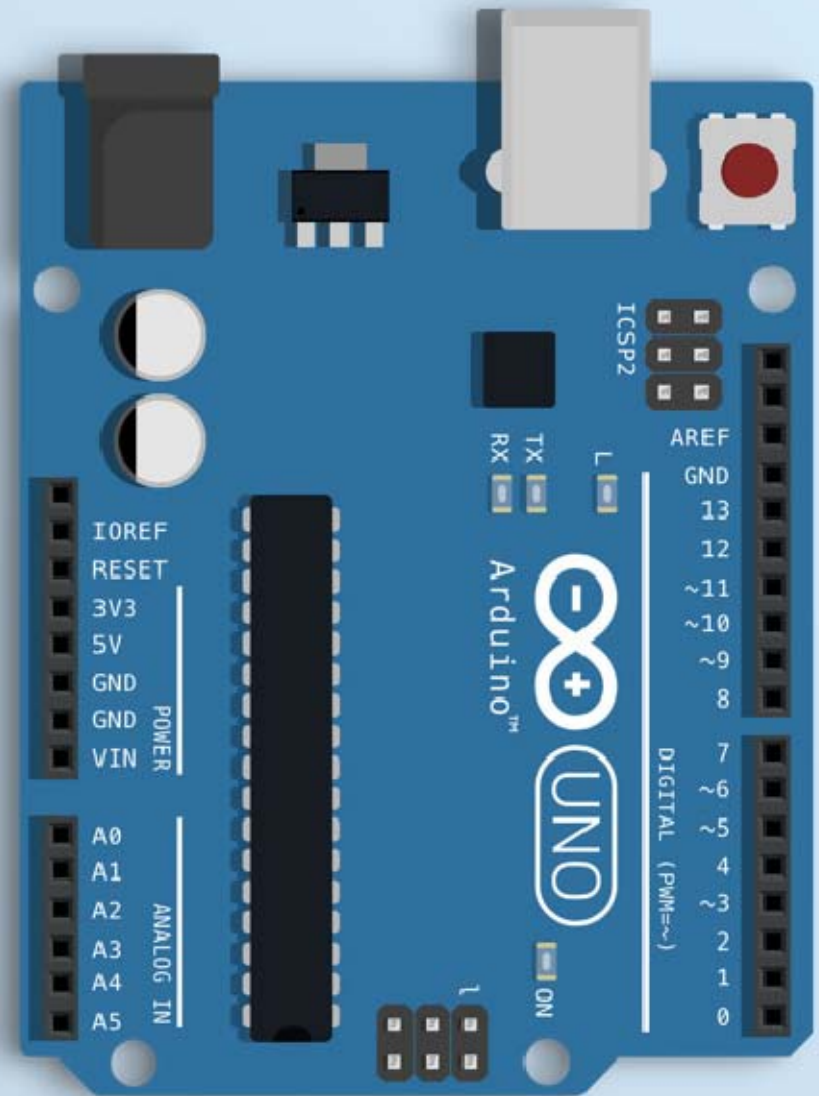
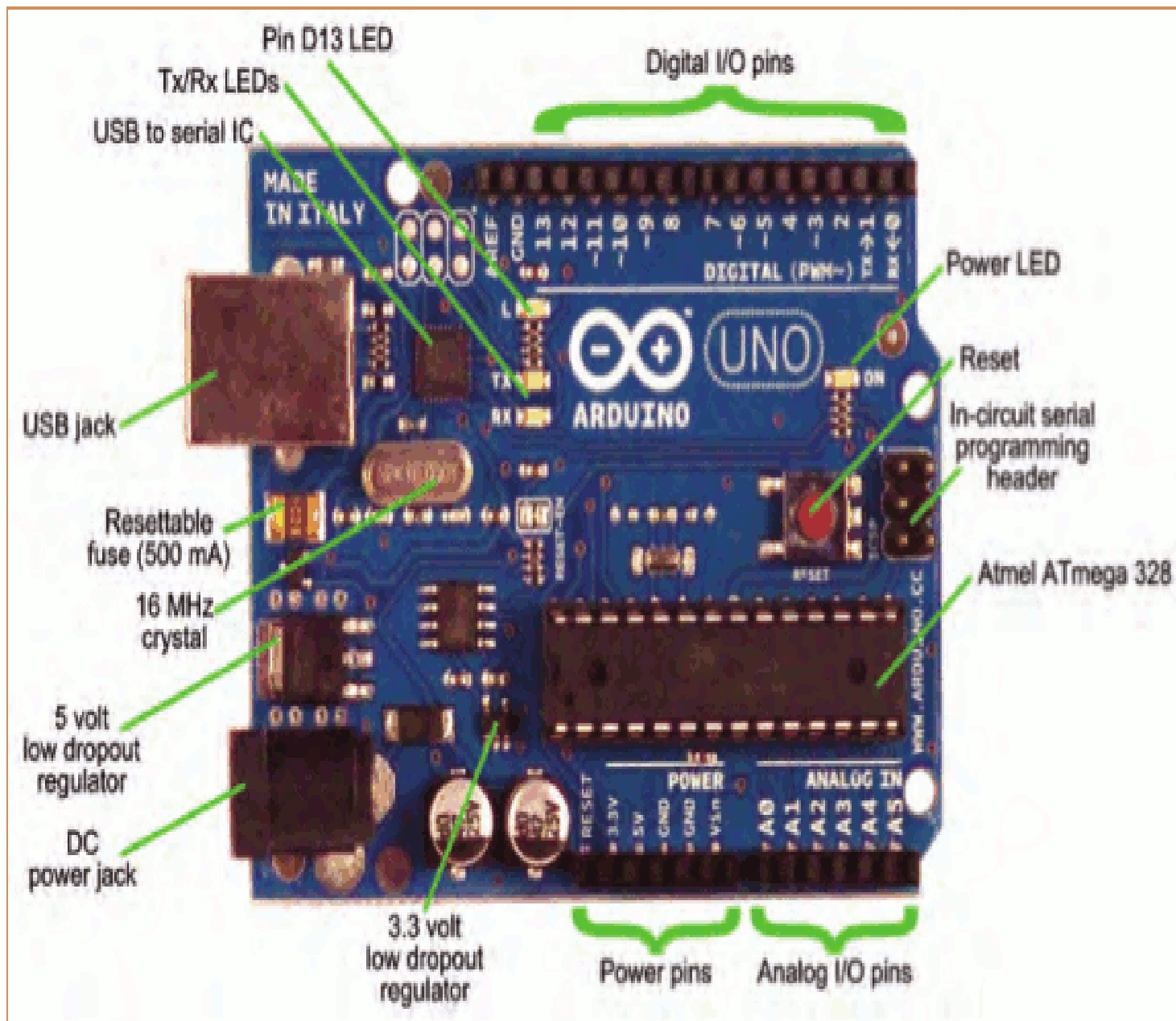


