

CHAPTER: 1 LED

PRACTICAL: 1A

AIM: To Flash/toggle/on off single LED.

ARDUINO CODE:

```

/*****
* Author: Shreejicharan
* Title: Flash/toggle/on off single LED.
* Date: 27/05/2017
* Time: 6:00
* Email: shreejicharanelectronics@gmail.com
*****/

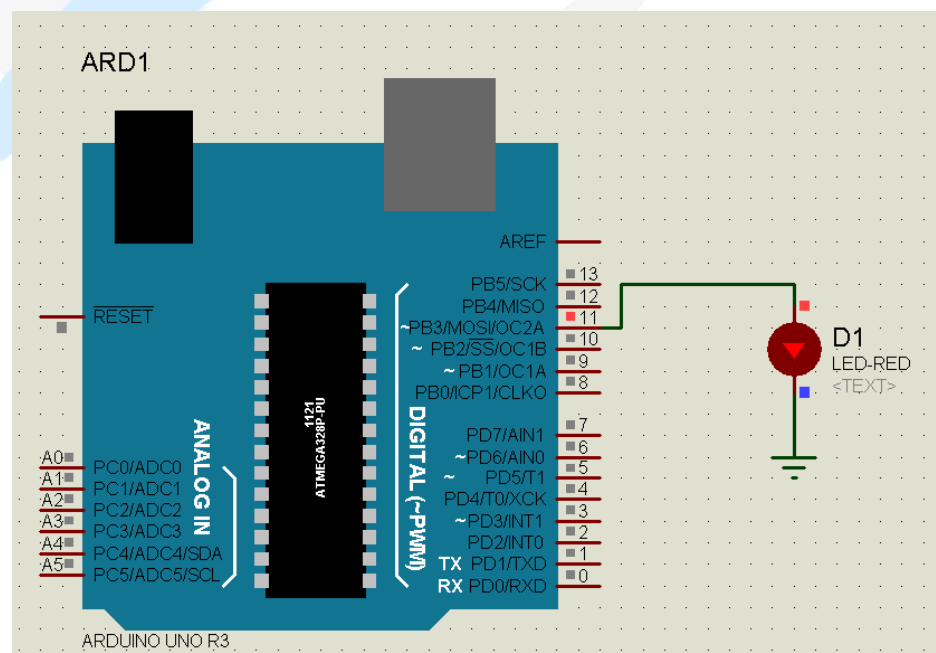
```

```

#define led 11
void setup()
{
  pinMode(led,OUTPUT);
}
void loop()
{
  digitalWrite(led,HIGH);
  delay(500);
  digitalWrite(led,LOW);
  delay(500);
}

```

SIMULATION:



CHAPTER: 2 RELAY

PRACTICAL: 2A

AIM: To Flash LED by using relay.

ARDUINO CODE:

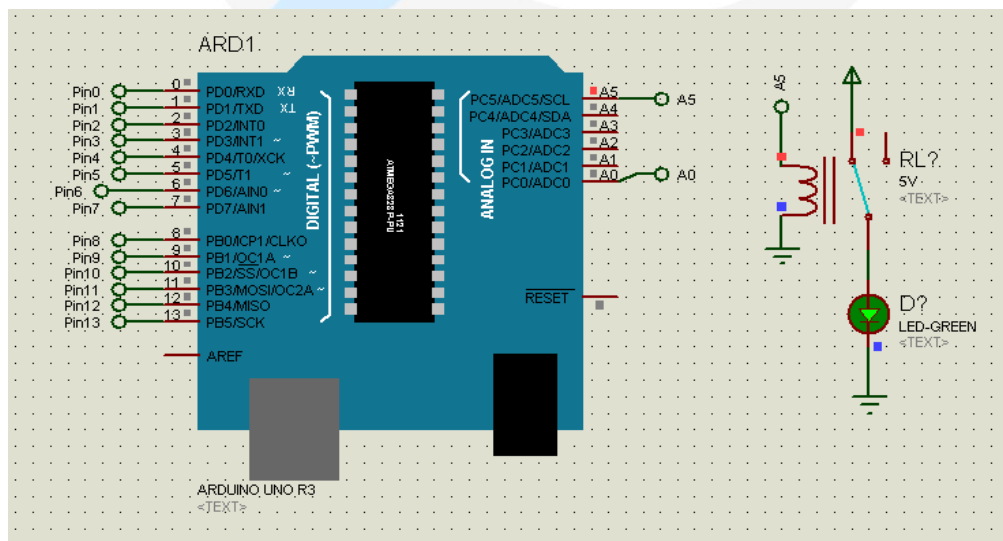
```

/*****
* Author: Shreejicharan
* Title: Flash/toggle/on off single LED.
* Date: 27/05/2017
* Time: 6:00
* Email: shreejicharanelectronics@gmail.com
*****/

#define RELAY A5
void setup()
{
    pinMode(RELAY, OUTPUT);
}
void loop()
{
    digitalWrite(RELAY,HIGH);    // Turns Relay On
    delay(500);
    digitalWrite(RELAY,LOW);    // Turns Relay Off
    delay(500);
}

```

SIMULATION:



CHAPTER: 3 LCD

PRACTICAL: 3A

AIM: To interface the LCD using Arduino.

