

Hands on activities 1

- Simple Arduino codes

DR. B. I. MORSHED

ASSOCIATE PROFESSOR
COMPUTER SCIENCE
TEXAS TECH UNIVERSITY

Embedded Systems/Cyber Physical Systems

CS 4380 / CS 5331

Breadboard connection

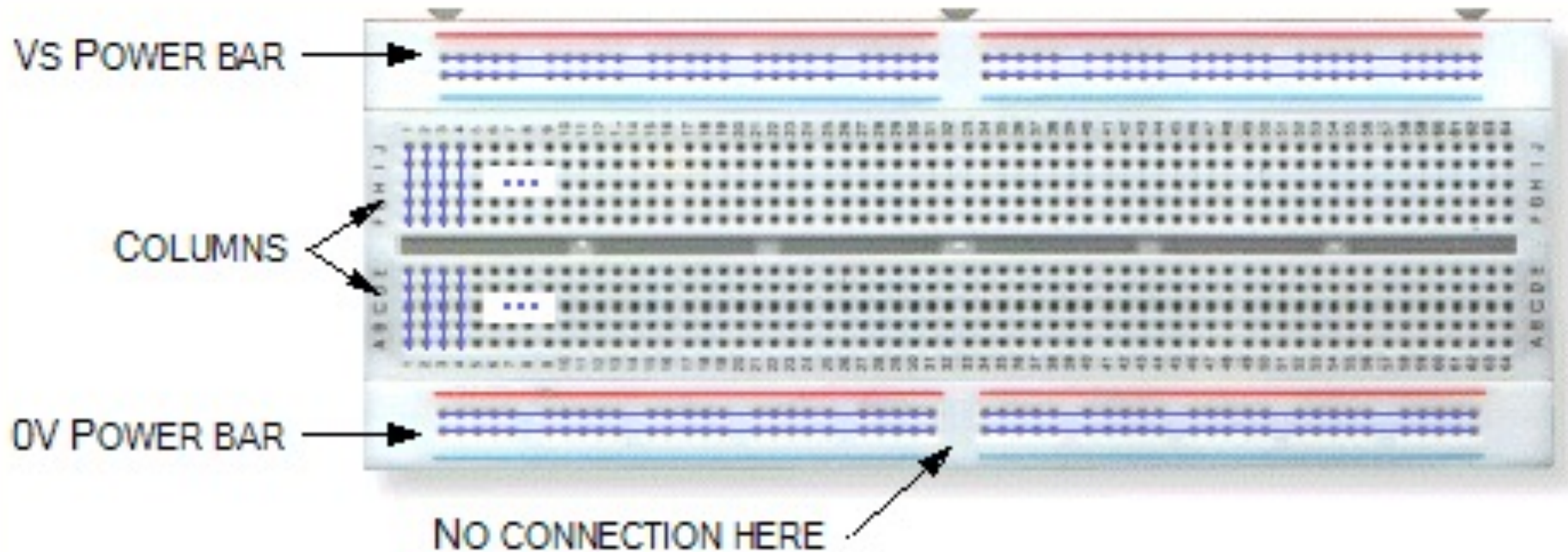
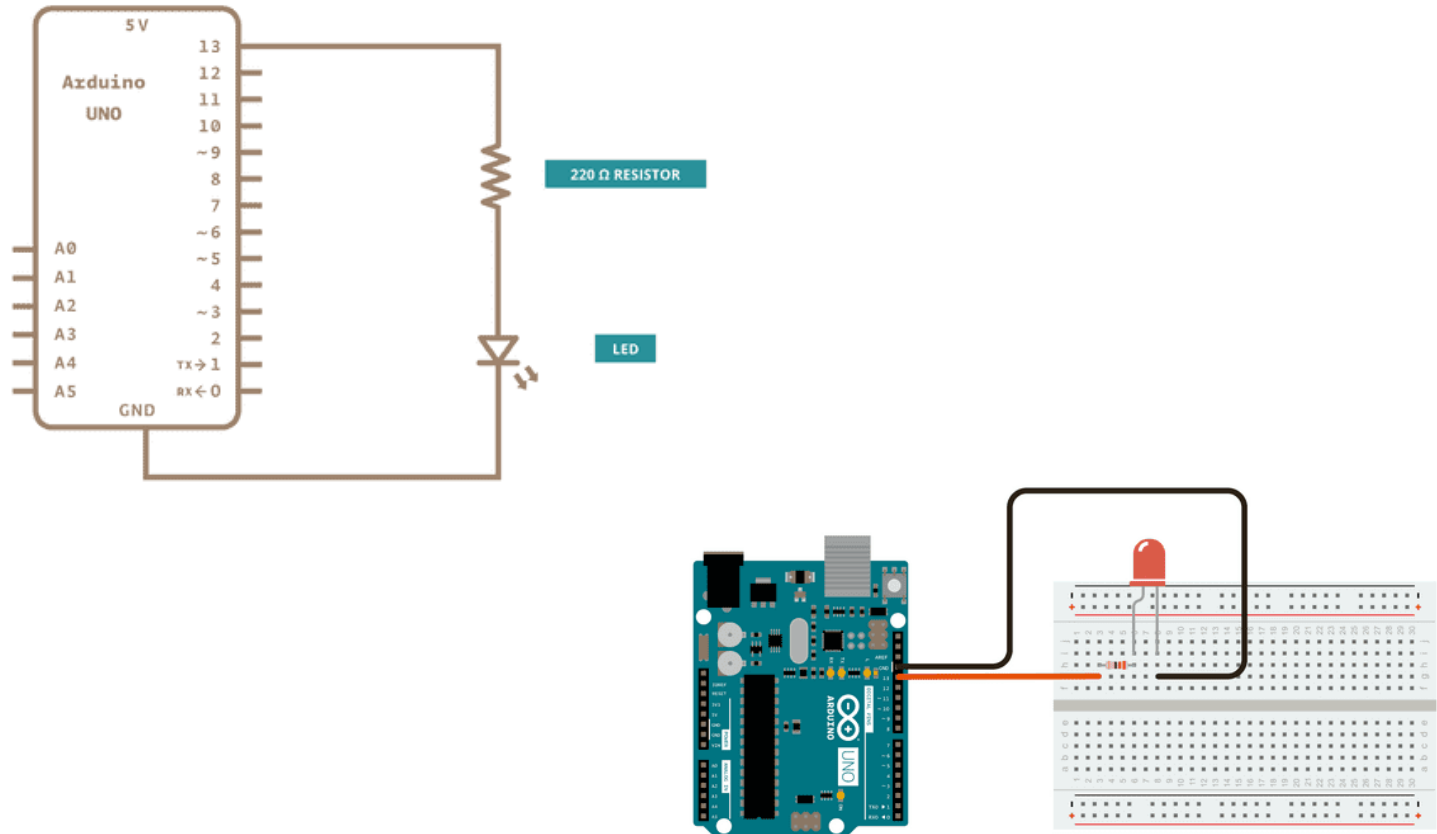