Arduino

Topics:
The Arduino
Digital IO
Analog IO
Serial Comm





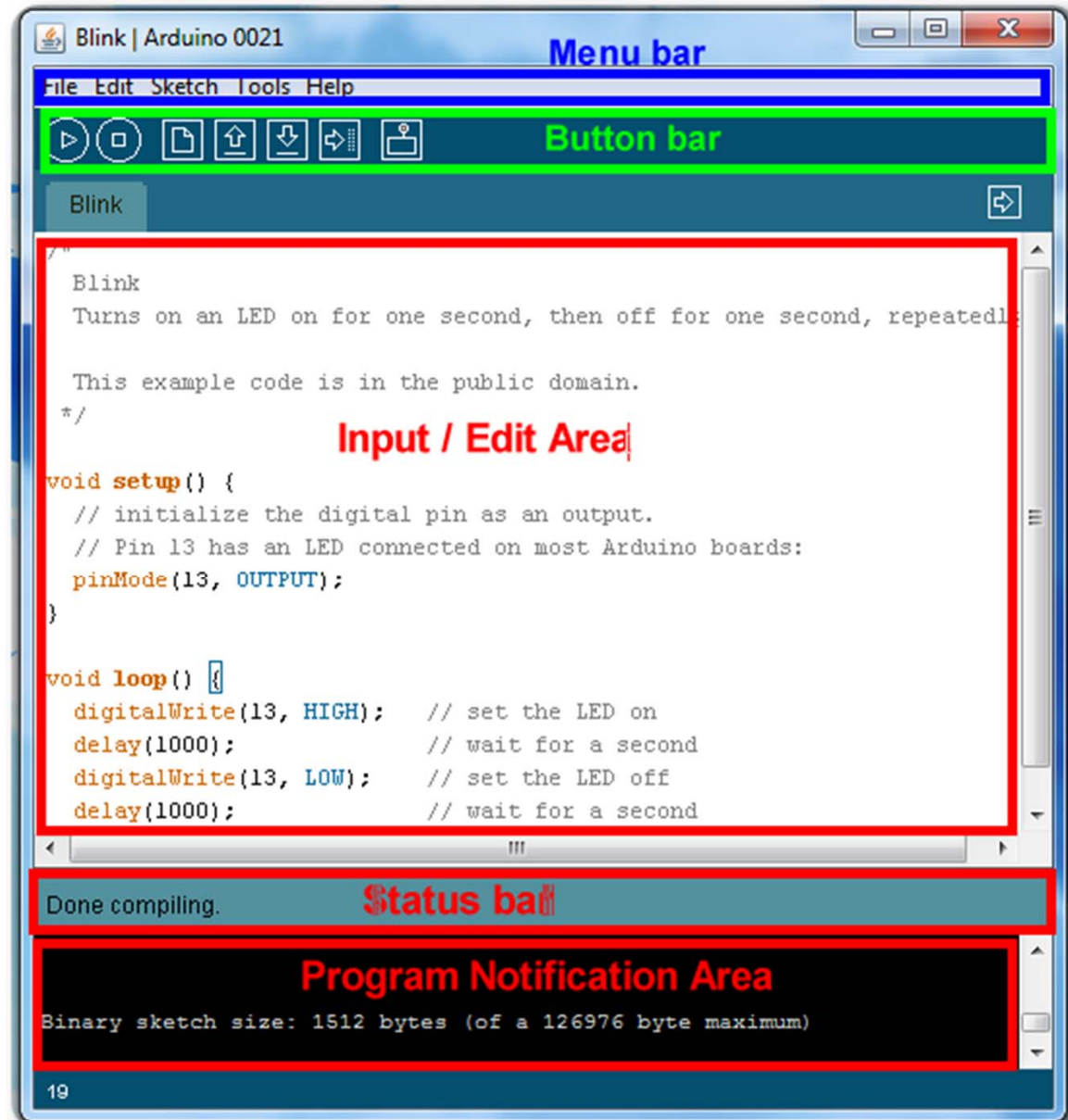
Topic 1: Meet Arduino Uno

A large, abstract teal watercolor splash shape on the left side of the slide, with irregular edges and some darker shading towards the bottom.

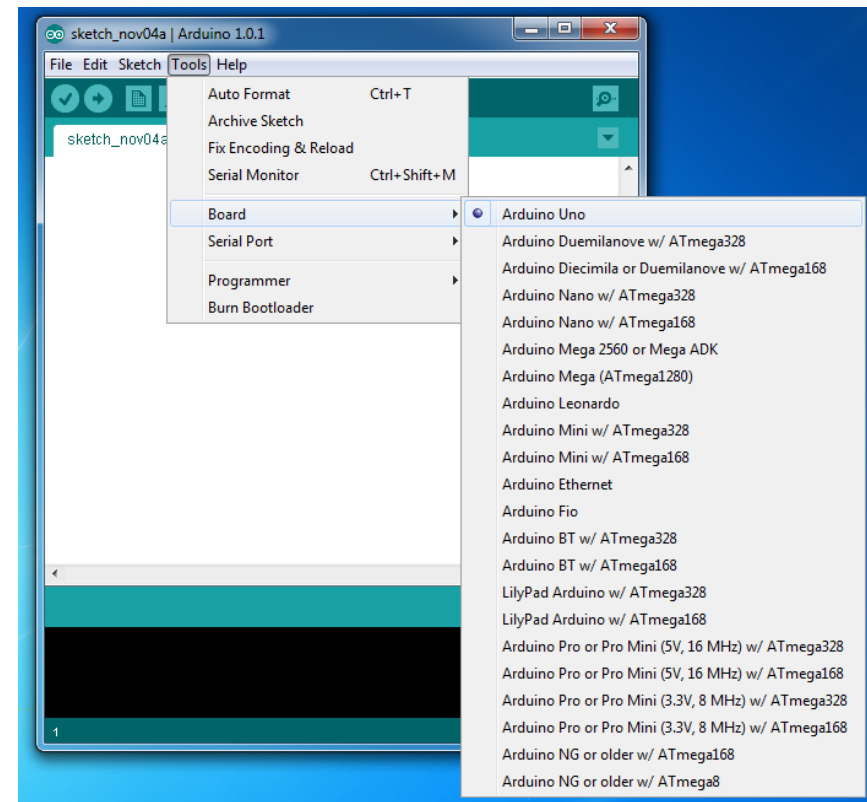
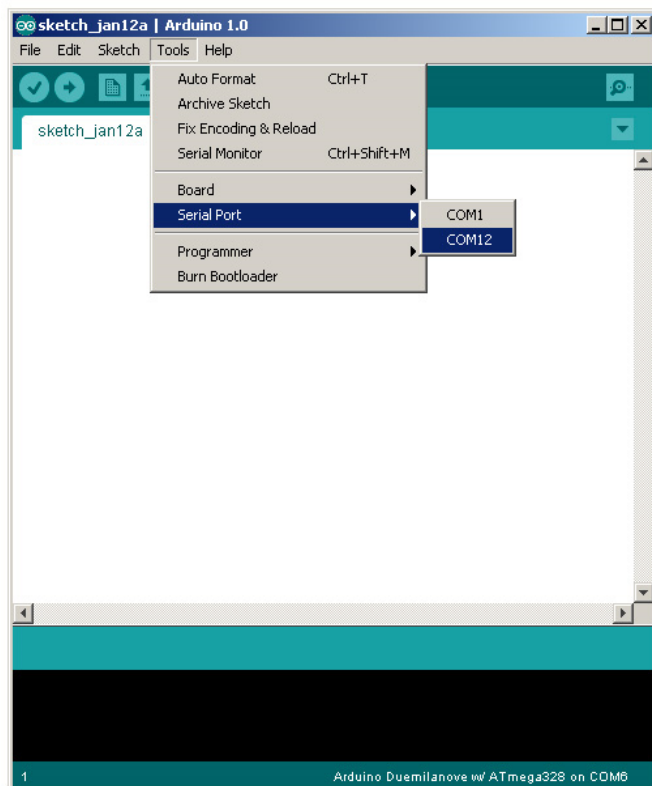
Getting Started

- Download & install the Arduino environment (IDE)
- Connect the board to your computer via the USB cable
- If needed, install the drivers
- Launch the Arduino IDE
- Select your board
- Select your serial port
- Open the blink example
- Upload the program

Arduino IDE



Select Serial Port and Board



Using Arduino

- Write your sketch
- Press Compile button (to check for errors)
- Press Upload button to program Arduino board with your sketch

Try it out with the “Blink” sketch!

Load “File/Sketchbook/Examples/Digital/Blink”

```
void setup() {  
  pinMode(ledPin, OUTPUT); // sets t  
}  
void loop() {  
  digitalWrite(ledPin, HIGH); // sets t  
  delay(1000); // waits  
  digitalWrite(ledPin, LOW); // sets t  
  delay(1000); // waits  
}
```



compile

Done compiling.



