



Arduino vs STEAM

박종화

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내선번호: 722

<http://makethat.tistory.com>

◆ Introduction

- Arduino 소개
- STEAM 사례

◆ Arduino 개발환경

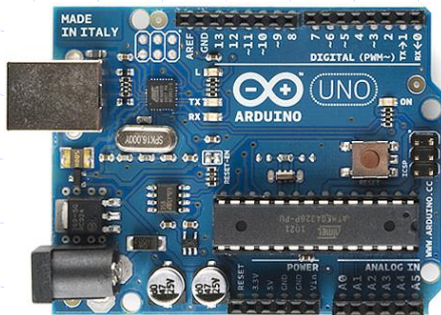
◆ Arduino Language

◆ 실습



◆ 아두이노 (Arduino)

- Arduino 는 이탈리아어이고 영어로는 Best Friend
- 아두이노는 오픈소스를 기반으로한 마이크로 컴퓨터
- AVR 계열의 칩셋을 사용 (atmege328)
- USB로 간단히 컴파일하고 업로드 할 수있다.
- 멀티 플랫폼 지원 (Windows, Mac, Linux 지원)
- 프로그래밍 언어 (Java, C 언어와 유사)



Arduino UNO board

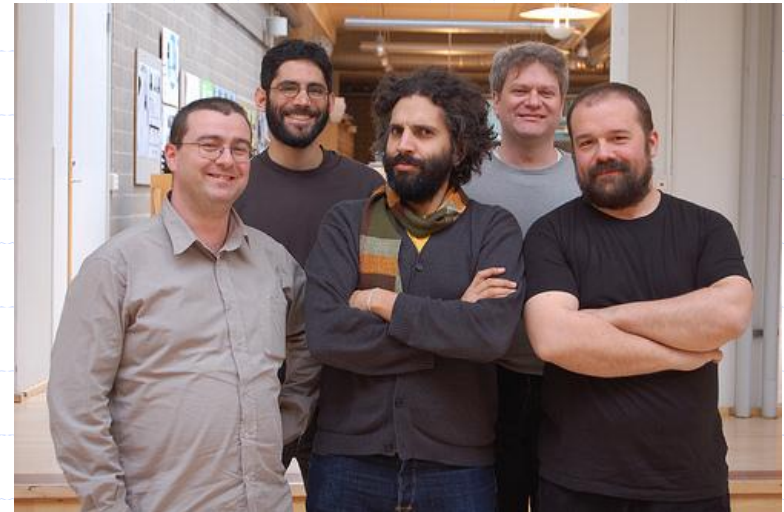
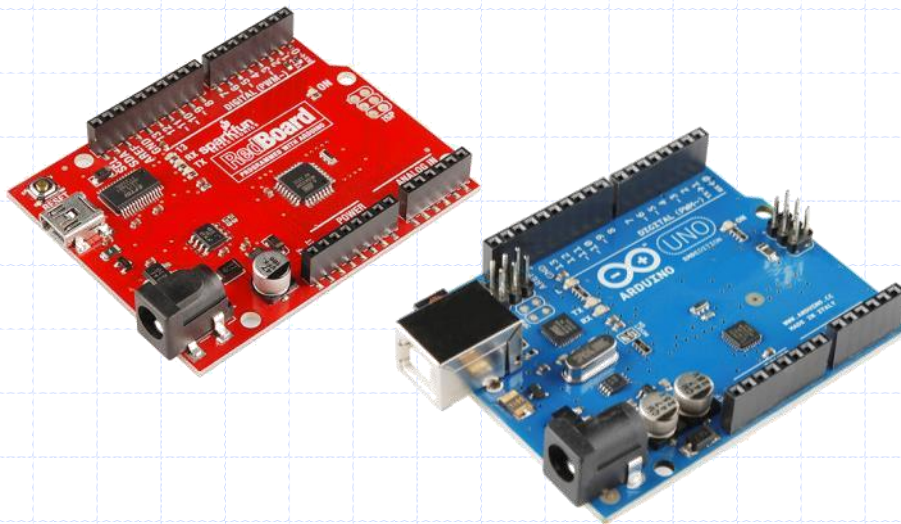
Arduino Board

- ◆ "Strong Friend" Created in Ivrea, Italy
- ◆ in 2005 by Massimo Banzi & David Cuartielles
- ◆ Open Source Hardware

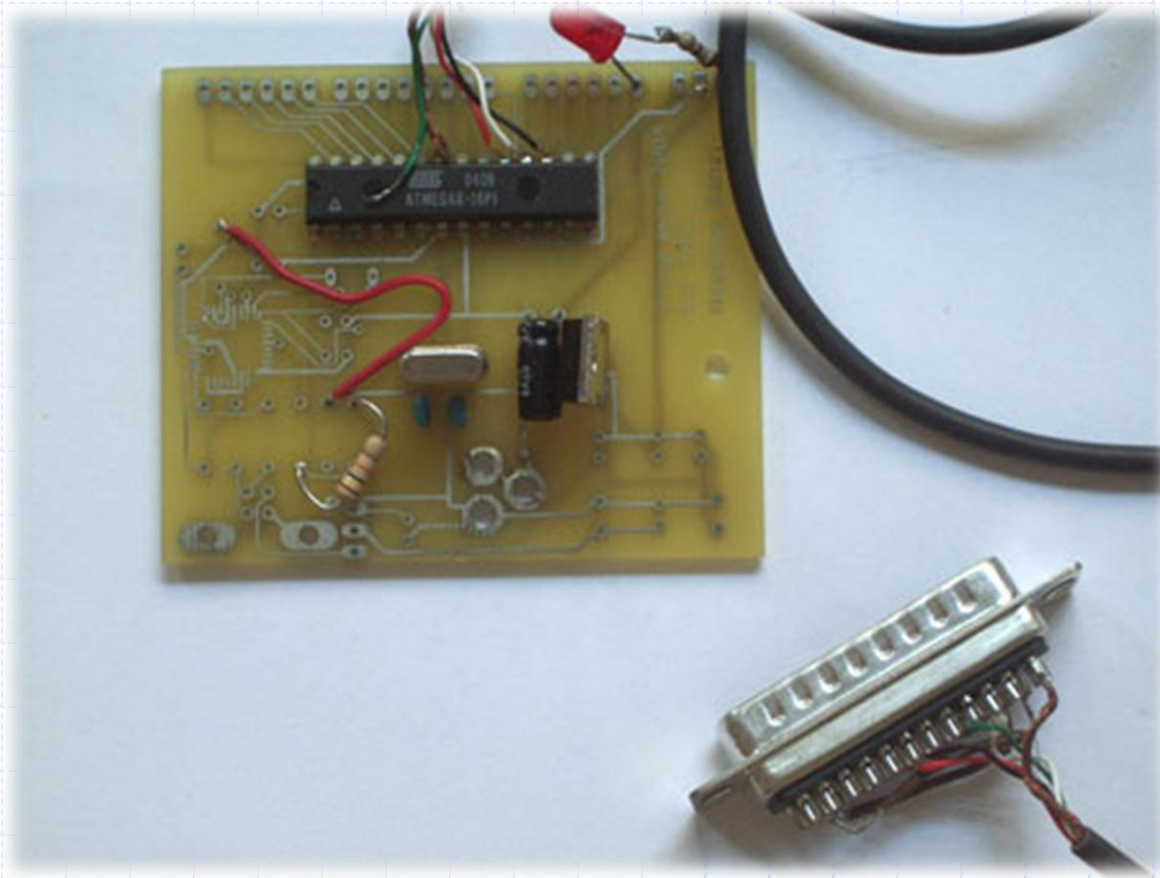


Processor

- ◆ Coding is accessible & transferrable → (C++, Processing, java)



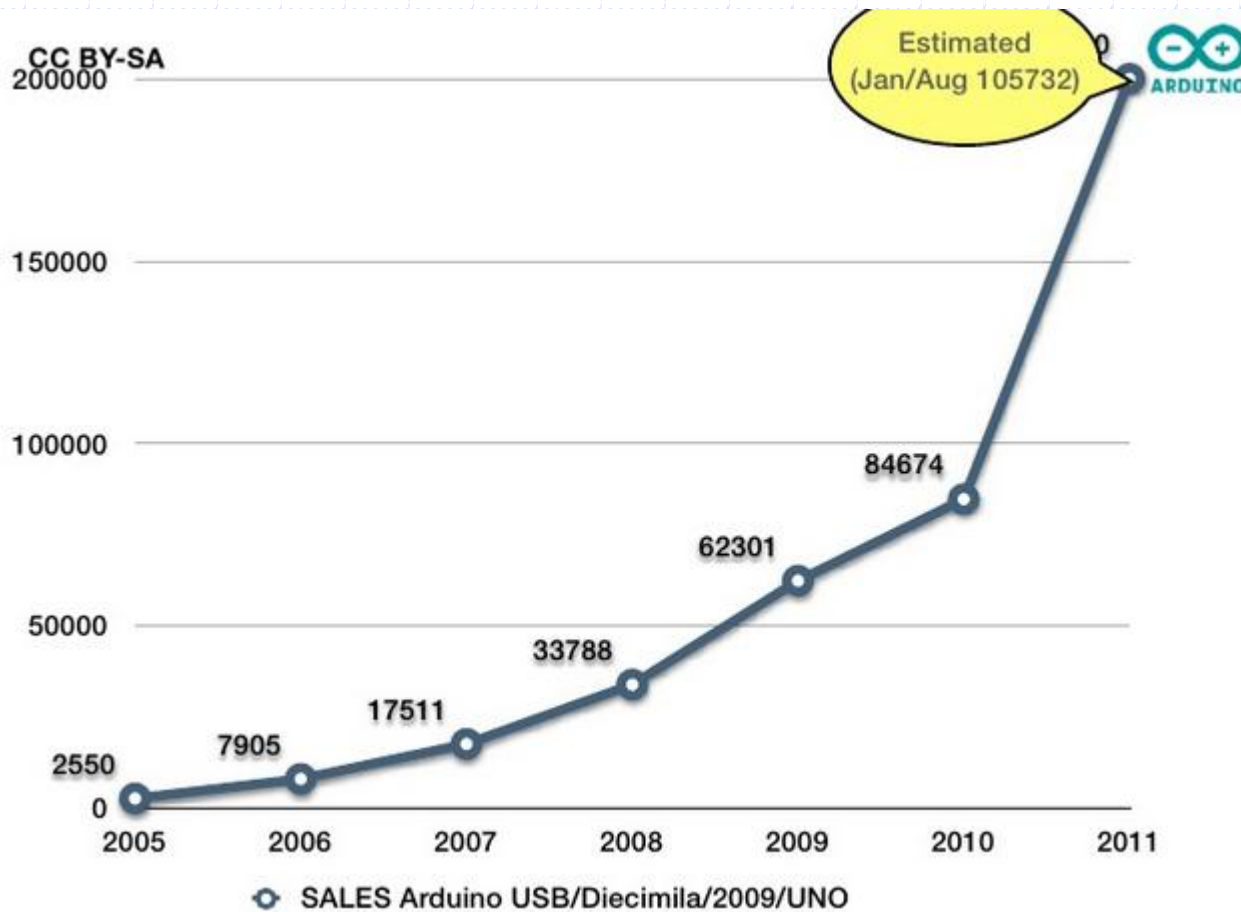
Arduino...



