

Hammes Hacks Intro to Arduino

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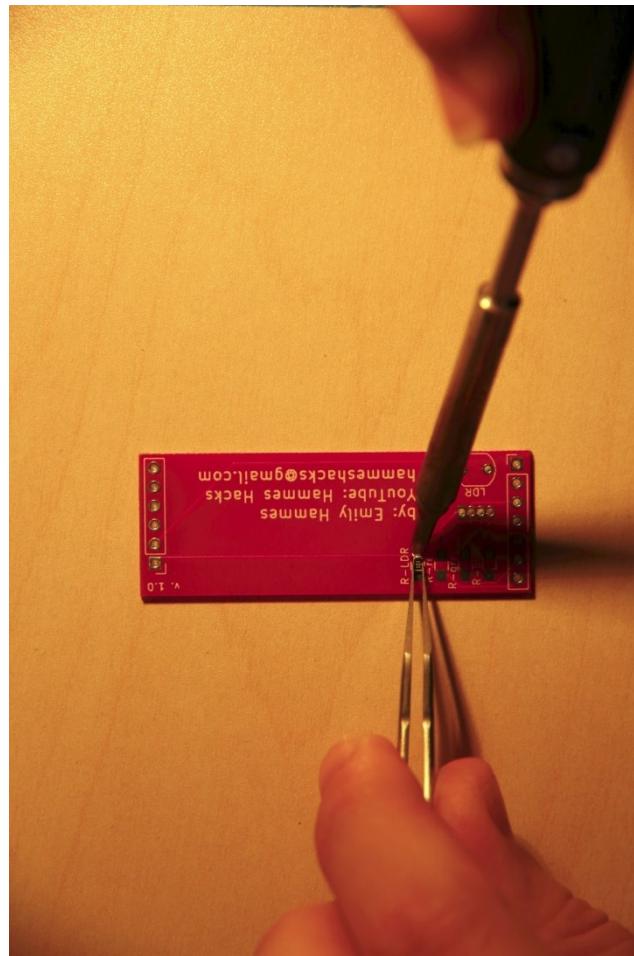
Youtube: hammeshacks

SOLDERING THE SHIELD

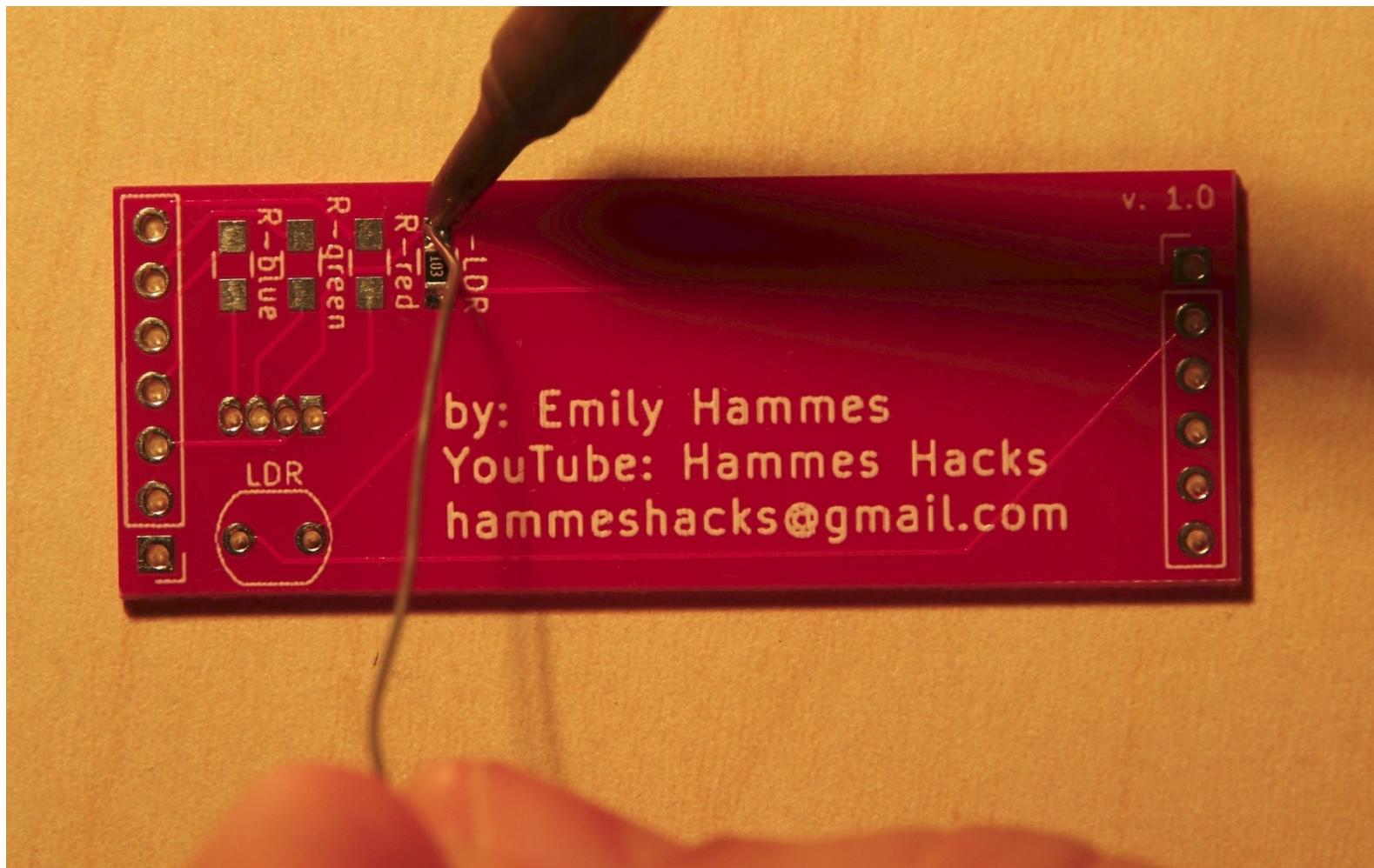
Add a Small Amount of Solder to One of the R-LDR pads



Place the Resistor onto the Pad (103 or 10K ohm)



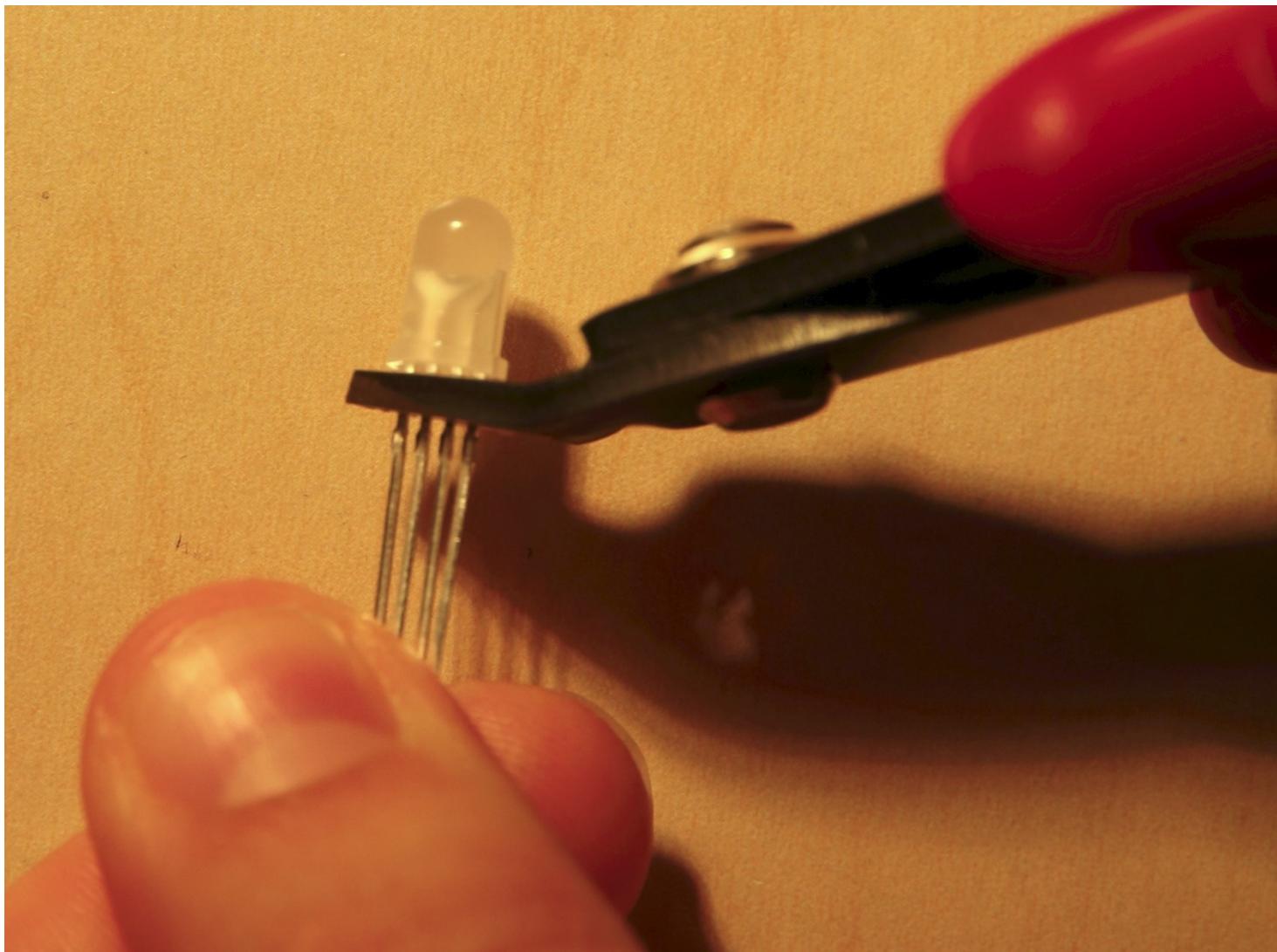
Solder the Other Side of the Resistor



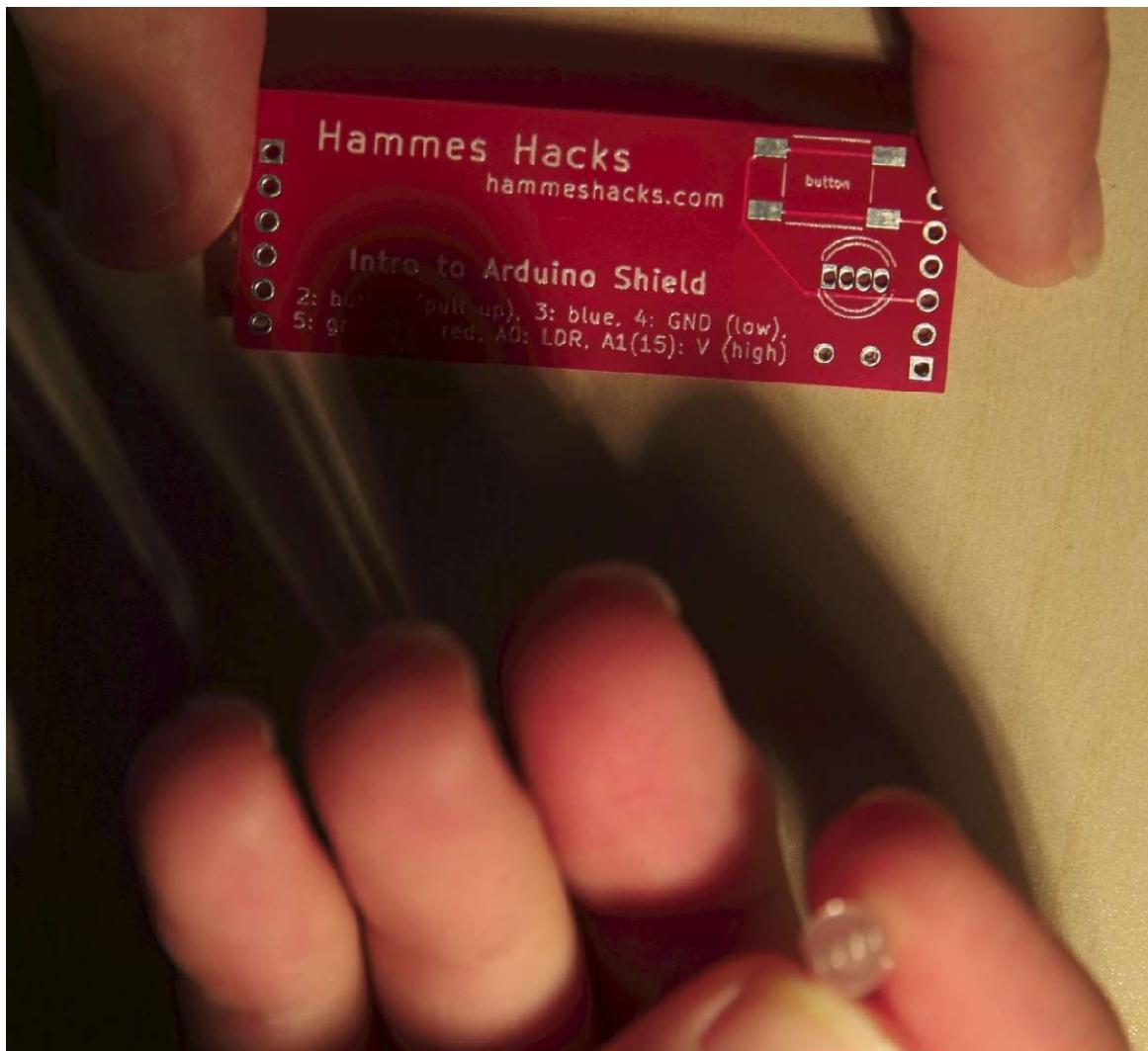
Do the Same for the Red, Green and Blue Resistors (221 or 220)



