

# CCLab Fall 2012

## Parsons The New School For Design

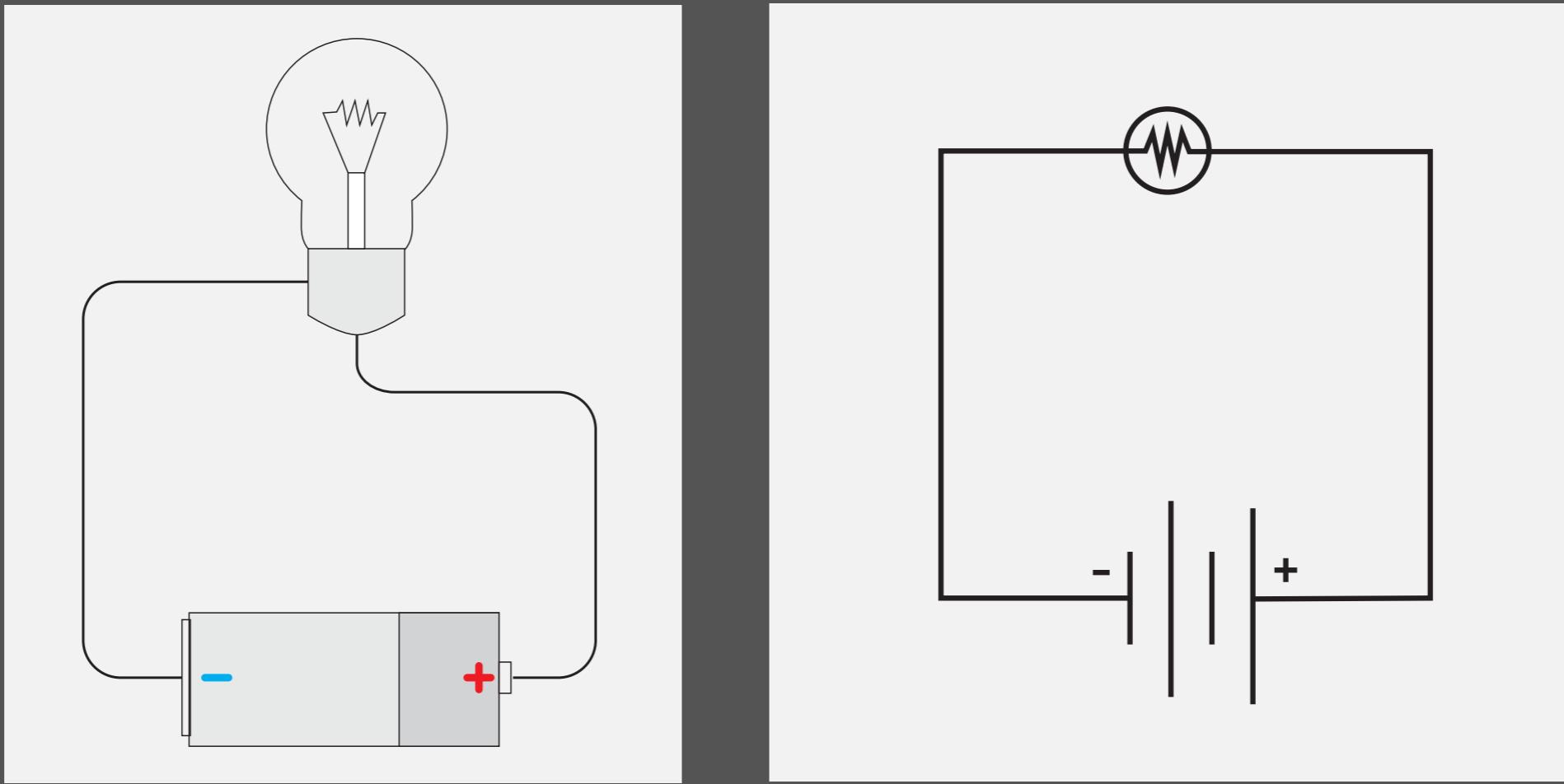
### WEEK 7. Intro to Arduino

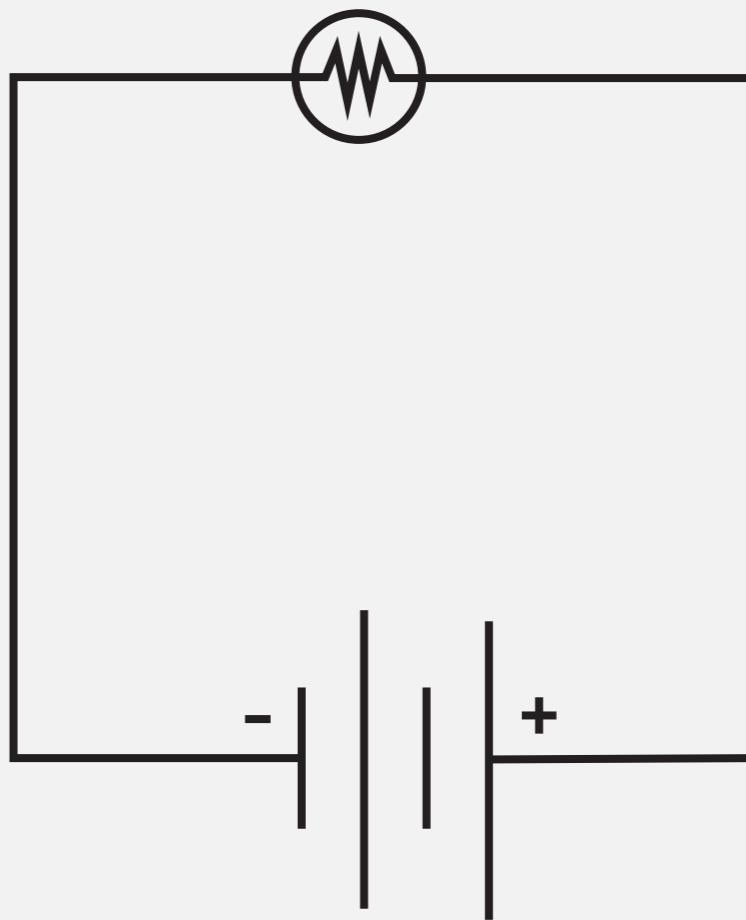
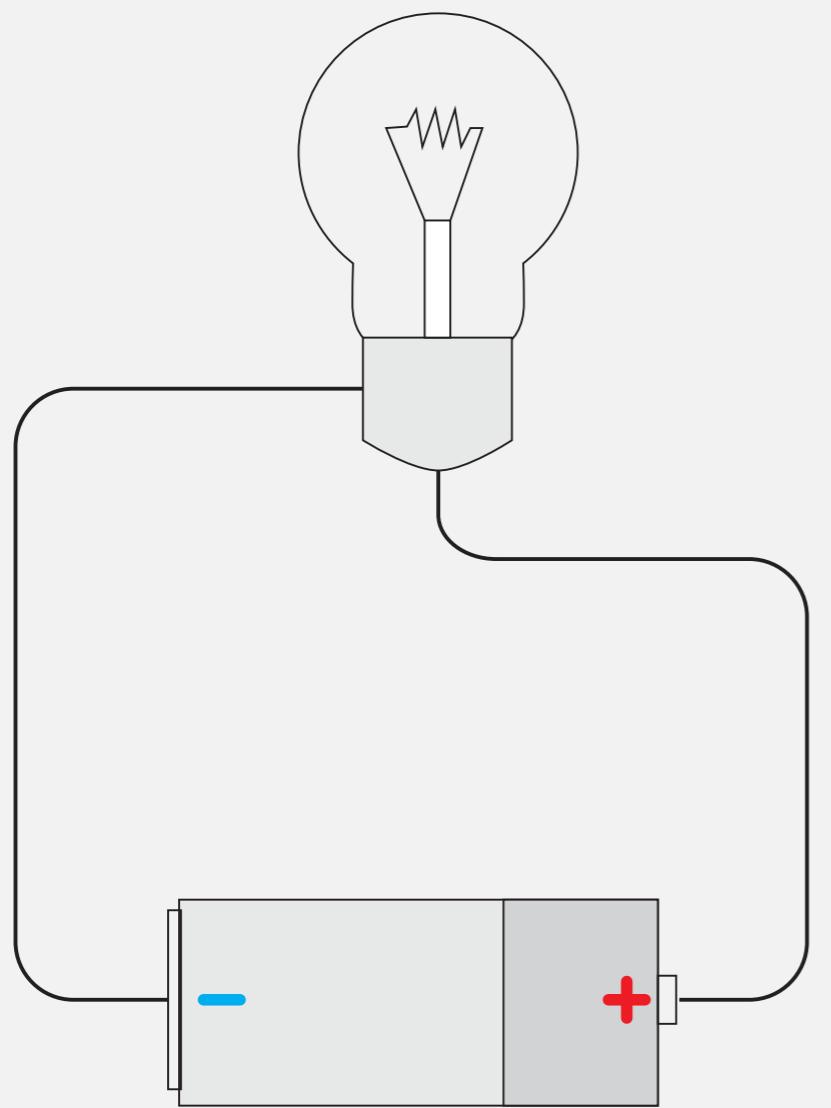
Francisco Zamorano  
[zamoranF@newschool.edu](mailto:zamoranF@newschool.edu)

