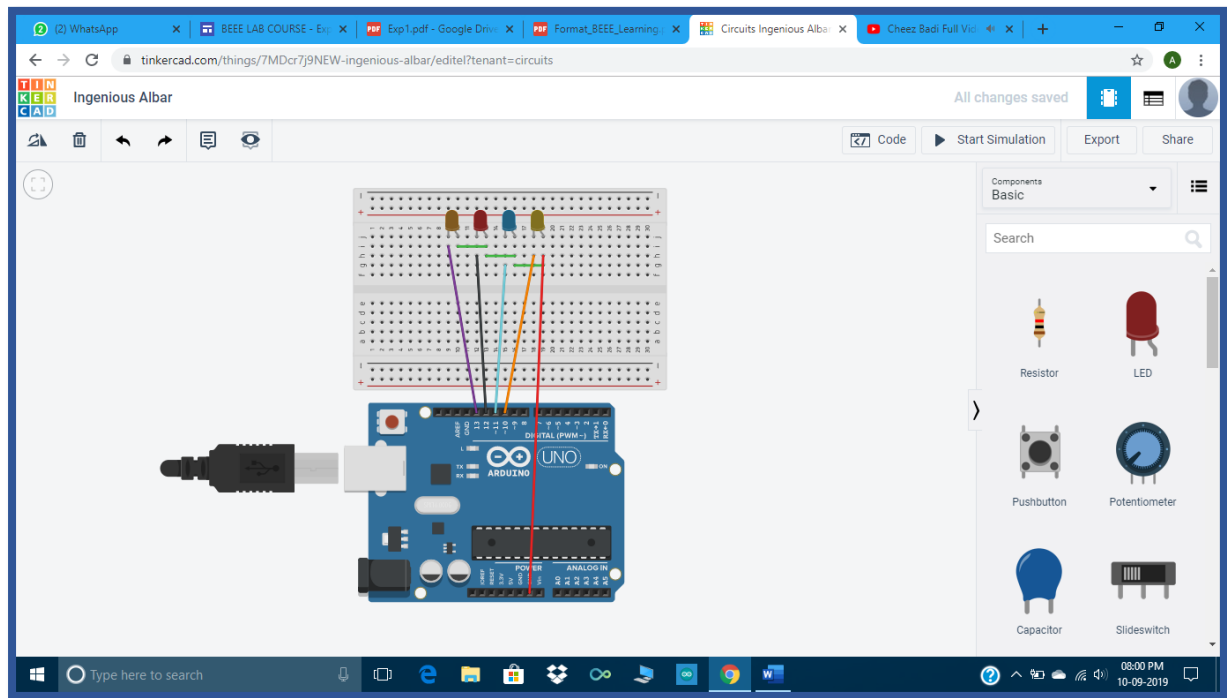


EXP.-2→ LED CHASHER

Circuit Diagram:



Theory:

Concept Used: In this experiment we have done coding to flash LED (Light Emitting Diode), which is held together on the Breadboard .

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 coding is done on computer from which the instructions are given to the Arduino Uno board .Coding done on Arduino software is C++ . Arduino is a single-board microcontroller meant to make the application more accessible which are interactive objects and its surroundings .

Precautions:

1- Positive and Negative terminals should be put in correct order.

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.