



CPBR17

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UM JOGO "GENIUAL": MONTANDO UM JOGO DA MEMÓRIA COM ARDUINO

Gedeane G.S. Kenshima – CPBR17 – Brasília/DF

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Agenda

- Sobre mim
- O que é Arduino?
- Hands-on Arduino
 - Instalação do drivers
 - Arduino IDE
 - Blink LED
 - Uso de botões
- Montando o jogo
- Contatos

Sobre mim



Gedeane G.S. Kenshima

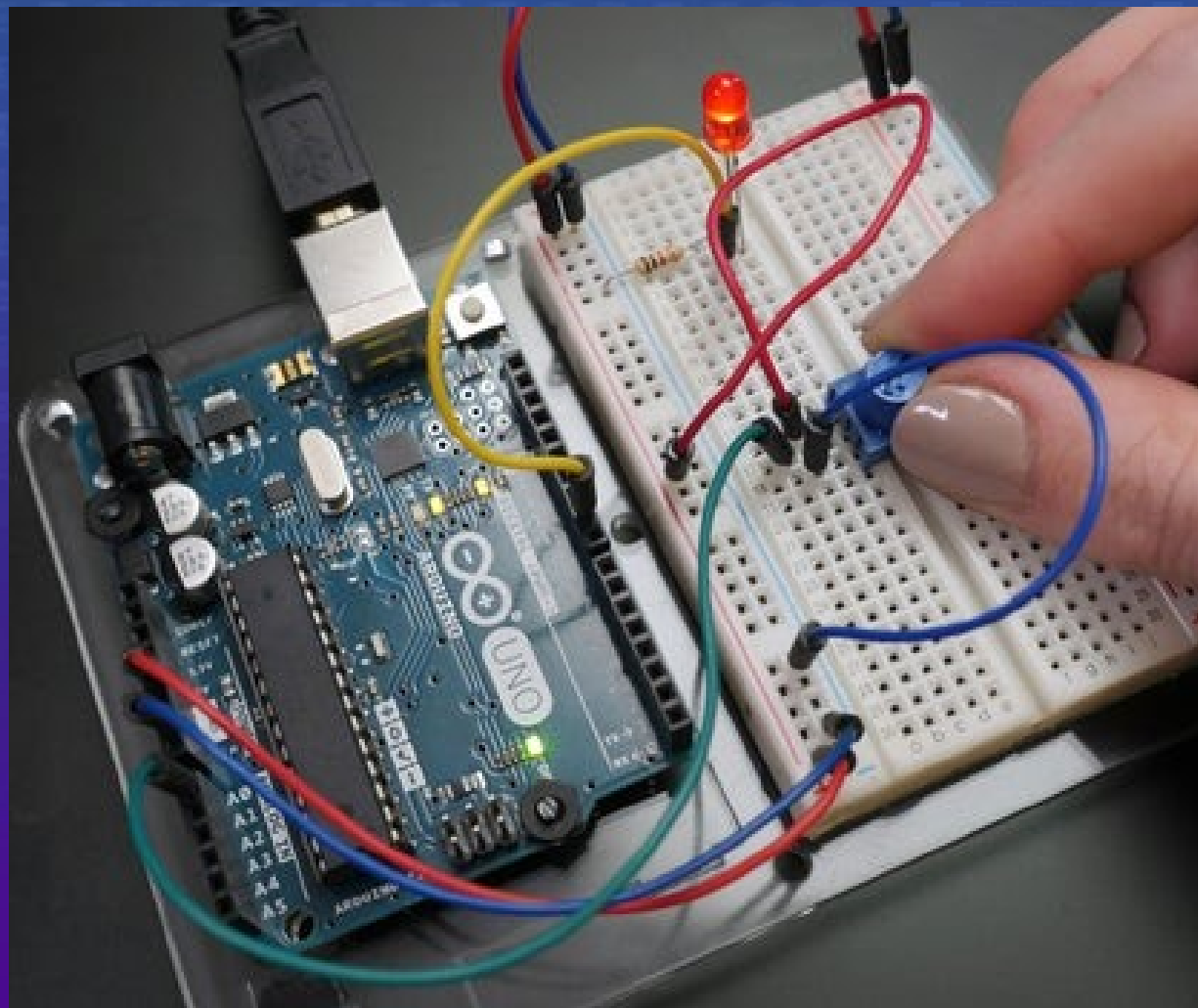
- Professora de graduação na FIAP (São Paulo/SP) e na Etec Jorge Street (São Caetano/SP)
- Mestre, Engenheira e Técnica em Automação Industrial (IFSP)
- Doutoranda em Engenharia Elétrica e Computação (Mackenzie)
- Autora dos livros Nas linhas do Arduino, Arduino Fashion Geek e Nas linhas do Arduino Plus (Novatec)
- Arduino, IoT, impressão 3D, movimento Maker, hardware hacking etc.





O que é Arduino?

- Plataforma de prototipagem eletrônica
- Interface com mundo físico e computacional
 - Open source (código e hardware abertos)
- Diversas possibilidades de projetos





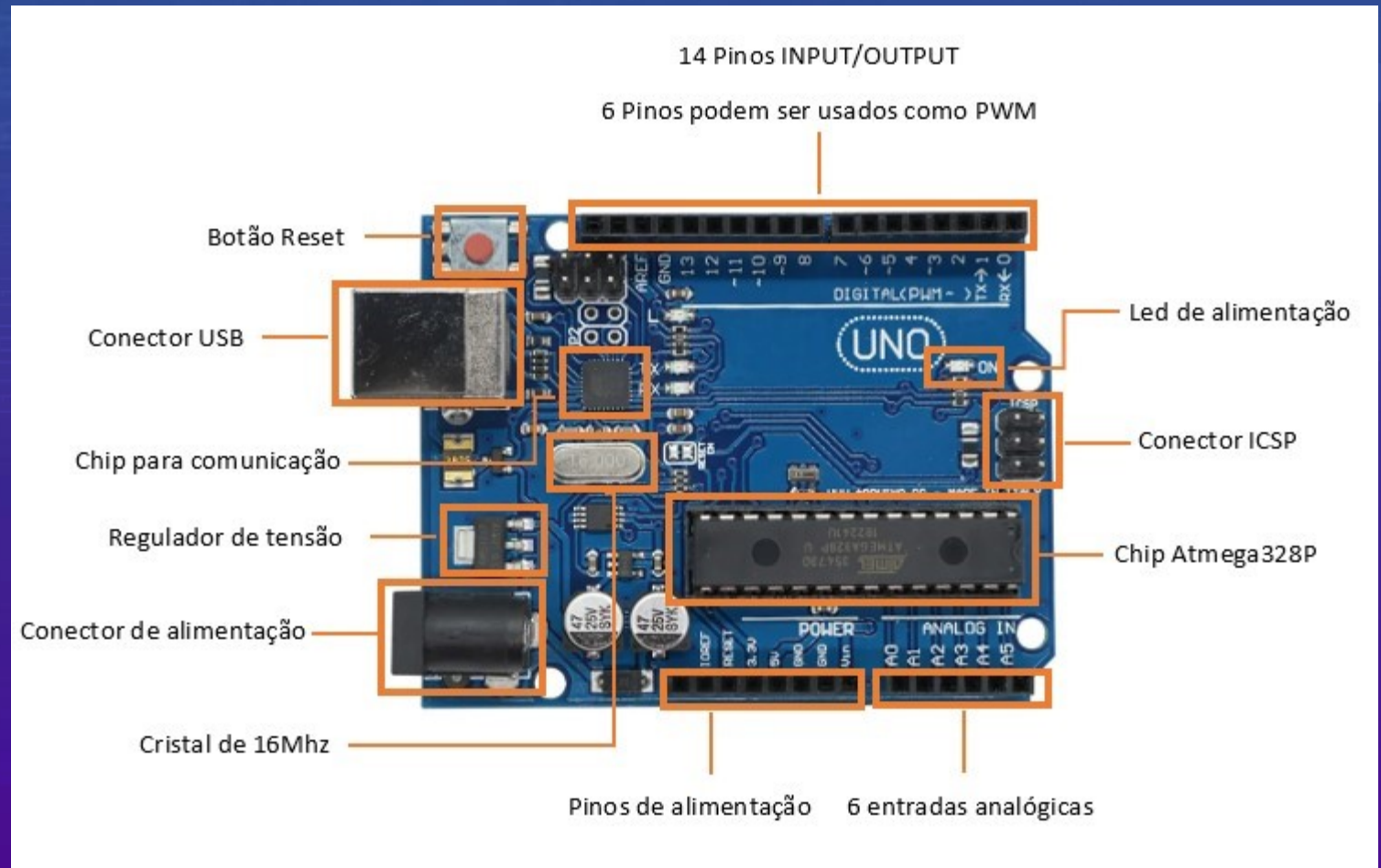
O que é Arduino?

