Part A

Class: B.Tech CSE 4th Year Sub: Internet of Things Lab

Aim: Introduction to Arduino platform and programming.

Prerequisite: Basics of programming, microcontrollers and basic electronics

Outcome: Understanding of basic IoT framework and programming with Arduino IDE

Theory: 1. Study of fundamental IoT and its components

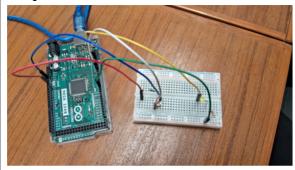
- 2. Understanding of Arduino boards, Arduino IDE, and Serial monitor.
- 3. LED blinking program
- 4. LED control using serial monitor and buttons.

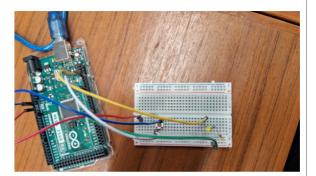
Part B

Steps:

- 1. Get the small bread board and Arduino board, Male jumper wires, led pin, resistor, switch and usb cable.
- 2. Firstly create a simple LED circuit connecting LedPin, Resistor, Jumper Wires in bread board and arduino board.
- 3. Write the LED blinking program in Arduino IDE.
- 4. Connect Arduino board to your computer using USB cable, verify and upload the code.
- 5. Observe the LED blinking on basis on your delays mentioned in code.
- 6. Secondly for LED blinking using button and displaying on seral monitor, change the circuit.
- 7. Integrate another resistor along with switch button on bread board with ground and Arduino board with the 5V and digital pin using jumper wires.
- 8. Update the code, verify and upload the code.
- 9. Observe the LEB blinking and check LED status on serial monitor.

Output:





```
sketch_jul26c.ino

int ledPin = 2;
int btnPin = 9;
int btnStatus = 0;

void setup() {

// put your setup code here, to run once:
pinMode(ledPin,OUTPUT);
pinMode(btnPin,INPUT);

Serial.begin(9600);

void loop() {

// put your main code here, to run repeatedly:
btnStatus = digitalRead(btnPin);
if (btnStatus == HIGH) {
    digitalWrite(ledPin,HIGH);
}
else{
    digitalWrite(ledPin,LOW);
}

}

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int btnStatus = 0;

void setup() {

// put your setup code here, to run once:
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digitalWrite(ledPin,HIGH);
}

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    digitalWrite(ledPin,LOW);
}

}
```

Observation & Learning:

- The LED successfully blinks on and off at regular intervals.
- The LED's status can be observed from the serial monitor.
- Physical buttons/Switch provide another method of controlling the LED.
- Understanding of basic Arduino programming and circuit setup.
- Familiarity with using the Arduino IDE and serial monitor.
- Insights into how microcontrollers can interact with physical components.

Conclusion:

The experiment helped to gain a practical introduction to basics of IOT and microcontroller/Arduino programming. By controlling an LED using both code and physical components, we gained hands-on experience with microcontroller-based systems, which will help us in understanding further advanced IOT based systems.