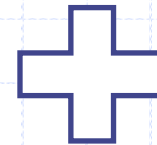
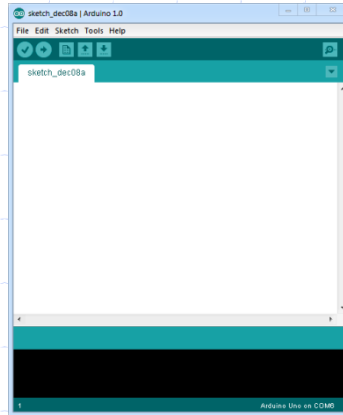
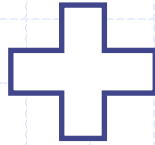
<http://spectrum.ieee.org/geek-life/hands-on/the-making-of-arduino>



Arduino



Arduino



Arduino board

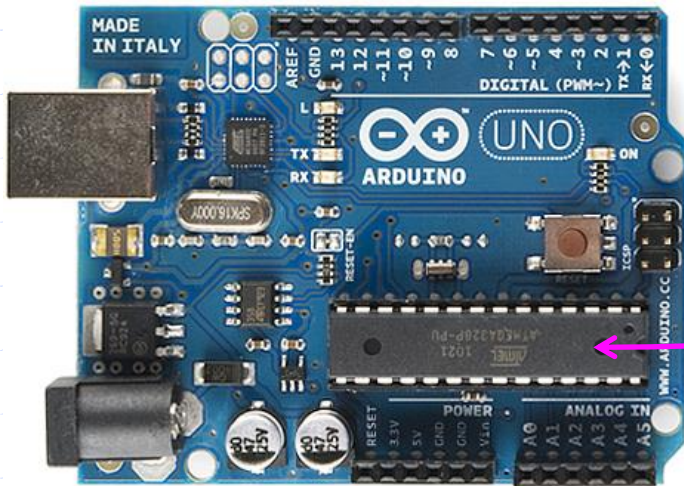
Arduino IDE

Open Source



Arduino UNO R2 board

- ◆ Arduino is a small computer!



Small computer with **microcontroller**
(ATmega328 microcontroller)



POWER
5V / 3.3V / GND

**Analog I
NPUTS**

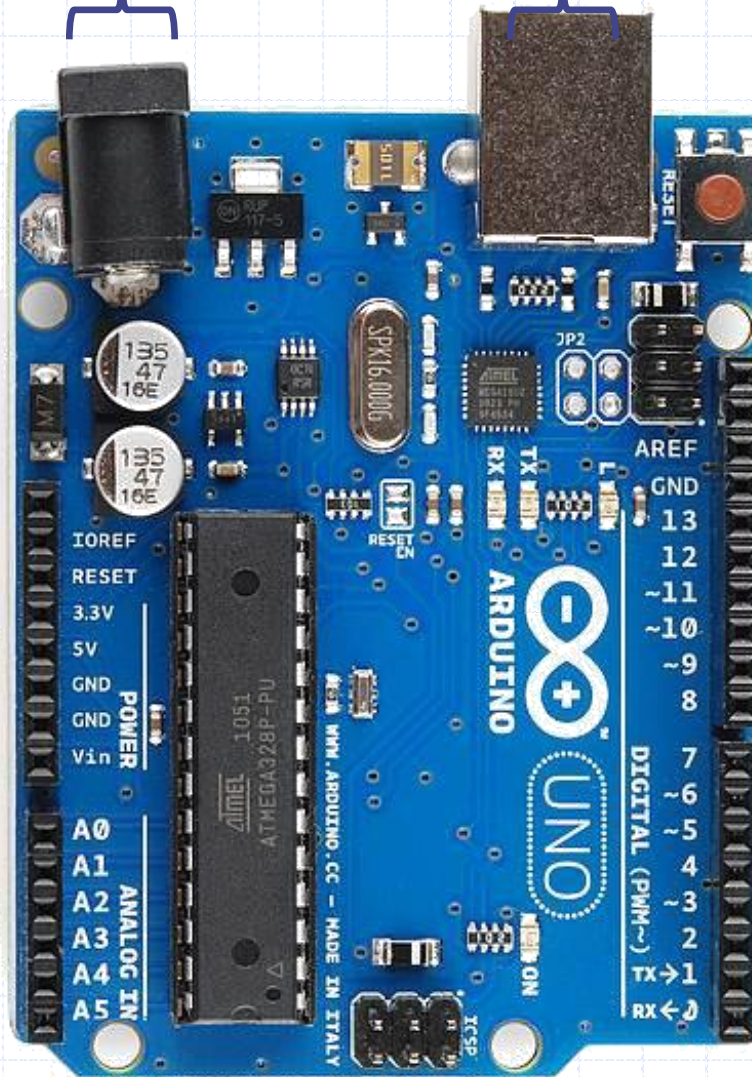
PWR IN

USB
(to Computer)

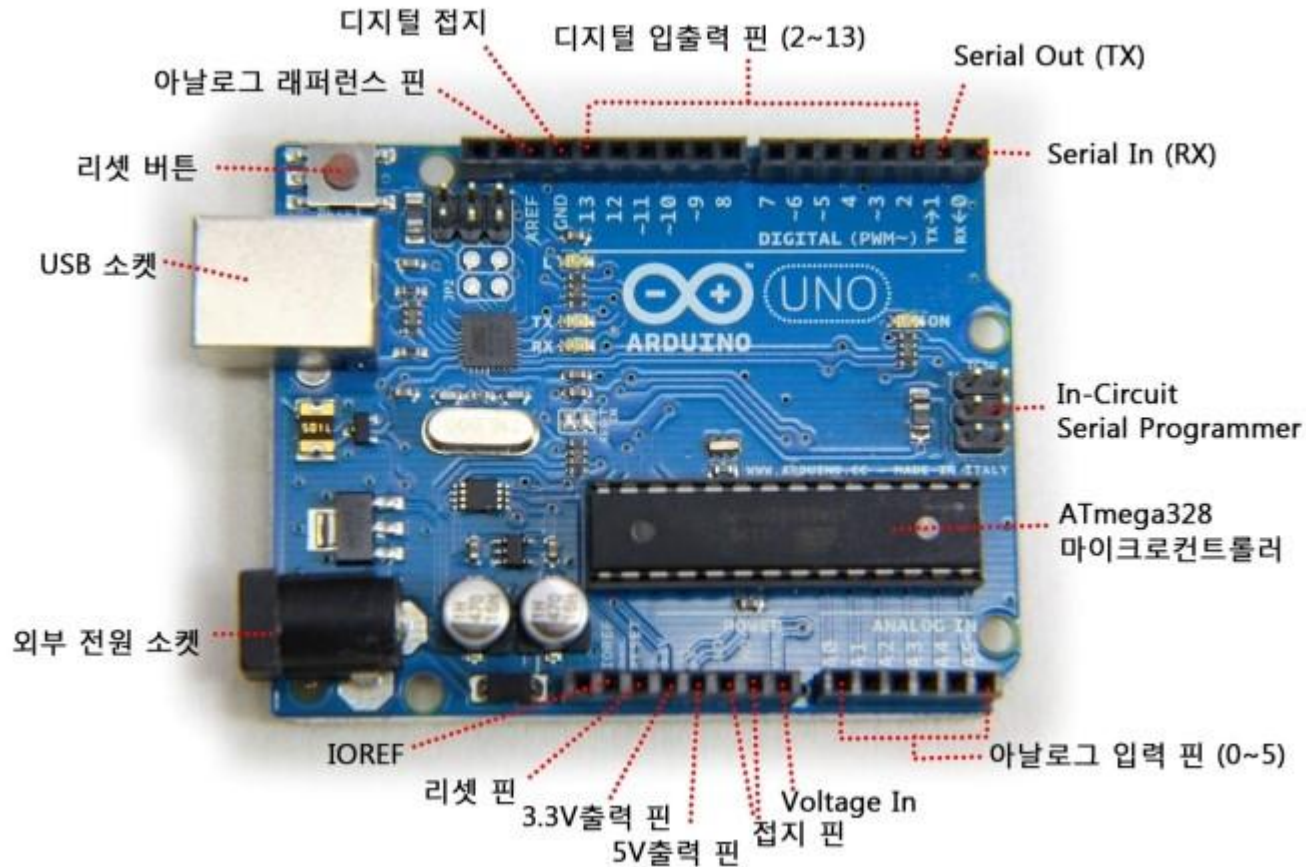
RESET

SCL □ SDA
(I2C Bus)

Digital I □ O
PWM(3, 5, 6, 9, 10, 11)



Arduino UNO R3



Features

- ◆ ATmega328 microcontroller
- ◆ Input voltage: 7-12V
- ◆ 14 Digital I/O Pins (6 PWM outputs)
- ◆ 6 Analog Inputs
- ◆ 32k Flash Memory
- ◆ 16Mhz Clock Speed



Arduino Mega 2560

◆ 아두이노 UNO 보드 의 고성능 버전

- ATmega328 을 ATmega2560 으로 변경
- 메모리 용량 8배 증가
- 디지털 입출력 핀 54개로 증가
- 아날로그입력 16개로 증가



기본사양:

54 Digital I/O Pins (14 PWM outputs)
16 Analog Inputs
4 UARTs(하드웨어 시리얼 포트)
256KB Flash MemorySRAM 8KB
EEPROM 4KB
16Mhz Clock Speed



Arduino Pro 328

- ◆ 아두이노 UNO에 기본 장착된 USB변환기 등을 제거하여 경제적으로 사용할 수 있는 버전(전문가용)
 - 프로그래밍을 위해 USB to Serial 변환기가 필요



기본사양:

14 Digital I/O Pins (6 PWM outputs)
6 Analog Inputs
32k Flash Memory
16Mhz Clock Speed



Arduino Pro Mini 328

- ◆ 아두이노 프로에서 크기를 축소한 보드
 - $18 \times 33\text{mm}$ 의 크기



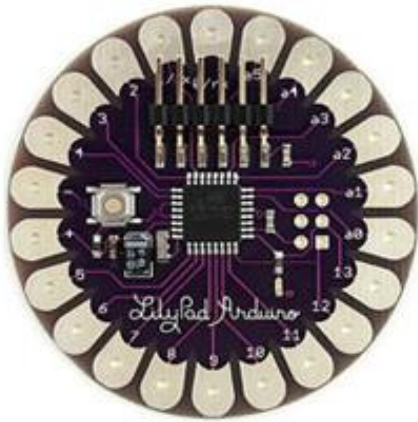
기본사양:

14 Digital I/O Pins (6 PWM outputs)
6 Analog Inputs
32k Flash Memory
16Mhz Clock Speed



LilyPad Arduino 328

- ◆ 원형모양의 보드로 전도성 실을 이용하여 바느질을 하여 회로를 구성
 - 예술작품 및 미적 완성도를 위한 디자인을 위한 보드



기본사양:

14 Digital I/O Pins (6 PWM outputs)
6 Analog Inputs
32KB Flash Memory
8Mhz Clock Speed

ARDUINO STEAM 사례



사례1

다양한 센서를 적용할 수 있는 스마트폰 기반의 MBL 환경 구축 (Establishment of MBL(Microcomputer-Based Laboratory) Environment Enabling Various Sensors on Smartphones)

연구기간 : 2012. 3. 1 ~ 2012. 12. 28

연구책임자 : 오동철(경기북과학교)

참여학생 : 백동현(경기북과학교)

김중수(경기북과학교)

정도환(경기북과학교)

한성규(경기북과학교)

이 보고서는 2012년도 정부(과학기술진흥기금/복권기금)의
재원으로 한국과학창의재단의 지원을 받아 수행된 성과물입니다.



한국과학창의재단

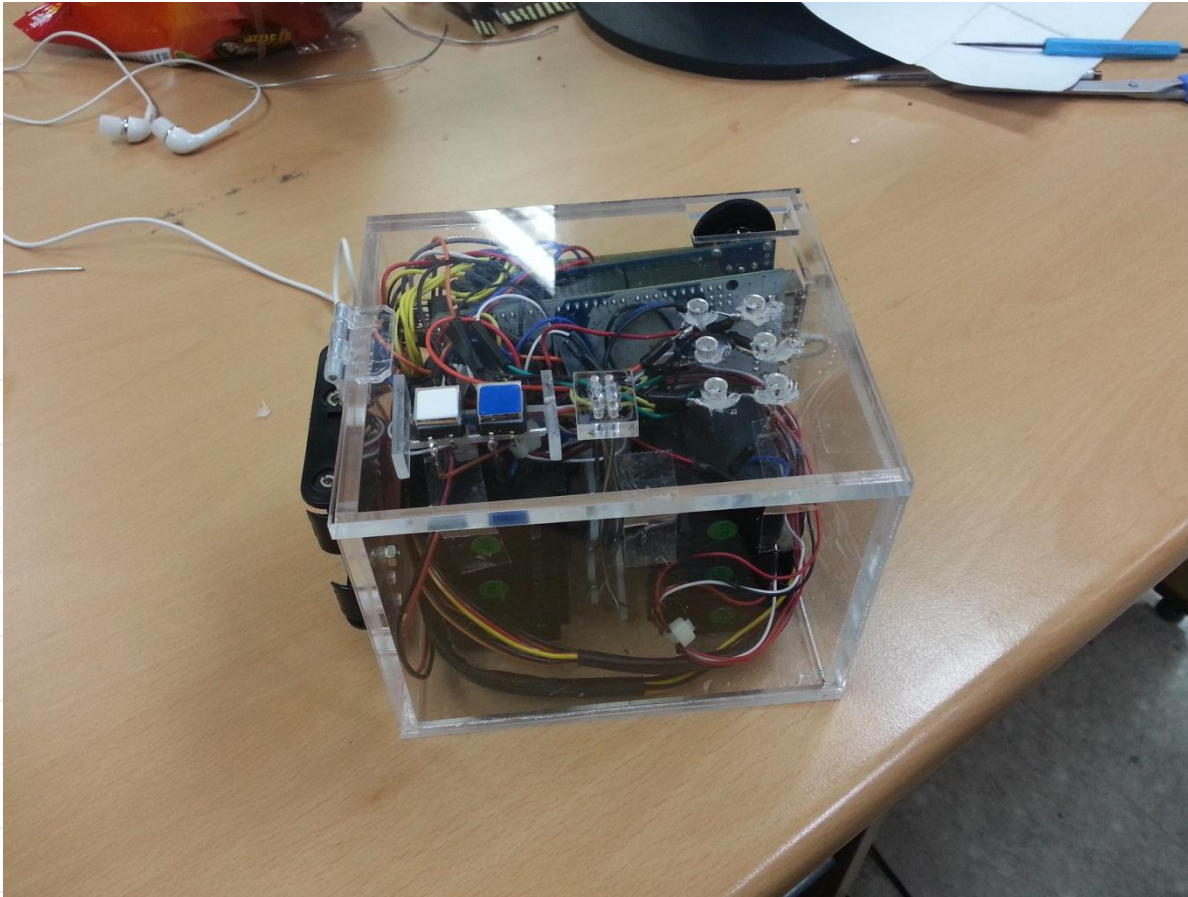
Korea Foundation for the Advancement of Science & Creativity



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사례2



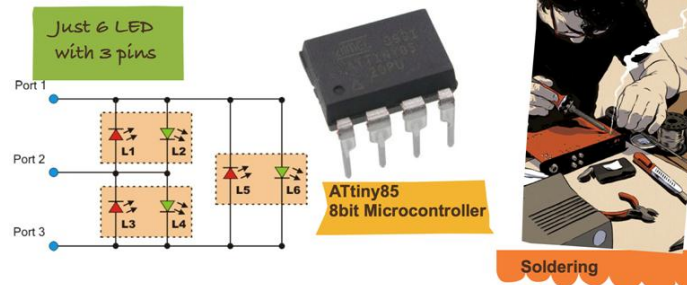
사례3

Gyeonggibuk Science High School



Make Christmas

Make your own Christmas Tree
ATtiny85 & Charlieplexing & Soldering & LED

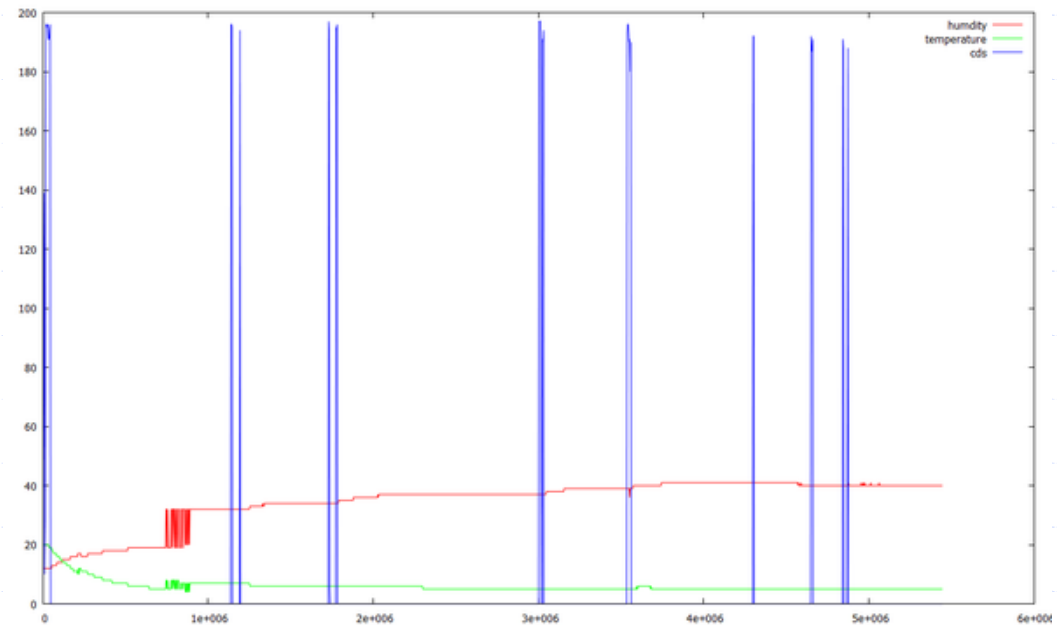


It's not difficult to make Tree.

