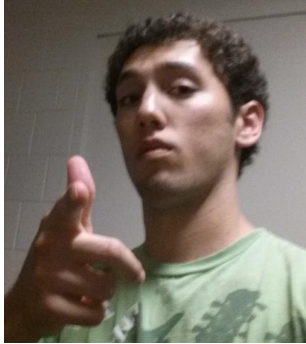


# Arduino Workshop

*“The best thing about a boolean is even if you are wrong,  
you are only off by a bit.”*



# Meet the team!



**Dominic**  
Stanford  
Electrical  
Engineering



**Ashley**  
DePauw  
Biochemist  
Comp Sci



**Grace**  
UNCC  
Comp Sci



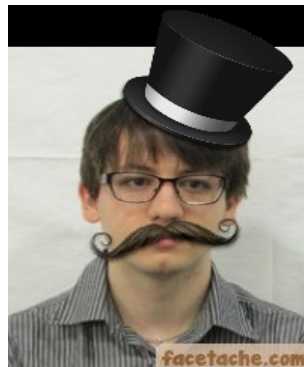
**Michael**  
UCLA  
Applied  
Mathematics



**Morgan**  
Augustana  
College  
Mathematics  
Biochemistry



**Jon**  
Clemson  
University  
Electrical  
Engineering

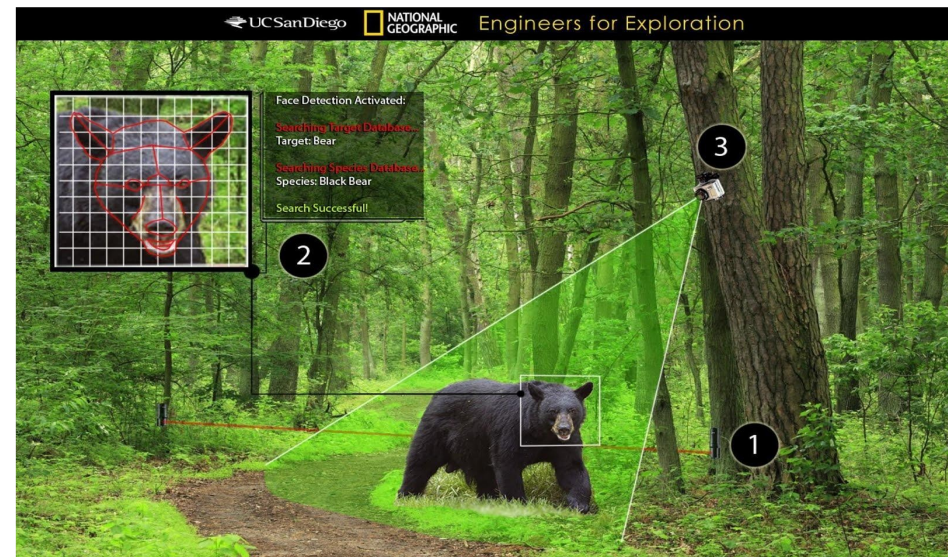


**Dobromir**  
Ramapo  
College  
Mathematics  
and Comp Sci



# Cool Projects

- Projects we have done:
  - o Barometer
  - o Gyroscope based mirror correction
  - o E-textiles
  - o Pitot tube
  - o Fountain audio-visualizer
  - o Arduino Cell Phone
  - o Industrial Applications
  - o Camera Trap





# Industrial Application

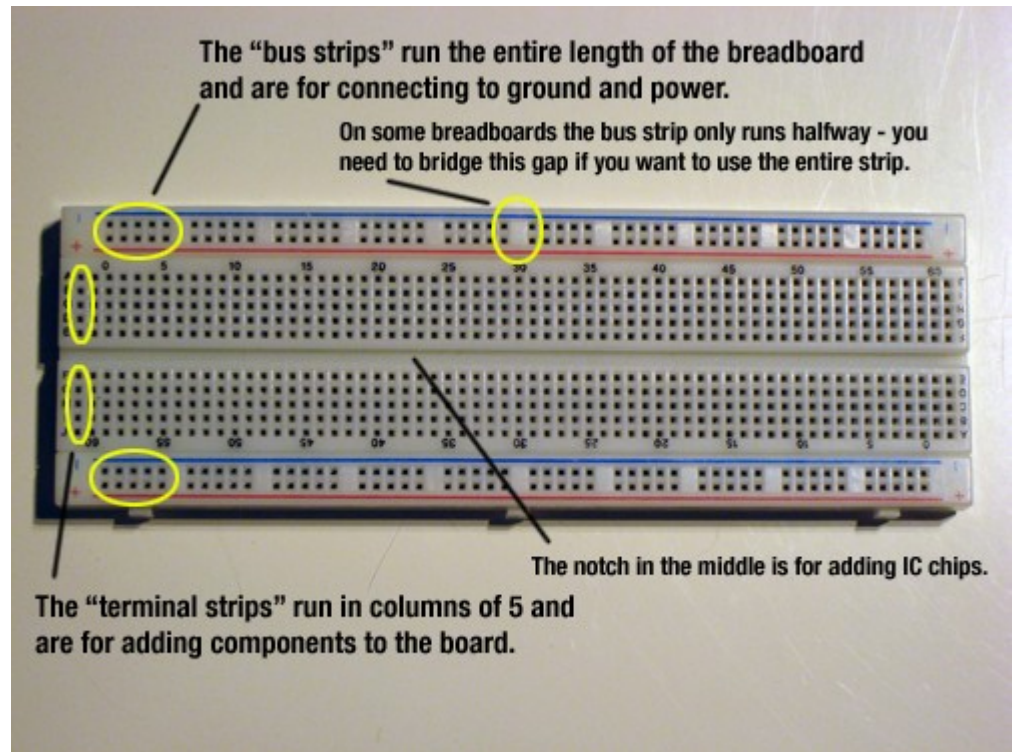
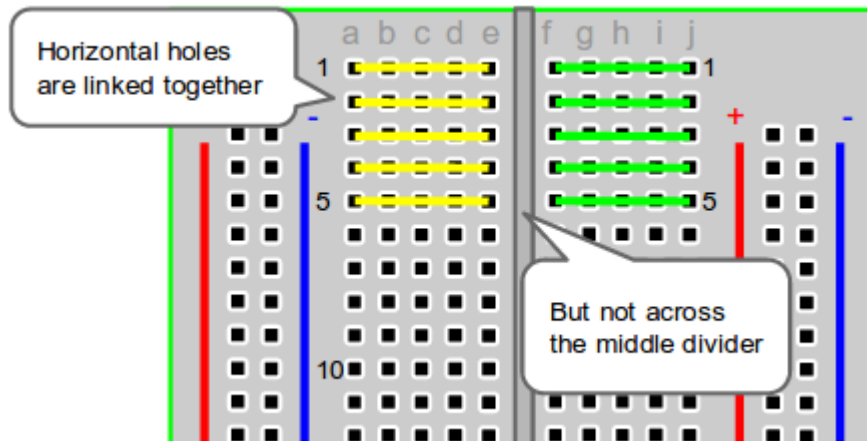


