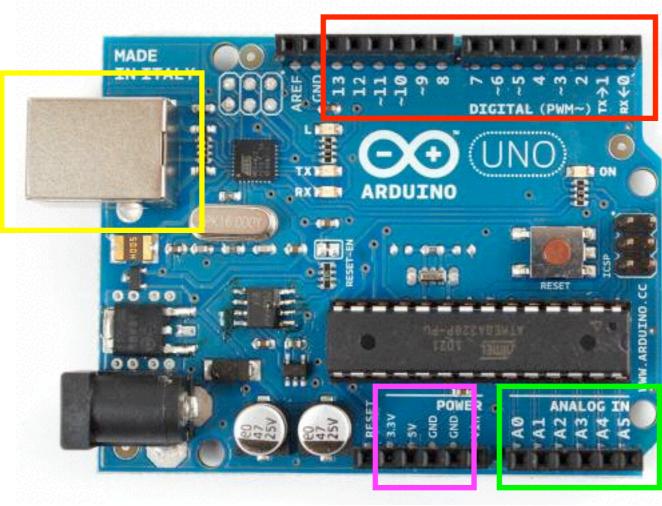
#### Arduino

#### Digital inputs/outputs



**USB** 

Power / Analog inputs Ground

## Voltage and Current

- Voltage = electric potential between two points
- Measured in volts (V)
- Ground = common reference point

between pin 9 and ground?

