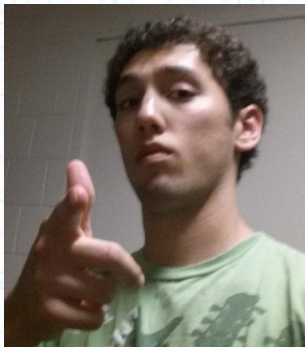


Arduino Workshop

“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



Morgan
Augustana
College
Biochemistry
and
Mathematics

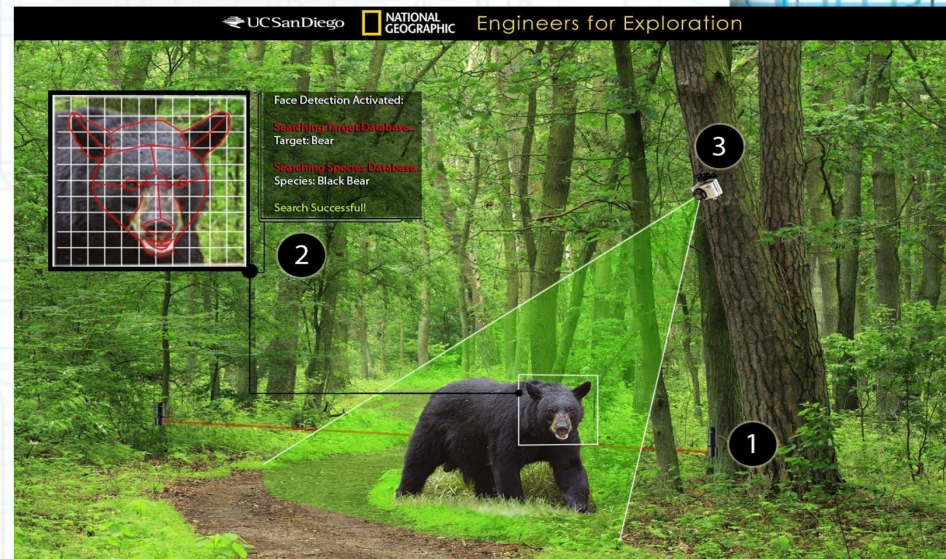


Jon
Clemson
University
Electrical
Engineering



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