Uno R3

- 14 Pinos de entrada e saída digitais
- 6 pinos de entrada analógica
- Alimentação: GND, 5V, 3.3V etc.

Entrada USB

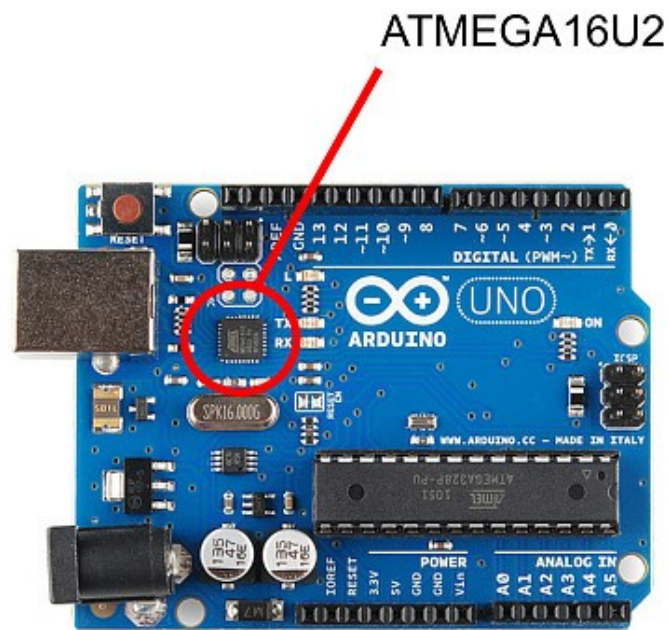
- Botão reset
- Microcontrolador



Hands-on Arduino

Instalação de drivers

- Atmega16u2 (não precisa de drivers adicionais)
- CH340G (precisa de drivers adicionais)