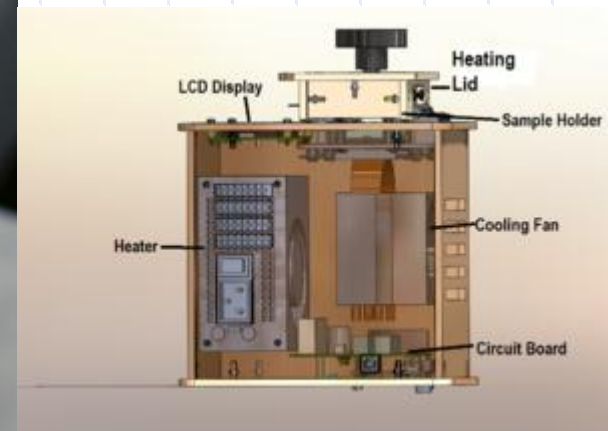


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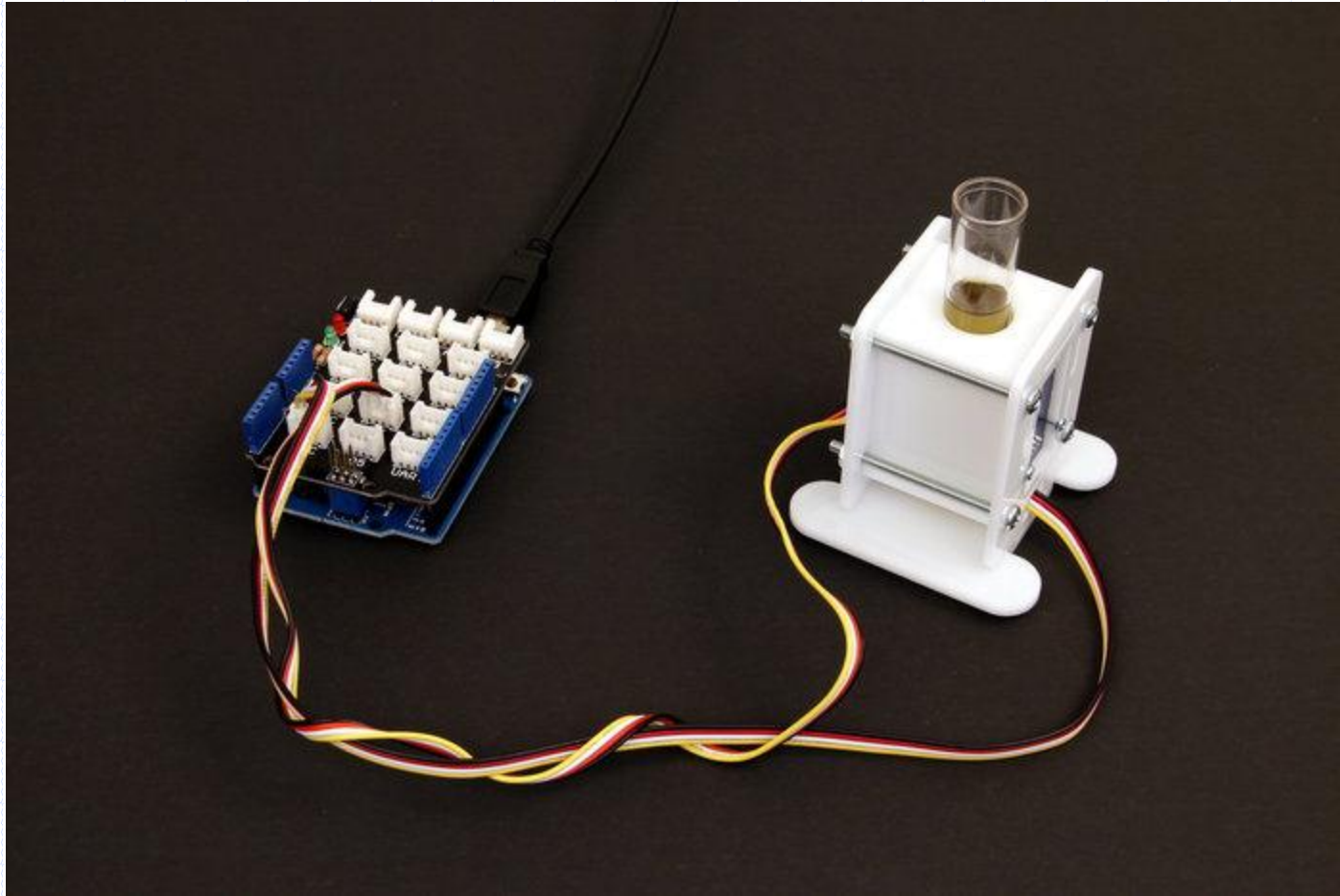
사례4



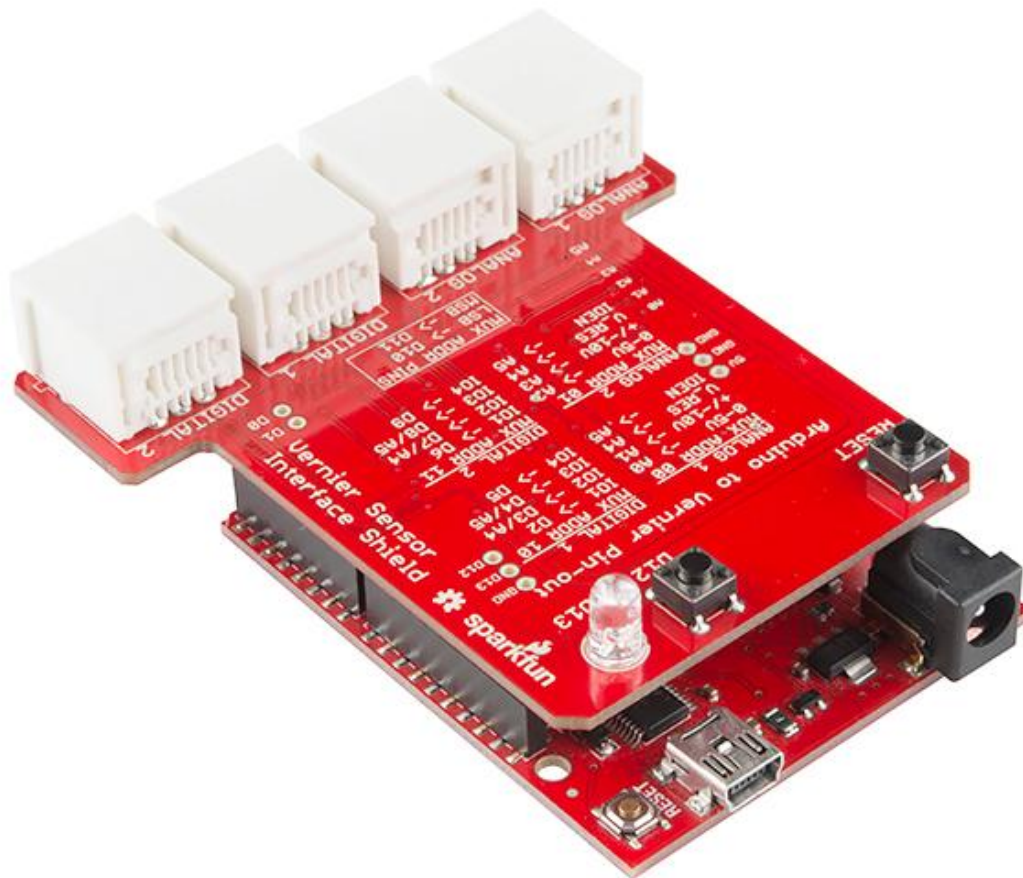
사례5



사례6



사례7



사례8

MathLibrary

```
double cos (double __x) // returns cosine of x
double fabs (double __x) // absolute value of a float
double fmod (double __x, double __y) // floating point modulo
double modf (double __value, double *__iptr) // breaks the argument value into
// integral and fractional parts

double sin (double __x) // returns sine of x
double sqrt (double __x) // returns square root of x
double tan (double __x) // returns tangent of x
double exp (double __x) // function returns the exponential value of x.
double atan (double __x) // arc tangent of x
double atan2 (double __y, double __x) // arc tangent of y/x
double log (double __x) // natural logarithm of x
double log10 (double __x) // logarithm of x to base 10.
double pow (double __x, double __y) // x to power of y
double square (double __x) // square of x
```



