CONTROLING LEDS

BASIC BLINK

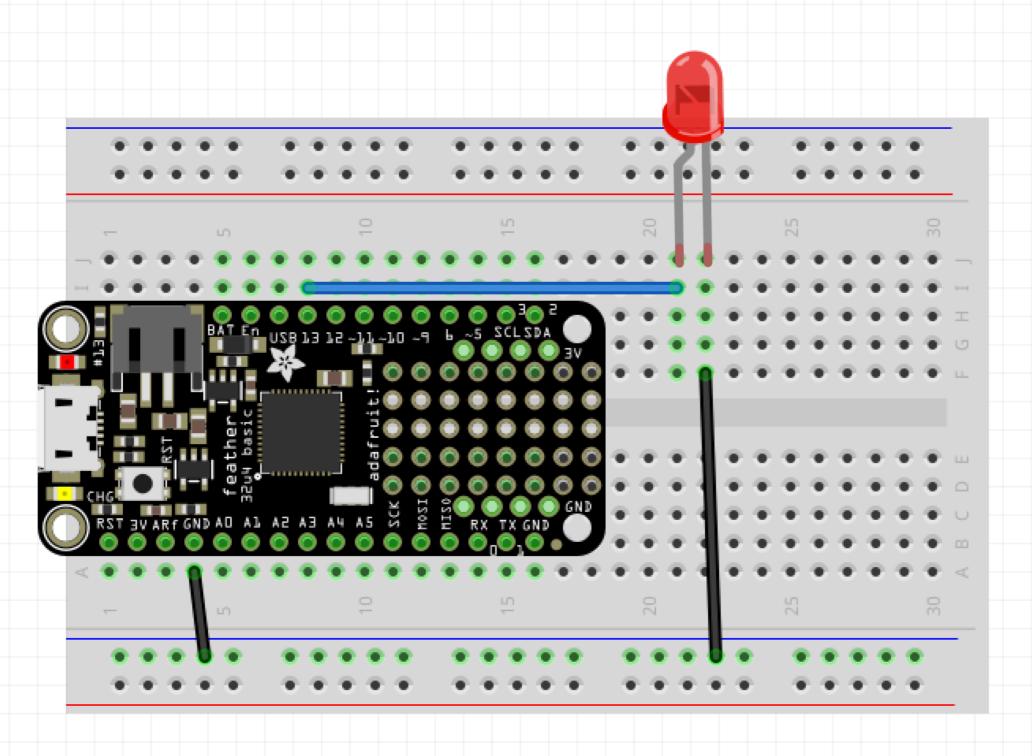
```
blink | Arduino 1.8.10
 blink
 1 const int LED_PIN = 13;
 3 void setup() {
    pinMode(LED_PIN, OUTPUT);
 5}
 7 void loop() {
    digitalWrite(LED_PIN, HIGH);
 8
    delay(1000);
10
11
    digitalWrite(LED_PIN, LOW);
12
    delay(1000);
13 }
```

Adafruit Feather 32u4 on /dev/cu.usbmodem14101

BLINK

Try changing the blink frequency, then try creating a pattern.

BLINK 2 (FEATHER)