What is the voltage



**1.5V** 

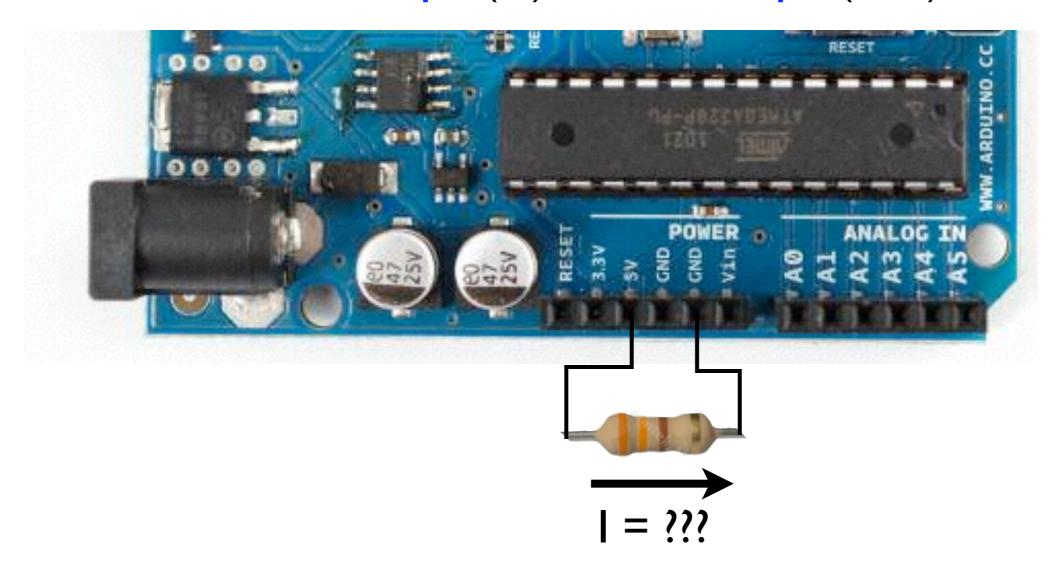


240V



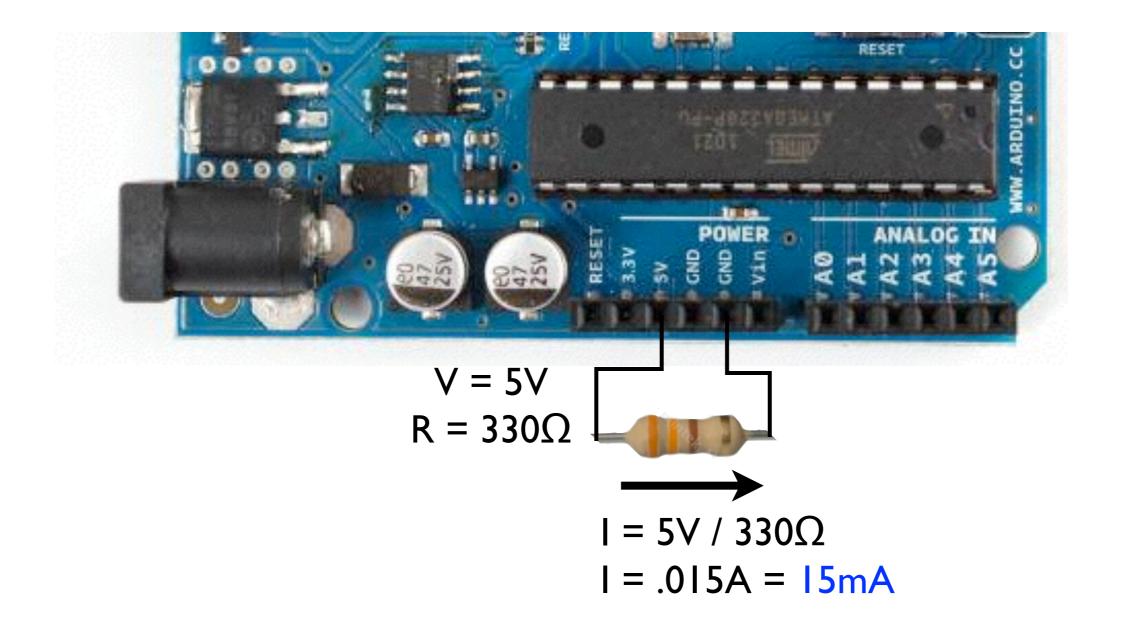
## Voltage and Current

- Current = rate at which electric charge flows through a wire/circuit
- Measured in amps (A) or milliamps (mA)