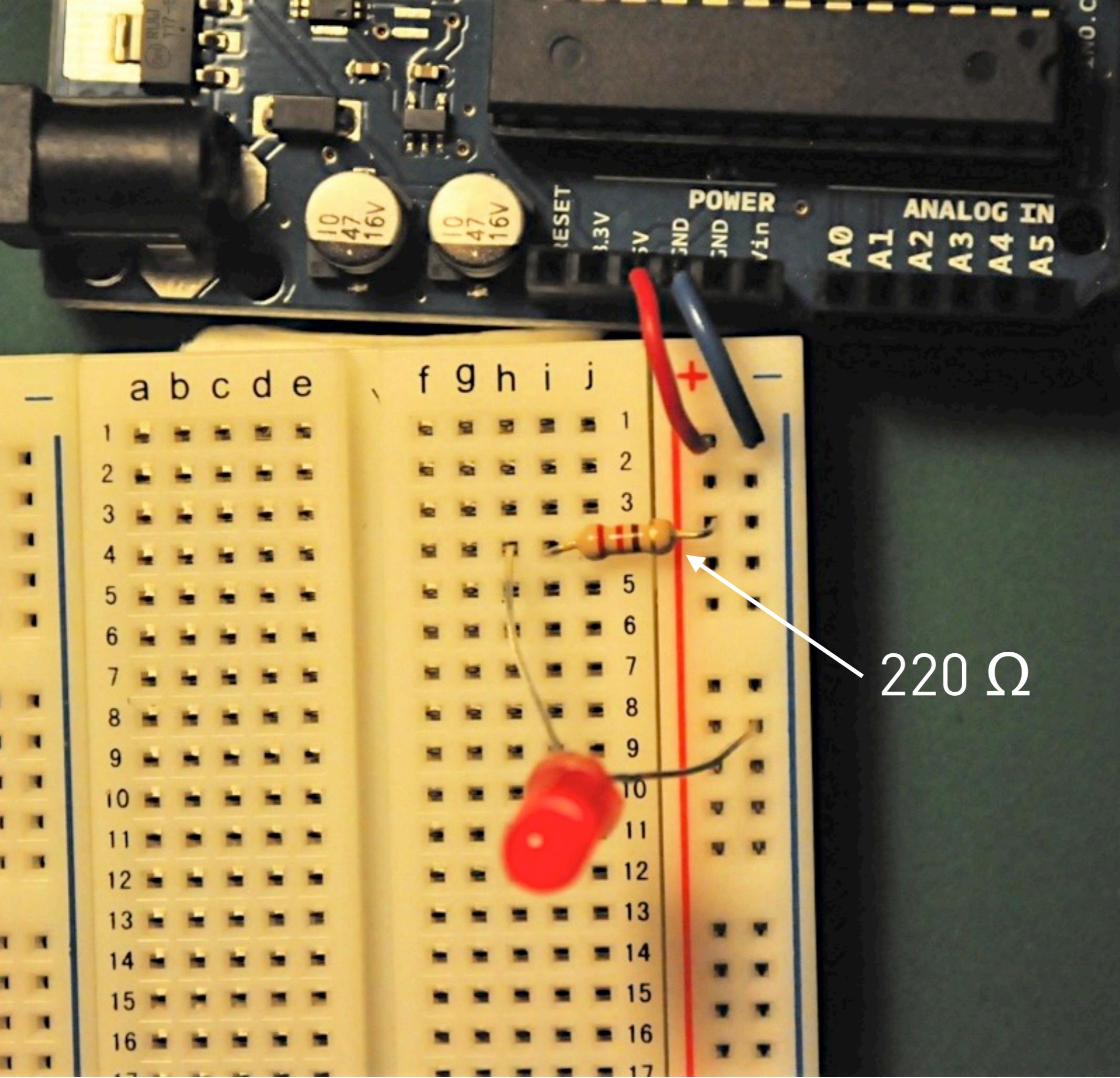
# Circuit

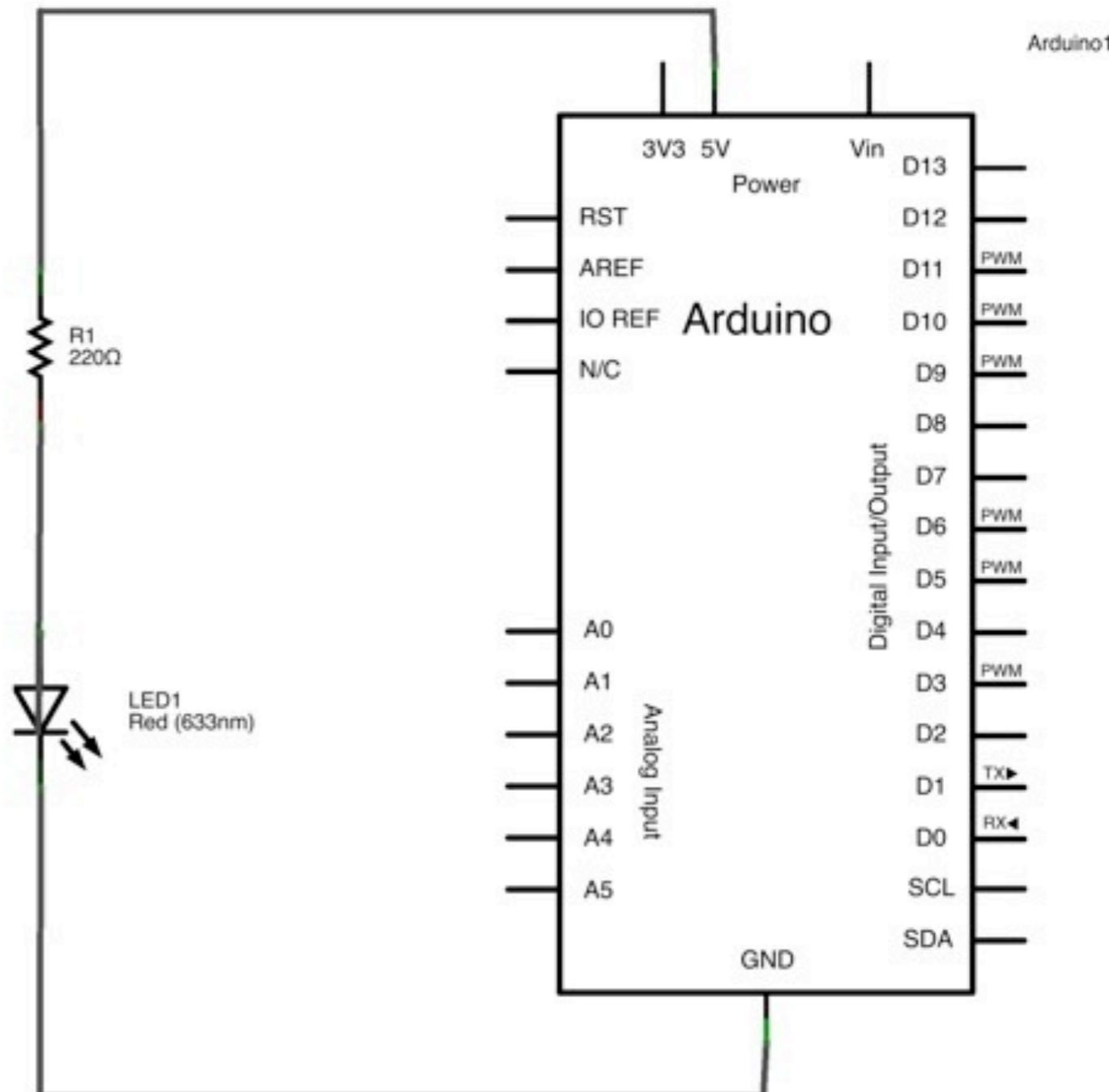
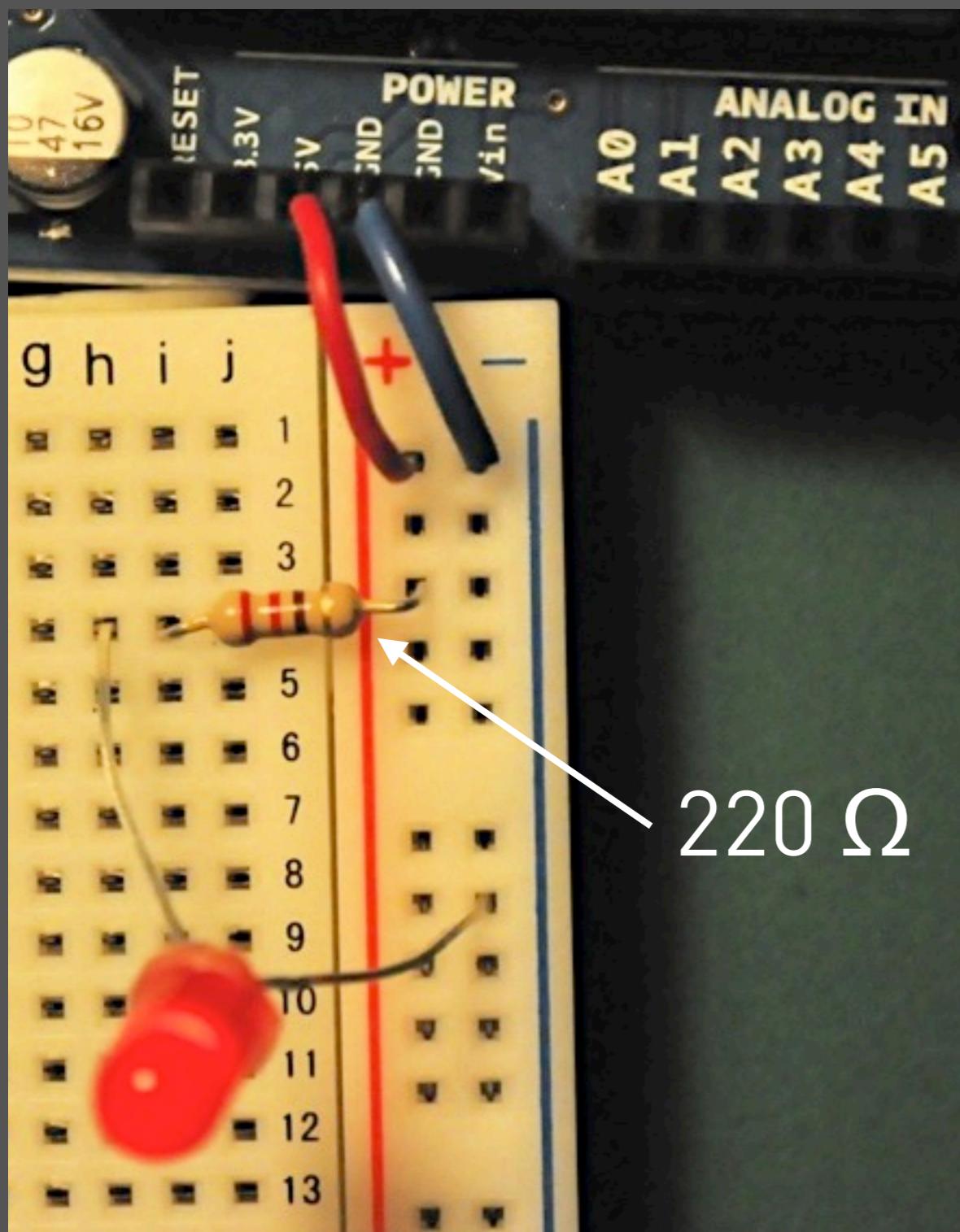
From the latin **circitus**(a going around) and **circum** (round)

A closed loop containing a source of electrical energy  
(eg. a battery) and a load (eg. a light bulb)