# ECE 201

- Breadboard: basis for electronic prototypes
  - Easy to alter
  - No need for soldering
- Circuits: foundation for electronics
  - Kirchhoff's Laws
  - Can incorporate a variety of tools



# Breadboard

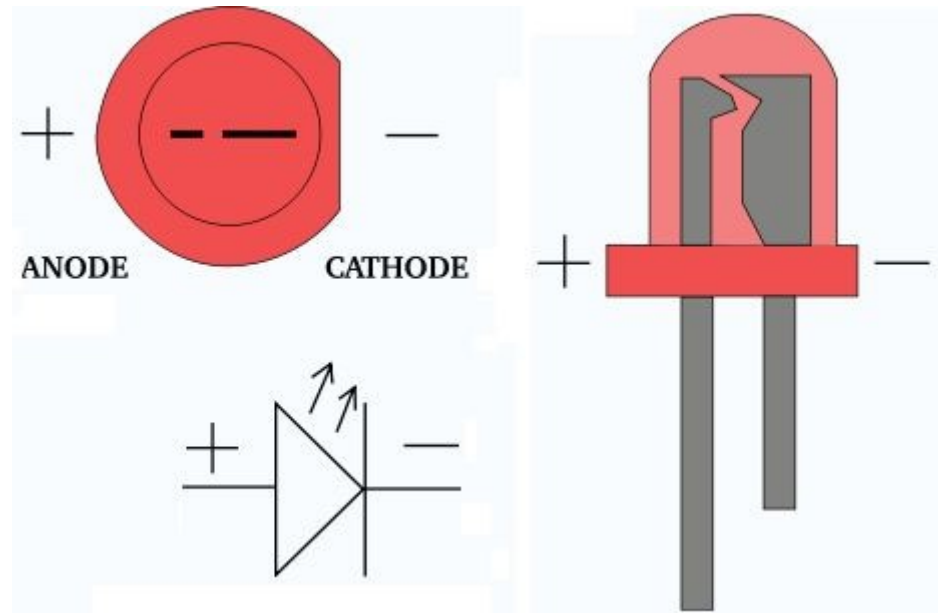


<http://computers.tutsplus.com/tutorials/how-to-use-a-breadboard-and-build-a-led-circuit--mac-54746>

