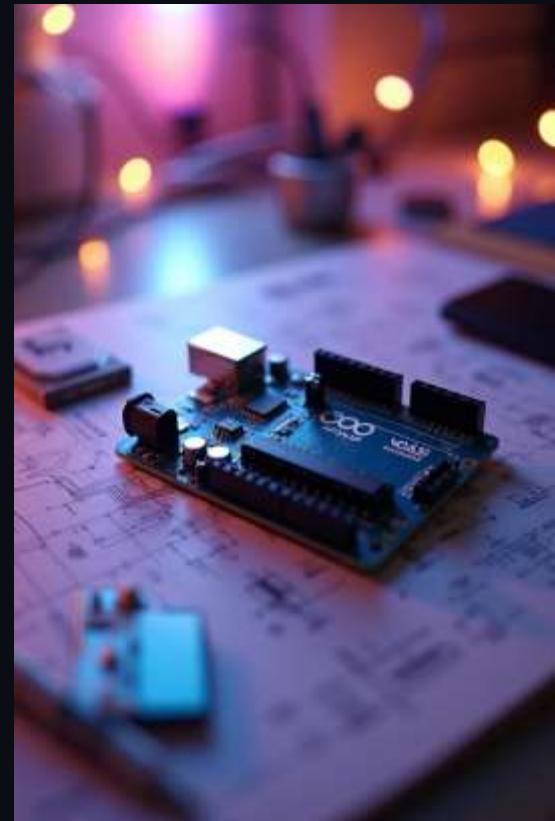
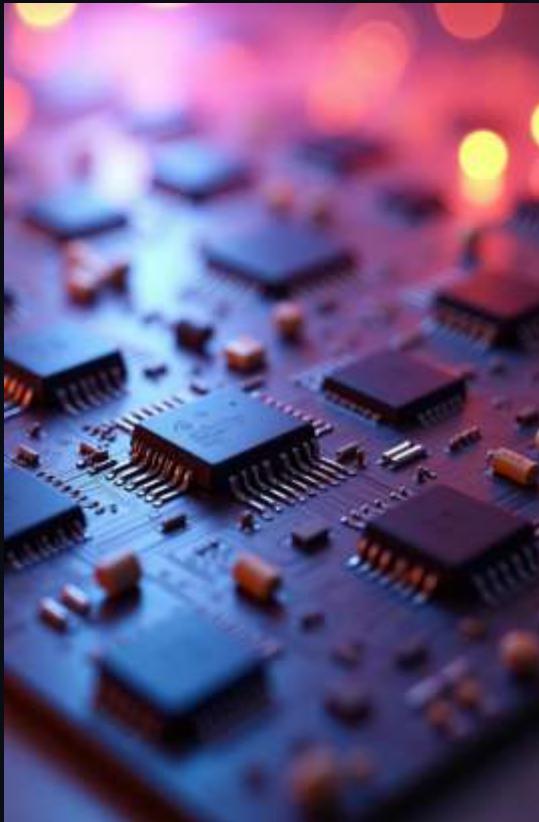


