



ARDUINO

PRESENTATION BY

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WHAT IS ARDUINO

- Arduino is a tool for making computers that can sense and control more of the physical world than your desktop computer.
- It's an open-source physical computing platform based on a simple microcontroller board, and a development environment for writing software for the board



HISTORY OF ARDUINO



- Founded in 2005 by Massimo Banzi, David Cuartielles, Tom Igoe, Gianluca Martino, and David Mellis.
- Originated as a tool for students at the Interaction Design Institute Ivrea, Italy.
- Goals:
 - Simplify electronics for non-engineers.
 - Make prototyping accessible and affordable.
- Name derived from a bar named “Bar di Re Arduino” in Ivrea.
- Evolution of Arduino:
 - Early boards (Arduino Serial) to modern variants (Uno, Mega, etc.).
 - Open-source model contributed to rapid adoption worldwide.

THE ARDUINO ECOSYSTEM



Hardware

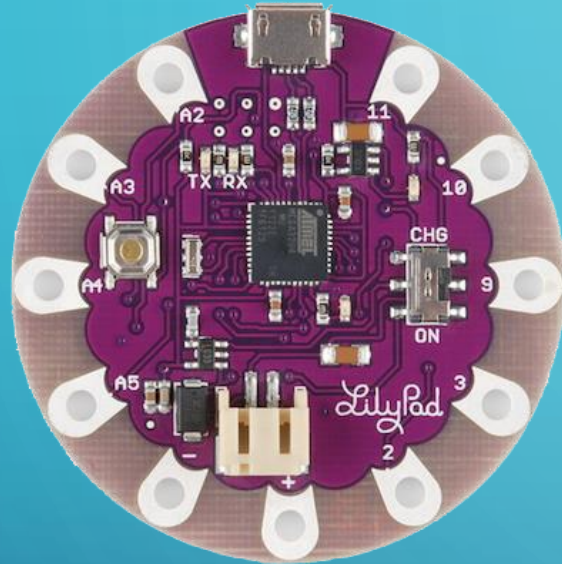