<http://tymkrs.tumblr.com/post/6386624174/how-to-use-a-breadboard>



# More LEDs

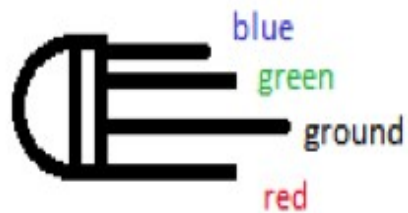


<http://www.instructables.com/id/LED-Polarity-Tester/>

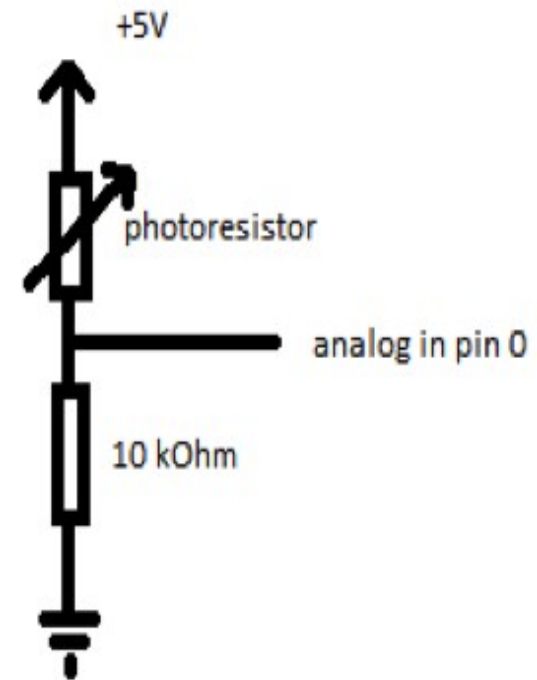


# LEDs and Voltage Dividers

LED setup