ARDUINO CODE:

```
/*  
* Author: Shreejicharan  
* Title: To interface the LCD using Arduino.  
* Date: 27/05/2017  
* Time: 6:00  
* Email: shreejicharanelectronics@gmail.com  
*****/  
  
/*  
The circuit:  
* LCD RS pin to digital pin 12  
* LCD Enable pin to digital pin 11  
* LCD D4 pin to digital pin 5  
* LCD D5 pin to digital pin 4  
* LCD D6 pin to digital pin 3  
* LCD D7 pin to digital pin 2  
* LCD R/W pin to ground  
*/  
  
// include the library code:  
#include <LiquidCrystal.h>  
  
// initialize the library with the numbers of the interface pins  
LiquidCrystal lcd(12, 11, 5, 4, 3, 2);  
  
void setup() {  
  // set up the lcd's number of columns and rows:  
  lcd.begin(16, 2);  
}
```

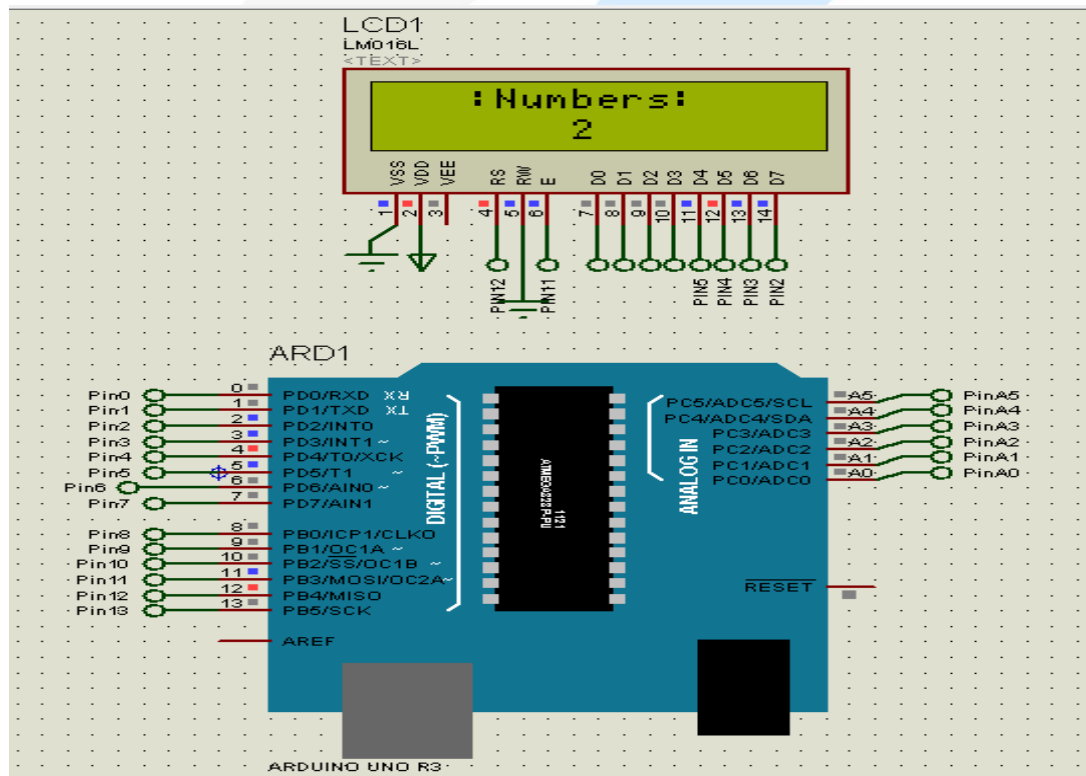
```

void loop() {
  lcd.setCursor(0,0);
  lcd.print("Numbers: ");

  for(int i=0; i<10; i++){
    lcd.setCursor(4,1);
    lcd.print(i); // requires integer as input -- don't use char
    delay(500);
  }
}

```

SIMULATION:



CHAPTER: 4 KEYPAD

PRACTICAL: 4A

AIM: To interface the KEYPAD using Arduino.

ARDUINO CODE:

```
/******
```

```
* Author: Shreejicharan  
* Title: To interface the KEYPAD using Arduino.  
* Date: 27/05/2017  
* Time: 6:00  
* Email: shreejicharanelectronics@gmail.com  
******/
```

The circuit:

```
* LCD RS pin to digital pin 7  
* LCD Enable pin to digital pin 6  
* LCD D4 pin to digital pin 5  
* LCD D5 pin to digital pin 4  
* LCD D6 pin to digital pin 3  
* LCD D7 pin to digital pin 2  
* LCD R/W pin to ground  
*/
```

```
// include the library code:  
#include <LiquidCrystal.h>  
#include <Keypad.h>
```

```
// initialize the library with the numbers of the interface pins  
LiquidCrystal lcd(7, 6, 5, 4, 3, 2);
```

```
const byte ROWS = 4; //four rows  
const byte COLS = 4; //four columns
```

```
//define the symbols on the buttons of the keypads
```

```
char hexaKeys[ROWS][COLS] =
{
    { '7','8','9','%' },
    { '4','5','6','x' },
    { '1','2','3','-' },
    { 'C','0','=','+' }
};
```

```
byte rowPins[ROWS] = { 12, 11, 10, 9}; //connect to the row pinouts of the keypad
byte colPins[COLS] = { A0, A1, A2, A3}; //connect to the column pinouts of the keypad
```

```
//initialize an instance of class NewKeypad
```

```
Keypad customKeypad = Keypad( makeKeymap(hexaKeys), rowPins, colPins, ROWS,
COLS);
```

```
void setup(){
    // set up the lcd's number of columns and rows:
    lcd.begin(16,2);
    lcd.print("Key Pressed:");
}

void loop(){
    char customKey = customKeypad.getKey();
    if (customKey){
        // set the cursor to the top row, 0th Column, 1st Row:
        lcd.setCursor(0, 1);
        // draw the arrow
        lcd.write(customKey);
        delay(300);
    }
}
```

SIMULATION:

