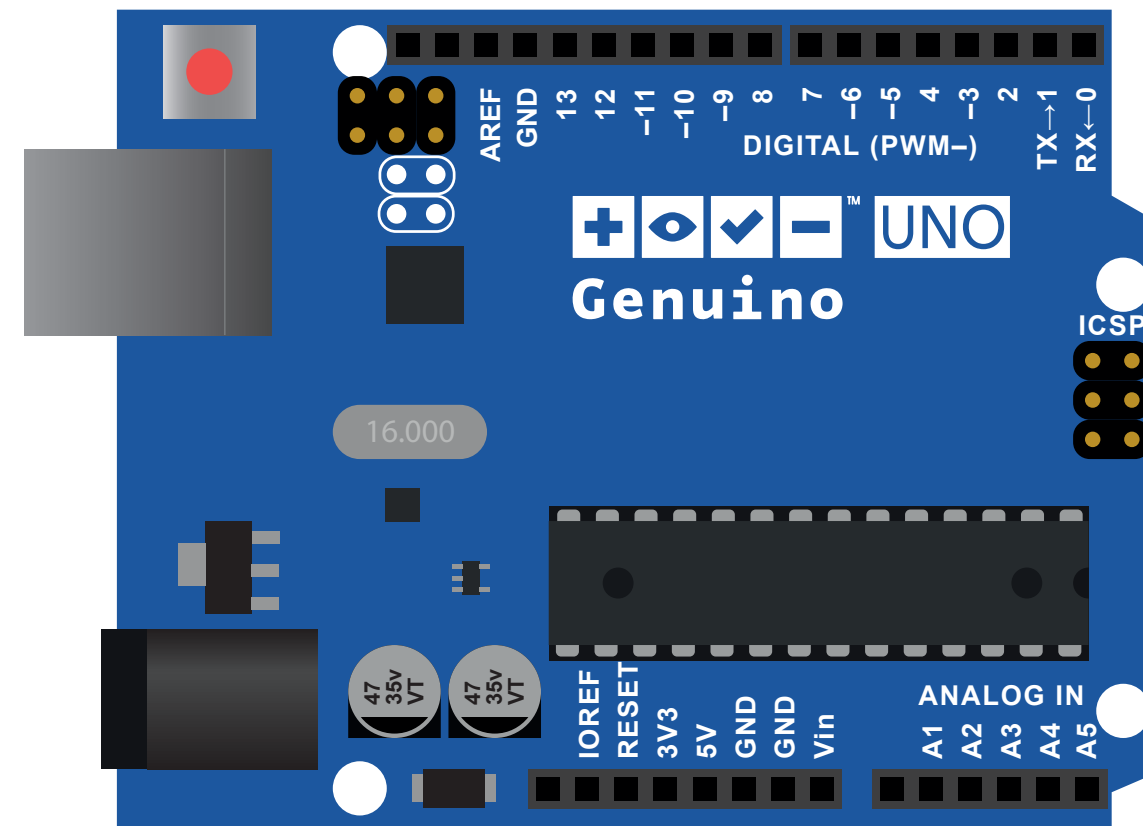
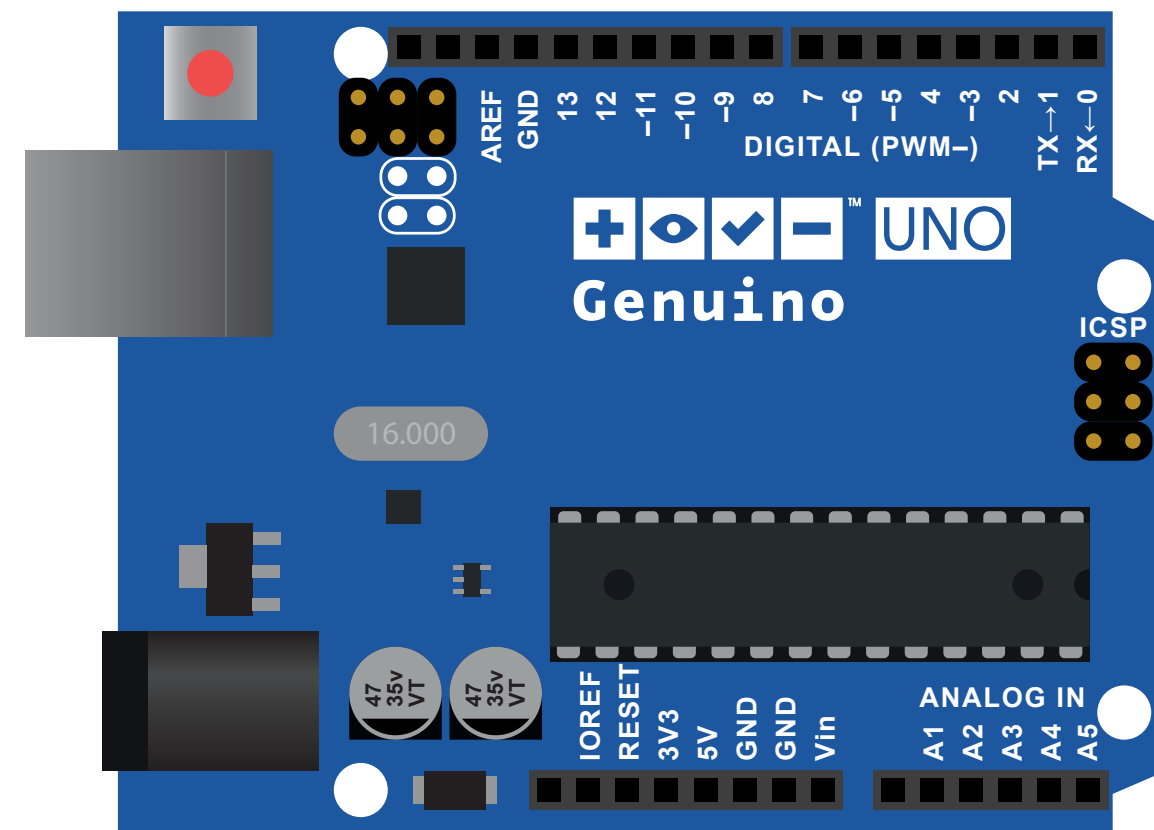