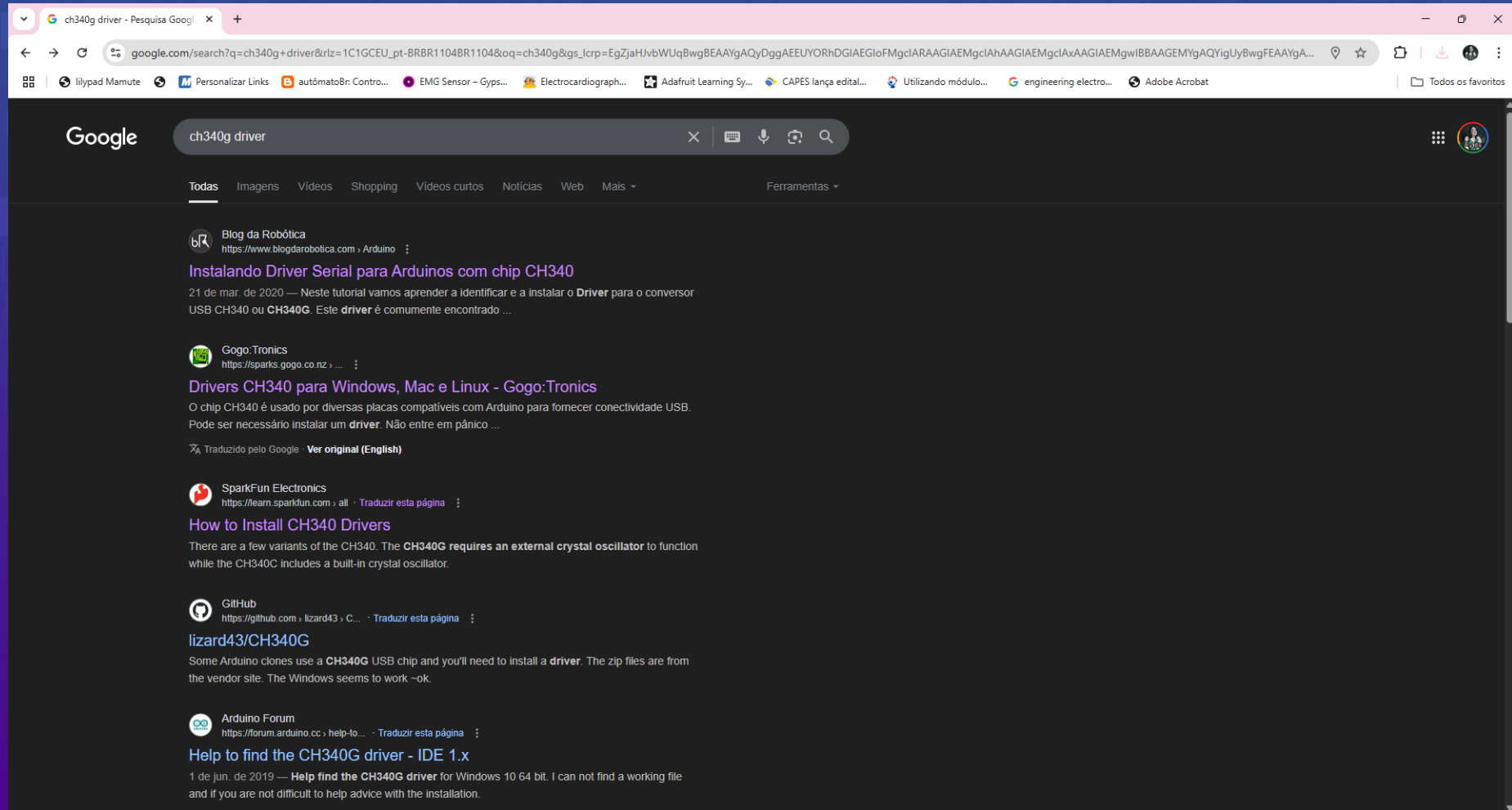


Arduino UNO

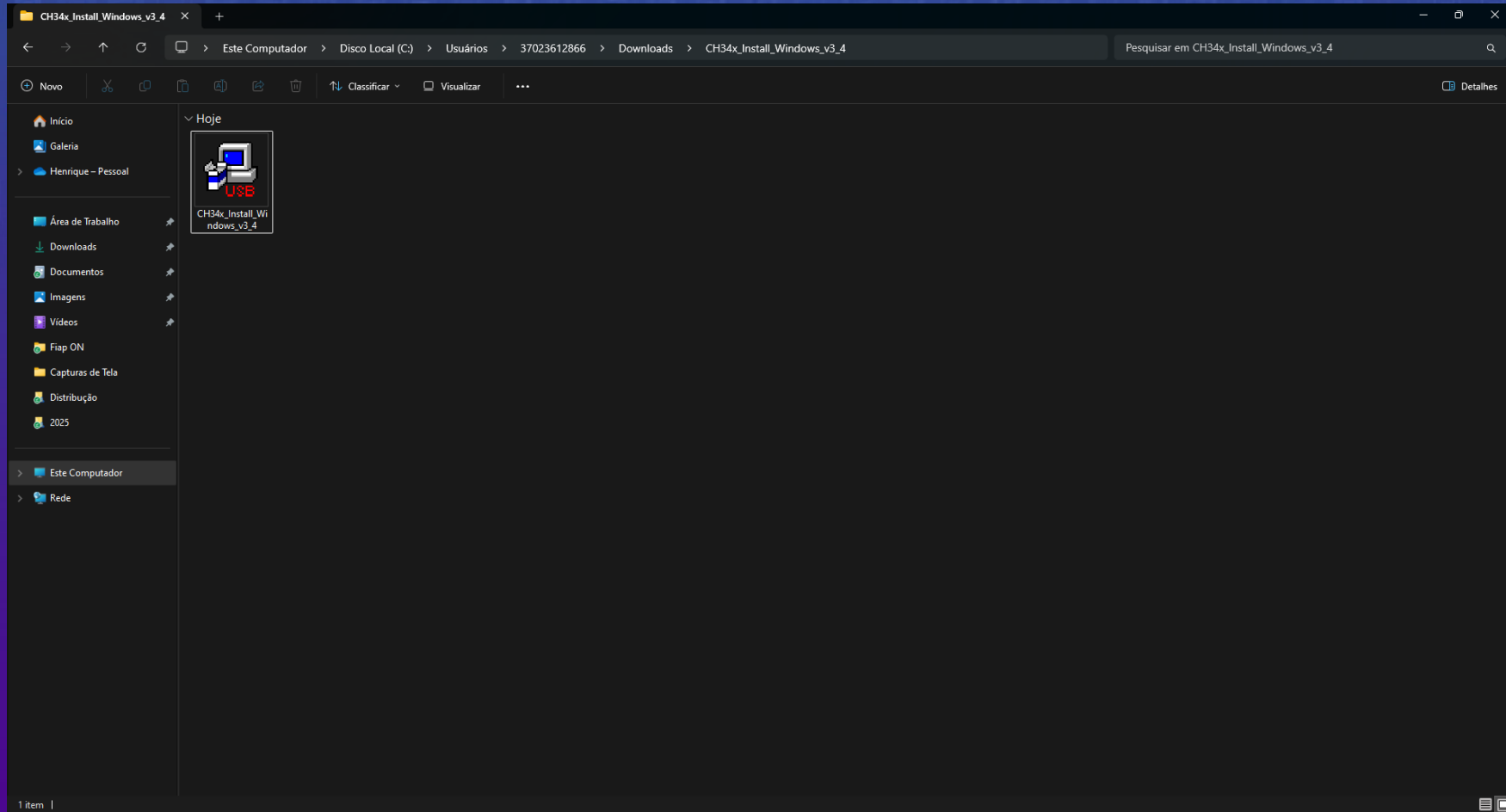


Arduino UNO

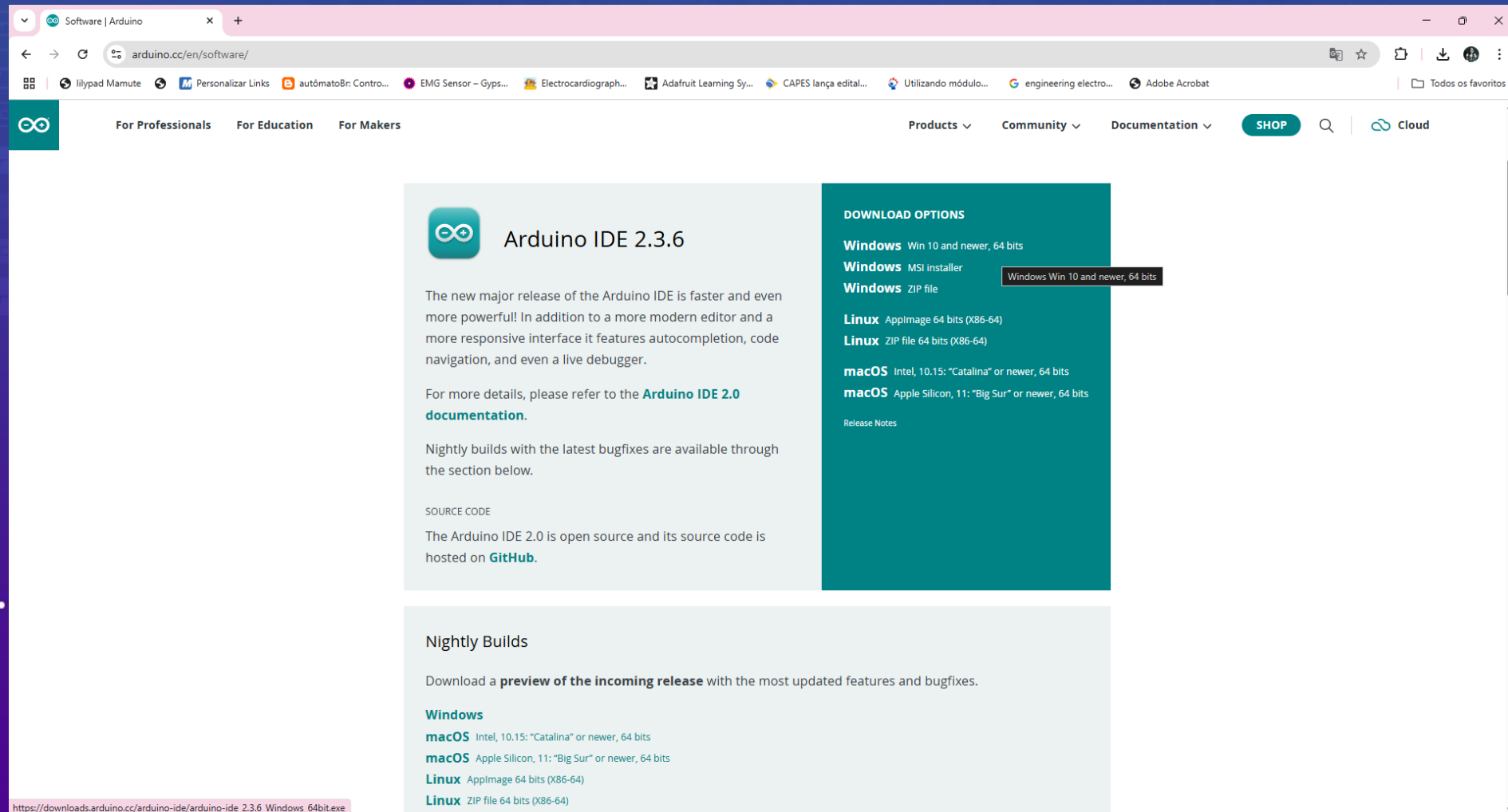
Hands-on



Hands-on



Hands-on: arduino.cc/en/software



The screenshot shows the Arduino IDE 2.3.6 download page. The page is titled "Arduino IDE 2.3.6" and features a description of the new major release, which is faster and more powerful, with a more modern editor and a more responsive interface. It also mentions that the IDE features autocompletion, code navigation, and even a live debugger. The page provides links to the Arduino IDE 2.0 documentation and a section for Nightly Builds. The download options are listed for Windows, Linux, and macOS, with links to the respective download pages. A URL bar at the bottom shows the download link: https://downloads.arduino.cc/arduino-ide/arduino-ide_2.3.6_Windows_64bit.exe.

