

Robotics

Arduino Resources & Programming

School of Computing, Gachon University

Youngmin Oh



Arduino UNO

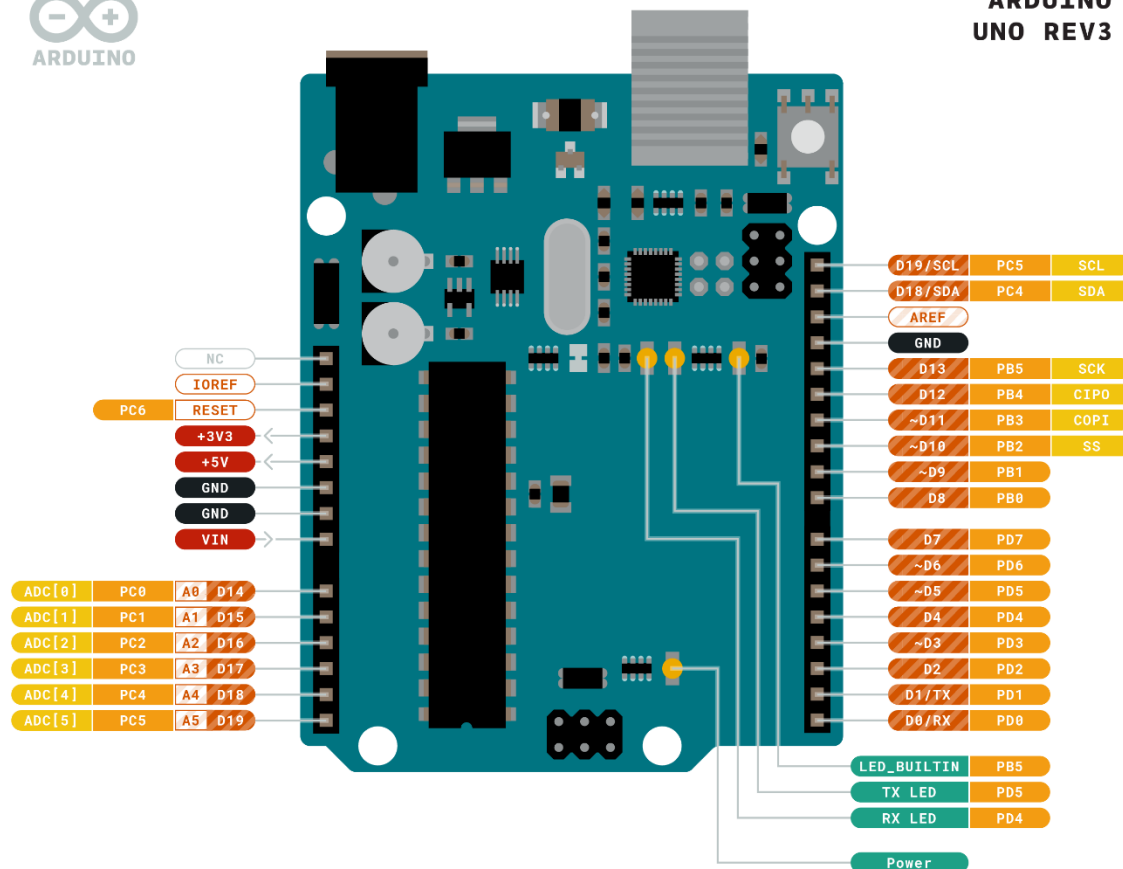


<https://www.arduino.cc/en/Guide/ArduinoUno>

Arduino UNO Rev3 Pinout Diagram



ARDUINO
UNO REV3



Ground	Internal Pin	Digital Pin	Microcontroller's Port
Power	SWD Pin	Analog Pin	
LED	Other Pin	Default	