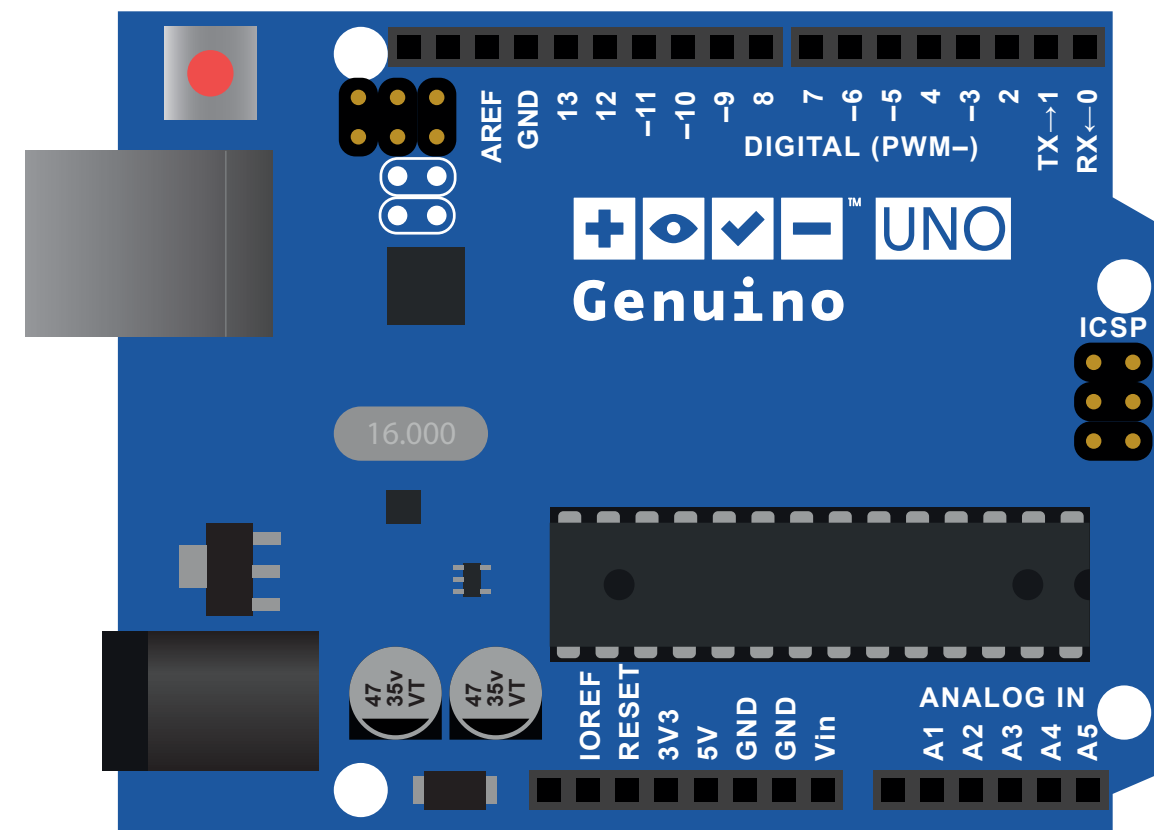
What is Arduino?



What is Genuino/Arduino?



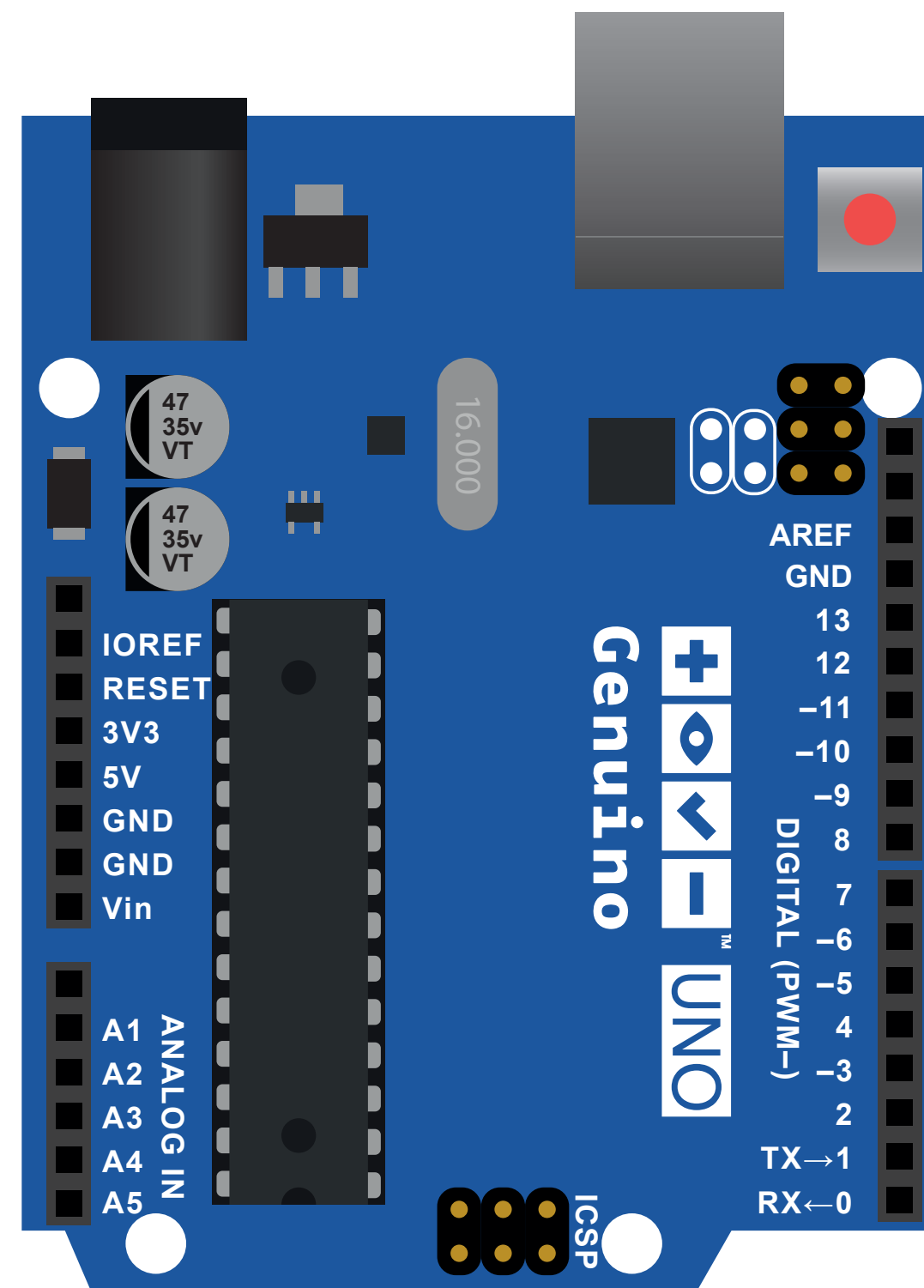
What is Genuino/Arduino?