Software | Arduino

arduino.cc/en/software/

lilypad Mamute Personalizar Links autômato8r: Contro... EMG Sensor – Gyps... Electrocardiograph... Adafruit Learning Sy... CAPES lança edital... Utilizando módulo... engineering electro... Adobe Acrobat

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Arduino IDE 2.3.6

The new major release of the Arduino IDE is faster and even more powerful! In addition to a more modern editor and a more responsive interface it features autocompletion, code navigation, and even a live debugger.

For more details, please refer to the [Arduino IDE 2.0 documentation](#).

Nightly builds with the latest bugfixes are available through the section below.

SOURCE CODE

The Arduino IDE 2.0 is open source and its source code is hosted on [GitHub](#).

DOWNLOAD OPTIONS

Windows Win 10 and newer, 64 bits

Windows MSI installer

Windows ZIP file

Linux AppImage 64 bits (X86-64)

Linux ZIP file 64 bits (X86-64)

macOS Intel, 10.15: "Catalina" or newer, 64 bits

macOS Apple Silicon, 11: "Big Sur" or newer, 64 bits

Release Notes

Nightly Builds

Download a **preview of the incoming release** with the most updated features and bugfixes.

Windows

macOS Intel, 10.15: "Catalina" or newer, 64 bits

macOS Apple Silicon, 11: "Big Sur" or newer, 64 bits

Linux AppImage 64 bits (X86-64)

Linux ZIP file 64 bits (X86-64)

https://downloads.arduino.cc/arduino-ide/arduino-ide_2.3.6_Windows_64bit.exe

Hands-on

Download Arduino IDE & support its progress

Since the 1.x release in March 2015, the Arduino IDE has been downloaded **96.422.047** times — impressive! Help its development with a donation.

\$3 \$5 \$10 \$25 \$50 Other

CONTRIBUTE AND DOWNLOAD

or

JUST DOWNLOAD

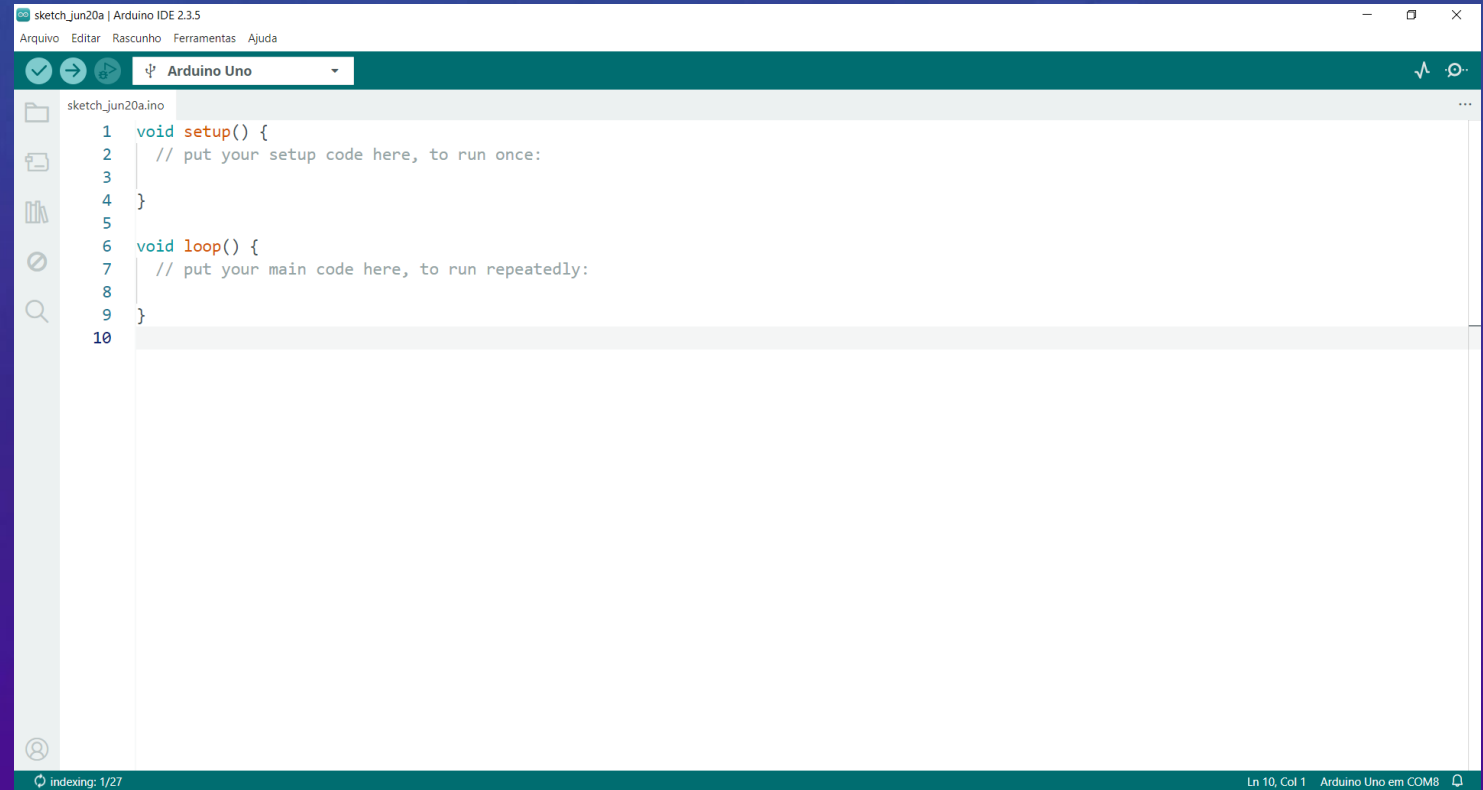
Learn more about [donating to Arduino](#).

