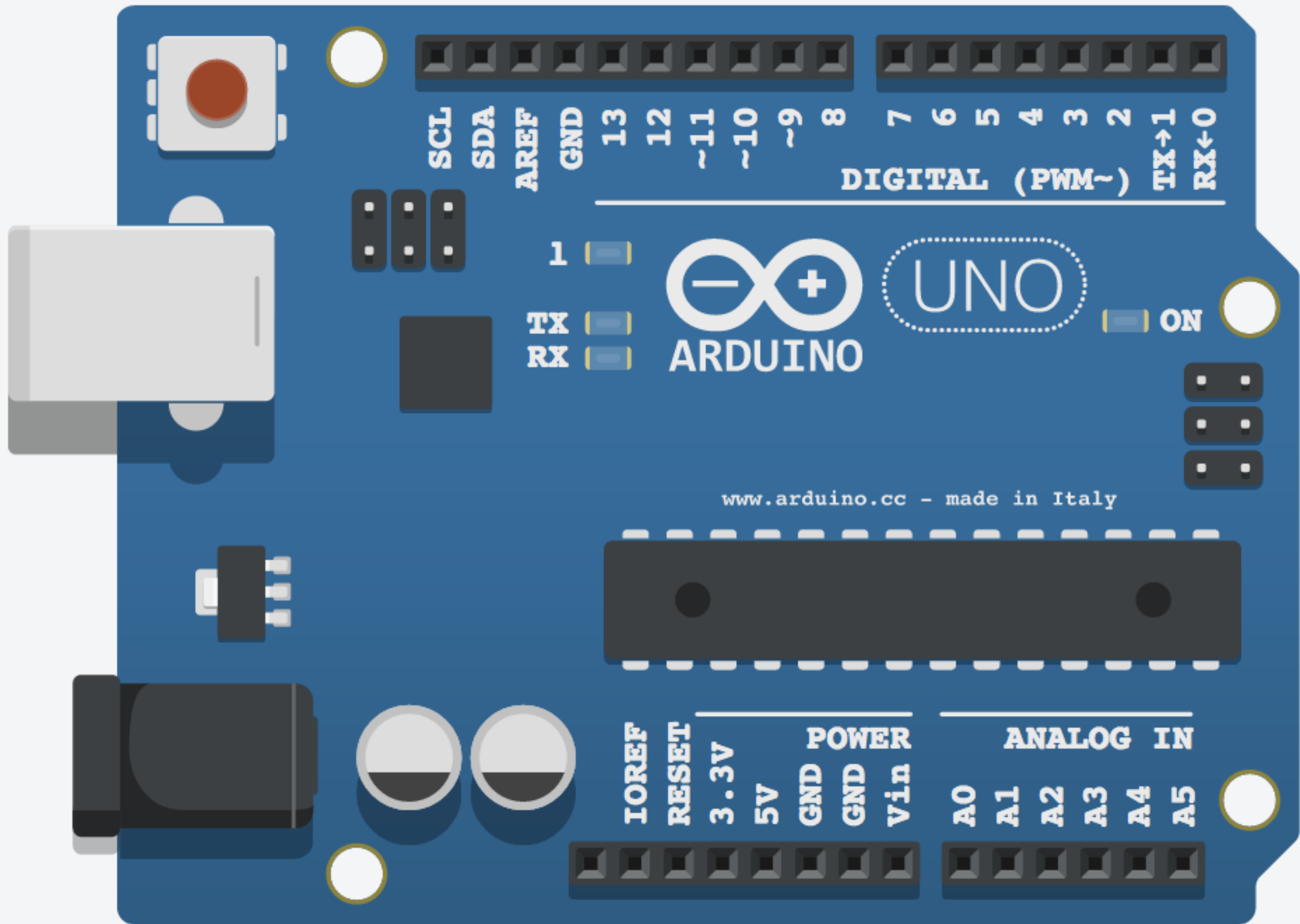
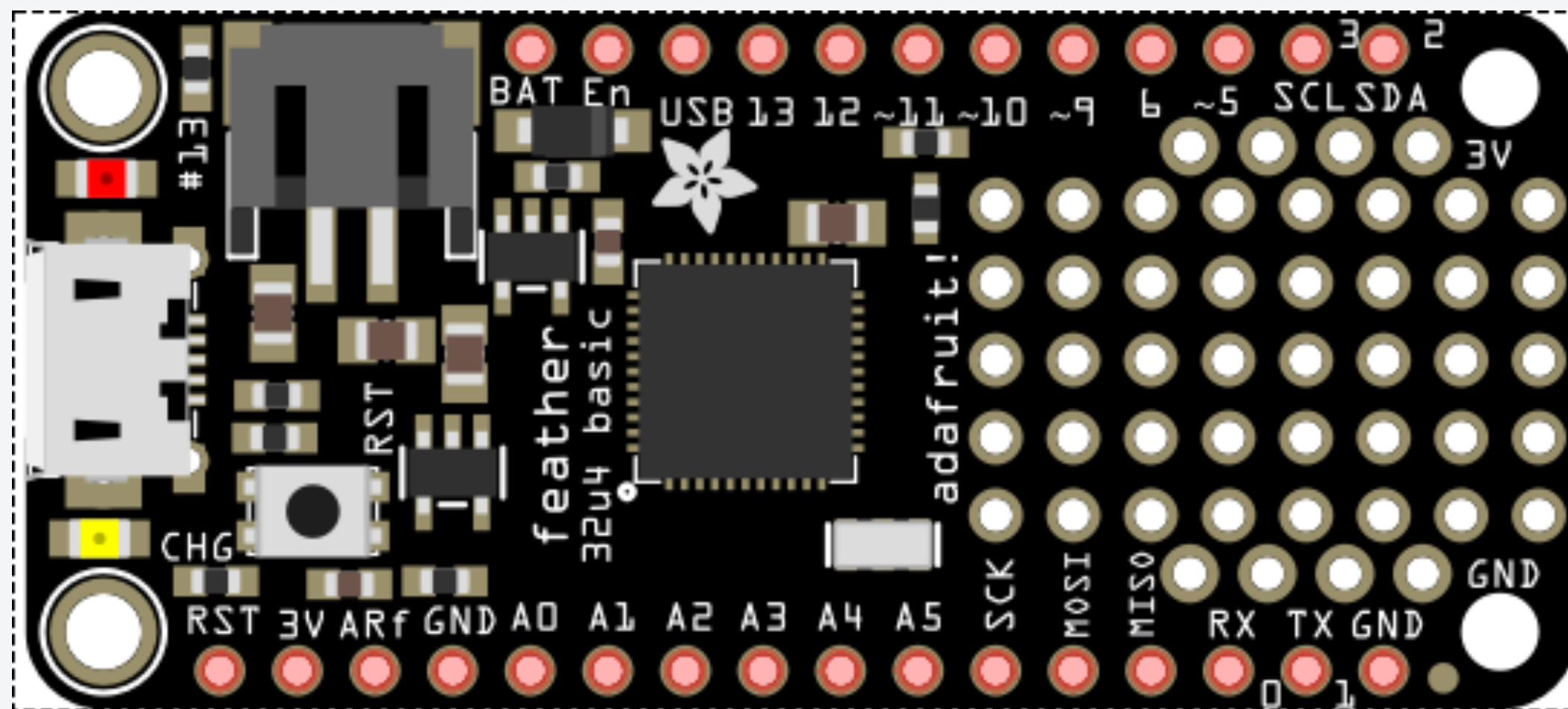