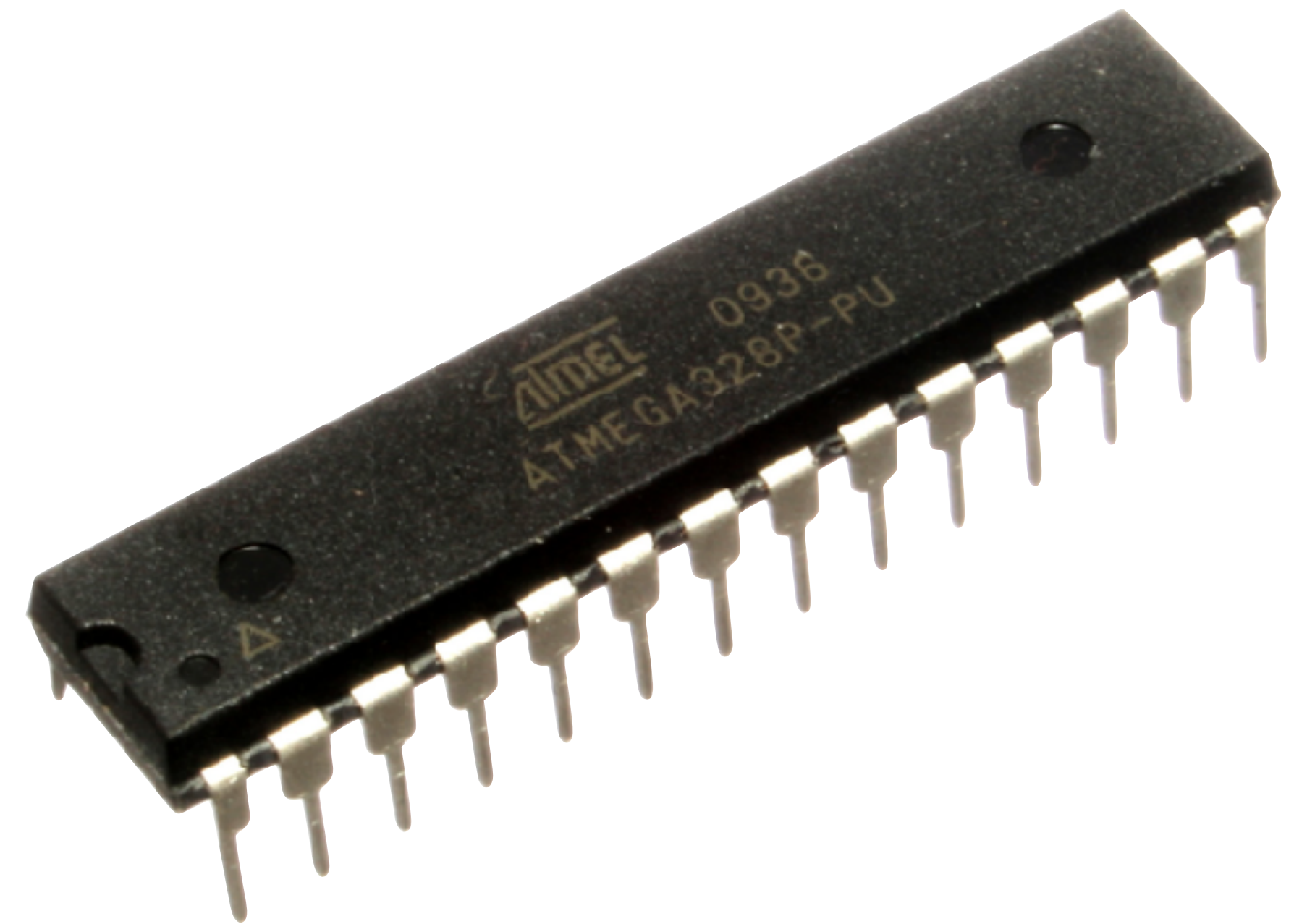
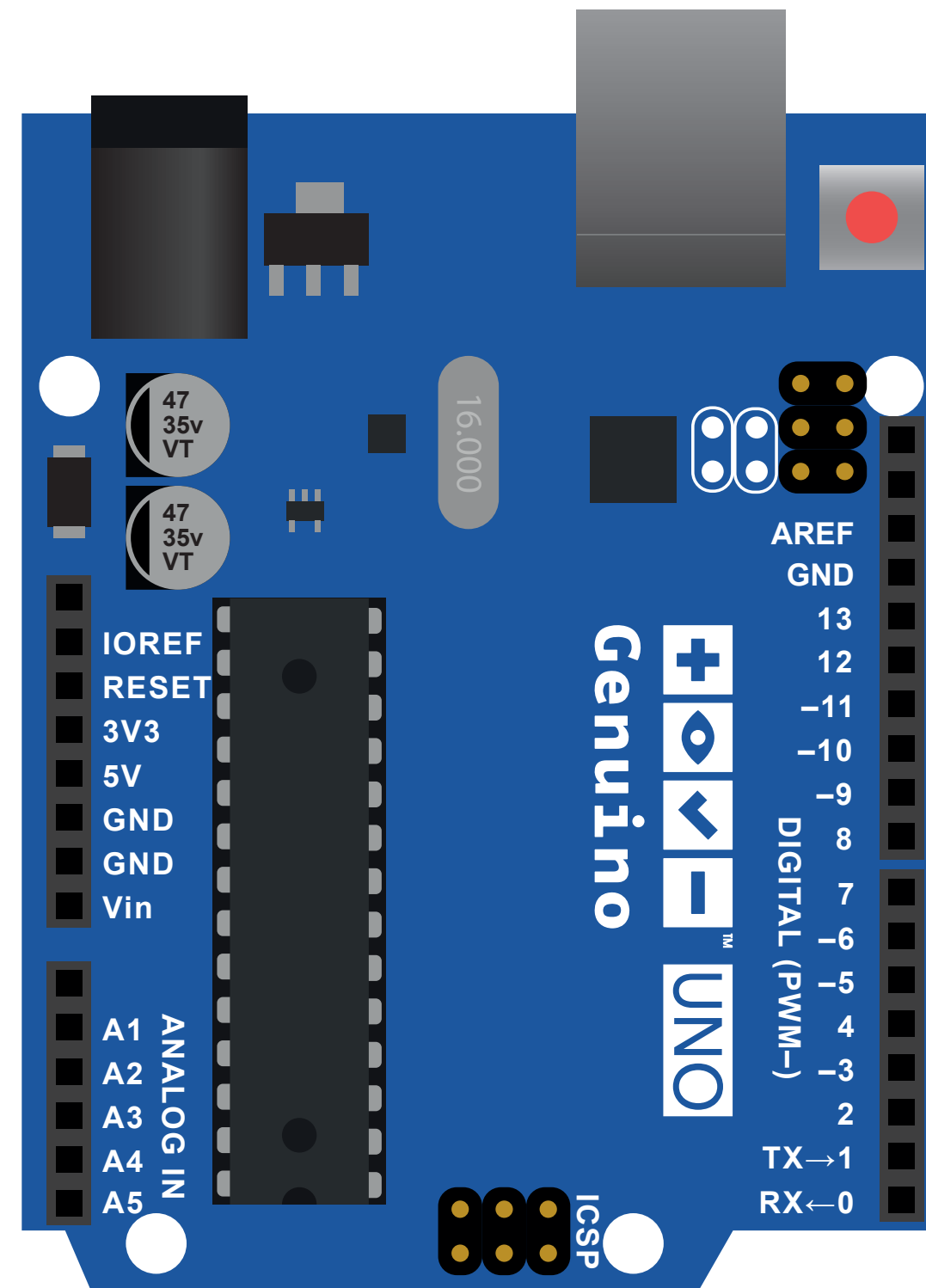
arduino.cc



