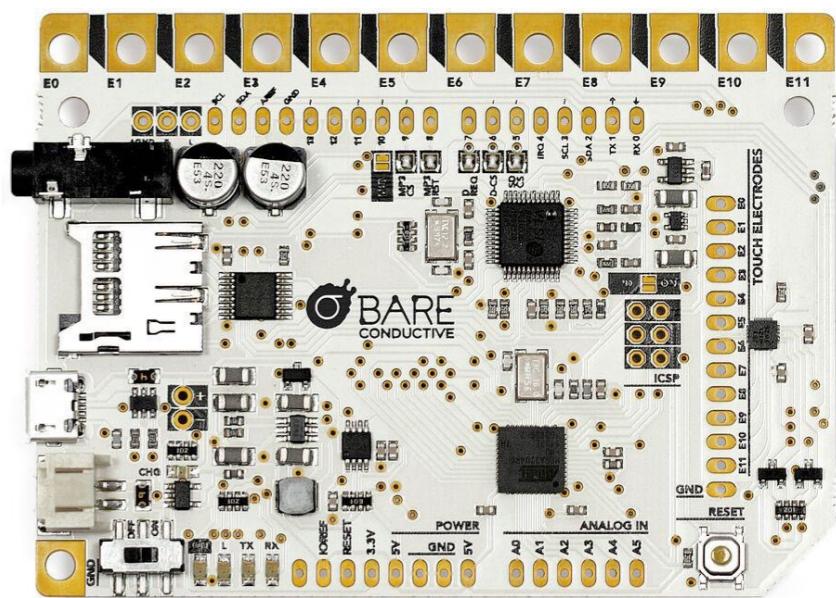
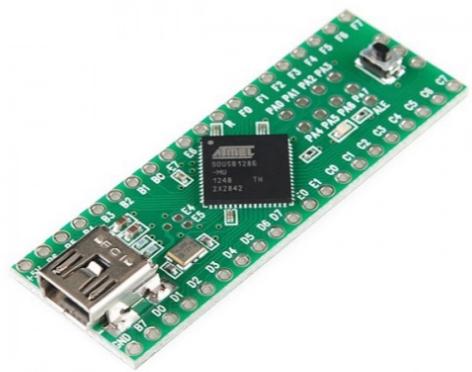
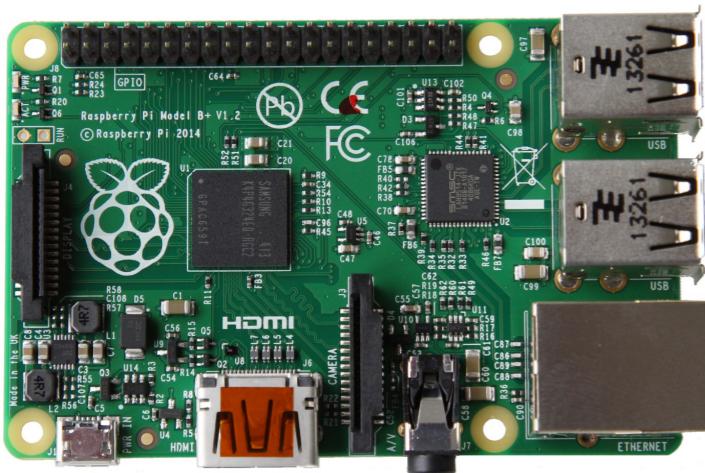