upload



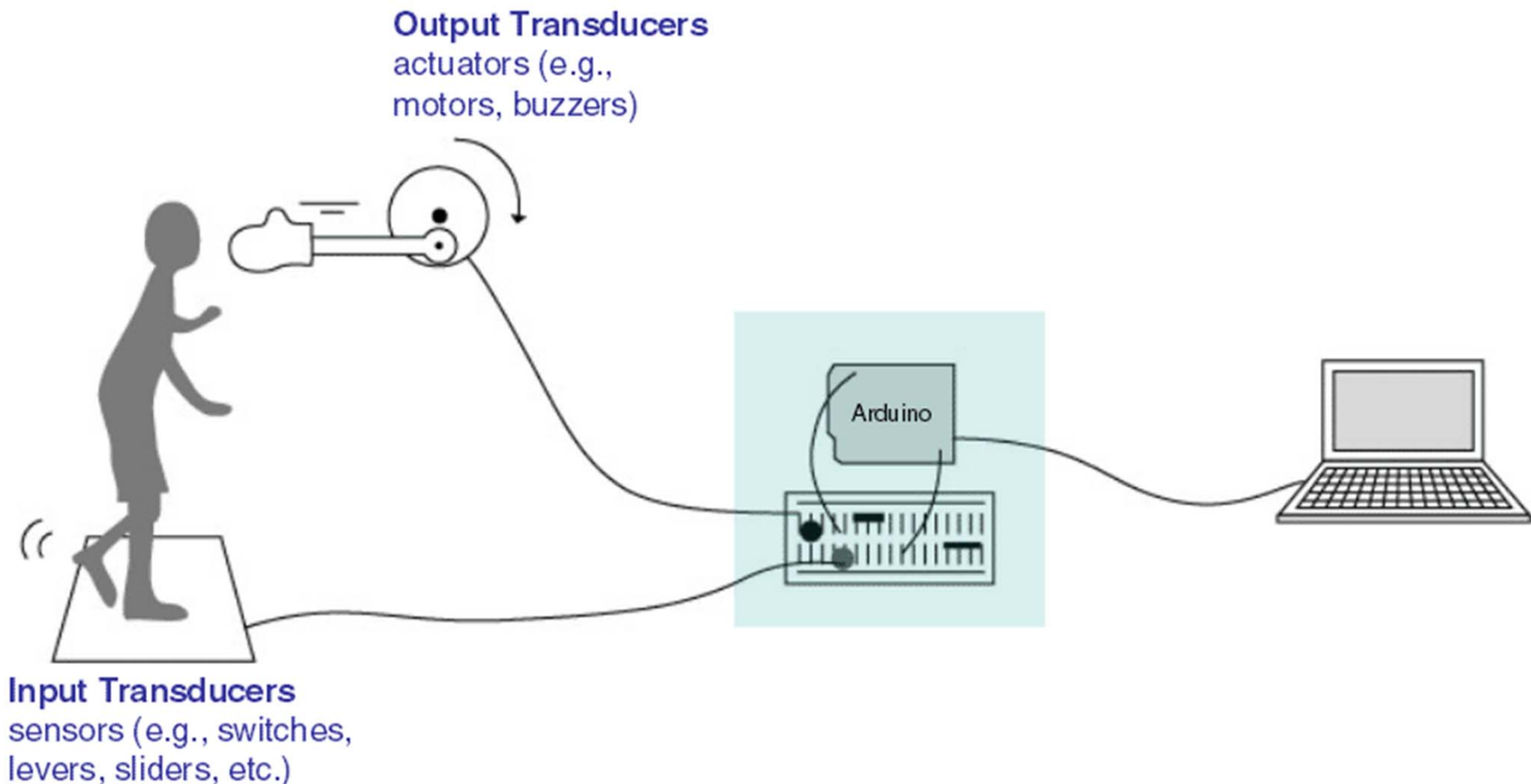
TX/RX flash



sketch runs

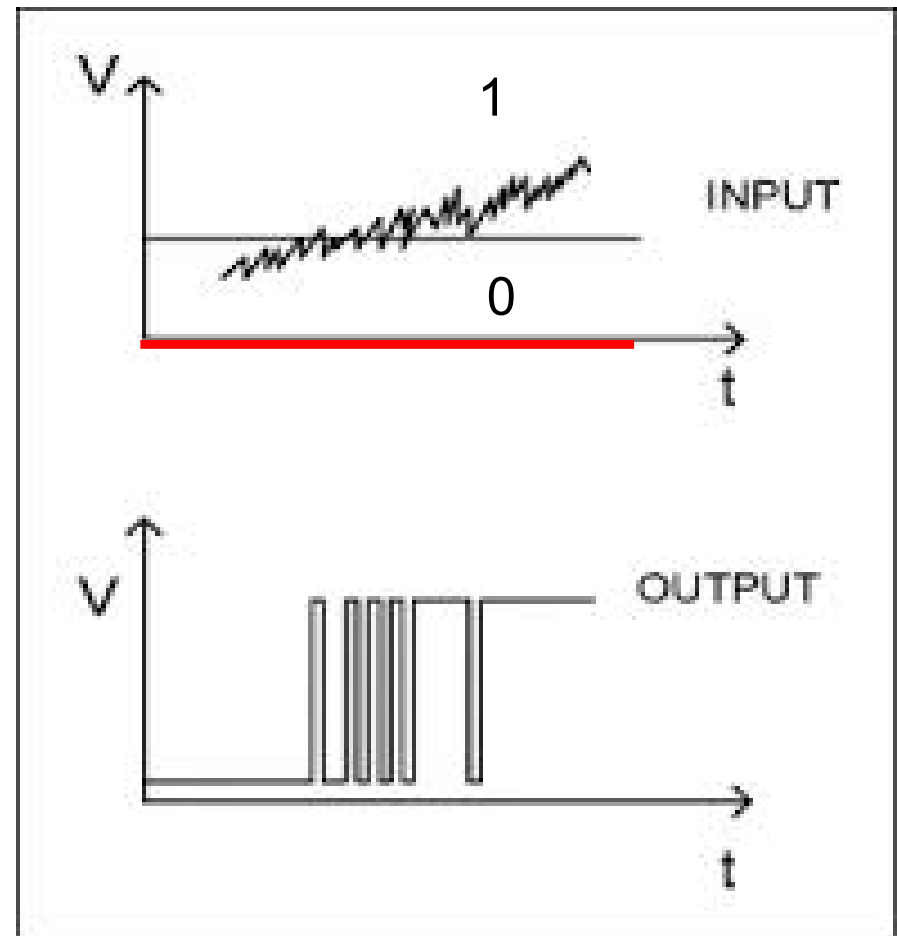
Input/Output

Image from *Theory and Practice of Tangible User Interfaces* at UC Berkley

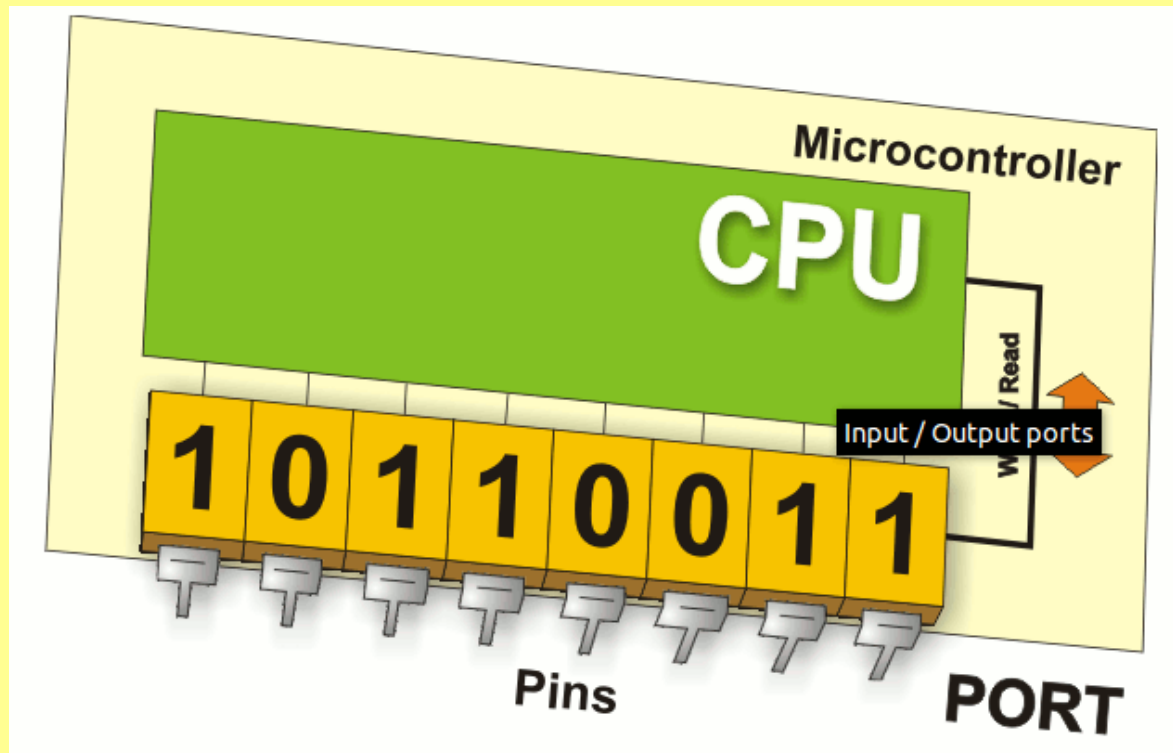


Topic 2: Digital Input/Output

- Digital IO is binary valued—it's either *on* or *off*, 1 or 0
- Internally, all microprocessors are digital, **why?**

