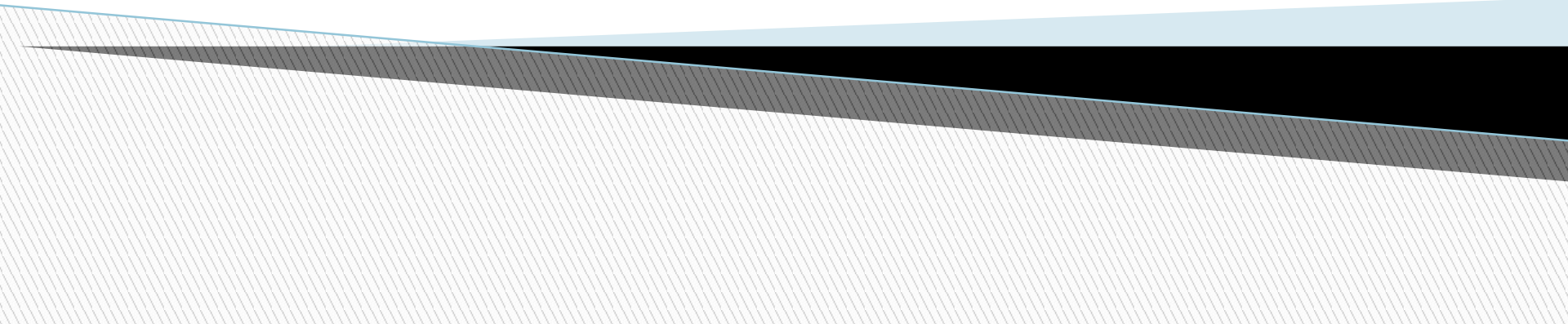
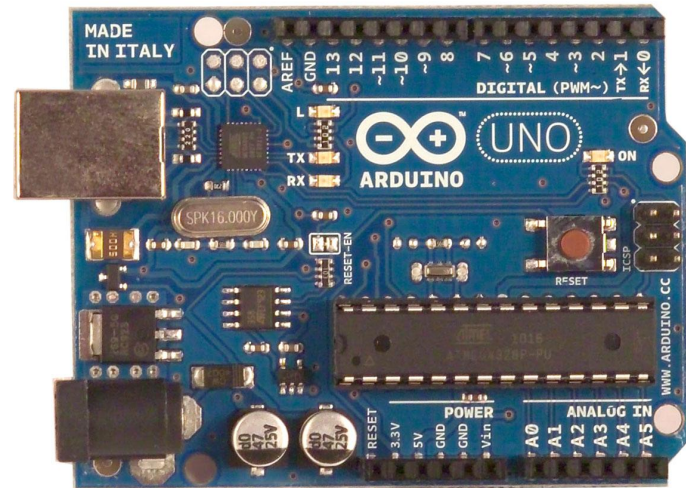


# Arduino : Introduction & Programming



# What is an Arduino ?

- ▶ **Open Source** electronic 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.