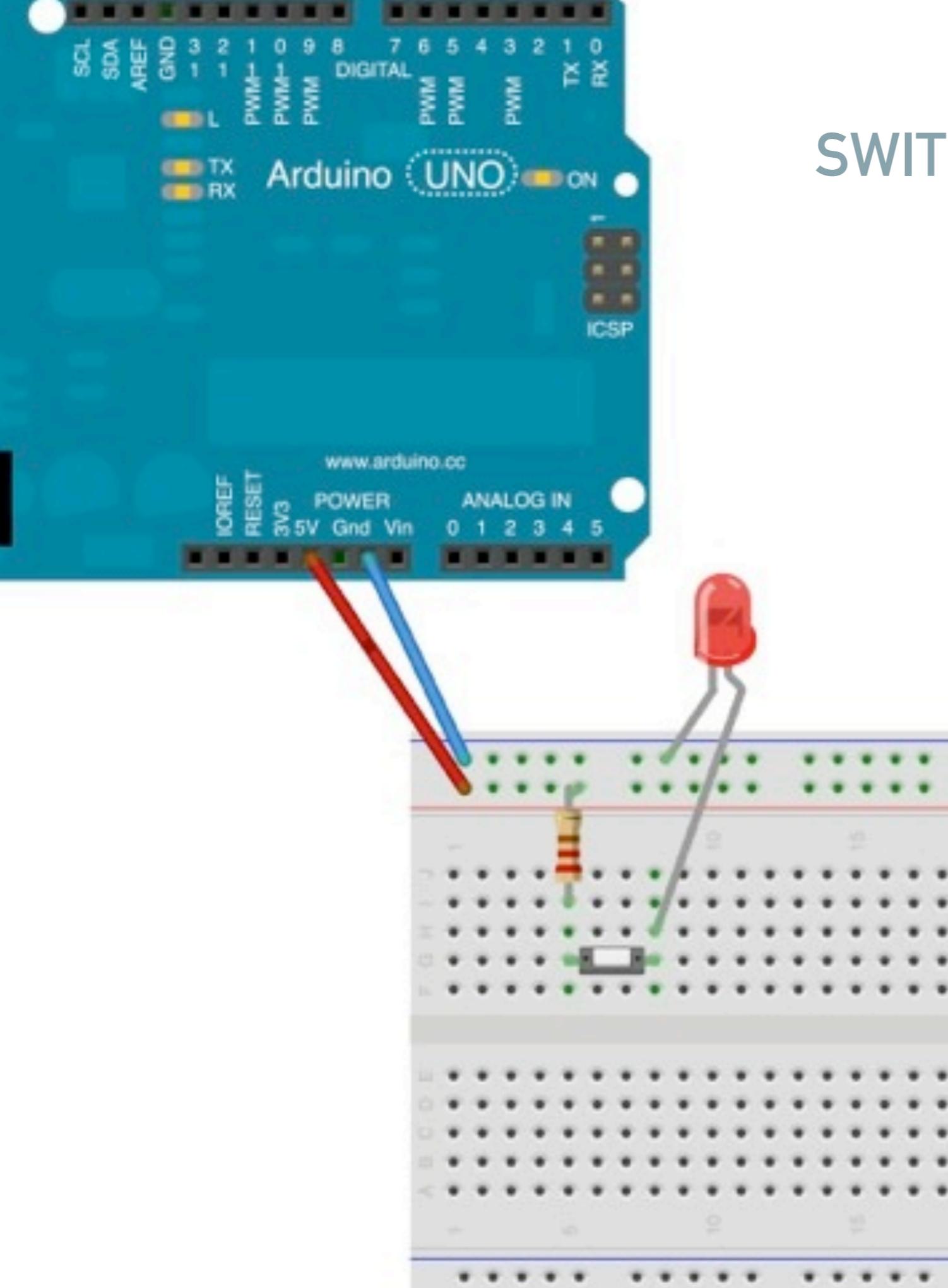




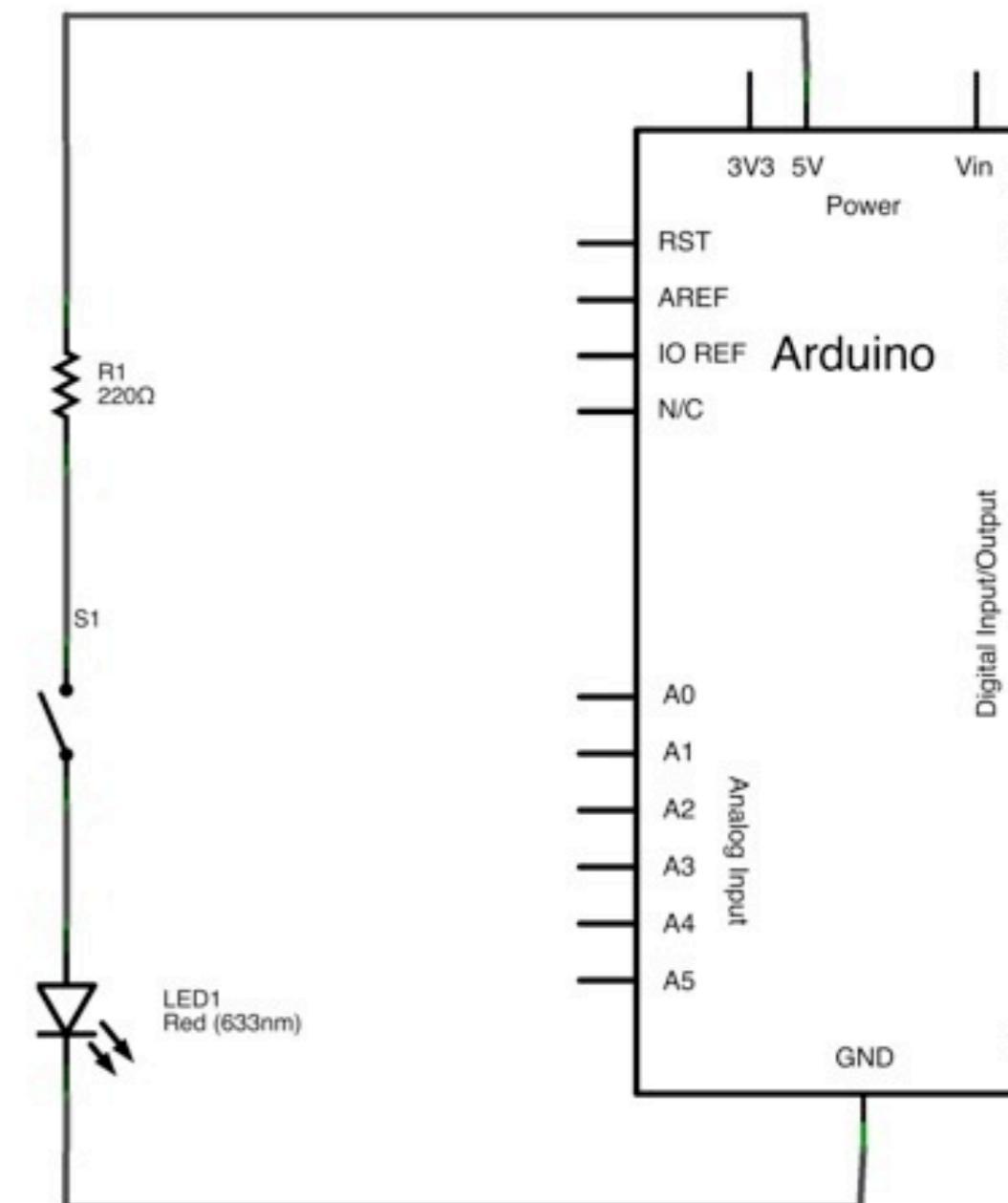
# Switches

A break in the circuit that can be opened or closed.





