Experiment: 1
Led Chaser

Theory:

Concept Used: In this experiment we have done coding to flash LED (Light Emitting Diode), which is taken together on the Breadboard . LED are semiconductor integrated circuits used to turn on and off groups of light emitting diodes.

Learning and Observations : The coding is done on computer from which the instructions are given to the Arduino Uno board . Arduino is a single board microcontroller meant to make the application more accessible which are interactive objects and its surroundings.

Precautions:

1- Positive and Negative terminals should be put in correct order.

2-All the wires and elements should be connected tightly and according to the coding done on the system.

Problems and Trouble shooting:

1-The incorrect coding might cause problems in the working of hardware. This can be corrected by learning C++ and practicing it on the software.

2-Arduino wire must be checked if they are loose or not. And

the ports should be properly cleaned before using ,they might cause problem in future.

Learning Outcome:

From this experiment we have learn how to code in the software . This project was the pillar for the upcoming project we are going to do in upcoming projects.

In this project we learned how to flash LED bulbs each after each other and how to code it on the software.