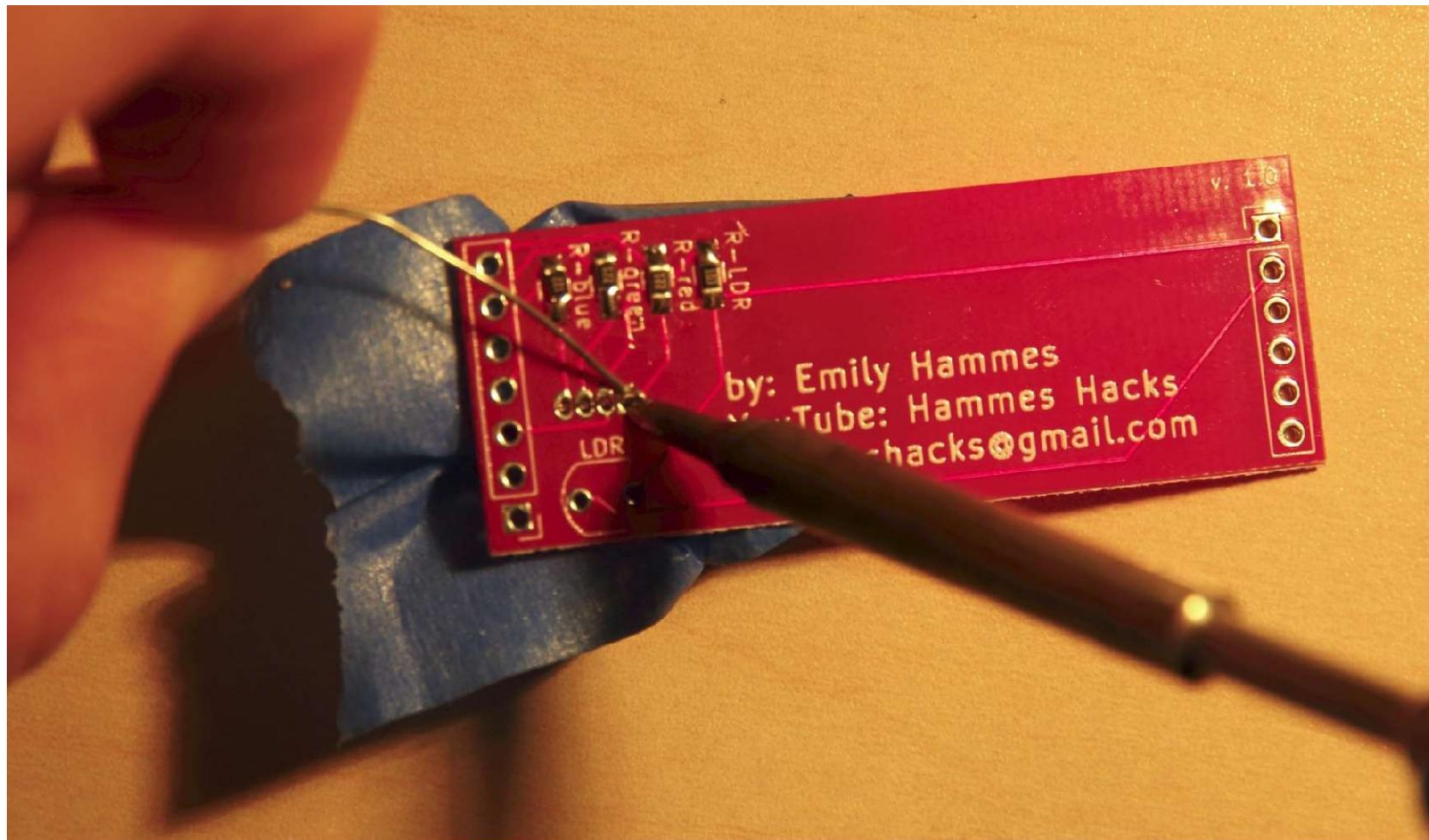
Trim the Leads on the RGB LED
Leaving 2 mm



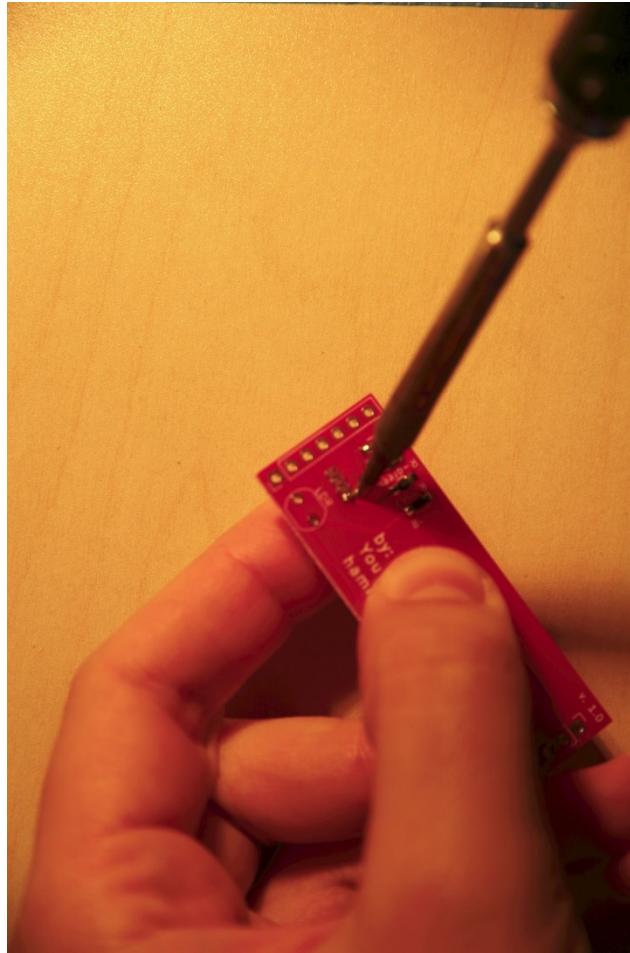
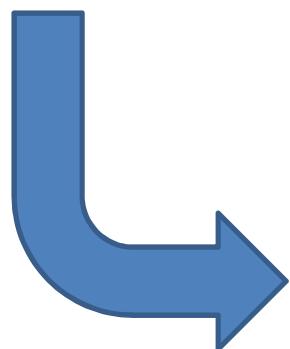
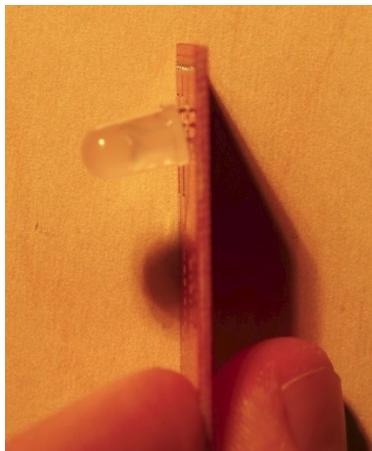
Insert the LED with the Flat Side Matching the Silk Screen



