## Introduction to Arduino

ROCHESTER MAKERSPACE

2021

### Class Objectives

- 1. Become familiar with Arduino hardware and software
- 2. Be aware of the range of Arduino-supported boards and how to choose one for your project
- 3. Understand how to connect and operate Arduino hardware from a PC or Mac
- 4. Understand how to create and run a program on an Arduino
- 5. Understand how to control a simple circuit from an Arduino
- 6. Get a starter list of resources for learning more
- 7. Be excited by the possibilities!

### Computers, Microcontrollers, Arduino

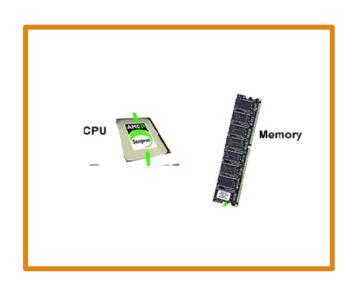
Conventional computers can be described by 5 main components:

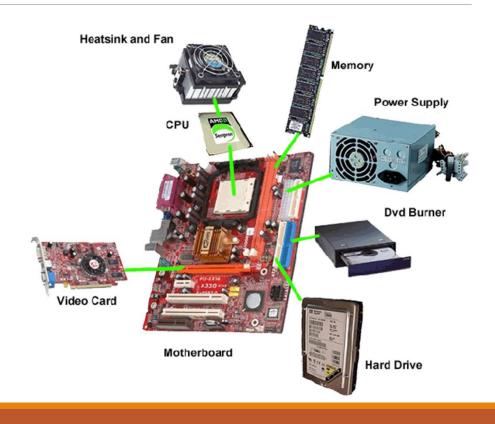
- CPU the Central Processing Unit executes instructions
- Program memory the instructions
- Data memory the data
- I/O interfaces and devices connecting disks, screens, keyboards, mice, etc.
- Software Operating system, utility programs, applications

Microcontrollers are a computers on a chip typically including a CPU, and program and data memory with connectors for General Purpose Input and Output (GPIO).

Arduino is an open-source board design, originally designed in 2006, that is combined with a free, basic development environment

### Microcontrollers -> Computer systems





### Arduino Uno R3

The canonical Arduino design

Focus is on experimentation and learning

A simple, low-cost, small computer

- Genuine: \$22, Clone: \$11
- Modest processing power (16 Mhz)
- Small space for code (32KB)
- Small space for data (2KB)
- Wide range of GPIO connectivity options for devices or circuits
- Easy USB connection and good, free software development environment

Huge community of 'makers' providing videos, tutorials, examples, projects, devices, advice



# Many Arduino variants

Faster processor

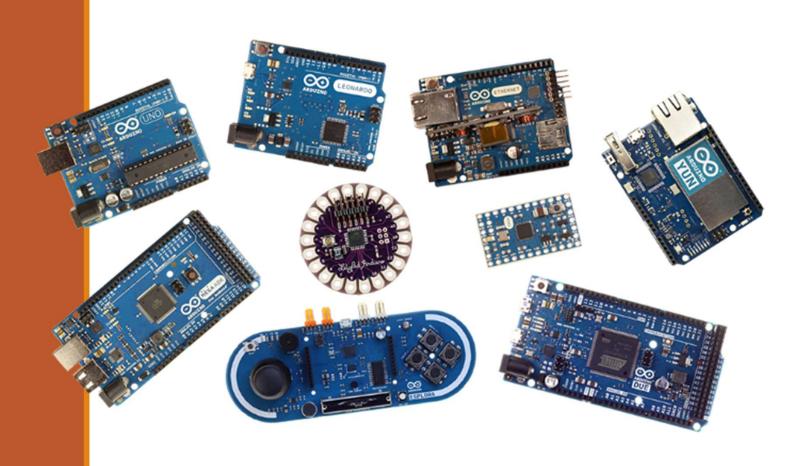
Bigger programs

More data

More pins to connect devices

More portable

Different form factor



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### New Arduino Nanos

Arduino Nano Every \$11.90

- ATMega4809 20 Mhz
- 48 KB Flash, 6 KB RAM

Arduino Nano 33 IoT \$18.40

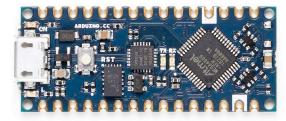
- SAMD21, 32-bit, 48 Mhz
- 256 KB Flash, 32 KB RAM
- WiFi, Bluetooth, BLE, 6 Axis IMU

Arduino Nano 33 BLE \$20.20

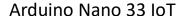
- nRF52840, 32-bit, 64 Mhz
- 1 MB Flash, 256 KB RAM
- Bluetooth, BLE, 9 Axis IMU