## SWITCH EXAMPLE



# Arduino

# Arduino

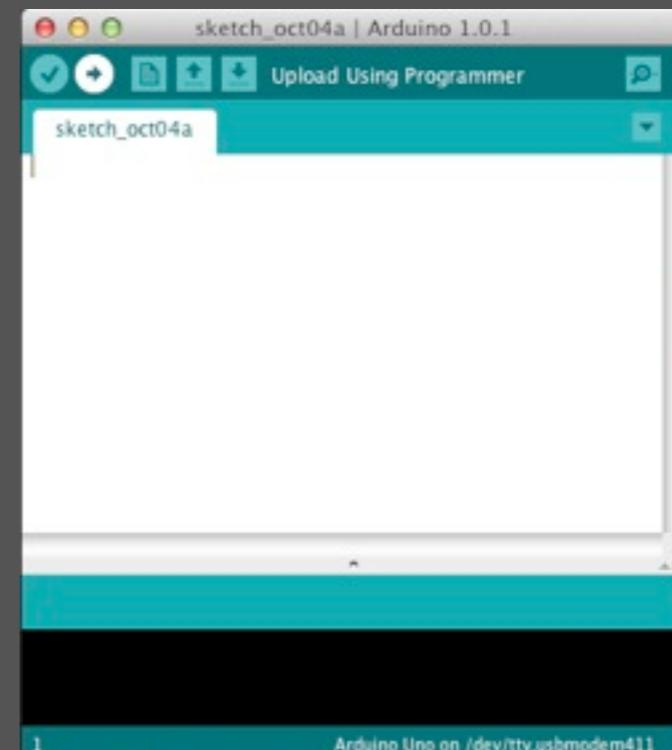
## Microcontroller (board)



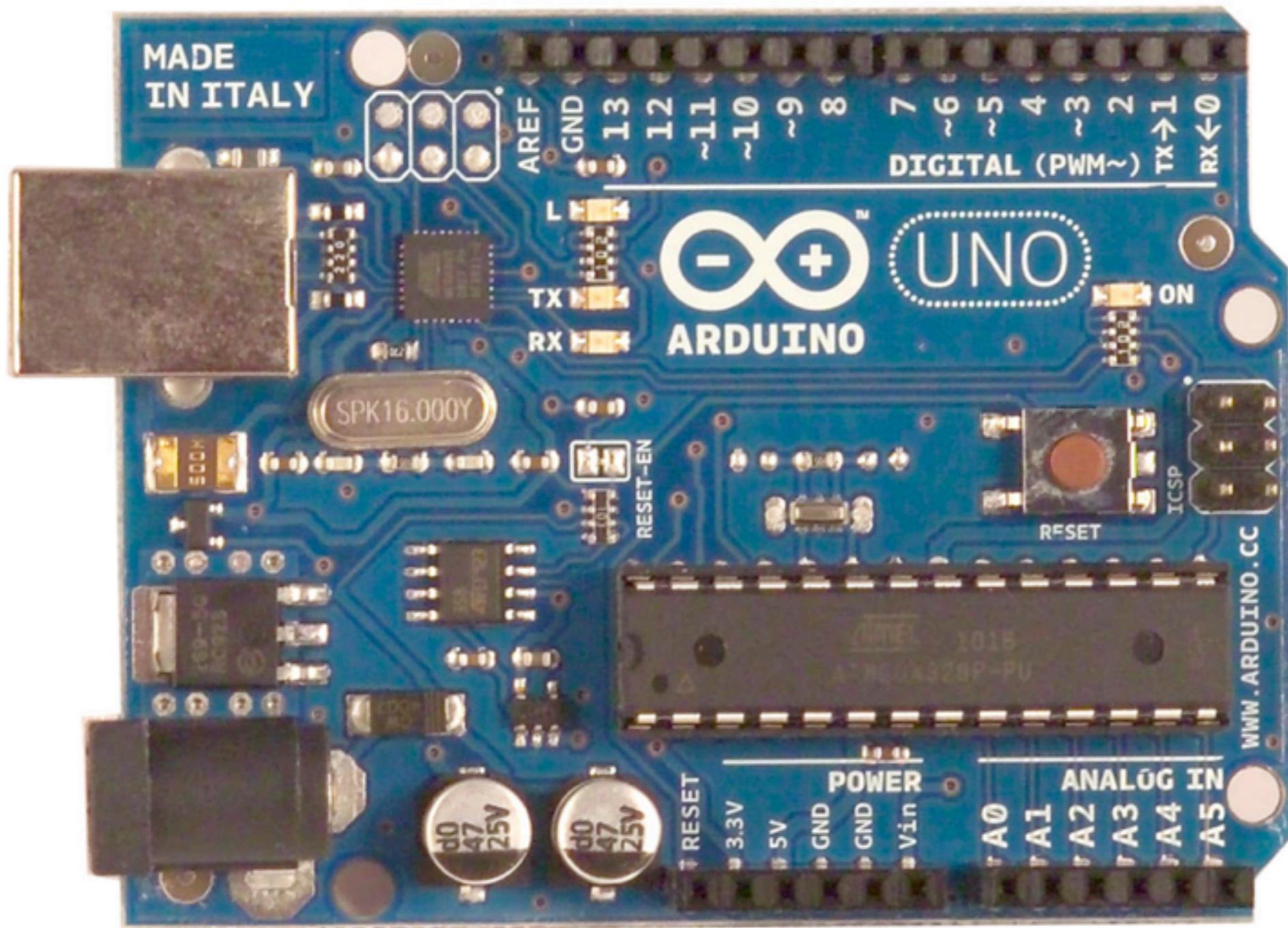
## Language

```
void setup() {  
  // initialize serial communication at 9600 bits per second  
  Serial.begin(9600);  
  // make the pushbutton's pin an input:  
  pinMode(pushButton, INPUT);  
  
}  
  
void loop() {  
  //read the state of the button  
  int buttonState = digitalRead(pushButton);  
  
  if (buttonState == HIGH){  
    Serial.write(1); //we send a byte number 1  
  }  
  else{  
    Serial.write(2); //we send a byte number 2  
  }  
}
```

## Environment (IDE)



# Board



# Pins?

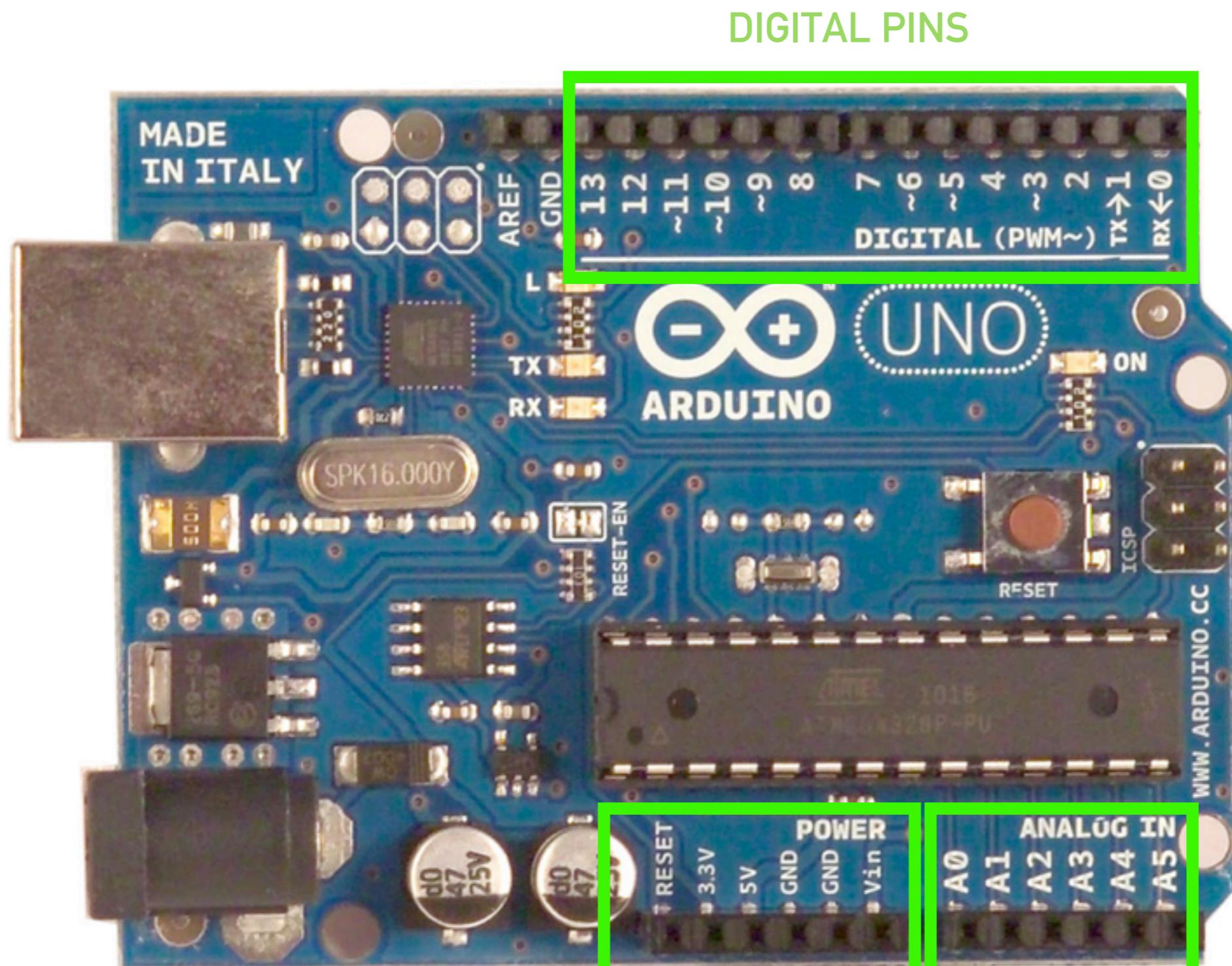
A pin provides an input or output through which the controller can communicate with components