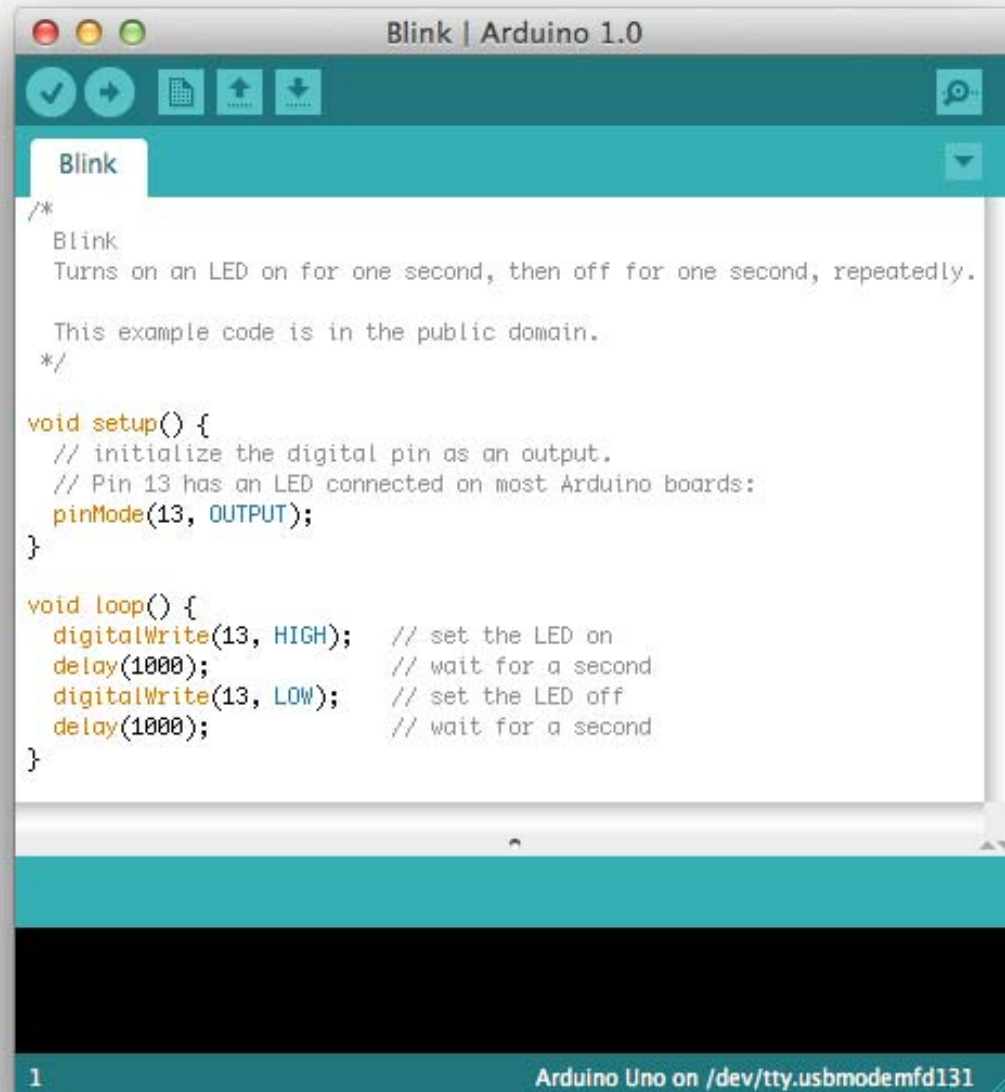


Arduino Digital I/O



- `pinMode(pin, mode)`
 - Sets pin to either INPUT or OUTPUT
- `digitalRead(pin)`
 - Reads HIGH or LOW from a pin
- `digitalWrite(pin, value)`
 - Writes HIGH or LOW to a pin

Our First Program

A screenshot of the Arduino IDE interface. The title bar reads "Blink | Arduino 1.0". The top toolbar contains icons for a checkmark, a right arrow, a document, an upload arrow, and a download arrow. A tab labeled "Blink" is active. The main text area contains the following code:

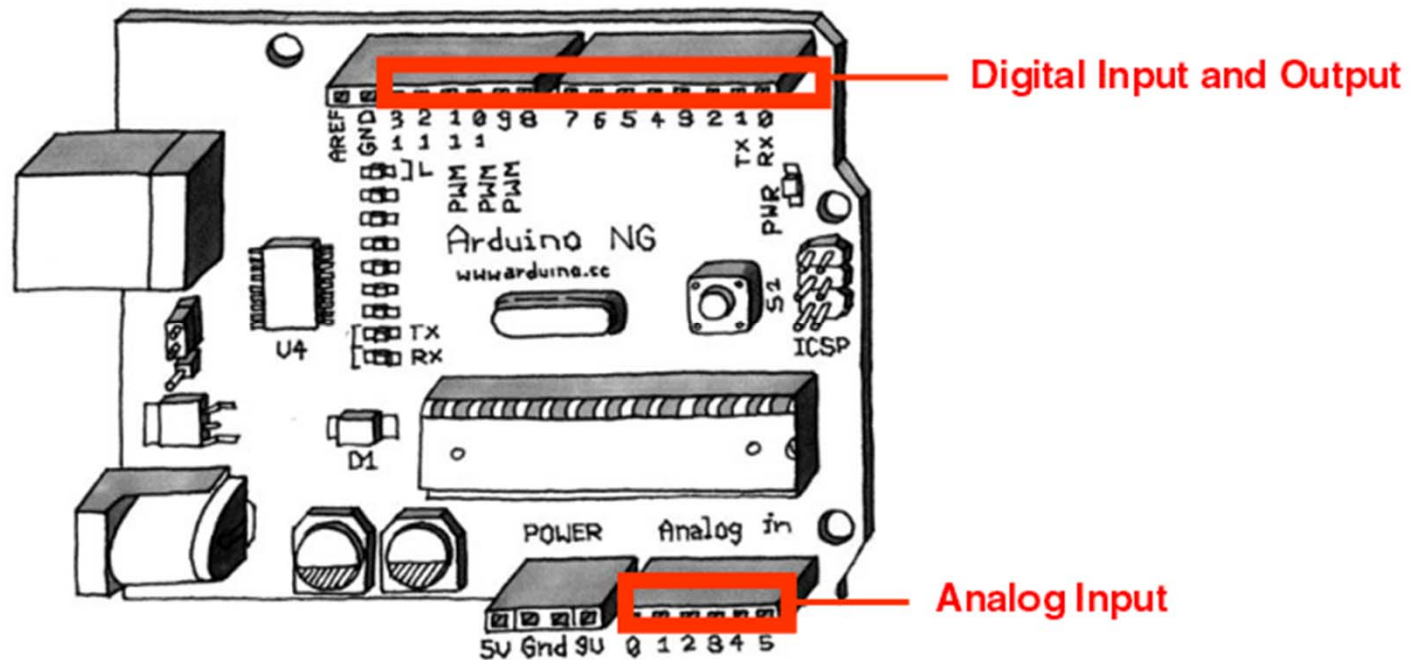
```
/*  
  Blink  
  Turns on an LED on for one second, then off for one second, repeatedly.  
  
  This example code is in the public domain.  
  */  
  
void setup() {  
  // initialize the digital pin as an output.  
  // Pin 13 has an LED connected on most Arduino boards:  
  pinMode(13, OUTPUT);  
}  
  
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  
}
```

The bottom status bar shows "1" on the left and "Arduino Uno on /dev/tty.usbmodemfd131" on the right.