Solder the Square Pad



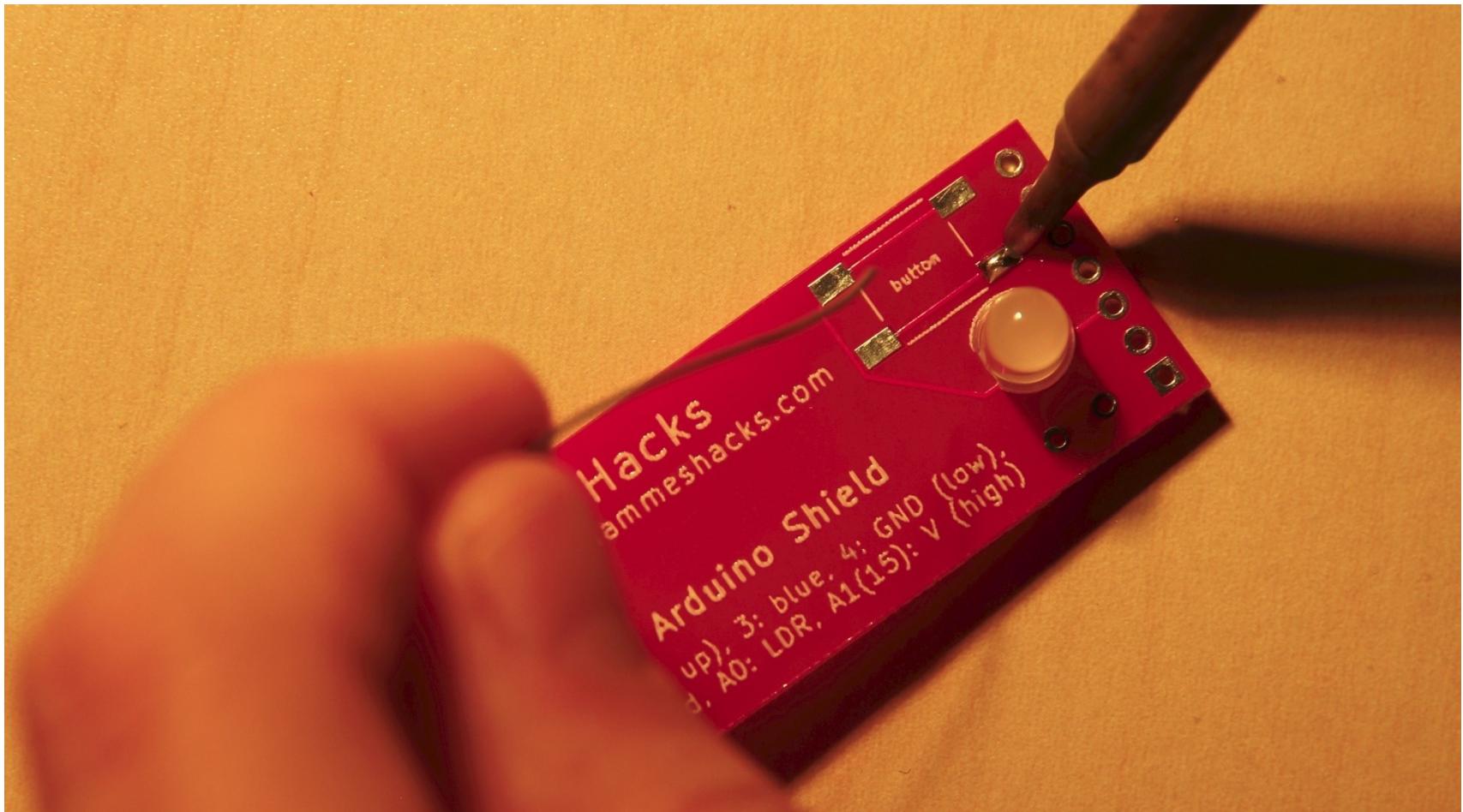
Realign if Necessary



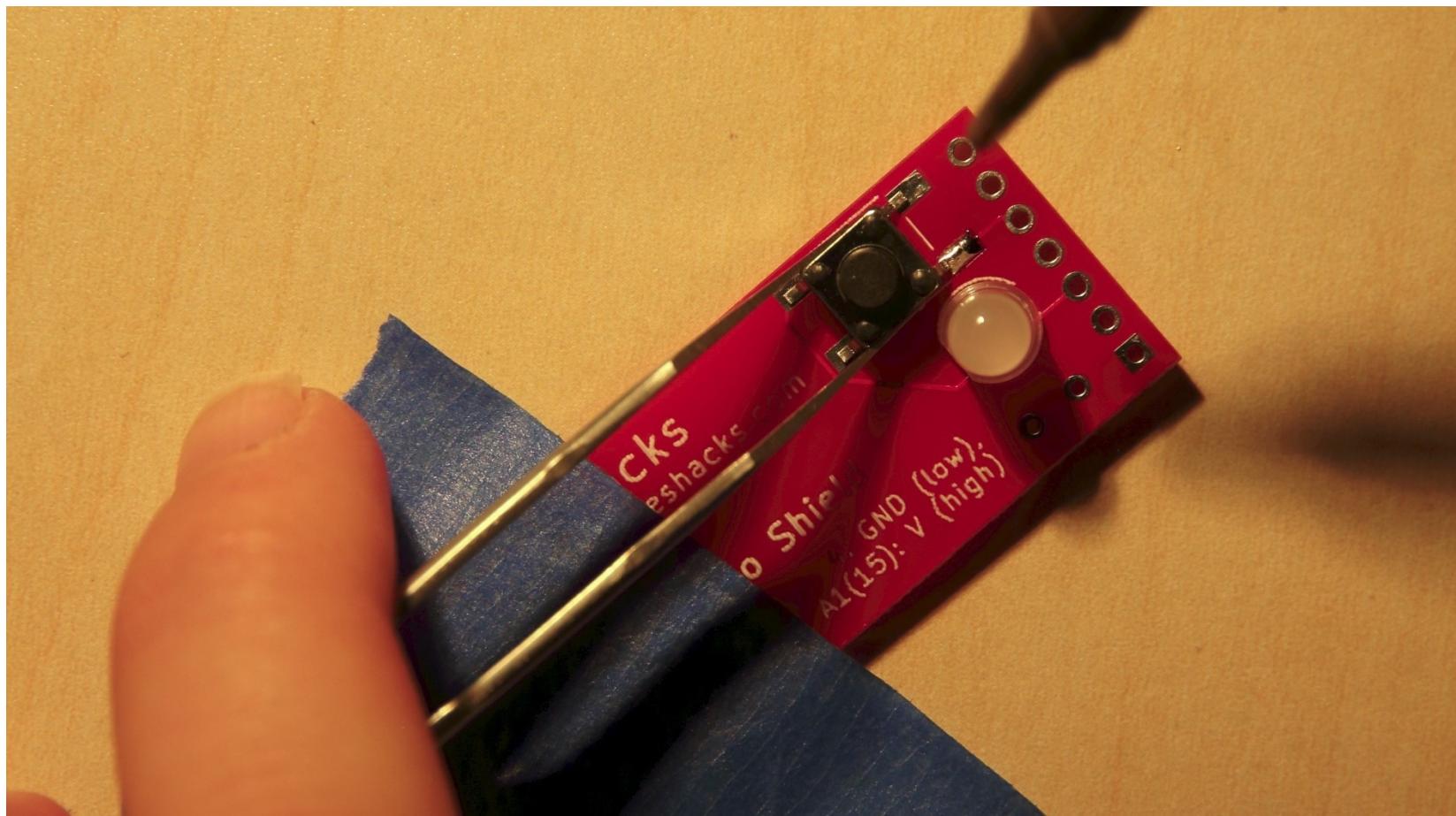
Solder the Other Pins



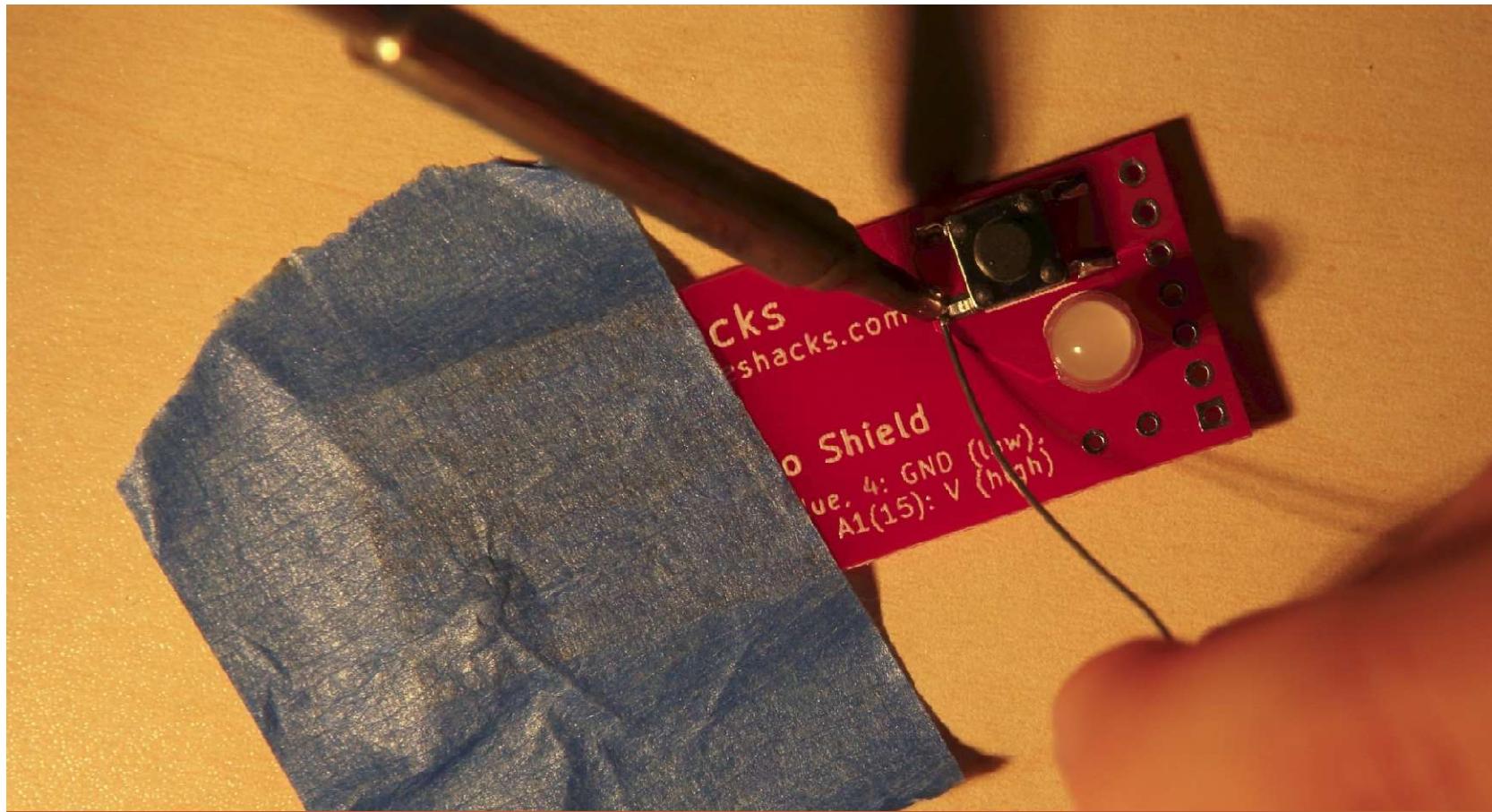
Place a Small Amount of Solder on One of the Button Pads



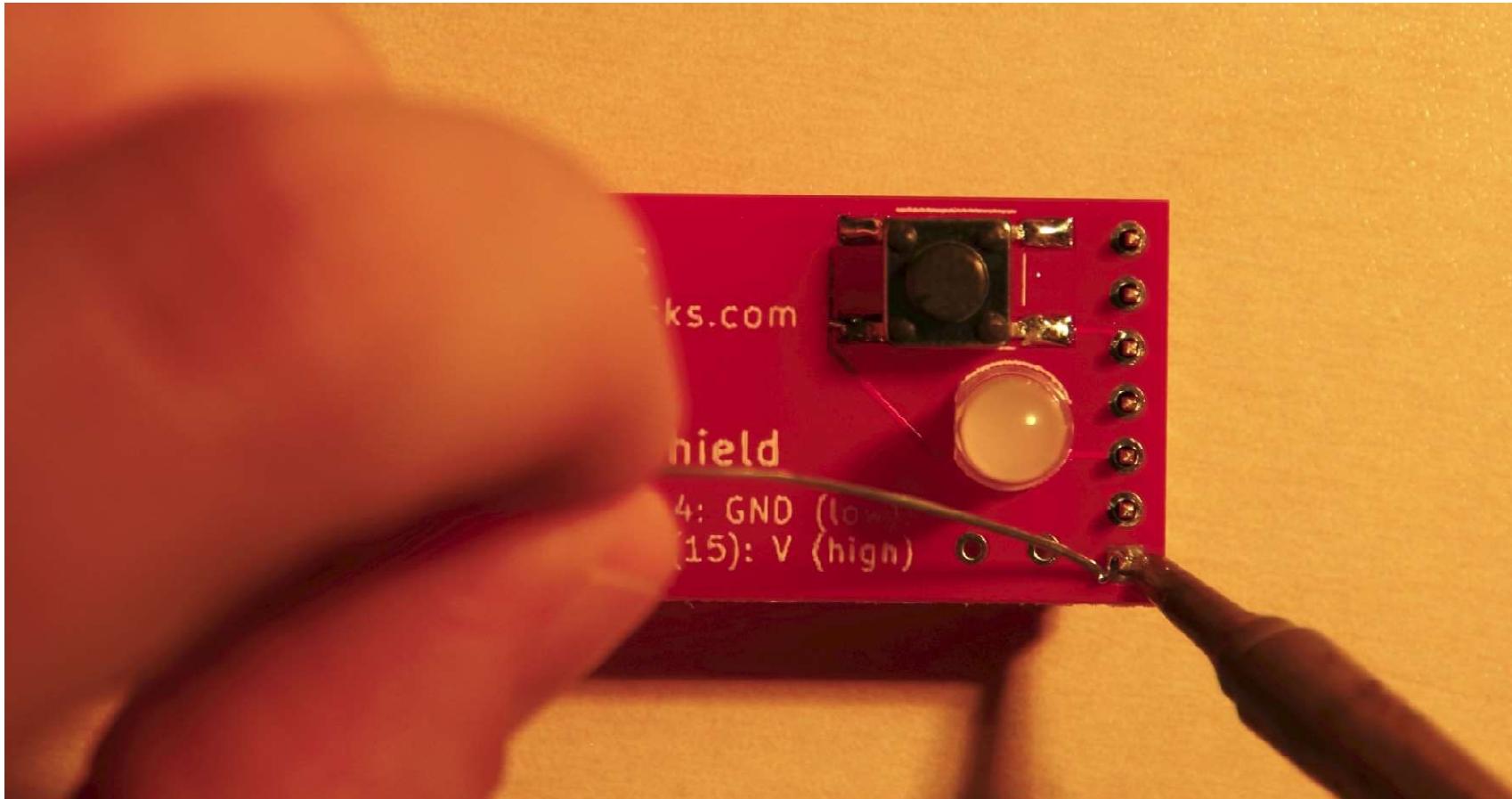
Solder the Button into Place by Remelting the Soldered Pad



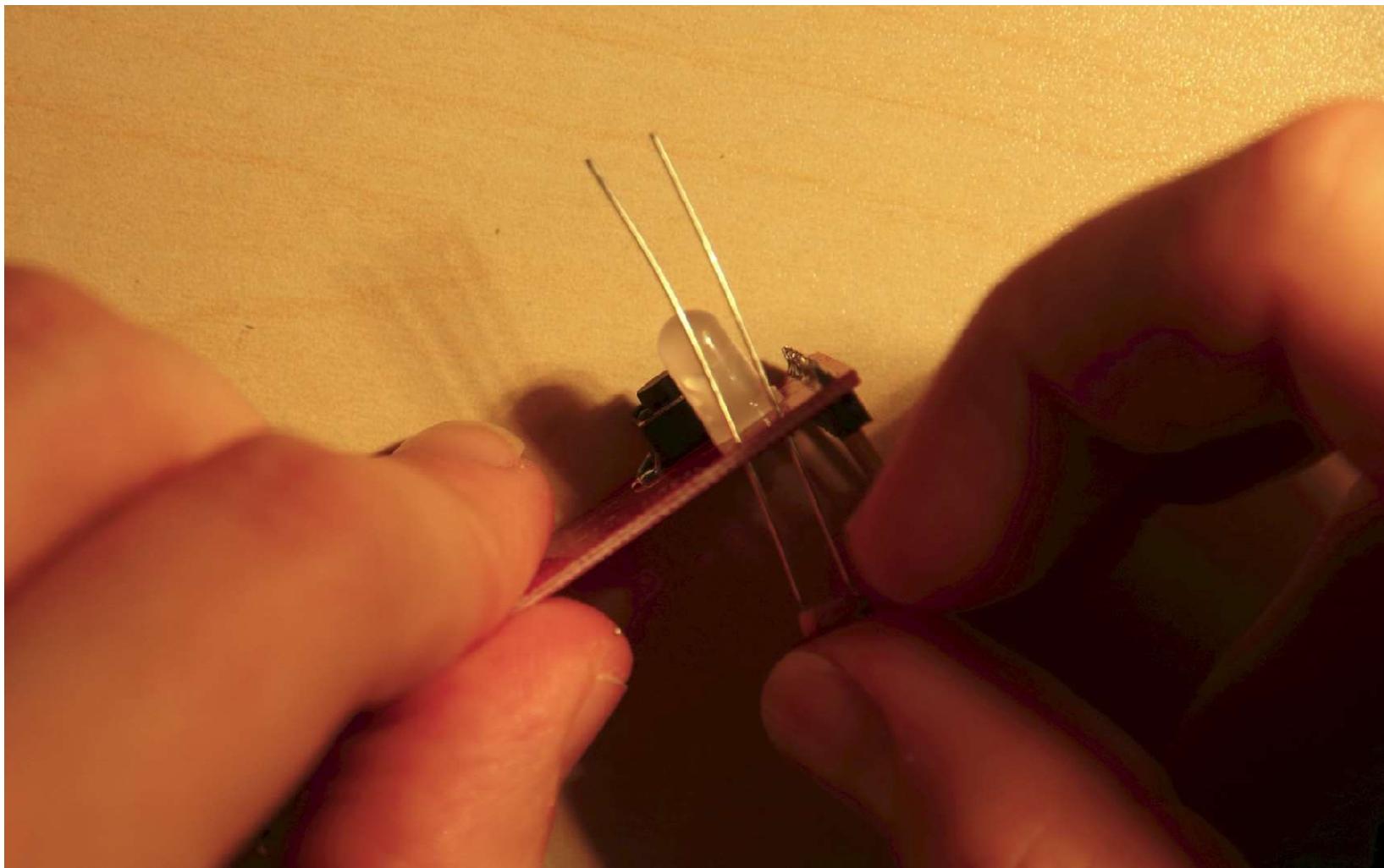
Solder the Other Button Pins



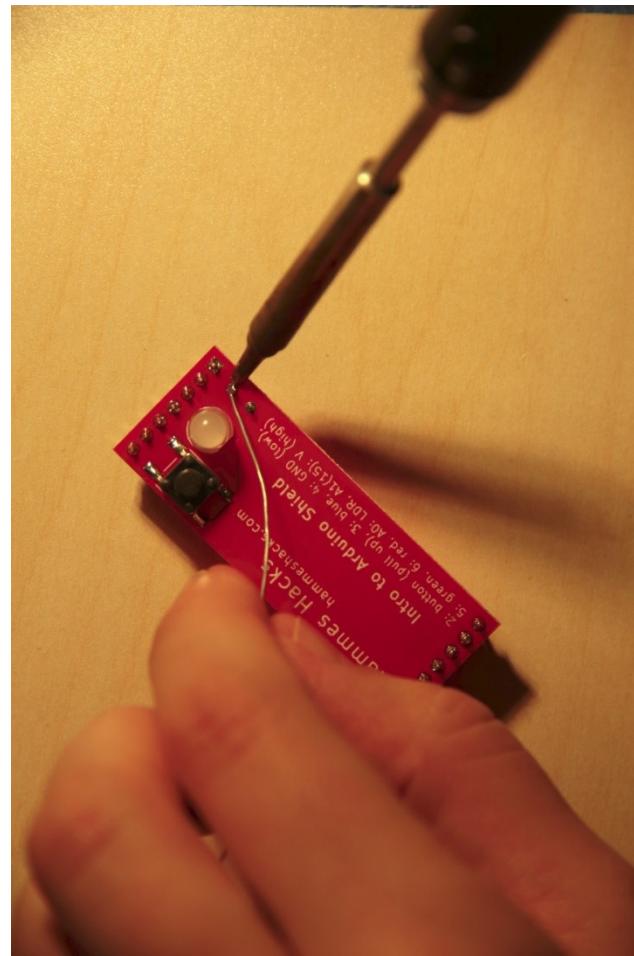
Solder the Pin Header



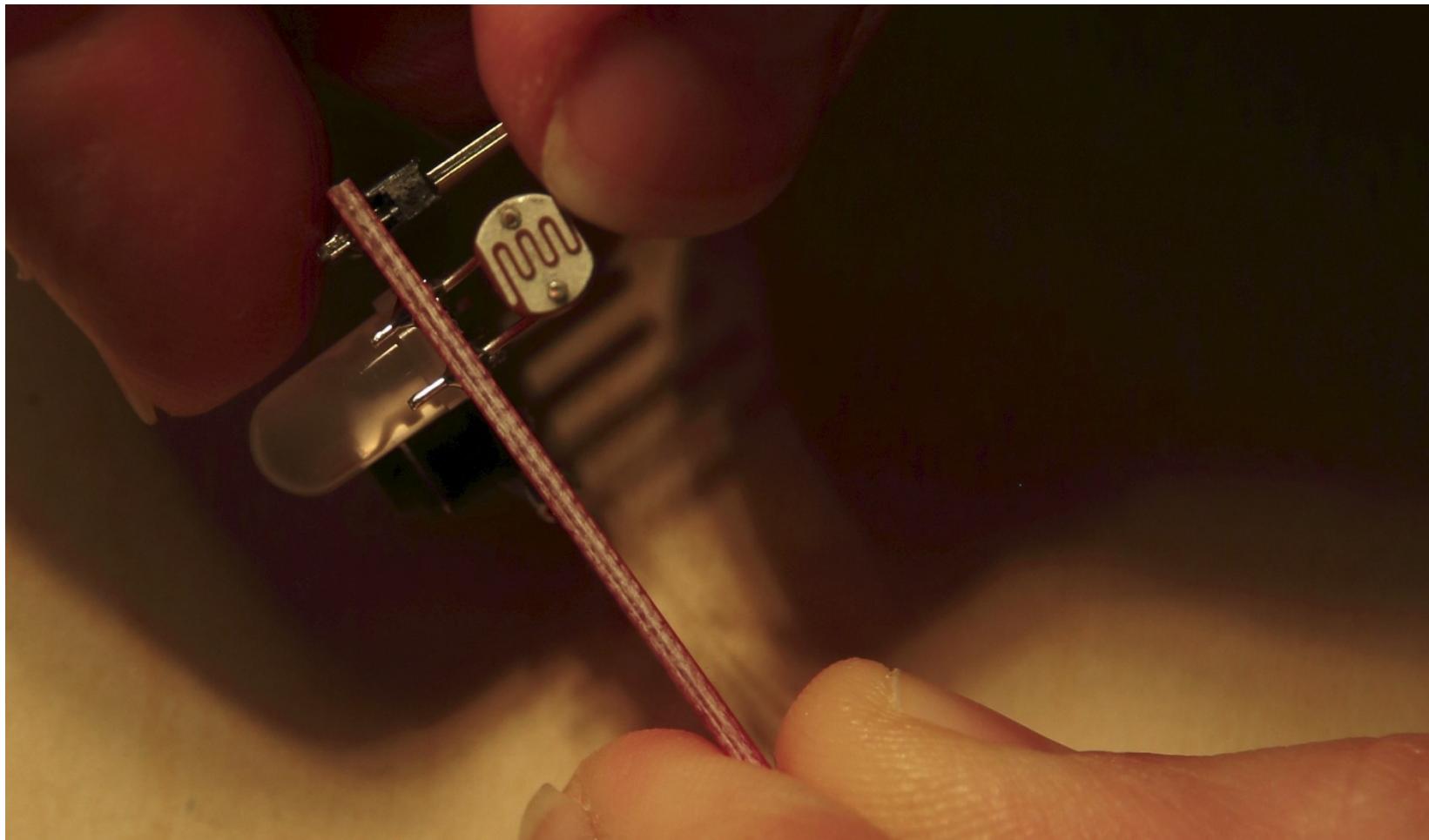
Place the LDR into the Board and Trim
the Leads



Solder the LDR

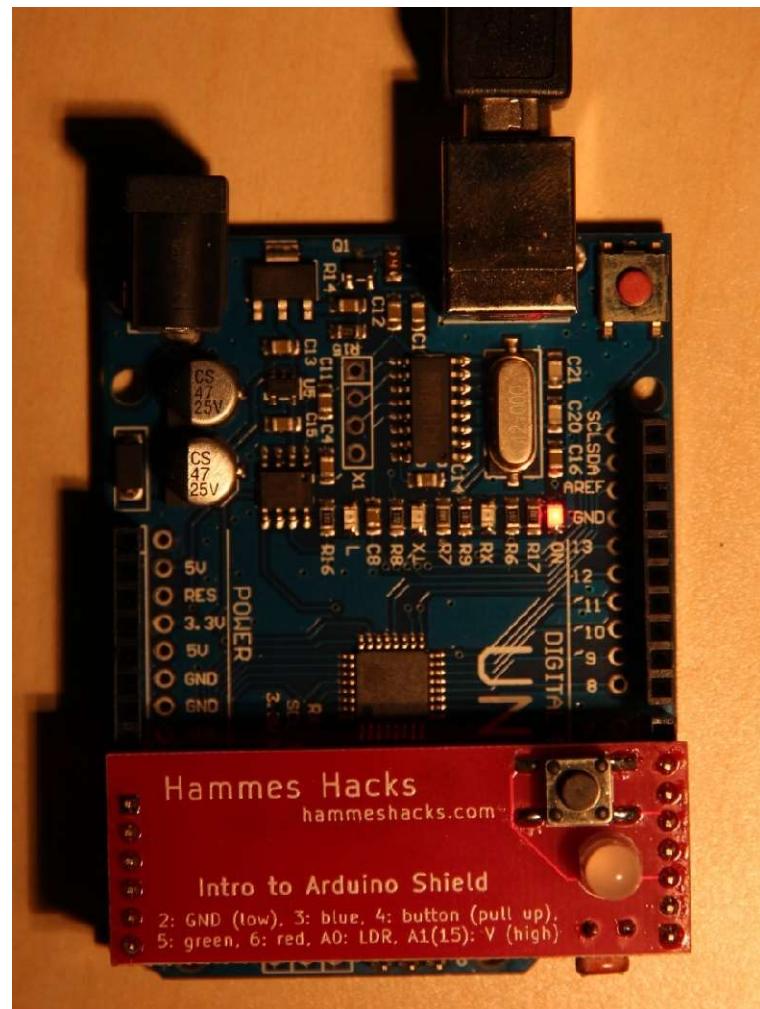


Bend the LDR Up



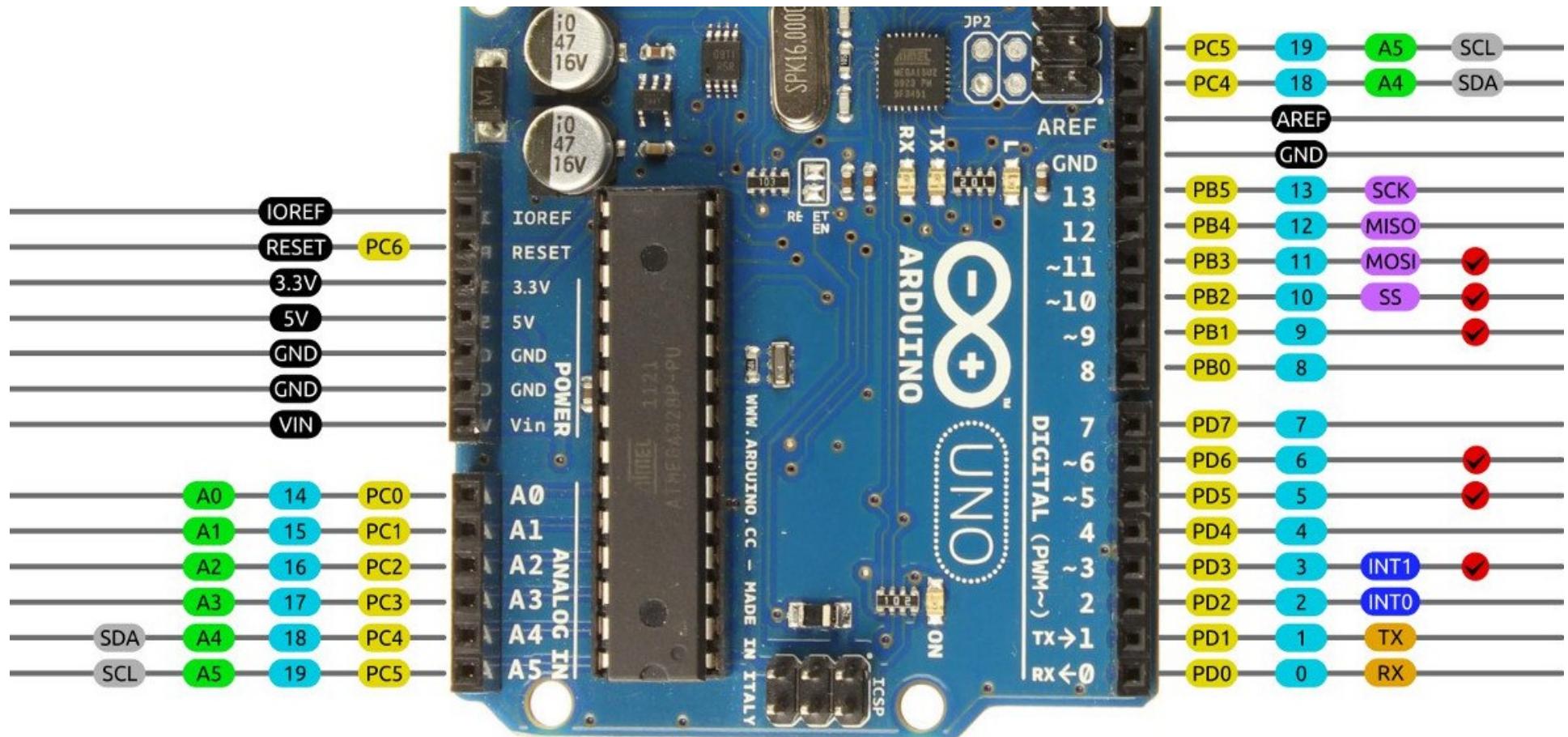
Test the Shield

- Plug the Shield into the Arduino
- Plug the Arduino into the computer (or power)
- The button should change the color of the LED and ambient light should change the LED brightness