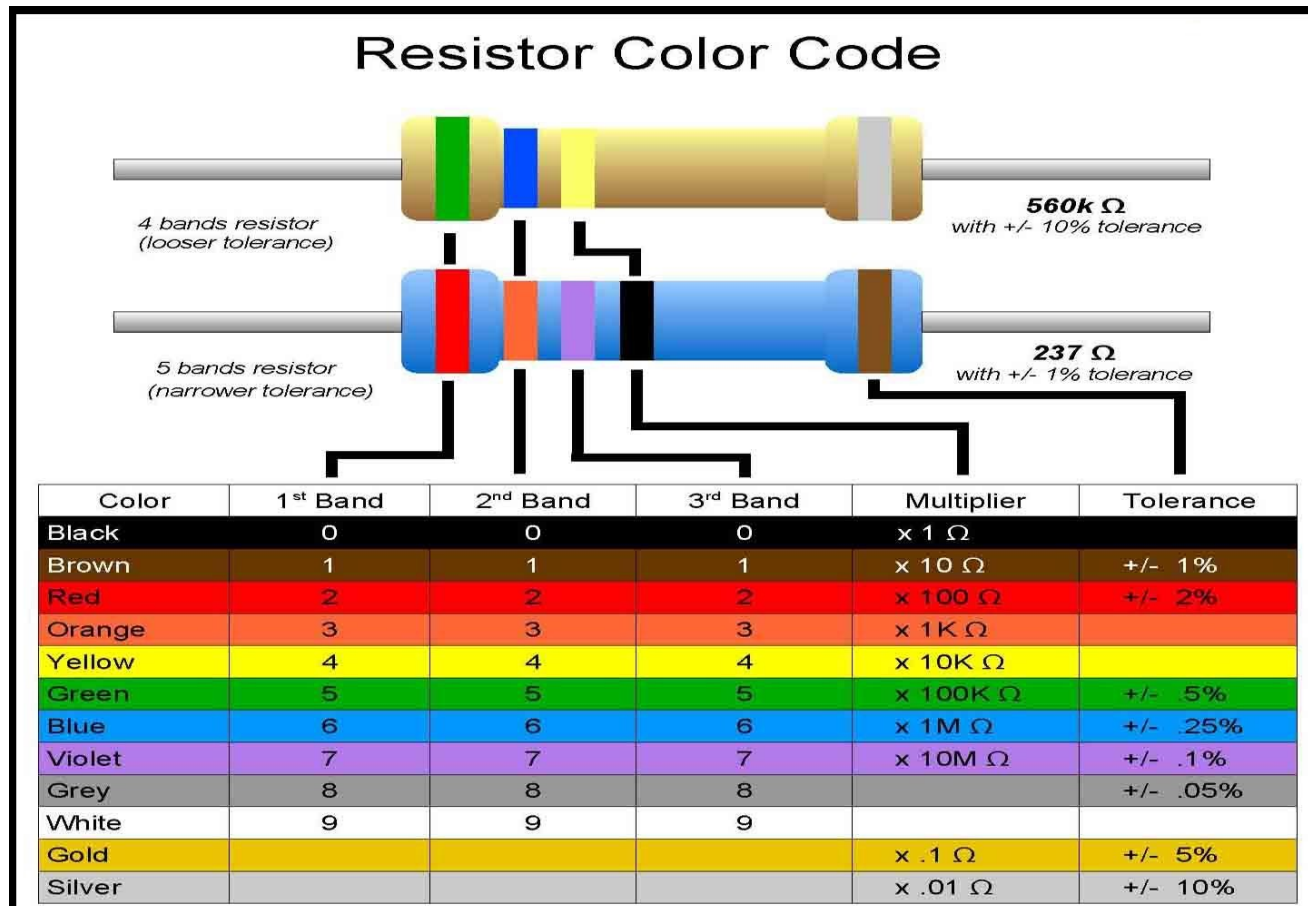


Photoresistor setup





# Resistors!

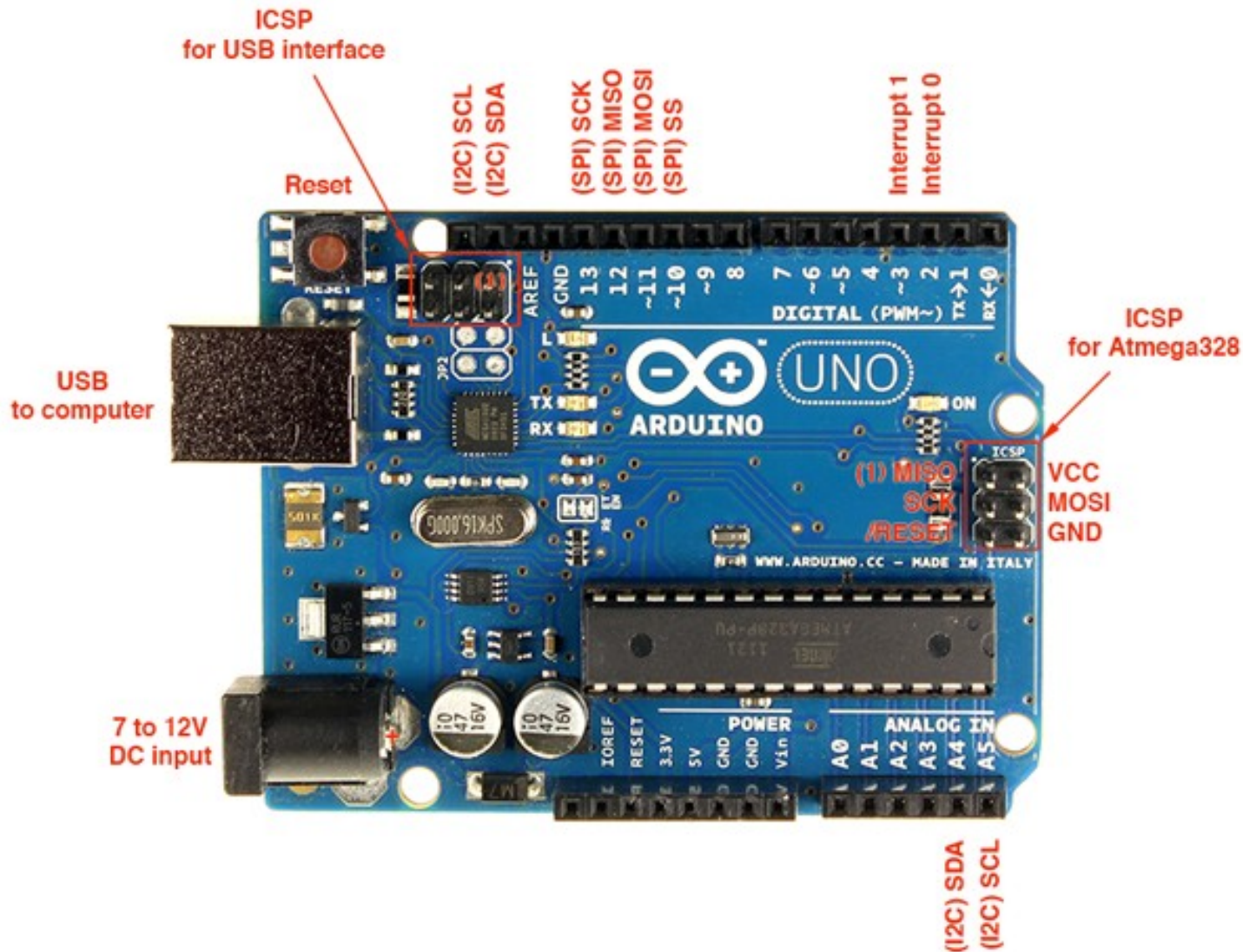


# Arduino

- Microcontroller
- Open source physical computing platform
- Inexpensive, cross-platform
- Rapid prototyping