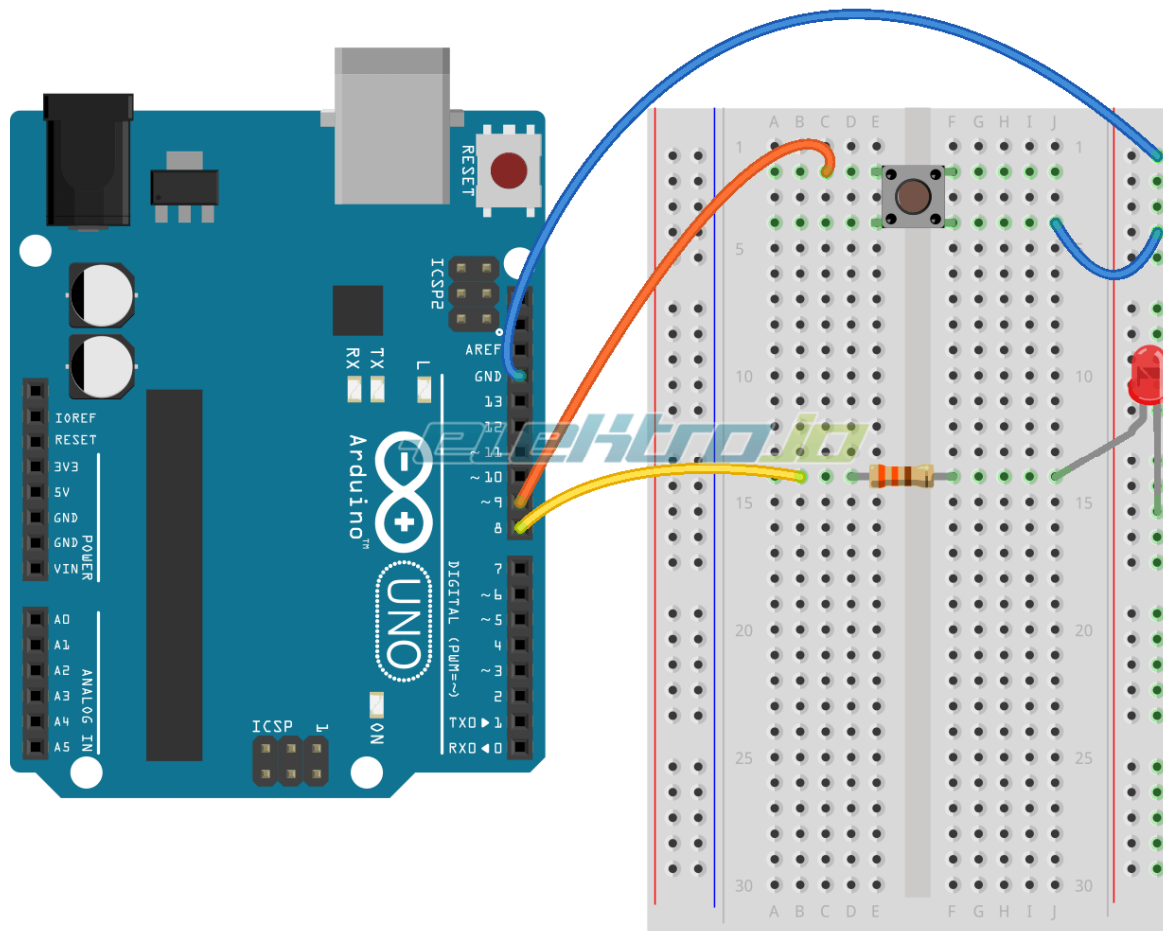
IO Pins

Image from *Theory and Practice of Tangible User Interfaces* at UC Berkley

Two states (binary Signal) vs multiple states (Continuous Signal)



In-class Exercise 1: Digital IO



Made with  Fritzing.org

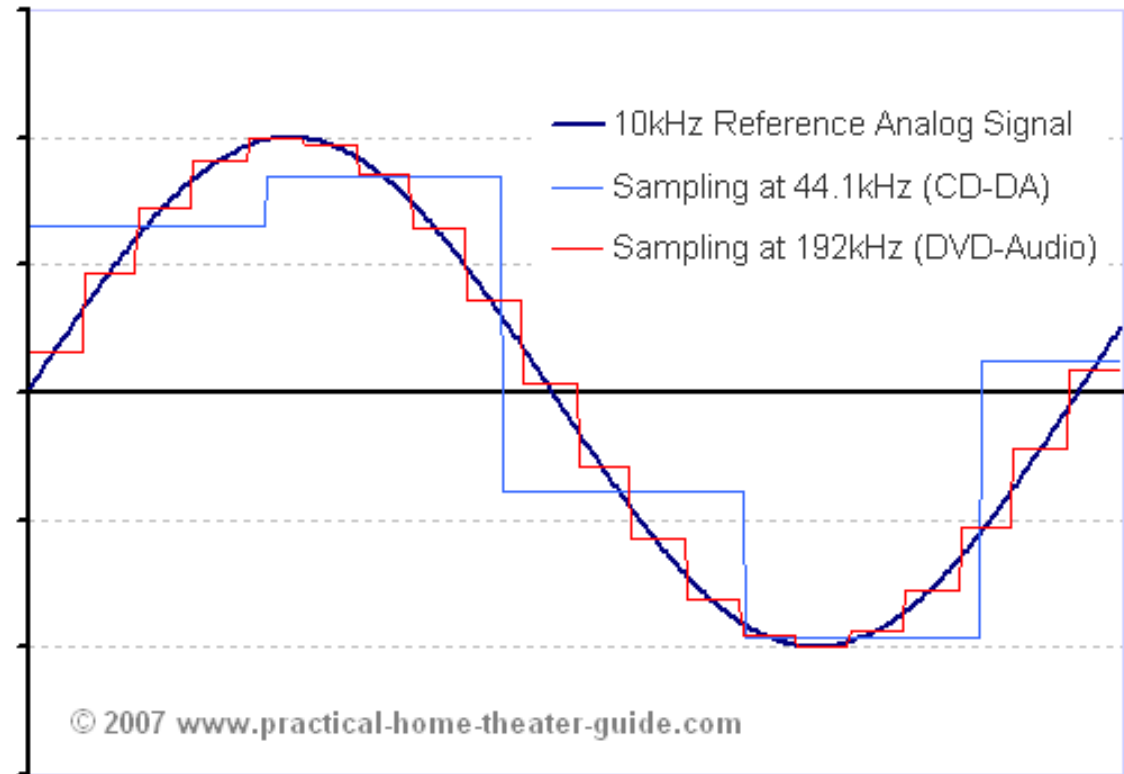
Use a push-button to turn
ON/Off LED

Topic 3:

Analog Input

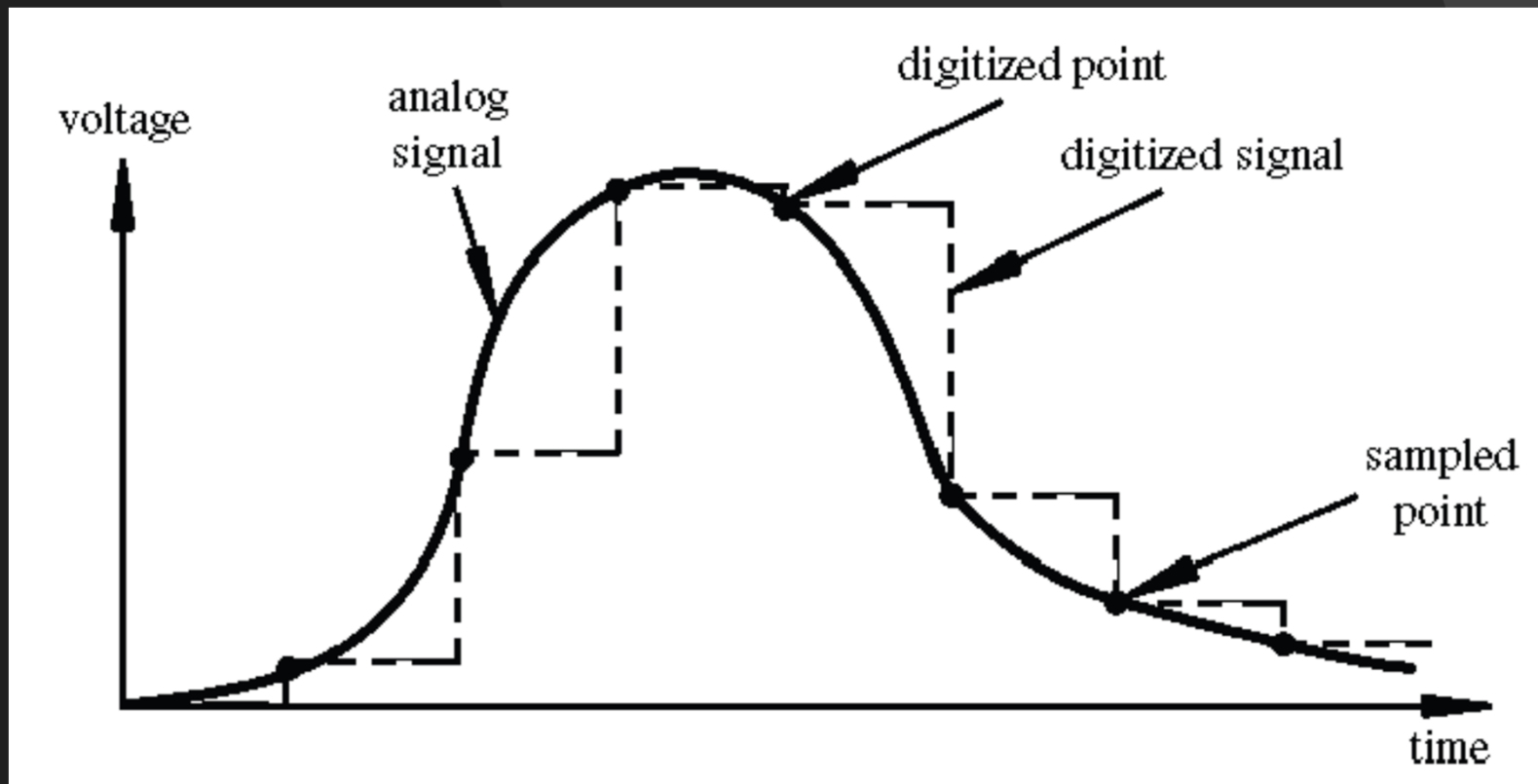
Think about music stored on a CD---an analog signal captured on digital media