Software



Community

TYPES OF ARDUINOS



Arduino LILYPAD



Arduino UNO R2



Arduino NANO

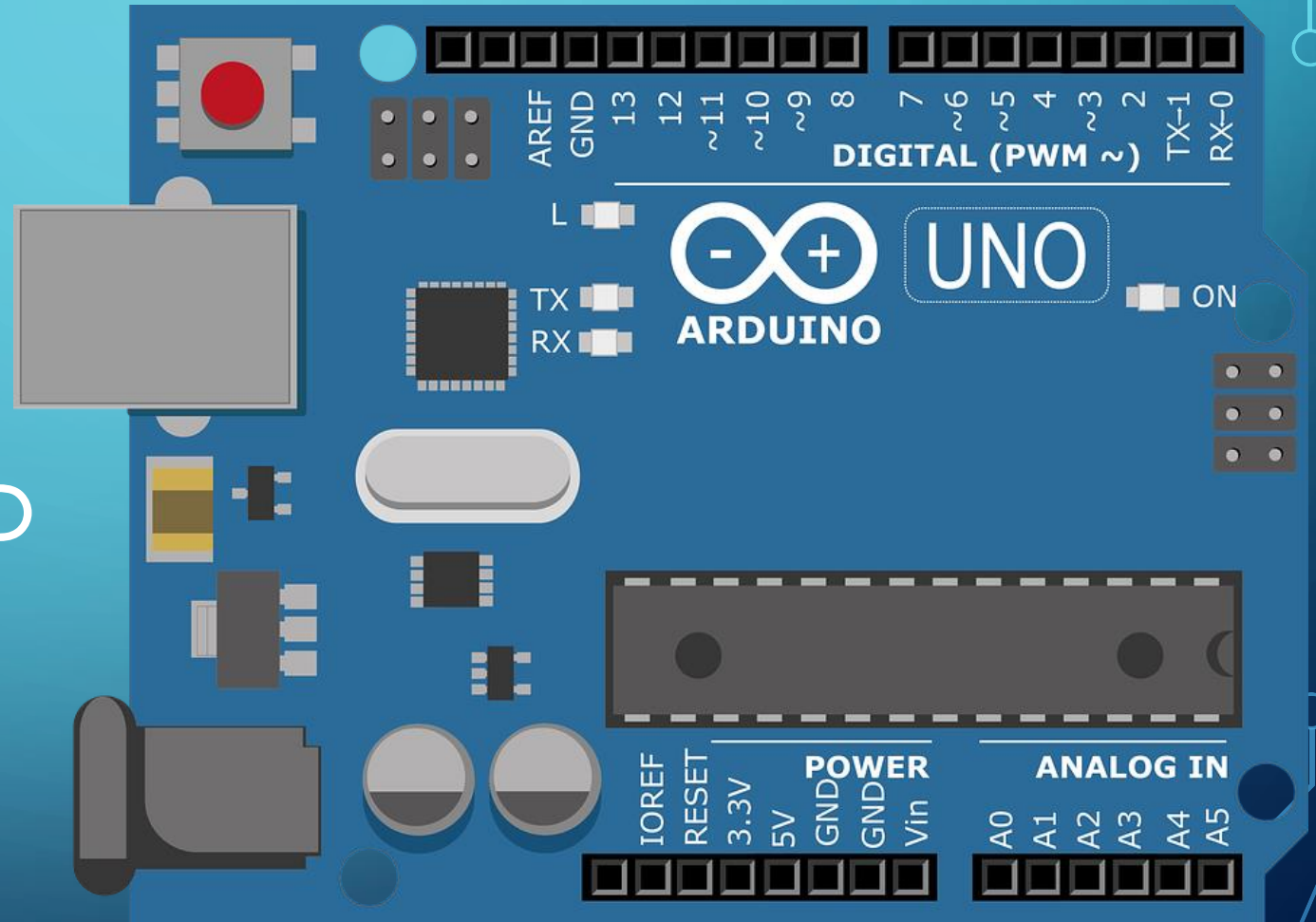


Arduino NANO 33
BLE Sense Rev2



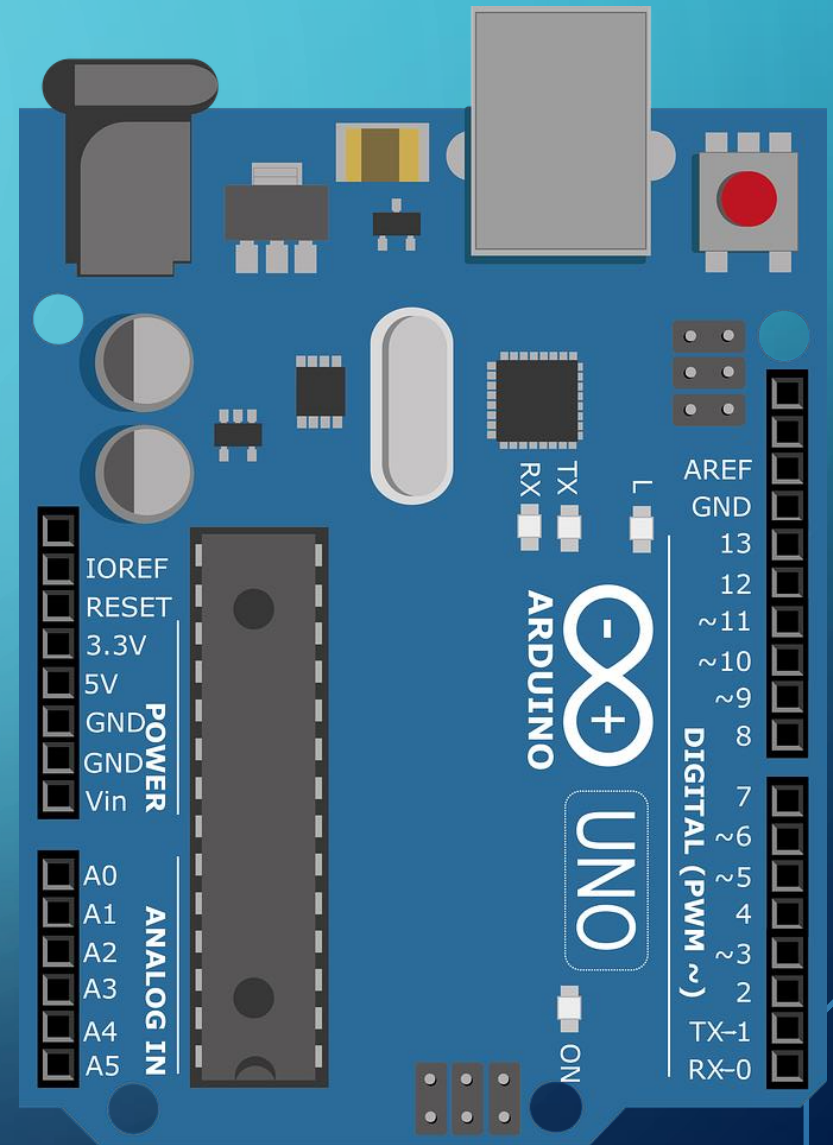
Arduino MEGA

THE ARDUINO BOARD

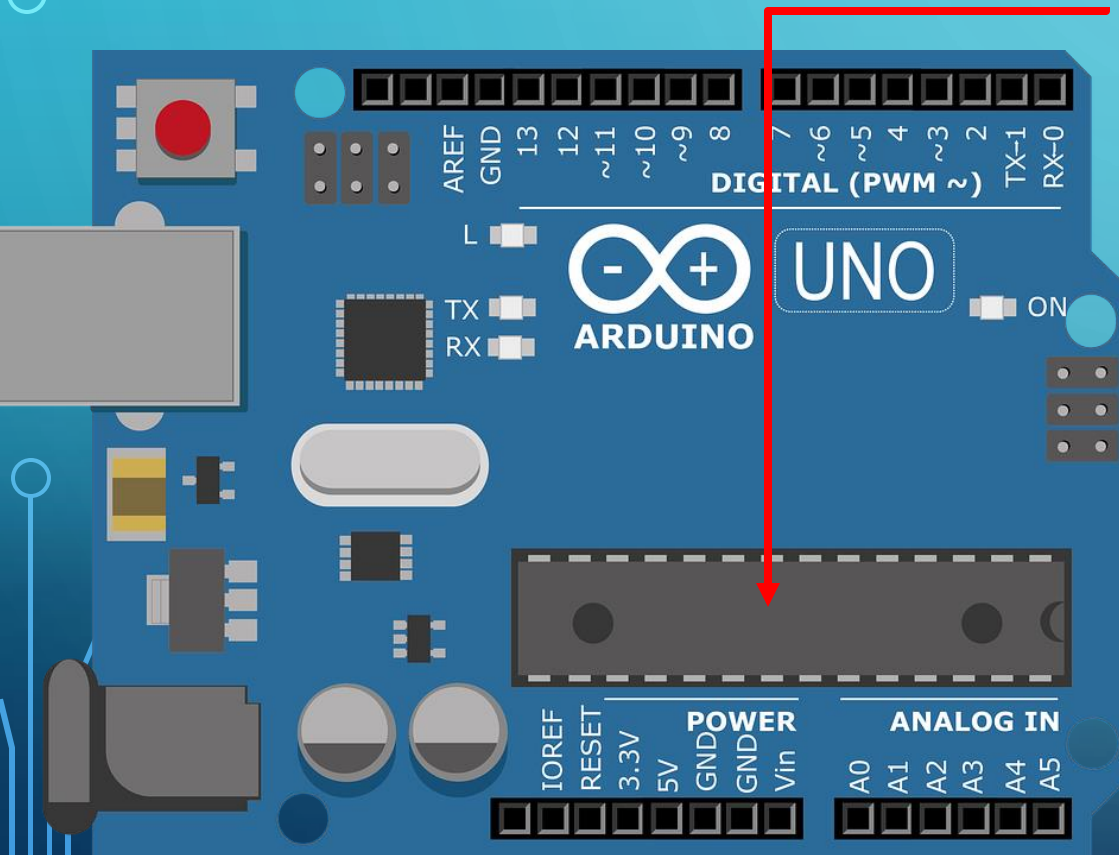


THE ARDUINO BOARD

- 14 Digital In/Out pins (6 can be used as PWM)
- 6 Analog Inputs
- A USB Connection
- A Power Jack
- Reset Button
- On-board LED
- SCL/SDA pins (Serial Clock/ Serial Data pins)



