

CODE:

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/*This is our website www.weikedz.com
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sophie@weikedz.com. If any question, for orders,
for technical problems, pls contact us.
We will response you fastest time. */
// Arduino Wire library is required if I2Cdev I2CDEV_ARDUINO_WIRE implementation
// is used in I2Cdev.h
#include "Wire.h"
// I2Cdev and MPU6050 must be installed as libraries, or else the .cpp/.h files
// for both classes must be in the include path of your project
#include "I2Cdev.h"
#include "MPU6050.h"
// class default I2C address is 0x68
// specific I2C addresses may be passed as a parameter here
// AD0 low = 0x68 (default for InvenSense evaluation board)
// AD0 high = 0x69
MPU6050 accelgyro;
int16_t ax, ay, az;
int16_t gx, gy, gz;
```

```
#define LED_PIN 13
bool blinkState = false;
void setup() {
  // join I2C bus (I2Cdev library doesn't do this automatically)
  Wire.begin();
  // initialize serial communication
  // (38400 chosen because it works as well at 8MHz as it does at 16MHz, but
  // it's really up to you depending on your project)
  Serial.begin(38400);
  // initialize device
  Serial.println("Initializing I2C devices...");
  accelgyro.initialize();
  // verify connection
  Serial.println("Testing device connections...");
  Serial.println(accelgyro.testConnection()? "MPU6050 connection successful": "MPU6050
connection failed");
  // configure Arduino LED for
  pinMode(LED PIN, OUTPUT);
}
void loop() {
  // read raw accel/gyro measurements from device
  accelgyro.getMotion6(&ax, &ay, &az, &gx, &gy, &gz);
  // these methods (and a few others) are also available
  //accelgyro.getAcceleration(&ax, &ay, &az);
  //accelgyro.getRotation(&gx, &gy, &gz);
  // display tab-separated accel/gyro x/y/z values
  Serial.print("a/g:\t");
  Serial.print(ax);
  Serial.print("\t");
  Serial.print(ay);
  Serial.print("\t");
  Serial.print(az);
  Serial.print("\t");
  Serial.print(gx);
  Serial.print("\t");
  Serial.print(gy);
```

```
Serial.print("\t");
Serial.println(gz);

// blink LED to indicate activity
blinkState = !blinkState;
digitalWrite(LED_PIN, blinkState);
```