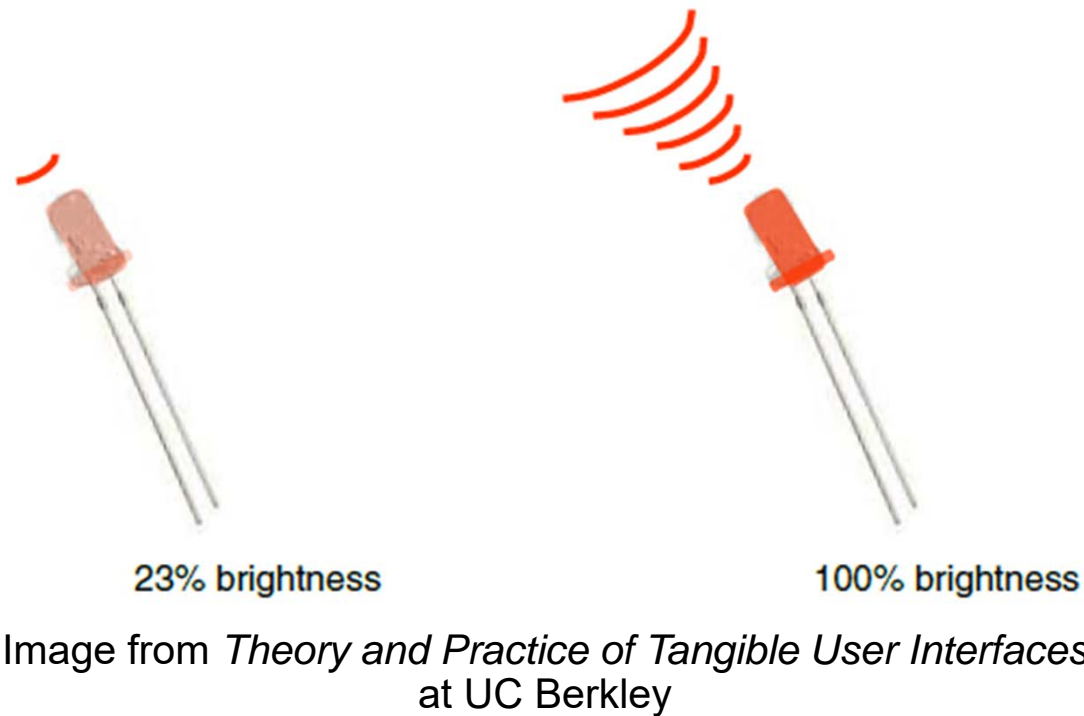
- Sample rate
- Word length



Arduino Analog Input

- *Resolution*: the number of different voltage levels (i.e., *states*) used to discretize an input signal
- Resolution values range from 256 states (8 bits) to 4,294,967,296 states (32 bits)
- The Arduino uses 1024 states (10 bits)
- Smallest measurable voltage change is $5V/1024$ or 4.8 mV
- Maximum sample rate is 10,000 times a second



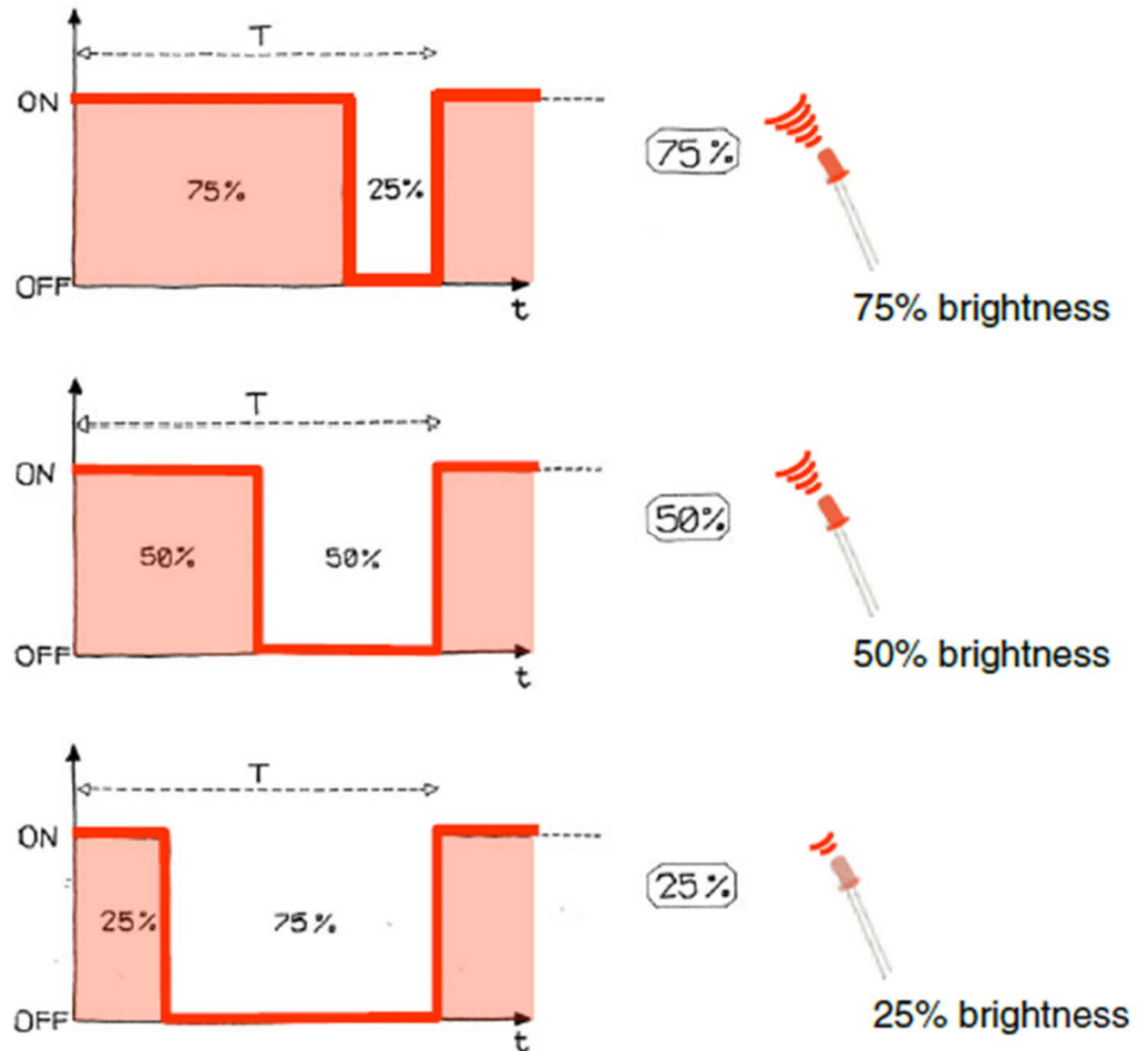


Topic 3: Analog Output

- Can a digital device produce analog output?
- Analog output can be simulated using pulse width modulation (PWM)

Pulse Width Modulation

- Can't use digital pins to directly supply say 2.5V, but can pulse the output on and off really fast to produce the same effect
- The on-off pulsing happens so quickly, the connected output device “sees” the result as a reduction in the voltage