2014 전국 교육자료전

아두이노 센서를 활용한 스마트폰 무선 과학 실험

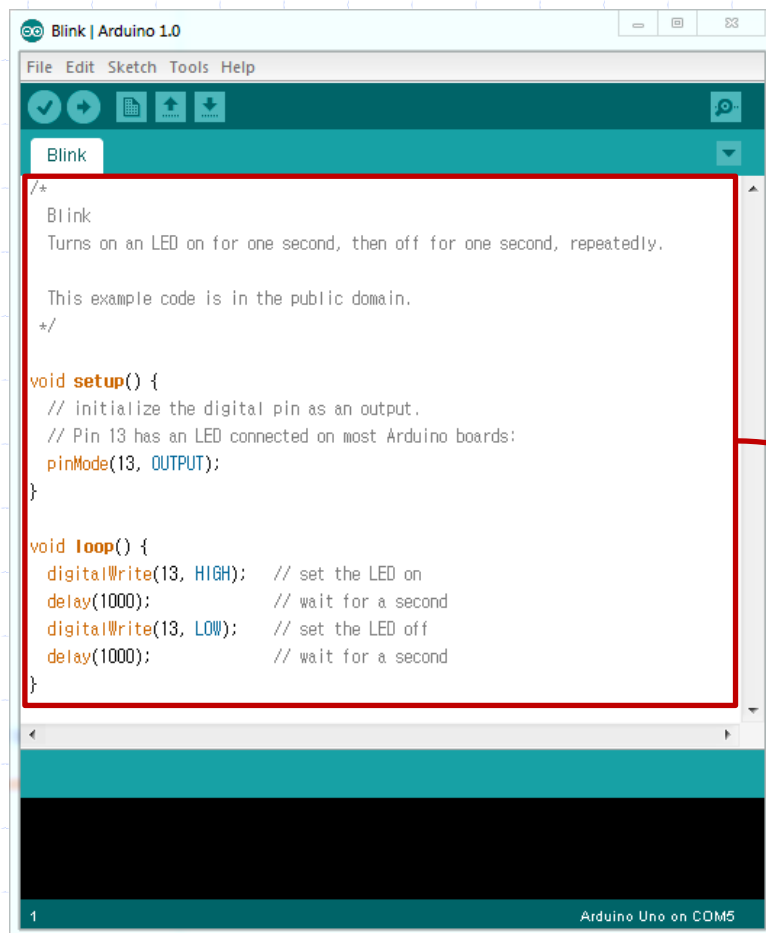
아두이노와 **RFID** 를 이용한 국어 문법 교육



개발환경 구축 및 IDE 사용법
드라이버 설치

ARDUINO 개발환경





sketch

Processing 언어에 기반을 둔
프로그래밍 언어

Arduino development environment

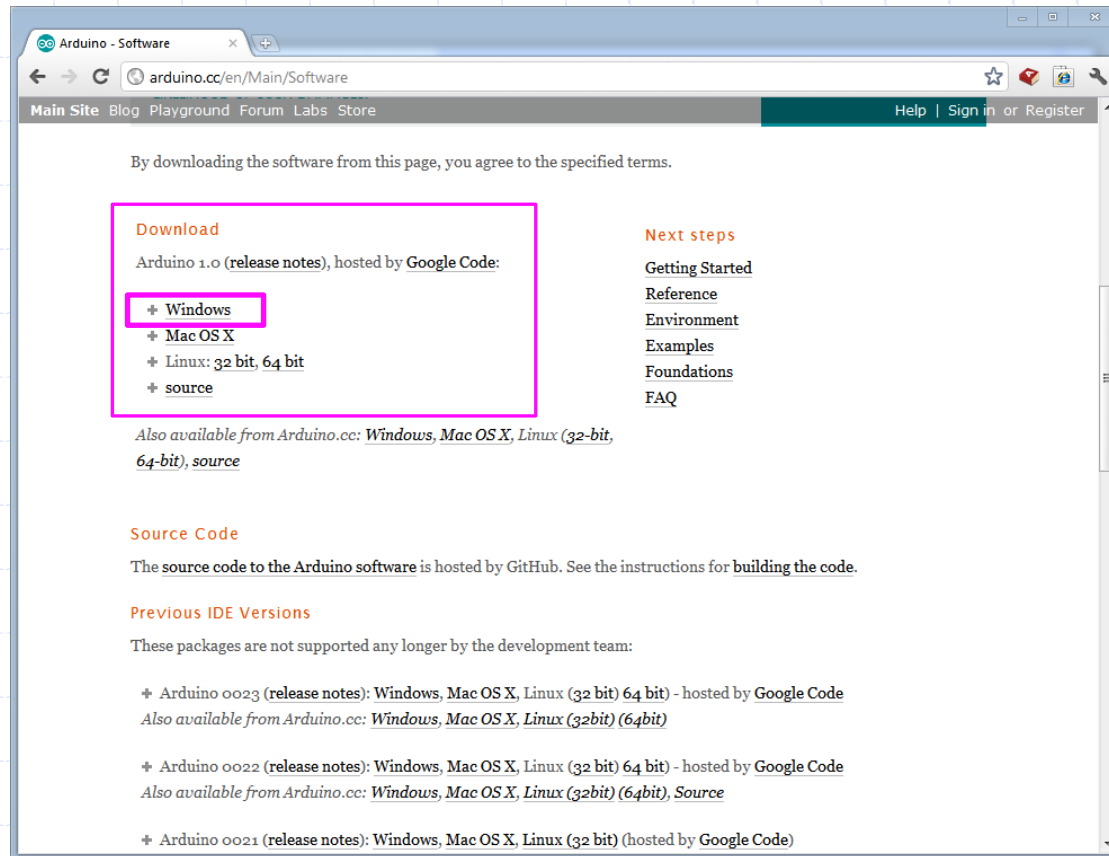


<http://www.arduino.cc/>

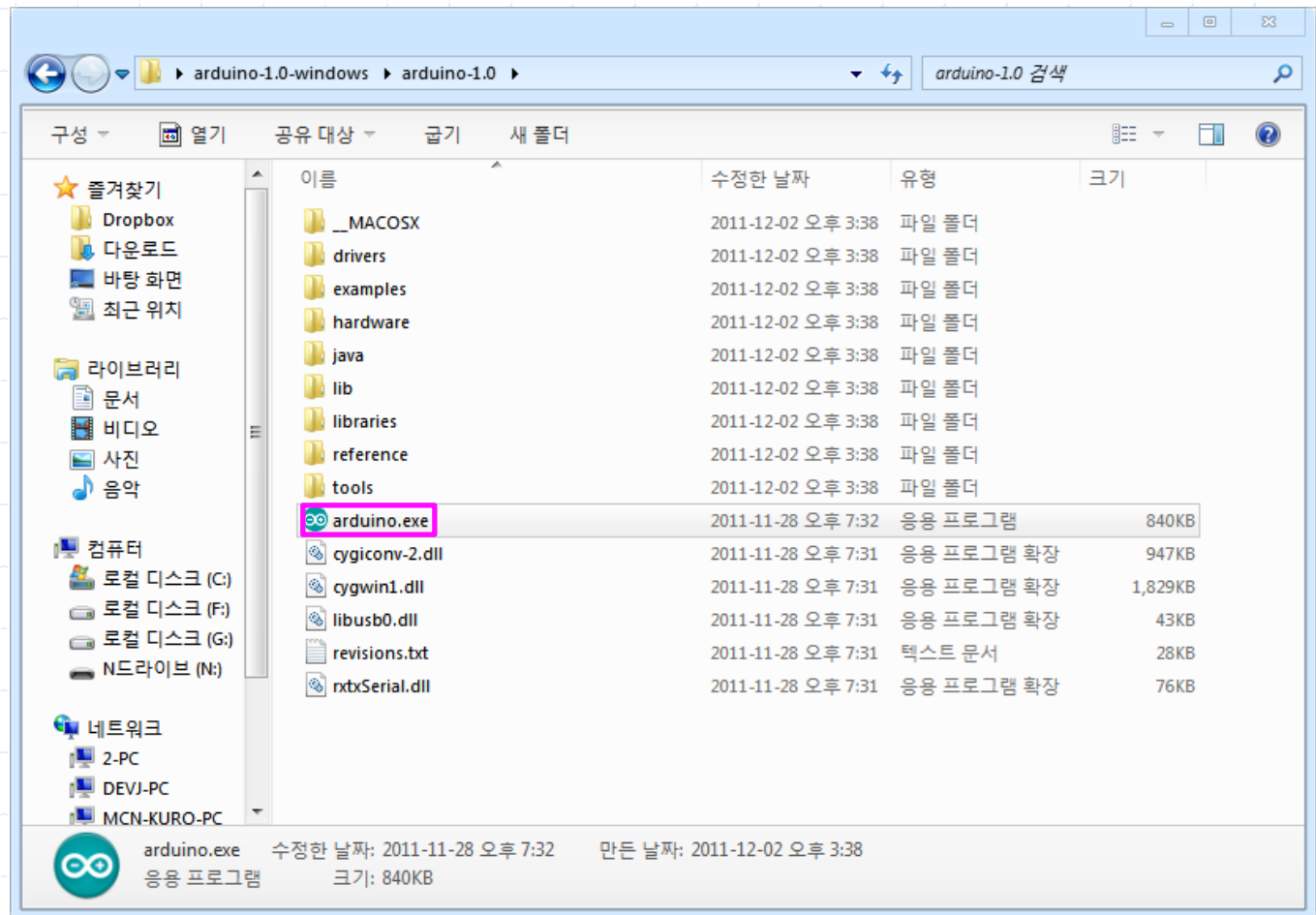


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Arduino development environment



Arduino development environment

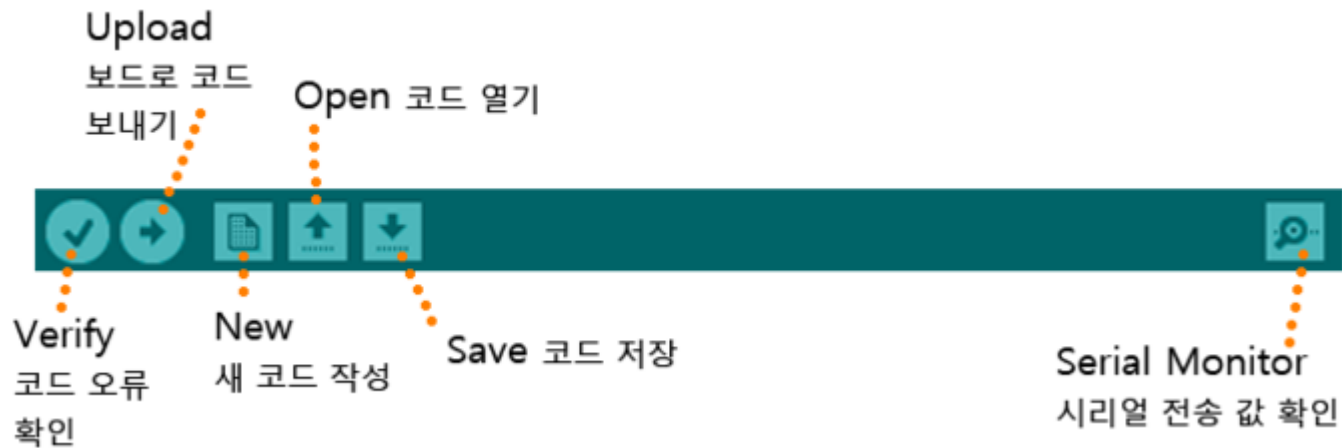


Arduino IDE

Verify (Compile)

Upload (to Arduino Board)

Serial monitor



Arduino IDE

◆ Verify / Compile

- 작성한 프로그램 코드가 제대로 되었는지 확인해주고, 이상이 없으면 컴파일이라는 과정을 통해 기계가 이해할 수 있는 언어로 바꿔준다.

◆ Upload

- Verify로 오류도 없고, 기계가 이해할 수 있는 언어로 바뀐 코드를 아두이노 보드로 보내주는 기능이다.

◆ New

- 새로운 스케치 작업을 할 때 사용한다.

◆ Open

- 기존에 작성된 스케치를 열 때 사용한다.

◆ Save

- 지금 작성하고 있는 스케치 즉 프로그램 코드를 저장한다.

◆ Serial Monitor

- 시리얼로 보내고 받는 값을 확인할 때 사용한다.