THE ARDUINO BOARD



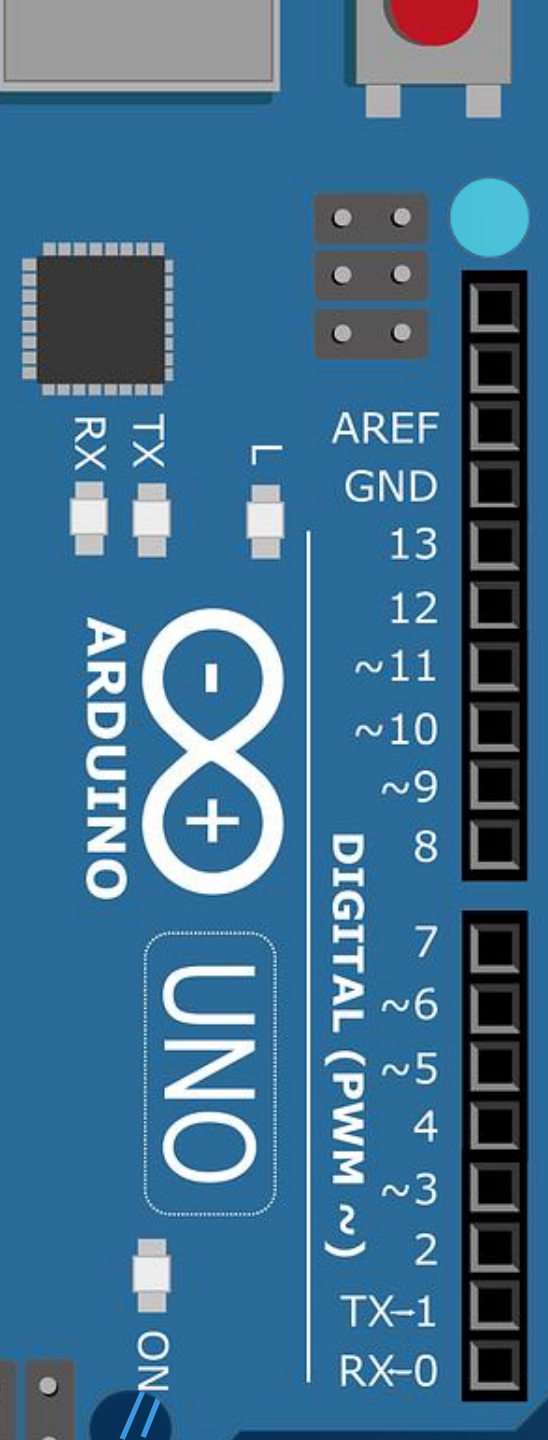
The ATmega328P

- An 8-bit microcontroller that acts as the "brain" of the Arduino Uno.
- 32KB of flash memory
- 2KB of SRAM
- 1KB of EEPROM
- Integrated peripherals include timers, analog-to-digital converters (ADCs), and communication interfaces like UART, SPI, and I2C.

THE ARDUINO BOARD

Digital I/O Pins

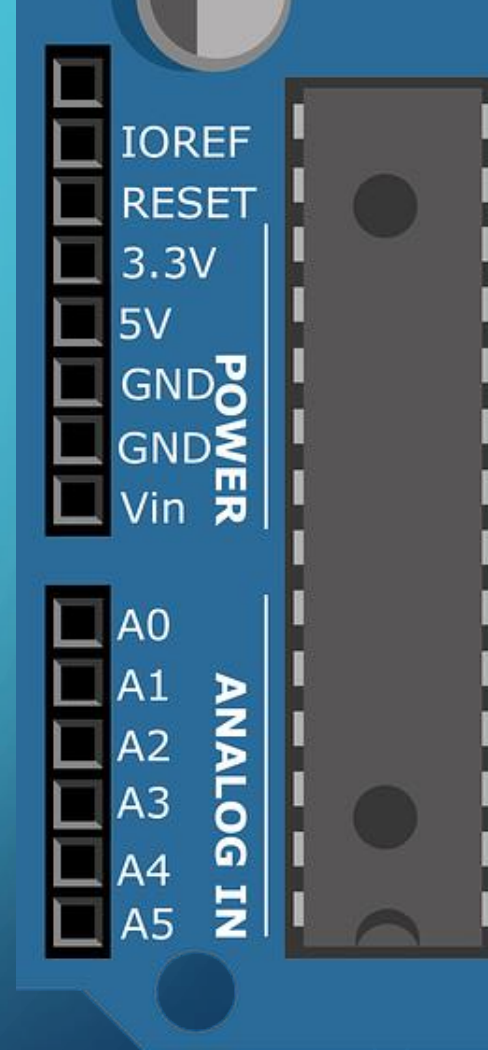
- The Arduino Uno has 14 digital pins that can be configured as inputs or outputs.
- Six of these pins support Pulse Width Modulation (PWM), enabling finer control for tasks like motor speed or LED brightness.
- Each pin operates at a 5V logic level with a maximum current of 40mA.