ARDUINO®

Back to top

Hands-on

Abrir Arduino IDE



```
sketch_jun20a | Arduino IDE 2.3.5
Arquivo  Editar  Rascunho  Ferramentas  Ajuda

Arduino Uno

sketch_jun20a.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
```

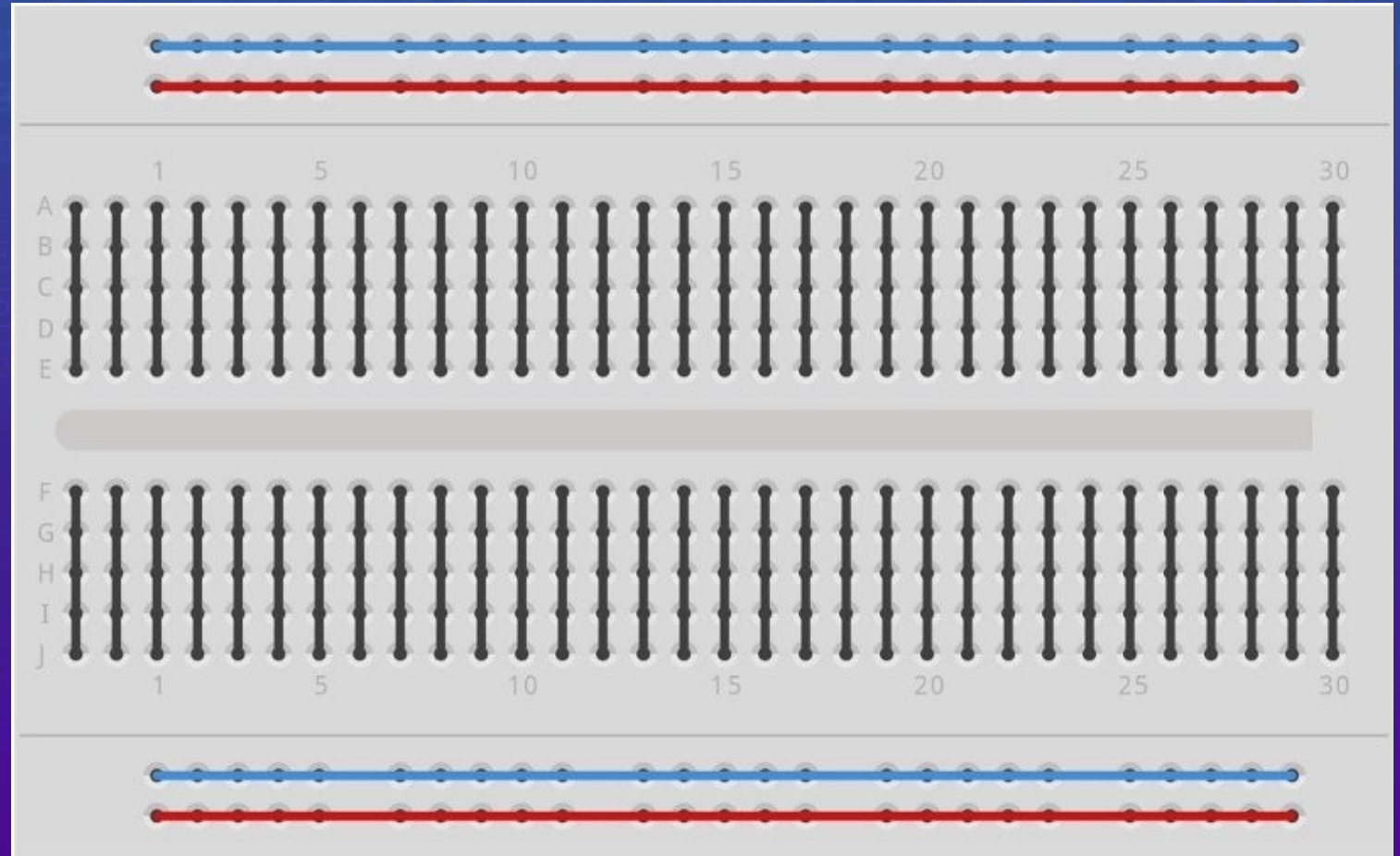
indexing: 1/27

Ln 10, Col 1 Arduino Uno em COM8

Hands-on

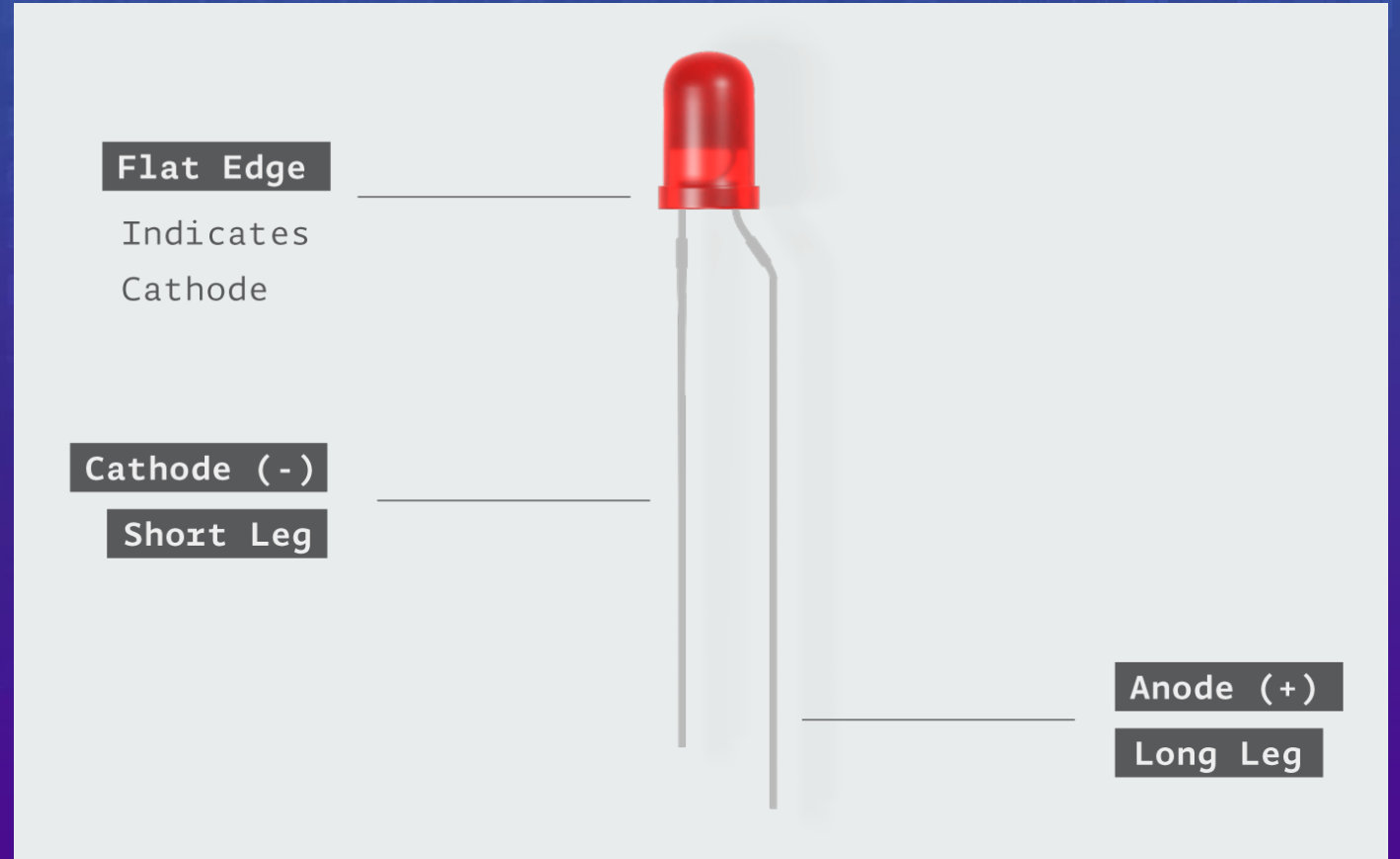
Protoboard (matriz de contatos):

- Conexão entre 5 pontos
- Laterais para positivo e negativo (alimentação)



Hands-on

LEDs:
Terminal maior: positivo
Terminal menor: negativo



Hands-on

Push button:
Quatro terminais
Forma de encaixe: centro do
protoboard

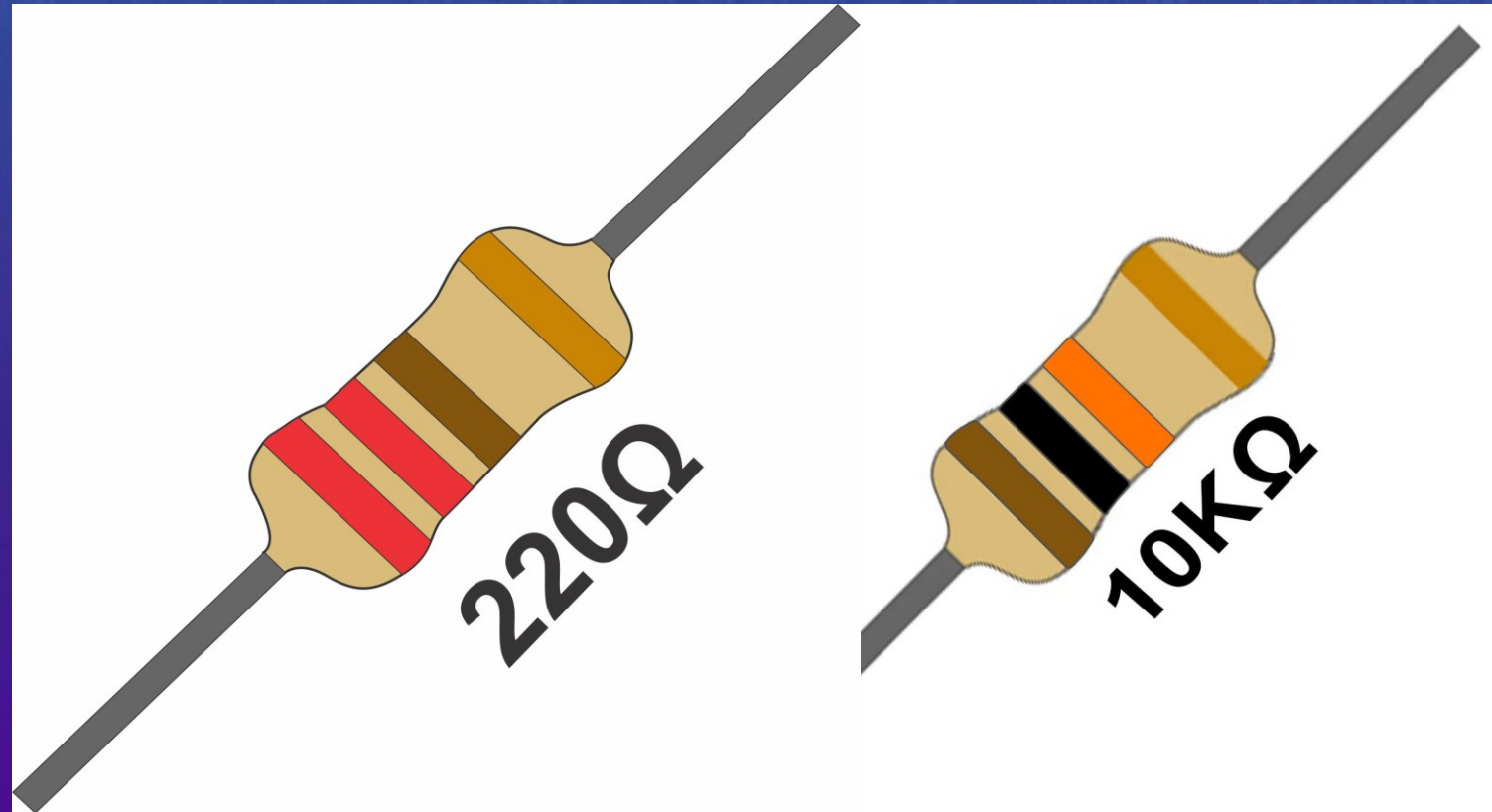


Hands-on

Resistores:

Para LEDs – 220 (vermelho-
vermelho – marrom – dourado)

Para botão – 10k (marrom –
preto – laranja – dourado)