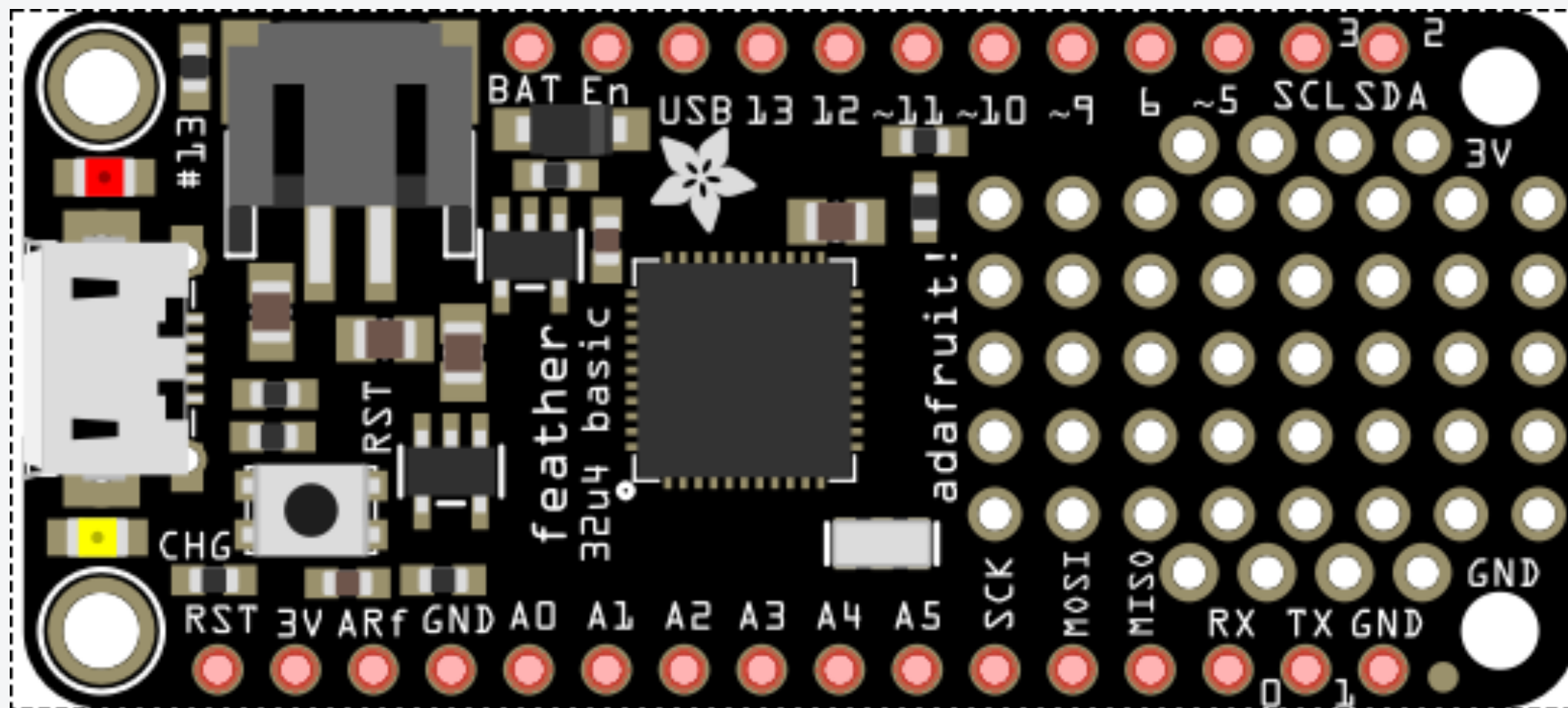
ARDUINO

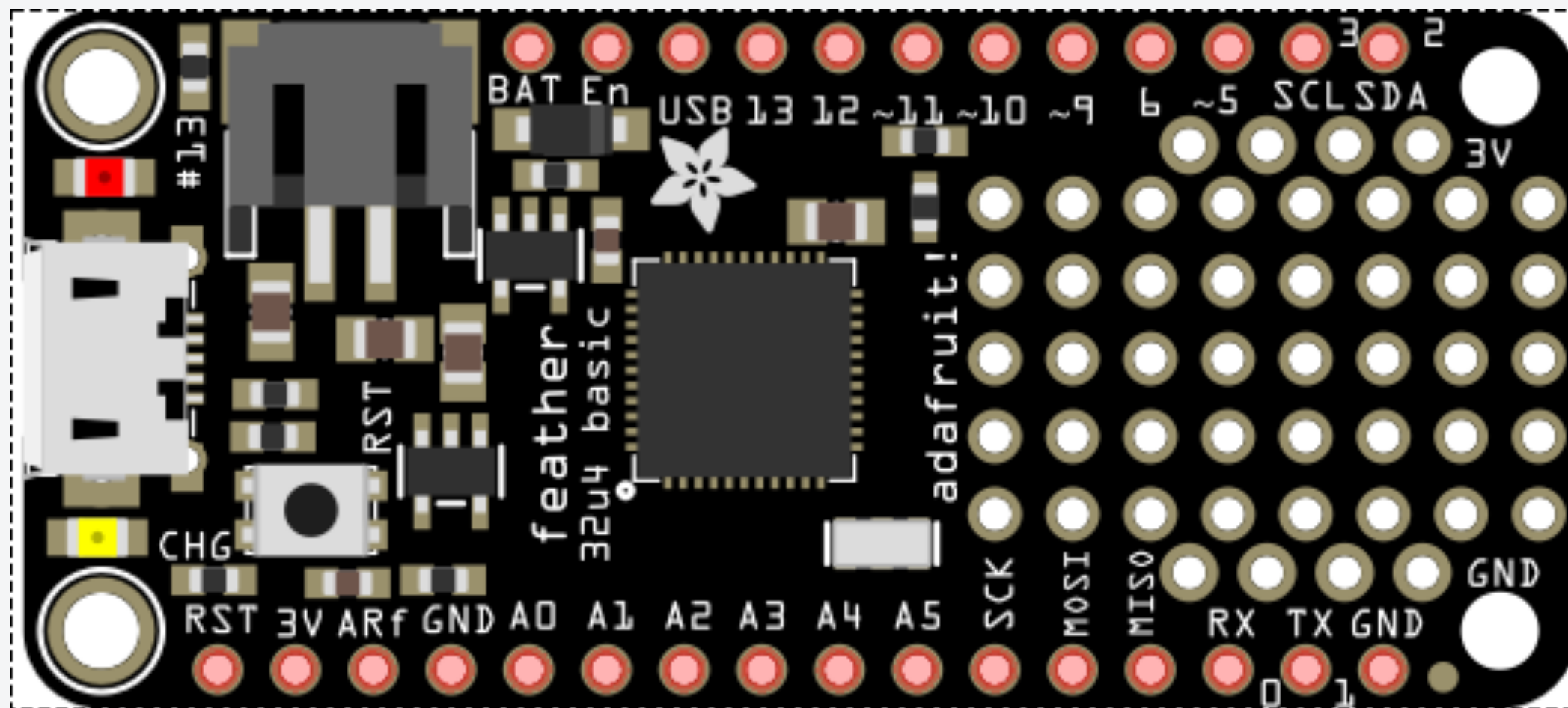
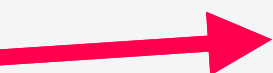
~~ARDUINO~~