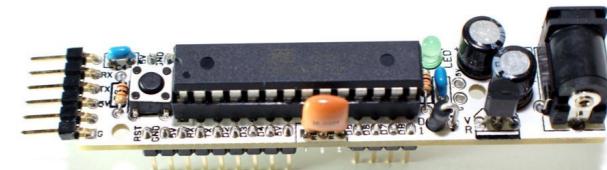
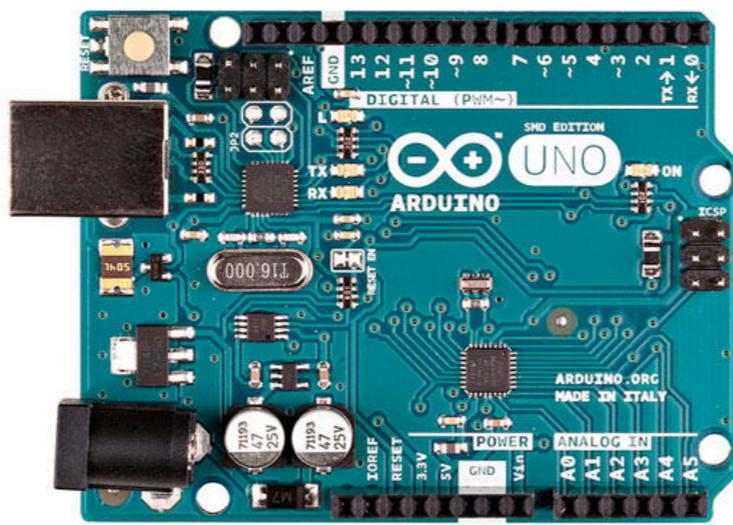
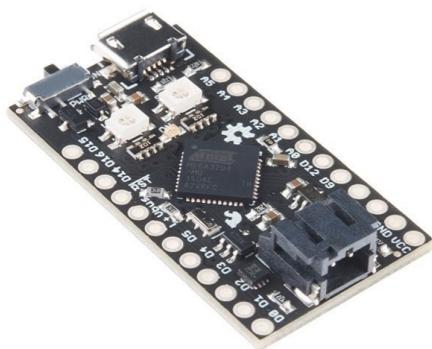
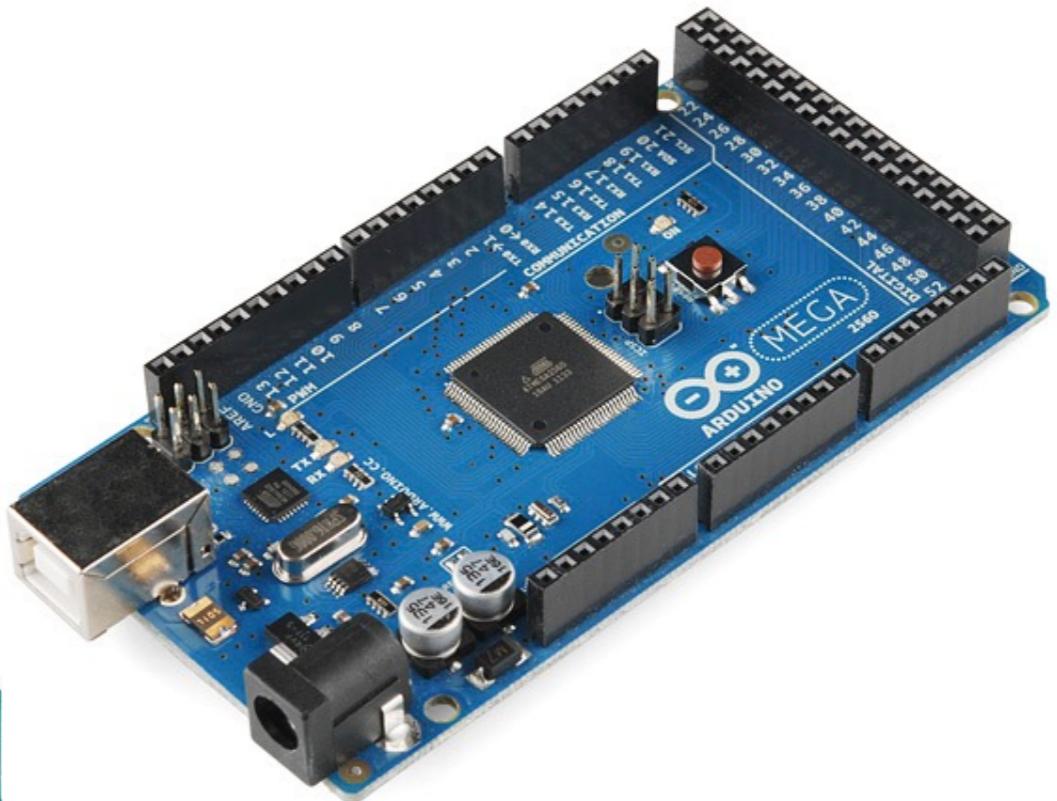