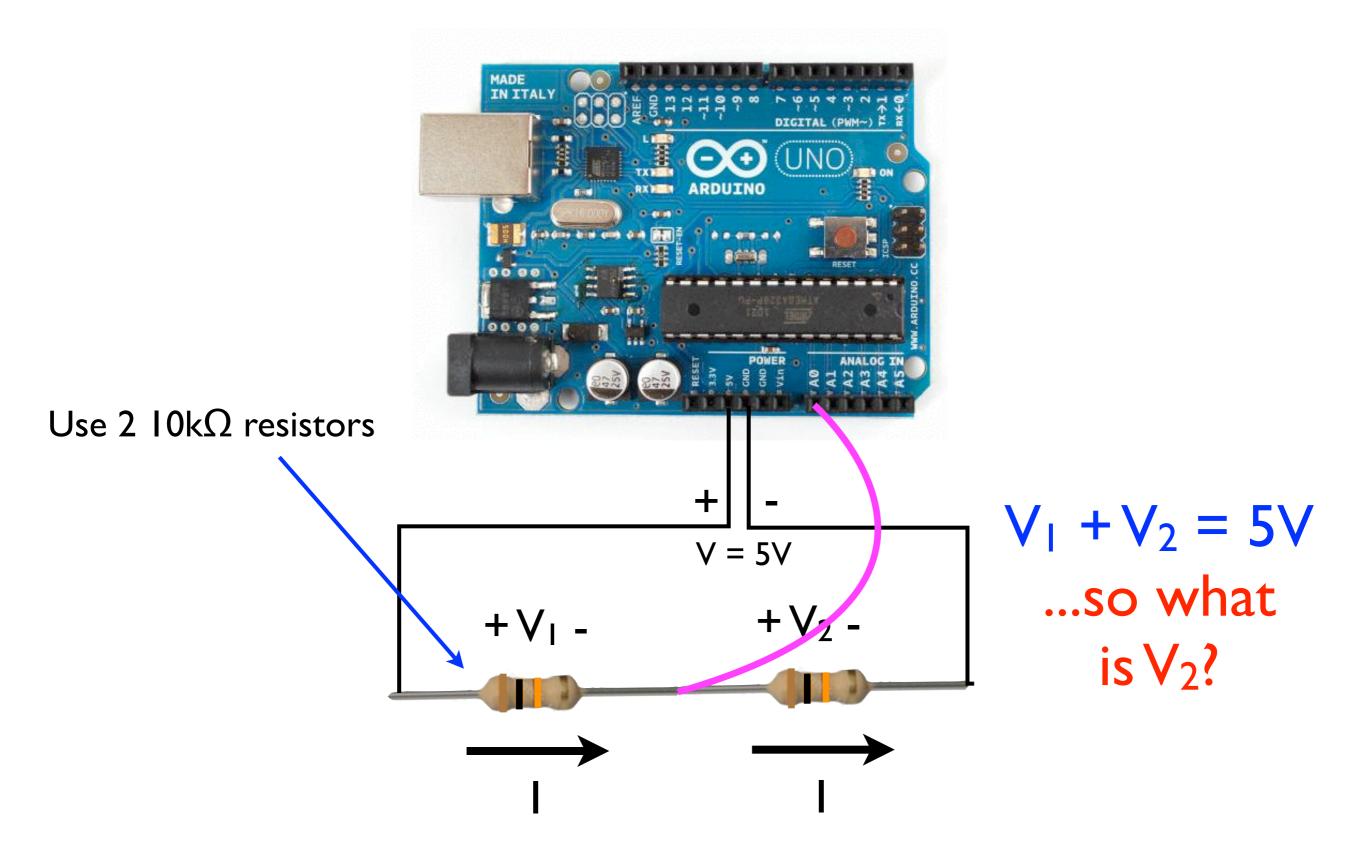


### V = IR

- Ohm's Law: voltage = current times resistance
- Equivalently: I = V/R



#### Series and Parallel



#### Series and Parallel

$$V = IR$$

$$V_{1} + V_{2} = 5V$$

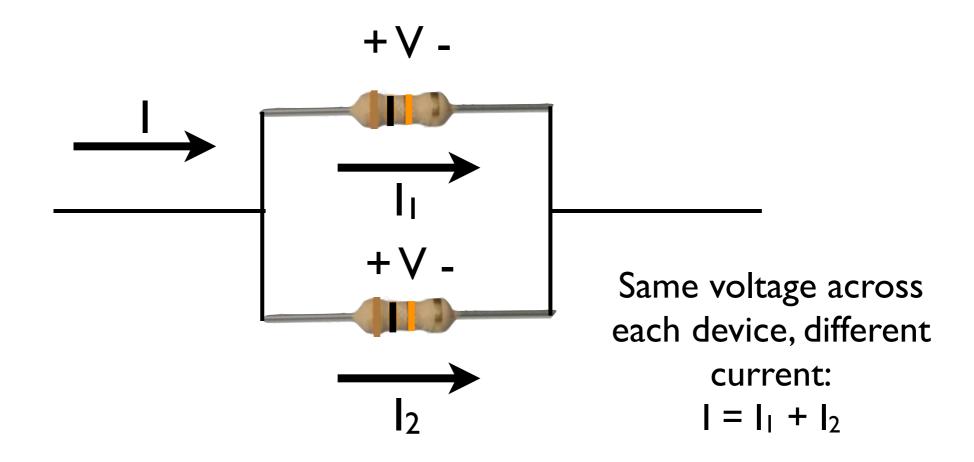
$$IR_{1} + IR_{2} = 5V$$

$$I = 5V / (R_{1} + R_{2}) = 5V / 20k\Omega = 0.25mA$$

$$V_{2} = IR_{2} = 2.5V$$

$$V = 5V$$

#### Series and Parallel



- Handy rules for series and parallel resistors:
  - In series:  $R_{total} = R_1 + R_2$
  - In parallel:  $R_{total} = (R_1R_2) / (R_1 + R_2)$

### Resistors and LEDs

For LEDs, always the same voltage drop across the device.

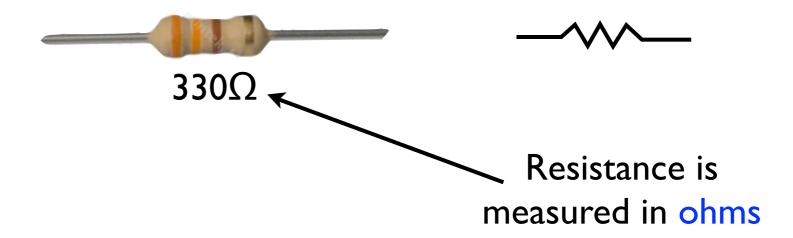
About I.7V for a red LED  $330\Omega$ pin 9 resistor So how much voltage across GND (ground)

...and how much current?

the resistor if pin 9 is at 5V?