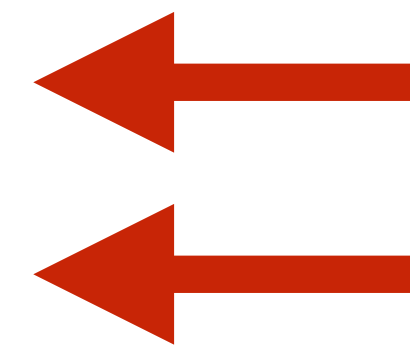
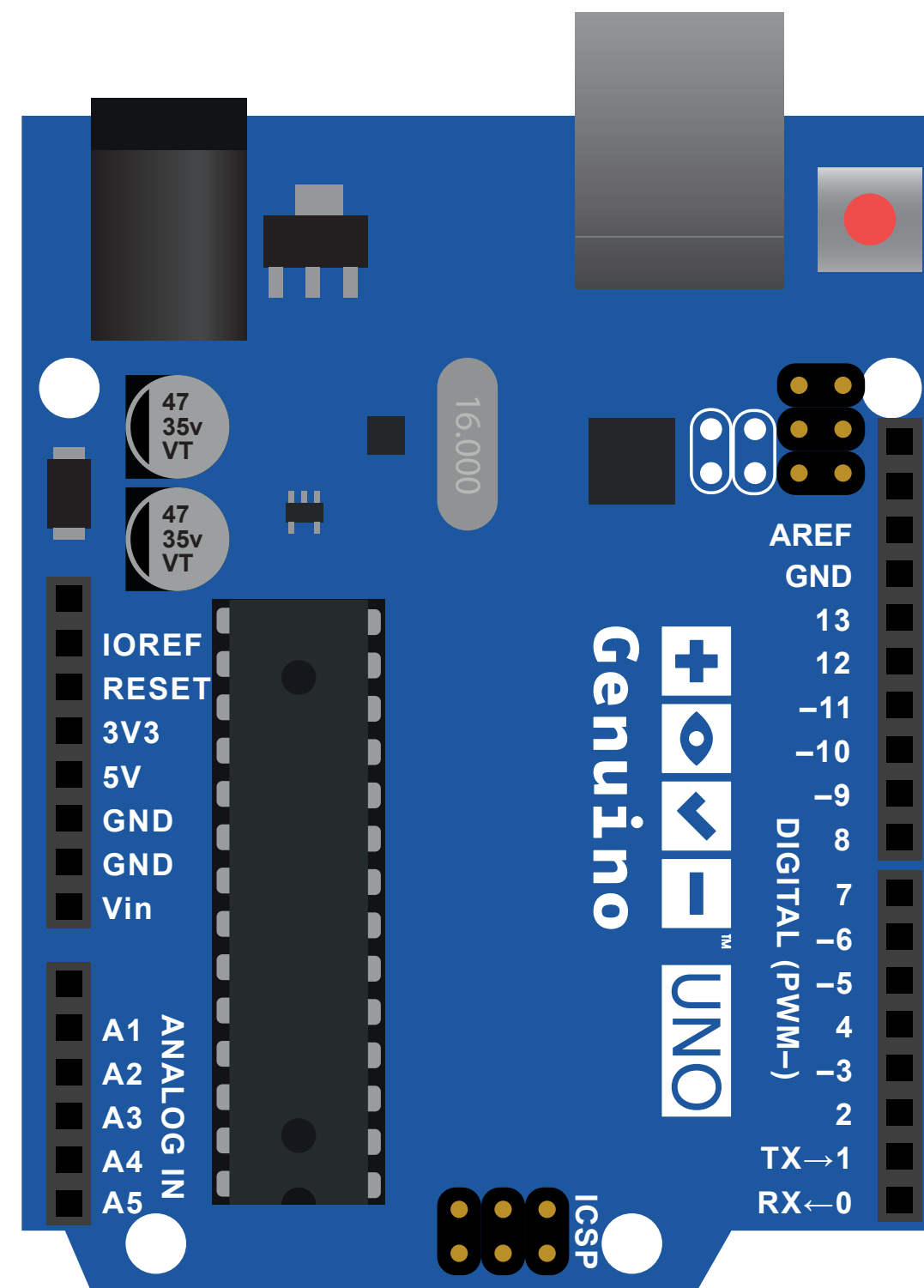
What is microcontroller?



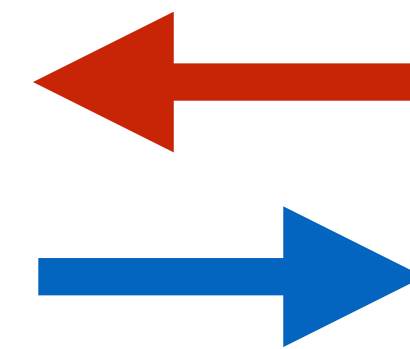
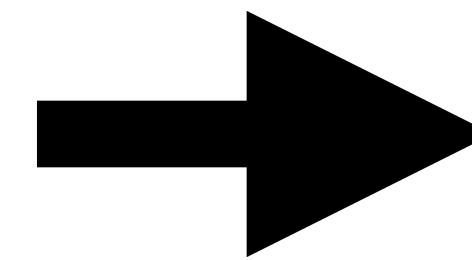
What is microcontroller?



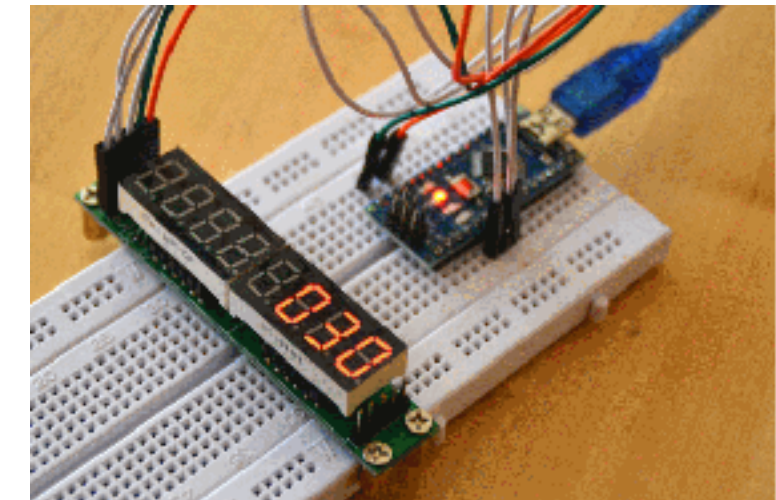
What is microcontroller?