# Arduino Components



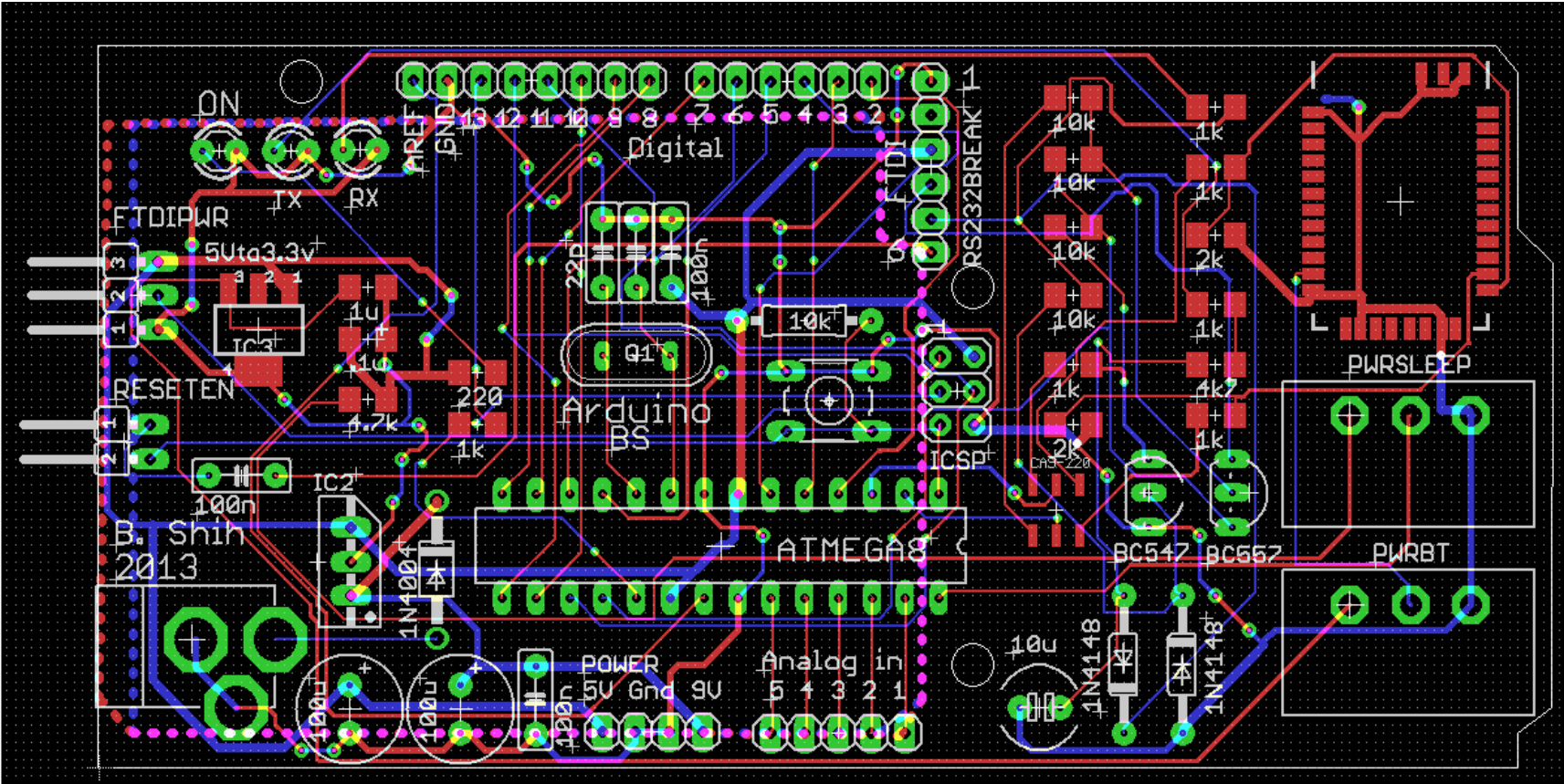
# Digital-----Analog

- 1 → HIGH ( $> 3.3V$ )
- 0 → Low ( $< 3.3V$ )
- Read and write voltages to pins
- Read a voltage and get a value between decimal value
- Output a PWM signal