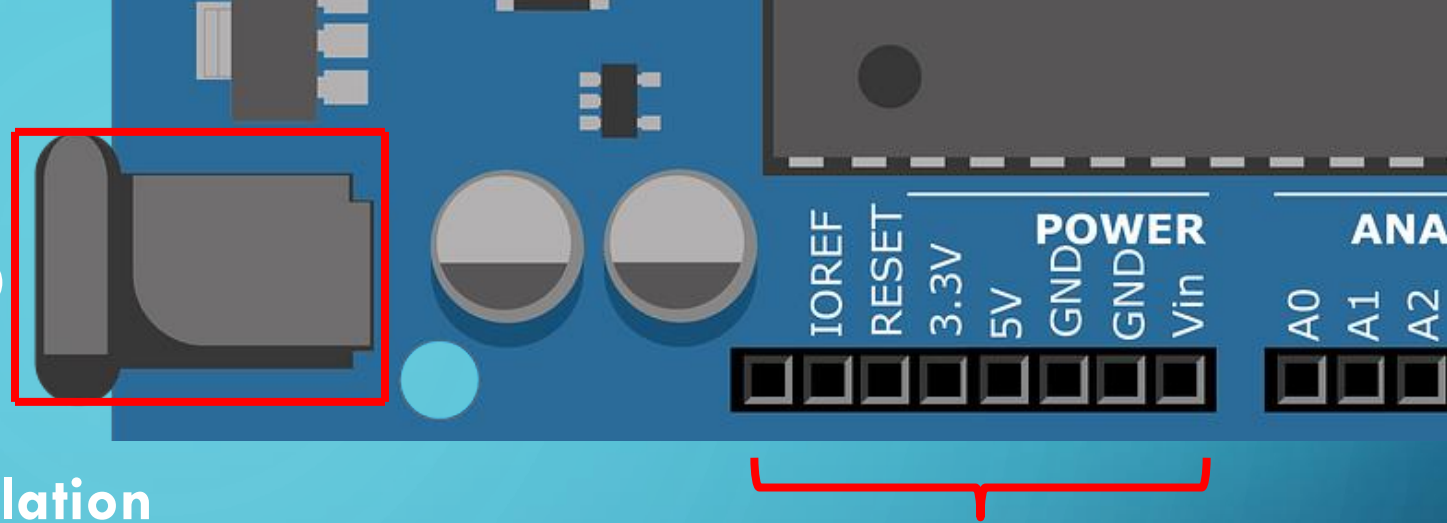
THE ARDUINO BOARD

Analog I/O Pins

- There are six analog input pins (A0–A5) for reading analog signals, such as sensor outputs.
- They use the ATmega328P's ADC to convert analog signals (0–5V) into a digital value (0–1023).
- This allows the Arduino to interface with variable inputs like temperature, light, or potentiometer adjustments. The pins can also be configured as digital I/O if needed.



THE ARDUINO BOARD



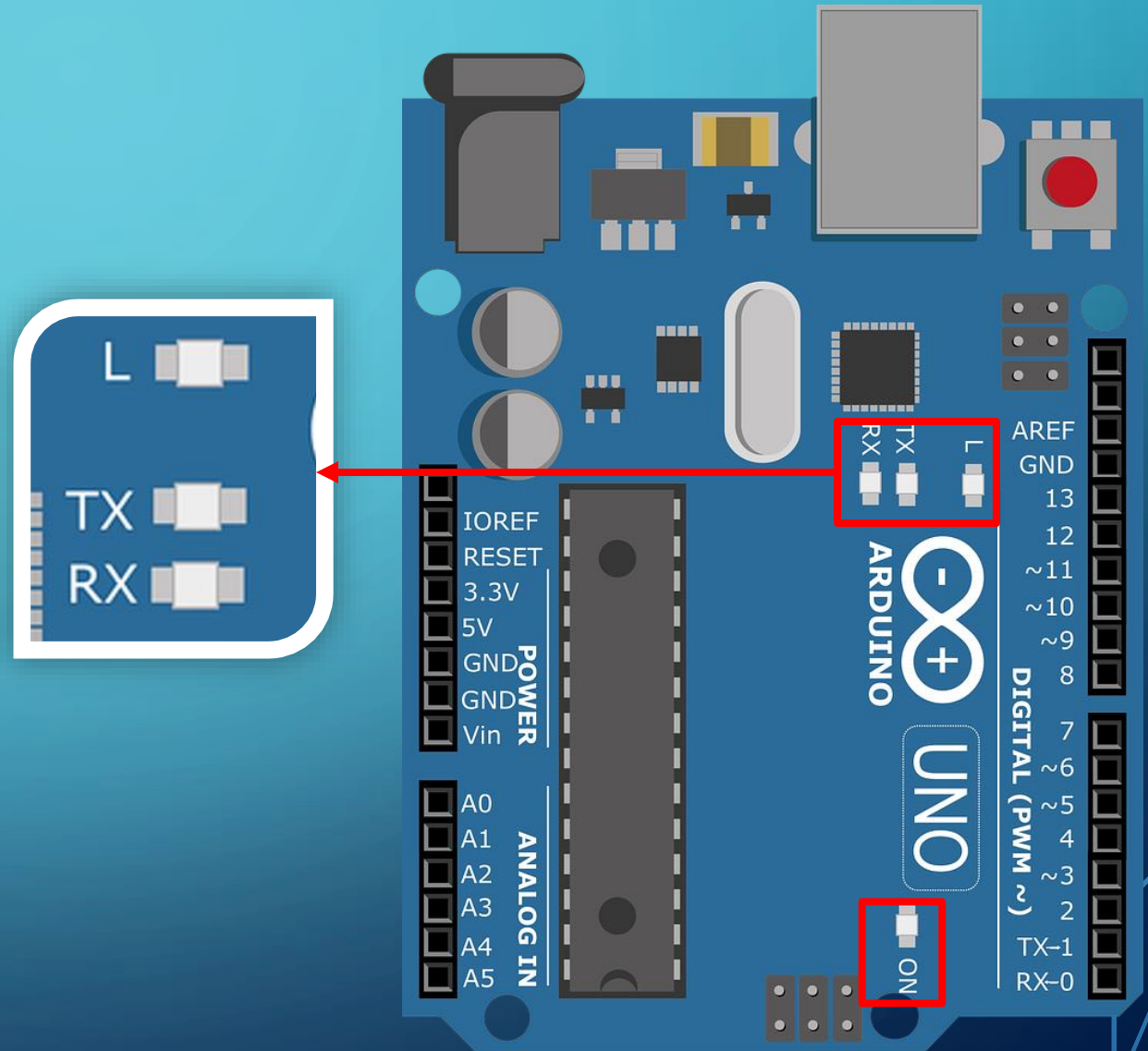
Power Supply and Voltage Regulation

- The Arduino Uno can be powered through a USB cable (5V) or an external DC power jack (7–12V).
- It includes a voltage regulator to ensure a stable 5V and 3.3V supply for components.
- The board has multiple power pins: 3.3V, 5V, GND (ground), and VIN for external power. These pins provide power to external sensors, modules, or other electronics.

