Title:

LED Socket

Sensor/Indicator/Actuator:

Indicator

Features:

Shows Statuses via On or Off Can be Faded to show values in between

Connection:

Digital

Summary:

The Light Emitting Diode, or LED, is an electrical component that lights up when power is applied to it. Its usage varies from a pure light source, like in a flashlight. To a way to show information, like in a car dashboard. LEDs are a common replacement to other light up indicators because they use less power but still shine very bright. When you project needs to display the state of something or even if you just want to add some pizazz, try out the LED socket with your favorite color LED.

Example Code

```
/*
  Blink

  Turns an LED on for one second, then off for one second, repeatedly.

  Most Arduinos have an on-board LED you can control. On the UNO, MEGA and ZERO
  it is attached to digital pin 13, on MKR1000 on pin 6. LED_BUILTIN is set to
  the correct LED pin independent of which board is used.
  If you want to know what pin the on-board LED is connected to on your Arduino
  model, check the Technical Specs of your board at:
  https://www.arduino.cc/en/Main/Products

  modified 8 May 2014
  by Scott Fitzgerald
  modified 2 Sep 2016
```

```
  by Arturo Guadalupi
  modified 8 Sep 2016
  by Colby Newman
  modified 1 Feb 2018
  by David Brenner

  This example code is in the public domain.

  http://www.arduino.cc/en/Tutorial/Blink
*/

// Change here if you're using a different socket
#define LED_SOCKET 5 // <= digital socket number (D5)

// the setup function runs once when you press reset or power the board
void setup() {
  // initialize digital pin LED_SOCKET as an output.
  pinMode(LED_SOCKET, OUTPUT);
}

// the loop function runs over and over again forever
void loop() {
  digitalWrite(LED_SOCKET, HIGH);   // turn the LED on (HIGH is the voltage level)
  delay(1000);                       // wait for a second
  digitalWrite(LED_SOCKET, LOW);    // turn the LED off by making the voltage LOW
  delay(1000);                       // wait for a second
}
```