Arduino development environment



USB A type

USB B type

USB2.0 A-B Cable



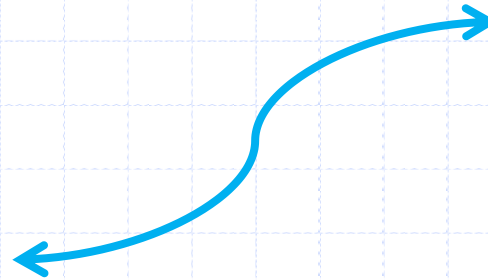
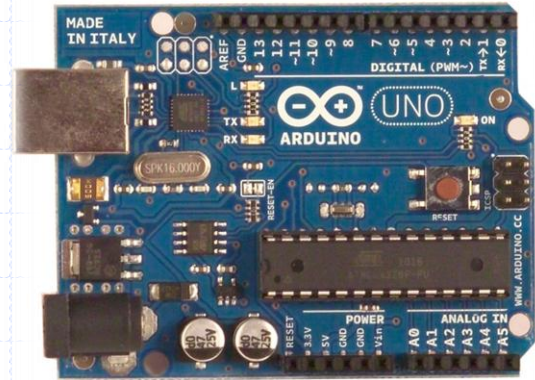
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Arduino development environment

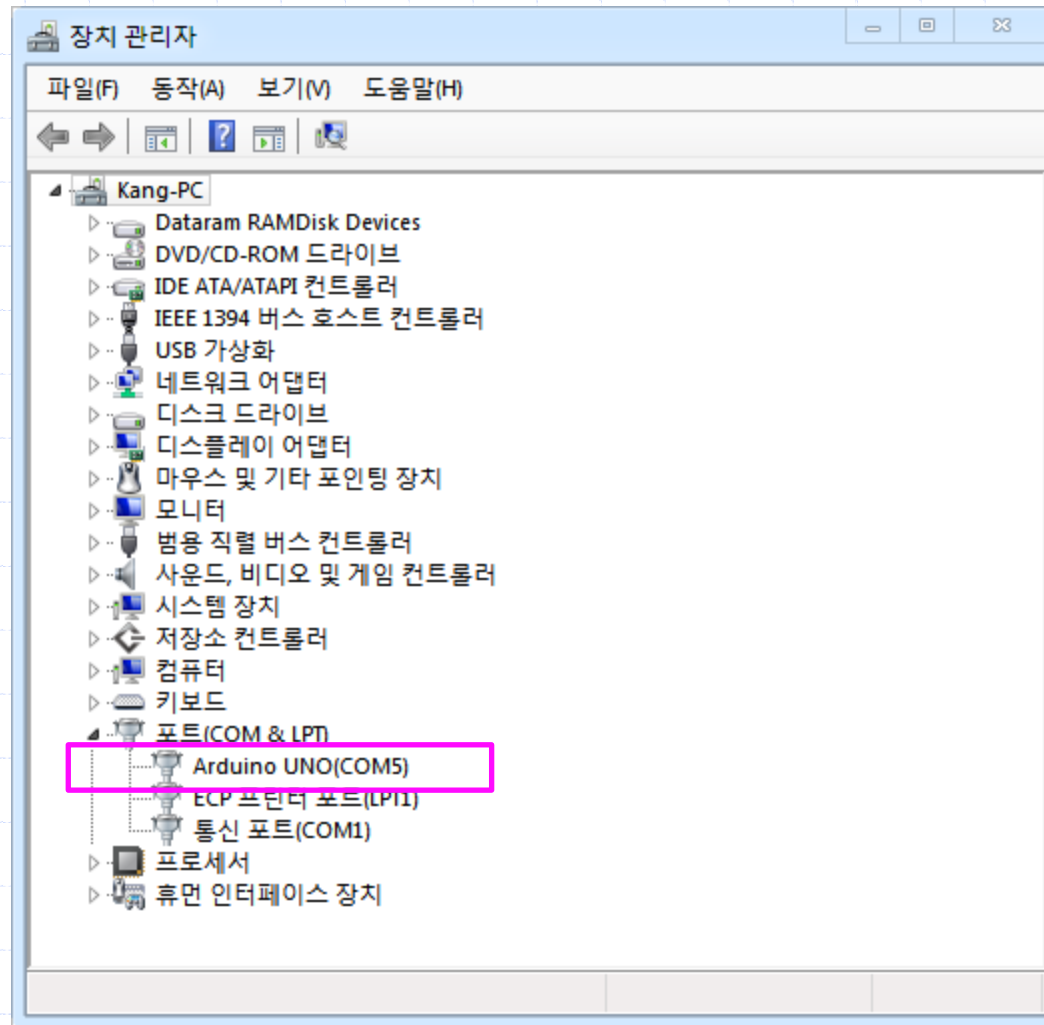


USB A type

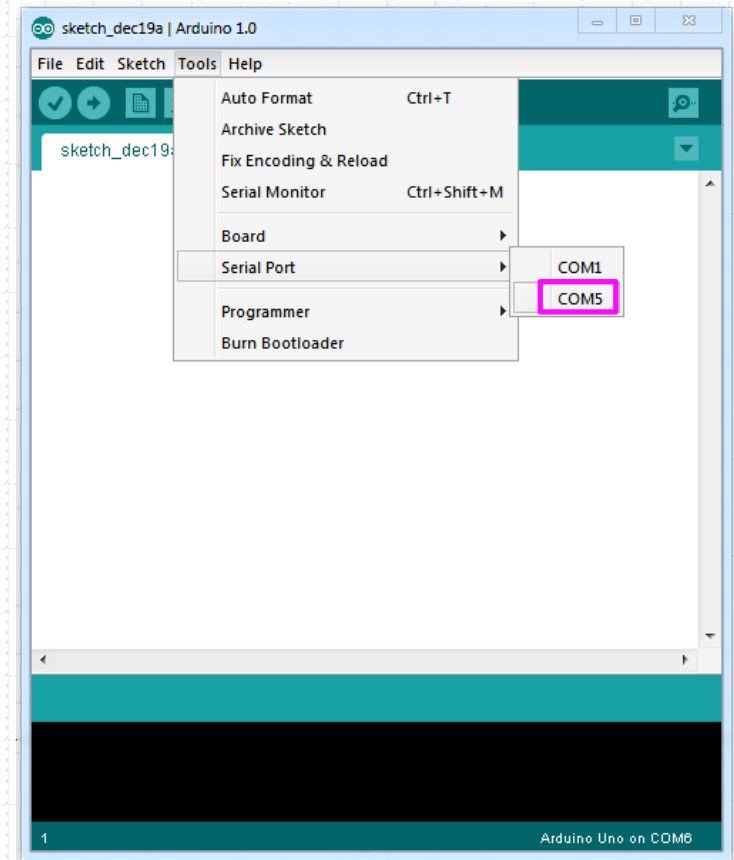
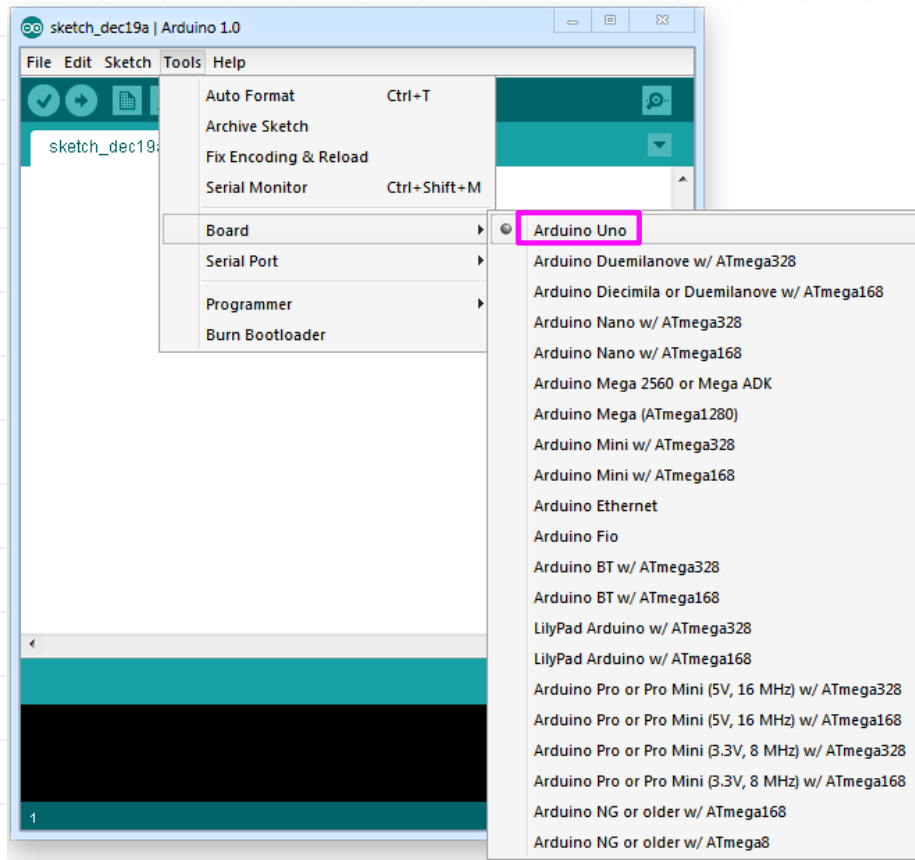
USB B type



Arduino development envionment



Arduino development environment



ARDUINO LANGUAGE

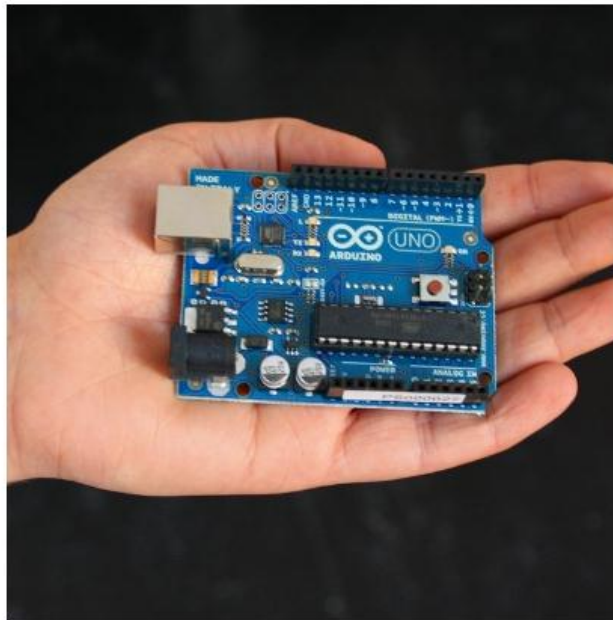


Arduino

<http://www.arduino.cc/>



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Arduino is an open-source electronics prototyping platform based on flexible, easy-to-use hardware and software. It's intended for artists, designers, hobbyists, and anyone interested in creating interactive objects or environments.