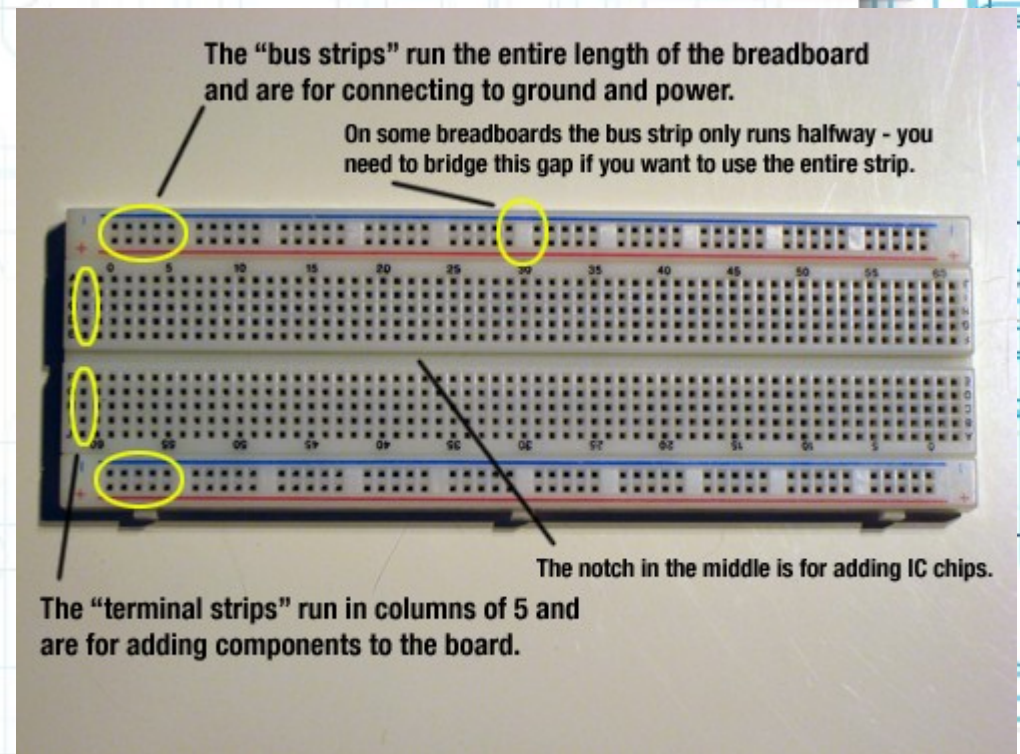
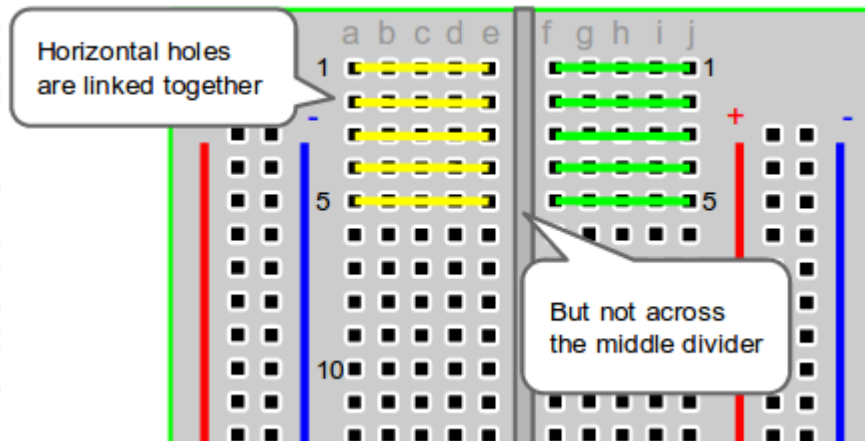


ECE 201

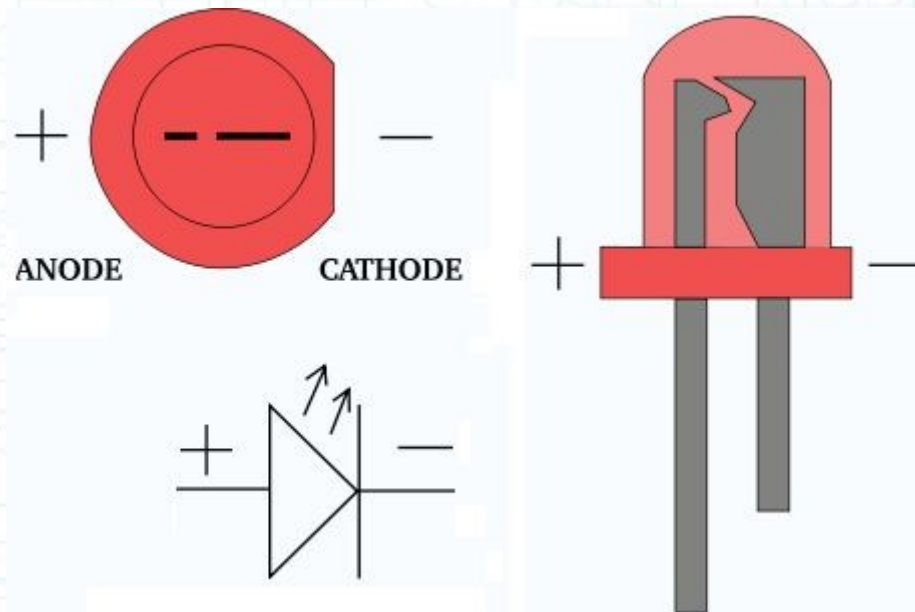
- Breadboard: basis for electronic prototypes
 - Easy to alter
 - No need for soldering
- Circuits: foundation for electronics
 - Kirchhoff's Laws
 - Can incorporate a variety of tools