THE ELECTRONICS

Arduino Uno



AVR

DIGITAL

ANALOG

POWER

SERIAL

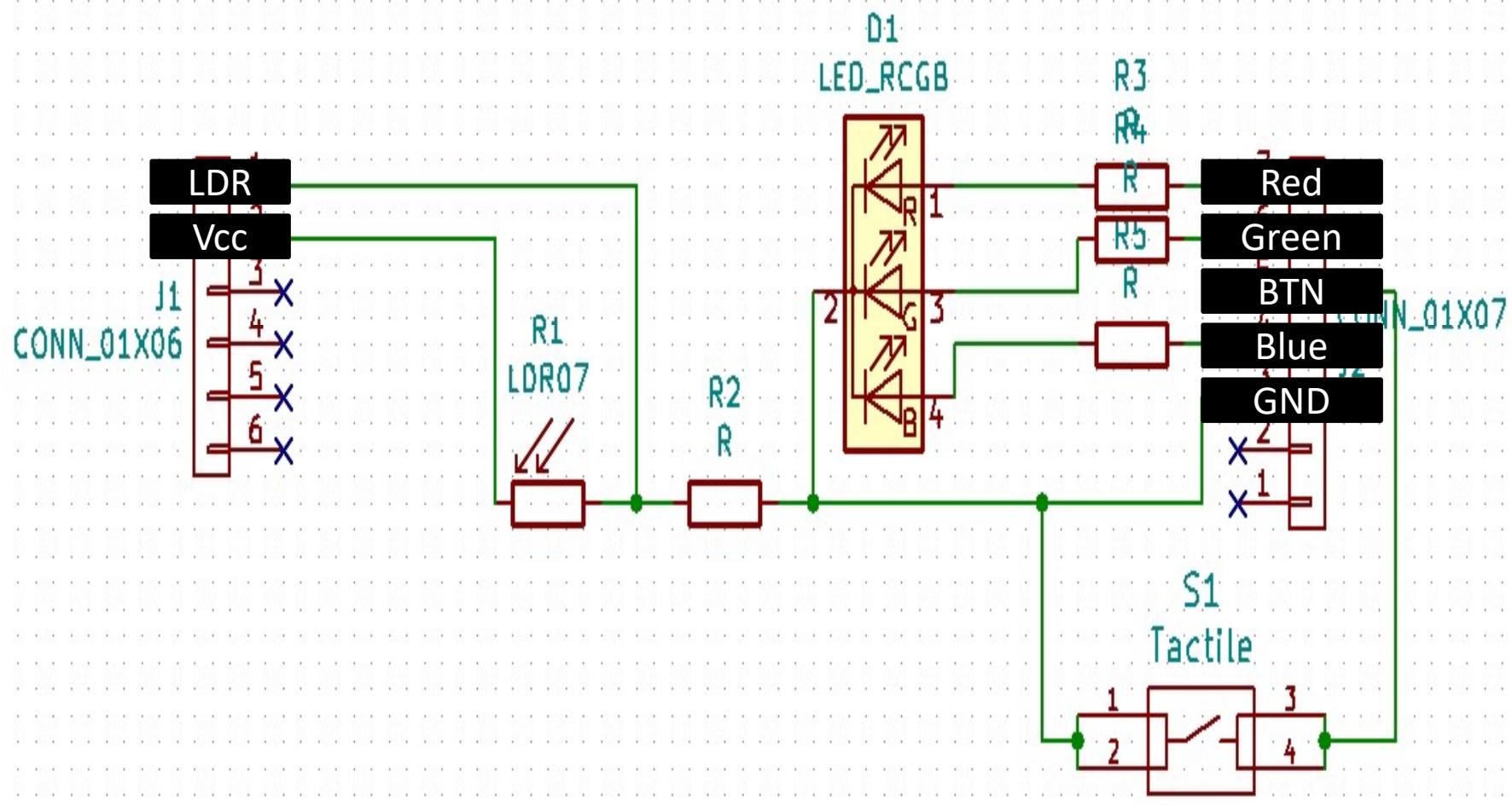
SPI

I2C

PWM

INTERRUPT

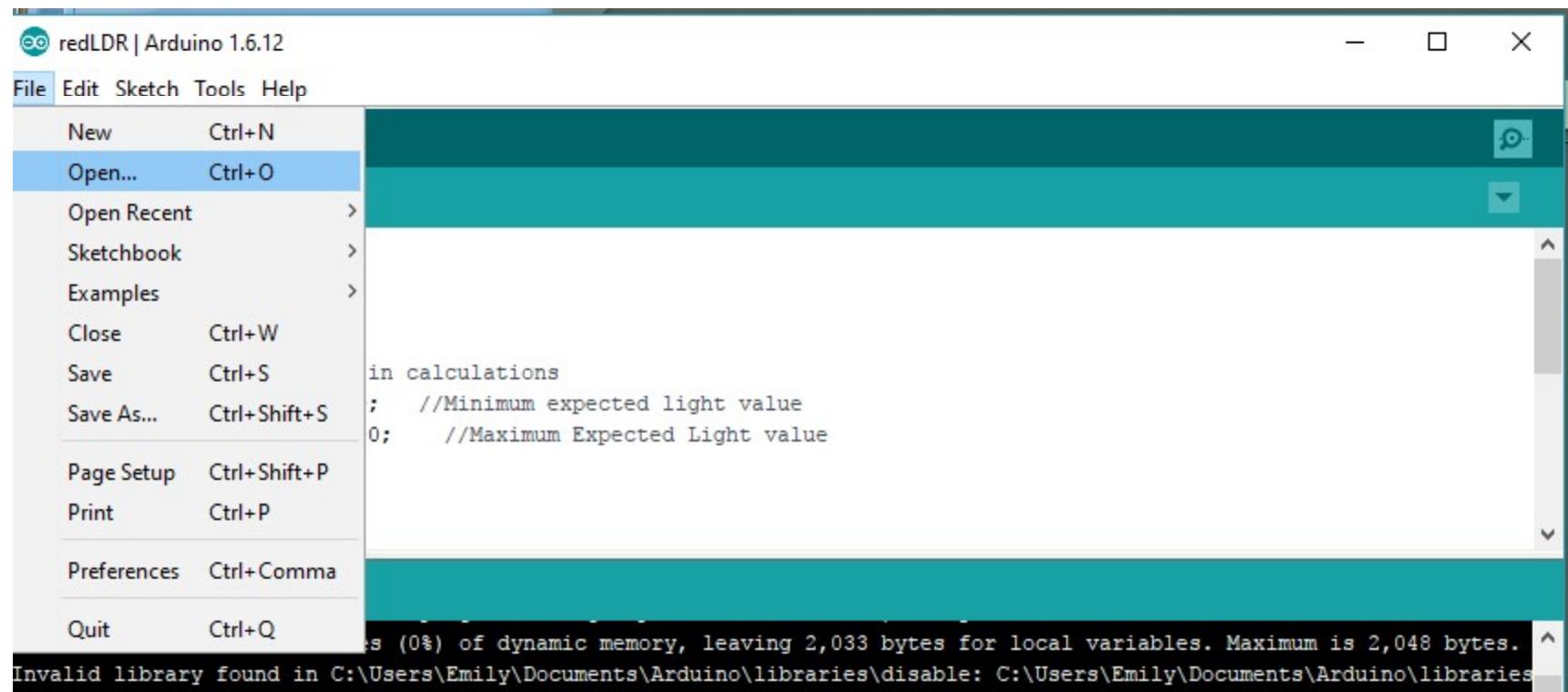
The Intro Shield



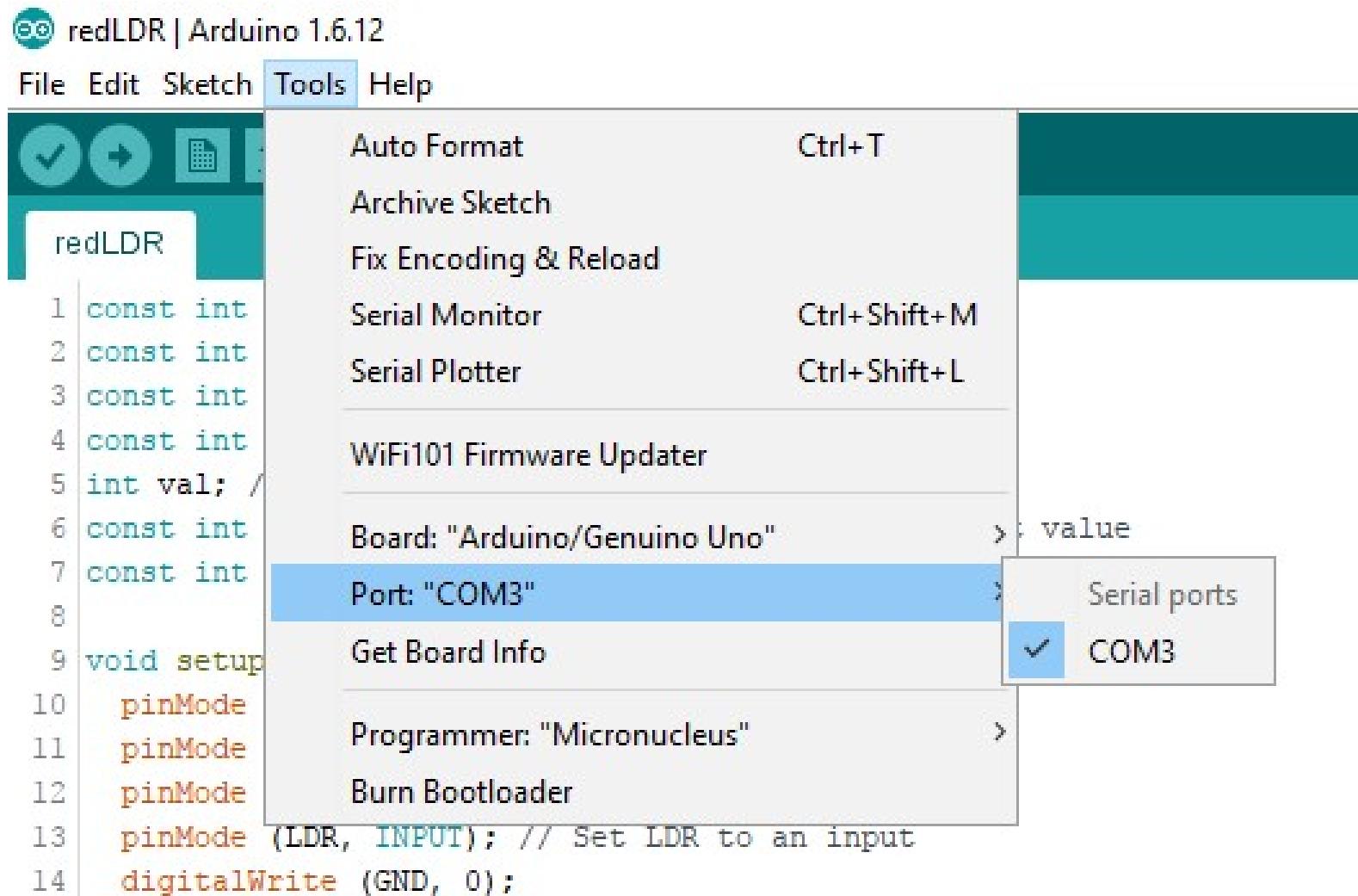
PROGRAMMING

Setting Things Up

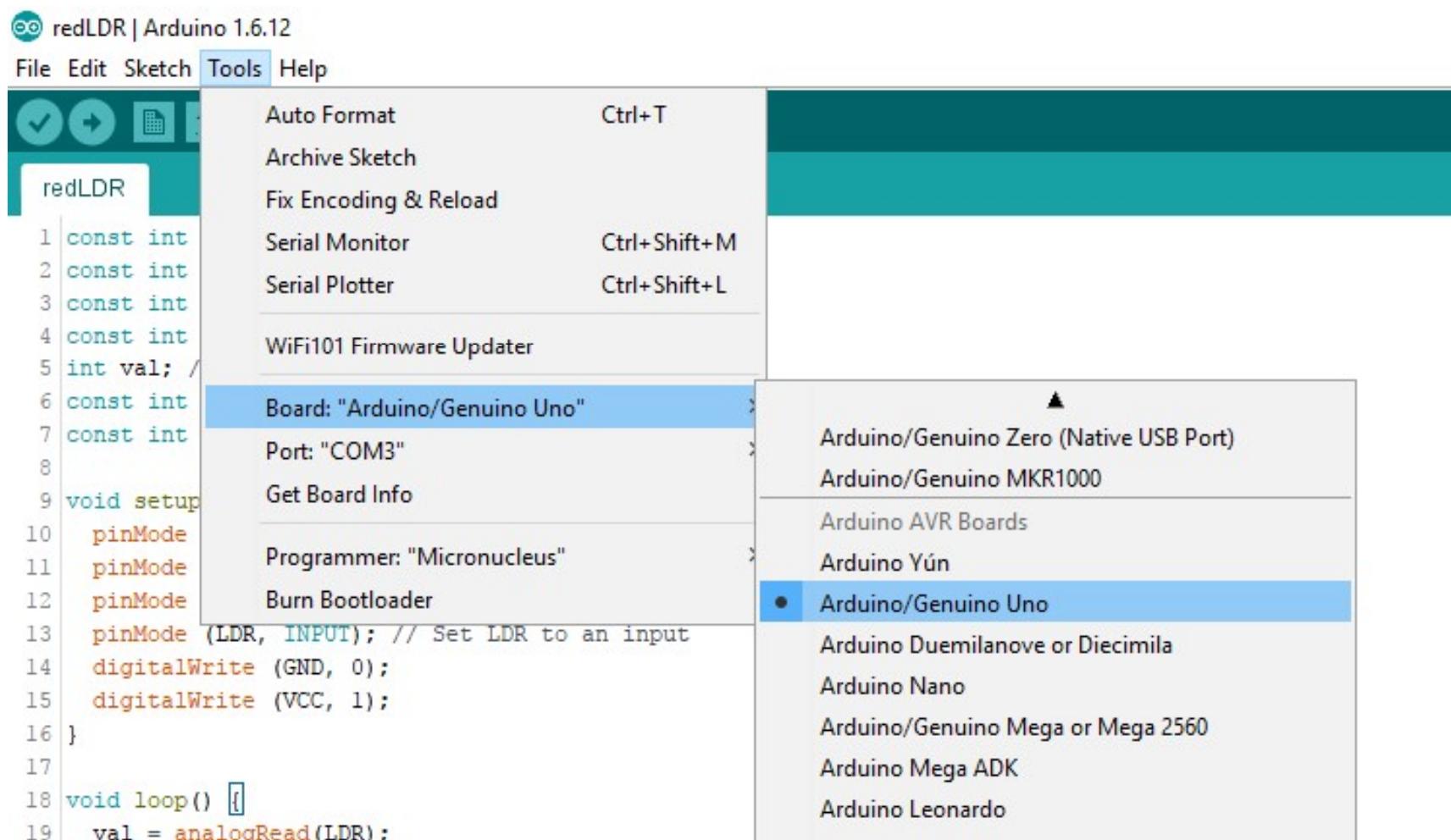
- Install the Arduino Software
- Open IntroToAdruinoShieldTest



