Language Reference

Digital I/O

digitalRead()

digitalWrite()

pinMode()

Analog I/O

analogRead()

analogReference()

analogWrite()

Further Syntax

#define (define)

#include (include)

/* */ (block comment)

// (single line comment)

; (semicolon)

{} (curly braces)

Bitwise Operators

& (bitwise and)

<< (bitshift left)

>> (bitshift right)

^ (bitwise xor)

| (bitwise or)

~ (bitwise not)

Boolean Operators

! (logical not)

&& (logical and)

|| (logical or)

Advanced I/O

noTone()

pulseIn()

pulseInLong()

shiftIn()

shiftOut()

tone()

Time

delay()

delayMicroseconds()

micros()

millis()

Arithmetic Operators

% (remainder)

* (multiplication)

+ (addition)

- (subtraction)

/ (division)

= (assignment operator)

Constants

HIGH | LOW

INPUT | OUTPUT |

INPUT_PULLUP

LED_BUILTIN

true | false

Floating Point Constants

Integer Constants

Control Structure

break

continue

do...while

else

for

goto

if

return

switch...case

While

Compound Operators

%= (compound remainder)

&= (compound bitwise and)

*= (compound multiplication)

++ (increment)

+= (compound addition)

-- (decrement)

-= (compound subtraction)

/= (compound division)

^= (compound bitwise xor)

|= (compound bitwise or)

Comparison Operators

!= (not equal to)

< (less than)

<= (less than or equal to)

== (equal to)

> (greater than)

>= (greater than or equal to)