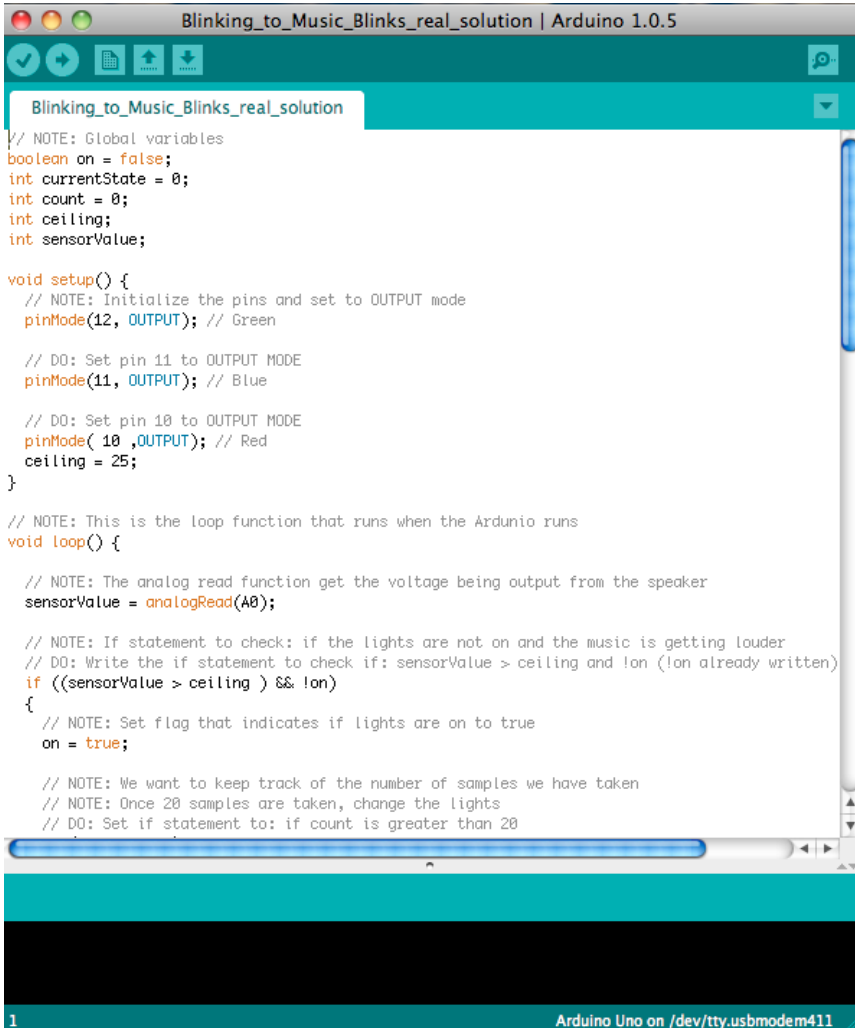


# Arduino PCB



# Code

- Arduino IDE
- Processor:
  - Programmed with a C derivative.
- What actually happens:
  - Code gets compiled to machine code
  - Syntax Errors get caught here
  - Machine Code gets loaded onto the microcontroller
  - Microcontroller executes code
- Why is this so amazing?



```
Blinking_to_Music_Blinks_real_solution | Arduino 1.0.5

Blinking_to_Music_Blinks_real_solution

// NOTE: Global variables
boolean on = false;
int currentState = 0;
int count = 0;
int ceiling;
int sensorValue;

void setup() {
  // NOTE: Initialize the pins and set to OUTPUT mode
  pinMode(12, OUTPUT); // Green

  // D0: Set pin 11 to OUTPUT MODE
  pinMode(11, OUTPUT); // Blue

  // D0: Set pin 10 to OUTPUT MODE
  pinMode(10, OUTPUT); // Red
  ceiling = 25;
}

// NOTE: This is the loop function that runs when the Arduino runs
void loop() {

  // NOTE: The analog read function get the voltage being output from the speaker
  sensorValue = analogRead(A0);

  // NOTE: If statement to check: if the lights are not on and the music is getting louder
  // D0: Write the if statement to check if: sensorValue > ceiling and !on (!on already written)
  if ((sensorValue > ceiling) && !on)
  {
    // NOTE: Set flag that indicates if lights are on to true
    on = true;

    // NOTE: We want to keep track of the number of samples we have taken
    // NOTE: Once 20 samples are taken, change the lights
    // D0: Set if statement to: if count is greater than 20
  }
}
```



# Language Basics

- Header:
  - `#include [statements]`
- `//` Comments these words are not compiled!
- `void setup(void) {}` <-- must
- `void loop() {}` <-- must