Arduino can sense the environment by receiving input from a variety of sensors and can affect its surroundings by controlling lights, motors, and other actuators. The microcontroller on the board is programmed using the Arduino programming language (based on Wiring) and the Arduino development environment (based on Processing). Arduino projects can be stand-alone or they can communicate with software running on a computer (e.g. Flash, Processing, MaxMSP).

The boards can be built by hand or purchased



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Arduino Basic Structure

```
void setup() {  
    // Do initialization : Executed only  
    once  
}  
  
void loop() {  
    // Loop : Continuously executed  
}
```



Example - Blink Sketch

```
void setup() {  
    // initialize the digital pin as an output.  
    // Pin 13 has an LED connected on most Arduino boards:  
    pinMode(13, OUTPUT);  
}  
  
void loop() {  
    digitalWrite(13, HIGH); // set the LED on  
    delay(1000); // wait for a second  
    digitalWrite(13, LOW); // set the LED off  
    delay(1000); // wait for a second  
}
```



◆ Structure

- setup()
- loop()

◆ Functions

- pinMode (pin, mode) – 사용 할 디지털 pin 번호, 사용 모드
- digitalWrite (pin, value) – pin 번호에 value 값 출력
- delay(ms) – millisecond 사용 ex) delay(1000) 1sec delay

◆ Variables

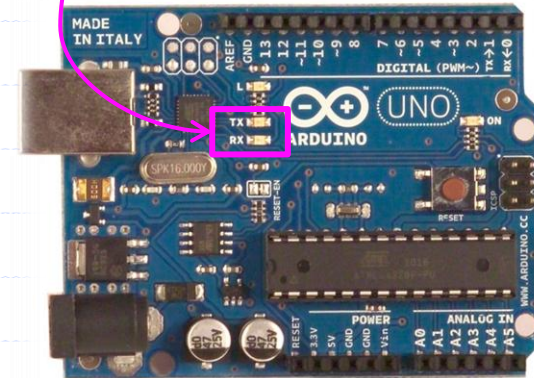
- HIGH, LOW, INPUT, OUTPUT



Example - Blink

1. Click Verify(compile) and check error
2. Check if Arduino is connected
3. Click Upload

While uploading code to Arduino, you will see fast blinking lights on TX and RX LEDs



4. Code will start running soon

```
Blink | Arduino 1.0
File Edit Sketch Tools Help
Blink
/*
  Blink
  Turns on an LED on for one second, then off for one second, repeatedly.

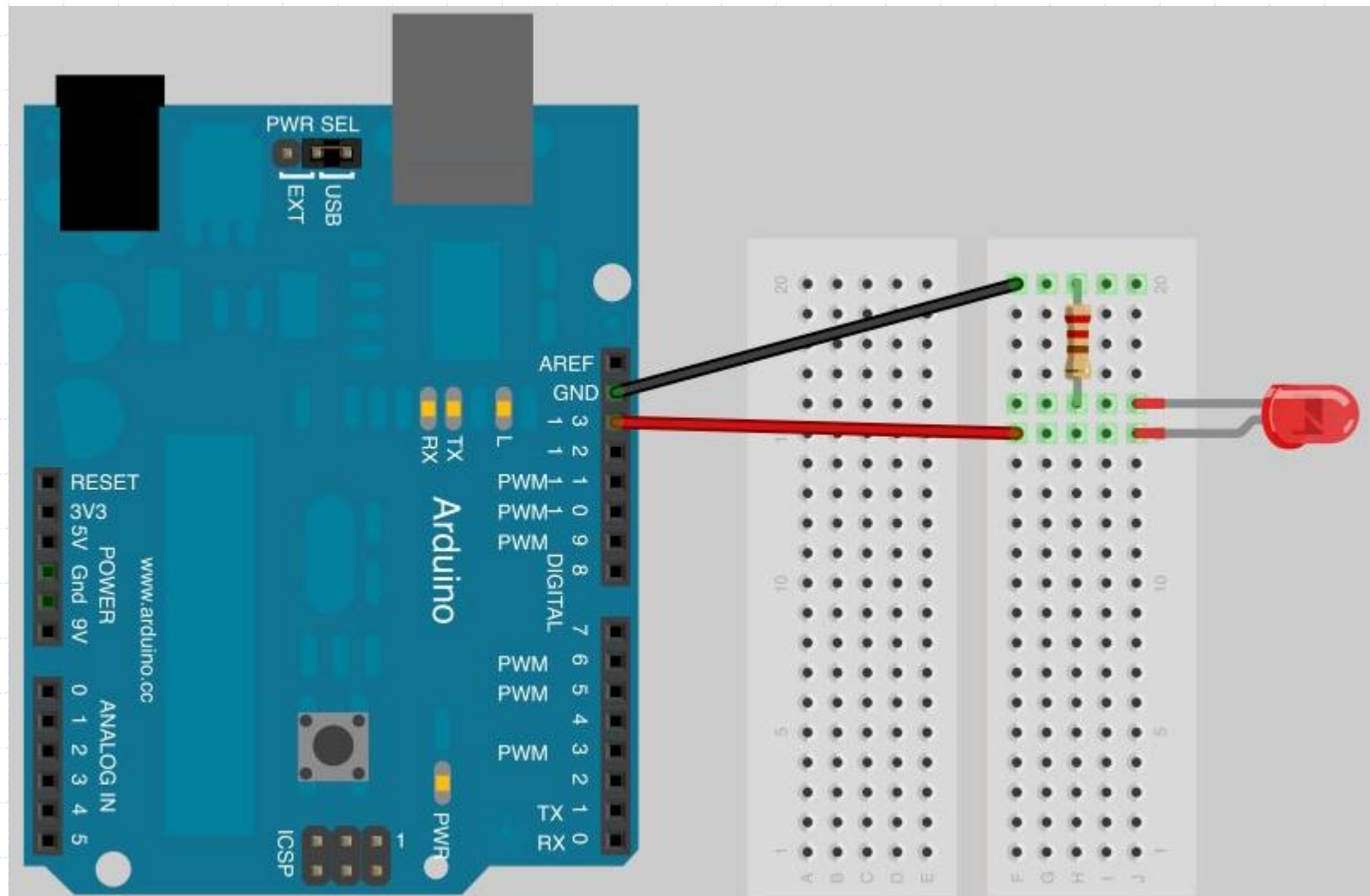
  This example code is in the public domain.
  */

void setup() {
  // initialize the digital pin as an output.
  // Pin 13 has an LED connected on most Arduino boards:
  pinMode(13, OUTPUT);
}

void loop() {
  digitalWrite(13, HIGH); // set the LED on
  delay(1000);            // wait for a second
  digitalWrite(13, LOW);  // set the LED off
  delay(1000);            // wait for a second
}
```

