

② catching the state of LED in serial monitor

void setup ()

{ // put your setup code here, to run once

pinMode (LED-BUILTIN, ~~HIGH~~ <sup>OUTPUT</sup>);

serial.begin (9600);

}

void loop ()

{ digitalWrite (LED-BUILTIN, HIGH);

```

Serial.println(digitalRead(LED_BUILTIN));
delay(1000);
digitalWrite(LED_BUILTIN, LOW);
Serial.println(digitalRead(LED_BUILTIN));
delay(1000);

```

}

③ Reading 0 & 1 from Serial Monitor & passing it to LED to blink if it is 1 & off if it is 0 & any other than 0 & 1 print invalid choice.

~~String ch;~~  
int ch;  
void setup()

```

{
  Serial.begin(9600);

```

}

void loop()

```

{
  Serial.println("Enter your 0. to off the LED");
  Serial.println("1. to on the LED");
  Serial.println("Enter your choice");
  ch = Serial.read();

```

```

  if (Serial.available() > 0)

```

```

  {
    int ch = 0;
    ch = Serial.parseInt();
    Serial.println(ch);

```

if (ch == '0')

{ digitalWrite(LED\_BUILTIN, LOW);

}

else

{ digitalWrite(LED\_BUILTIN, HIGH);

}

}

}

// Reading ~~from~~ 'on' & 'off' from serial Monitor

if 'on' => glow LED

if 'off' => OFF LED.

any other input => invalid choice.

// glow 3 LED's together by connecting to Bread Board.

// glow 3 LED's one by one ~~by one~~ using breadboard.

// when 1 is typed = glow 1st LED

when 2 is pressed = glow 2nd LED

when 3 is pressed = glow 3rd LED

④ Reading 'on' & 'off' from serial Monitor

if 'on' => glow LED

if 'off' => OFF LED

any other input => invalid choice.

Code

void setup()

{

```
pinMode(LED_BUILTIN, OUTPUT);
```

```
Serial.begin(9600);
```

```
}
```

```
void loop()
```

```
{
```

```
  String stat;
```

```
  stat = Serial.readString();
```

```
  if (stat == "on")
```

```
{
```

```
    digitalWrite(LED_BUILTIN, HIGH);
```

```
    Serial.println("on");
```

```
}
```

```
  else if (stat == "off")
```

```
{
```

```
    digitalWrite(LED_BUILTIN, LOW);
```

```
    Serial.println("off");
```

```
}
```

```
}
```

⑧ glow 3 LEDs together by connecting to breadboards.

```
void setup()
```

```
{
```

```
  pinMode(LED_BUILTIN, OUTPUT);
```

```
}
```

```
void loop()
```

```
{
```

```
  digitalWrite(LED_BUILTIN, HIGH);
```

```
  delay(1000);
```

```
  digitalWrite(LED_BUILTIN, LOW);
```



delay(1000);

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⑥ glow 3 LEDs on by on using bread board.

void setup()

{ pinMode(13, OUTPUT);

pinMode(12, OUTPUT);

pinMode(11, OUTPUT);

}

void loop()

{ digitalWrite(13, HIGH);

delay(1000);

digitalWrite(13, LOW);

delay(1000);

digitalWrite(12, HIGH);

delay(1000);

digitalWrite(12, LOW);

delay(1000);

digitalWrite(11, HIGH);

delay(1000);

digitalWrite(11, LOW);

delay(1000);

}

⑦ when 1 is typed 2 glow first LED  
when 2 is typed 2 glow 2nd LED  
when 3 is typed 2 glow 3rd LED  
when 0 is typed 2 glow OFF all LEDs.

} Same  
code  
can be  
RGB LED

void setup()

```
{  
  pinMode (13, OUTPUT);  
  pinMode (12, OUTPUT);  
  pinMode (8, OUTPUT);  
  Serial.begin (9600);  
  Serial.println ("0. OFF");  
  Serial.println ("1. RED");  
  Serial.println ("2. Green");  
  Serial.println ("3. Blue");  
}
```

void loop()

```
{  
  while (Serial.available () > 0)  
  {  
    int data = Serial.parseInt ();  
    Serial.println (data);  
  
    if (data == 0)  
    {  
      digitalWrite (13, LOW);  
      digitalWrite (12, LOW);  
      digitalWrite (8, LOW);  
    }  
    else if (data == 1)  
    {  
      digitalWrite (13, HIGH);  
    }  
    else if (data == 2)  
    {  
      digitalWrite (12, HIGH);  
    }  
  }  
}
```

else if (data == 3)

{  
    degradurra(8, High);