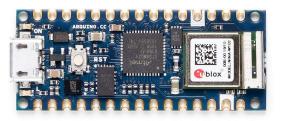
Arduino Nano 33 Sense \$31.10

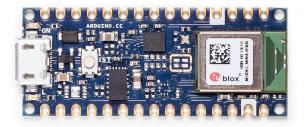
- nRF52840, 32-bit, 64 Mhz
- 1 MB Flash, 256 KB RAM
- Bluetooth, BLE, 9 Axis IMU
- Humitity, Temp, Pressure, Mic, gesture ,proximity, light sensors



#### **Arduino Nano Every**

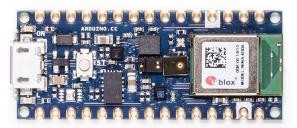






Arduino Nano 33 BLE

Arduino Nano 33 Sense



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### Arduino GPIO

Simple direct connection for digital input and output

Simple direct connection for analog input

Onboard pulse width modulation (PWM)

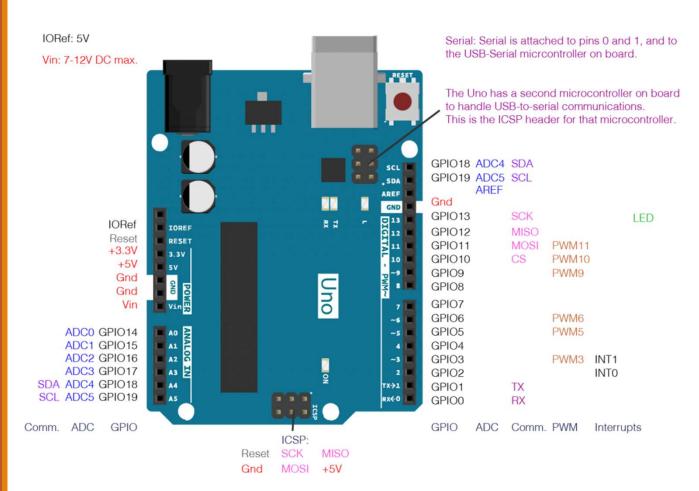
4 ways to connect to other chips:

GPIO – Digital I/O or Analog Input

12C – Inter-Integrated-Circuit

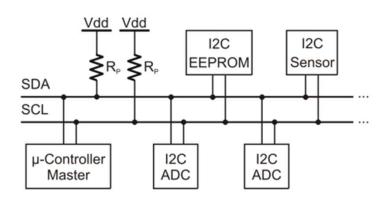
SPI – Serial Peripheral Interface

Serial – asynchronous serial



### 12C

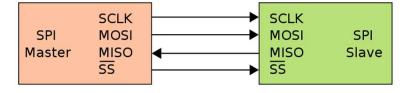
I<sup>2</sup>C (Inter-Integrated Circuit), pronounced I-squared-C, is a synchronous, multi-master, multi-slave, packet switched, single-ended, serial computer bus invented in 1982 by Philips Semiconductor (now NXP Semiconductors). It is widely used for attaching lower-speed peripheral ICs to processors and microcontrollers in short-distance, intra-board communication. Alternatively I<sup>2</sup>C is spelled I2C (pronounced I-two-C) or IIC (pronounced I-I-C).

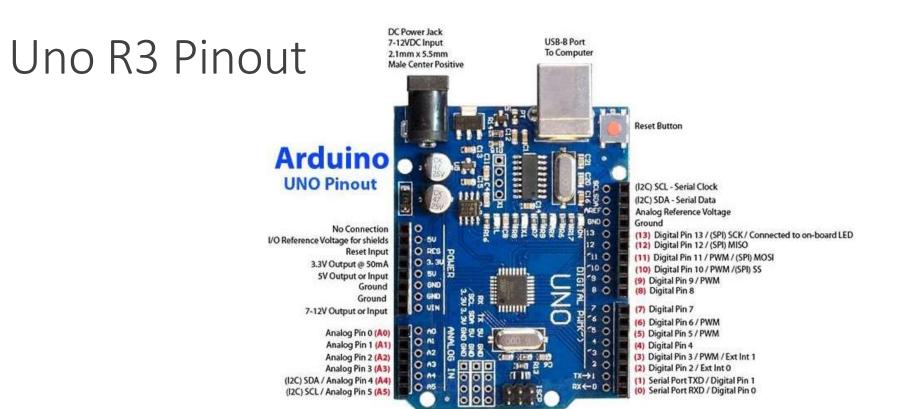


Wikipedia

### SPI

The Serial Peripheral Interface (SPI) is a synchronous serial communication interface specification used for short distance communication, primarily in <a href="mailto:embedded">embedded</a> systems. The interface was developed by <a href="Motorola">Motorola</a> in the mid 1980s and has become a <a href="mailto:de facto standard">de facto standard</a>. Typical applications include <a href="Secure Digital">Secure Digital</a> cards and <a href="mailto:liquid crystal displays">liquid crystal displays</a>. <a href="https://wikipedia">Wikipedia</a>