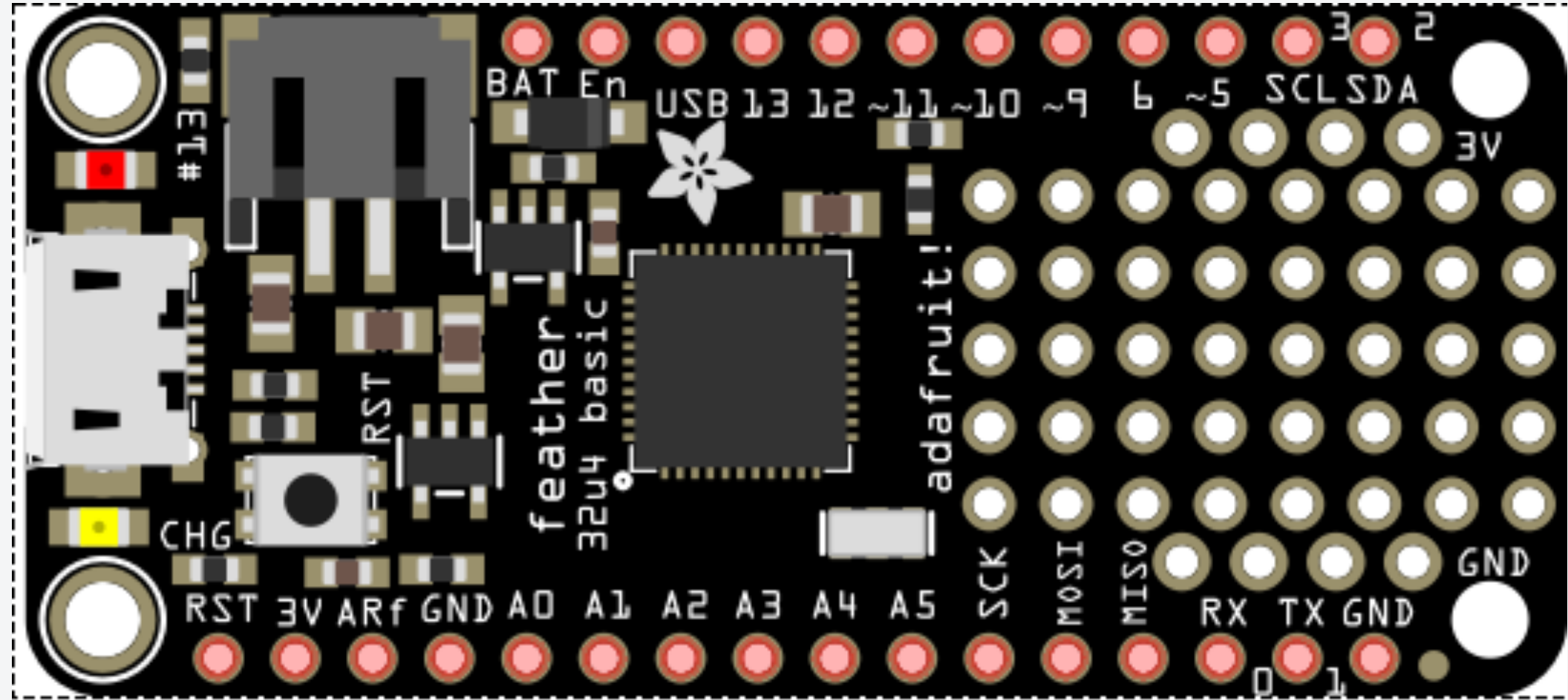
FEATHER 32U4

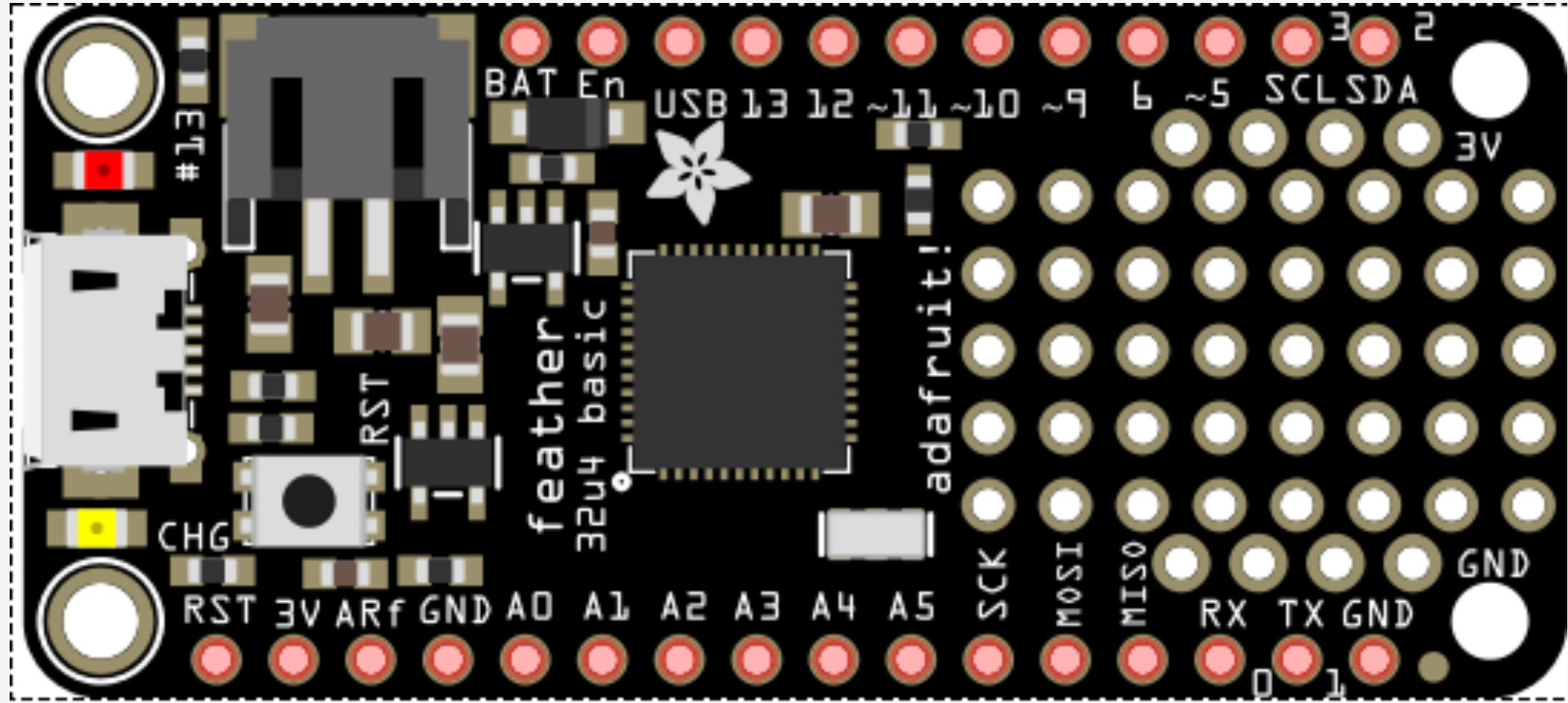


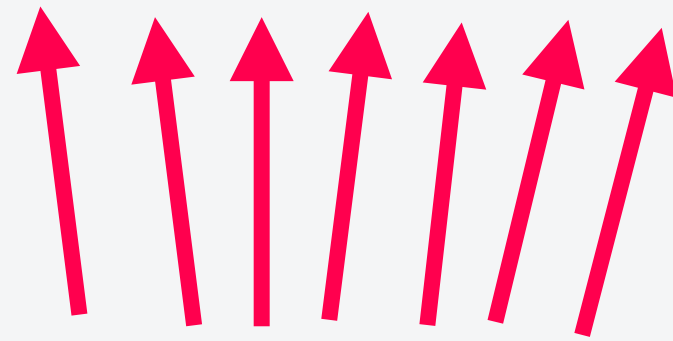
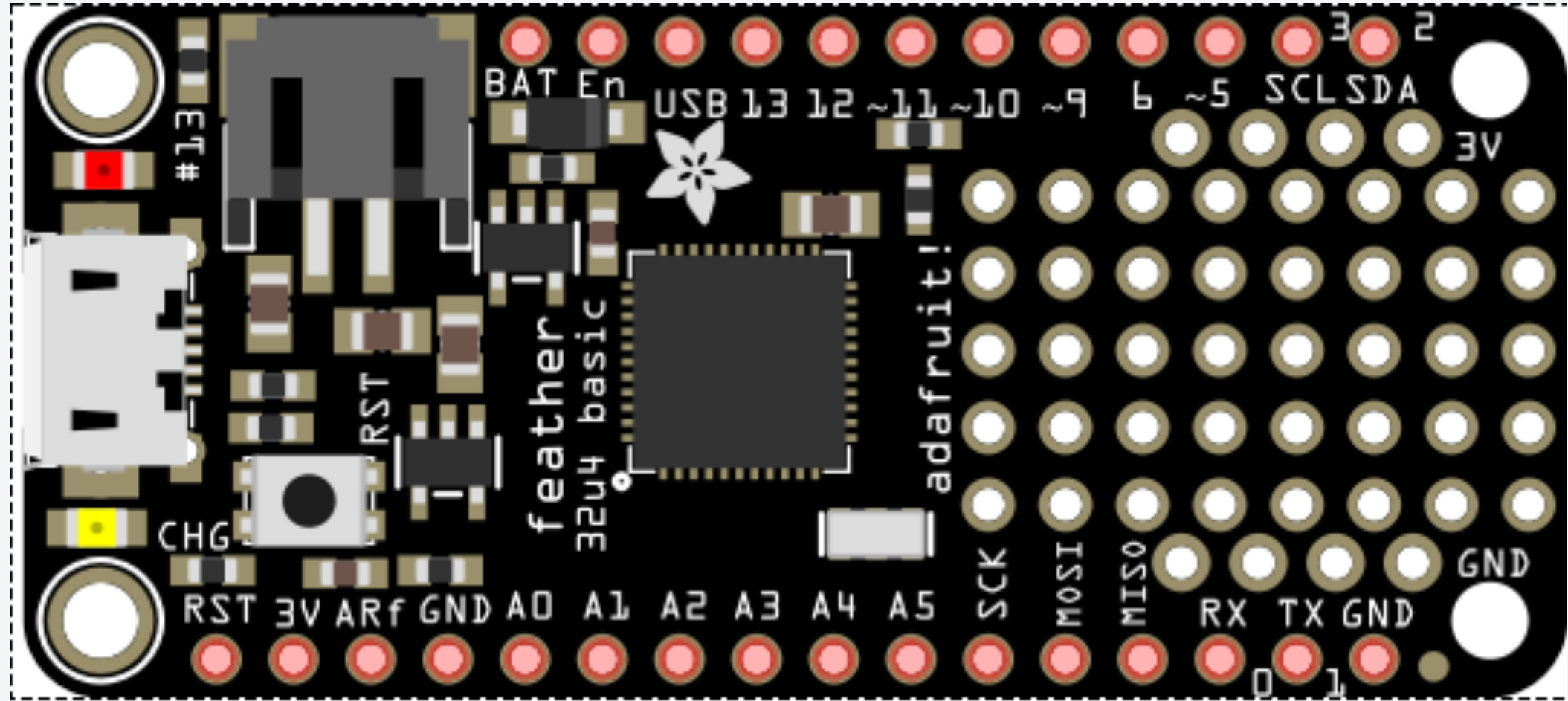