#### Resistors

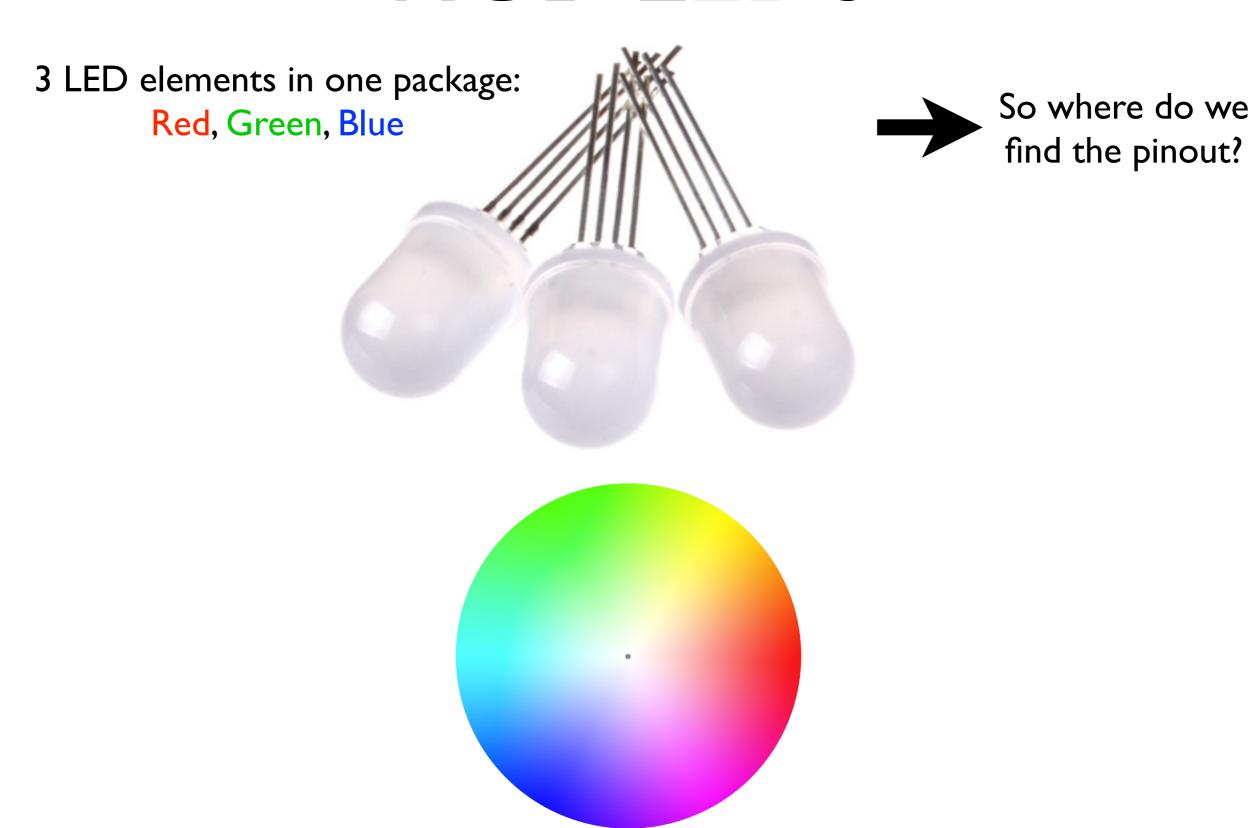
...resist the flow of electric current



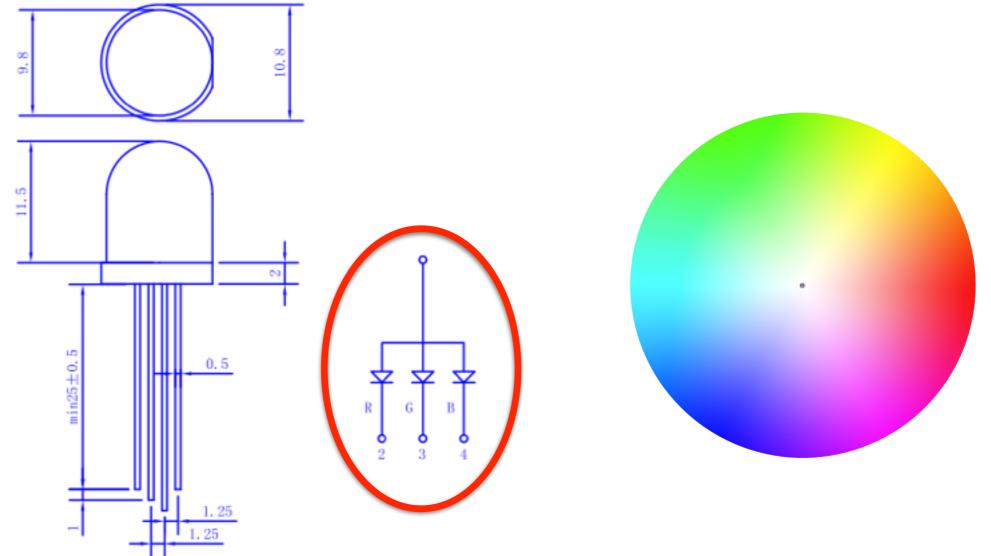
Color	1st	2nd	Multiplier	Tolerance
Black	0	0	1	
Brown	1	1	10	±1%
Red	2	2	100	±2%
Orange	3	3	1,000	
Yellow	4	4	10,000	Fig. 1
Green	5	5	100,000	±0.5%
Blue	6	6	1,000,000	±0.25%
Violet	7	7	10,000,000	±0.1%