On the Arduino board we have 3 groups of pins

DIGITAL

ANALOG

POWER



POWER PINS

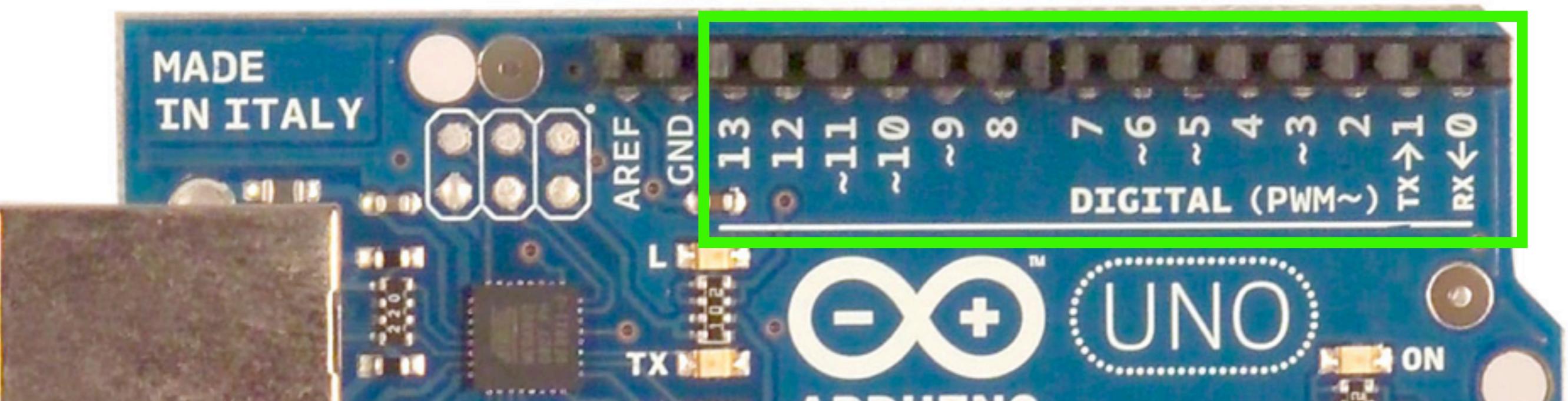
ANALOG INPUT PINS

# DIGITAL PINS

They have only two values that can be read/written to them : **HIGH** and **LOW**

They can be set to send or receive values: **pinMode(INPUT)** or **pinMode(OUTPUT)**

<b>HIGH</b> : 5 Volts	<b>ON</b>	<b>1</b>	<b>true</b>	BINARY INFO
<b>LOW</b> : 0 Volts	<b>OFF</b>	<b>0</b>	<b>false</b>	