Breadboard



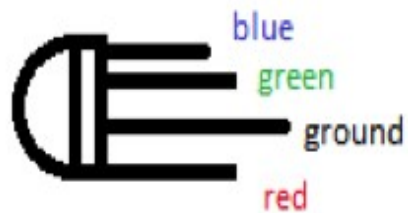
More LEDs



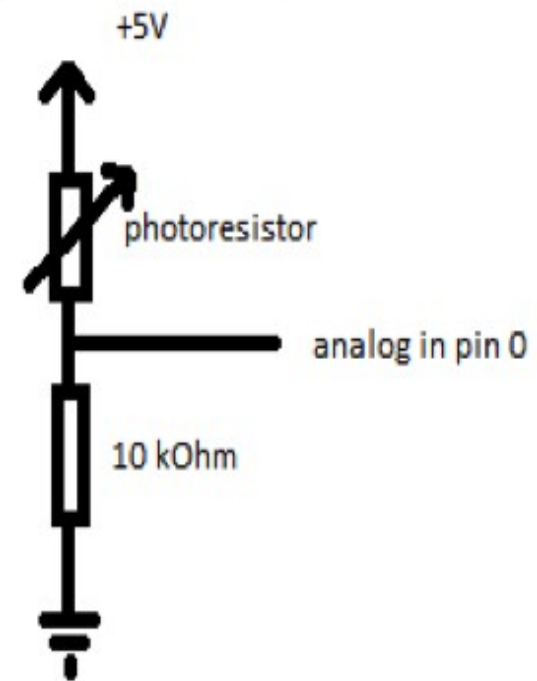
<http://www.instructables.com/id/LED-Polarity-Tester/>

LEDs and Voltage Dividers

LED setup

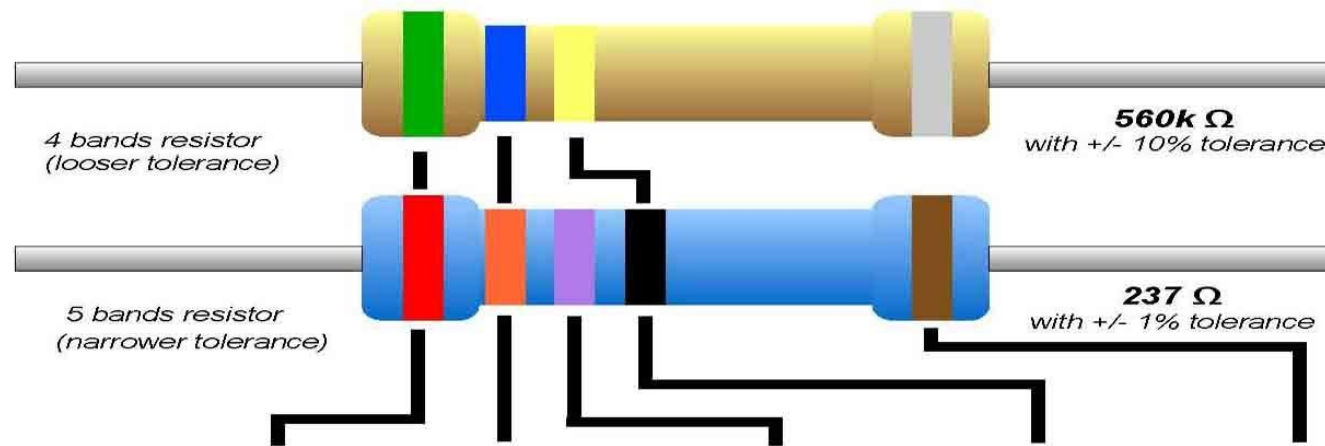


Photoresistor setup



Resistors!

Resistor Color Code



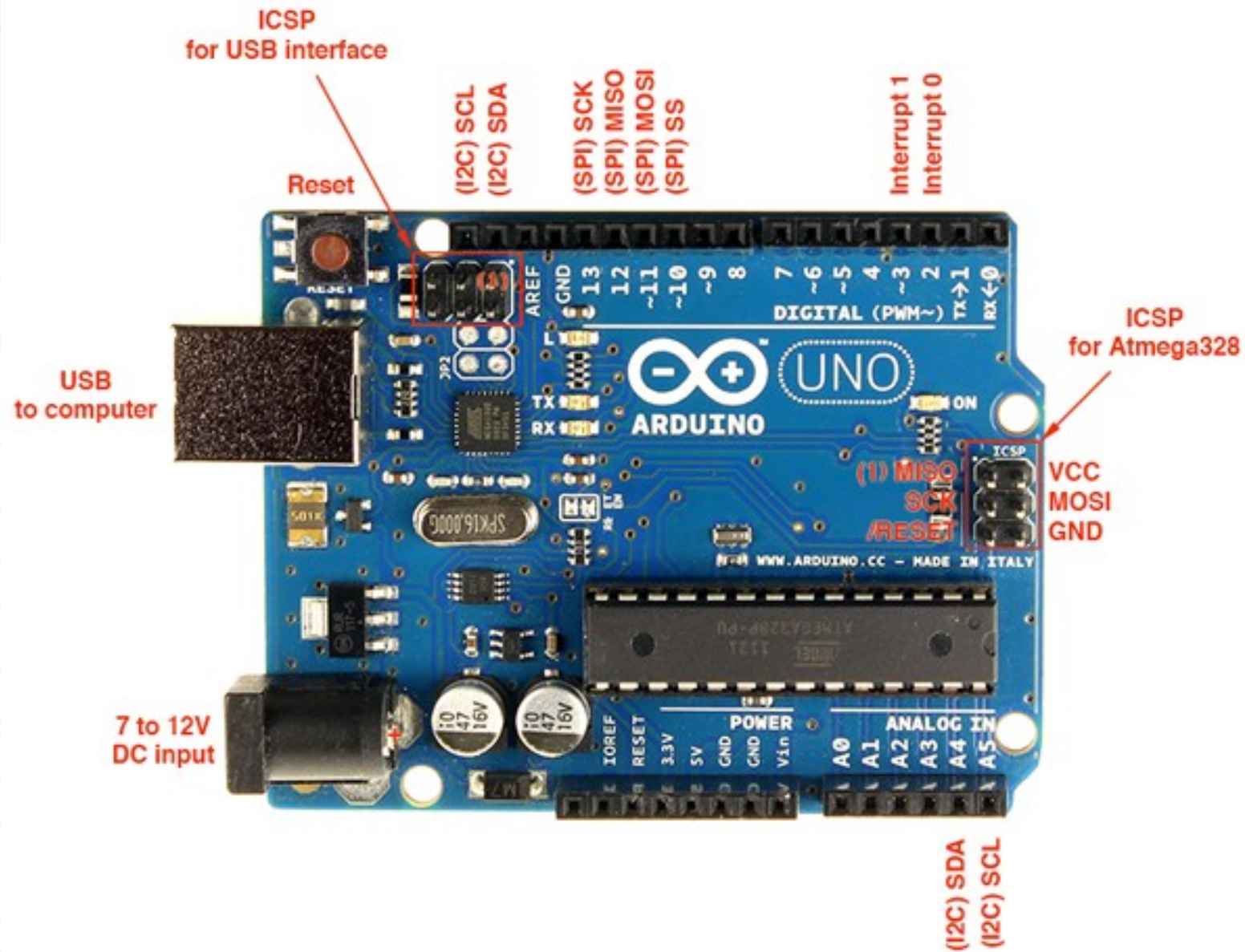
Color	1 st Band	2 nd Band	3 rd Band	Multiplier	Tolerance
Black	0	0	0	$\times 1 \Omega$	
Brown	1	1	1	$\times 10 \Omega$	+/- 1%
Red	2	2	2	$\times 100 \Omega$	+/- 2%
Orange	3	3	3	$\times 1K \Omega$	
Yellow	4	4	4	$\times 10K \Omega$	
Green	5	5	5	$\times 100K \Omega$	+/- .5%
Blue	6	6	6	$\times 1M \Omega$	+/- .25%
Violet	7	7	7	$\times 10M \Omega$	+/- .1%
Grey	8	8	8		+/- .05%
White	9	9	9		
Gold				$\times .1 \Omega$	+/- 5%
Silver				$\times .01 \Omega$	+/- 10%

