
3. Buzzer x1
4. 220 Ω resistance x1
5. Breadboard & jumper wires

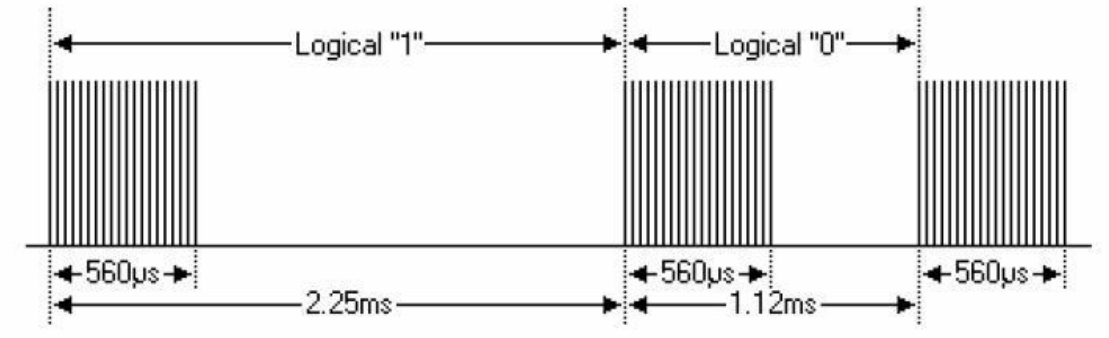
Experiment principle

If you want to decode remote control, you must understand the coding system of the remote controller first. The coding system of the remote control we used is NEC protocol. Now let's learn about NEC protocol:

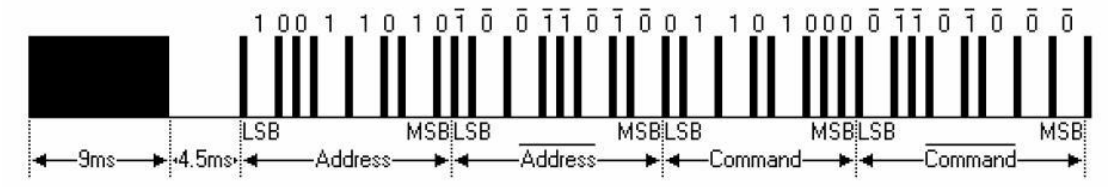
- **NEC protocol introduction：**

Feature：

（1）8-bit address spaces, 8-bit command spaces.
（2）address bits and command bits are transmitted twice for reliability.
（3）Pulse position modulation.
（4）Carrier frequency 38khz.
（5）Every bit's time is 1.125ms or 2.25ms.



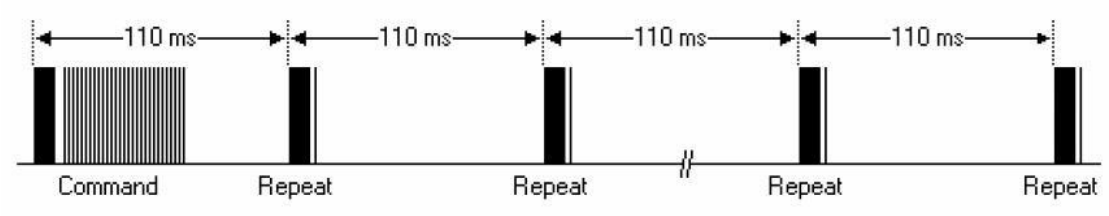
Protocol：

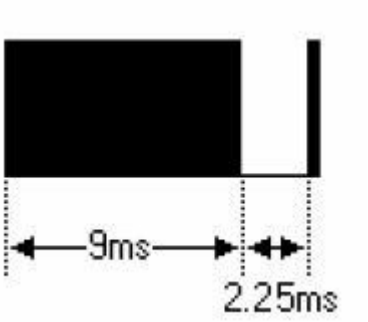


The above picture shows the typical NEC protocol pulse sequence. Note: This is the prior sending the LSB (least significant bit) agreement.

Pulse propagation's address is the 0x59 command 0x16 at the above. A message is start from a 9ms high level, followed by a 4.5ms low level (these two level made boot code) and then by the address code and command code.

Address and command transfer twice. The second time all bits are inverted, can be used for use in the received message recognized. The total transmission time is constant, because the duplication of every point of its length negated. If you're not interested, you can ignore this reliability negated address and command can also expand to 16!





According to the characteristics and the receiving end of the waveform of the NEC coding, this experiment will divided receiving end's wave form into four parts: Primer searching code (9ms And 4.5ms pulse), the address code 16 (including an 8-bit address and 8-bit address is negated), the command code 16 (package
Including eight command-bit and 8-bit command negated), repeat code (9ms, 2.25ms, 560us pulse). HIGH segment of the received waveform and low section to be measured using the timer, based on the measured time to distinguish: a logical "0", a logical "1", cited seek pulse, repetitive pulses. Boot code and address code as long as the judge is correct pulse can be, without storage, but the command code must be stored, because each key command codes are different.

Connect your circuit as the below diagram.