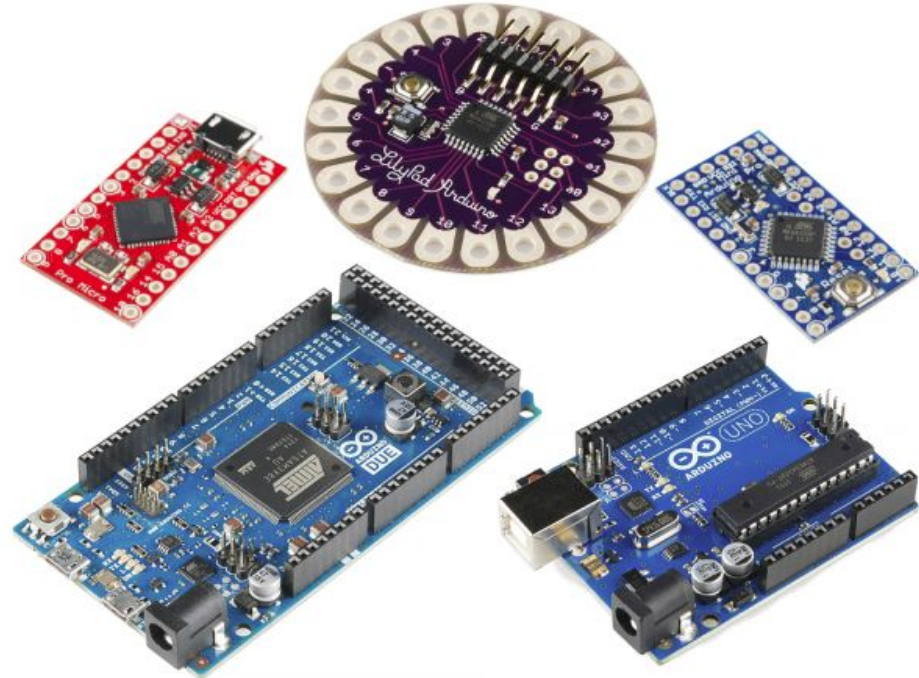


# What is a microcontroller?

- ▶ A microcontroller is often described as a 'computer-on-a-chip'.
- ▶ It is a low-cost integrated circuit that contains memory, processing units, and input/output circuitry in a single unit.
- ▶ Microcontrollers are programmed with a specific control program and build into a product to make it more intelligent and easier to use.
- ▶ Examples: Microwave oven, Elevators

# Open Source Hardware

- ▶ "Open hardware," or "open source hardware," refers to the design specifications of a physical object which are licensed in such a way that said object can be studied, modified, created, and distributed by anyone.



# History

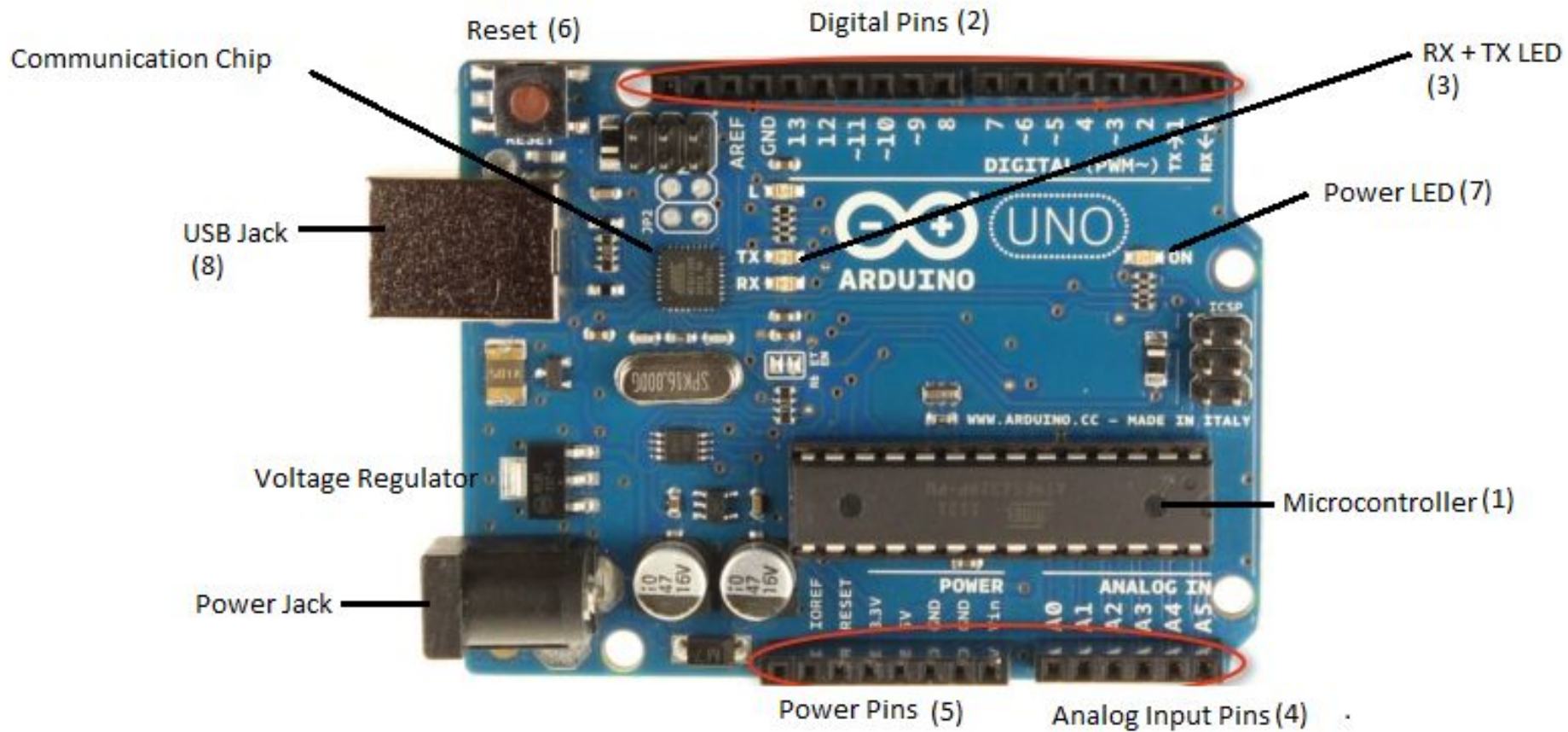
- ▶ In 2005, a project was initiated to make a device for controlling student-built interactive design projects that was less expensive than other prototyping systems at the time.
- ▶ Founders Massimo Banzi and David Cuartielles named the project after Arduin of Ivrea and began producing boards in a small factory

