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analogRead()

[Analog I/O]

Description

Reads the value from the specified analog pin. Arduino boards contain a multichannel, bit analog to digital converter. This means that it will map input voltages between 0 and operating voltage(5V or 3.3V) into integer values between 0 and 1023. On an Arduino UI for example, this yields a resolution between readings of: 5 volts / 1024 units or, 0.0049 volts (4.9 mV) per unit. See the table below for the usable pins, operating voltage and maximum resolution for some Arduino boards.

The input range can be changed using analogReference(), while the resolution can be changed (only for Zero, Due and MKR boards) using analogReadResolution().

On ATmega based boards (UNO, Nano, Mini, Mega), it takes about 100 microseconds (0.0001 s) to read an analog input, so the maximum reading rate is about 10,000 times ϵ second.

BOARD	OPERATING VOLTAGE	USABLE PINS	MAX RESOLUTIO
Uno	5 Volts	A0 to A5	10 bits
Mini, Nano	5 Volts	A0 to A7	10 bits
Mega, Mega2560, MegaADK	5 Volts	A0 to A14	10 bits
Micro	5 Volts	A0 to A11*	10 bits
Leonardo	5 Volts	A0 to A11*	10 bits
Zero	3.3 Volts	A0 to A5	12 bits**
Due	3.3 Volts	A0 to A11	12 bits**
MKR Family boards	3.3 Volts	A0 to A6	12 bits**

^{*}A0 through A5 are labelled on the board, A6 through A11 are respectively available on 4, 6, 8, 9, 10, and 12

Syntax

^{**}The default analogRead() resolution for these boards is 10 bits, for compatibility. You need to use analogReadResolution() to change it to 12 bits.

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pin: the name of the analog input pin to read from (A0 to A5 on most boards, A0 to A6 o MKR boards, A0 to A7 on the Mini and Nano, A0 to A15 on the Mega).

Returns

The analog reading on the pin. Although it is limited to the resolution of the analog to digital converter (0-1023 for 10 bits or 0-4095 for 12 bits). Data type: int.

Example Code

The code reads the voltage on analogPin and displays it.

Notes and Warnings

If the analog input pin is not connected to anything, the value returned by analogRead() fluctuate based on a number of factors (e.g. the values of the other analog inputs, how close your hand is to the board, etc.).

See also

LANGUAGE analogReadResolution()

EXAMPLE Description of the analog input pins

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