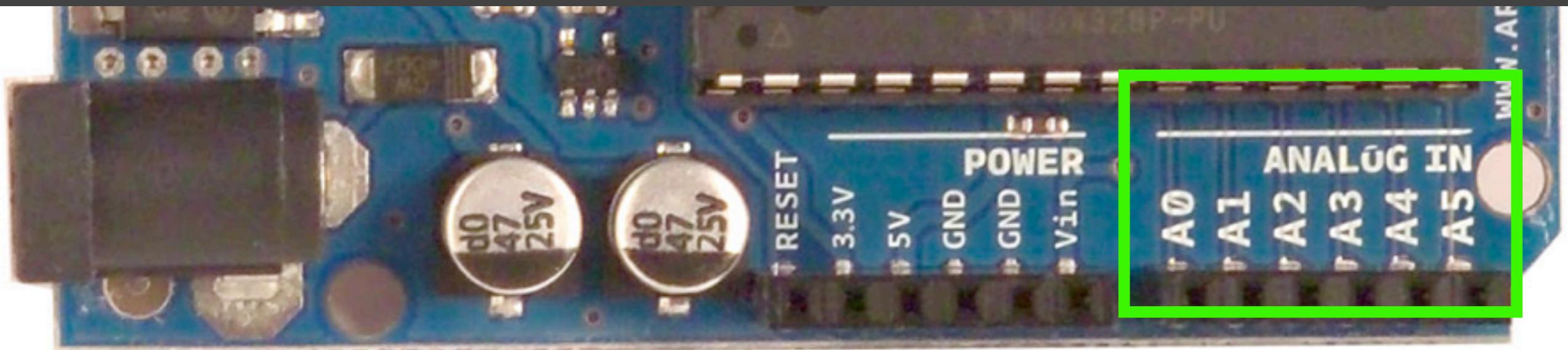


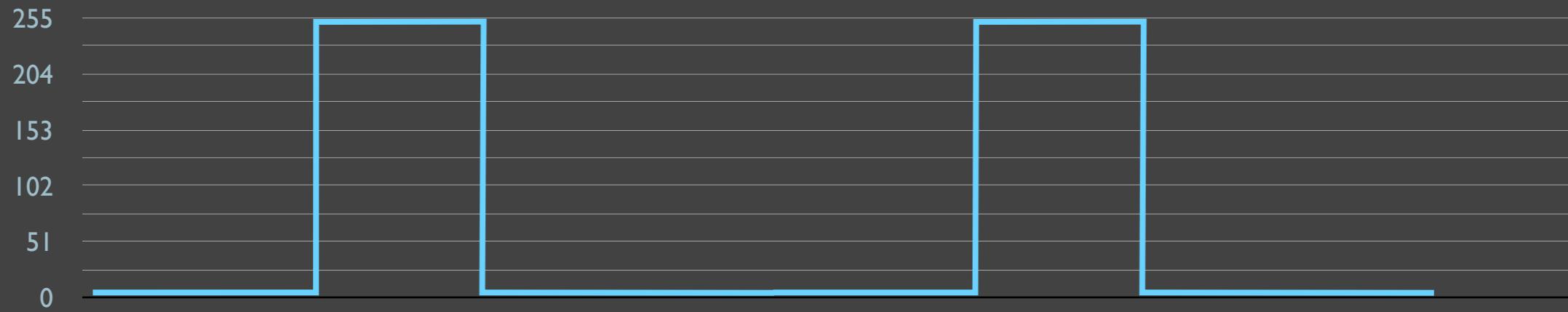
# ANALOG PINS

RANGE of values can be read/written to them

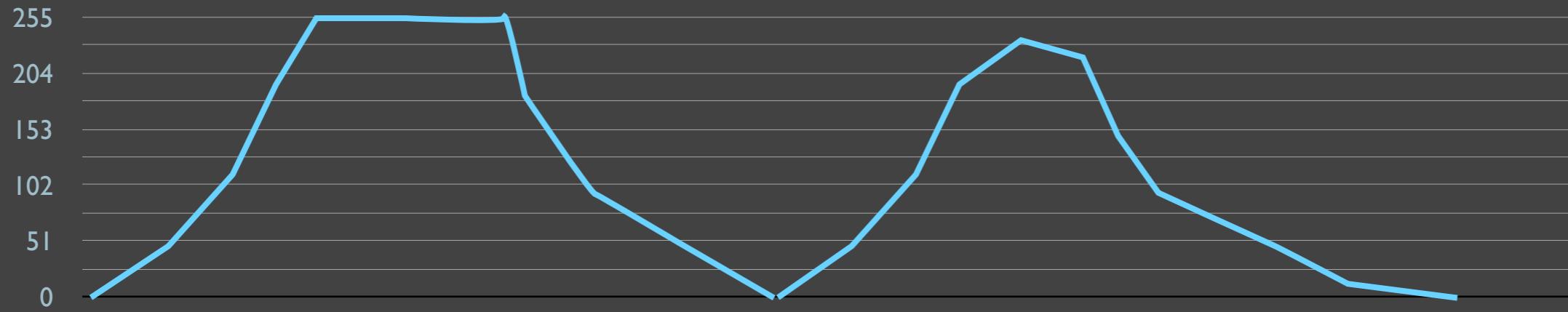
write	read	Volts
255	1023	5V
0	0	0V

We use `analogRead()` for incoming , and `analogWrite()` for outgoing messages





**DIGITAL** is for things that require a binary logic. Like lighting up an LED, or turning on a speaker, or reading if a button is pressed or unpressed, etc



**ANALOG** is for things that require a range: reading position of a dial, control the brightness of an LED, getting the distance from a sensor, etc

# Code

The screenshot shows the Arduino IDE interface. The title bar reads "sketch\_oct12b | Arduino 1.0.1". The toolbar includes icons for file operations (New, Open, Save, Print, Upload, Download) and a search function. The main code editor window displays the following Arduino sketch:

```
//variables  
  
//setup  
void setup(){  
  
}  
  
//loop  
void loop(){  
  
}
```

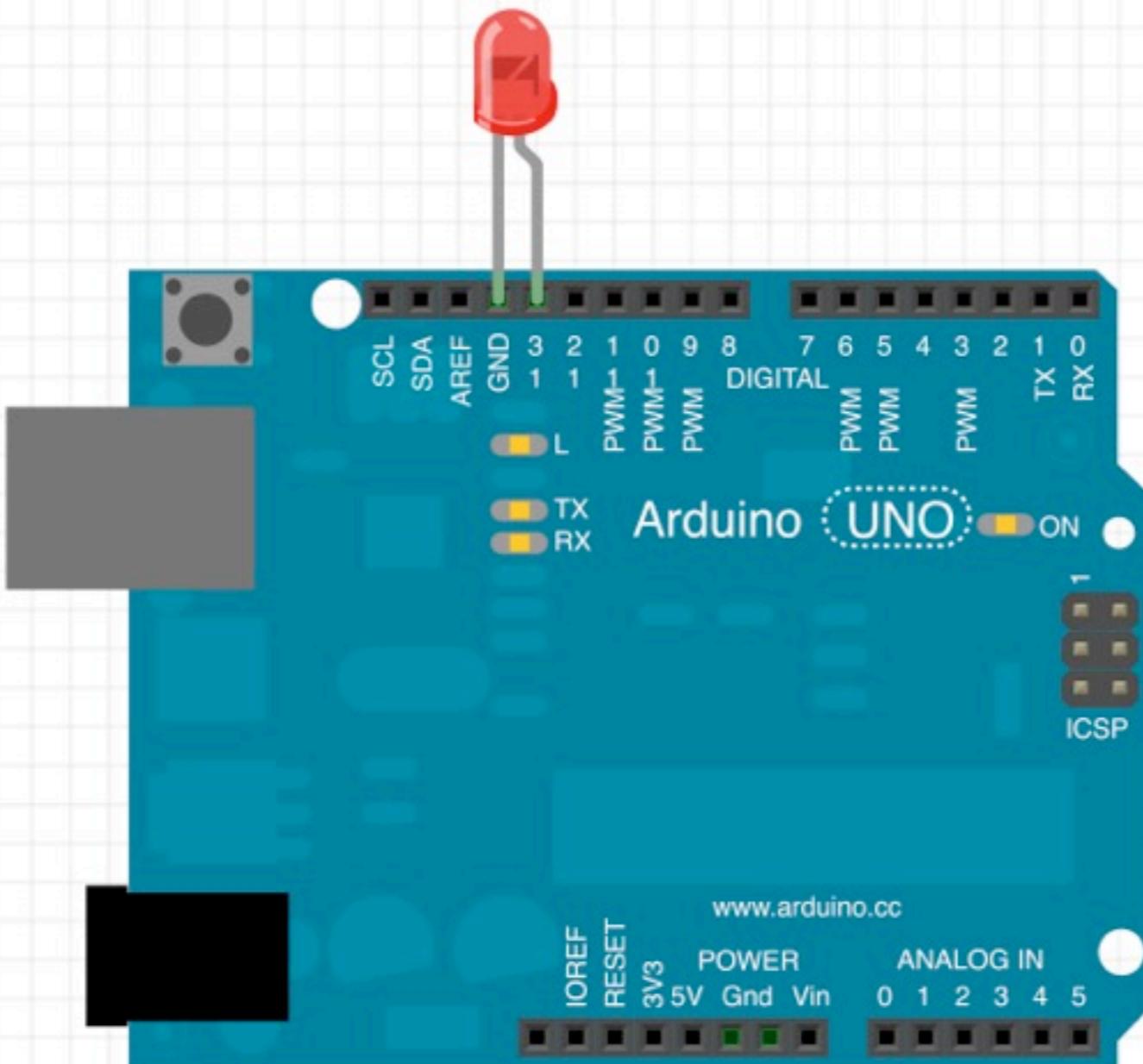
The status bar at the bottom indicates "Arduino Uno on /dev/ttv.usbmodem411".

Arduino language is very similar to Processing.