Gray	8	8	100,000,000	±0.05%
White	9	9	1,000,000,000	1.2.5
Gold			0.10	±5%
Silver			0.01	±10%
None				±20%

Resistor Colour Code

#### RGB LEDs



#### RGB LEDs

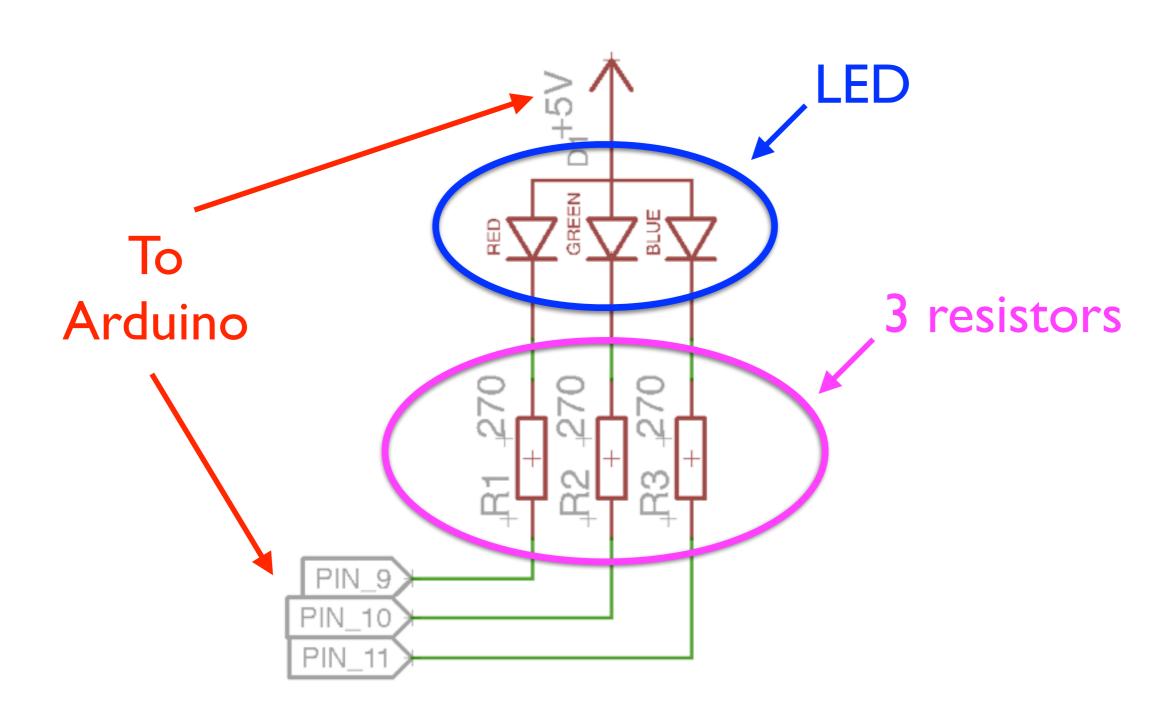


PIN2 RED COLOR DICE PIN3 GREEN COLOR DICE PIN4 BLUE COLOR DICE

□ 0.5 SQUARE\*2

Notice: common anode means the positive side of each LED is shared.

