



```
Blink | Arduino IDE 2.3.6
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Blink.ino
1  /*
2   Blink
3
4   Turns an LED on for one second, then off for one second, repeatedly.
5
6   Most Arduinos have an on-board LED you can control. On the UNO, MEGA and ZERO
7   it is attached to digital pin 13, on MKR1000 on pin 6. LED_BUILTIN is set to
8   the correct LED pin independent of which board is used.
9   If you want to know what pin the on-board LED is connected to on your Arduino
10  model, check the Technical Specs of your board at:
11  https://www.arduino.cc/en/Main/Products
12
13  modified 8 May 2014
14  by Scott Fitzgerald
15  modified 2 Sep 2016
16  by Arturo Guadalupi
17  modified 8 Sep 2016
18  by Colby Newman
19
20  This example code is in the public domain.
21
22  https://www.arduino.cc/en/Tutorial/BuiltInExamples/Blink
23  */
24
25  // the setup function runs once when you press reset or power the board
26  void setup() {
27    // initialize digital pin LED_BUILTIN as an output.
28    pinMode(LED_BUILTIN, OUTPUT);
29  }
30
31  // the loop function runs over and over again forever
32  void loop() {
33    digitalWrite(12, HIGH); // turn the LED on (HIGH is the voltage level)
34    delay(1000);             // wait for a second
35    digitalWrite(12, LOW);  // turn the LED off by making the voltage LOW
36    delay(1000);             // wait for a second
37  }
38
```

Fade_LED | Arduino IDE 2.3.6

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Arduino Uno

Fade_LED.ino

```
1  /*
2  Fade
3
4  This example shows how to fade an LED on pin 9 using the analogWrite()
5  function.
6
7  The analogWrite() function uses PWM, so if you want to change the pin you're
8  using, be sure to use another PWM capable pin. On most Arduino, the PWM pins
9  are identified with a "~" sign, like ~3, ~5, ~6, ~9, ~10 and ~11.
10
11 This example code is in the public domain.
12
13 https://www.arduino.cc/en/Tutorial/BuiltInExamples/Fade
14 */
15
16 int led = 9;          // the PWM pin the LED is attached to
17 int brightness = 0;   // how bright the LED is
18 int fadeAmount = 5;   // how many points to fade the LED by
19
20 // the setup routine runs once when you press reset:
21 void setup() {
22   // declare pin 9 to be an output:
23   pinMode(led, OUTPUT);
24 }
25
26 // the loop routine runs over and over again forever:
27 void loop() {
28   // set the brightness of pin 9:
29   analogWrite(led, brightness);
30
31   // change the brightness for next time through the loop:
32   brightness = brightness + fadeAmount;
33
34   // reverse the direction of the fading at the ends of the fade:
35   if (brightness <= 0 || brightness >= 255) {
36     fadeAmount = -fadeAmount;
37   }
38   // wait for 30 milliseconds to see the dimming effect
39   delay(30);
40 }
41
```