Arduino

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



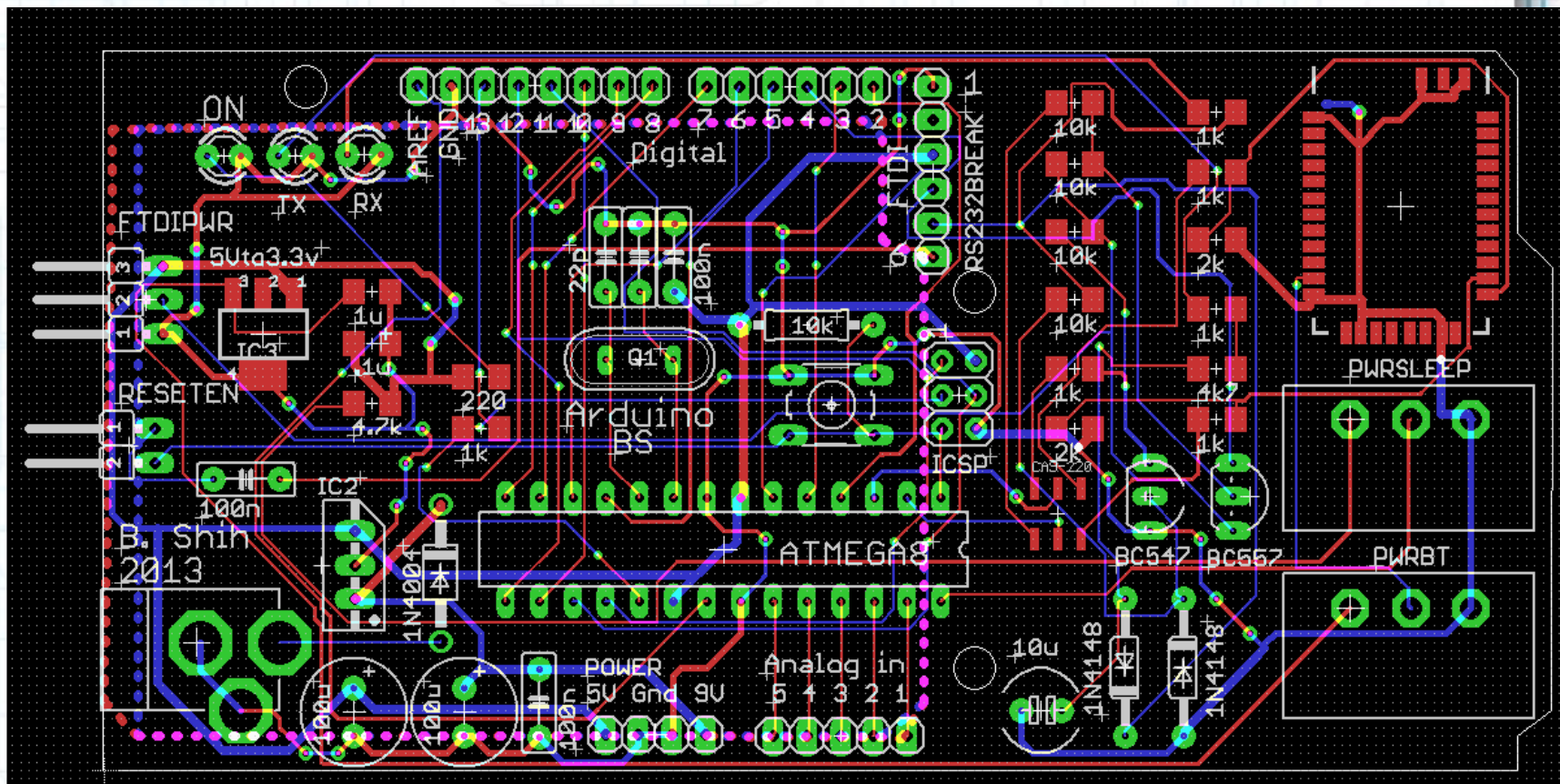
Arduino Components



Digital-----Analog

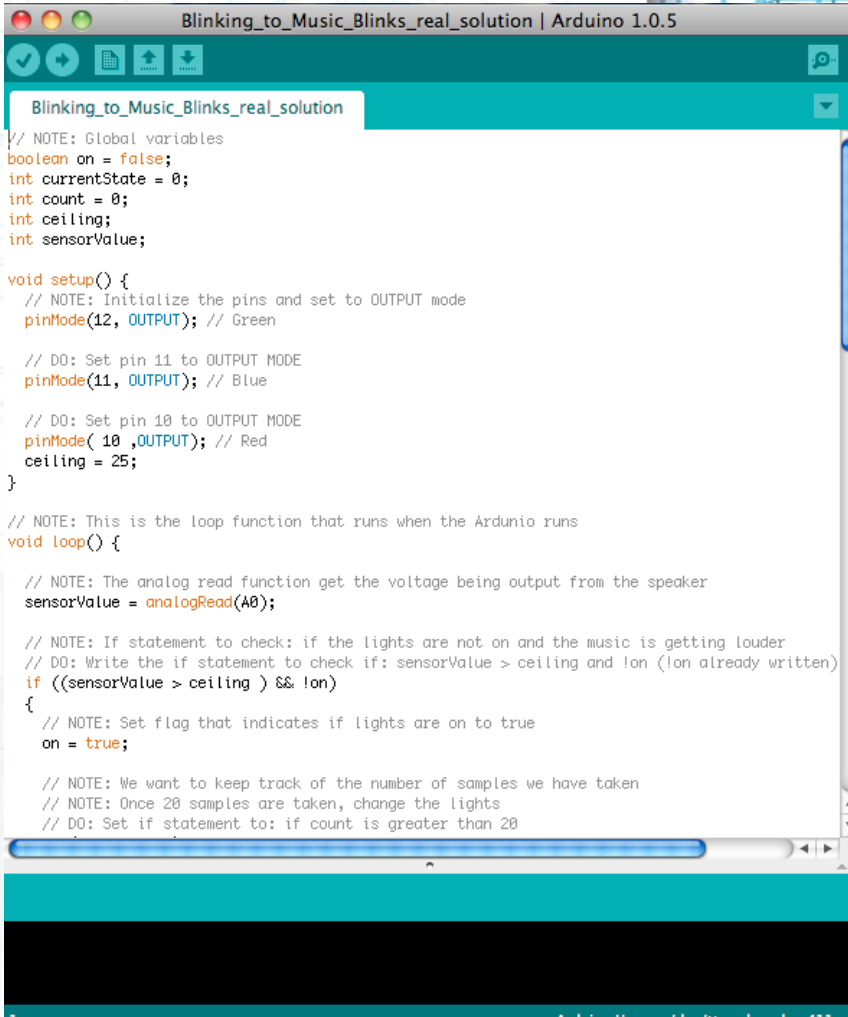
- 1 → HIGH ($> 3.3V$)
- 0 → Low ($< 3.3V$)
- Read and write voltages to pins
- Read a voltage and get a value between decimal value
- Output a PWM signal