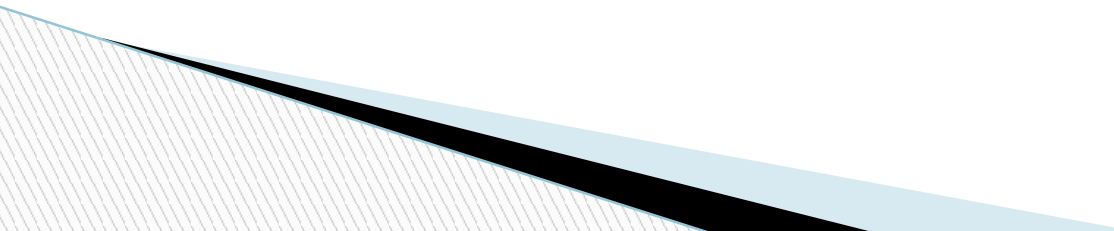
# Interesting Arduino Projects



## TOP 10 ARDUINO PROJECTS

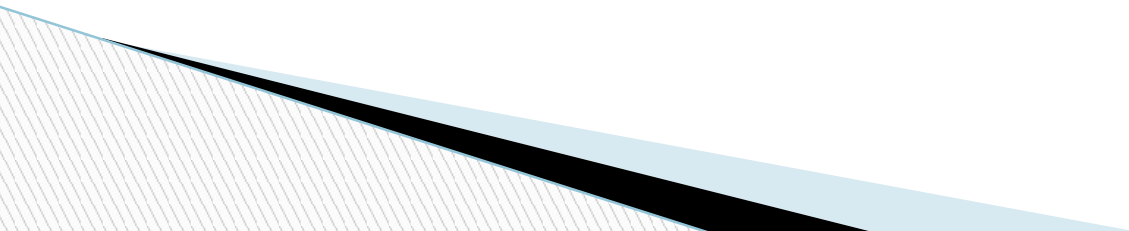




- Microcontroller - ATmega328
  - Operating Voltage - 5V
  - Input Voltage (recommended) – 7 to 12V
  - Digital I/O Pins - 14 (of which 6 provide PWM output)
  - Analog Input Pins - 6
  - DC Current per I/O Pin - 40 mA
  - DC Current for 3.3V Pin - 50 mA
  - Flash Memory - 32 KB (ATmega328) of which 0.5 KB used by bootloader
  - SRAM - 2 KB (Atmega328)
  - EEPROM - 1 KB (Atmega328)
  - Clock Speed - 16 MHz
- 