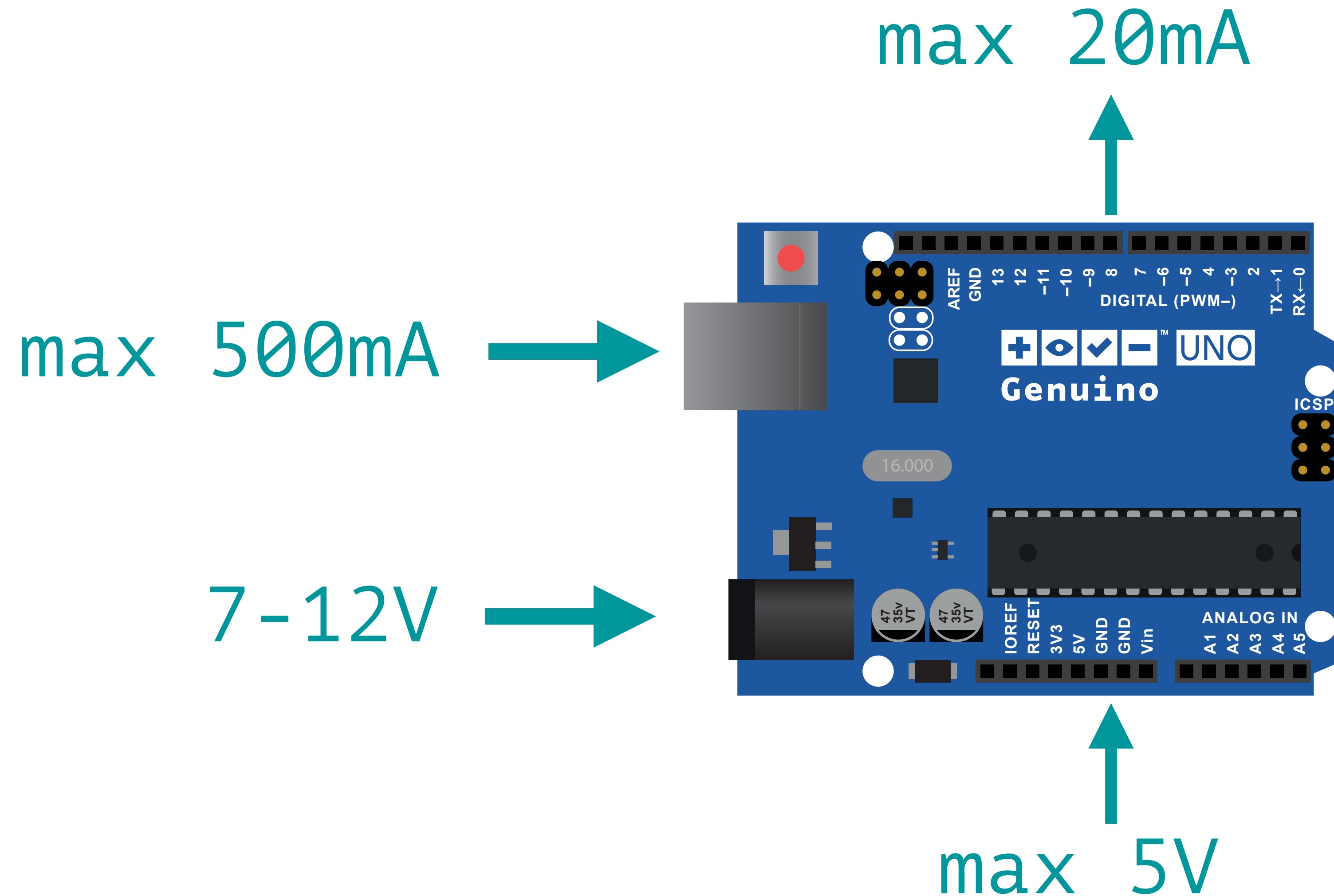
Power
Program



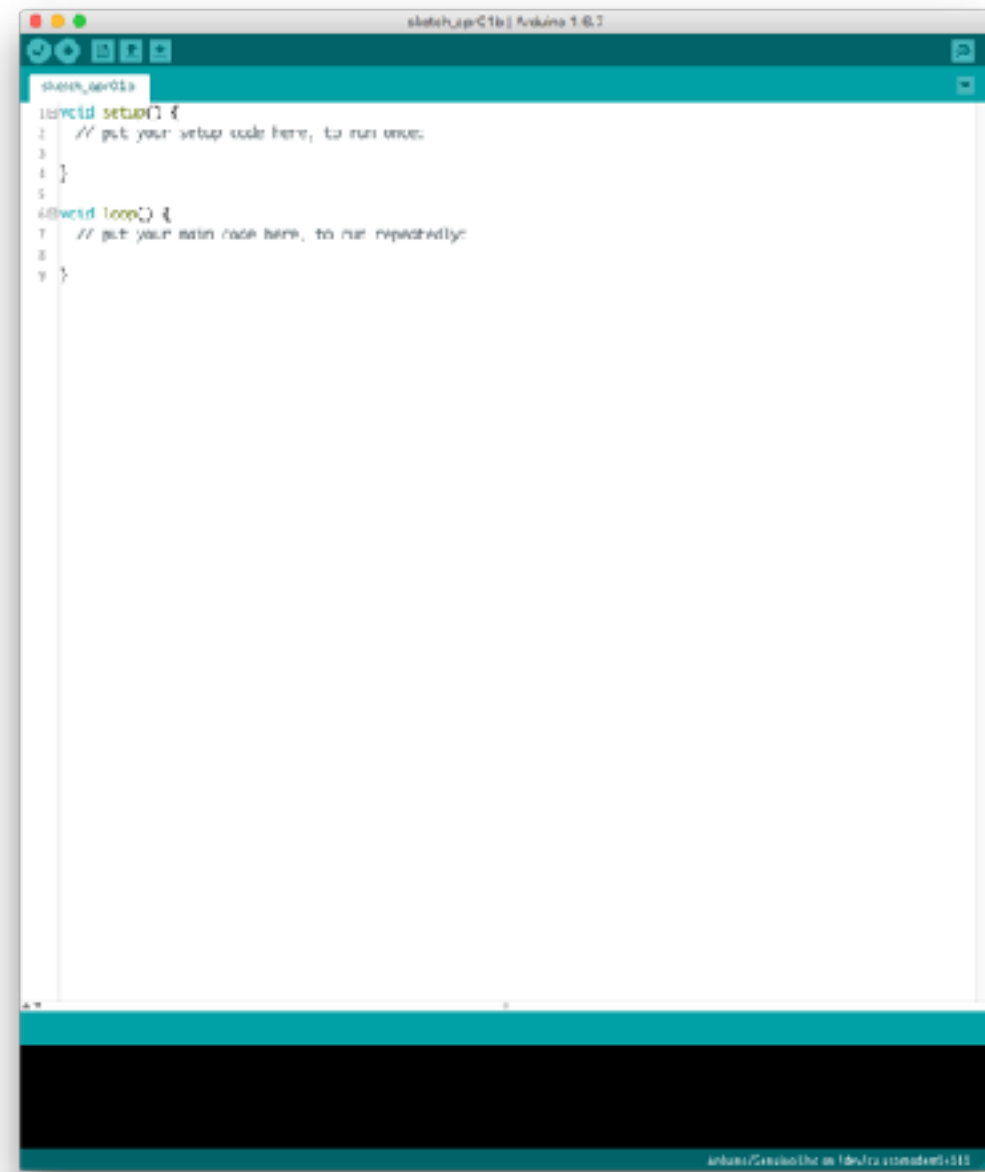
Input
Output



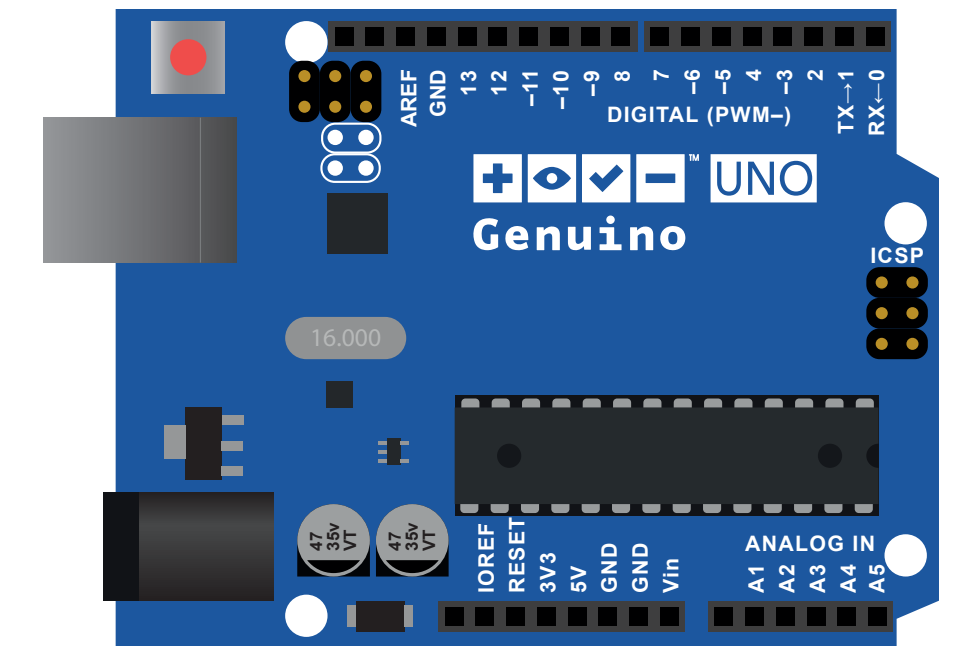
Things to note



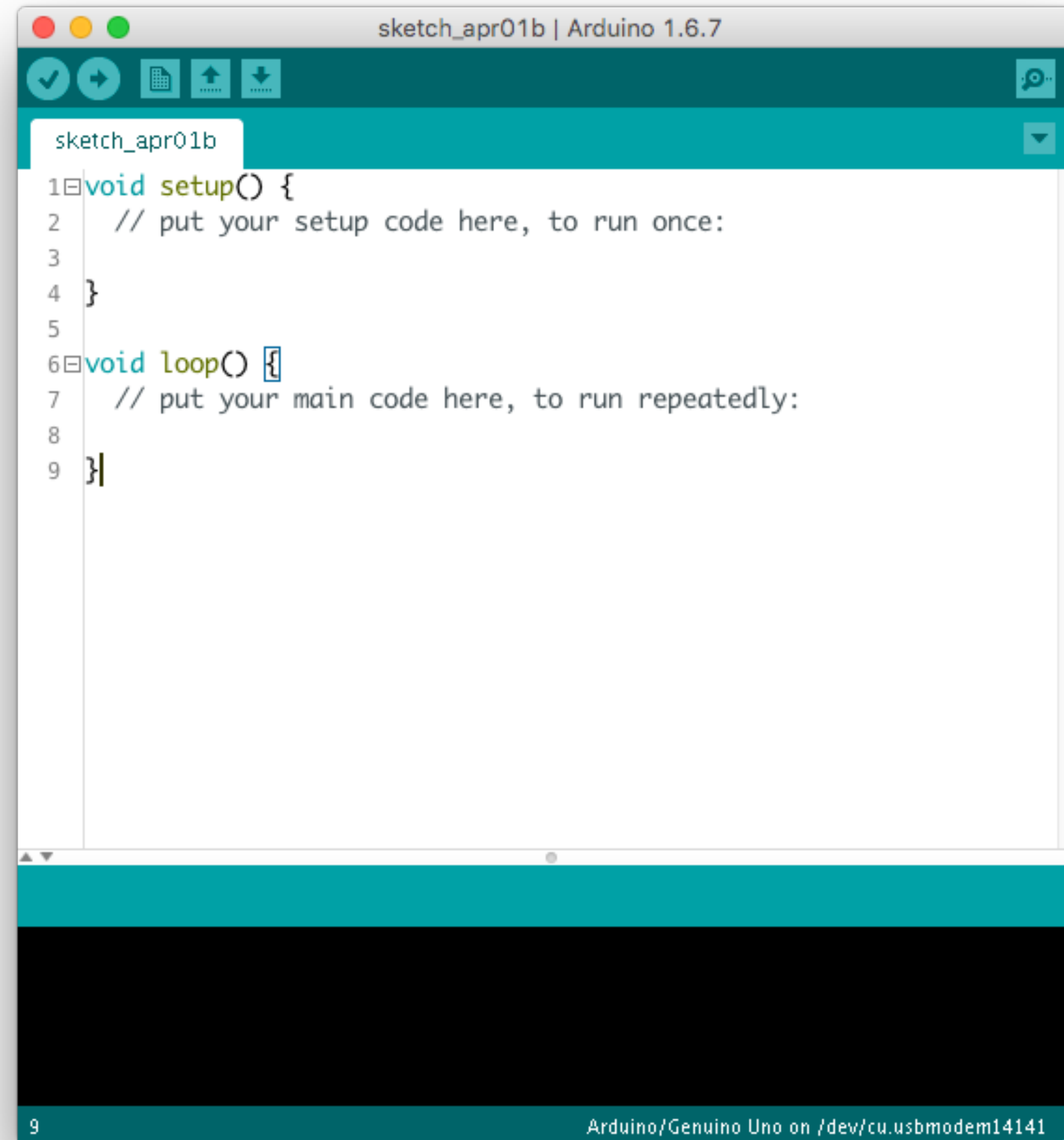
Programming the Arduino



+



Programming the Arduino




```
sketch_apr01b | Arduino 1.6.7
1 void setup() {
2   // put your setup code here, to run once:
3
4 }
5
6 void loop() {
7   // put your main code here, to run repeatedly:
8
9 }
```

