1. Load the “ArduinoSerialConsoleExample” code and demo it to Mr. Nestor to get credit for this worksheet.
2. Provide two references (URL links) to documentation explaining the Arduino Serial Console.

1. http://www.instructables.com/id/HOW-TO-use-the-ARDUINO-SERIAL-MONITOR/

2. https://www.youtube.com/watch?v=2JImBb9YLdg

1. Write the code that initializes the serial console in the space below:

Code of Serial.begin (9600 code)

1. Explain what the “9600” means and why it must be specified.

- baud rate: rate at which information is transfer in a communication channel  
- “9600” means serial port is capable of transferring a maximum of 9600 bits/sec  
- must be specified so monitor can communicate with computer

1. Write the command in the space below that tells the Arduino board to print a message to the serial console.

Serial.print (this command can take many forms)

1. Explain the difference between the “Serial.print” and “Serial.println” commands. When would you use each of these commands?

- Serial.print: - prints data to serial port as human-readable ASCII text

- can take many forms

- used for looping data and prints number in various formats

- Serial.printIn: - prints data to serial port as human-readable ASCII text followed bt a carriage return

Character

- used for analog input

1. Write the code in the space below that tells the Arduino board to wait until something is typed:

//Keep waiting for the user to type something

1. Explain how the code works. How does it make the Arduino wait? What happens to allow the Arduino to continue?

- sends message to Arduino to pause; stops it

- in order for Arduino to continue, user inputs data which Arduino reads and then gives output

1. Write the code in the space below that tells the Arduino board to read a number value.

//Read what was typed

1. Write the code in the space below that tells the Arduino board to read a string value.

readString() reads characters from the serial buffer into a string