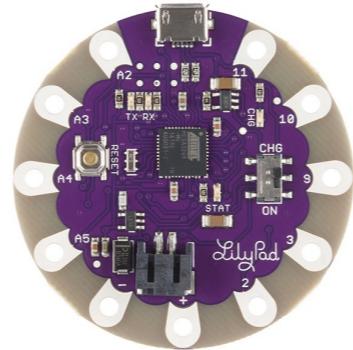
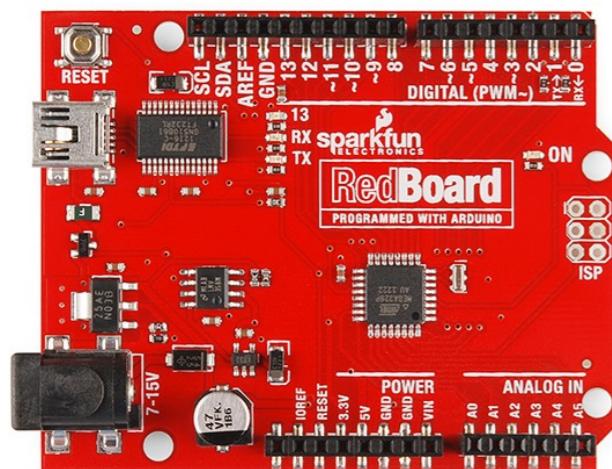
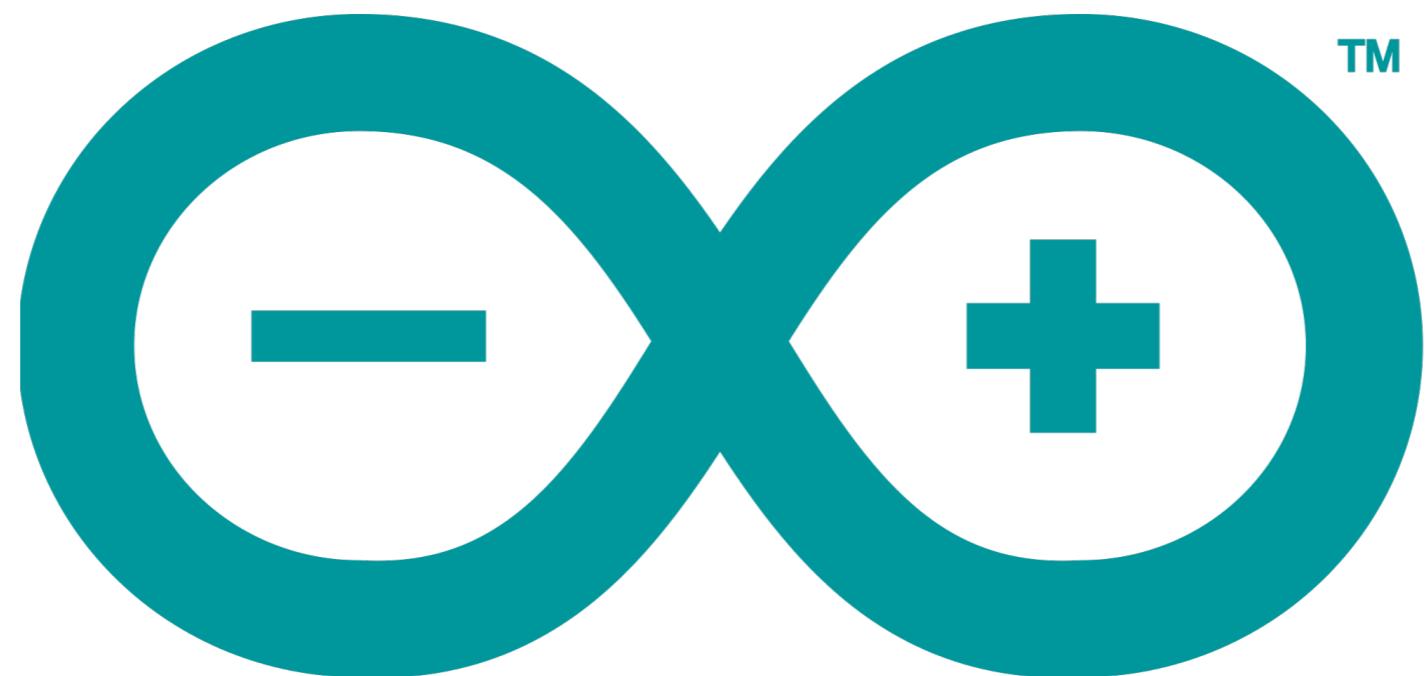