6 Arduino Uno on COM6

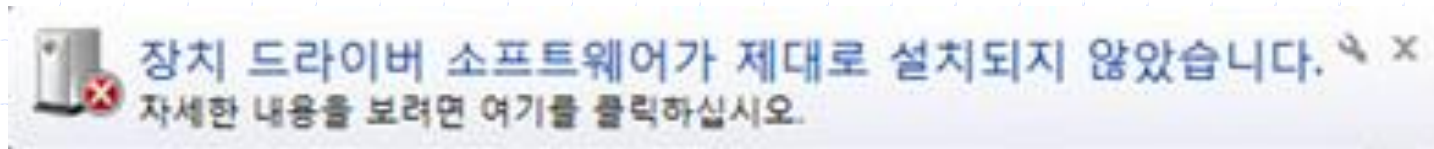
Example - Blink



APPENDIX. 드라이버 설치



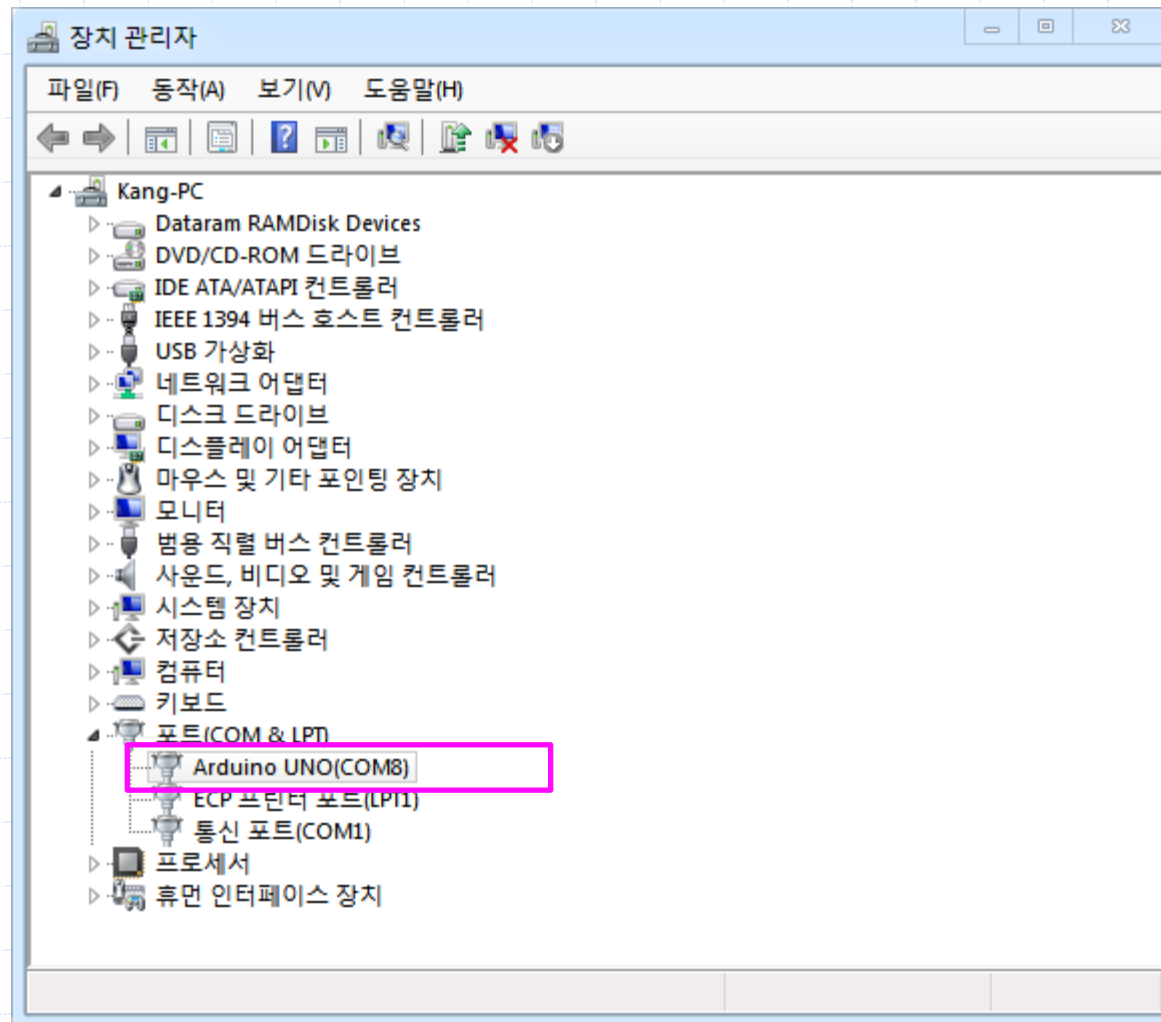
Driver install



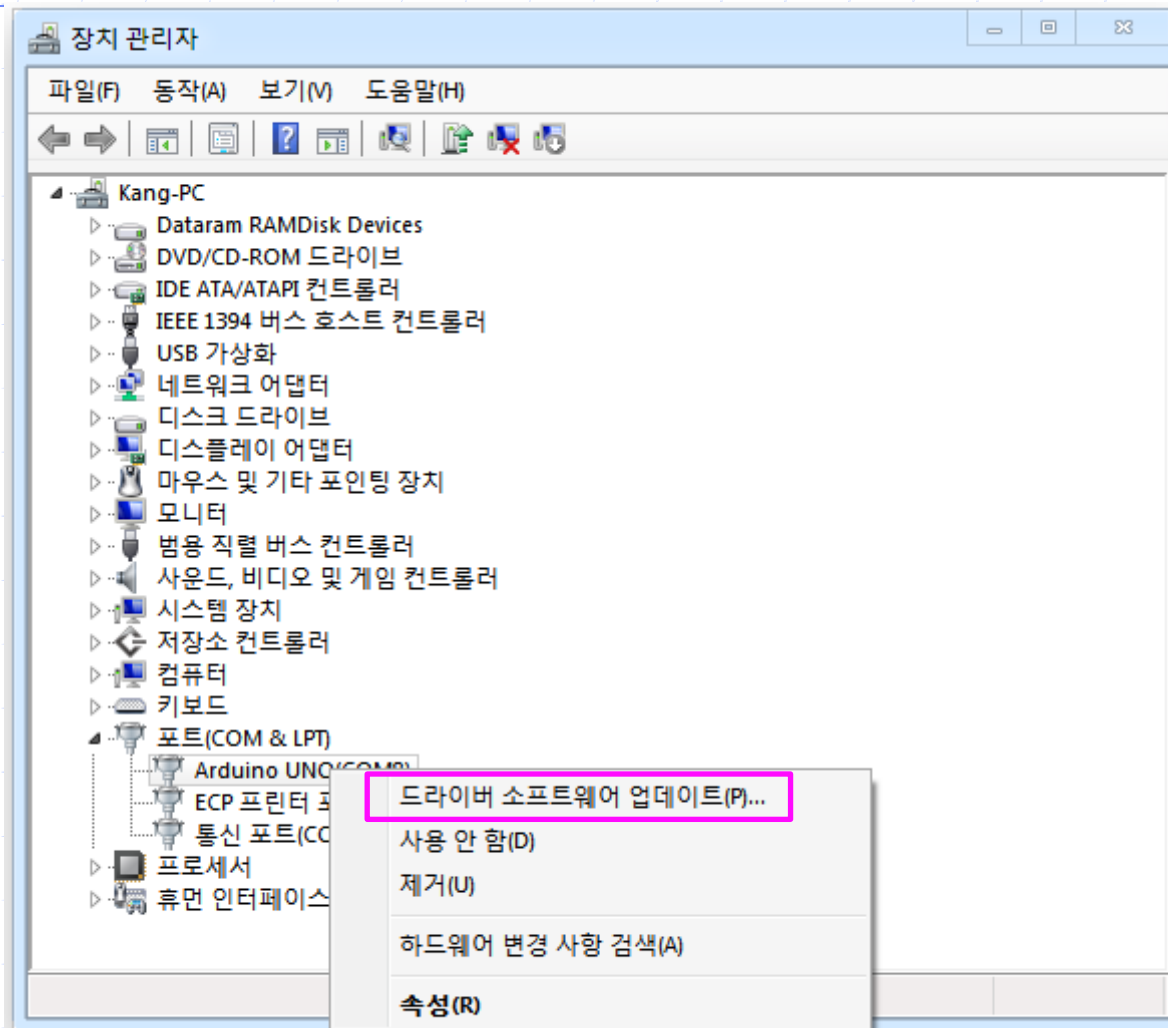
1. 윈도우 시작 > 제어판 > 장치관리자
2. 장치리스트에서 Arduino UNO 장치 선택 후 우 클릭
3. 드라이버 업데이트 선택



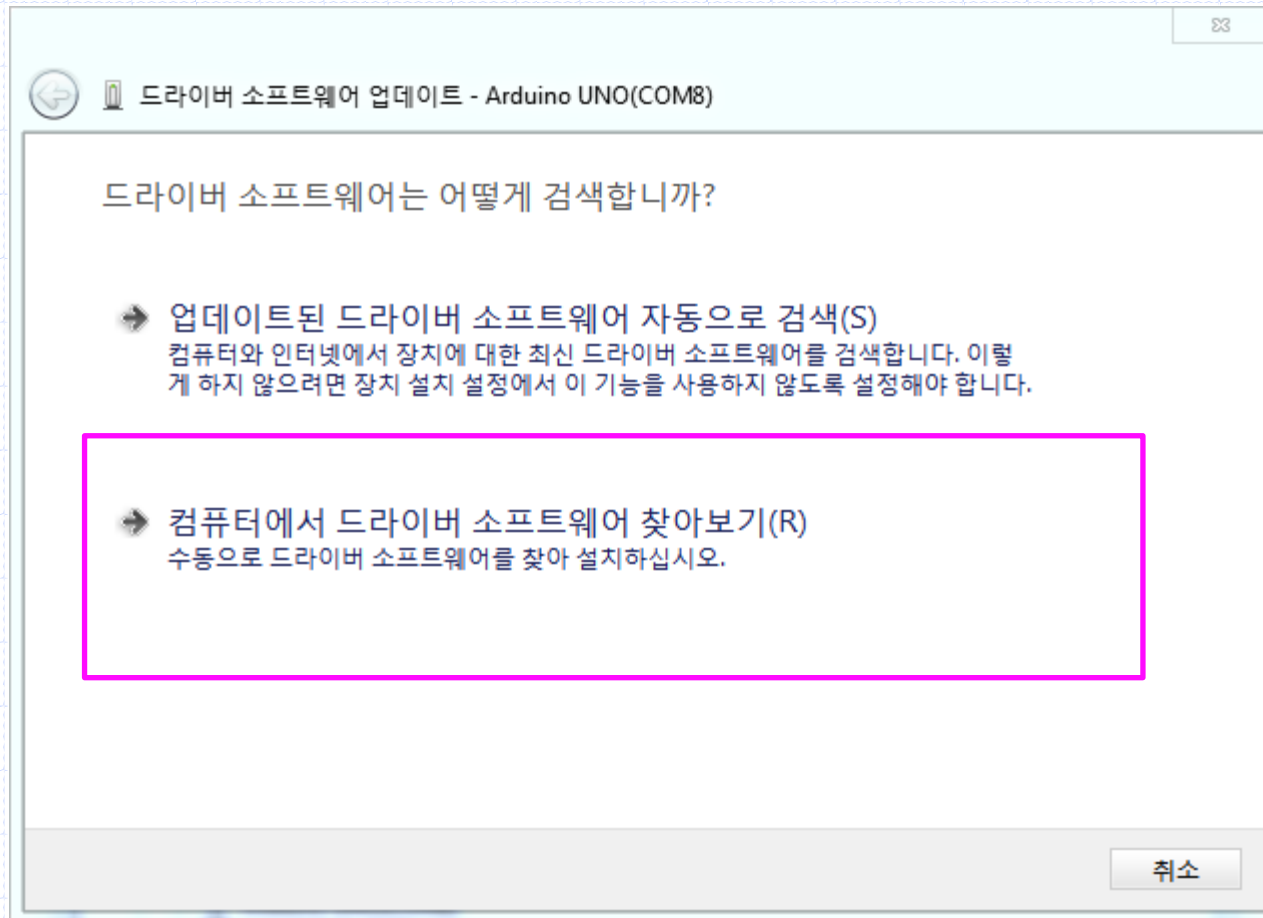
Driver install



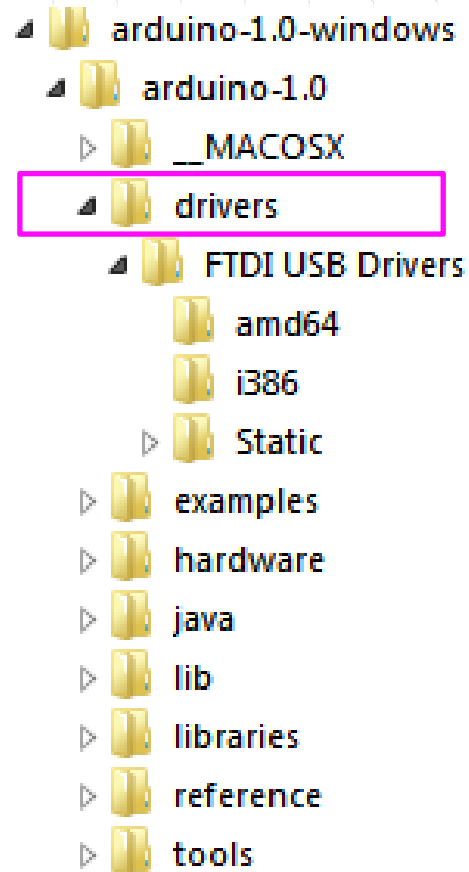
Driver install



Driver install



Driver install



Driver install