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
  }
}
```

1 Arduino Uno on /dev/tty.usbmodem411

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

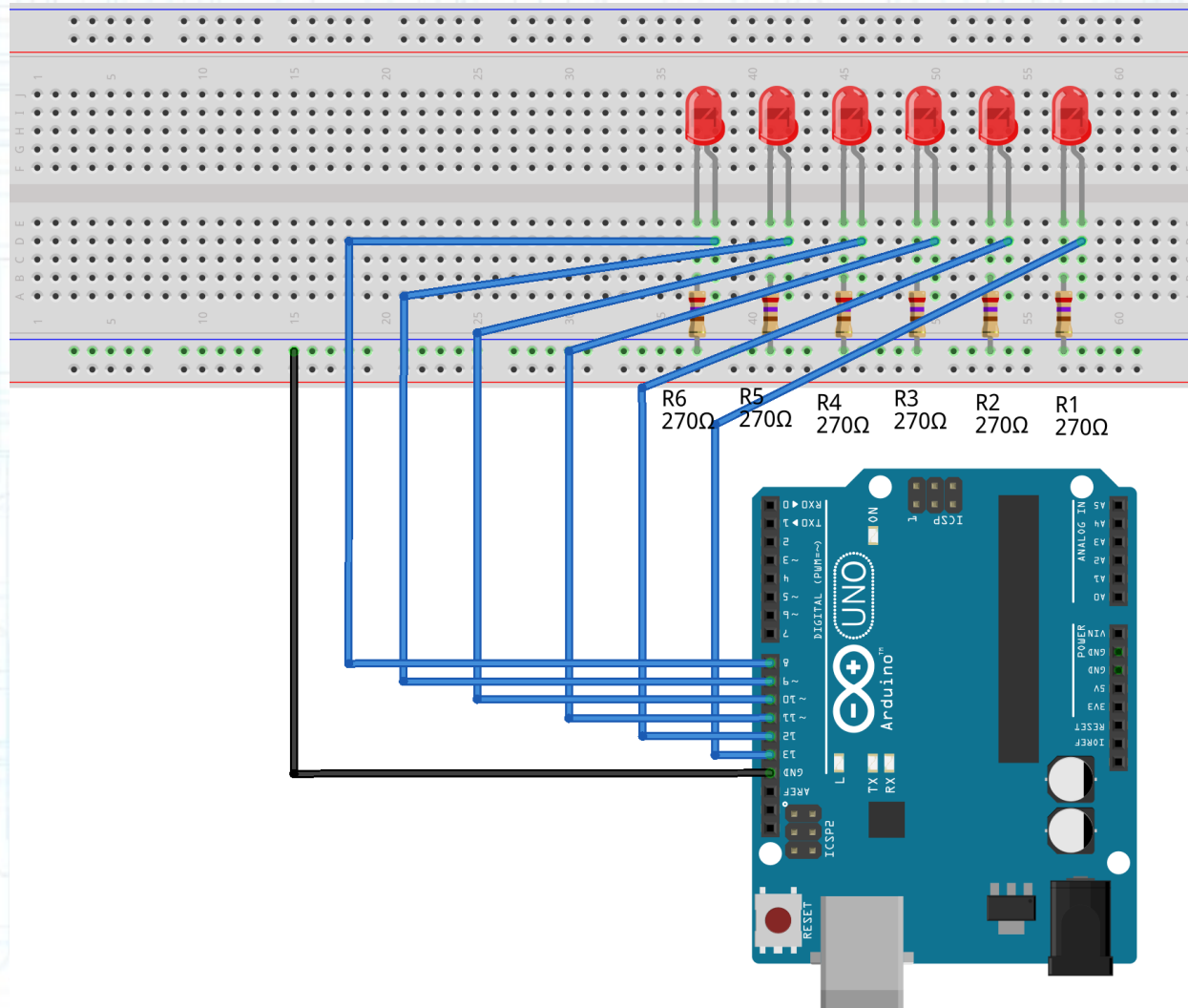
- + [analogReadResolution\(\)](#)
- + [analogWriteResolution\(\)](#)