Red numbers in paranthesis are the name to use when referencing that pin. Analog pins are references as A0 thru A5 even when using as digital I/O

### Arduino Integrated Development Environment (IDE)

Free download from

https://www.arduino.cc/en/Main/Software

Simple, fixed program structure

Uses a programming language that is a simplified variant of c++

Support for other processors, ESP8266, STM32, Pi Pico, etc.

#### Alternatives:

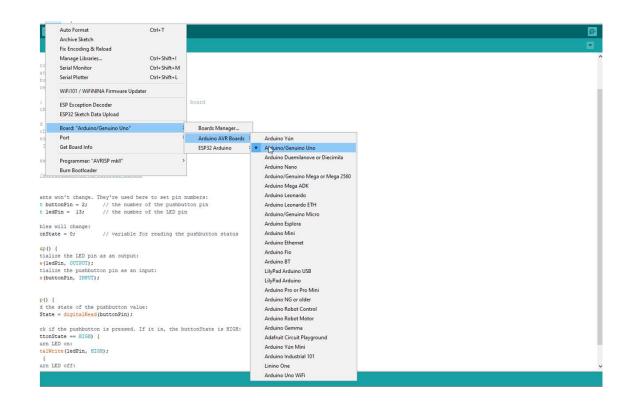
- Arduino IDE 2.0
- Platform IO (VS Code/Atom)

```
∞ sketch_feb06a | Arduino 1.8.7
                                                                File Edit Sketch Tools Help
  sketch feb06a
void setup() {
  // put your setup code here, to run once:
void loop() {
  // put your main code here, to run repeatedly:
                                       Adafruit Circuit Playground Express on COM7
```

### Arduino Integrated Development Environment (IDE)

#### Change board type

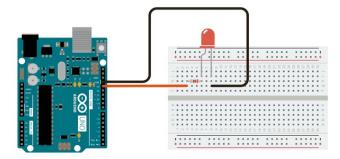
- Arduino UNO or Arduino UNO clone
  - Tools | Board | Arduino AVR
    Boards | Arduino \Genuine
    UNO
- Arduino Leonardo or Arduino Leonardo clone (Velleman – white board)
  - Tools | Board | Arduino AVRBoards | Arduino Leonardo

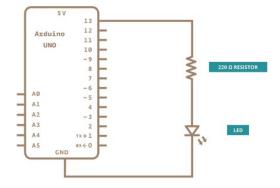


Blink (File | Examples | 01.Basics | Blink)

- Focus: basic code of a sketch
- Experiment: change the rate of blinking

### Can use Built In LED connected to pin 13

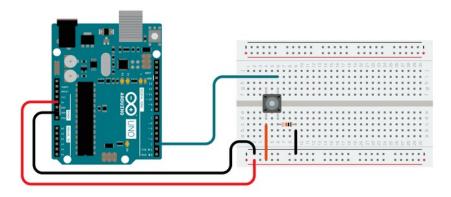


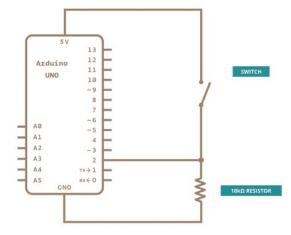


Button (File | Examples | 01. Digital | Button)

- Focus: breadboarding, variables
- Experiment: reverse the effect of a button press

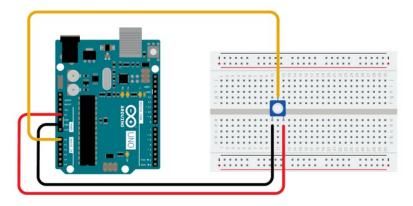
### Can use Built In LED connected to pin 13

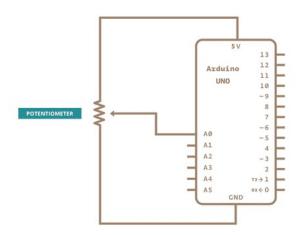




ReadAnalogVoltage (File | Examples | 01.Basics | ReadAnalogVoltage)