PWM Duty Cycle

$$\text{output voltage} = (\text{on_time} / \text{cycle_time}) * 5V$$

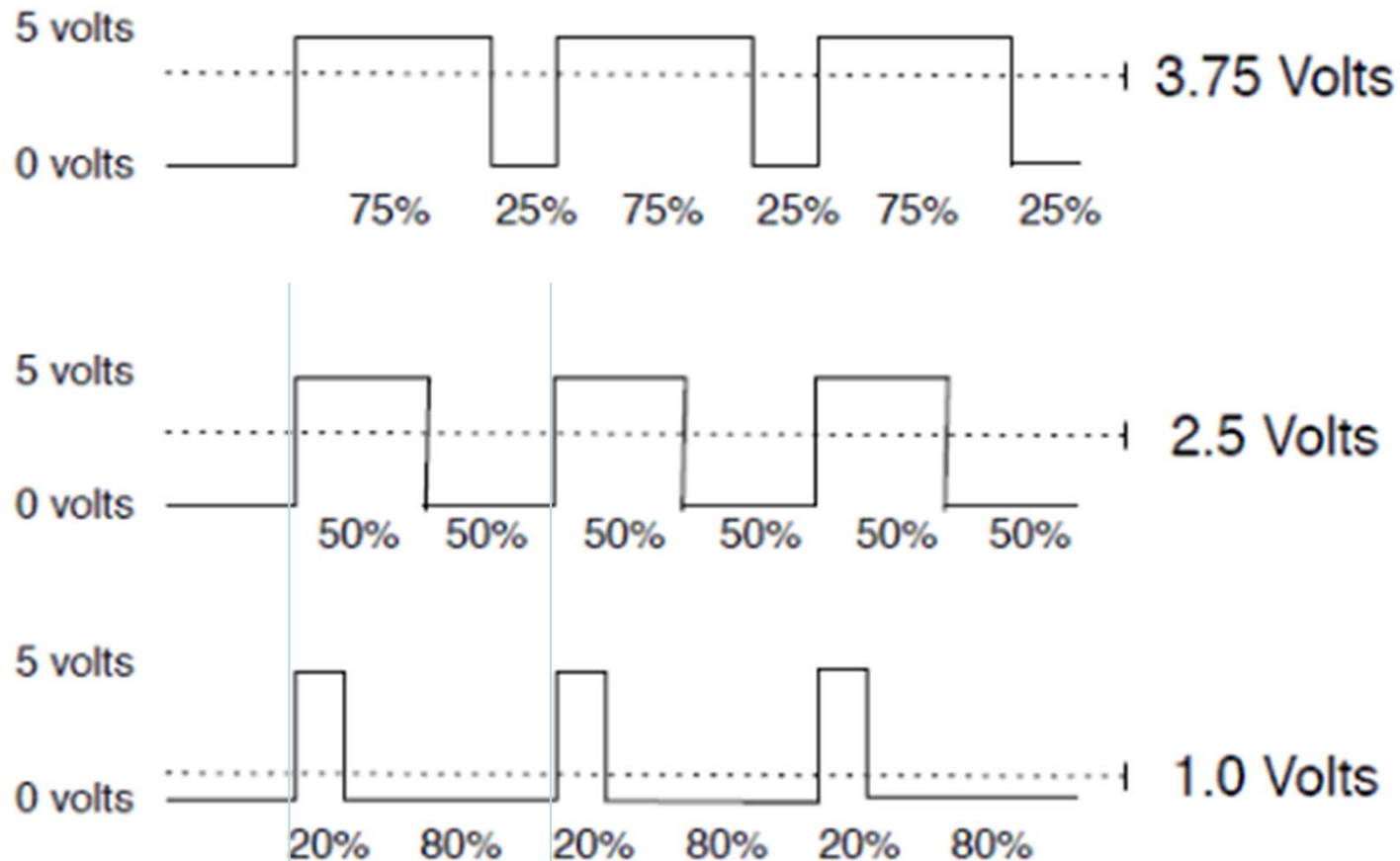


Image credit: Tod Kurt

Fixed cycle length; constant
number of cycles/sec

PMW Pins

Command:

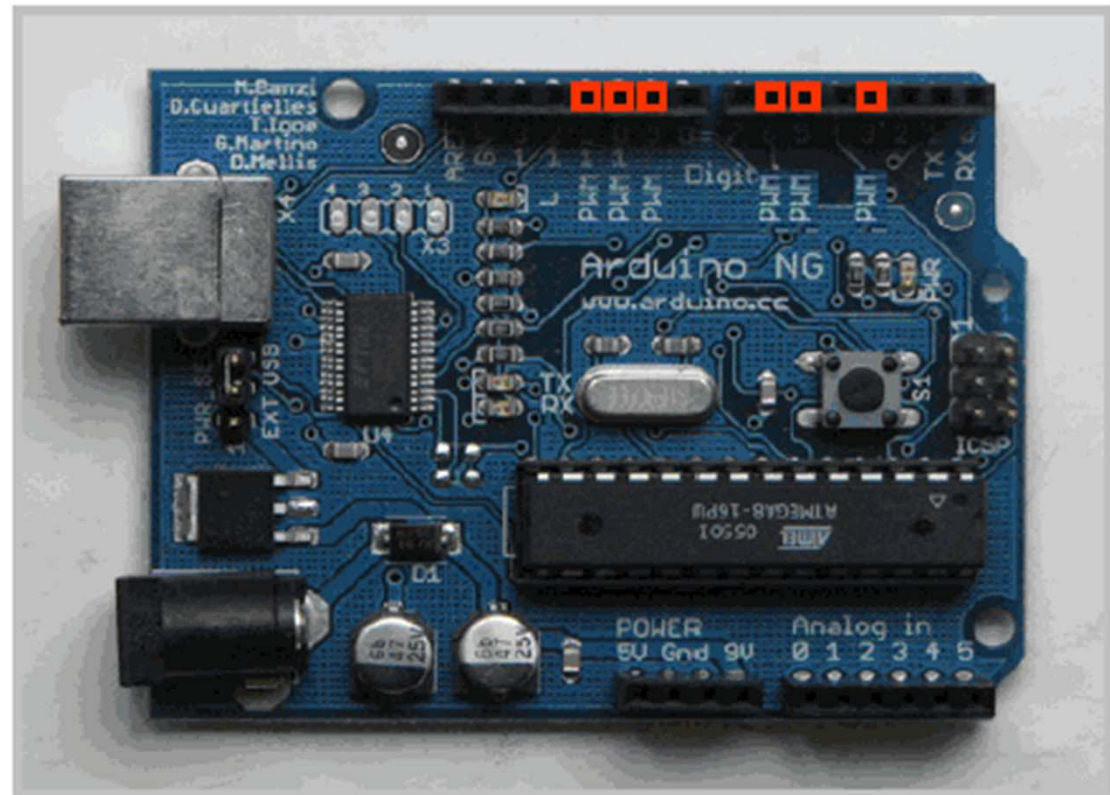
`analogWrite(pin,value)`

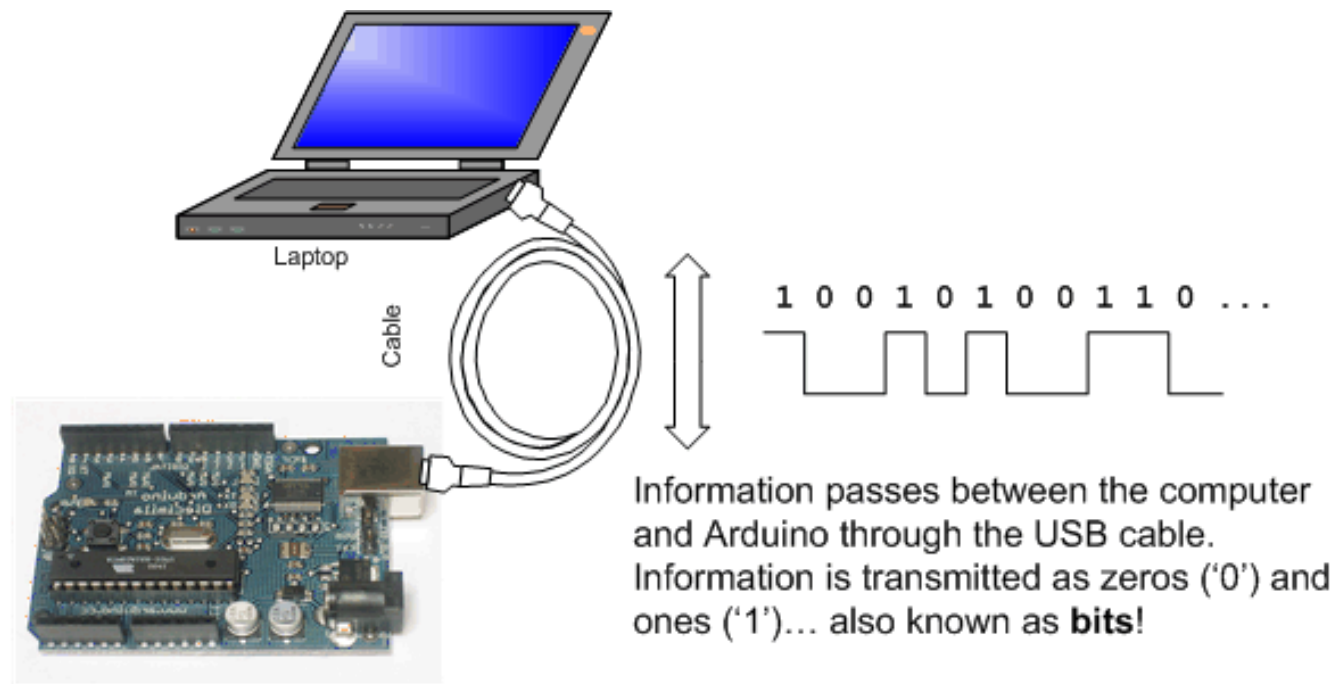
value is duty cycle: between 0 and 255

Examples:

- `analogWrite(9, 128)` for a 50% duty cycle
- `analogWrite(11, 64)` for a 25% duty cycle

Your Arduino board has built in PWM circuits, on pins 3, 5, 6, 9, 10, and 11





Topic 4: Serial Communication

Serial Communications

- “Serial” because data is broken down into bits, each sent one after the other down a single wire.

