

Arduino Bootcamp : From Novice to Professional - Learning Through Projects

LED Reaction Game - Part 2

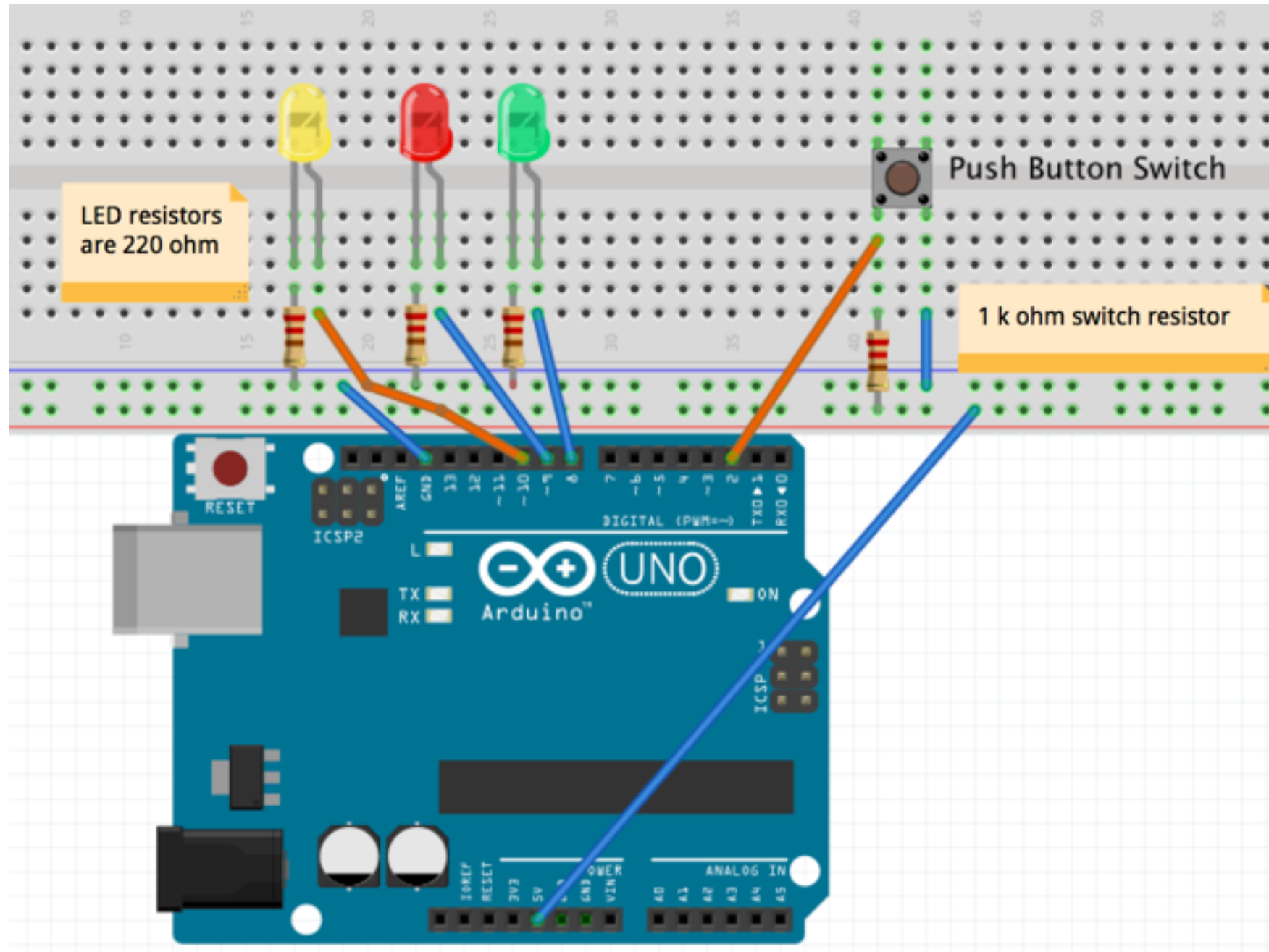
Project Objectives

- In this project you will learn:
 - How to incorporate interrupts as an important process of detecting and reacting to events
 - You will be introduced to the random() function

Parts

- Arduino Uno
- USB A-B cable
- Breadboard
- 3 × 220 Ω resistors and a 1 k Ω resistor
- 3 LEDs (red, green and yellow) or any three different colors
- Push button switch
- Connecting wires

Circuit Diagram



Summary

- In this project you learnt:
 - How to incorporate an interrupt in your program to react to events
 - How to use the `random()` function to generate a random number