THE ARDUINO BOARD

LED Indicators

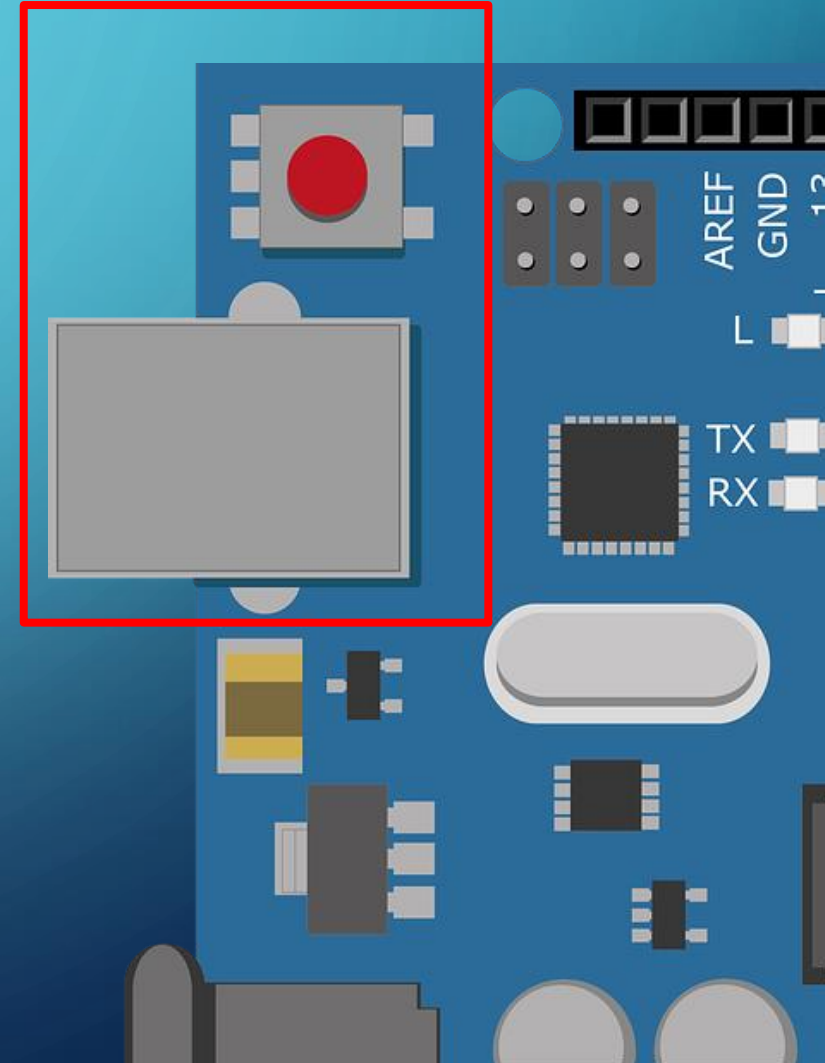
- Power LED: Indicates the board is receiving power.
- TX/RX LEDs: Blink during data transmission or reception via USB.
- Pin 13 LED: A programmable LED connected to digital pin 13 for quick testing or debugging. These LEDs help monitor board activity and functionality.



THE ARDUINO BOARD

Other Components

- **USB Interface:** The ATmega16U2 chip acts as a USB-to-serial converter, allowing the Arduino Uno to communicate with a computer.
- **Reset Button:** The reset button restarts the Arduino Uno, halting the current program and reinitializing the microcontroller.



PROGRAMMING IN ARDUINO

- An Arduino board is programmed using the Arduino IDE. It can be downloaded here: <https://www.arduino.cc/en/software>
- The IDE includes a text editor, a message area, a text console, a toolbar, and menus. It also has features like autocompletion, code navigation, and a live debugger.