- `[type] functionName([type] var, [type] var2)`
- `'{'` and `'}'` indicate a "body" of code
  - `if`, `else`, `else if`
  - `for`
  - `switch`



# Online API

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[Reference](#) [Language](#) [Libraries](#) [Comparison](#) [Changes](#)

## Language Reference

Arduino programs can be divided in three main parts: *structure*, *values* (variables and constants), and *functions*.

### Structure

- + [setup\(\)](#)
- + [loop\(\)](#)

#### Control Structures

- + [if](#)
- + [if...else](#)
- + [for](#)
- + [switch case](#)
- + [while](#)
- + [do... while](#)
- + [break](#)
- + [continue](#)
- + [return](#)
- + [goto](#)

#### Further Syntax

- + [;](#) (semicolon)
- + [{}](#)  (curly braces)
- + [//](#) (single line comment)
- + [/\\* \\*/](#) (multi-line comment)
- + [#define](#)

### Variables

#### Constants

- + [HIGH](#) | [LOW](#)
- + [INPUT](#) | [OUTPUT](#) | [INPUT\\_PULLUP](#)
- + [true](#) | [false](#)
- + [integer constants](#)
- + [floating point constants](#)

#### Data Types

- + [void](#)
- + [boolean](#)
- + [char](#)
- + [unsigned char](#)
- + [byte](#)
- + [int](#)
- + [unsigned int](#)
- + [word](#)
- + [long](#)
- + [unsigned long](#)
- + [short](#)
- + [float](#)

### Functions

#### Digital I/O

- + [pinMode\(\)](#)
- + [digitalWrite\(\)](#)
- + [digitalRead\(\)](#)

#### Analog I/O

- + [analogReference\(\)](#)
- + [analogRead\(\)](#)
- + [analogWrite\(\)](#) - PWM

#### Due only

- + [analogReadResolution\(\)](#)
- + [analogWriteResolution\(\)](#)

#### Advanced I/O

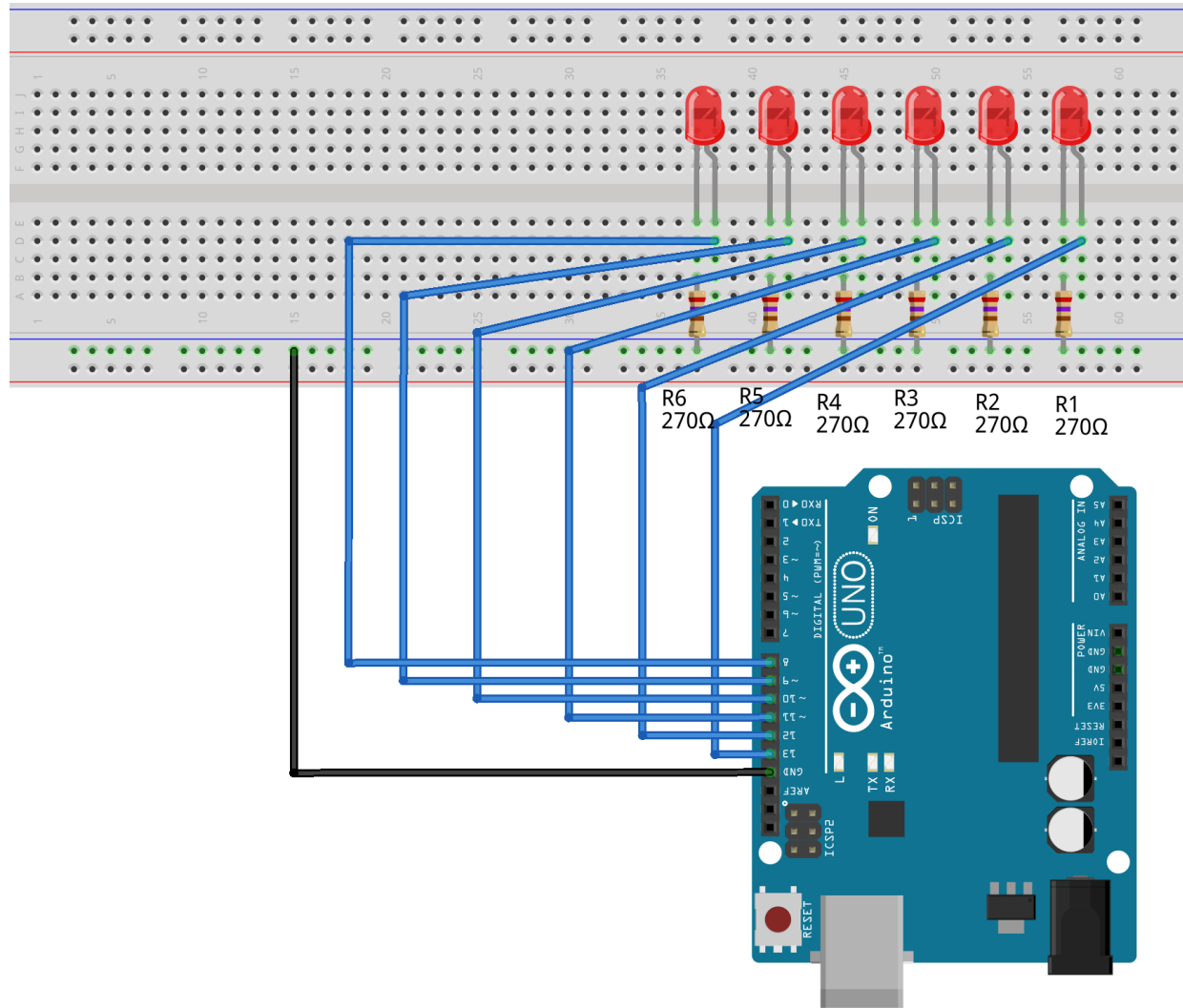
- + [tone\(\)](#)
- + [noTone\(\)](#)
- + [shiftOut\(\)](#)
- + [shiftIn\(\)](#)
- + [pulseIn\(\)](#)

