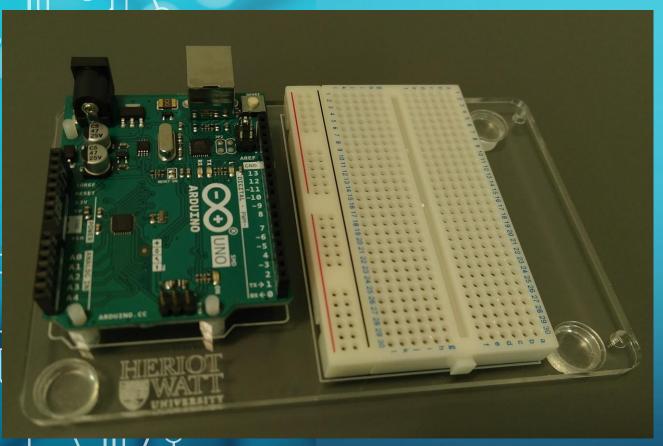


# WHAT IS ARDUINO?



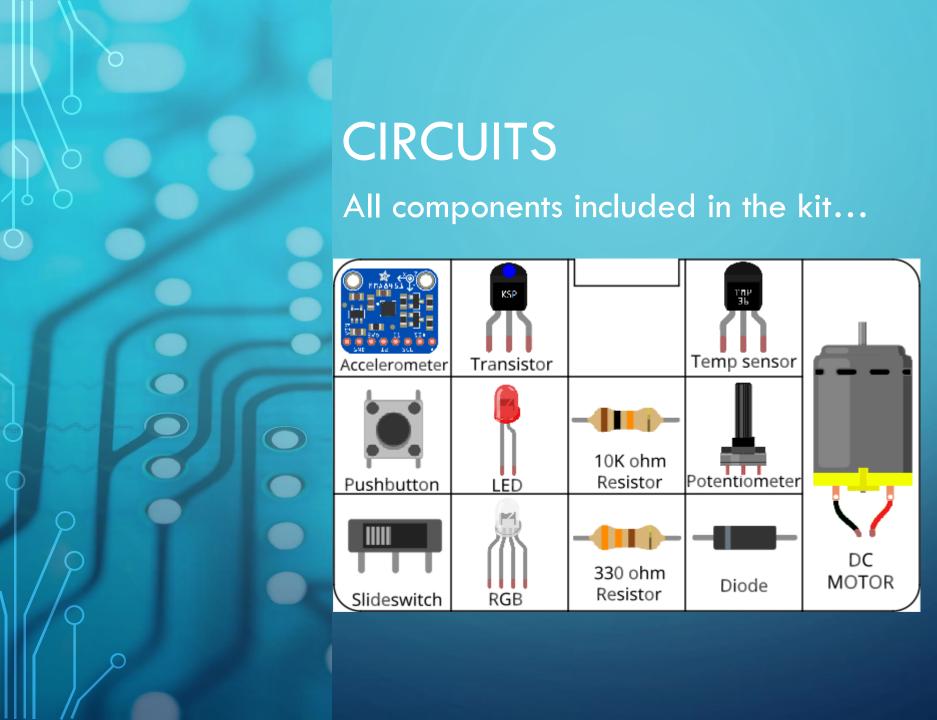


- Programmable microcontroller
- Open source hardware
- Versatile, adaptable, lots of community support
- Loads of add-ons available

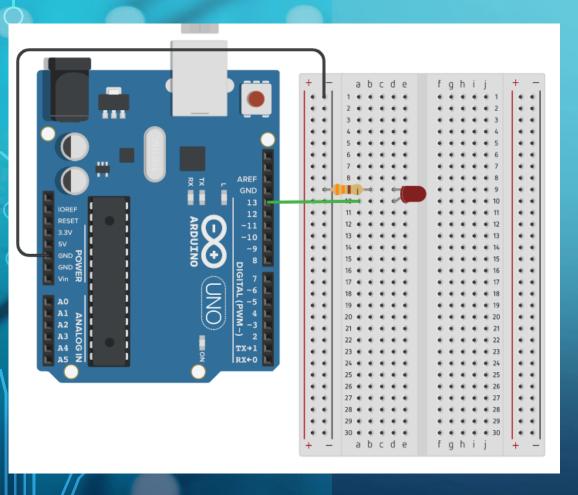


## WHY LEARN ARDUINO?

- Measurement data capture
- Control make motors and actuators work
- Projects future work based on this



#### BUILDING CIRCUITS



- Insert components into breadboard holes
- Connect up using instrument wire
- Arduino controls inputs and outputs
- Follow schematics