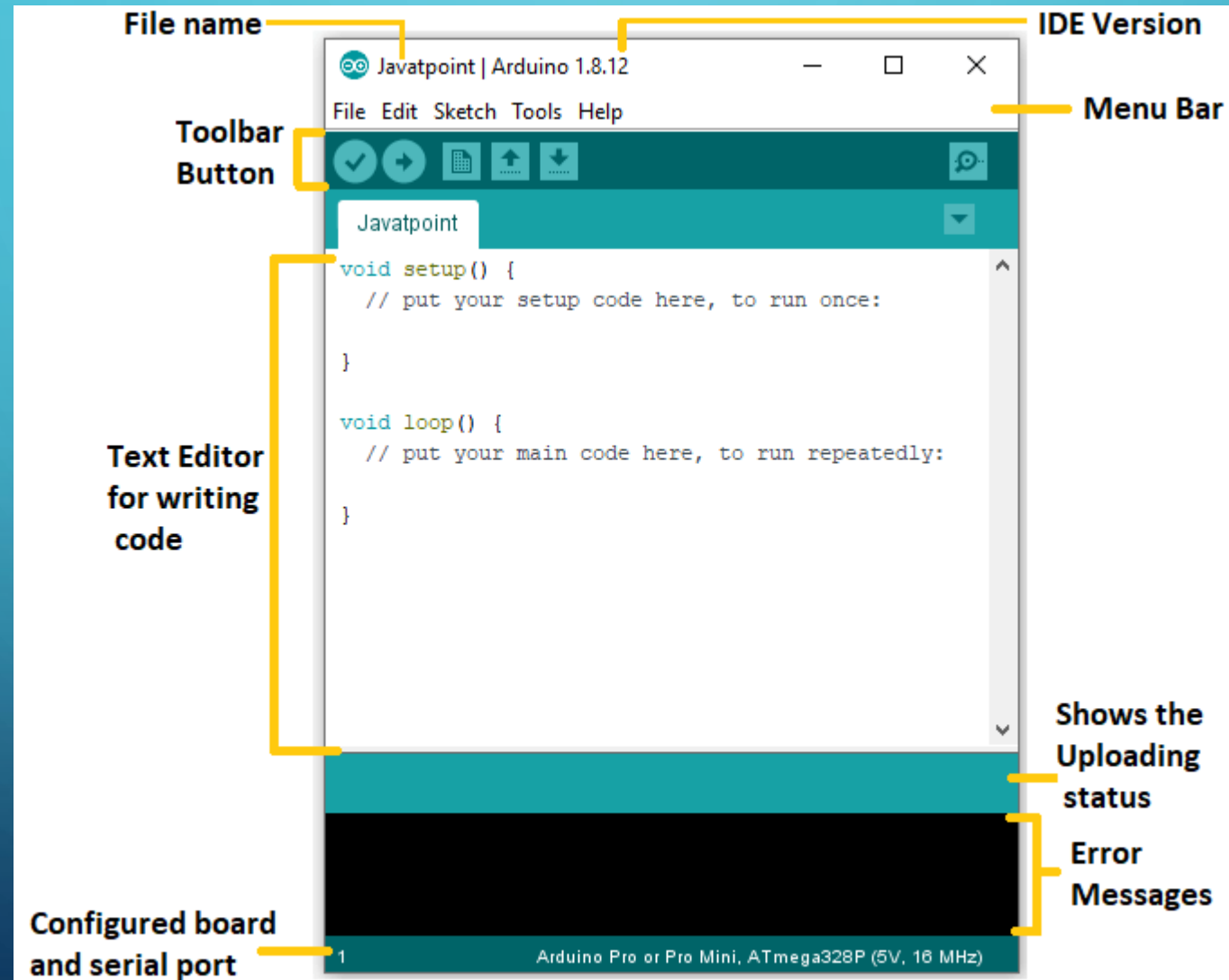


PROGRAMMING IN ARDUINO

- Programs written using the Arduino IDE are called sketches. Sketches are written in the text editor and are saved with the file extension .ino.
- Programming language is called **Wiring**, which is based on C++, but it's designed to be easier to learn.