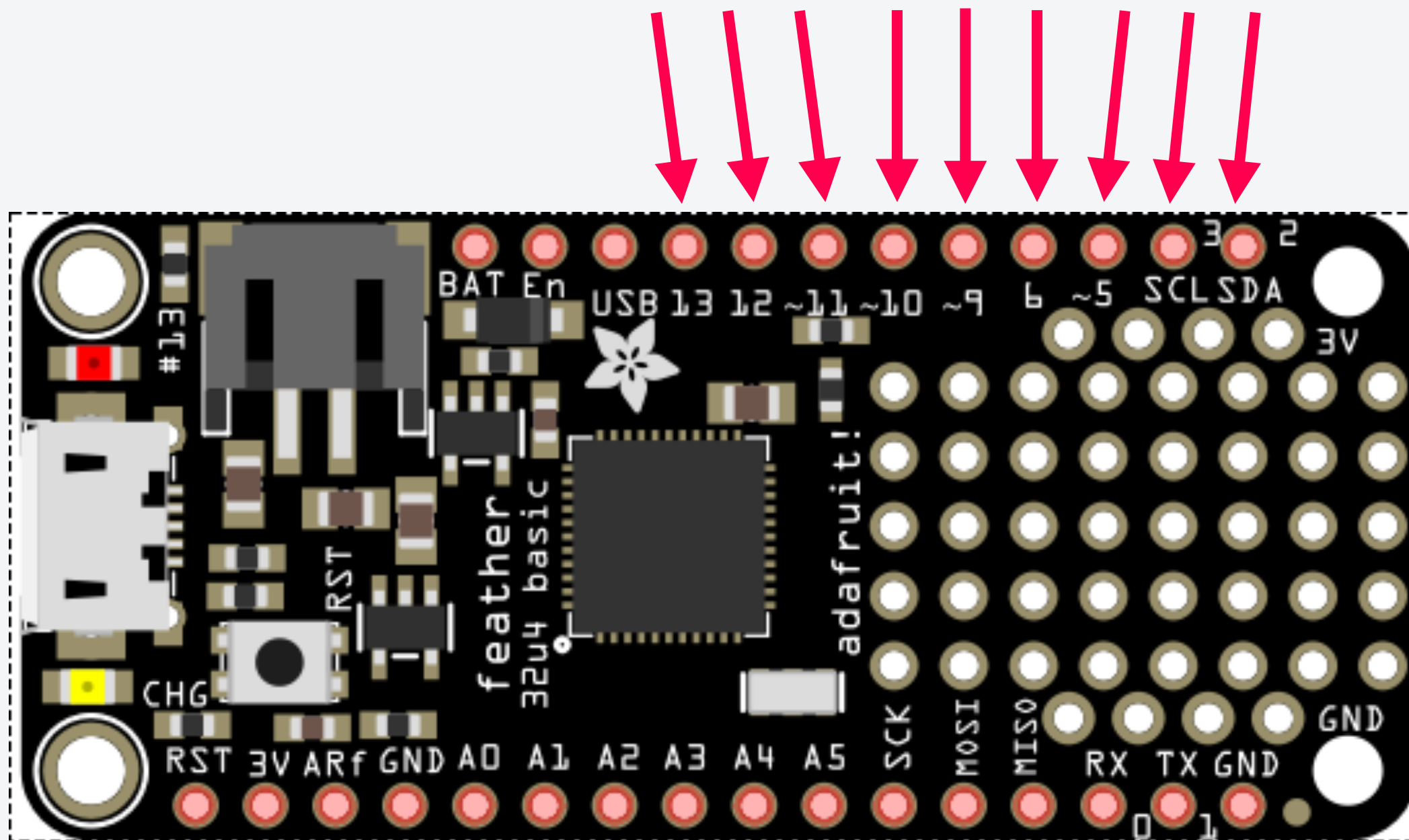


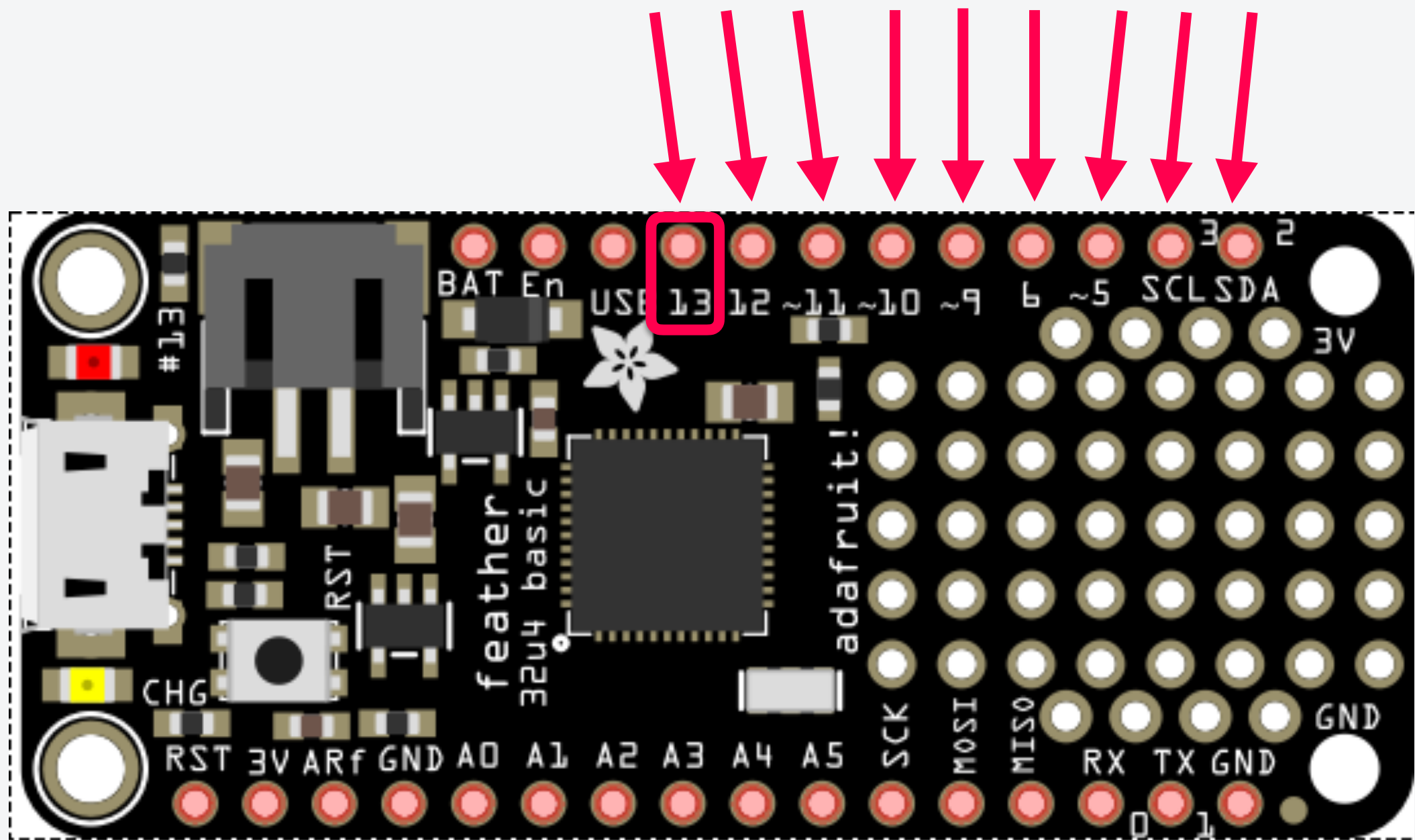












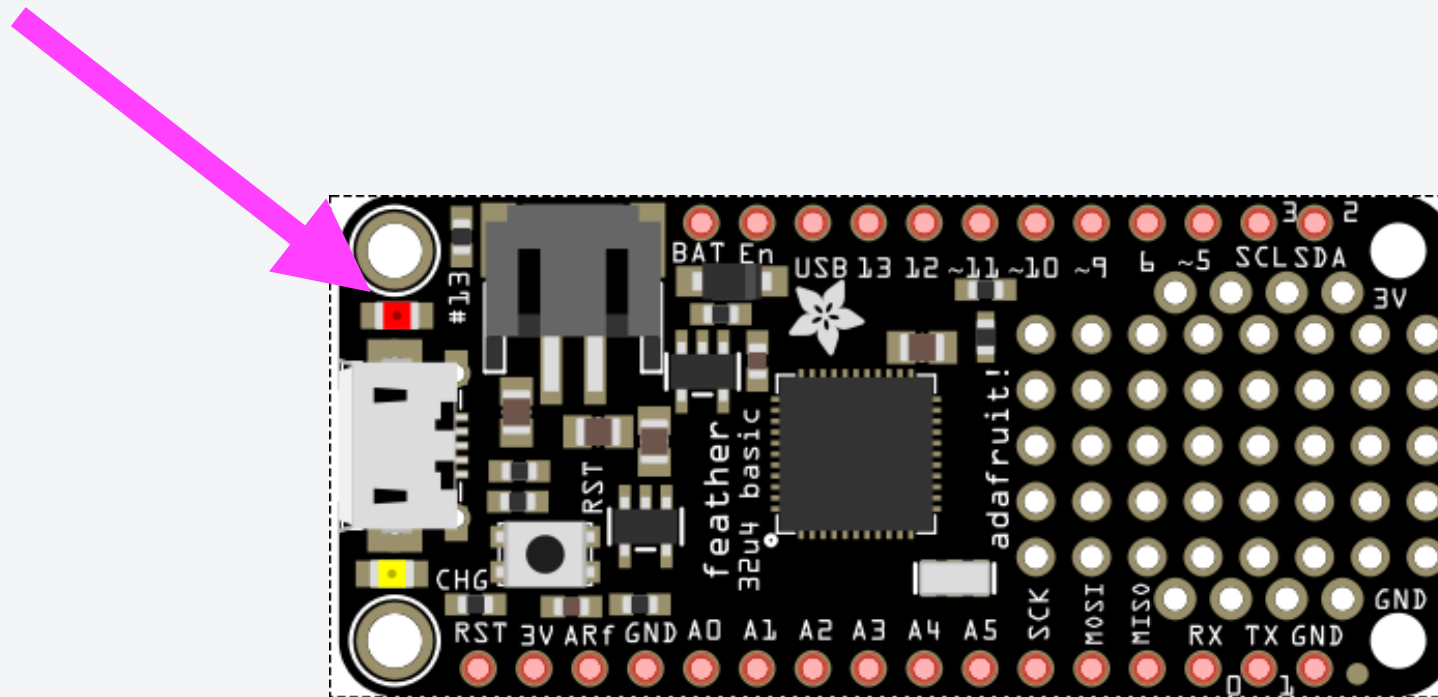
First up, installing the IDE and Feather Support

<https://www.arduino.cc/en/software/#ide>

<https://learn.adafruit.com/adafruit-feather-32u4-basic-proto/arduino-ide-setup>

HELLO LED!