- The single ASCII character ‘B’ is sent as:

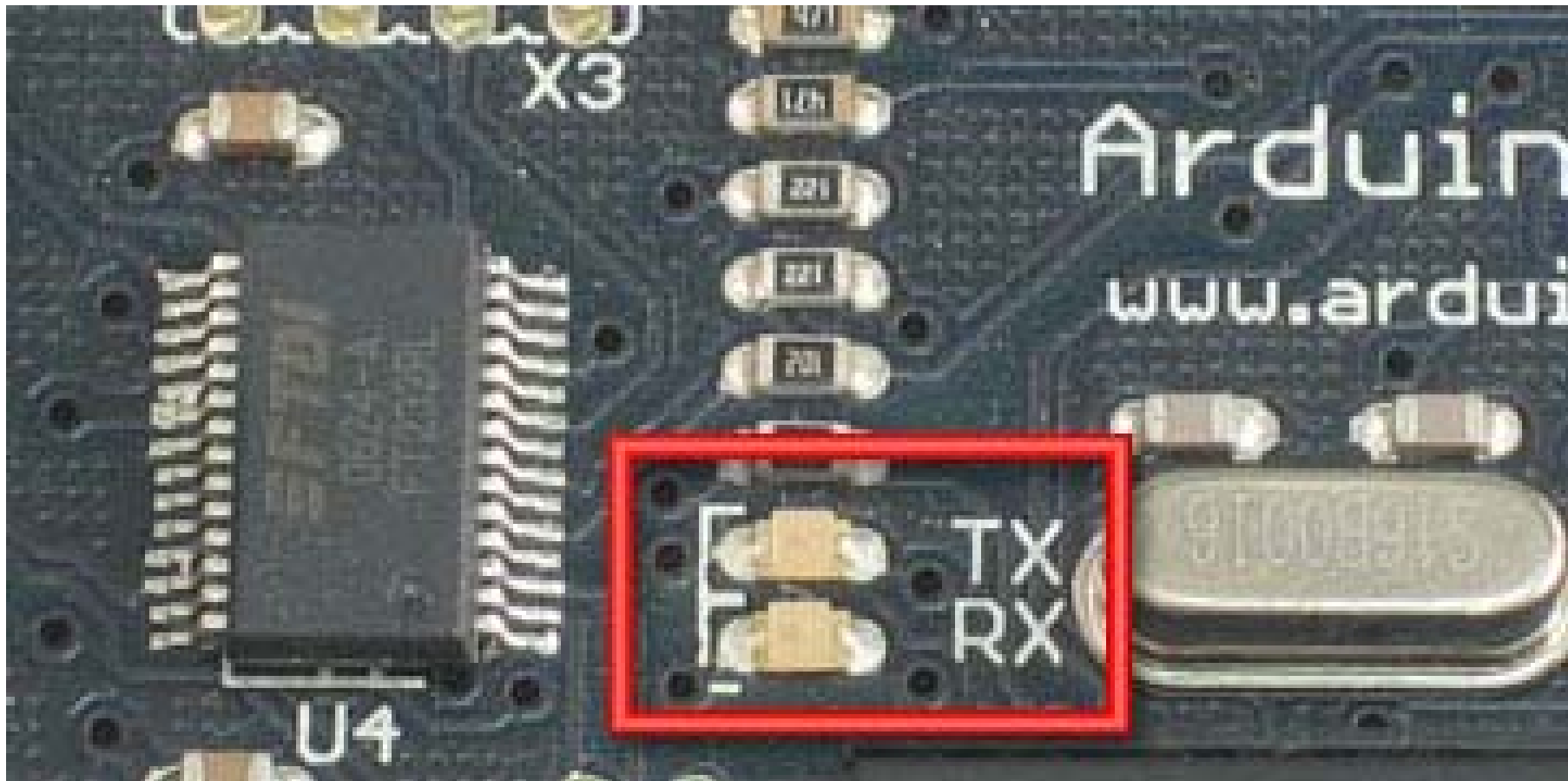
‘B’ = 0 1 0 0 0 0 1 0

= L H L L L L H L



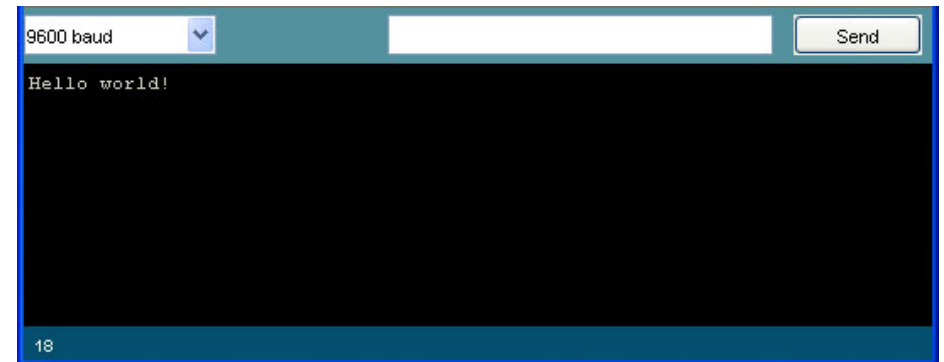
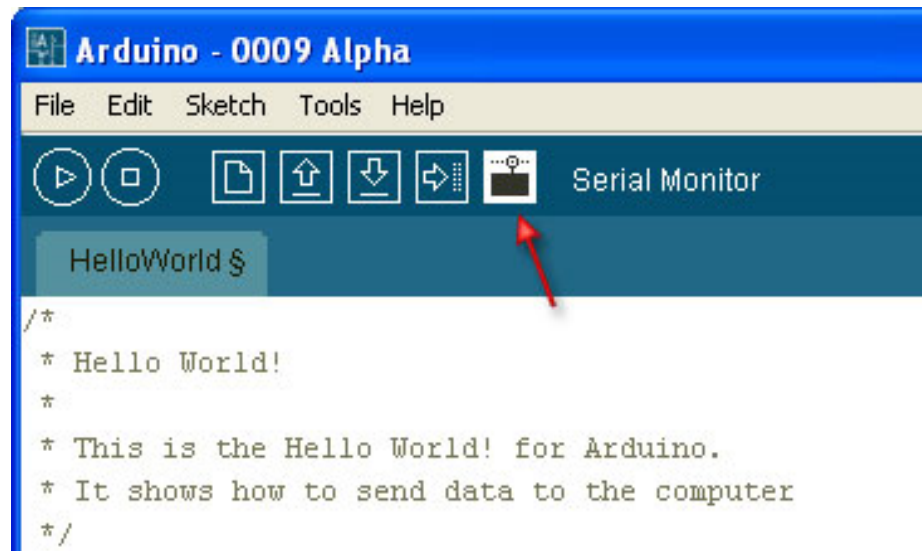
- Toggle a pin to send data, just like blinking an LED
- You could implement sending serial data with `digitalWrite()` and `delay()`
- A single data wire needed to send data. One other to receive.

Serial Communication



- **Compiling** turns your program into binary data (ones and zeros)
- **Uploading** sends the bits through USB cable to the Arduino
- The two LEDs near the USB connector blink when data is transmitted
 - **RX** blinks when the Arduino is receiving data
 - **TX** blinks when the Arduino is transmitting data

Open the Serial Monitor and Upload the Program



Some Commands

- `Serial.begin()`
 - `Serial.begin(9600)`
- `Serial.print()` or `Serial.println()`
 - `Serial.print(value)`
- `Serial.read()`
- `Serial.available()`
- `Serial.write()`
- `Serial.parseInt()`



Lab Exercise: Serial Communication

- Modify your program from in-class exercise 2-part 2 to control the intensity of the LED attached to pin 9 based on keyboard input.
- Use the [Serial.parseInt\(\)](#) method to read numeric keyboard input as an integer.
- An input of 9 should produce full intensity and an input of 0 should turn the LED off.