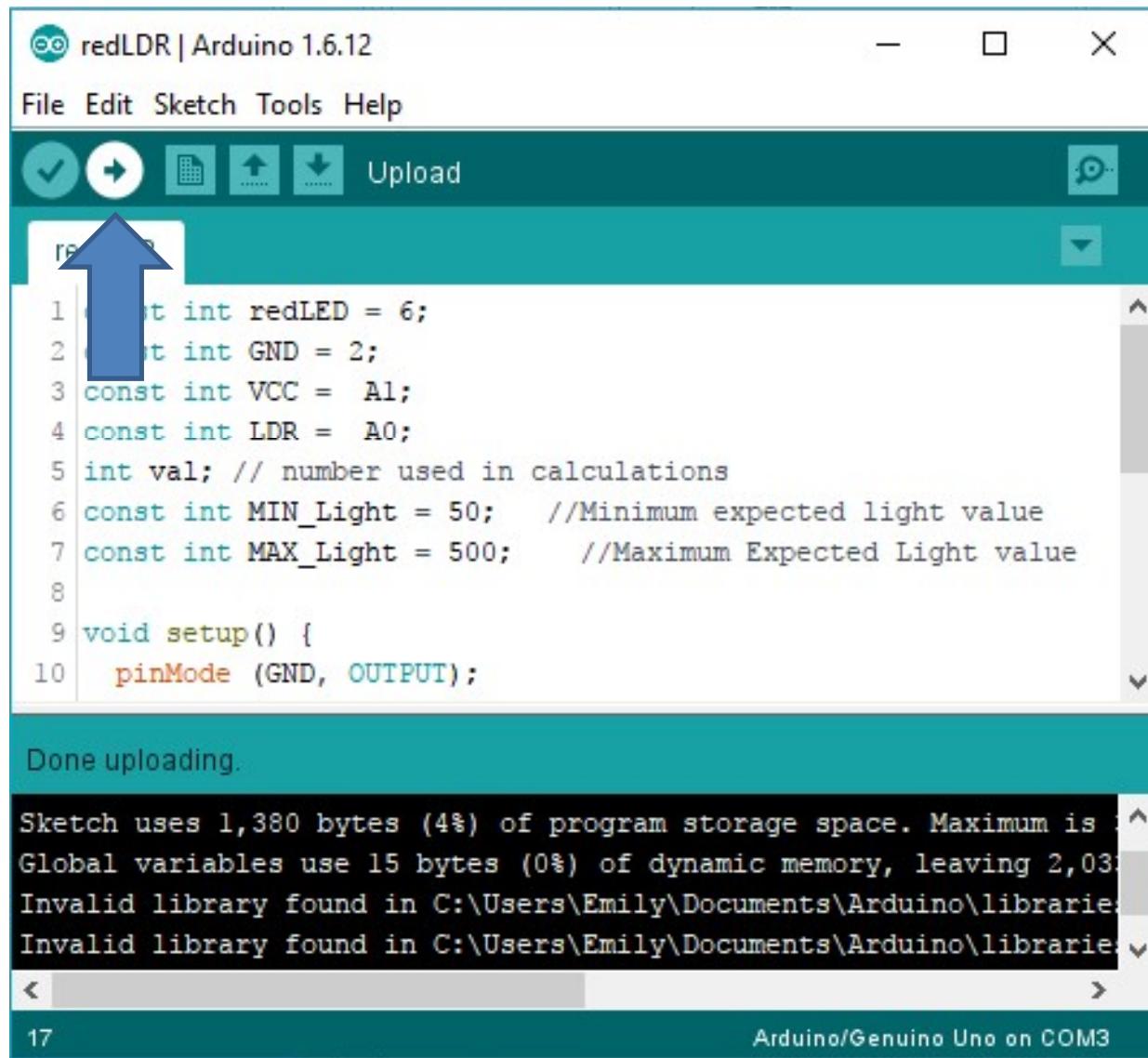
Selecting a ComPort



Selecting the Arduino



Uploading Code

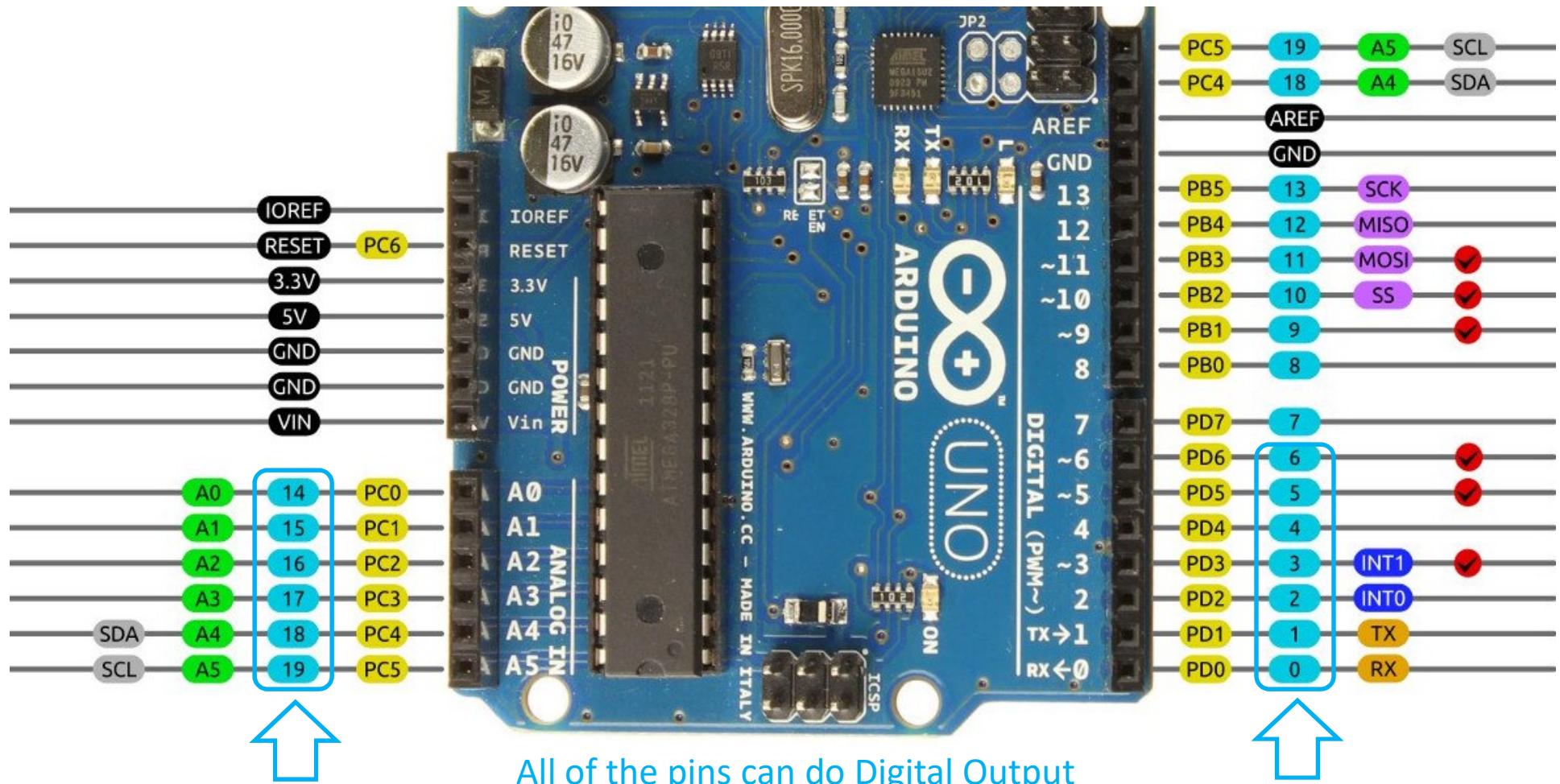


The screenshot shows the Arduino IDE interface with the title bar "redLDR | Arduino 1.6.12". The menu bar includes File, Edit, Sketch, Tools, and Help. The toolbar features icons for upload, refresh, and other functions, with the "Upload" button highlighted by a large blue arrow. The code editor displays the following sketch:

```
1 // Set int redLED = 6;
2 // Set int GND = 2;
3 const int VCC = A1;
4 const int LDR = A0;
5 int val; // number used in calculations
6 const int MIN_Light = 50; //Minimum expected light value
7 const int MAX_Light = 500; //Maximum Expected Light value
8
9 void setup() {
10   pinMode (GND, OUTPUT);
```

The status bar at the bottom indicates "Done uploading." and provides memory usage details: "Sketch uses 1,380 bytes (4%) of program storage space. Maximum is 32,256 bytes." It also shows "Global variables use 15 bytes (0%) of dynamic memory, leaving 2,031 bytes free." Two warning messages are displayed: "Invalid library found in C:\Users\Emily\Documents\Arduino\libraries\Adafruit_SSD1306" and "Invalid library found in C:\Users\Emily\Documents\Arduino\libraries\Adafruit_GFX". The footer shows page number "17" and connection information "Arduino/Genuino Uno on COM3".

Arduino Uno



All of the pins can do Digital Output

AVR

DIGITAL

ANALOG

POWER

SERIAL

SPI

I2C

PWM

INTERRUPT

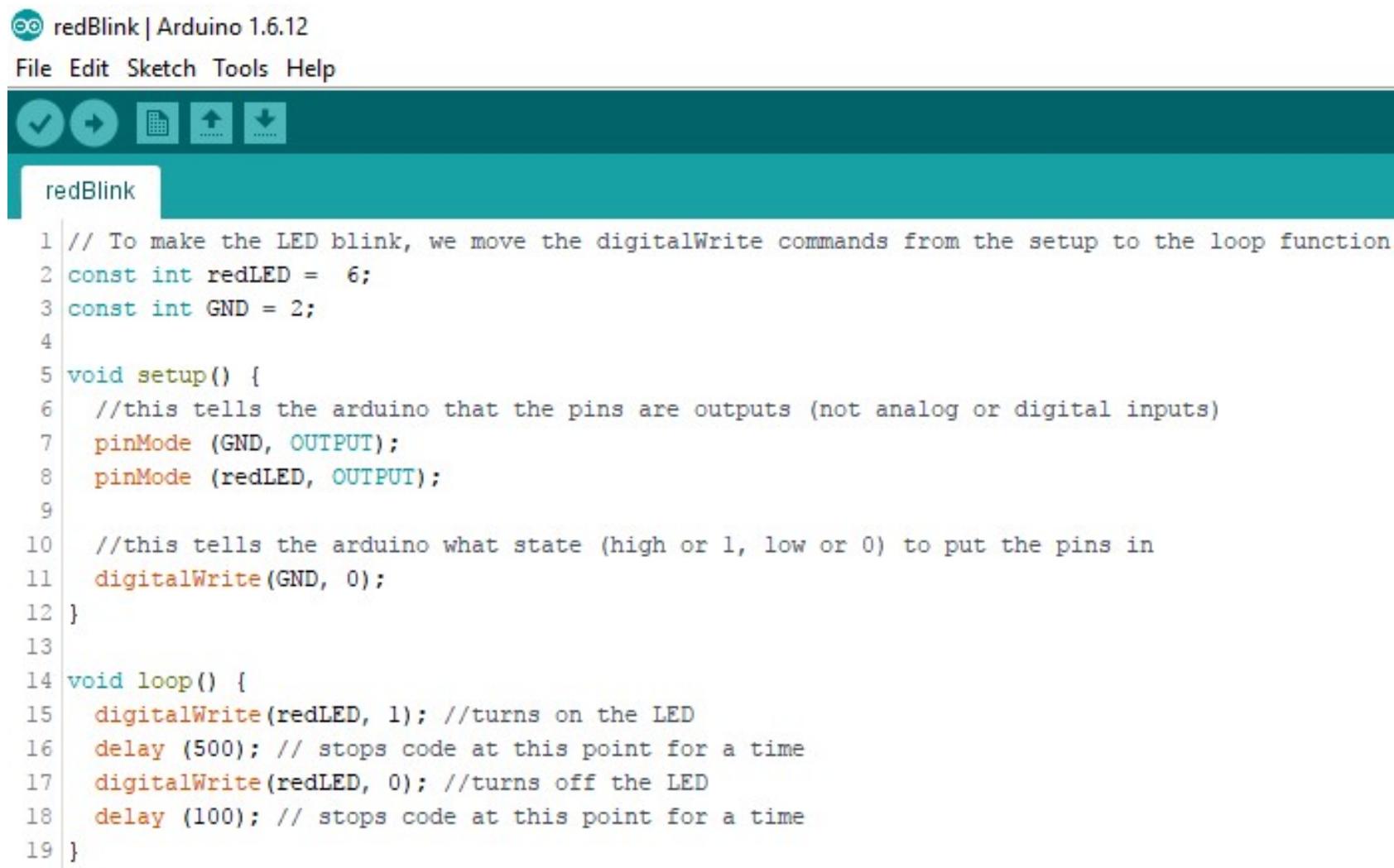
RedOn



The screenshot shows the Arduino IDE interface with the title bar "redOn | Arduino 1.6.12". Below the title bar is a menu bar with "File", "Edit", "Sketch", "Tools", and "Help". Underneath the menu bar is a toolbar with icons for file operations like Open, Save, and Print. The main area is a code editor with the following content:

```
1 // This code turns on the red LED by setting pin 6 to high and pin 2 to low.
2
3 // At the top of the program global variables are defined
4 const int redLED = 6; // This is a constant integer.
5 const int GND = 2; // It is good to define the pins as constants because we do not accidentally want to reassign them in the code.
6
7 // Every Arduino code has a setup function. These instructions are executed one time.
8 void setup() {
9     //this tells the Arduino that the pins are outputs (not analog or digital inputs)
10    pinMode (GND, OUTPUT);
11    pinMode (redLED, OUTPUT);
12
13    // This tells the Arduino what state (high or low) to put the pins in
14    digitalWrite(GND, LOW);
15    digitalWrite(redLED, HIGH);
16 }
17
18 // Every Arduino code also has a loop function. This is executed after the setup and runs forever.
19 void loop() {
20     // The loop is empty in this program because we always want the red light to be on.
21     // However, we need to include a loop function so we include it but leave it empty.
22 }
23
24 /* Lastly, comments are notes written by the programmer to explain what the code is doing.
25    In the Arduino IDE they look grey. They are not executed by the program.
26    In a single line they can be made by typing //. This is an example of a multiline comment.
27 */
```

RedBlink

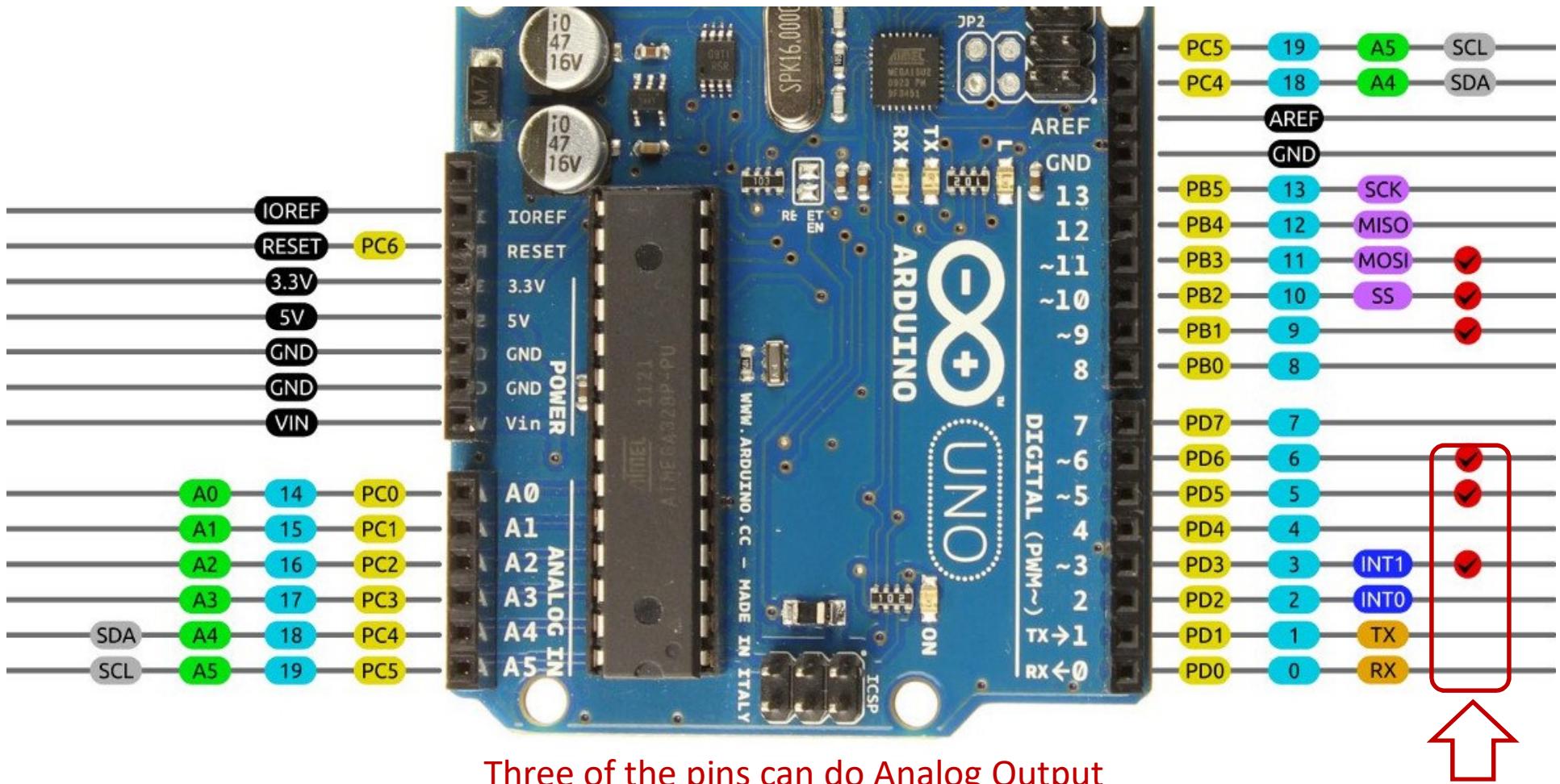


The screenshot shows the Arduino IDE interface with the following details:

- Title Bar:** redBlink | Arduino 1.6.12
- Menu Bar:** File Edit Sketch Tools Help
- Toolbar:** Includes icons for Save, Run, Stop, Upload, and Download.
- Sketch Name:** redBlink
- Code Area:** Displays the following C++ code for a blinking LED:

```
1 // To make the LED blink, we move the digitalWrite commands from the setup to the loop function.
2 const int redLED = 6;
3 const int GND = 2;
4
5 void setup() {
6     //this tells the arduino that the pins are outputs (not analog or digital inputs)
7     pinMode (GND, OUTPUT);
8     pinMode (redLED, OUTPUT);
9
10    //this tells the arduino what state (high or 1, low or 0) to put the pins in
11    digitalWrite(GND, 0);
12 }
13
14 void loop() {
15     digitalWrite(redLED, 1); //turns on the LED
16     delay (500); // stops code at this point for a time
17     digitalWrite(redLED, 0); //turns off the LED
18     delay (100); // stops code at this point for a time
19 }
```

Arduino Uno



Three of the pins can do Analog Output

AVR

DIGITAL

ANALOG

POWER

SERIAL

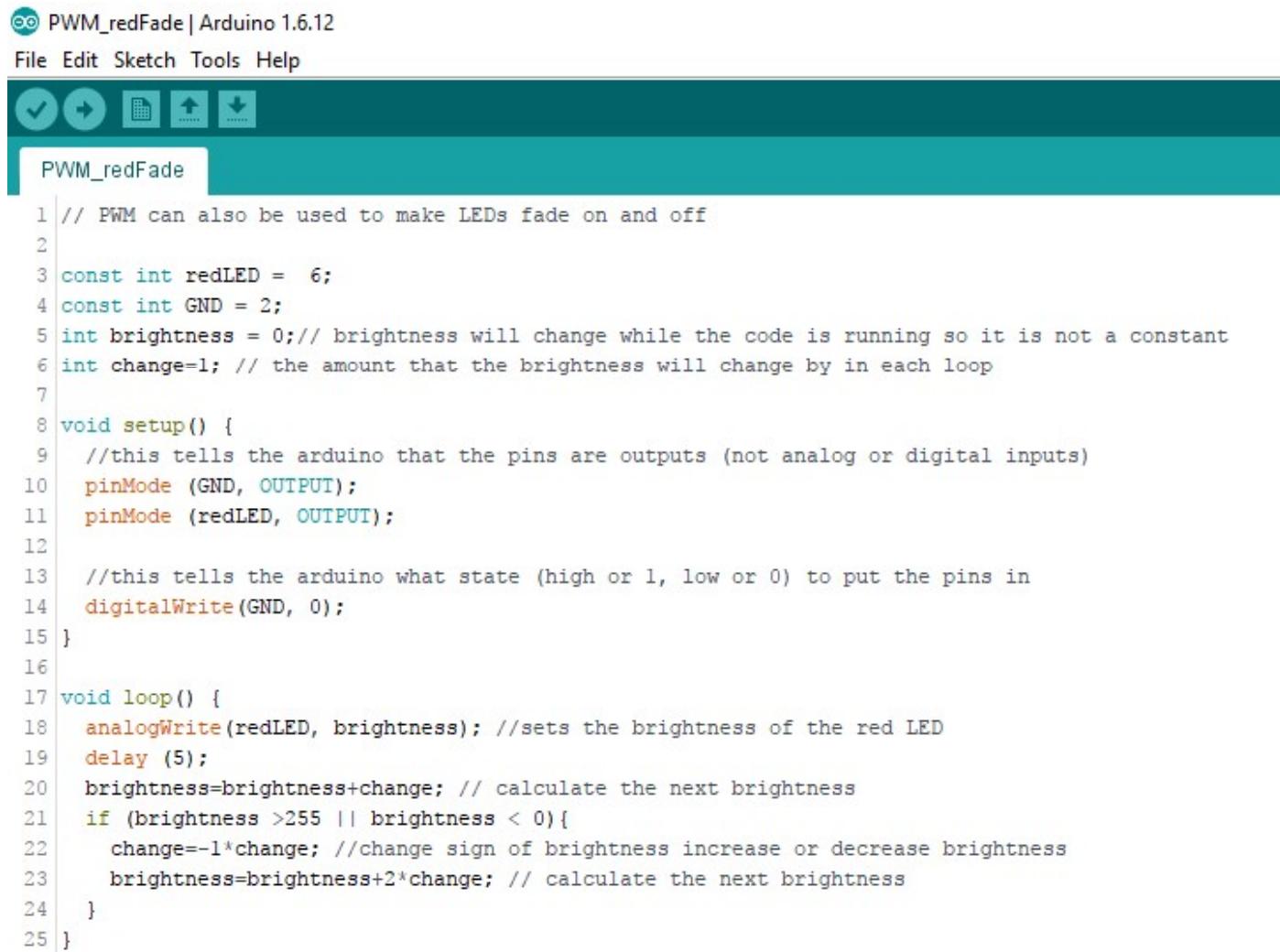
SPI

I2C

PWM

INTERRUPT

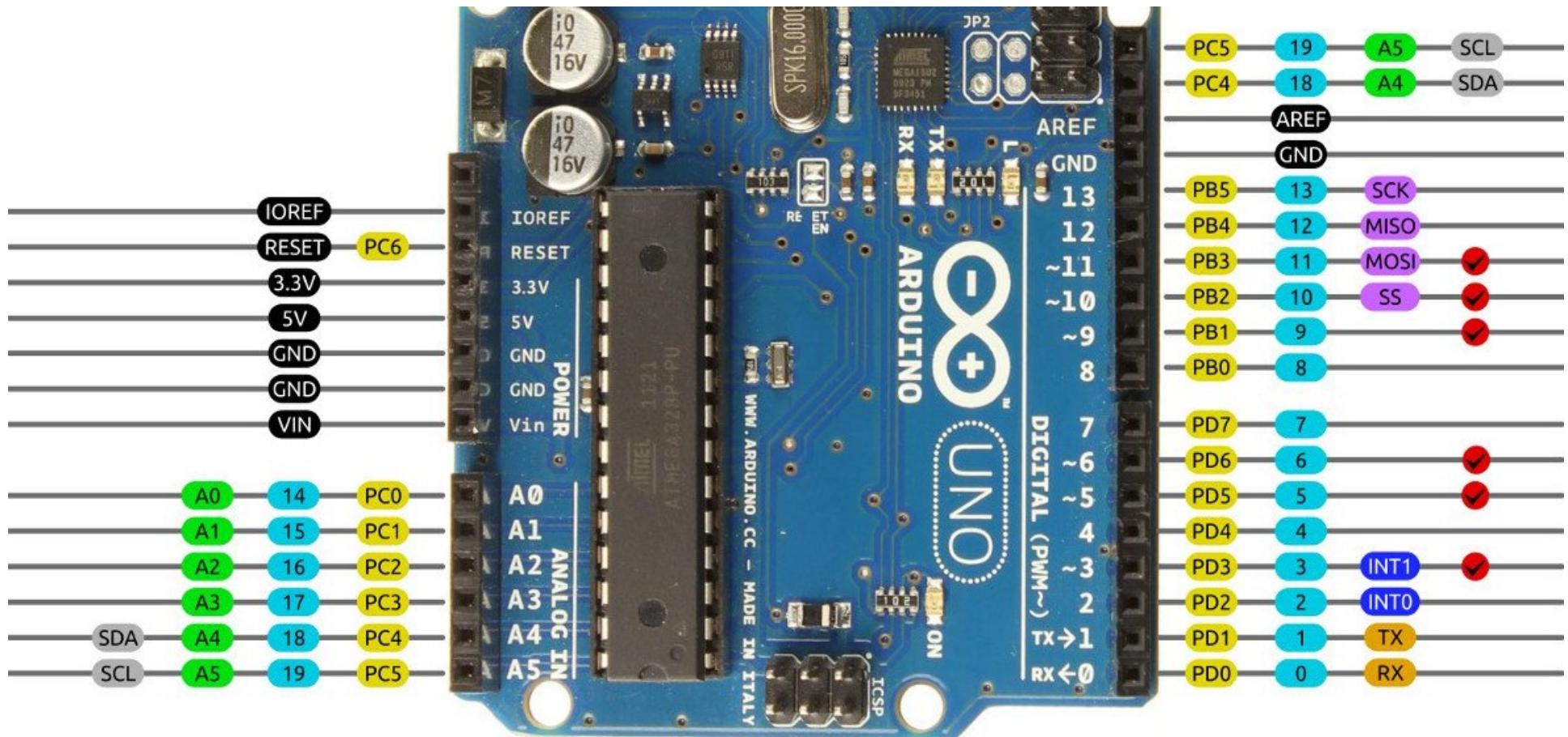
PWM_redFade



The screenshot shows the Arduino IDE interface with the sketch titled "PWM_redFade". The code implements a PWM fading effect for a red LED connected to pin 6, with GND at pin 2. The brightness starts at 0 and changes by -1 each loop iteration. If the brightness reaches 255 or 0, the change sign is reversed.

```
1 // PWM can also be used to make LEDs fade on and off
2
3 const int redLED = 6;
4 const int GND = 2;
5 int brightness = 0; // brightness will change while the code is running so it is not a constant
6 int change=-1; // the amount that the brightness will change by in each loop
7
8 void setup() {
9     //this tells the arduino that the pins are outputs (not analog or digital inputs)
10    pinMode (GND, OUTPUT);
11    pinMode (redLED, OUTPUT);
12
13    //this tells the arduino what state (high or 1, low or 0) to put the pins in
14    digitalWrite(GND, 0);
15 }
16
17 void loop() {
18     analogWrite(redLED, brightness); //sets the brightness of the red LED
19     delay (5);
20     brightness=brightness+change; // calculate the next brightness
21     if (brightness >255 || brightness < 0){
22         change=-1*change; //change sign of brightness increase or decrease brightness
23         brightness=brightness+2*change; // calculate the next brightness
24     }
25 }
```

Arduino Uno



AVR

DIGITAL

ANALOG

POWER

SERIAL

SPI

I2C

PWM

INTERRUPT

 redLDR | Arduino 1.6.12

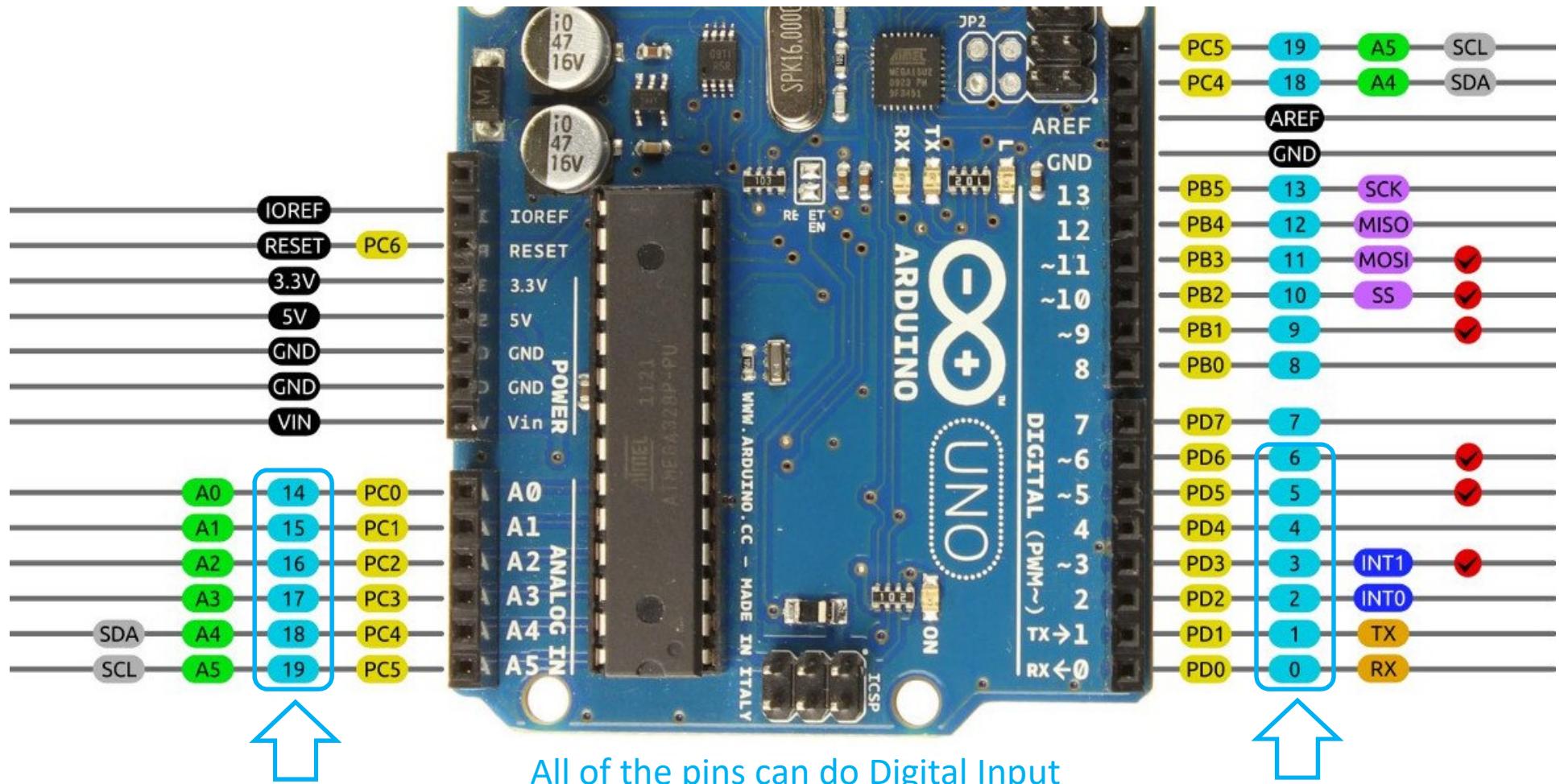
File Edit Sketch Tools Help



redLDR

```
1 const int redLED = 6;
2 const int GND = 2;
3 const int VCC = A1;
4 const int LDR = A0;
5 int val; // number used in calculations
6 const int MIN_Light = 50; //Minimum expected light value
7 const int MAX_Light = 500; //Maximum Expected Light value
8
9 void setup() {
10   pinMode (GND, OUTPUT);
11   pinMode (VCC, OUTPUT);
12   pinMode (redLED, OUTPUT);
13   pinMode (LDR, INPUT); // Set LDR to an input
14   digitalWrite (GND, 0);
15   digitalWrite (VCC, 1);
16 }
17
18 void loop() []
19   val = analogRead(LDR);
20   val = map(val, MIN_Light, MAX_Light, 255, 0);
21   val = constrain(val, 0, 255);
22   analogWrite(redLED, val);
23 }
```