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

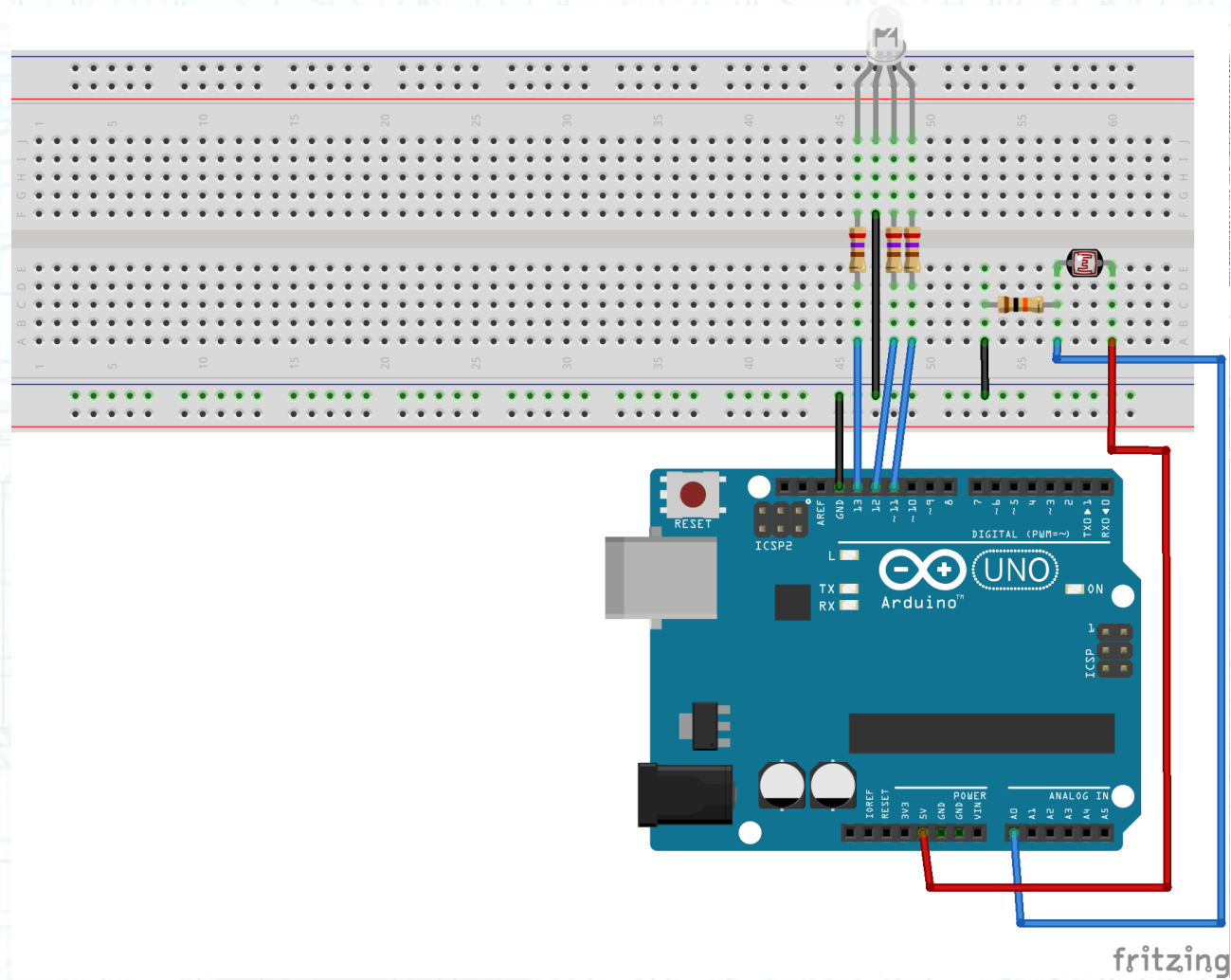


fritzing

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

Real life application for Arduinos

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