- What is a library?
- Why use a library?
- What code is in the library?
- Can I make my own library functions?
- Where can I go for help coding?
- <http://arduino.cc/en/Reference/If>





# Die Circuit



fritzing

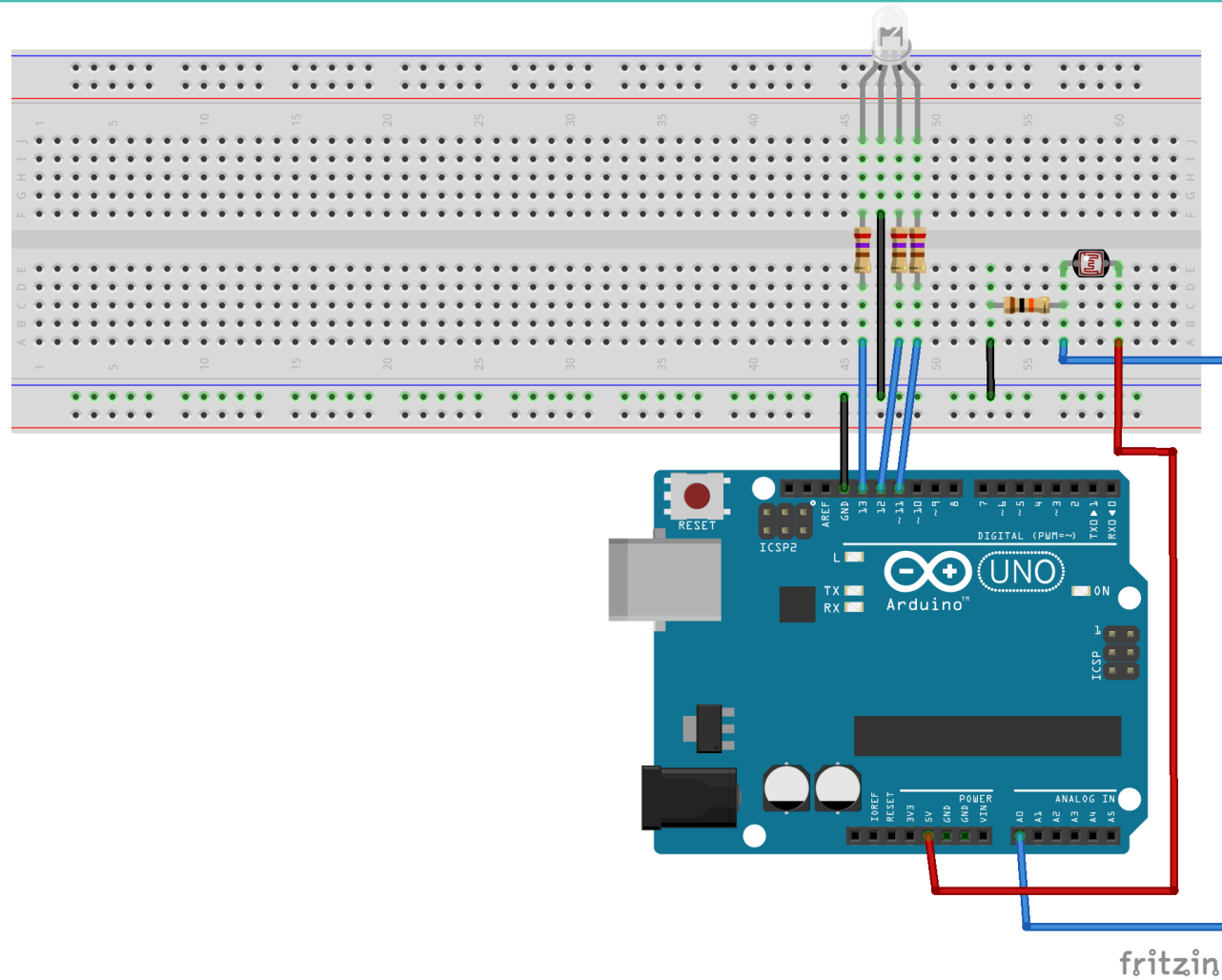


# Die Parts

- 6 - LEDs
- 6 - 270 Ohm Resistor



# Distance Detection Circuit



# Distance Detection Parts

- 3 - 270 Ohm resistor
- 1 – 10K Ohm resistor
- 1 – Photo-resistor





# Party Lights Parts

- 1 – Speaker
- 1 – Audio Jack
- 3 – LEDs
- 3 – 270 Ohm resistors

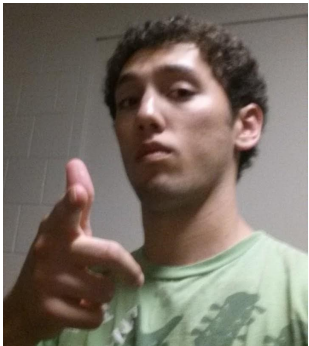


# Chat Parts

- 2 – Arduinos
- 3 – Wires



# Meet the team!



**Dominic**

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**Michael**

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**Morgan**

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**Jon**

Oakl.jon@gmail.com



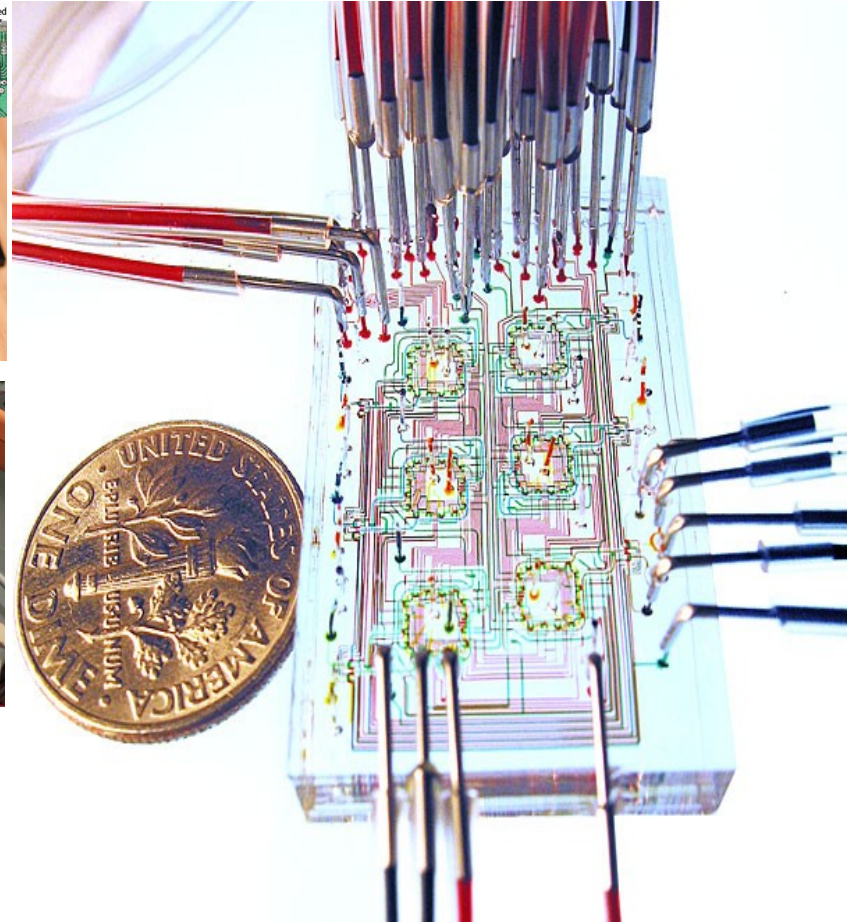
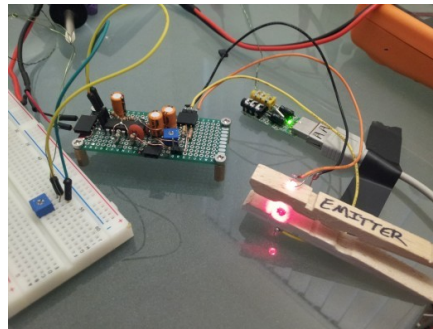
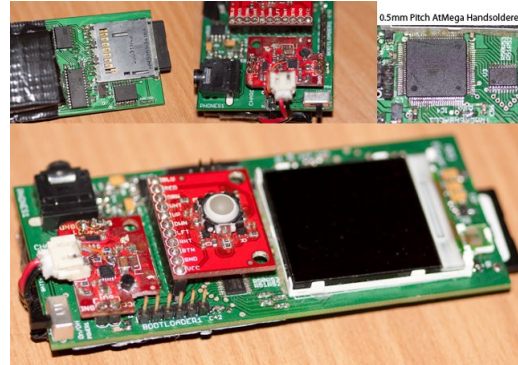
**Dobromir**

dyordan@google.com



# Real life application for Arduinos

- MP3 player
- Phone
- Robots
- Microfluidic devices
- Open PCR
- ECG and pulse oximeter



<http://www.nudatech.com/blog/20-arduino-projects-of-2012/>

• <http://medicarduino.net/?cat=4>

