



# 1.1

# INTRODUCE TO THE ARDUINO



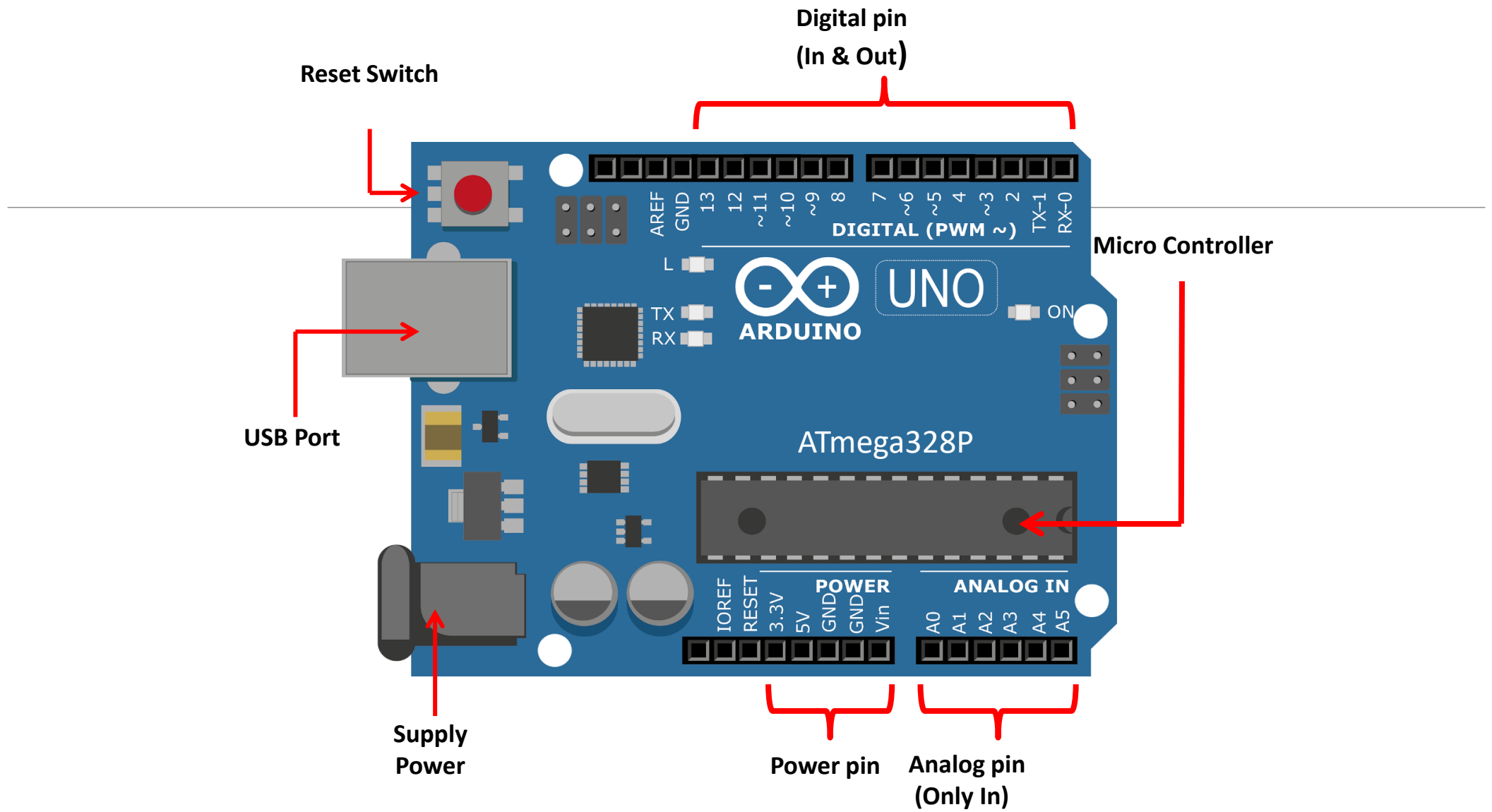
# Content

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1. Arduino board
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3. Arduino IDE
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Arduino board

