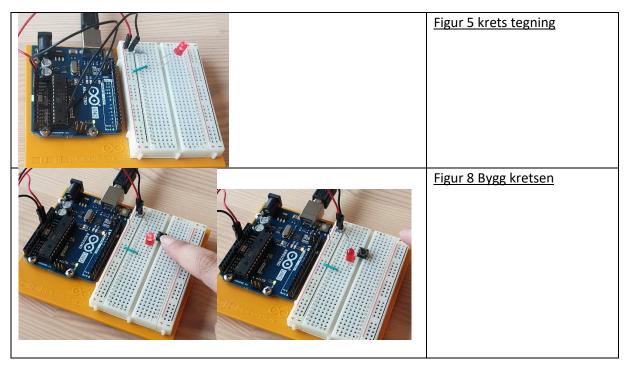
Oppgave 4.

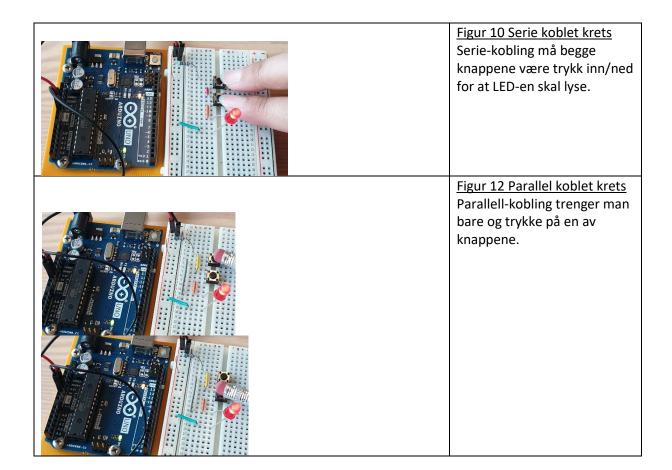


Oppgave 5

Project 01

Get to Know Your Tools

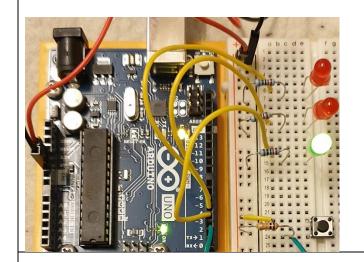




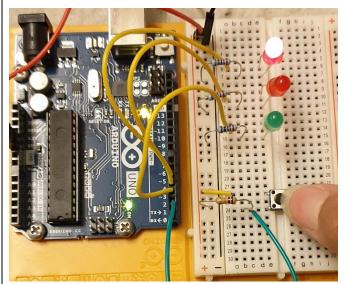
Oppgave 6.

Project 02

Spaceship Interface

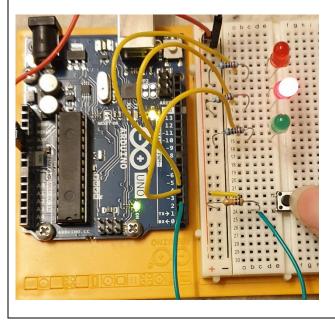


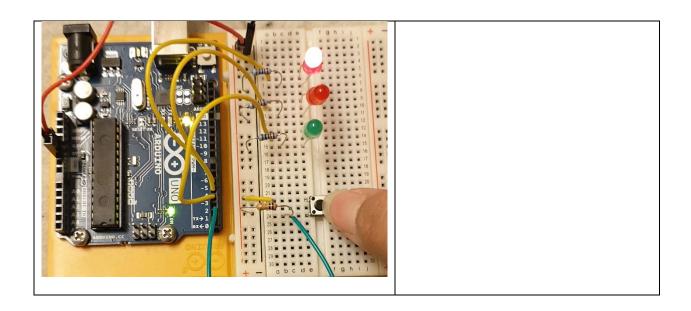
Den grønne lysdioen lyser konstant når man ikke trykker på knappen.



Når man holder inn knappen vil den øverste og miderste (pin 6 og pin 5). byte med og være av og på.

Om man gir slipp på knappen vil den forsette og blinke ned over helt til det grønne lysdioden (pin 4).

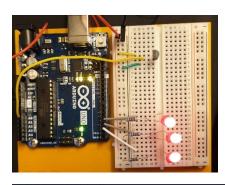




Oppgave 7.

ADC'en virker:

styre digitale utganger:



```
const int sensorPin = A0;
const float baselineTemp = 20.0;
void setup(){
    Serial.begin(9600);

    for(int pinNumber = 2; pinNumber<5; pinNumber++){
        pinNode(pinNumber, OUTPUT);
        digitalWrite(pinNumber, LOW);
    }
}

void loop(){
    int sensorVal = analogRead(sensorPin);
    Serial.print("Sensor Value: ");
    Serial.print(sensorVal);

float voltage = (sensorVal/1024.0) * 5.0;
    Serial.print(", Volts: ");
    Serial.print(", Volts: ");
    Serial.print(", degrees C: ");

float temperature = (voltage - .5) * 100;
    Serial.print(temperature);

if(temperature < baselineTemp){
    digitalWrite(2, LOW);
    digitalWrite(3, LOW);
    digitalWrite(4, LOW);
}
</pre>
```

```
else if(temperature >= baselineTemp+2 &&
temperature < baselineTemp+4){
    digitalWrite(2, HIGH);
    digitalWrite(3, LOW);
    digitalWrite(4, LOW);
}

else if(temperature >= baselineTemp+4 &&
temperature < baselineTemp+6){
    digitalWrite(2, HIGH);
    digitalWrite(3, HIGH);
    digitalWrite(4, LOW);
}
else if(temperature >= baselineTemp+6){
    digitalWrite(3, HIGH);
    digitalWrite(3, HIGH);
    digitalWrite(3, HIGH);
    digitalWrite(4, HIGH);
}
delay(1);
}
```