Arduino Journey



Introduction

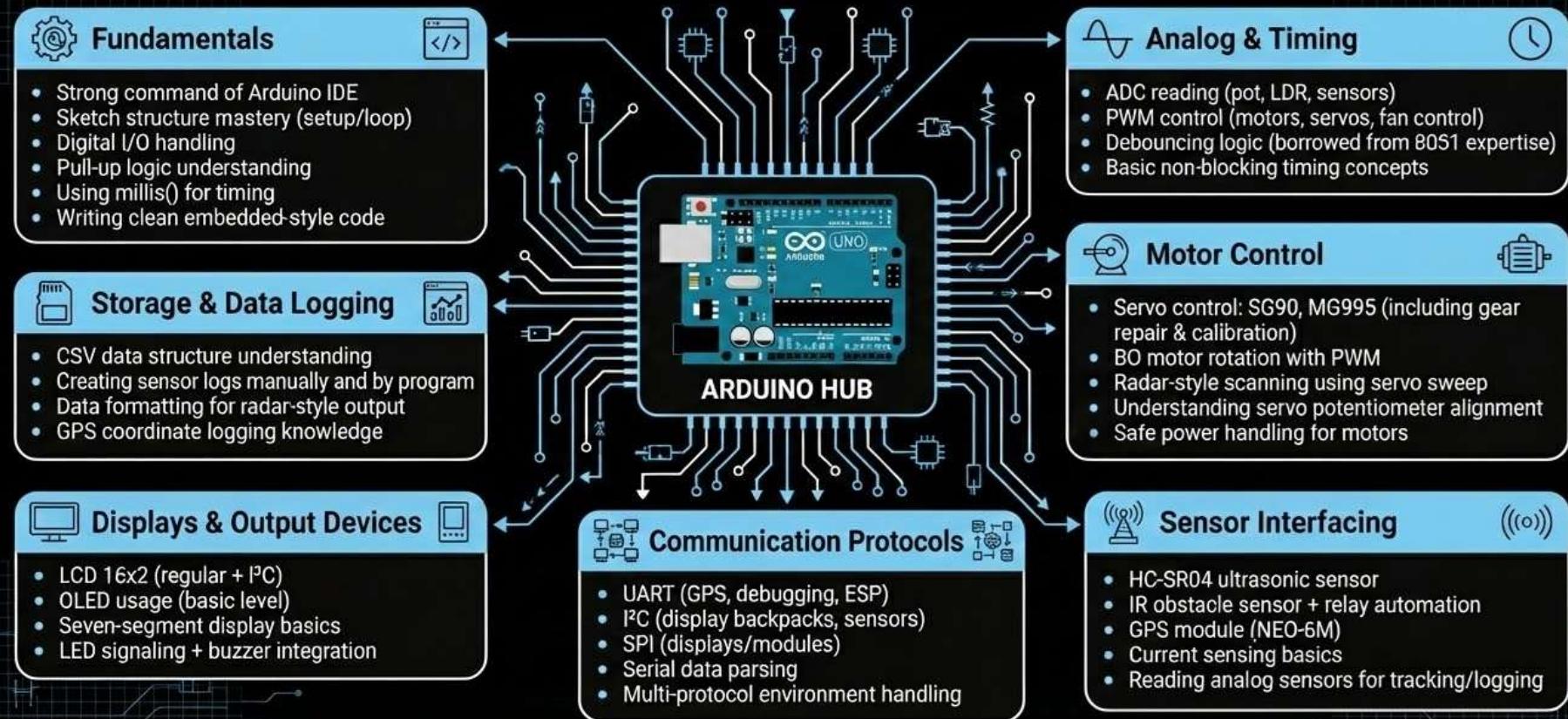
This presentation summarizes the evolution from basic electronics knowledge to crafting a full robotic system using Arduino without pre-made kits. Emphasis is on improvisation, problem-solving, and hands-on learning that integrates hardware, software, mechanics, and real-time visualization for a comprehensive robotics experience.