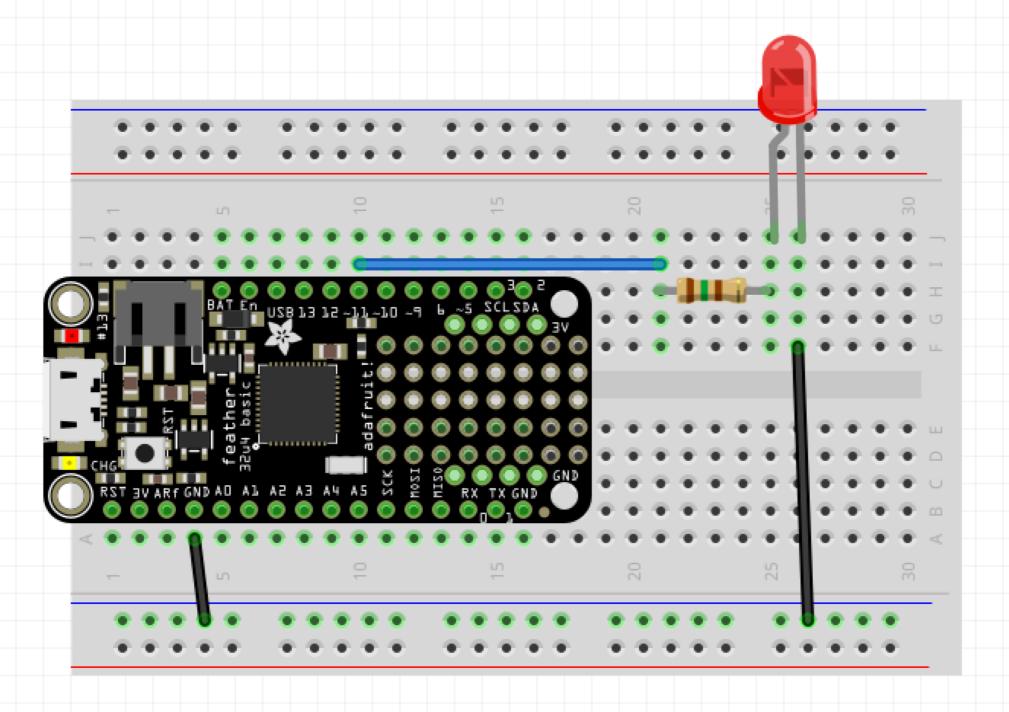


```
blink | Arduino 1.8.10
 blink
 1 const int LED_PIN = 13;
 3 void setup() {
     pinMode(LED_PIN, OUTPUT);
 5}
 7 void loop() {
    digitalWrite(LED_PIN, HIGH);
    delay(1000);
10
11
    digitalWrite(LED_PIN, LOW);
12
    delay(1000);
13}
```

BLINK 2 (it's the same)

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BLINK 3



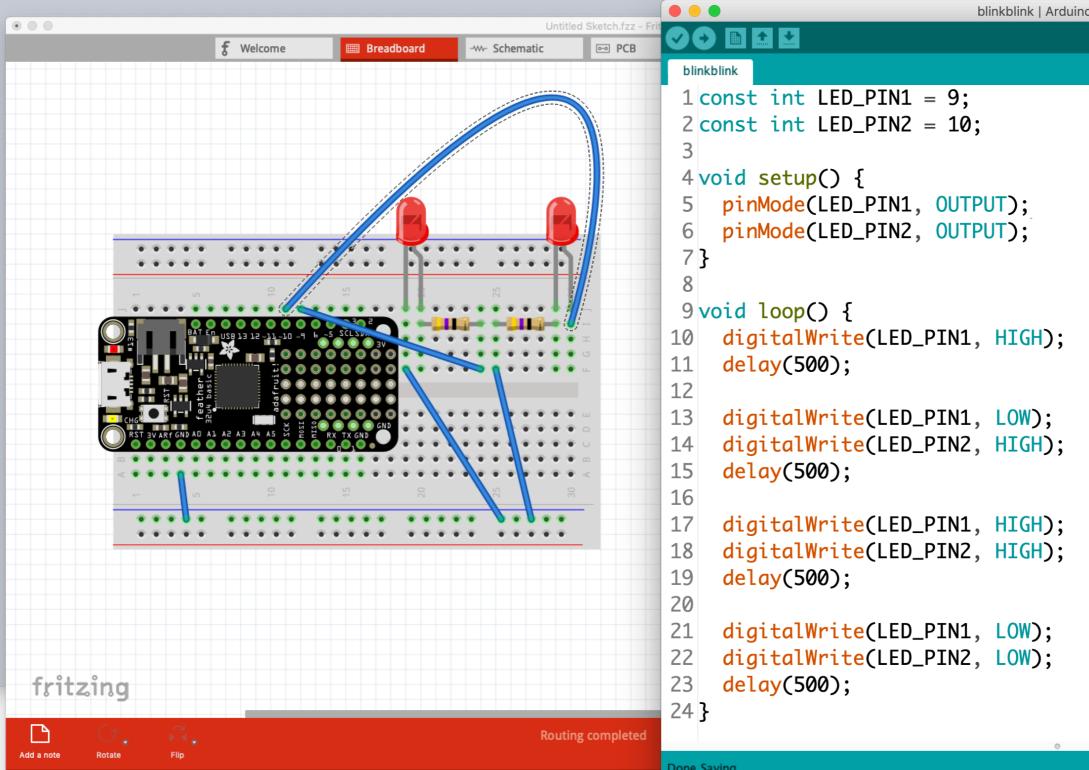
blink | Arduino 1.8.10 blink § 1 const int LED_PIN = 11; 3 void setup() { pinMode(LED_PIN, OUTPUT); 5} 7 void loop() { digitalWrite(LED_PIN, HIGH); 8 delay(1000); 10 11 digitalWrite(LED_PIN, LOW); 12 delay(1000); 13} 14

