Remote Control Blink Rate (Lab 7A)

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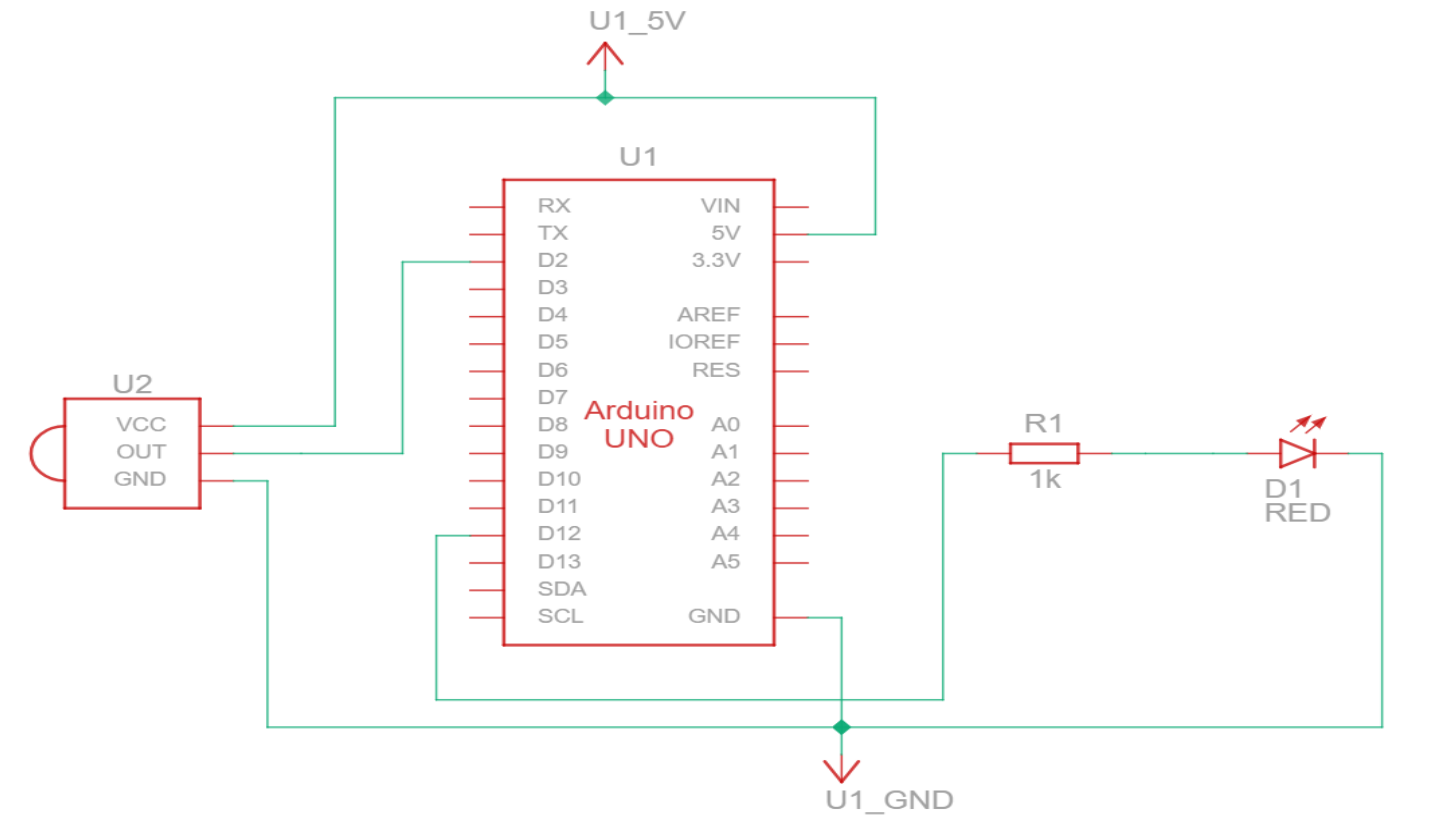
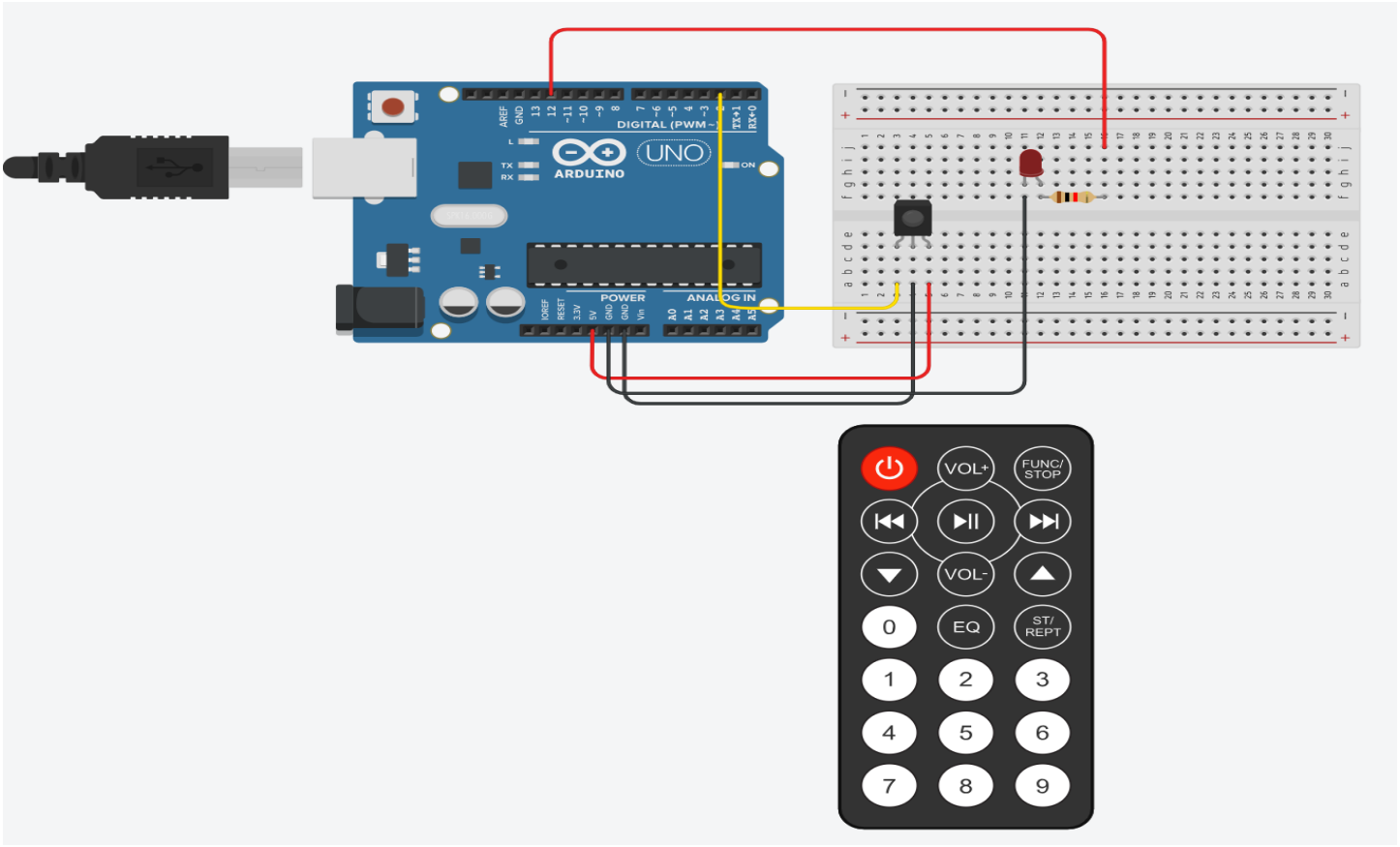
Code:

RemoteControlBlinkRate_lab7A.ino

```
#include <IRremote.h>

int lastDelay=1 ;//default

void setup() {
  Serial.begin(9600);
  IrReceiver.begin(2);
  pinMode(12, OUTPUT);
  digitalWrite(12,LOW);
}


int IRreciever()
{
   if (IrReceiver.decode()) {
    int code=-1;

    bool isRepeat = IrReceiver.decodedIRData.flags & IRDATA_FLAGS_IS_REPEAT;

    if (!isRepeat) {
        code = IrReceiver.decodedIRData.command;
      }
    IrReceiver.resume();
    return code;
  }
  return -1;
}


void blink(int delayed)
{
  int delayedTime=delayed*100;
  digitalWrite(12, HIGH);
  delay(delayedTime);
  digitalWrite(12, LOW);
  delay(delayedTime);
}

void loop() {

 int delayed=IRreciever();
 if(delayed!=-1 && delayed!=0)
 {
  Serial.print("new code is ");
  Serial.print(delayed);
  Serial.print(" , ");
  Serial.print("new blink time is ");
  Serial.print(delayed*100);
  Serial.println(" ms");
  lastDelay=delayed;
  blink(delayed);
 }
 else
 {
  blink(lastDelay);
 }

}

```

Schematic and Tinkercad circuit:





Tinkercad Simulation Link: click here