}

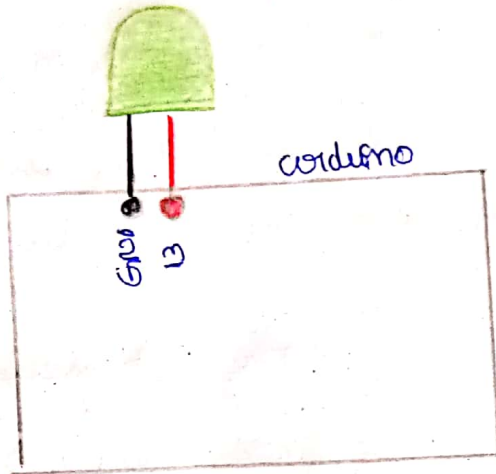
}

}

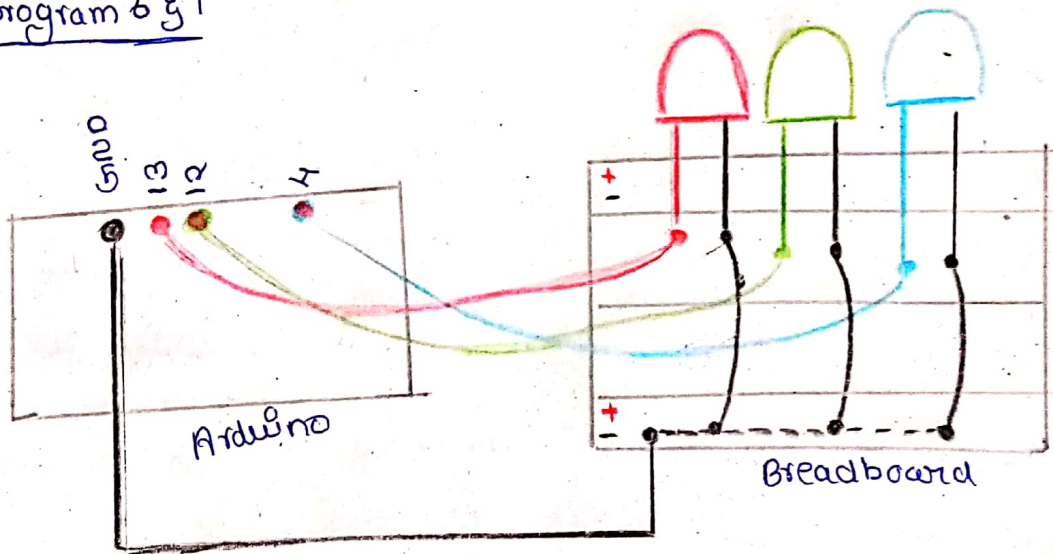
# LED (Light Emitting diode)

NOTE:- There are 7 programs & the pinning diagram for  
1 programs are given below.

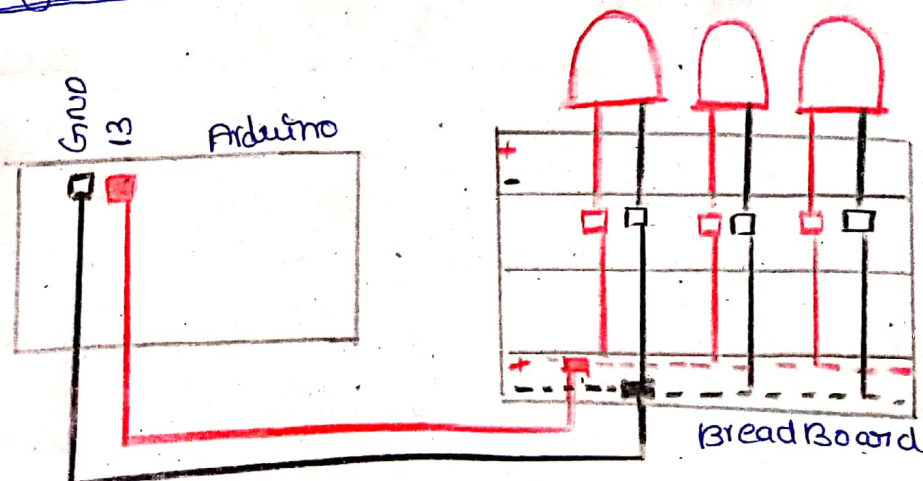
## program 1, 2, 3, 4



## program 5 & 7



## program 5





## LED

\* LED (LIGHT EMITTING DIODE) is a semiconductor device which can emit light when an ~~electricity~~ electric current passes through it.

## applications of LED

### ① TV Backlighting

\* A TV's Backlight is the major power consuming source.

\* Uses of LEDs can give an efficient power reduction.

\* Using LEDs will be cost effective.

\* Using LEDs directly behind the display provides better contrast.

### ② Smartphone backlighting

\* With the use of LED, the backlight design of the smartphone can be thinner and be made within a low cost.

\* The price of LED may vary according to the smartphone display.

\* Due to the lower output voltage, they ensure longer battery life.

### ③ LED displays

\* LED displays are common nowadays, they are used outdoors like storage signs, billboards, road signs, etc.

\* In signboards which has multiple languages conveying signals, the use of more LEDs will be beneficial in terms of

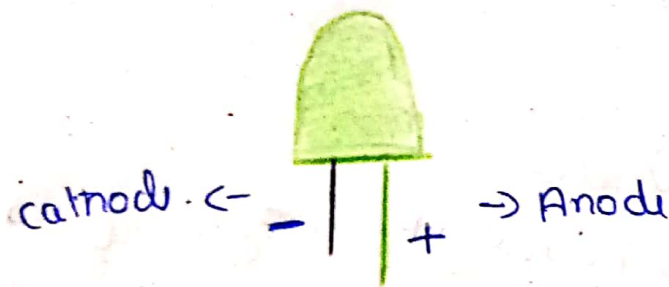
less power consumption.

## ⑦ Automotive lighting

- ⑤ Uses of LEDs in the automotive industry is growing.
- + w/ th LED's energy is saved & there is clear visibility
- \* LED lighting can improve the safety of pedestrians & driver as it enhances the visibility when it is on, off and dimmed in any part of the journey.

## ~~⑧ Pinning of LEDs~~

### LED PINOUT DIAGRAM



+ the 2 pin LED has 2 pin

\* cathode (-) :- which has to be connected to ground of Arduino

\* Anode (+) :- which has to be connected to any of the digital Pin of Arduino