ARDUINO.CC

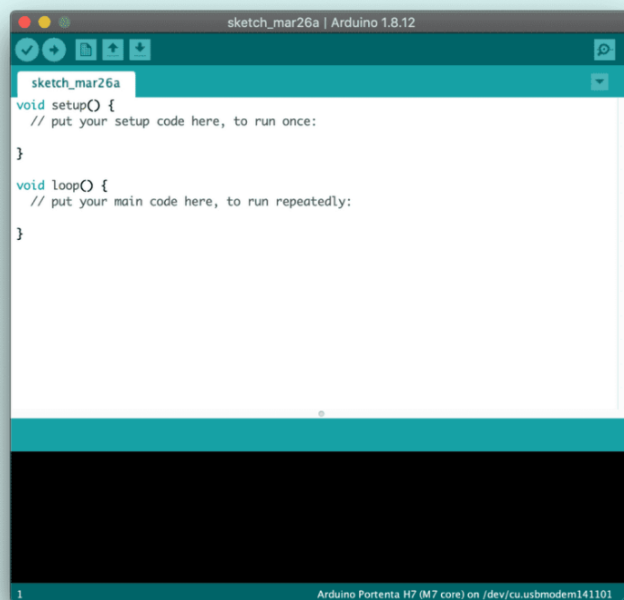


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Arduino Software: Sketch

Arduino Software (IDE)

The Arduino Integrated Development Environment - or Arduino Software (IDE) - contains a text editor for writing code, a message area, a text console, a toolbar with buttons for common functions and a series of menus. It connects to the Arduino hardware to upload programs and communicate with them.



Arduino Language Reference

LANGUAGE
FUNCTIONS
VARIABLES
STRUCTURE

LIBRARIES

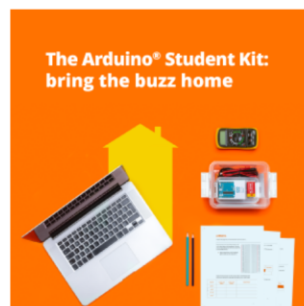
IOT CLOUD API

GLOSSARY

The Arduino Reference text is licensed under a [Creative Commons Attribution-Share Alike 3.0 License](#).

Find anything that can be improved? [Suggest corrections and new documentation via GitHub](#).

Doubts on how to use Github? Learn everything you need to know in [this tutorial](#).



Language Reference

Arduino programming language can be divided in three main parts: functions, values (variables and constants), and structure.

Functions

For controlling the Arduino board and performing computations.

Digital I/O

`digitalRead()`
`digitalWrite()`
`pinMode()`

Analog I/O

`analogRead()`
`analogReference()`
`analogWrite()`

Zero, Due & MKR Family

`analogReadResolution()`
`analogWriteResolution()`

Advanced I/O

`noTone()`

Math

`abs()`
`constrain()`
`map()`
`max()`
`min()`
`pow()`
`sq()`
`sqrt()`

Trigonometry

`cos()`
`sin()`
`tan()`

Characters

`isAlpha()`

Random Numbers

`random()`
`randomSeed()`

Bits and Bytes

`bit()`
`bitClear()`
`bitRead()`
`bitSet()`
`bitWrite()`
`highByte()`
`lowByte()`