NOTE: GND = negative



## **BREADBOARDS**

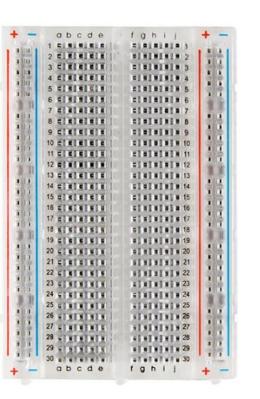


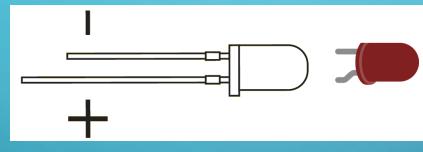


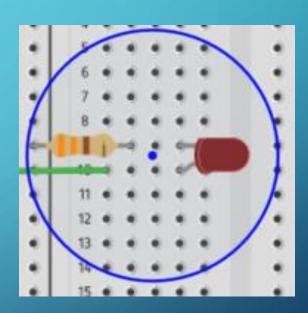
Image source: learn.sparkfur

Horizontal connections have a gap in the middle



# **LEDS**



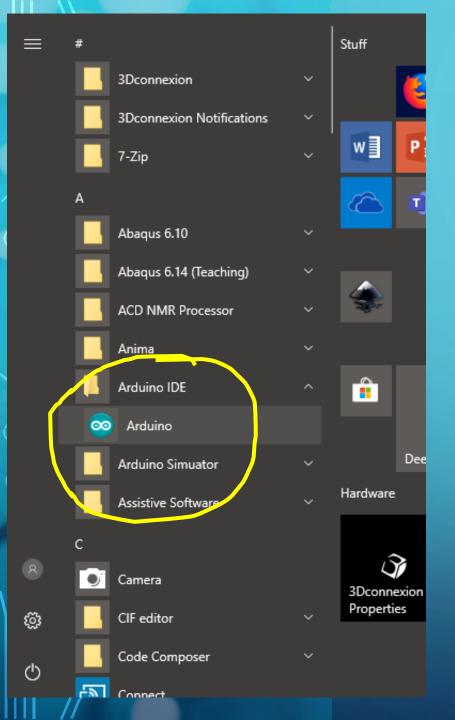


Connect long leg (anode) to positive



## DEBUGGING CIRCUITS

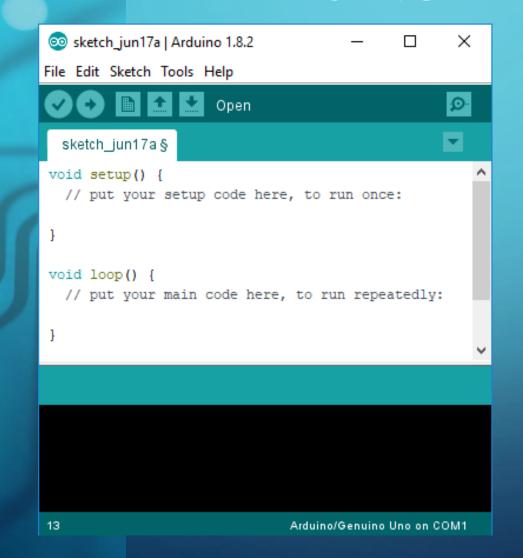
- Did I insert the component fully?
- Is it the right way round (especially LEDs)?
- Is the power connected?
- Is it connected to the correct input/output?



## HOW DO I PROGRAM IT?

- Arduino IDE
- USB cable
- C++

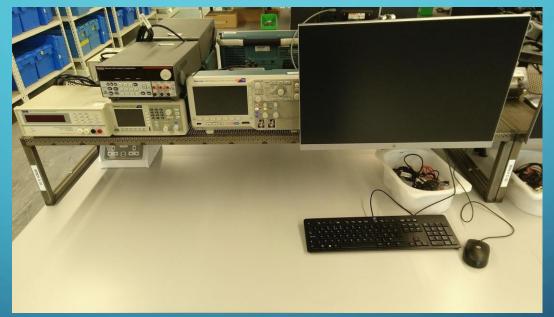
## ARDUINO IDE



- Write code
- Compile
- Download to Arduino
- Arduino runs code



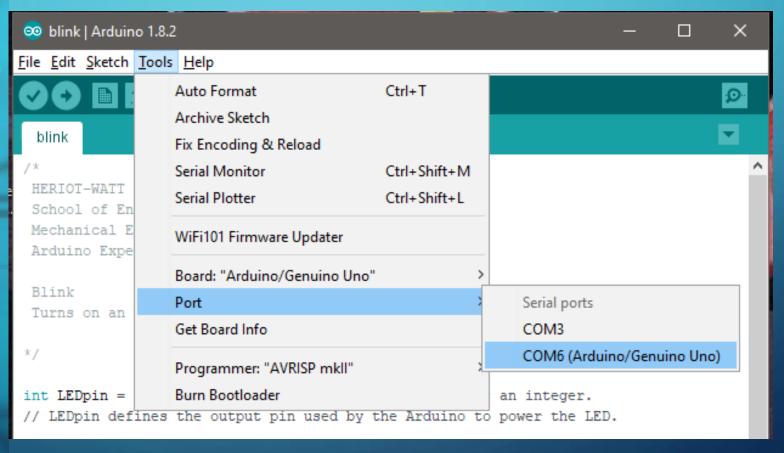
# USB CONNECTION



USB sockets on front and rear of PCs



### CONNECTING TO ARDUINO



Select COM port (Tools menu)



## DEBUGGING CODE

- Is there a space missing somewhere?
- Do all lines end with a semicolon;
- Is something commented out //



## WHAT ARE WE DOING TODAY?

- Download the blink code to the Arduino
- Build the circuit on the breadboard
- Make an LED flash



## HOUSEKEEPING

- Take two boxes:
  - One Arduino box
  - One Sensors and Motion kit
- Put components back into labelled places in boxes after use
- Any components missing let us know.



### FINISHED ALREADY?

- Make the LED blink faster and slower
- Add a second LED which flashes out of sync with the other
- Make the LED light in time to the bass rhythm in Queen's Flash



## TIDYING UP

- Return components to your Sensors and Motion box IN THE CORRECT PLACES!!!
  - Put instrument wire in motor compartment
- Return Arduino to its case
- Return both boxes to tutor