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# Variable

# Nathée Srina



1 ตัวแปรชนิดตัวเลขจำนวนเต็ม

2 byte

3 [Data *Types*]

4 Description

5 A byte stores an 8-bit unsigned number, from 0 to 255.

6

7 Syntax

8 byte var = val;

9

10 Parameters

11 var: variable name.

12 val: the value to assign to that variable.



1 ตัวแปรชนิดตัวเลขจำนวนเต็ม

2 `short`

3 [Data *Types*]

4 Description

5 A short is a 16-bit data-type.

6

7 On all Arduinos (*ATMega and ARM based*) a short stores a 16-bit (2-*byte*) value.

8 This range of -32,768 to 32,767 (*minimum value of  $-2^{15}$  and a maximum value of  $(2^{15}) - 1$* ).

9

10 Syntax

11 `short var = val;`

12

13 Parameters

14 `var`: variable name.

15 `val`: the value you assign to that variable.

16

17 Example Code

18 `short ledPin = 13`



1 ตัวแปรชนิดตัวเลขจำนวนเต็ม

2 `int`

3 [Data *Types*]

4 Description

5 Integers are your primary data-type for number storage.

6

7 An int stores a 16-bit (2-*byte*) value. This range of -32,768 to 32,767

8 Syntax

9 `int var = val;`

10

11Parameters

12var: variable name.

13val: the value you assign to that variable.

14

15Example Code

16

17`int countUp = 0;` //creates a variable integer called 'countUp'

18

19`void setup() {`

20 `Serial.begin(9600);` // use the serial port to print the number

21}

22

23`void loop() {`

24 `countUp++;` //Adds 1 to the countUp int on every loop

25 `Serial.println(countUp);` // prints out the current state of countUp

26 `delay(1000);`

27}



1 ตัวแปรชนิดตัวเลขจำนวนเต็ม

2 `long`

3 [Data *Types*]

4 Description

5 Store 32 bits (4 *bytes*), from -2,147,483,648 to 2,147,483,647.

6

7 Syntax

8 `long var = val;`

9

10 Parameters

11 `var`: variable name.

12 `val`: the value assigned to the variable.

13

14 Example Code

15 `long speedOfLight_km_s = 300000L;`



1 ตัวแปรชนิดตัวเลขทศนิยม

2 `float`

3 [Data *Types*]

4 Description

5 Datatype for floating-point numbers, a number that has a decimal point.

6

7 Syntax

8 `float var = val;`

9

10 Parameters

11 `var`: variable name.

12 `val`: the value you assign to that variable.

13

14 Example Code

15 `float myfloat;`

16 `float sensorCalbrate = 1.117;`

17

18 `int x;`

19 `int y;`

20 `float z;`

21

22 `x = 1;`

23 `y = x / 2;` // y now contains 0, ints can't hold fractions

24 `z = (float)x / 2.0;` // z now contains .5 (you have to use 2.0, not 2)



1 ตัวแปรชนิดตัวเลขทศนิยม

2 `double`

3 [Data *Types*]

4 Description

5 Double precision floating point number. doubles have 8-byte (64 *bit*) precision.

6

7 Syntax

8 `double var = val;`

9

10 Parameters

11 `var`: variable name.

12 `val`: the value to assign to that variable.

13

14 Example Code

15 `double sensorCalbrate = 1.117;`



1 ตัวแปรชนิดตัวอักษร

2 `char`

3 [Data *Types*]

4 Description

5 A data type used to store a character value.

6 Character literals are written in single quotes,

7 like this: 'A' (*for multiple characters - strings - use double quotes: "ABC"*).

8

9 Syntax

10 `char var = val;`

11

12 Parameters

13 `var`: variable name.

14 `val`: the value to assign to that variable.

15

16 Example Code

17 `char myChar = 'A';`

18 `char myChar = 65; // both are equivalent`





1 ตัวแปรชนิดข้อความ

2 String

3 [Data *Types*]

4

5 Syntax

6 String(*val*)

7 String(*val*, *base*)

8 String(*val*, *decimalPlaces*)

9

10Parameters

11*val*: a variable to format as a String.

12Allowed data types: string, char, byte, int, long, unsigned int, unsigned long, float, double.

13*base*: (*optional*) the base in which to format an integral value.

14*decimalPlaces*: only if *val* is float or double. The desired decimal places.

15

16Example Code

17All of the following are valid declarations for Strings.

18

```
19String stringOne = "Hello String";           // using a constant String
20String stringOne = String('a');               // converting a constant char into a String
21String stringTwo = String("This is a string"); // converting a constant string into a String object
22String stringOne = String(stringTwo + " with more"); // concatenating two strings
23String stringOne = String(13);                // using a constant integer
24String stringOne = String(analogRead(0), DEC); // using an int and a base
25String stringOne = String(45, HEX);           // using an int and a base (hexadecimal)
26String stringOne = String(255, BIN);          // using an int and a base (binary)
27String stringOne = String(millis(), DEC);     // using a long and a base
28String stringOne = String(5.698, 3);          // using a float and the decimal places
```



1 ตัวแปรชนิดตรรกะ

2 `bool`

3 [Data *Types*]

4 Description

5 A bool holds one of two values, true or false. (Each `bool` variable occupies one byte of memory.)

6

7 Syntax

8 `bool var = val;`

9

10 Parameters

11 `var`: variable name.

12 `val`: the value to assign to that variable.

13

14 Example Code

15 This code shows how to use the `bool` datatype.

16

17 `int LEDpin = 5; // LED on pin 5`

18 `int switchPin = 13; // momentary switch on 13, other side connected to ground`

19

20 `bool running = false;`

21

22 `void setup() {`

23 `pinMode(LEDpin, OUTPUT);`

24 `pinMode(switchPin, INPUT);`

25 `digitalWrite(switchPin, HIGH); // turn on pullup resistor`

26 `}`

27

28 `void loop() {`

29 `if (digitalRead(switchPin) == LOW) {`

30 `// switch is pressed - pullup keeps pin high normally`

31 `delay(100); // delay to debounce switch`

32 `running = !running; // toggle running variable`

33 `digitalWrite(LEDpin, running); // indicate via LED`

34 `}`

35 `}`