Instead of using `draw()`, we use `loop()`

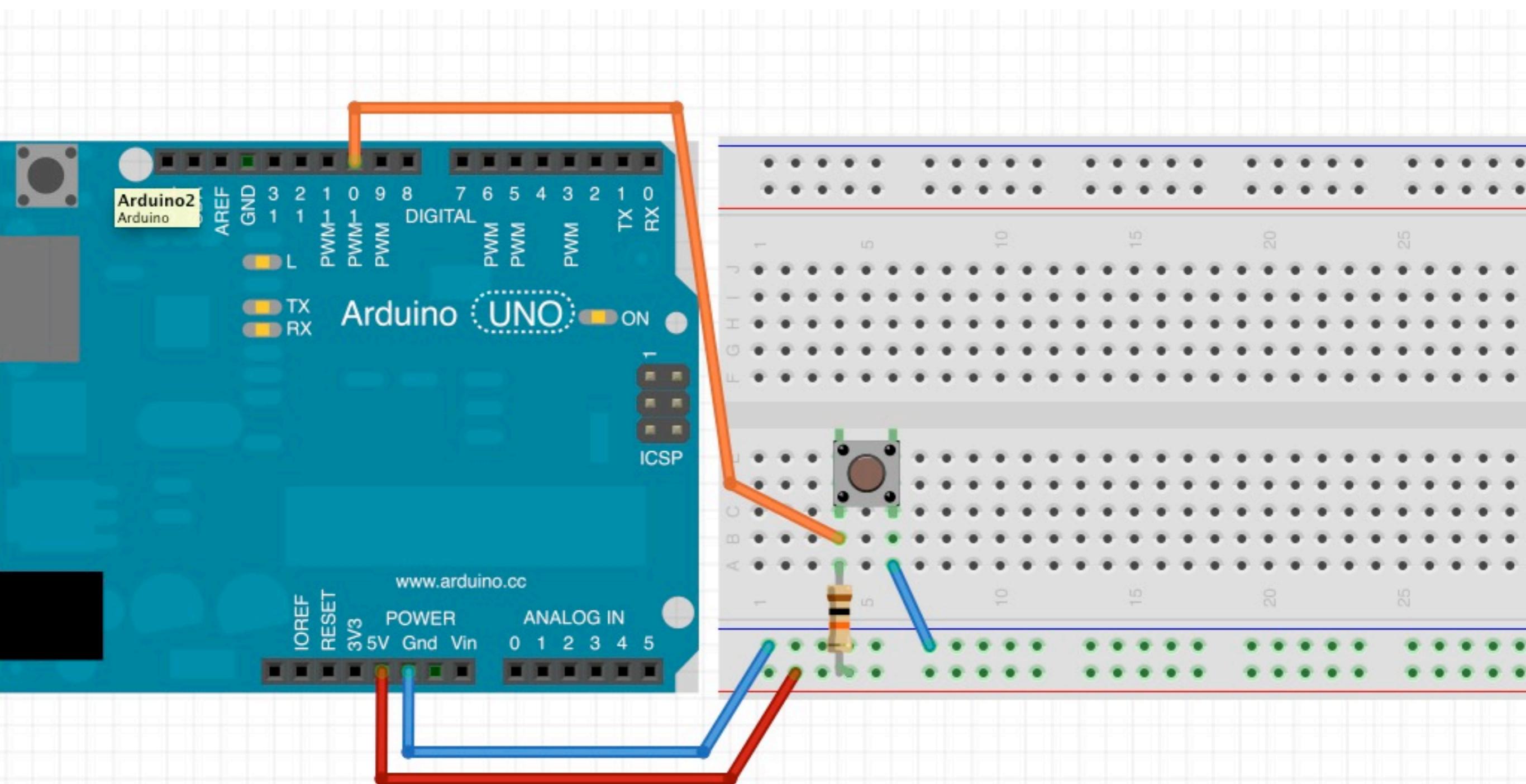
# DIGITAL WRITE EXAMPLE

## LED blink



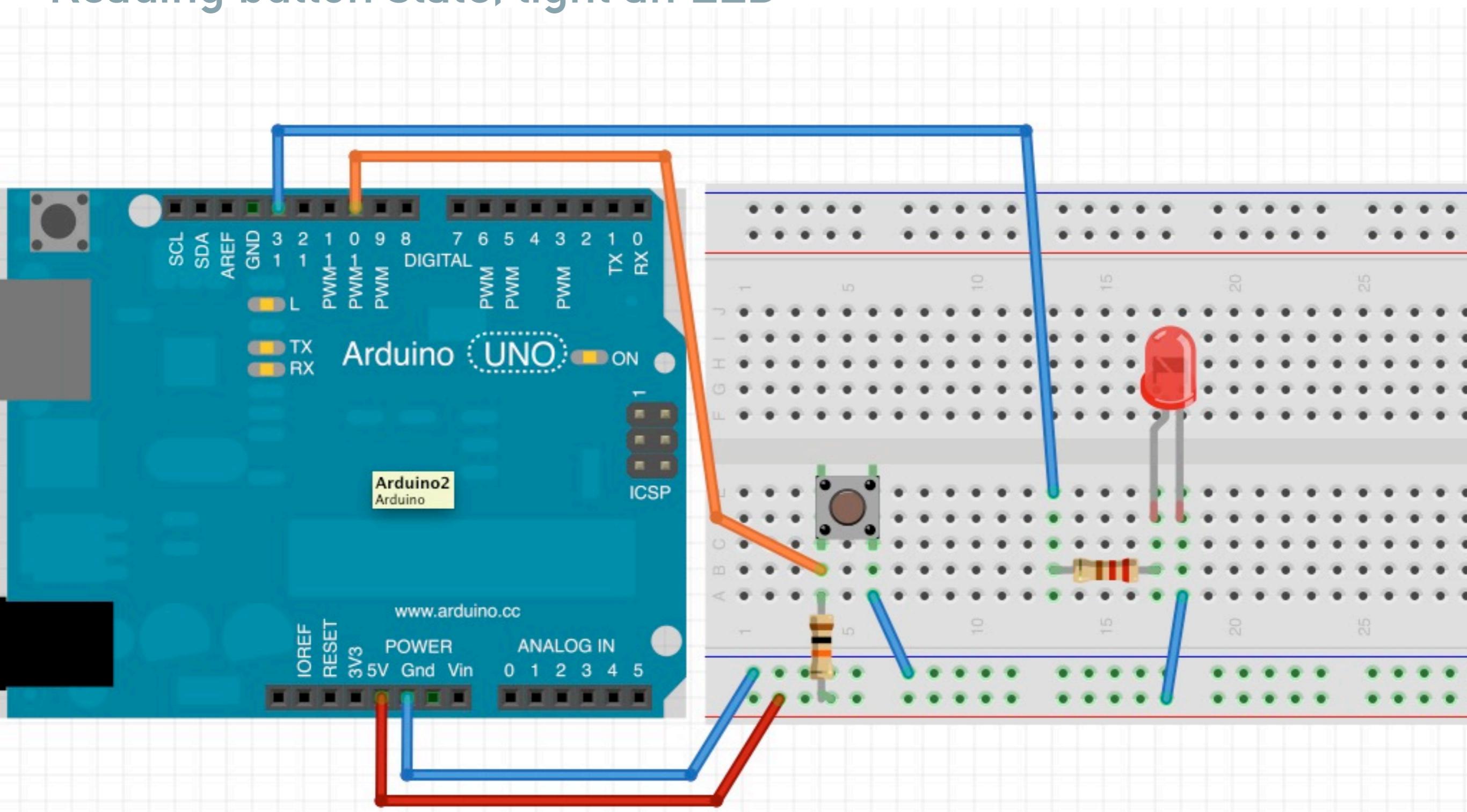
# DIGITAL READ EXAMPLE

Reading button state, print to console using serial



# DIGITAL READ-WRITE EXAMPLE

## Reading button state, light an LED



# ANALOG READ, DIGITAL WRITE PWM EXAMPLE reading potentiometer, dimming LED