Arduino Uno



AVR

DIGITAL

ANALOG

POWER

SERIAL

SPI

I2C

PWM

INTERRUPT

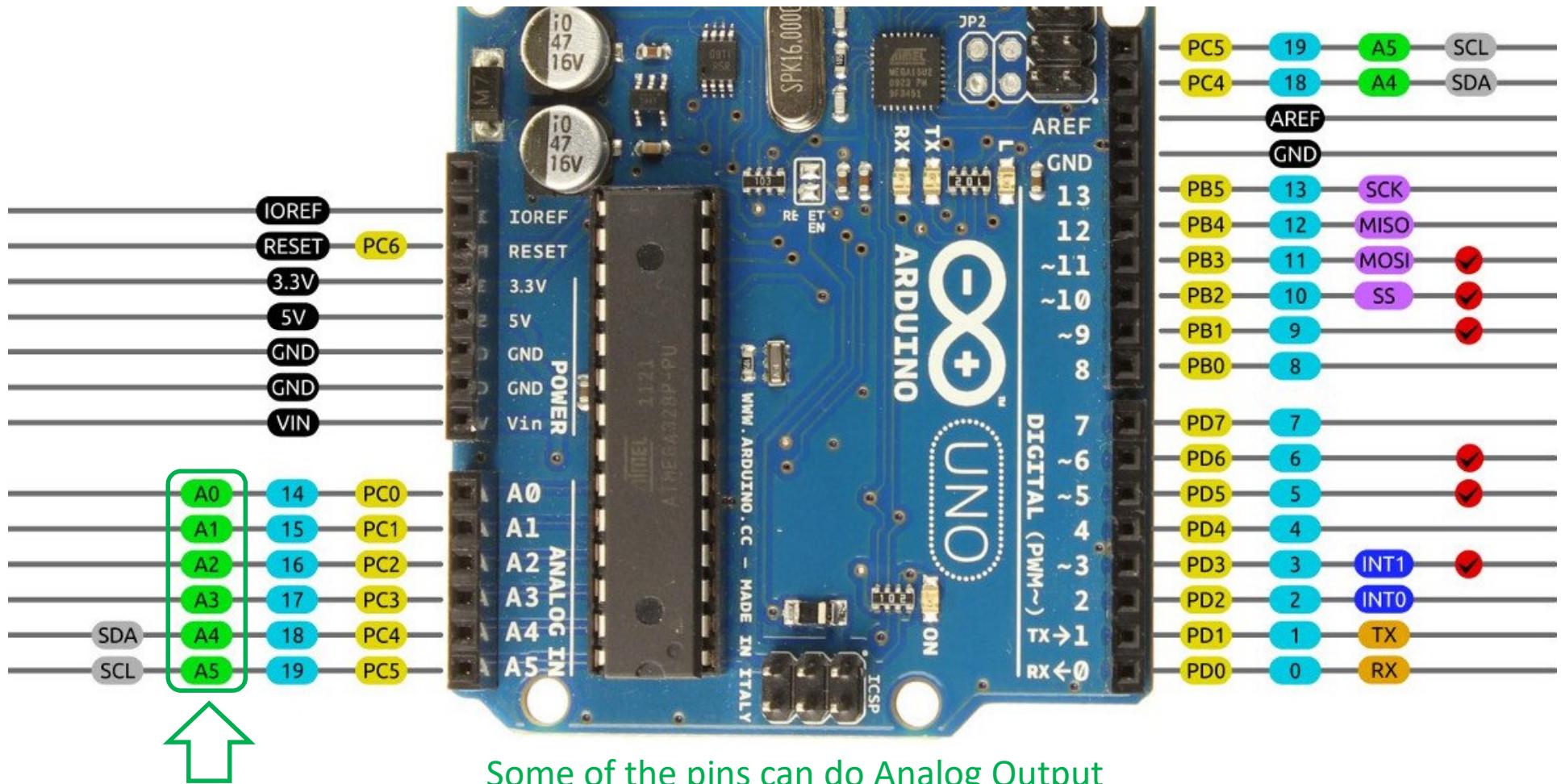
redButton

The screenshot shows the Arduino IDE interface. The title bar reads "redButton | Arduino 1.6.12". The menu bar includes File, Edit, Sketch, Tools, and Help. The toolbar has icons for back, forward, file operations, and a magnifying glass. The code editor window contains the following sketch:

```
1 const int redLED = 6;
2 const int GND = 2;
3 const int button = 4;
4
5 void setup() {
6   pinMode (GND, OUTPUT);
7   pinMode (redLED, OUTPUT);
8   pinMode (button, INPUT_PULLUP); // this tells the arduino to use the internal pullup resistor
9
10 digitalWrite (GND,0);
11 }
12
13 void loop() {
14 // here we turn on the led if the button is pushed (this is the opposite of blueButton
15 if ( digitalRead(button) == 1) { // if the button pin senses a high voltage (1)...
16   digitalWrite(redLED, 0); // we turn off the red LED
17 }
18 else{ // if the button senses a low voltage (0)...
19   analogWrite(redLED, 20); // we turn on the red LED
20 }
21 }
```

The status bar at the bottom displays "Done uploading.", "Sketch uses 1,092 bytes (3%) of program storage space. Maximum is 32,256 bytes.", "Global variables use 9 bytes (0%) of dynamic memory, leaving 2,039 bytes for local variables. Maximum is 2,048 bytes.", "Invalid library found in C:\Users\Emily\Documents\Arduino\libraries\disable: C:\Users\Emily\Documents\Arduino\libraries\disable", and "Invalid library found in C:\Users\Emily\Documents\Arduino\libraries\disable: C:\Users\Emily\Documents\Arduino\libraries\disable". The bottom right corner shows "Arduino/Genuino Uno on COM3", "10:30 AM", "ENG", "11/24/2017", and a battery icon.

Arduino Uno



AVR

DIGITAL

ANALOG

POWER

SERIAL

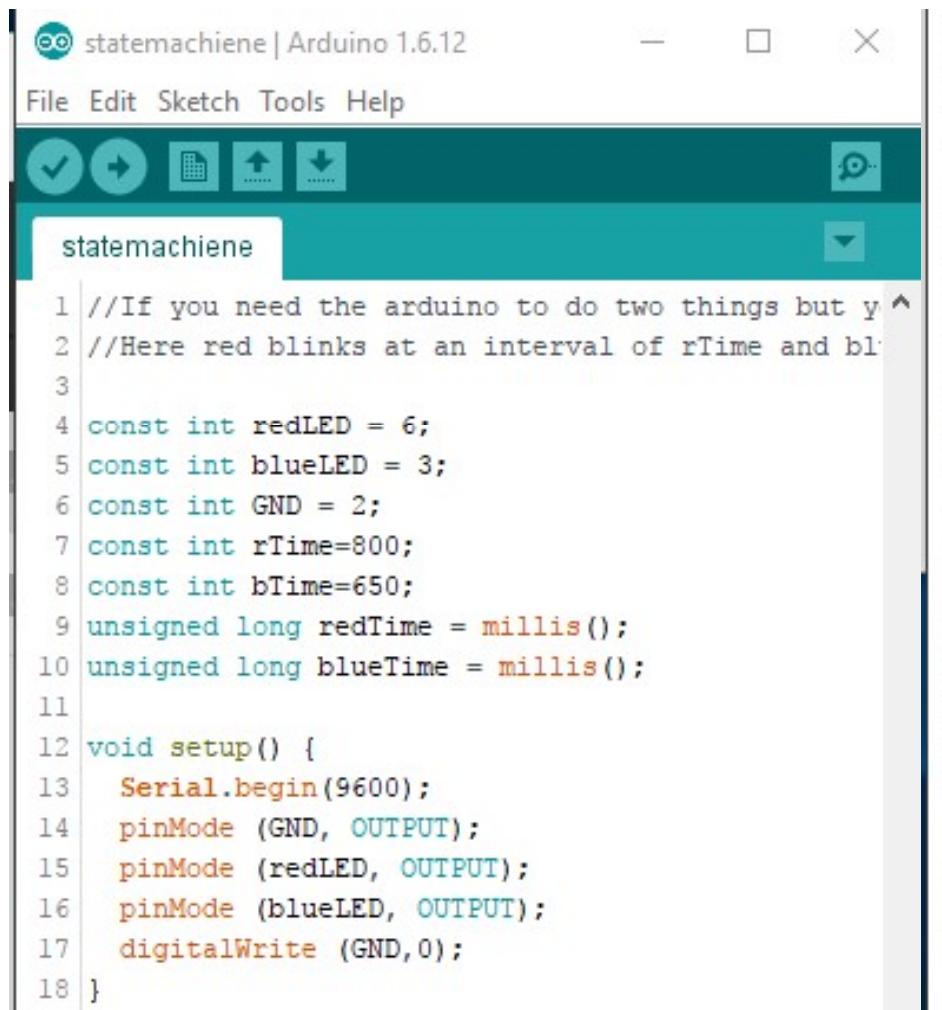
SPI

I2C

PWM

INTERRUPT

Nonblocking State Machine



The screenshot shows the Arduino IDE interface with a sketch titled "statemachiene". The code implements a non-blocking state machine to alternate between red and blue LED blinks.

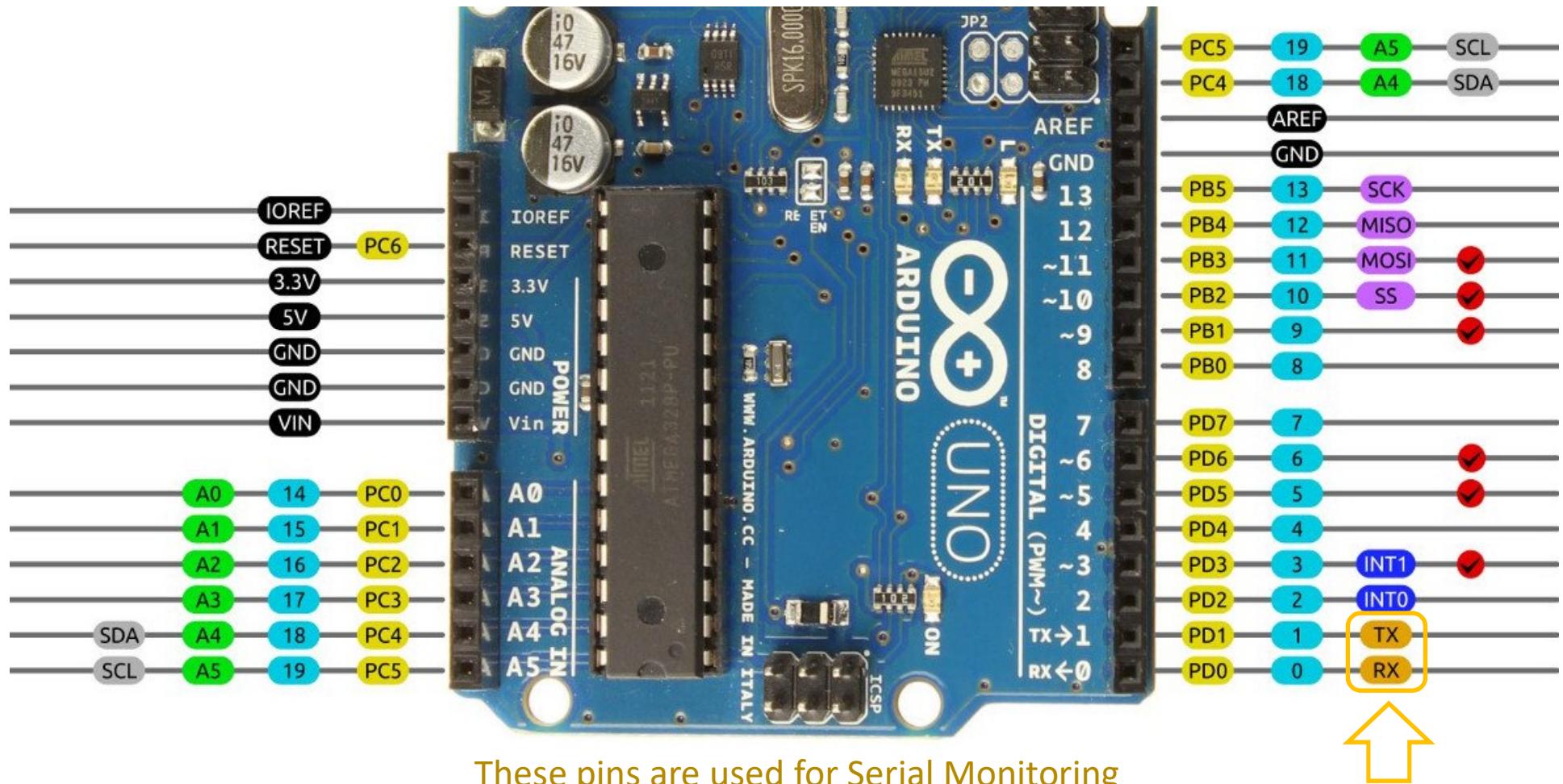
```
void blueOn() {
    digitalWrite(redLED, 0); // we turn off the red LED
    digitalWrite(blueLED, 20); // we turn on the blue LED
    Serial.println(redTime);
}

void redOn() {
    digitalWrite(blueLED, 0); // we turn off the blue LED
    digitalWrite(redLED, 20); // we turn on the red LED
    Serial.println(blueTime);
}

void loop() {
    // Here we make a state machine. All it does is
    if (millis() > redTime){
        redOn();
        redTime=millis()+rTime;
    }

    if (millis() > blueTime){
        blueOn();
        blueTime=millis()+bTime;
    }
}
```

Arduino Uno



AVR

DIGITAL

ANALOG

POWER

SERIAL

SPI

I2C

PWM

INTERRUPT