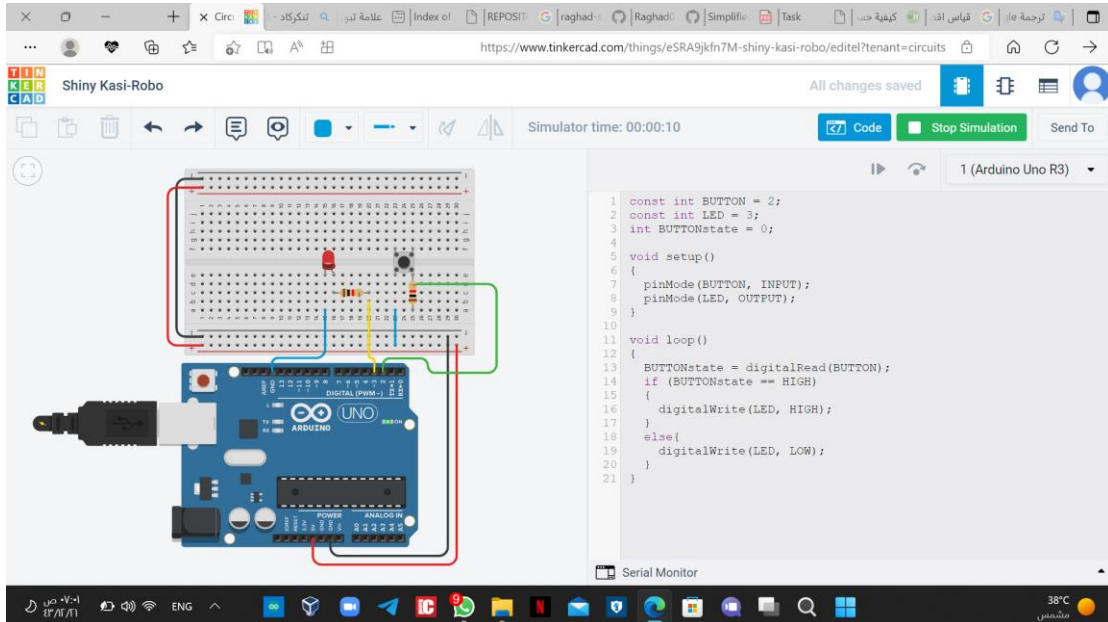


Turn on the Arduino with the button

code and circuit:



The screenshot displays the Tinkercad web interface for a project named "Shiny Kasi-Robo". The circuit consists of an Arduino Uno R3 connected to a breadboard. A red push button is connected to the breadboard, with its pins wired to the Arduino's digital pins 2 and 3. The Arduino is also connected to a USB Type-C cable. The code editor on the right contains the following C++ code:

```
1 const int BUTTON = 2;
2 const int LED = 3;
3 int BUTTONstate = 0;
4
5 void setup()
6 {
7   pinMode(BUTTON, INPUT);
8   pinMode(LED, OUTPUT);
9 }
10
11 void loop()
12 {
13   BUTTONstate = digitalRead(BUTTON);
14   if (BUTTONstate == HIGH)
15   {
16     digitalWrite(LED, HIGH);
17   }
18   else{
19     digitalWrite(LED, LOW);
20   }
21 }
```

The interface also shows a "Serial Monitor" tab at the bottom, which is currently empty. The top of the browser window shows the URL: <https://www.tinkercad.com/things/e5RA9jkfn7M-shiny-kasi-robo/editel?tenant=circuits>.