Figure 1: How the holes in a breadboard are connected electrically

Example 1: LED Blink

```
void setup() {  
    // initialize digital pin LED_BUILTIN as an output.  
    pinMode(13, OUTPUT);  
}  
  
// the loop function runs over and over again forever  
void loop() {  
    digitalWrite(13, HIGH); // turn the LED on (HIGH is the voltage level)  
    delay(1000);           // wait for a second  
    digitalWrite(13, LOW);  // turn the LED off by making the voltage LOW  
    delay(1000);           // wait for a second  
}
```

Hardware connection

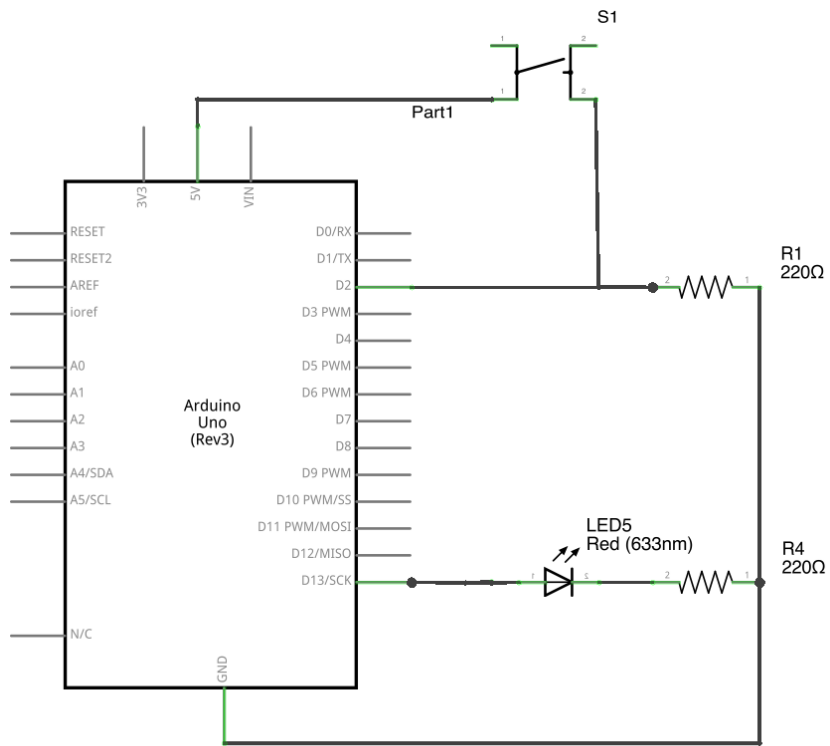


Example 2: Push switch light

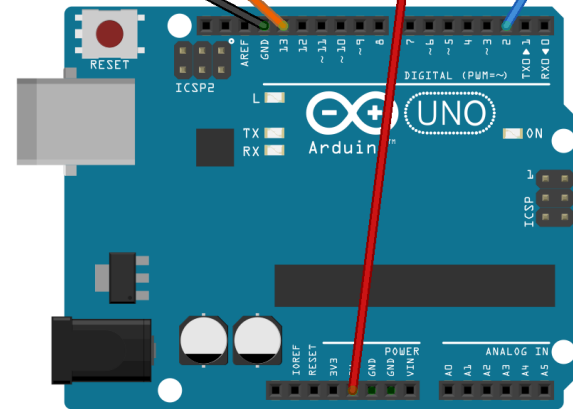
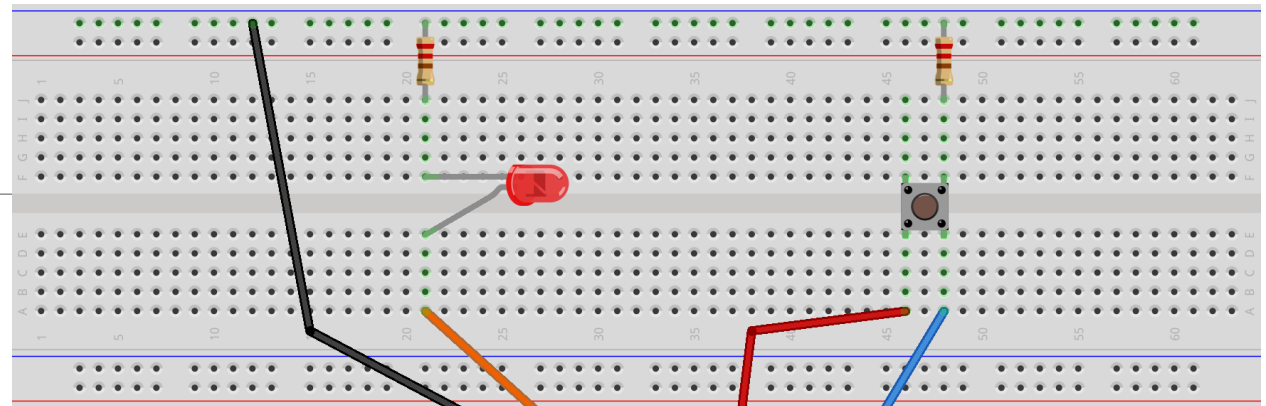
```
// constants won't change. They're used here to set pin numbers:
const int buttonPin = 2;  // the number of the pushbutton pin
