

# Things to know Arduino

Sketch: The program, or the "code", that tells the Arduino what to do.

Variable: A letter, a word, or a combination of both that stands for a certain value.

- ★ It's sometimes easier to remember a code word than a number
- ★ We can change what a variable stands for while the sketch is running

## Examples of variables:

"Name": stores a person's name

- Start of the sketch, "Name" is empty
- During a program, we can change "Name" to Jesse.
- Later, we can change it to Jose.

• Another example of a variable:

// We're controlling an LED with pin  
~~12~~, a motor with pin 7, a pressure  
sensor with pin 6, a fan with pin 2.

pin LED = ~~12~~ //

pin Motor = 7

pin Pressure = 6

pin Fan = 2

• (semicolon) : ends a command or line of code

{ } • group lines of code - for example, these go around all the code in "setup" and "loop"

Digital Write (pin #, HIGH/LOW) : tells the Arduino to set a pin to 5V (HIGH) or 0V (LOW)

pinMode (pin #, INPUT/OUTPUT) • tells the Arduino what to expect for a certain pin

Before you start typing, write out  
what you need the Arduino to do, one  
step at a time.

Turn on the green LED

Wait 1/2 second

Turn on the red LED  
:

← if you don't say  
"wait" things  
will seem to  
happen at the  
same time!