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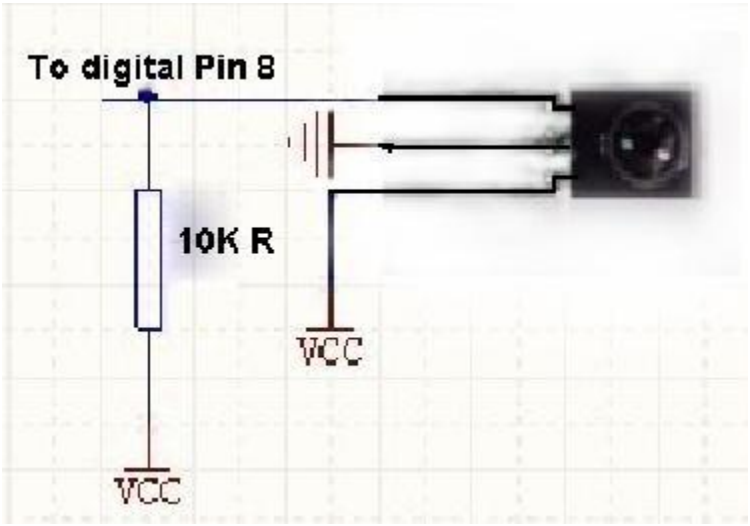

Example code

```
#define IR_IN    8 // infrared receive

int Pulse_Width = 0;//storage pulse width
int ir_code = 0x00;//    user code value
char    adrL_code = 0x00;//Command code
char    adrH_code = 0x00;// Command code base minus one's complement

void timer1_init(void)//timer initialization function
{
   TCCR1A = 0X00;
   TCCR1B = 0X05;//set timer clock source
   TCCR1C = 0X00;
   TCNT1 = 0X00;
   TIMSK1 = 0X00;   // Ban timer interrupt overflow
}
void remote_deal(void)// Implement the decoding function
{     // data presentation
       Serial.println(ir_code,HEX);//16 Into system show
       Serial.println(adrL_code,HEX);//16 Into system show
}
char logic_value()//Judgment logic value "0" and "1" son function
{
   TCNT1 = 0X00;
   while(!(digitalRead(IR_IN))); //if low wait
   Pulse_Width=TCNT1;
      TCNT1=0;
   if(Pulse_Width>=7&&Pulse_Width<=10)//low level 560us
      {
      while(digitalRead(IR_IN));//if high wait
```

```
      Pulse_Width=TCNT1;
      TCNT1=0;
      if(Pulse_Width>=7&&Pulse_Width<=10)//high level 560us
                  return 0;
      else if(Pulse_Width>=25&&Pulse_Width<=27) //high level 1.7ms
                  return 1;
      }
   return -1;
}
void pulse_deal()//Receiving address code and command code pulse function
{
   int i;
   int j;
   ir_code=0x00;// clear
   adrL_code=0x00;// clear
   adrH_code=0x00;// clear

      // Analysis of the remote control code user code value
      for(i = 0 ; i < 16; i++)
      {
      if(logic_value() == 1) // if 1
                        ir_code |= (1<<i);//Save key value
      }
      // Analytical remote control code commands in the code
      for(i = 0 ; i < 8; i++)
      {
      if(logic_value() == 1) // if 1
                  adrL_code |= (1<<i);//save key value
      }
      // Analysis of the remote control code user code value
      for(j = 0 ; j < 8; j++)
      {
      if(logic_value() == 1) //if 1
                        adrH_code |= (1<<j);//save key value
      }
}
void remote_decode(void)// Decoding function
{
   TCNT1=0X00;
   while(digitalRead(IR_IN))// if high wait
      {
      if(TCNT1>=1563)    // When high level lasted for more than 100 ms, shows that at the
moment no key press
            {
```

```
        ir_code=0x00ff;// user code value
        adrL_code=0x00;// a byte value before Key code
        adrH_code=0x00;// a byte value after Key code
                return;
            }
    }

    // If high level can't last for more than 100 ms
  TCNT1=0X00;
while(!(digitalRead(IR_IN))); //if low wait
  Pulse_Width=TCNT1;
    TCNT1=0;
  if(Pulse_Width>=140&&Pulse_Width<=141)// 9ms
    {

    while(digitalRead(IR_IN));//if high wait
    Pulse_Width=TCNT1;
    TCNT1=0;
    if(Pulse_Width>=68&&Pulse_Width<=72)// 4.5ms
          {
                pulse_deal();
                return;
          }
    else if(Pulse_Width>=34&&Pulse_Width<=36)//2.25ms
          {
        while(!(digitalRead(IR_IN)));// if low wait
        Pulse_Width=TCNT1;
                TCNT1=0;
        if(Pulse_Width>=7&&Pulse_Width<=10)// 560us
                {
                      return;
                }
          }
    }
}
void setup()
{
  Serial.begin(9600);
  pinMode(IR_IN,INPUT);// Set infrared receiving pin for input
Serial.flush();
}
void loop()
{
  timer1_init();//Timer initialization
```

```
while(1)
    {
    remote_decode();    // decode
    remote_deal();      // Executive decoding results
    }
```