Programming Small Little Computers

Basics of Arduino Language with Eric, Andy, Allen

What is Arduino?

it's a company that creates microcontrollers and software for them

what do arduinos mean to us, for this lesson?

microcontrollers that are Arduino uno compatible

What is a microcontroller?

small device that has many components of a regular computer, can execute code, can send input and output signals







what does this mean for arduino programming?

we can program logic that takes input, and sends output.

that is it.



```
if (pressed one button) { set time to one minute }
if (pressed two button) { set time to two minutes }
if (pressed start button) { start microwave }
```

```
if (pressed_button == "1") { time = 1; }
if (pressed_button == "2") { time = 2; }
if (pressed_button == "start") { start("microwave"); }
```

How do we program an arduino?

Arduino Programming Language. an extended version of C++, for arduino. How do we program with arduino language?

And how do we upload the code onto the arduino?

```
reaction_time_updated | Arduino IDE 2.3.2
✓ → ♪ ↓ Arduino Uno
                                                                                                                                                          √ .O.
SKETCHBOOK
                     reaction_time_updated.ino
                        1 #include <LiquidCrystal_I2C.h>
                         3 LiquidCrystal_I2C lcd(0x27, 16, 2);
                        5 const int BUTTON_PIN = 10;
    reaction_time_game
                        6 const int LED_PIN = 2;
    reaction_time_i2c
    reaction_time_two_button
                        8 long targetButton;
    reaction_time_updated
                        9 long clickStartTime;
    servo_spin
                        10 long timerStartTime;
    simon
                        11 long delayTime;
                        12
    woa
                        13 void setup() {
                        pinMode(BUTTON_PIN, INPUT);
                        pinMode(LED_PIN, OUTPUT);
                        16
                             lcd.init();
                       17
                       18     lcd.backlight();
                        19 lcd.setCursor(0,0);
                        20 lcd.print("Press any button");
                       21 lcd.setCursor(0,1);
                              lcd.print("to start..");
                        23 reset();
                        24 }
                        25
                        26 void waitForButton() {
                              while (true) {
                        27
                                if (digitalRead(BUTTON_PIN) == LOW) {
                        29
                                  break;
                        30
                      <u>3</u>1
       NEW SKETCH
```



How do I write Arduino Programming Language?

```
// The setup() function runs once when you power the Arduino or press reset
// Lines starting with "//" are comments, only here to explain the code
void setup() {
    // this runs a function to set the Pin 13 to be for output
    pinMode(13, OUTPUT);
    // this runs a function to send a HIGH voltage (5V) to Pin 13 (turns on LED)
    digitalWrite(13, HIGH);
}

// The loop() function runs over and over again after setup() is done
void loop() {
    // nothing is done here just yet
}
```

basics

```
void setup() {
 pinMode(13, OUTPUT);
 digitalWrite(13, HIGH);
// The loop() function runs over and over again after setup() is done
void loop() {
 // send HIGH voltage to Pin 13 (turns on LED)
 digitalWrite(13, HIGH);
  delay(100); // waits for 100ms
 // send LOW voltage to Pin 13 (turns off LED)
 digitalWrite(13, LOW);
 delay(100); // waits for 100ms
```

loop function

```
// set variables that are often repeated
int LED_PIN = 13;
int DELAY_TIME = 100;
void setup() {
  pinMode(LED_PIN, OUTPUT);
void loop() {
  digitalWrite(LED_PIN, HIGH);
  delay(DELAY_TIME);
  digitalWrite(LED_PIN, LOW);
  delay(DELAY_TIME);
```

variables

```
int LED_PIN = 13;
int BUTTON_PIN = 2;
int DELAY_TIME = 100;
void setup() {
 // set BUTTON_PIN to be for input
  pinMode(BUTTON_PIN, INPUT);
  pinMode(LED_PIN, OUTPUT);
void loop() {
 // stores the voltage of BUTTON_PIN
 int button_voltage = digitalRead(BUTTON_PIN);
 // writes the same voltage to the LED_PIN
 digitalWrite(LED_PIN, button_voltage);
```

input

```
int LED_PIN = 13;
int BUTTON_PIN = 2;
int DELAY TIME = 100;
void setup() {
  pinMode(BUTTON_PIN, INPUT);
 pinMode(LED PIN, OUTPUT);
void loop() {
 // check if BUTTON_PIN is being provided a HIGH voltage
  if (digitalRead(BUTTON_PIN) == HIGH) {
   // if it is being provided HIGH voltage, run this code
    digitalWrite(LED_PIN, HIGH);
    delay(DELAY_TIME);
    digitalWrite(LED_PIN, LOW);
    delay(DELAY_TIME);
  // does nothing if our if statement is false
```

if statements

```
void setup() {
   // begin communication with computer at a reliable speed
   Serial.begin(9600);
   // prints (displays text) on computer
   Serial.print("Hello World");
}

void loop() {
   // prints out milliseconds since the arduino started
   Serial.print(millis());
}
```

those are the basics.

now you have to piece everything together