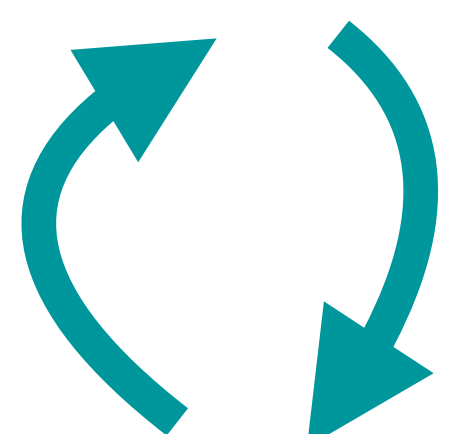
9 Arduino/Genuino Uno on /dev/cu.usbmodem14141

Basics

Structure



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



Basics

Variables

unsigned	int	$\pm 32,768$
	byte	0 - 255
	float	$\pm 3.4028235E+38$
	char	ASCII character
unsigned	long	$\pm 2,147,483,647$

```
int var = 10;
```

```
int var2;
```

```
const int constvar = 20;
```

```
var2 = var + constvar;
```



Basics

Input/Output

```
pinMode(pin, INPUT/OUTPUT)
digitalWrite(pin, HIGH/LOW)
analogWrite(pin, 0-255)
digitalRead(pin) → HIGH/LOW    TRUE/FALSE
analogRead(pin) → 0-1023
```