Arduino + Intro to Microcontrollers

A **microcontroller** is a small computer on a single integrated circuit containing a processor core, memory, and programmable input/output peripherals.





TM

ARDUINO

[https://www.youtube.com/
watch?v=UoBUXOOdLXY](https://www.youtube.com/watch?v=UoBUXOOdLXY)

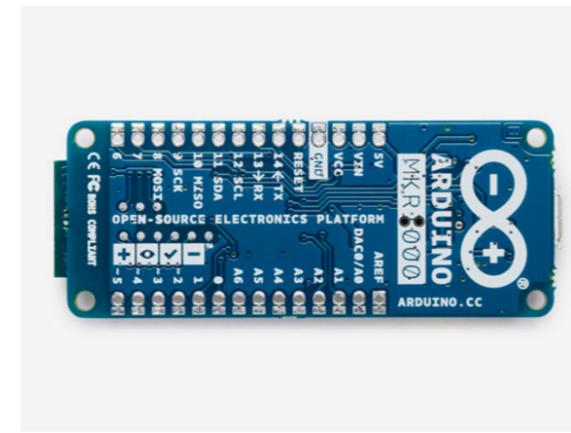
The Arduino Platform

- Inexpensive
- Cross-platform
- Simple, clear programming environment
- Open source
 - ✓ extensible software
 - ✓ extensible hardware



\$24.95

Arduino Uno Rev3



\$34.99

Arduino MKR1000



\$45.95

Arduino Mega 2560 Rev3



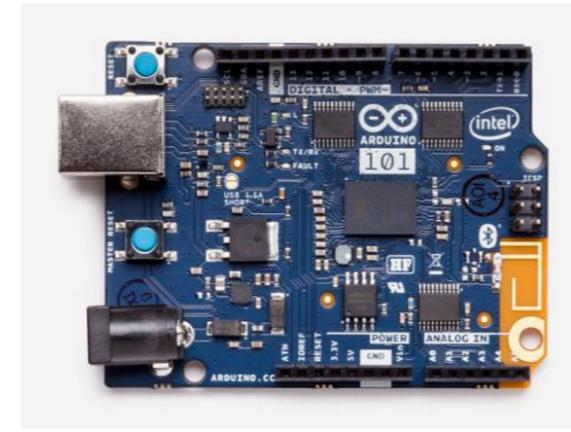
\$99.90

Arduino Starter Kit



\$49.90

Arduino ZERO



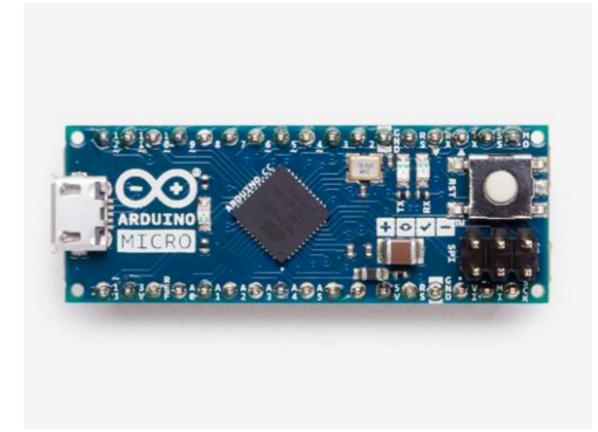
\$30.00

Arduino 101



\$9.95

Arduino Gemma



\$24.95

Arduino Micro

The screenshot shows the Arduino IDE interface with the title bar "lab4 | Arduino 1.6.11". The code editor contains the following sketch:

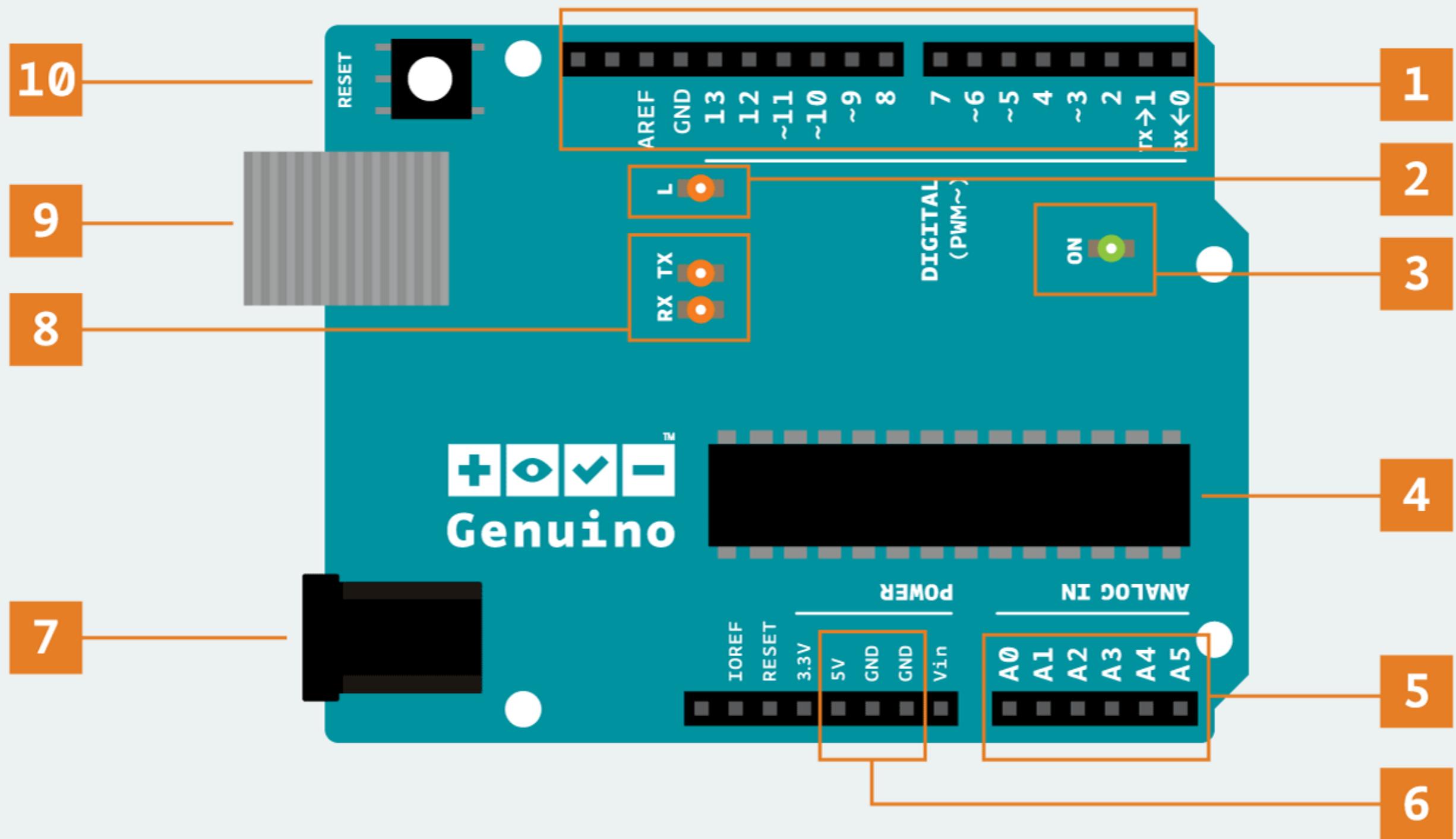
```
void setup() {
  pinMode(2, INPUT);    // set the switch pin to be an input
  pinMode(3, OUTPUT);   // set the yellow LED pin to be an output
  pinMode(4, OUTPUT);   // set the red LED pin to be an output
}

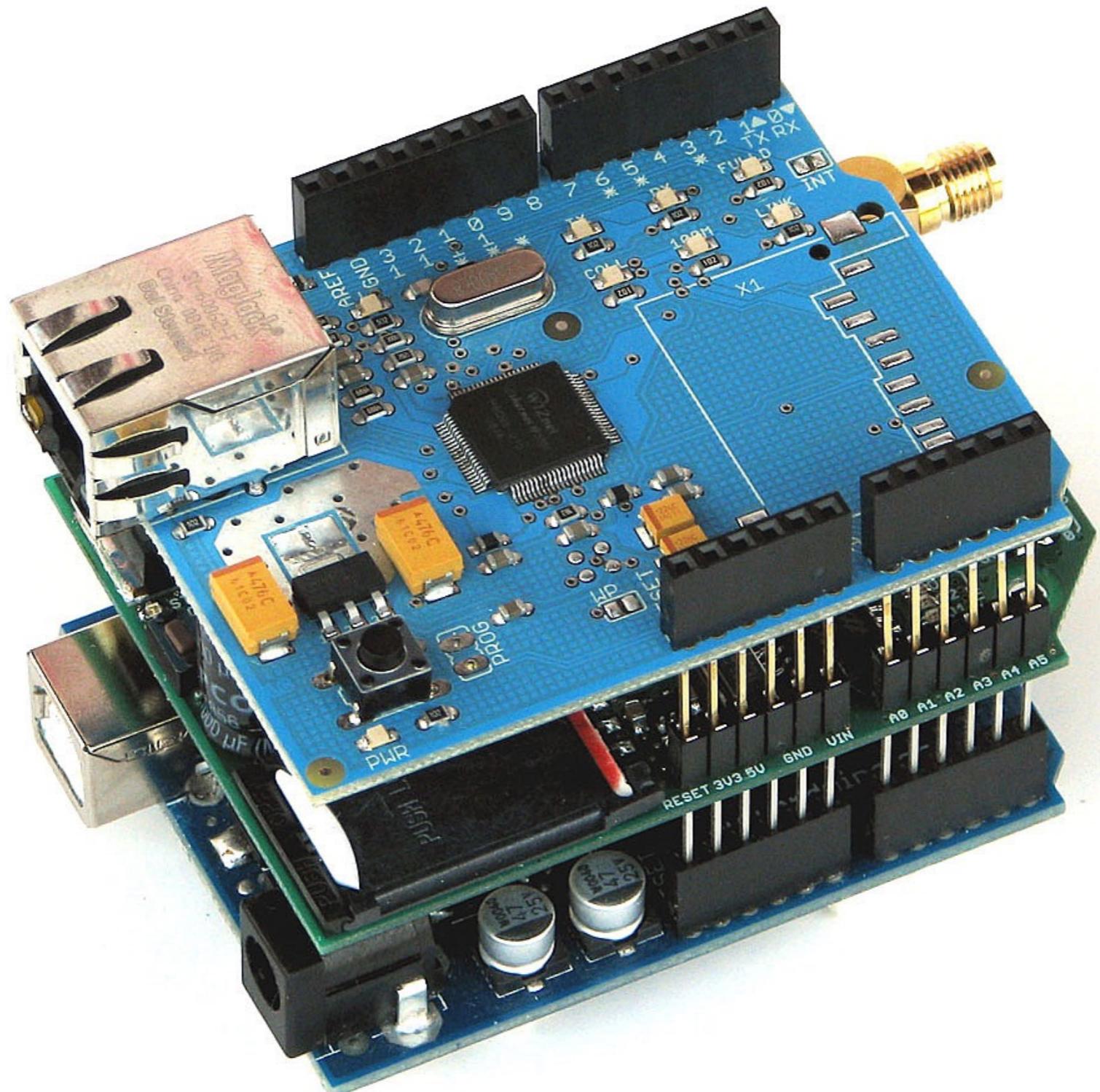
void loop() {
  // read the switch input:
  if (digitalRead(2) == HIGH) {
    // if the switch is closed:
    digitalWrite(3, HIGH);    // turn on the yellow LED
    digitalWrite(4, LOW);     // turn off the red LED
  }
  else {
    // if the switch is open:
    digitalWrite(3, LOW);    // turn off the yellow LED
    digitalWrite(4, HIGH);   // turn on the red LED
  }
}
```

The status bar at the bottom displays "Done uploading." followed by memory usage information: "Sketch uses 978 bytes (3%) of program storage space. Maximum is 32,256 bytes. Global variables use 9 bytes (0%) of dynamic memory, leaving 2,039 bytes for local variables".

Features

- Digital Pins
- Analog Input Pins
- PWM
- Memory





The screenshot shows the Arduino IDE interface. The title bar reads "sketch_sep15a | Arduino 1.6.11". The main window displays the following C++ code:

```
void setup() {
  // put your setup code here, to run once:

}

void loop() {
  // put your main code here, to run repeatedly:

}
```

The code consists of two empty function definitions: `setup()` and `loop()`. The `setup()` function is intended for one-time initialization code, and the `loop()` function is for repeated execution. The code area has syntax highlighting with blue for keywords like `void`, green for functions like `setup()`, and grey for comments.