## RGB LEDs



# Fading sketch

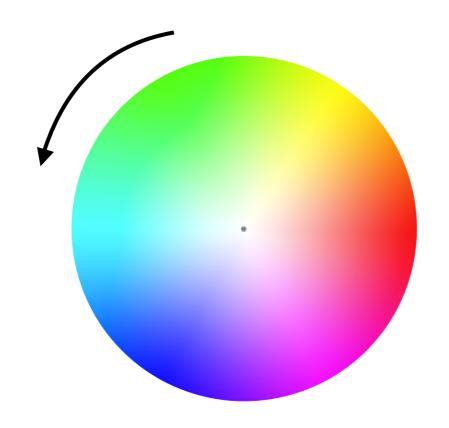
```
analogWrite()
```

What is the range of values?

```
for(start; finish; increment) {
   // stuff in the loop
}
```

```
Fading | Arduino 1.0-rc1
\Theta \Theta \Theta
  Fading
int ledPin = 9;
                   // LED connected to digital pin 9
void setup() {
 // nothing happens in setup
void loop() {
 // fade in from min to max in increments of 5 points:
 for(int fadeValue = 0 ; fadeValue ← 255; fadeValue +=5) {
   // sets the value (range from 0 to 255):
   analogVrite(ledPin, fadeValue);
   // wait for 30 milliseconds to see the dimming effect
   delay(30);
 // fade out from max to min in increments of 5 points:
 for(int fadeValue = 255 ; fadeValue >= 0; fadeValue -=5) {
   // sets the value (range from 0 to 255):
   analogWrite(ledPin, fadeValue);
   // wait for 30 milliseconds to see the dimming effect
   delay(30);
                     Arduino Duemilanove w/ ATmega328 on /dev/tty.usbserial-A9007ONC
```

# Task: change the Fading sketch to cycle through all the colours



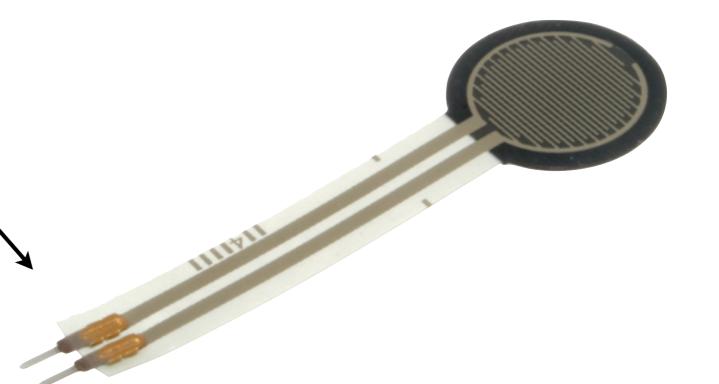
## Using an FSR\*

\* Force-Sensing Resistor

The FSR changes its resistance according to the amount of force exerted on it

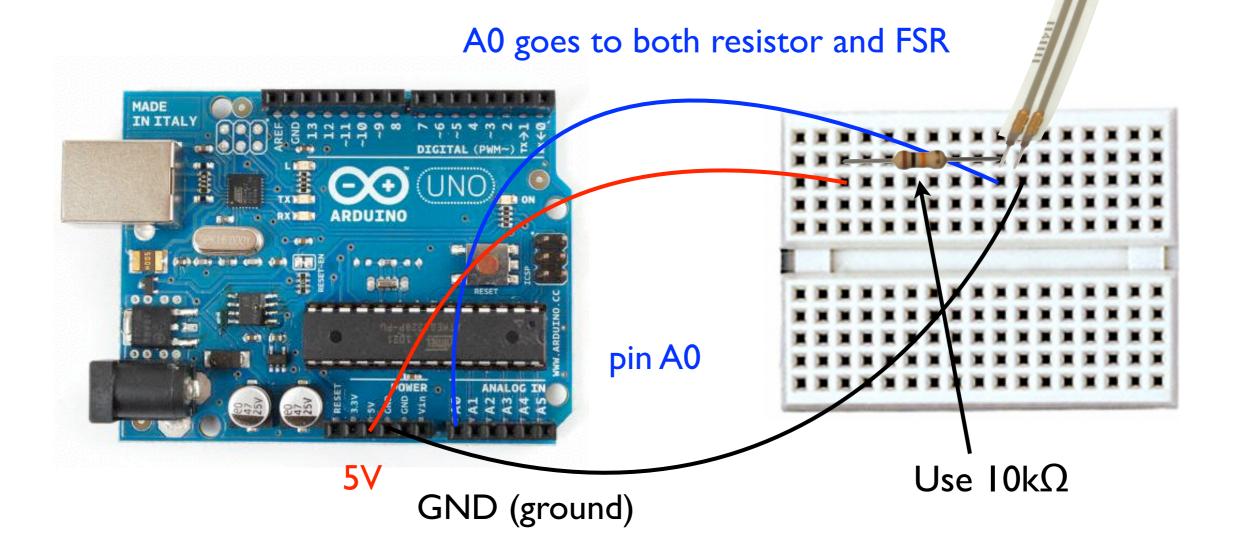
How should we hook it up??

