# CoderDojo Bray : Serial Sushi

The basic Arduino programs to start you off with the Serial Dojo Sushi challenges are provided: random, serialprotocol, and serialcommand.

“random()” is a super simple program generates a random number and prints it out to the serial port. Use random() to make sure that your serial communication is working properly.

“serialprotocol” and “serialcommand” show two different ways of sending commands to your Arduino. You can use either as the basis for completing the challenges in the Serial Sushi.

If you can complete these Challenges, then you are well on the way to using your serial port to communicate with your Arduino. Congratulations!

## Challenge #0 – Getting Started

### Level

Beginner : You need to complete this challenge to get started with working with your Arduino.

### Challenge

* Get the Arduino IDE installed on your computer
* Build the “random” sketch
* Download it to the Arduino
* Open up the Serial Monitor in the Arduino IDE and see the random numbers being printed

### Extra Credit

* Modify the data rate of both the Arduino and the IDE so that the communication works at a faster speed
* Look up the special Arduino function calls made in the Arduino Reference Guide

### Aims

Get the Arduino IDE installed, correctly communicating with an Arduino board connected to it over USB.

When you have this working, your environment is up and running and you are ready for the rest of the Serial Sushi challenges.

### Resources

An Arduino, USB cable, and a laptop.

### Notes for Mentors

See the coderdojobray site for troubleshooting information, if the Arduino IDE will not communicate with the Arduino board.