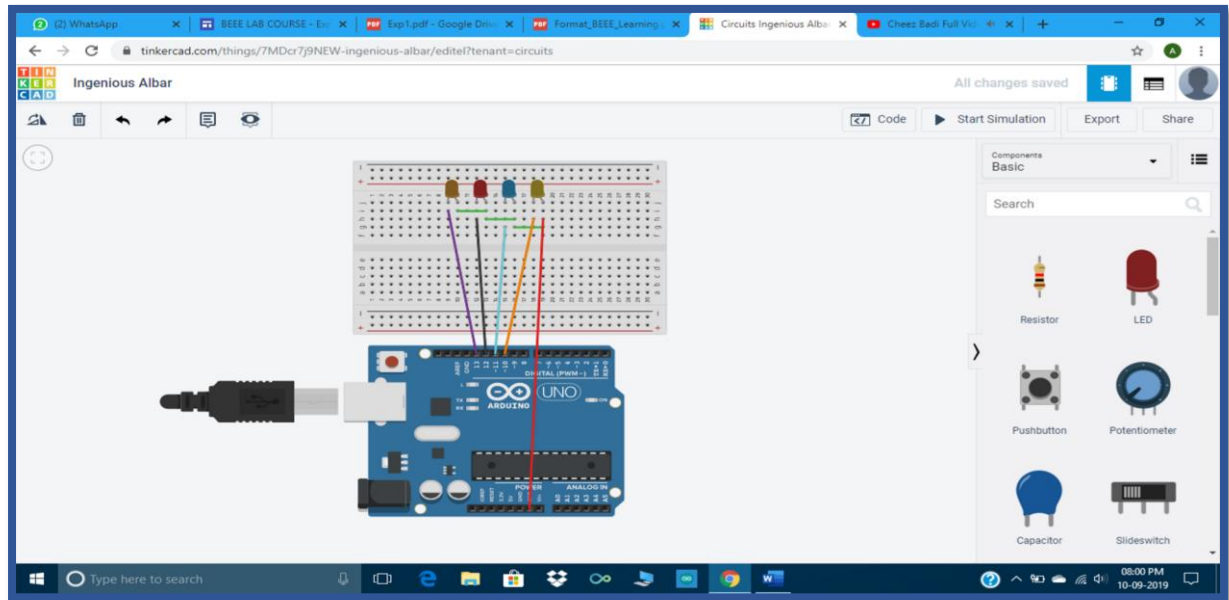


# EXP.-2 → LED CHASHER

## Circuit Diagram:



## Theory:

### Concept Used:

LED flashers are semiconductor integrated circuits used to turn on and off groups of light emitting diodes either sequentially or according to a programmed pattern.

Learning and Observations : the Arduino Uno board .Coding done on Arduino software is C++ . Arduino is a singleboard microcontroller meant to make the application more accessible which are interactive objects and its surroundings .

## Precautions:

1-All the wires and elements should be connected tightly and according to the coding done on the system.

2-All the wires and elements should be connected tightly and according to the coding done on the system.

### **Problems and Trouble shooting:**

1-The incorrect coding might cause problems in the working of hardware. This can be corrected by learning C++ and practicing it on the software.

2-Arduino wire must be checked if they are loose or not. And the ports should be properly cleaned before using ,they might cause problem in future.

### **Learning Outcome:**

From this experiment we have learn how to code in the software . This project was the pillar for the upcoming project we are going to do in upcoming semester.

In this project we learned how to flash a LED bulb and how to code it on the software.