How should we hook it up so we get a changing voltage?



## Using an FSR\*

\* Force-Sensing Resistor



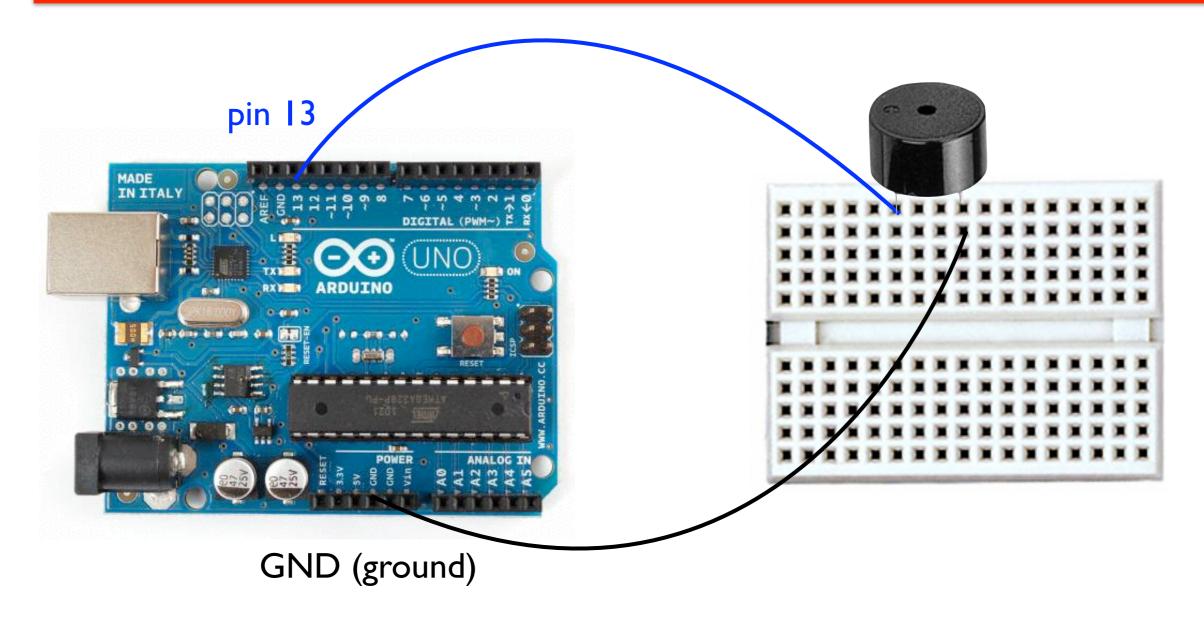
Use AnalogReadSerial sketch

## Connect the speaker

Important: 2 types of speaker!

We are using a piezo buzzer: connects directly to Arduino Standard (larger) speakers need special circuitry to drive





#### Upload the Blink sketch

What does this sound like?

And what does this sound like?

```
\Theta \Theta \Theta
                             Blink | Arduino 1.0-rc1
   Blink
  Blink
  Turns on an LED on for one second, then off for one second, repeatedly.
  This example code is in the public domain.
 */
void setup() {
  // initialize the digital pin as an output.
  // Pin 13 has an LED connected on most Arduino boards:
  pinMode(13, OUTPUT);
 void loop() {
  digitalWrite(13, HIGH); // set the LED on
  delay(1000);
                             // wait for a second
  digitalWrite(13, LOW);
                           // set the LED off
  delay(1000);
                             // wait for a second
Upload canceled.
Binary sketch size: 1026 bytes (of a 30720 byte maximum)
                      Arduino Duemilanove w/ ATmega328 on /dev/tty.usbserial-A9007ONC
```