# Getting started with Programming



# Bare minimum code

`/* This is a header – update the info for each new program`

**Author:** Mr. Di Iorio

**Date:** December 5, 2018

**Description:** This example is meant to show you the initial code you start with.

```
*/  
void setup()  
{  
    // put your setup code here, to run once:  
}  
void loop()  
{  
    // put your main code here, to run repeatedly:  
}
```

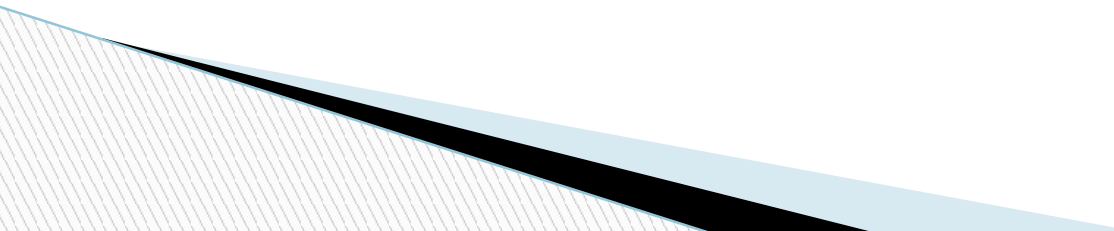
# Bare minimum code

- ▶ **setup** : It is called only when the Arduino is powered on or reset. It is used to initialize variables and pin modes
- ▶ **loop** : The loop functions runs continuously till the device is powered off. The main logic of the code goes here. Similar to while (1) for microcontroller programming. The number 1 evaluates to TRUE. 0 would evaluate to FALSE.

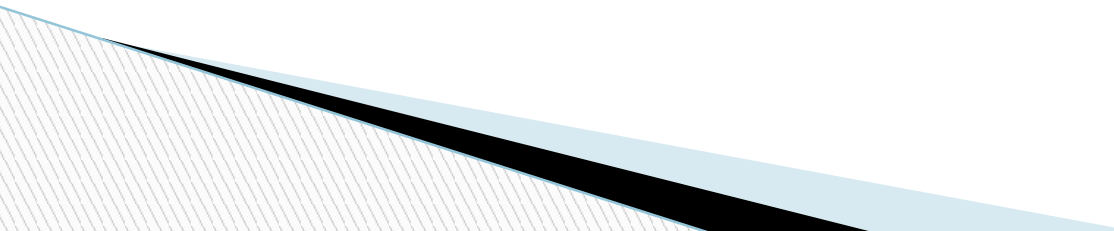
# Writing To The Console:

```
void setup()
{
    Serial.begin(9600);
    Serial.println("This will only run once");
}

void loop()
{
    Serial.println("This will run repeatedly.");
}
```



# PinMode

- ▶ A pin on arduino can be set as input or output by using pinMode function.
  - ▶ `pinMode(13, OUTPUT);` // sets pin 13 as output pin
  - ▶ `pinMode(13, INPUT);` // sets pin 13 as input pin
- 

# Reading/writing digital values

- ▶ `digitalWrite(13, LOW);` // Makes the output voltage on pin 13 , 0V
- ▶ `digitalWrite(13, HIGH);` // Makes the output voltage on pin 13 , 5V
- ▶ `int buttonState = digitalRead(2);` // reads the value of pin 2 in buttonState