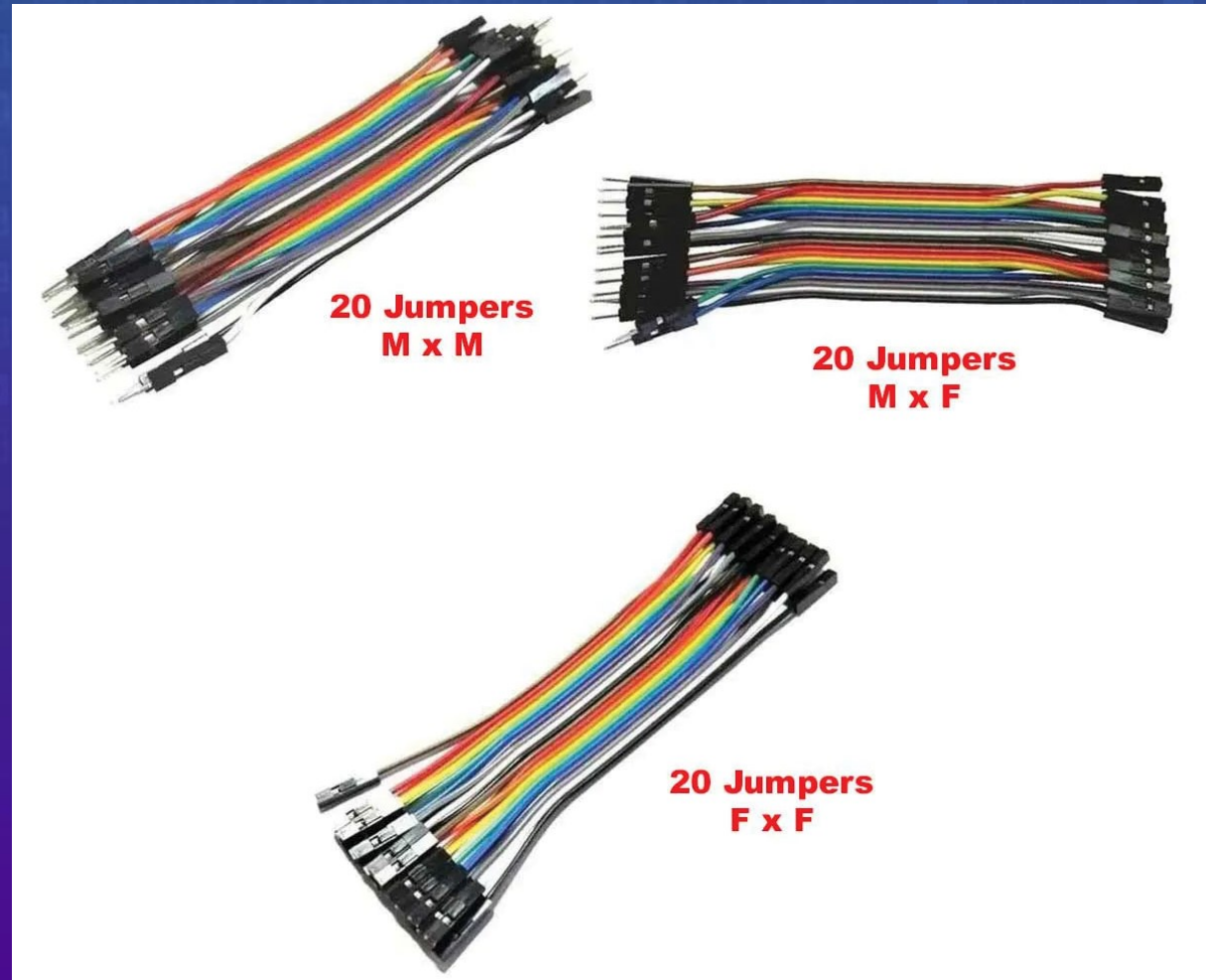
Hands-on

Buzzer:
(+) positivo
Sem indicação: negativo



Hands-on

Cabos jumpers:
M-M: macho-macho
M-F: macho-fêmea
F-F: fêmea-fêmea





<https://github.com/gedeane-kenshima/workshopCPBR17>

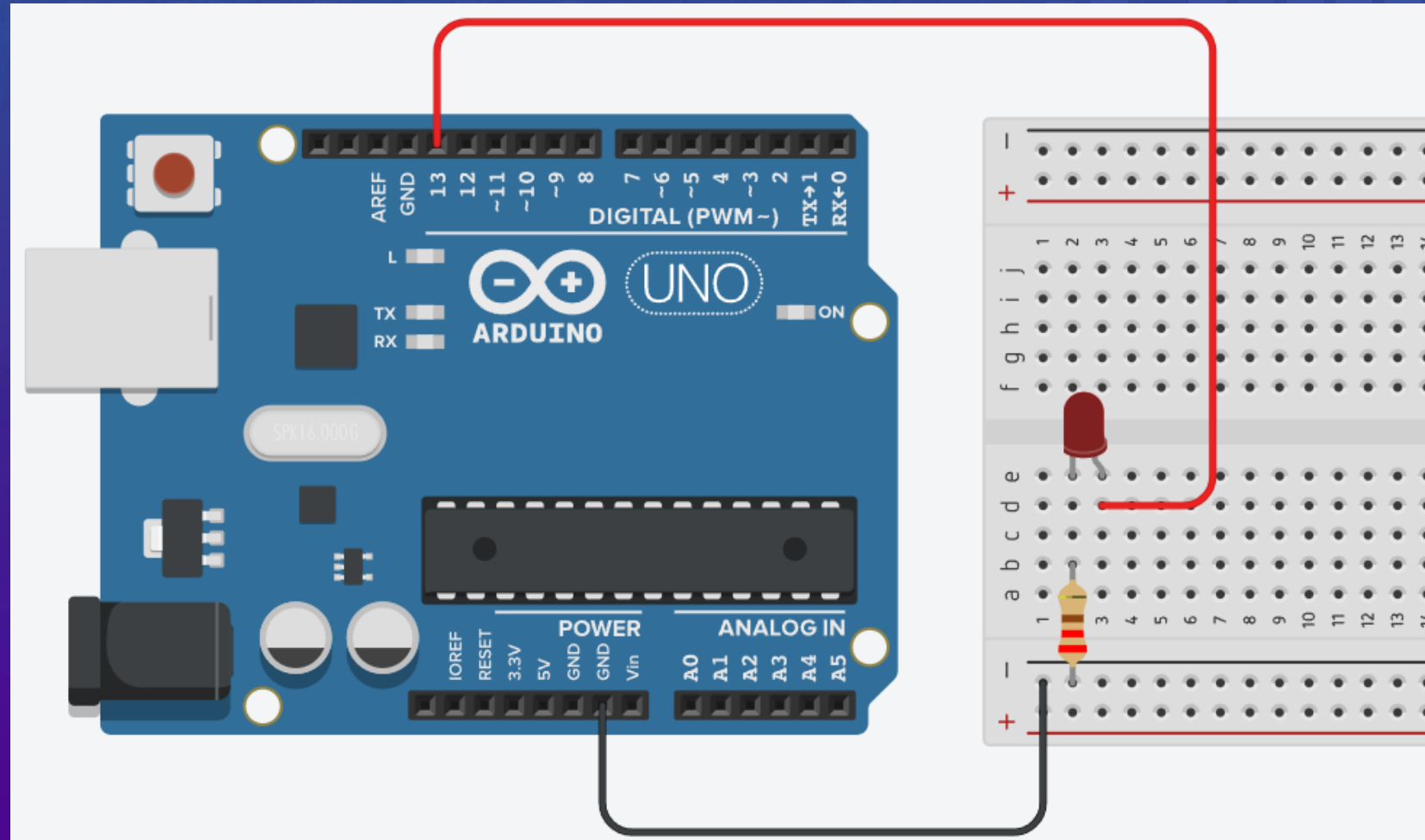


CPBR17

Hands-on: Blink LED



- LED (maior) – pino 13
- LED (menor) – resistor
- Resistor – negativo
- Negativo - GND




```
blinkLED_cpbr17 | Arduino IDE 2.3.5
Arquivo  Editar  Rascunho  Ferramentas  Ajuda

✓ → 🔍 Arduino Uno

blinkLED_cpbr17.ino

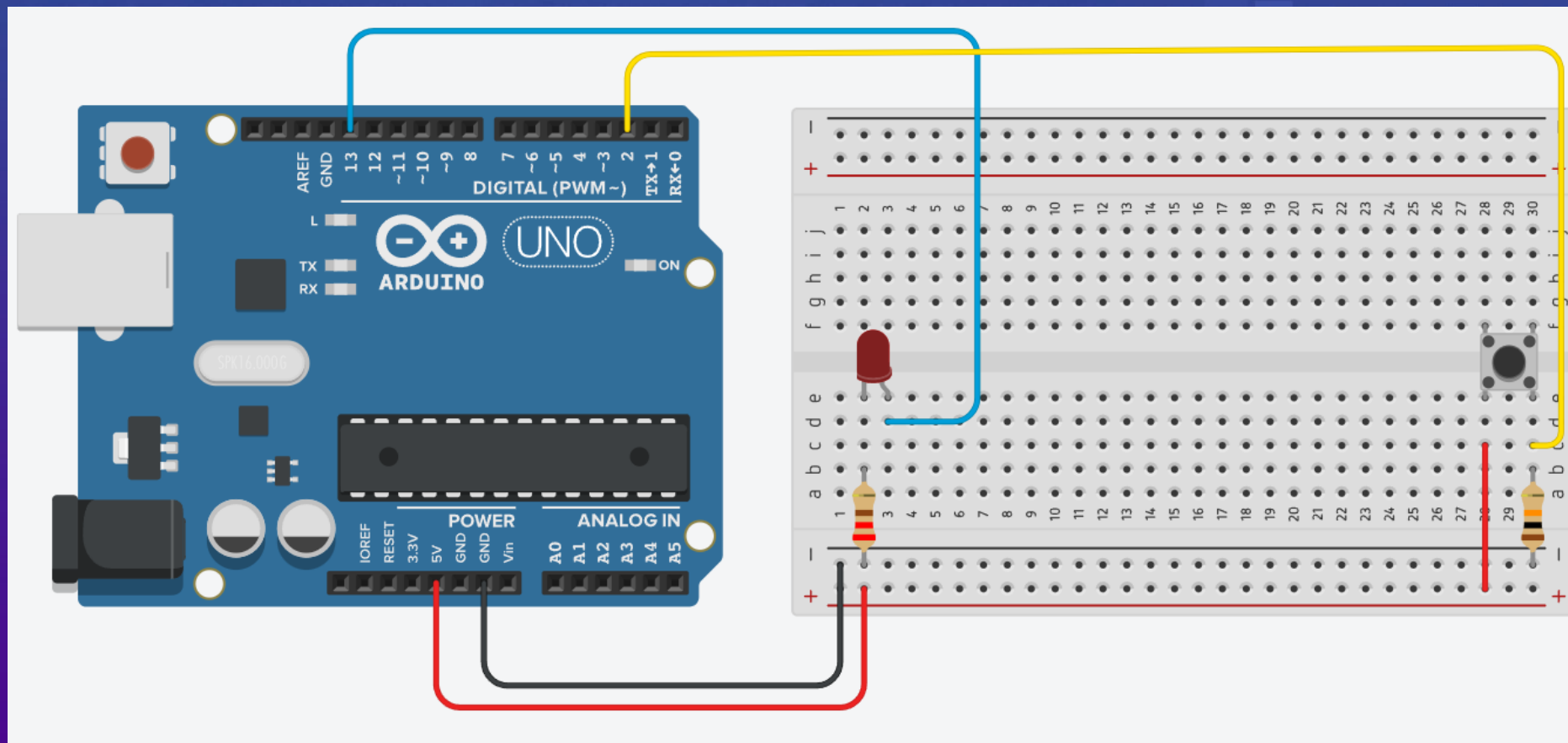
9 //Vamos começar definindo o pino para LED
10 const int LED = 13;
11
12 // Função de configuração
13 void setup() {
14     // Configura LED como saída
15     pinMode(LED, OUTPUT);
16 }
17
18 // Função de repetição
19 void loop() {
20     // Acende LED
21     digitalWrite(LED, HIGH);
22     // Aguarda 1s
23     delay (1000);
24     // Apaga LED
25     digitalWrite(LED, LOW);
26     // Aguarda 1s
```