BLINK



BLINK



The image shows the Arduino IDE interface with the 'Blink' sketch loaded. The title bar reads 'Blink | Arduino 1.6.7'. The toolbar at the top includes icons for checking, running, saving, and uploading. The sketch is named 'Blink §'. The code is as follows:

```
const int LED = 13;

void setup() {
  pinMode(LED, OUTPUT);
}

void loop() {
  // turn the LED on (HIGH is the voltage level)
  digitalWrite(LED, HIGH);

  // wait for a second
  delay(1000);

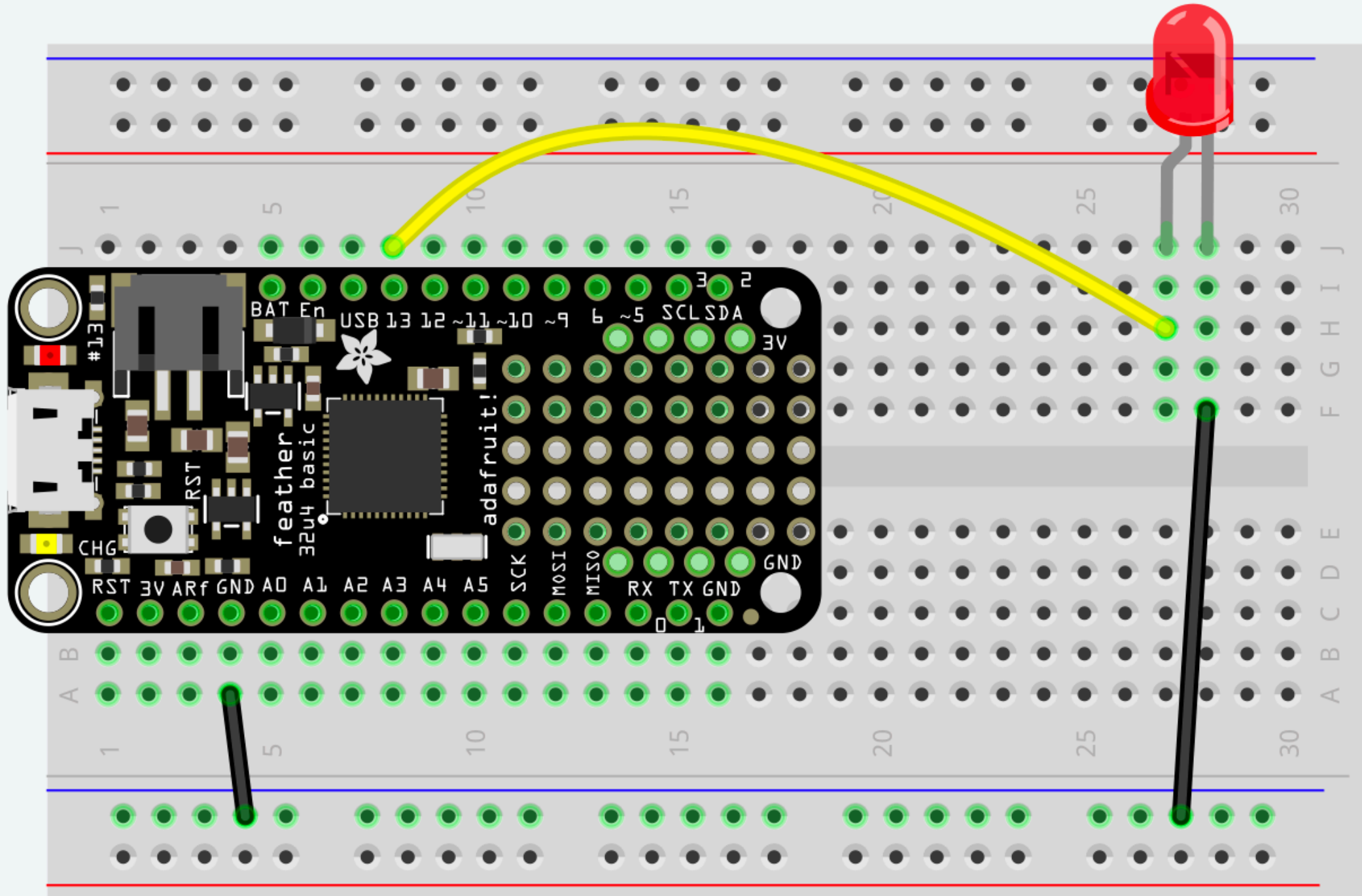
  // turn the LED off by making the voltage LOW
  digitalWrite(LED, LOW);


  // wait for a second
  delay(1000);
}
```

Below the code editor, a status bar indicates 'Auto Format finished.' and a large black area represents the serial monitor. At the bottom, the status bar shows '3' and 'Arduino/Genuino Uno on /dev/cu.usbmodem1411'.

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

BLINK 2



A screenshot of the Arduino IDE interface. The title bar at the top reads "Blink | Arduino 1.6.7". Below the title bar is a toolbar with icons for checking, running, uploading, and downloading. The main text area contains the following code:

```
const int LED = 13;

void setup() {
  pinMode(LED, OUTPUT);
}

void loop() {
  // turn the LED on (HIGH is the voltage level)
  digitalWrite(LED, HIGH);

  // wait for a second
  delay(1000);

  // turn the LED off by making the voltage LOW
  digitalWrite(LED, LOW);

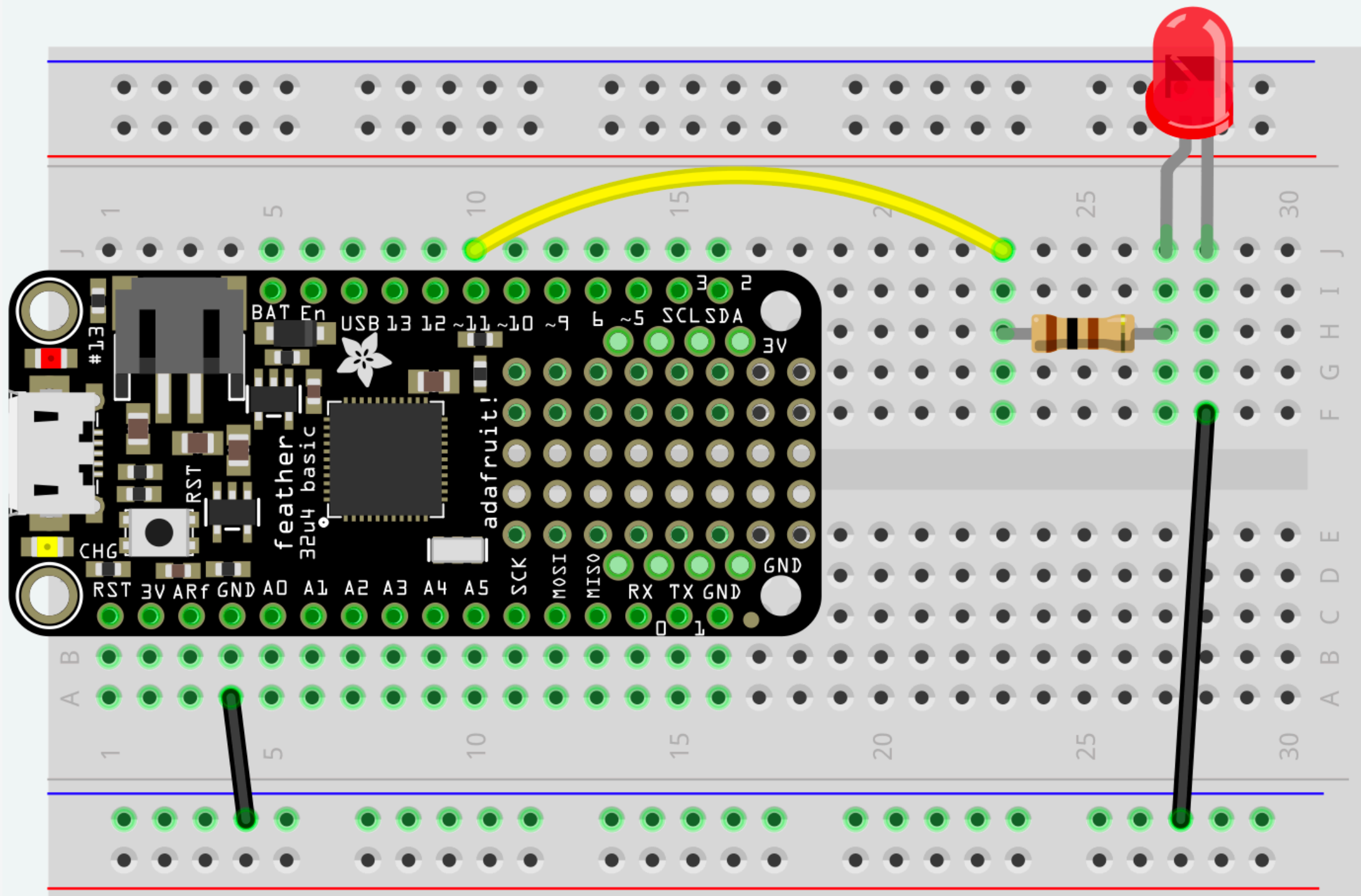
  // wait for a second
  delay(1000);
}
```