BLINK 3

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Try connecting more LEDs to other pins. What patterns can you create? What limits/complications are caused by using the <u>delay</u> function?

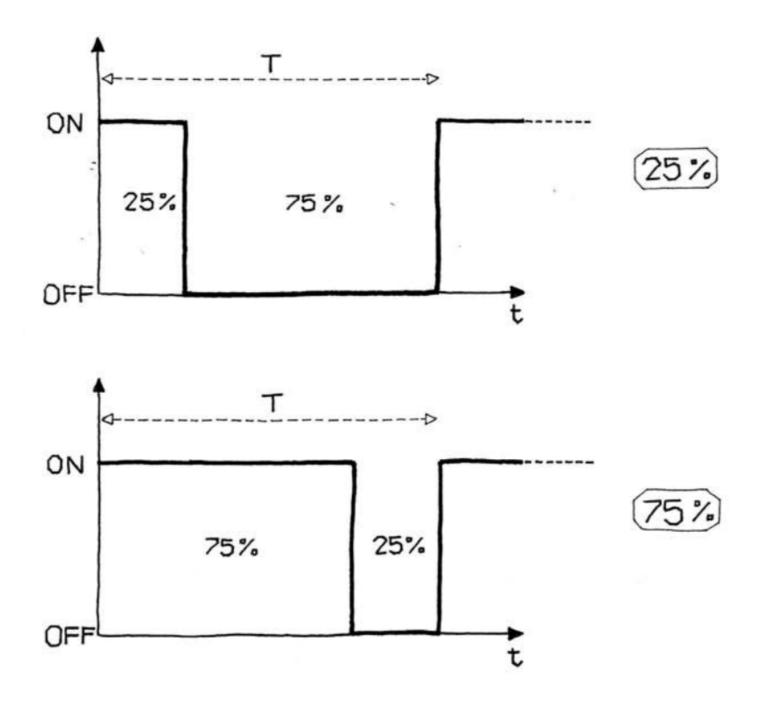




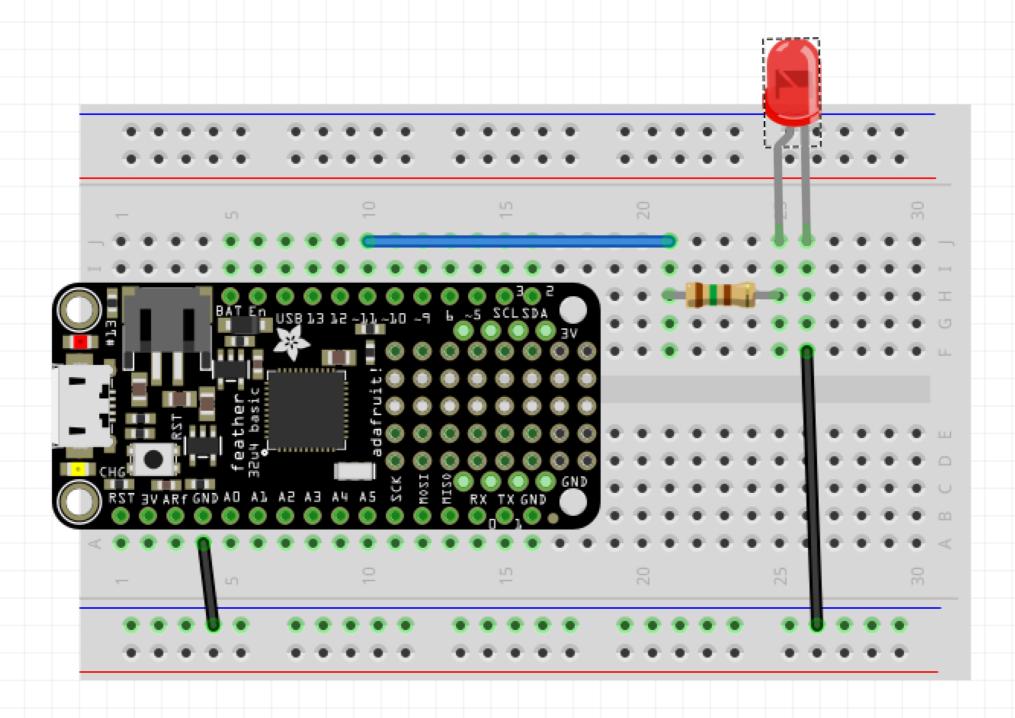
Done Saving.

FADE LEDS WITH PULSE WIDTH MODULATION

PULSE WIDTH MODULATION



PWM LED

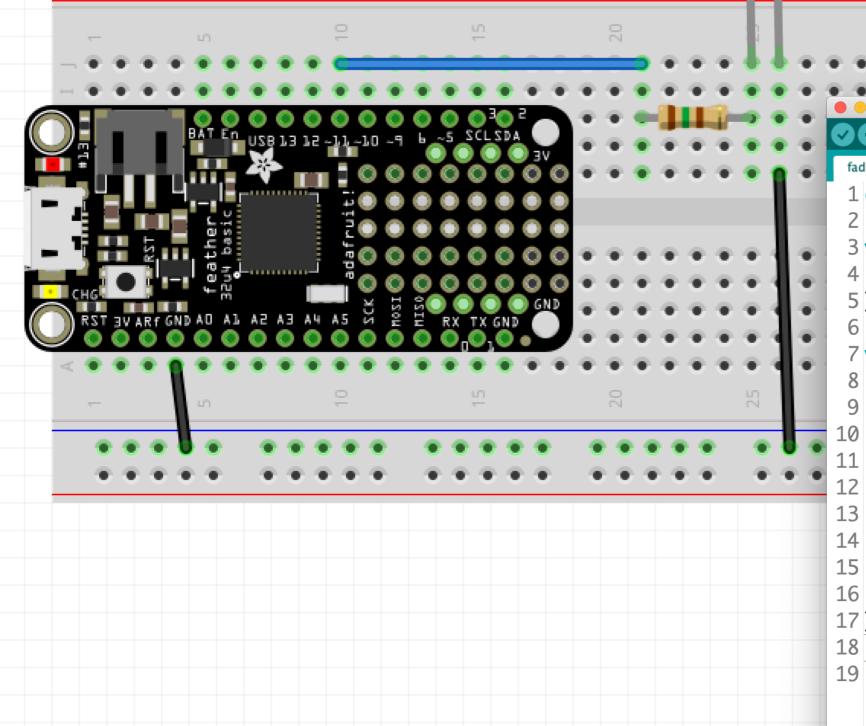


Adafruit Feather 32u4 on /dev/cu.usbmodem14101

PWM LED

PWM LED

fade | Arduino 1.8.10



```
fade
 1 const int LED_PIN = 11;
3 void setup() {
    pinMode(LED_PIN, OUTPUT);
5 }
7 void loop() {
   for (int i = 0; i <= 255; i+=5) {
      analogWrite(LED_PIN, i);
      delay(20);
11
12
    for (int i = 255; i >= 0; i-=5) {
13
      analogWrite(LED_PIN, i);
14
15
      delay(20);
   }
16
17 }
```