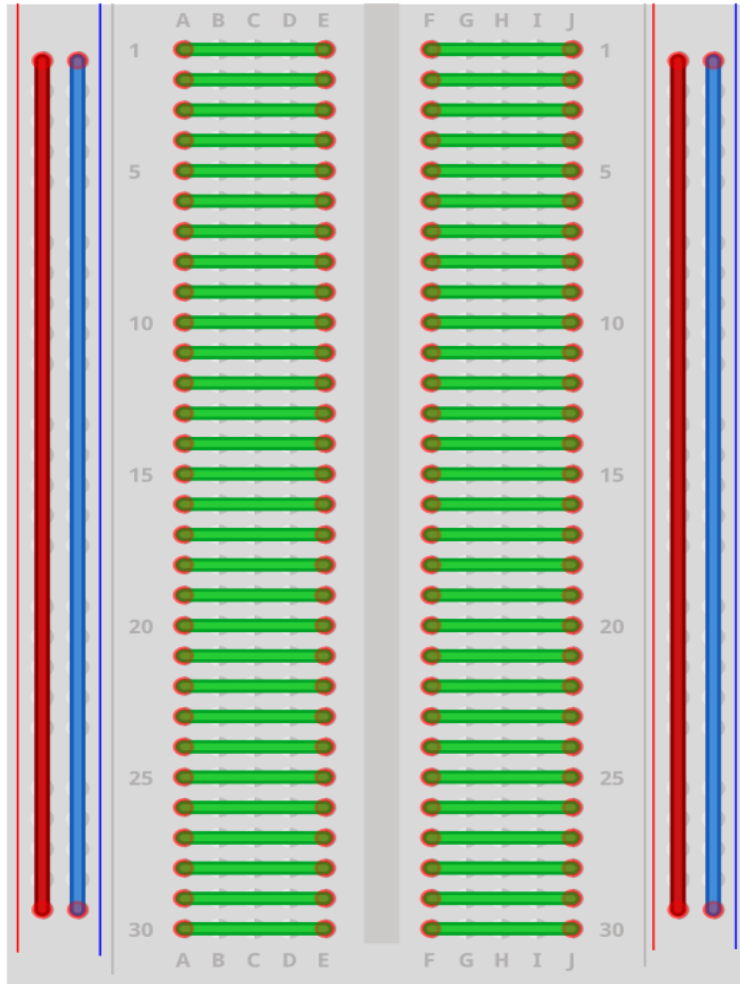




# Electronic devices

					
Arduino UNO R3	Cable (1 m)	Bread Board	Jumper Wire M-M	Jumper Wire M-F	220Ω Resistance
					
10KΩ Resistance	Battery Adaptor	LED (15 ea)	RGB LED	Push Button (8 ea)	5V Active buzzer
					
5V Passive buzzer	PIR Motion Sensor	CdS cell	1602 LCD	10K Potentiometer	Temp. & Humid Sensor
					
Supersonic sensor	Segment(cathode)	Servo-motor	1N4001 diode	2N2222 transistor	Shift Register 74HC595
					
HC-06 Bluetooth	5V Step Motor	ULN2003A module	Moisture sensor	Sound sensor	Real time clock module
					
5V Relay module	4x4 keypad module	Case	Manual book		

# Test board – Bread board



< Bread Board >



< Inside of Bread Board >



Arduino IDE



Compile  
& Upload

The screenshot shows the Arduino IDE 2.3.2 interface. At the top, the 'Board & Port' menu is set to 'Arduino Uno'. The 'Serial Monitor' tab is active, showing a message input field and a baud rate of 9600. The code editor displays a simple C++ sketch with a `setup()` and `loop()` function. Red annotations highlight the 'Compile & Upload' button, the 'Board & Port' menu, the 'Code' editor, and the 'Serial Monitor' tab.

sketch\_may25a | Arduino IDE 2.3.2

Board & Port

Serial Monitor

sketch\_may25a.ino

```
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 }  
10
```

Code

Message & Console

Serial Monitor × Output

Message (Enter to send message to 'Arduino Uno' on '/dev/cu.usbmodem14101')

New Line

9600 baud

Ln 10, Col 1 Arduino Uno on /dev/cu.usbmodem14101 1



```
> Hello world
```

The First Program

```
void setup() {  
    // put your setup code here, to run once:  
    Serial.begin(9600);  
}  
  
void loop() {  
    // put your main code here, to run repeatedly:  
    Serial.println("Hello World");  
    delay(1000);  
}
```