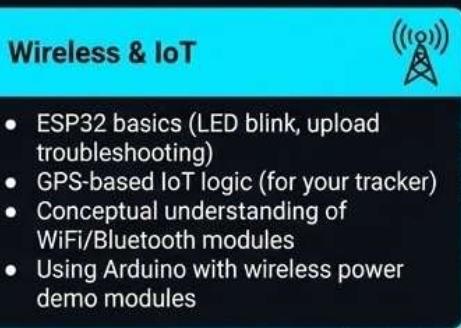
01

Hardware Foundations

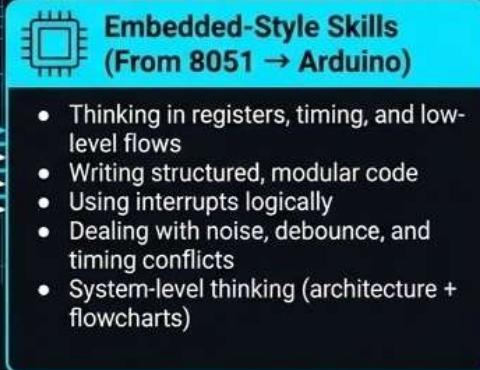
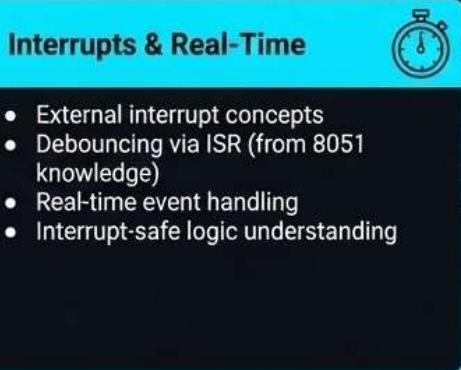
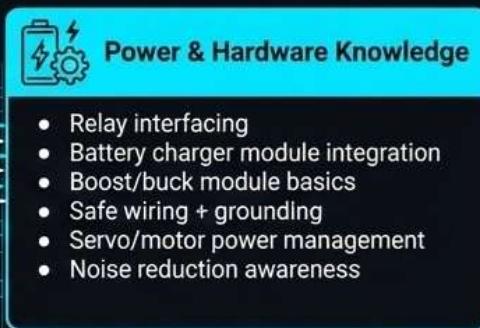
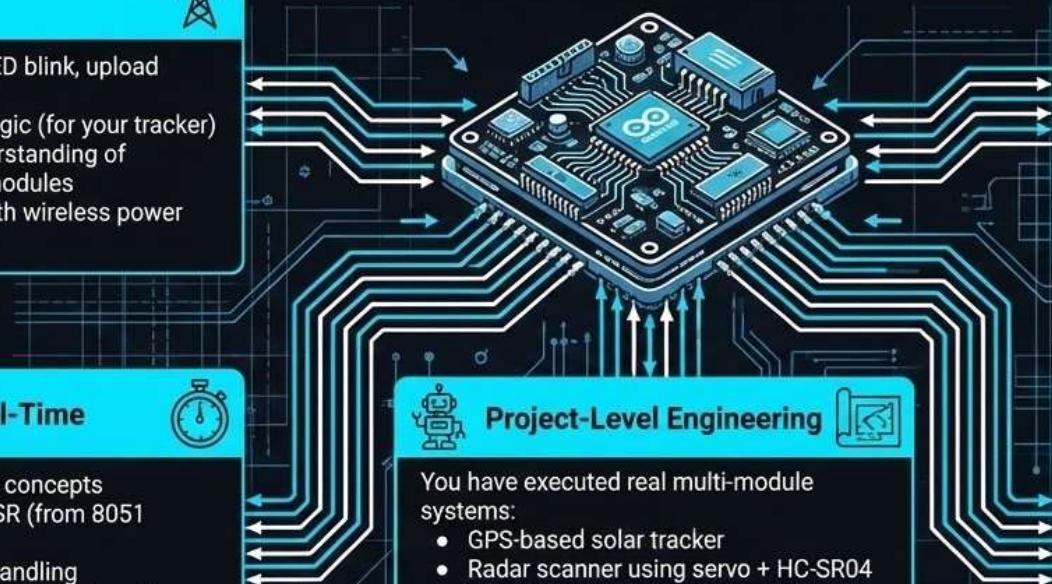
ARDUINO SKILLS ECOSYSTEM: From Fundamentals to Advanced Integration