External Interrupts

`attachInterrupt()`
`detachInterrupt()`

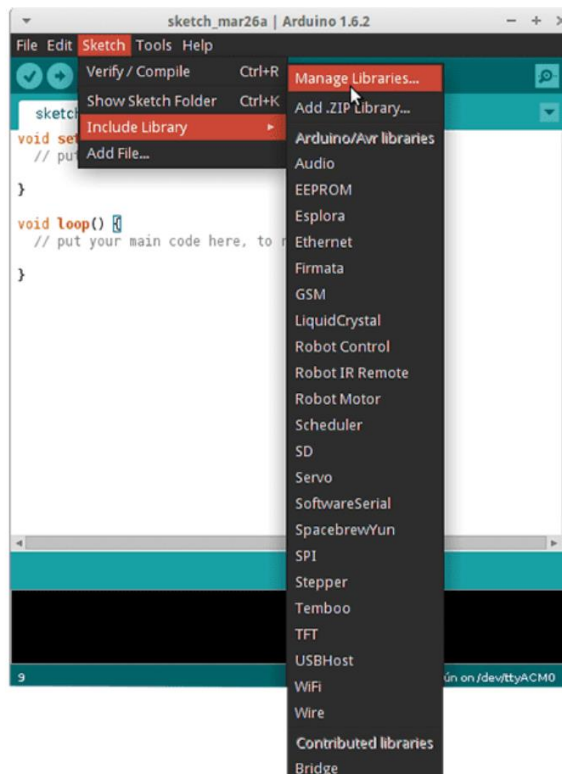
<https://www.arduino.cc/reference/en/>

Installing Additional Arduino Libraries

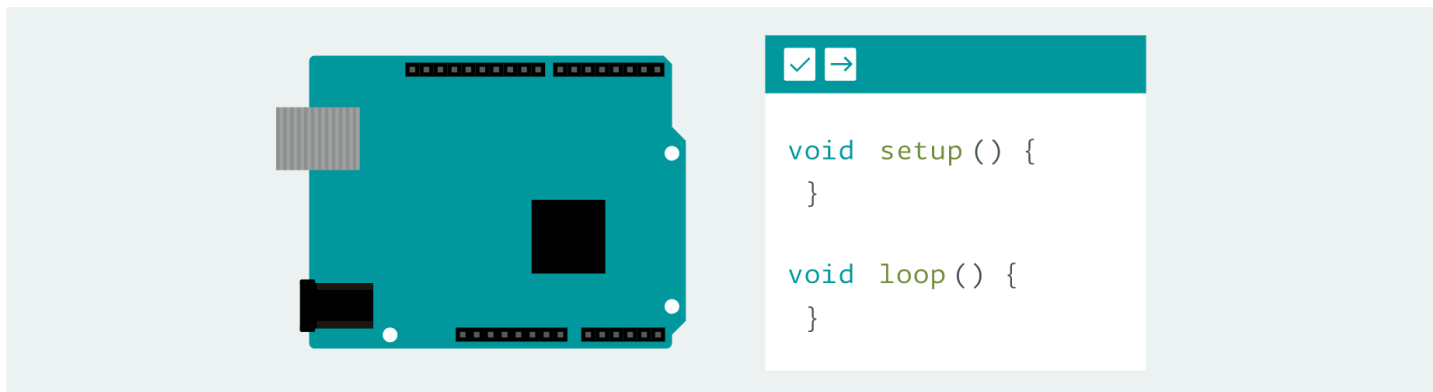
How to Install a Library

Using the Library Manager

To install a new library into your Arduino IDE you can use the Library Manager (available from IDE version 1.6.2). Open the IDE and click to the "Sketch" menu and then *Include Library* > *Manage Libraries*.



Arduino Foundations



The Foundations section gives you some specific knowledge about the principles and techniques that are behind the Arduino platform, its whole family of boards and the software you use to tell your boards what to do.

If you want to get some knowledge before you start using things, this is the right place. If you want to jump on tinkering with your board visit the [Getting Started](#) page.

[Basics](#)

[Microcontrollers](#)

[Programming](#)

[Other Guides](#)

Basics

- An [introduction](#) on what is Arduino and what I can use it for?
- The [Arduino Uno Board](#) anatomy.
- What is the [Arduino Software \(IDE\)](#) and how to change the default language?
What is a [Sketch](#) and how does it work?

Microcontrollers

- [Digital Pins](#): How the pins work and what it means for them to be configured as inputs or outputs.