A status bar at the bottom of the text area says "Auto Format finished.". At the very bottom of the window, a status bar shows the page number "3" on the left and the connection information "Arduino/Genuino Uno on /dev/cu.usbmodem1411" on the right.

BLINK 2

Notice
that the
code is the
same as
Blink 1

BLINK 3



* Resistor is 100Ω (Brown Black Brown)

BLINK 3

```
Blink | Arduino 1.8.5
Blink §
1 const int LED = 11;
2
3 void setup() {
4   pinMode(LED, OUTPUT);
5 }
6
7 void loop() {
8   digitalWrite(LED_BUILTIN, HIGH);
9   delay(1000);
10  digitalWrite(LED_BUILTIN, LOW);
11  delay(1000);
12 }
13
14
```

14

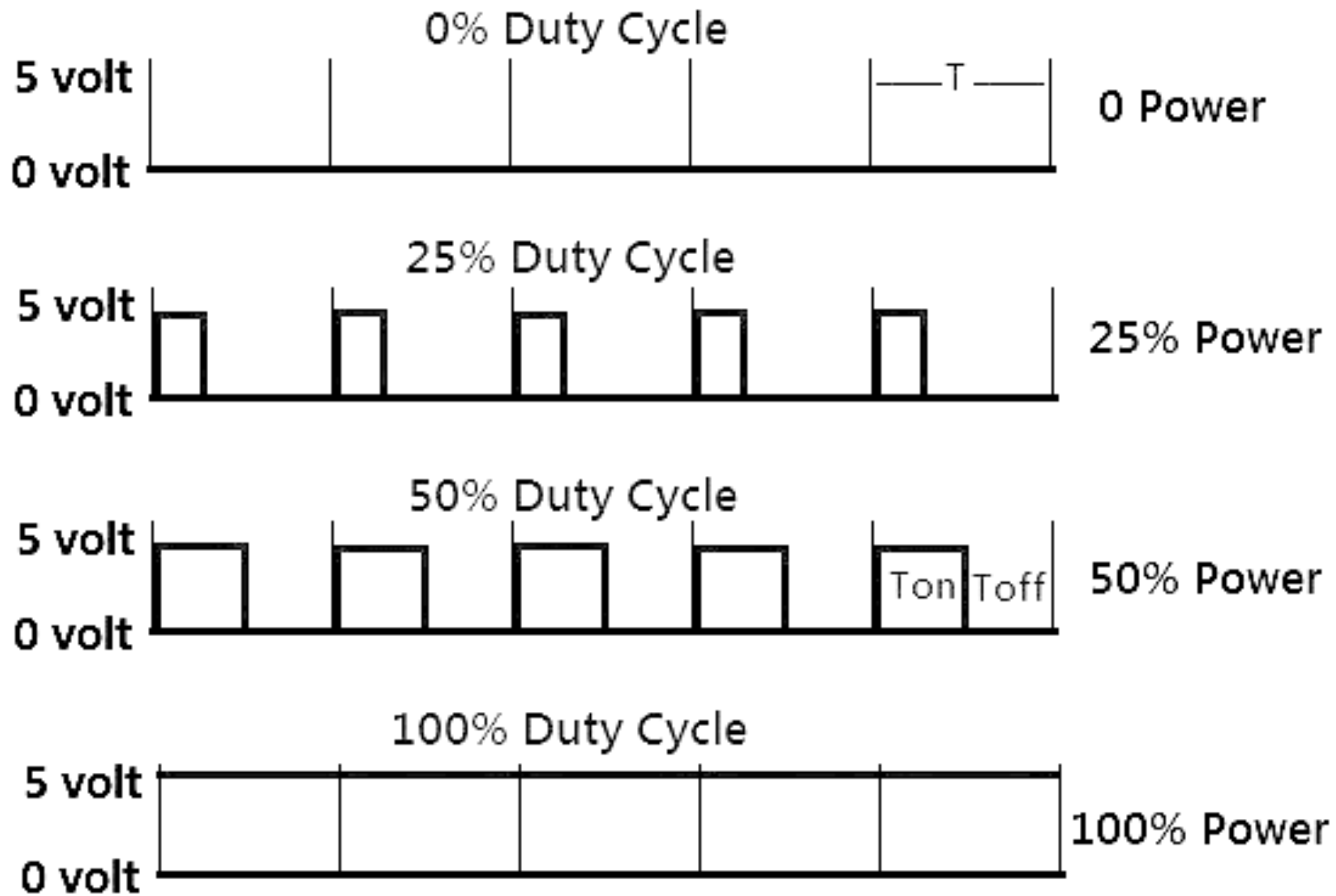
Adafruit ESP32 Feather, 80MHz, 921600, None on /dev/cu.SLAB_USBtoUART