const int ledPin = 13;    // the number of the LED pin
// variables will change:
int buttonState = 0;      // variable for reading the pushbutton status

void setup() {
  // initialize the LED pin as an output:
  pinMode(ledPin, OUTPUT);
  // initialize the pushbutton pin as an input:
  pinMode(buttonPin, INPUT);
}

void loop() {
  // read the state of the pushbutton value:
  buttonState = digitalRead(buttonPin);
  // check if the pushbutton is pressed. If it is, the buttonState is HIGH:
  if (buttonState == HIGH) {
    // turn LED on:
    digitalWrite(ledPin, HIGH);
  } else {
    // turn LED off:
    digitalWrite(ledPin, LOW);
  }
}
```

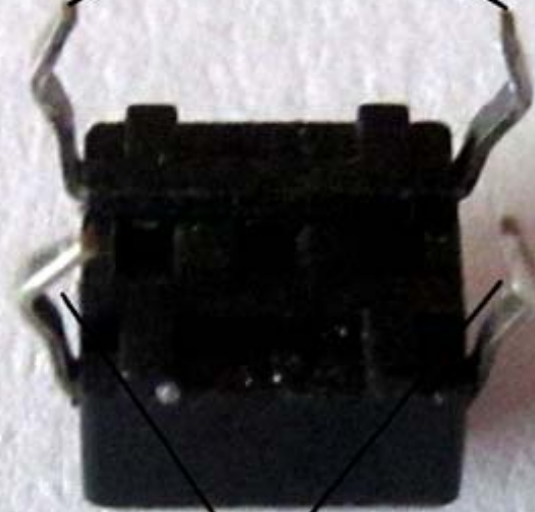


fritzing



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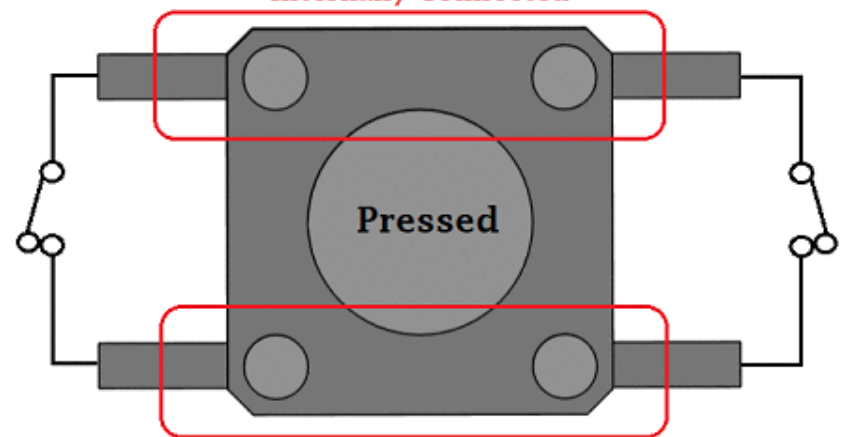
Internally Connected



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