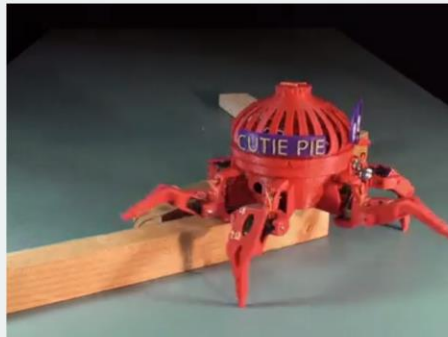
Arduino Project Hub

 PROJECT HUB

ADD PROJECT

Q robot

1,099 projects for robot



Robot: Vorpai the Hexapod

Project showcase by Vorpai Robotics, LLC

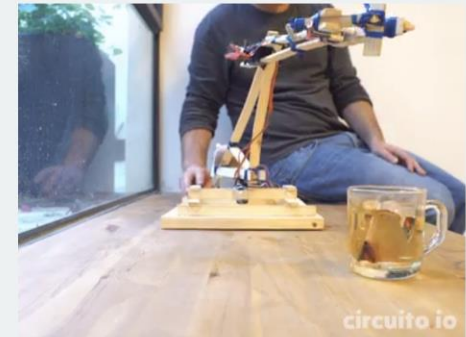
29,341 VIEWS 4 COMMENTS 138 RESPECTS



Robot Cheerleader Arduino

Project showcase by victruino

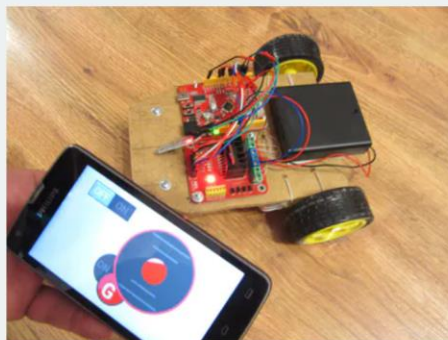
3,882 VIEWS 1 COMMENT 10 RESPECTS



Robotic Arm from Recycled Materials

Project tutorial by circuito.io team

63,048 VIEWS 31 COMMENTS 180 RESPECTS



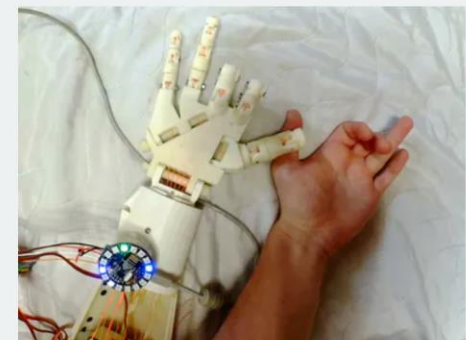
Robotcar Controlled Using G-Sensor Smartphone

Project tutorial by Evgeny Shemanuev



Robot Arm with Controller

Project tutorial by HomeMadeGarbage



Robotic Hand Control Using EMG

Project tutorial by Dmitry Dziuba

<https://create.arduino.cc/projecthub/search?q=robot>

Term Project

The most important activity in the course.

Make a team of 3-4 students using a board on Cyber Campus (This will also be your lab team).

Two presentations in the semester:

- Proposal: Before (or replacing) Midterm
- Final Presentation: Before the final exam

No limitation in either hardware (Arduino must be used), or software, but work with the real hardware.

Recommendation:

- Start EARLY!!!
- More emphasis on software coding than hardware assembly
- Robot-like: sensors, actuators (not necessarily motors), and autonomy
- Be creative and have fun! 😊

Take your Arduino Kit!

·아두이노 입문편 KIT 구성품·

▲ USB 케이블

푸시버튼 ▶

▼ 아두이노(Made in Italy)

3색 LED 모듈 ▶

▼ 조도센서

▼ 초음파센서

▲ 브레드보드

▲ 서보모터

▲ 색상별 LED

▲ LCD 모듈

▲ 피에조 스피커

▲ AA 배터리

▲ 7세그먼트 (캐소드 타입)

▲ M/F 점퍼선

▲ M/M 점퍼선


저항 220Ω
저항 1KΩ
저항 10KΩ
다이오드


▲ 가변저항

✓ CHECK LIST

<input type="checkbox"/> 아두이노(Made in Italy)	x1	<input type="checkbox"/> 피에조 스피커	x2	<input type="checkbox"/> 저항 1KΩ	x10
<input type="checkbox"/> USB 케이블	x1	<input type="checkbox"/> 조도센서	x3	<input type="checkbox"/> 저항 10KΩ	x10
<input type="checkbox"/> 브레드보드	x1	<input type="checkbox"/> 초음파센서	x1	<input type="checkbox"/> 가변저항	x3
<input type="checkbox"/> AA 배터리	x1	<input type="checkbox"/> LCD 모듈	x1	<input type="checkbox"/> 다이오드	x1
<input type="checkbox"/> 색상별 LED	x5	<input type="checkbox"/> 7세그먼트	x2	<input type="checkbox"/> M/M 점퍼선	x40
<input type="checkbox"/> 푸시 버튼	x5	<input type="checkbox"/> 서보모터	x1	<input type="checkbox"/> M/F 점퍼선	x40
<input type="checkbox"/> 3색 LED 모듈	x3	<input type="checkbox"/> 저항 220Ω	x10		

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29 minutes ago
Private



Tutorial: Programming with Arduino

<https://www.halvorsen.blog>



| Programming with Arduino |

| Hans-Petter Halvorsen |

<https://www.halvorsen.blog/documents/technology/resources/resources/Arduino/Programming%20with%20Arduino%20-%20Slides.pdf>

Basics of Sketch

Arduino Programming Notebook by Brain W. Evans

<http://engineering.nyu.edu/gk12/amps-cbri/pdf/ArduinoBooks/Arduino%20Programming%20Notebook.pdf>