- Focus: analog input, monitor/plotter
- Experiment: convert to use the 3.3v pin

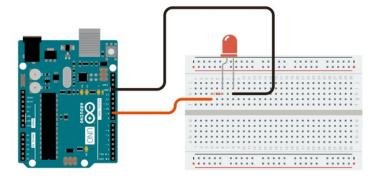


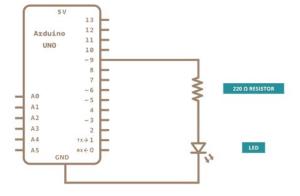


Fade (File | Examples | 01.Basics | Fade)

Focus: PWM

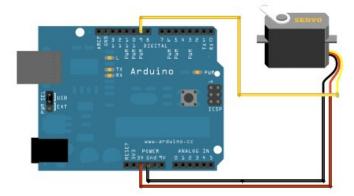
Experiment: change the variables

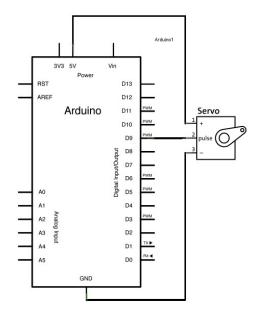




Sweep (File|Examples|Servo|Swee[)

- Focus: #includes, motor control
- Experiment: restrict the servo range of motion

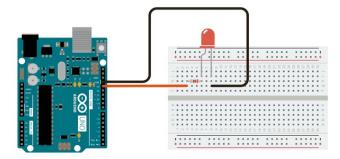


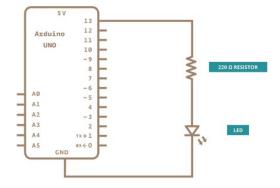


BlinkWithoutDelay (File | Examples | 02.Digital | BlinkWithoutD elay)

- Focus: code execution timing
- Experiment: print to the serial monitor at the same time

### Can use Built In LED connected to pin 13

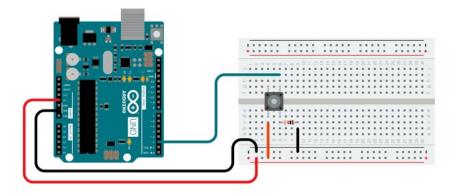


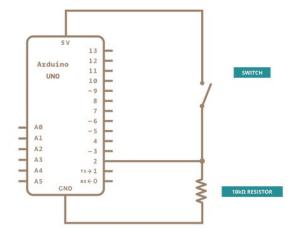


Debounce (File | Examples | 02. Digital | Debounce)

- Focus: the mechanical world
- Experiment: how short can your delay be without flickering the led?

#### Can use Built In LED connected to pin 13





### Resources

### https://www.instructables.com/id/Arduino-Projects/ A great source of inspiration

Shows many cool projects you can accomplish with an Arduino

### Introduction to Arduino: A piece of cake! Alan G. Smith (alan@introtoarduino.com)

Hardcopy available at <a href="http://www.amazon.com">http://www.amazon.com</a>
The most recent PDF is free at <a href="http://www.introtoarduino.com">http://www.introtoarduino.com</a>

#### https://www.arduino.cc

The official web site for Arduino

Tutorials, documentation, example projects, shop

https://www.adafruit.com A DIY site loaded with Arduino and Raspberry Pi products

Tutorials, step-by-step instructions, example projects, shop

https://www.sparkfun.com/ An electronics retailer with lots of Arduino and Raspberry Pi products

https://www.pololu.com/ An online retailer with lots of robotics components

#### https://www.seeedstudio.com/

An online retailer of project components

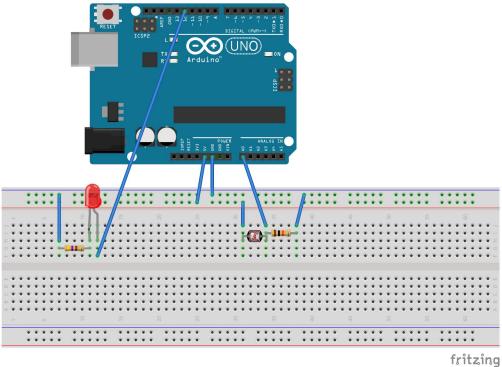
### https://blog.tinkercad.com/official-guide-to-tinkercad-circuits / Cloud-based 3D CAD and Circuit design tool

### Nightlight example

Night Light – a simple circuit to switch on an LED when it gets dark

- Open | Maker/Documents/ArduinoClass/nightlight/nightlight.ino
- Demonstrates use of analog input and digital output
- Demo: https://www.youtube.com/watch?v=2GqKbUyhUww

## Nightlight example - Breadboard



## Nightlight example - Schematic