Ln 1, Col 1 Arduino Uno em COM11 [não está conectado]

Hands-on: LED e botão



- LED (maior) – pino 13
- LED (menor) – resistor 220
- Resistor 220 – negativo
- Negativo – GND
- Botão (esq) – positivo
- Botão (dir) – pino 2 e resistor 10k
- Resistor 10k – negativo
- Positivo – 5V



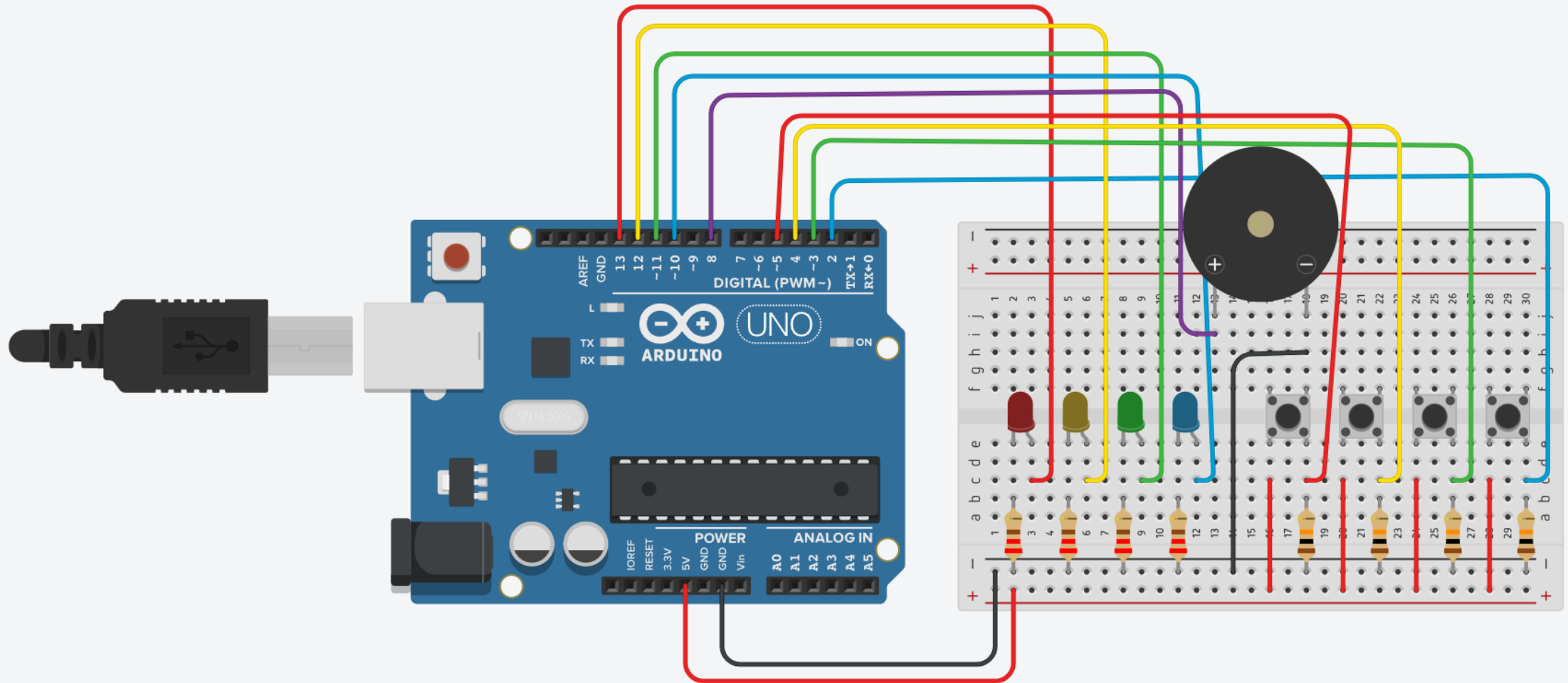
```
LEDbotao_cpbr17 | Arduino IDE 2.3.5
Arquivo  Editar  Rascunho  Ferramentas  Ajuda

✓ → 🔍 Arduino Uno

LEDbotao_cpbr17.ino
2  *
3  *   LED e botão
4  *
5  *   Adaptado por: Gedeane Kenshima
6  *
7  *
8  *****/
9  //Vamos começar definindo o pino para LED
10 const int LED = 13;
11
12 // Definindo pino para botao
13 const int botao = 2;
14
15 // Função de configuração
16 void setup() {
17     // Configura LED como saída
18     pinMode(LED, OUTPUT);
19     // Configura botao como entrada
```

Ln 1, Col 1 Arduino Uno em COM8

Hands-on: GENIUS



genius_cpbr17 | Arduino IDE 2.3.5

Arquivo Editar Rascunho Ferramentas Ajuda

Arduino Uno

genius_cpbr17.ino

```
30  */
31  int pinoAudio = 8;
32  int pinosLeds[4] = { 13, 12, 11, 10 };
33  int pinosBotoes[4] = { 5, 4, 3, 2 };
34
35  // Indica se um botão foi pressionado durante o loop principal.
36  int botao_pressionado = 0;
37  // Flag indicando se o jogo acabou.
38  int perdeu_o_jogo = false;
39
40  void setup() {
41      // Definindo o modo dos pinos dos Leds como saída.
42      for (int i = 0; i <= 3; i++) {
43          pinMode(pinosLeds[i], OUTPUT);
44      }
45
46      // Definindo o modo dos pinos dos Botões como pullup interno.
47      for (int i = 0; i <= 3; i++) {
```

Ln 1, Col 1 Arduino Uno em COM11 [não está conectado]

Contatos



- Instagram: @gedeanekenshima
- LinkedIn: in/gedeanekenshima
- Facebook: Gedeane Kenshima #comG
- GitHub: Gedeane Kenshima





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