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

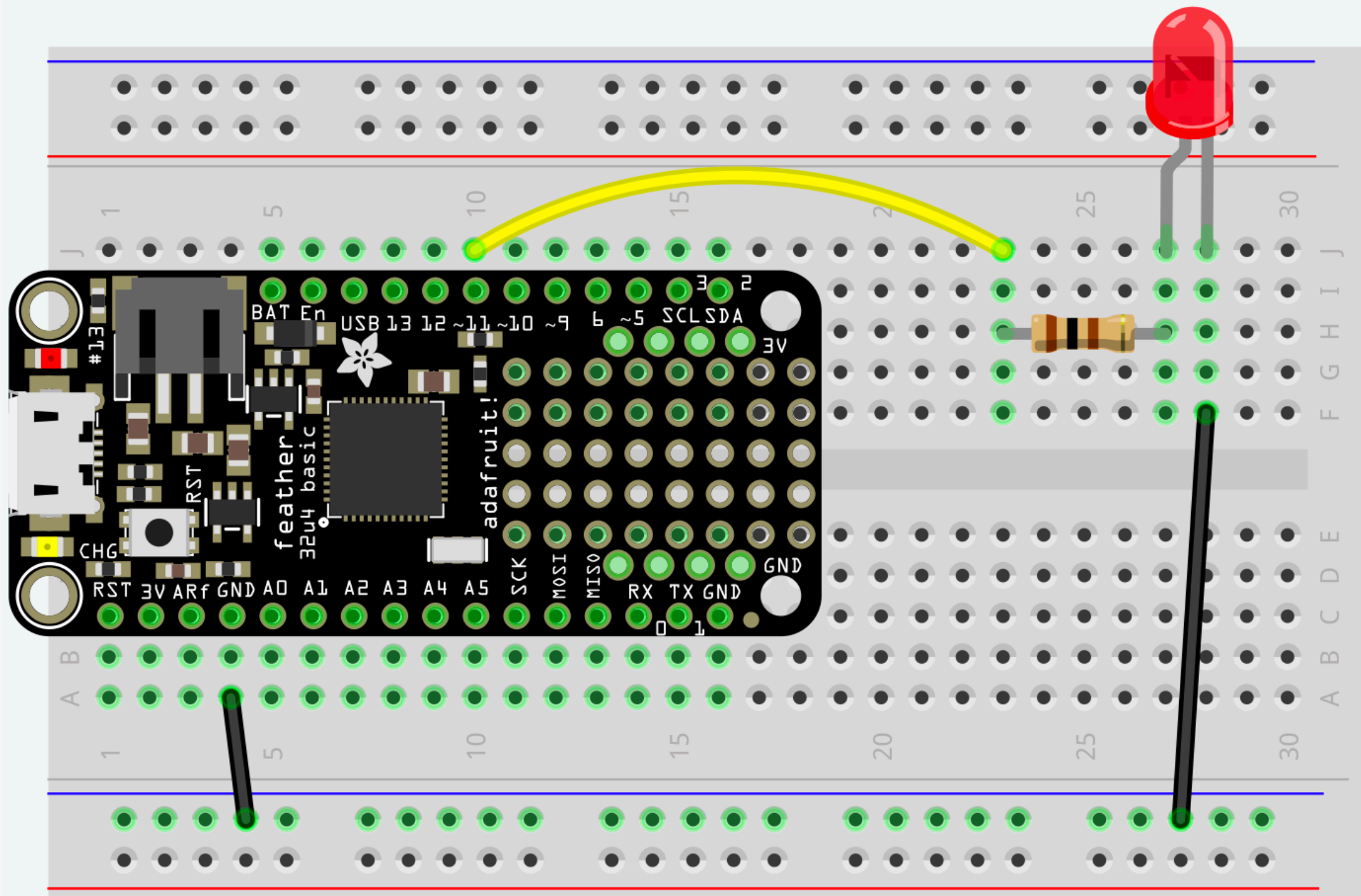
ANALOG OUT

(PULSE WIDTH MODULATION)

PULSE WIDTH MODULATION



PWM LED



* Resistor is 100Ω (Brown Black Brown)

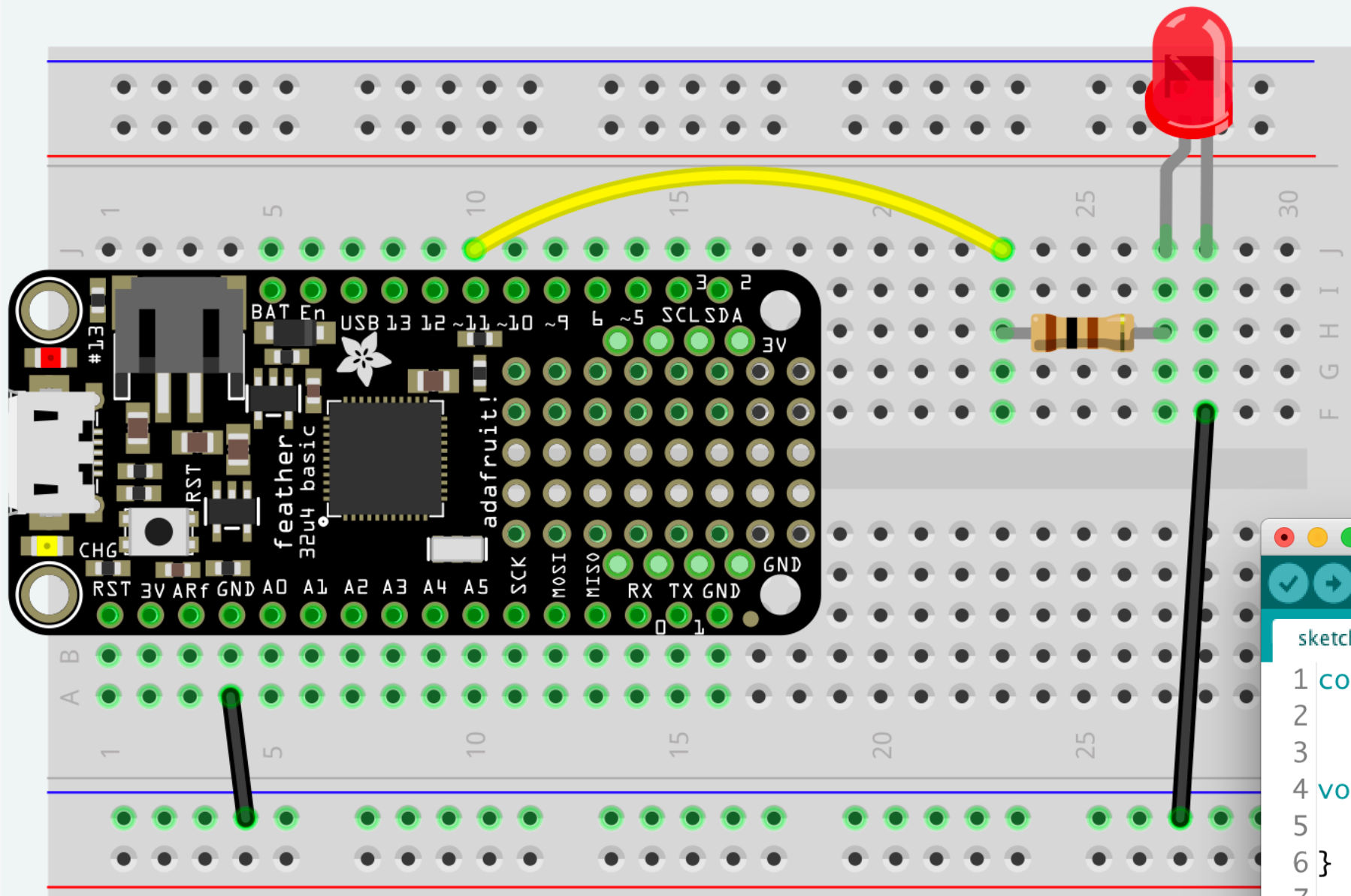
PWM LED

```
sketch_jan16a | Arduino 1.8.5
sketch_jan16a $
1 const int LED = 11;
2
3
4 void setup() {
5   pinMode(LED, OUTPUT);
6 }
7
8 void loop() {
9   for (int i = 0; i <= 255; i += 5) {
10    analogWrite(LED, i);
11    delay(30);
12  }
13
14  for (int i = 255; i >= 0; i -= 5) {
15    analogWrite(LED, i);
16    delay(30);
17  }
18 }
19
20
21
```

Auto Format finished.

21 Adafruit ESP32 Feather, 80MHz, 921600, None on /dev/cu.SLAB_USBtoUART

PWM LED



```
sketch_jan16a | Ar  
sketch_jan16a §  
1 const int LED = 11;  
2  
3  
4 void setup() {  
5   pinMode(LED, OUTPUT);  
6 }  
7  
8 void loop() {  
9   for (int i = 0; i <= 255; i += 5) {  
10     analogWrite(LED, i);  
11     delay(30);  
12   }  
13  
14   for (int i = 255; i >= 0; i -= 5) {  
15     analogWrite(LED, i);  
16     delay(30);  
17   }  
18 }  
19  
20  
21
```