



ForLoopIteration

```
4 This example code is in the public domain.
5
6 http://www.arduino.cc/en/Tutorial/ForLoop
7 */
8 #include <EEPROM.h>
9 #include "SoftwareSerial.h"
10
11 #define pinRele 1
12
13 #ifdef pinRele
14     bool nivelRele = HIGH;
15 #endif
16
17 int timer = 100;           // The higher the number, the slower the timing.
18 char variavelChar = 'a';
19 bool variavelBool = true;
20 String variavelString = "Texto";
21
22
23 void setup() {
```

1

3

2

4

1. editor.bgcolor

2. editor.fgcolor

3. editor.caret.color

4. editor.reserved\_word.style

FUNDO

(nomes de variáveis, definições e ;)

CURSOR

(if, else, while, setup, loop)



ForLoopIteration

```
25 int thisPin;  
26 for (thisPin = 2; thisPin < 8; thisPin++) {  
27     pinMode(thisPin, OUTPUT);  
28 }  
29 switch (thisPin) {  
30     case 10:  
31         break;  
32  
33     default:  
34         break;  
35 }  
36  
37 Serial.begin(9600);  
38 }  
39  
40 void loop() {  
41     // loop from the lowest pin to the highest:  
42     for (int thisPin = 2; thisPin < 8; thisPin++) {  
43         // turn the pin on:  
44         digitalWrite(thisPin, HIGH);
```

7

5

8

6

9

- 5. editor.data\_type.style                    (objetos – keyword1)
- 6. editor.function.style                    (chamada de funções e métodos)
- 7. editor.reserved\_word\_2.style        (int, void, long, HIGH, LOW, OUTPUT, INPUT)
  
- 8. `<style token="LITERAL_NUMBER_DECIMAL_INT" fg=" FFCD22 ">/>`        (números inteiros)  
    `<style token="LITERAL_NUMBER_FLOAT" fg="FFCD22">/>`                    (FLOAT / DOUBLE)  
    `<style token="LITERAL_NUMBER_HEXADECIMAL" fg="FFCD22">/>`        (números hexa)
  
- 9. `<style token="SEPARATOR" fg=" FFCD22">/>`                    (parêntese e chave)



ForLoopIteration

```
4 This example code is in the public domain.
5
6 http://www.arduino.cc/en/tutorial/ForLoop
7 */
8 #include <EEPROM.h>
9 #include "SoftwareSerial.h"
10
11 #define pinRele 10
12
13 #ifdef pinRele
14     bool nivelRele = HIGH;
15 #endif
16
17 int timer = 100; //the higher the number, the slower the timing.
18 char variavelChar = 'a';
19 bool variavelBool = true;
20 String variavelString = "Texto";
21
22
23 void setup() {
```

12



11



10



10.editor.literal\_boolean.style (true, false)

11.editor.literal\_char.style ('a')

12.editor.literal\_string\_double\_quote.style ("texto")



14

ForLoopIteration

```
10
11 #define pinRele 10
12
13 #ifdef pinRele
14     bool nivelRele = HIGH;
15 #endif
16
17 int timer = 100;           // The higher the number, the slower the timing.
18 char variavelChar = 'a';
19 bool variavelBool = true;
20 String variavelString = "Texto";
21
22
23 void setup() {
24     // use a for loop to initialize each pin as an output:
25     int thisPin;
26     for (thisPin = 2; thisPin < 8; thisPin++) {
27         pinMode(thisPin, OUTPUT);
28     }
29     switch (thisPin) {
```

15

13

13.editor.operator.style	(+, -, *, /, >, <, =, ==, &&,   , !=, ++, --)
14.editor.preprocessor.style	(#define, #ifdef, #endif, #if)
15.editor.comment1.style	(// ...)





ForLoopIteration

```
1 /*
2   For Loop Iteration
3
4   This example code is in the public domain.
5
6   http://www.arduino.cc/en/Tutorial/ForLoop
7 */
8 #include <EEPROM.h>
9 #include "SoftwareSerial.h"
10
11 #define pinRele 10
12
13 #ifdef pinRele
14     bool nivelRele = HIGH;
15 #endif
16
17 int timer = 100;           // The higher the number, the slower the timing.
18 char variavelChar = 'a';
19 bool variavelBool = true;
20 String variavelString = "Texto";
```

17

16

16.editor.comment2.style

(/\* ... \*/)

17.editor.selection.color

FUNDO TEXTO SELECIONADO



ForLoopIteration

```
1 /*
2  For Loop Iteration
3
4  This example code is in the public domain.
5
6  http://www.arduino.cc/en/Tutorial/ForLoop
7 */
8 #include <EEPROM.h>
9 #include "SoftwareSerial.h"
10
11 #define pinRele 10
12
13 #ifdef pinRele
14     bool nivelRele = HIGH
15 #endif
16
17 int timer = 100; // The higher the number, the slower the timing.
18 char variavelChar = 'a';
19 bool variavelBool = true;
20 String variavelString = "Texto";
```

expected ',' or ';' before 'int'

exit status 1

expected ',' or ';' before 'int'

Copiar mensagens de erro

18.editor.linehighlight.color

FUNDO DA LINHA SELECIONADA (com o cursor)

19.status.error.bgcolor

FUNDO STATUS – ERRO

20.status.error.fgcolor

TEXTO STATUS - ERRO