Basics

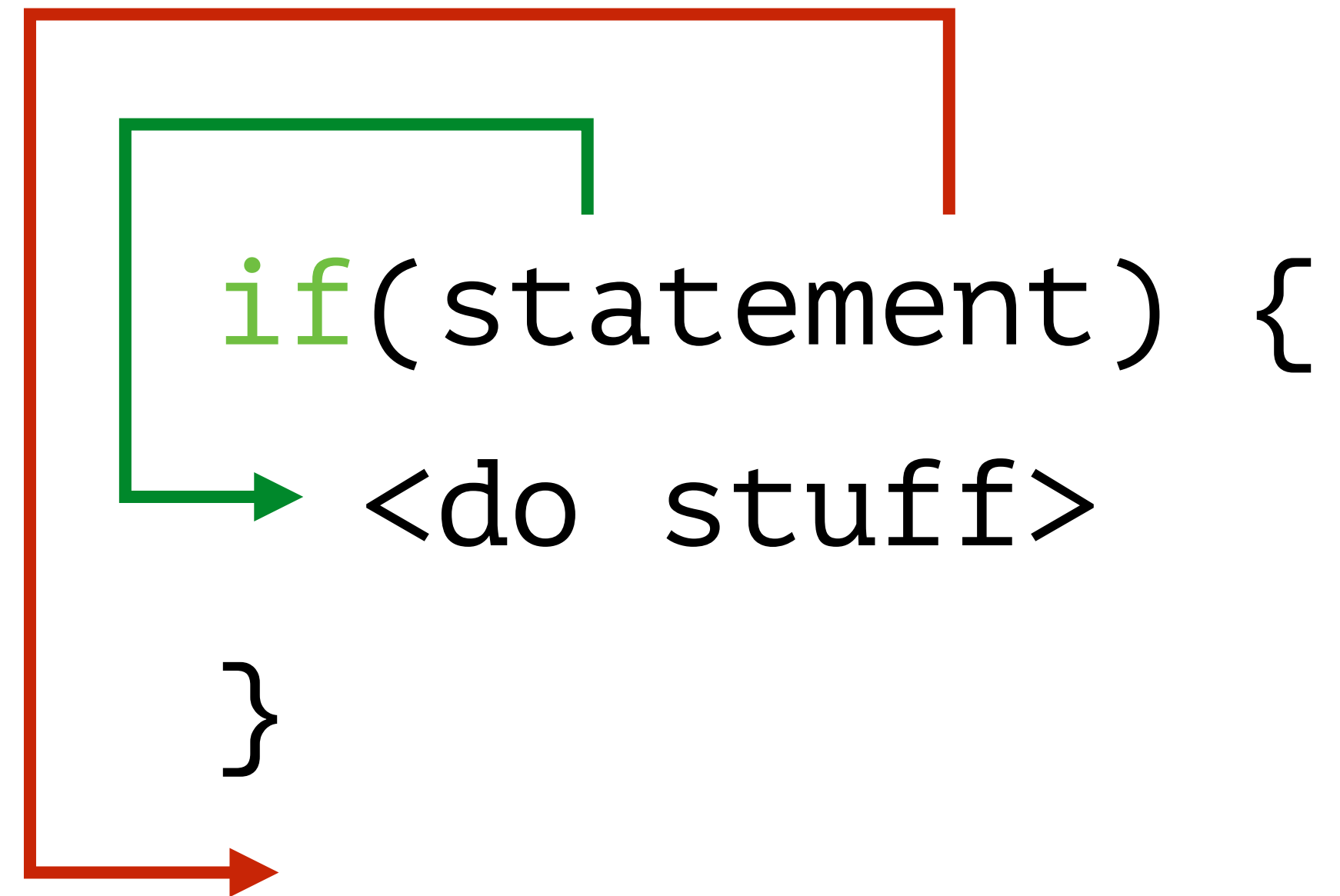
Delay

```
delay(milliseconds)
```



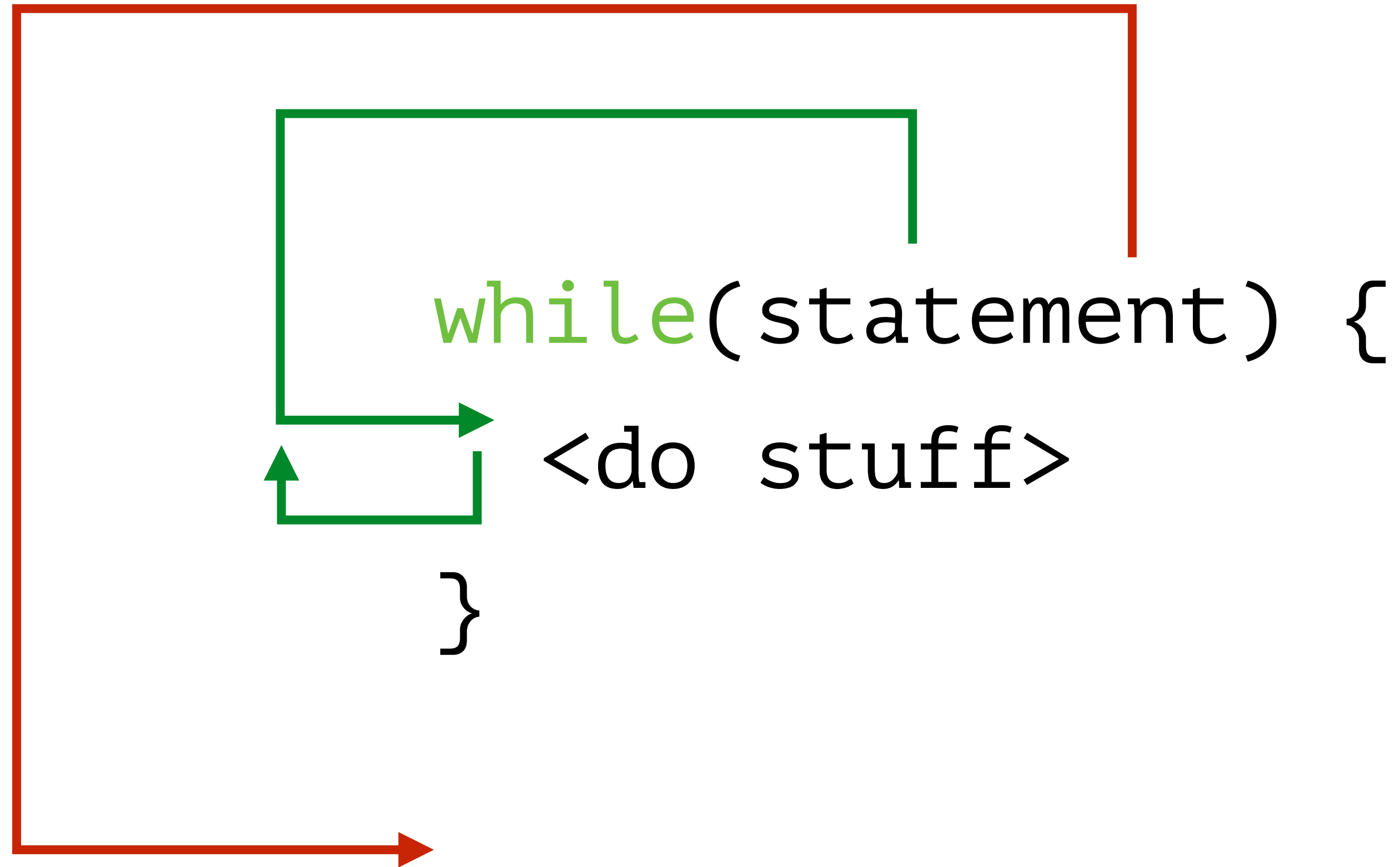
Basics

Conditional



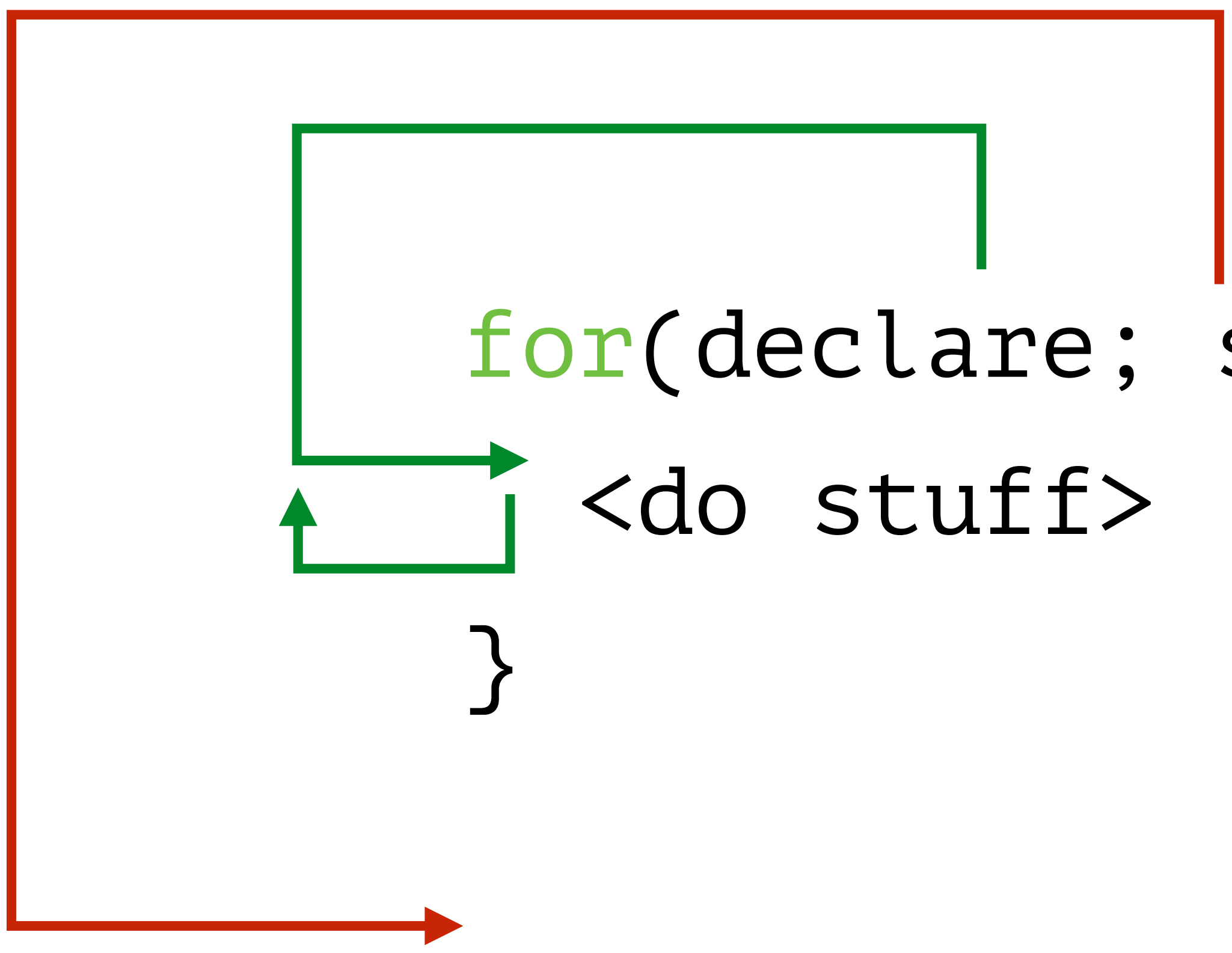
Basics

Conditional



Basics

Conditional



```
for(declare; statement; adder) {  
    <do stuff>  
}
```

The diagram illustrates the execution of a for loop. A red arrow starts at the opening curly brace, goes up, then left, then down, and finally right to the closing curly brace, representing the overall loop structure. A green arrow starts at the opening curly brace, goes up, then left, then down, and finally right to the closing curly brace, representing the loop body execution.

Basics

Conditional

```
for(int i = 0; i < 10; i++) {  
    <do stuff 10x>  
}
```

Let's get started!

