

Internet Of Things



EEPROM

Memorizing data
and sleep tight

EEPROM

electrically erasable programmable read-only memory

- ❖ Arduino/Genuino boards has EEPROM: 8 bits memory whose values are kept when the board is turned off (like a tiny hard drive). The library enables you to read & write those bytes.
- ❖ Arduino boards' amounts of EEPROM:
 - 1024 bytes on the ATmega328,
 - 512 bytes on the ATmega168 and ATmega8,
 - 4 KB on the ATmega1280 & ATmega2560,
 - 1024 bytes on the Arduino/Genuino 101.
- ❖ Value that can be written per slot: 0-255
→ $2^8 = 256$

A little note

A single bit is either a 0 or a 1

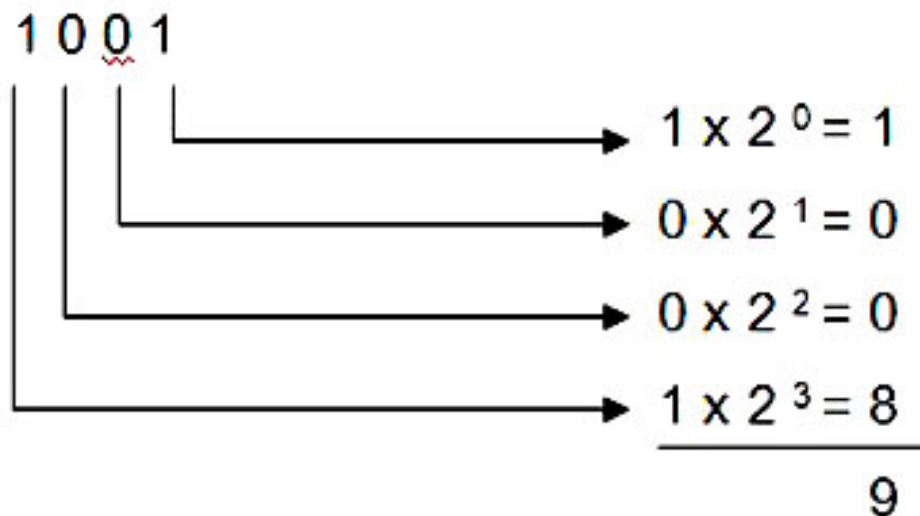
8 bits = 1 Byte

1 KB = 1024 Bytes = 8192 bits

1024 KB = 1048576 bytes = 1 MB

1024 MB = 1 GB

8 bit binary to decimal conversion



0	0000 0000
1	0000 0001
2	0000 0010
3	0000 0011
4	0000 0100
5	0000 0101
6	0000 0110
7	0000 0111
8	0000 1000
9	0000 1001
10	0000 1010

EEPROM “Slot” *where it saves data*





EEPROM on Arduino

```
1. #include <EEPROM.h>
```

```
2. EEPROM.write(address, value)
```

```
3. EEPROM.read(address)
```

EEPROM Read All Slots

```
#include <EEPROM.h>
int slot = 0; int nilai;

void setup() {Serial.begin(9600);}

void loop() {
    nilai = EEPROM.read(slot);
    Serial.print("Slot ");
    Serial.print(slot);
    Serial.print(" = ");
    Serial.println(nilai);
    slot = slot + 1;
    if (slot==EEPROM.length()){slot = 0;}
    delay(10);}
}
```

EEPROM Write All Slots

```
#include <EEPROM.h>

void setup() {
  Serial.begin(9600);
  for (int i=0; i<EEPROM.length(); i++) {
    EEPROM.write(i, 0);
  }
  Serial.print("Proses write selesai!");
}

void loop() {
}
```


EEPROM Write

```
#include <EEPROM.h>
int slot = 10;
int nilai = 255;

void setup() {
    EEPROM.write(slot, nilai);
    delay(100);
}

void loop() {
}
```

EEPROM Read

```
#include <EEPROM.h>
int slot = 10;
int nilai;

void setup() {
    Serial.begin(9600);}

void loop() {
    nilai = EEPROM.read(slot);
    Serial.print("Slot ");
    Serial.print(slot);
    Serial.print(" = ");
    Serial.print(nilai);
    delay(1000);}
```