ARDUINO SKILLS ECOSYSTEM: Advanced Integration & Real-World Application



INTEGRATED SYSTEM HUB



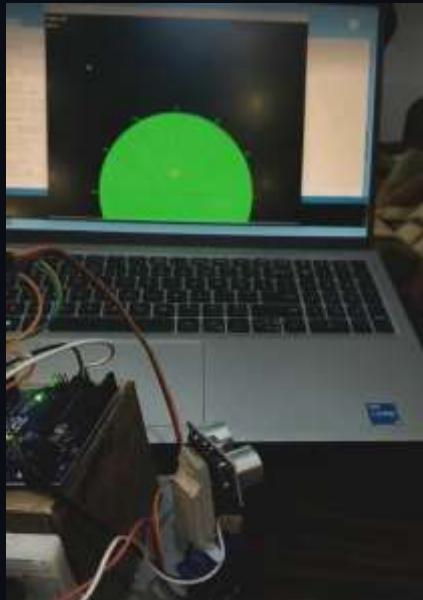


```
sketch_joy2fa.ino

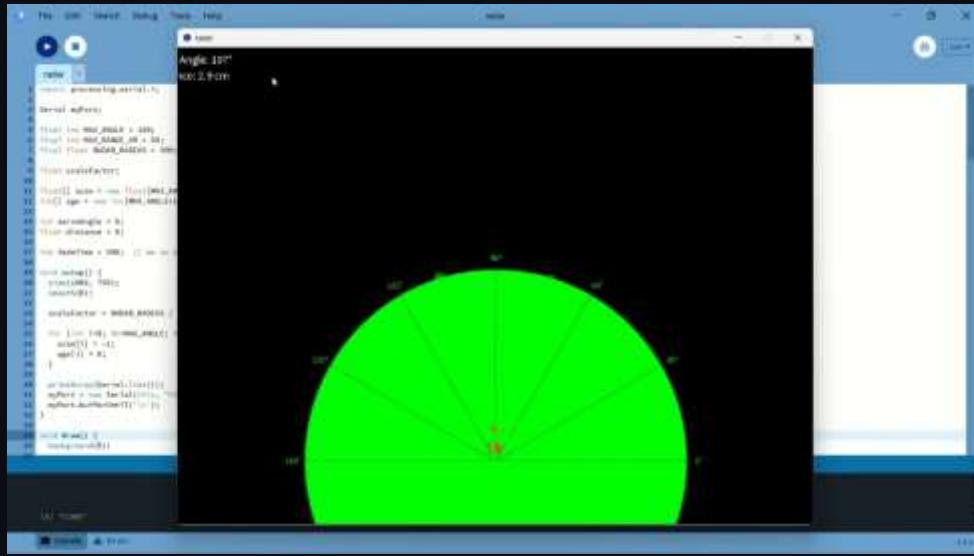
1  analogWrite(BD, 0);
2  analogWrite(MT, 0);
3
4
5  void rightMotors() {
6
7    analogWrite(BD, 0);
8    analogWrite(MT, 0);
9
10   analogWrite(BD, 0);
11   analogWrite(MT, speed);
12 }
13
14 void receiveData() {
15   while (Serial.available() > 0) {
16     char receivedByte = Serial.read();
17
18     if (receivedByte == '\n' || receivedByte == '\r') {
19       if (receivedString.length() > 0) {
20         if (receivedString == "F") {
21           forwardMotors();
22         } else if (receivedString == "B") {
23           backwardMotors();
24         } else if (receivedString == "S") {
25           stopMotors();
26         } else if (receivedString == "L") {
27           leftMotors();
28         } else if (receivedString == "R") {
29           rightMotors();
30
31         receivedString = "";
32       }
33     } else {
34       if (receivedString.length() < MAX_CMD_LEN) {
35         receivedString += receivedByte;
36       } else {
37
38         Output
39       }
40     }
41   }
42 }
```

Software , Visualization and implementation

Firmware and GUI Development



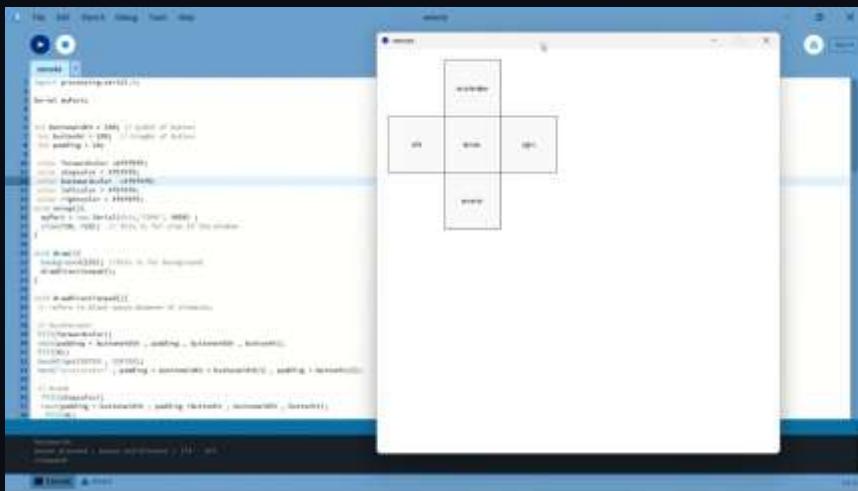
The software architecture consists of Arduino C/C++ firmware for efficient hardware control and a Processing-based GUI for PC interaction. This combination delivers seamless command transmission and telemetry feedback, allowing real-time control and monitoring of the robotic system with an intuitive user interface.



Real-Time Data Processing

Real-time data processing converts raw sensor inputs into actionable insights. Distance measurements from ultrasonic sensors are translated into graphical data with minimal latency. This processing is essential for tasks like obstacle detection and navigation, enabling responsive and accurate robot behavior.

Visualization Techniques and Tools



Visualization employs Processing's graphics engine to render real-time radar scans featuring moving arcs, fading dots, and angular sector displays. These visual elements provide intuitive feedback on the robot's surroundings, enhancing situational awareness and decision-making during operation.

Conclusions

The project successfully integrates **electronics, coding, and mechanical design** into a cohesive robotic system with real-time visualization. Practical experience in planning, debugging, and system optimization lays a strong foundation for future advances in robotics, automation, and IoT applications.

Thank You

Questions?

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