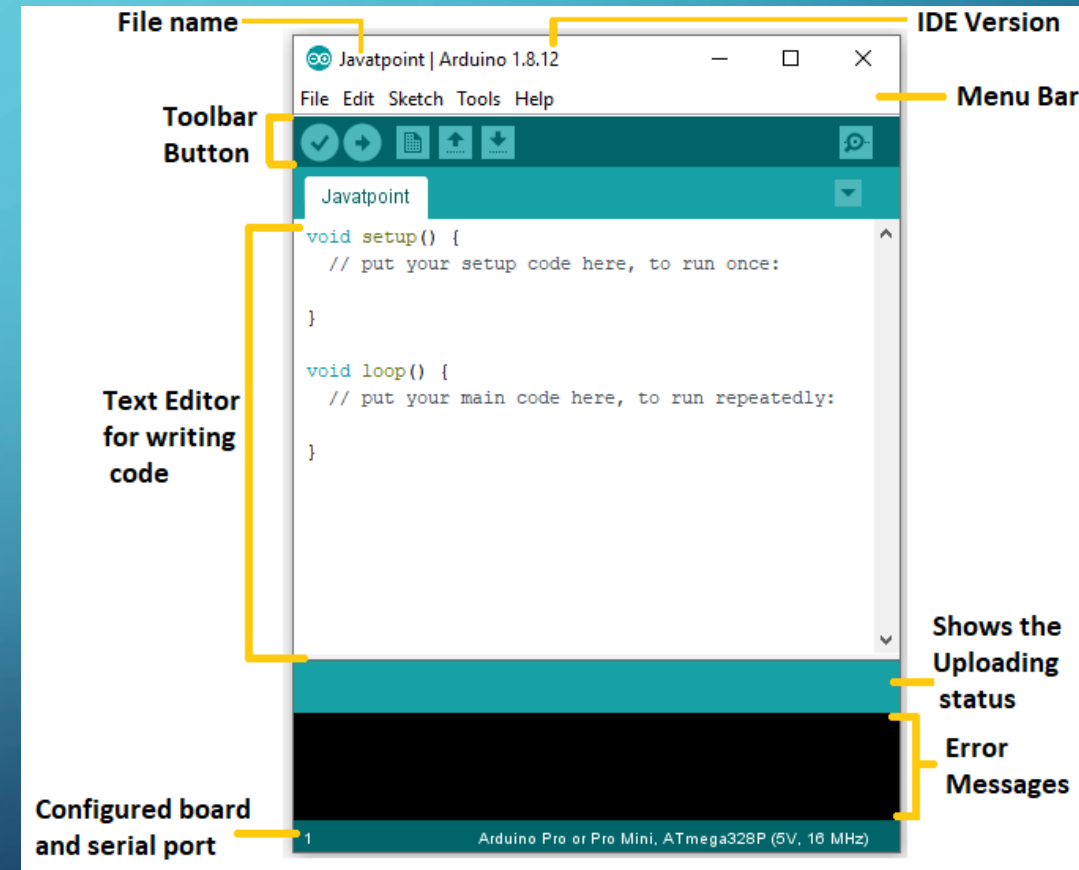
PROGRAMMING IN ARDUINO



PROGRAMMING IN ARDUINO

Setup() Function

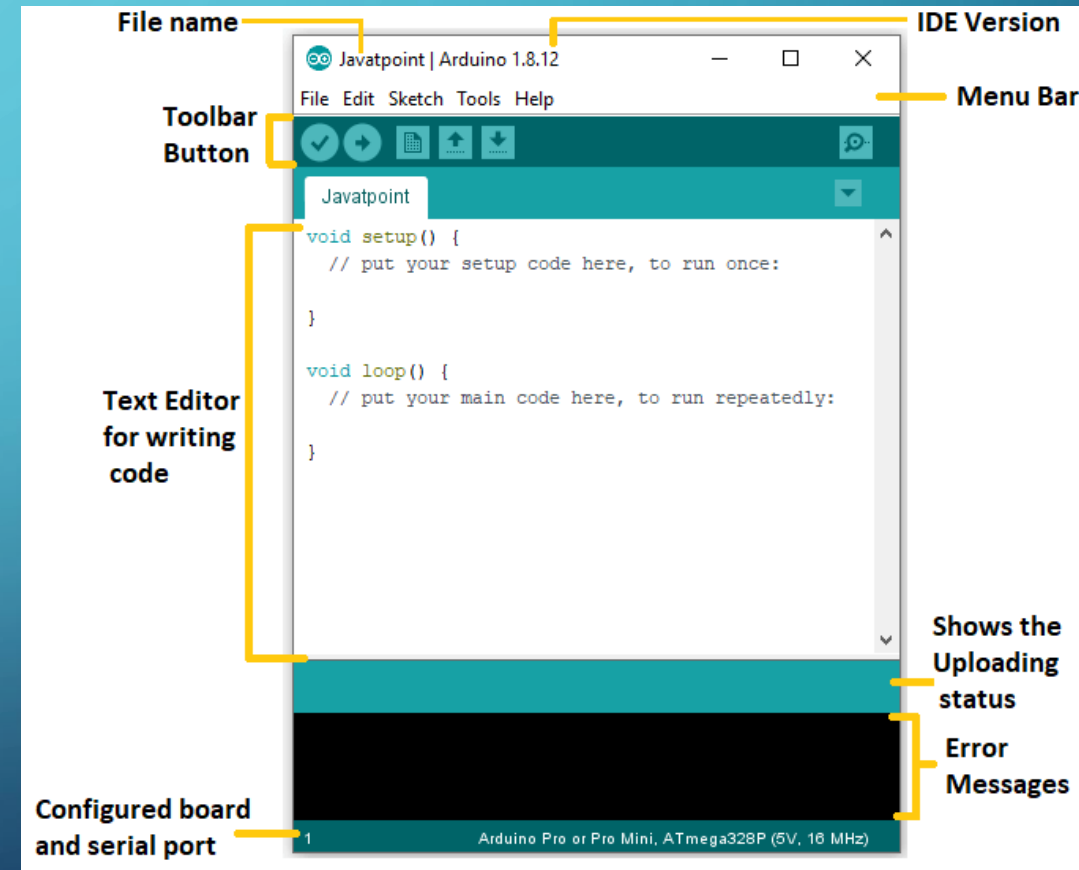
- Runs only once after the board starts.
- Common tasks include setting pin modes (e.g., INPUT or OUTPUT) and initializing libraries like Serial.begin().
- Used to prepare the Arduino environment for the main program logic.



PROGRAMMING IN ARDUINO

Setup() Function

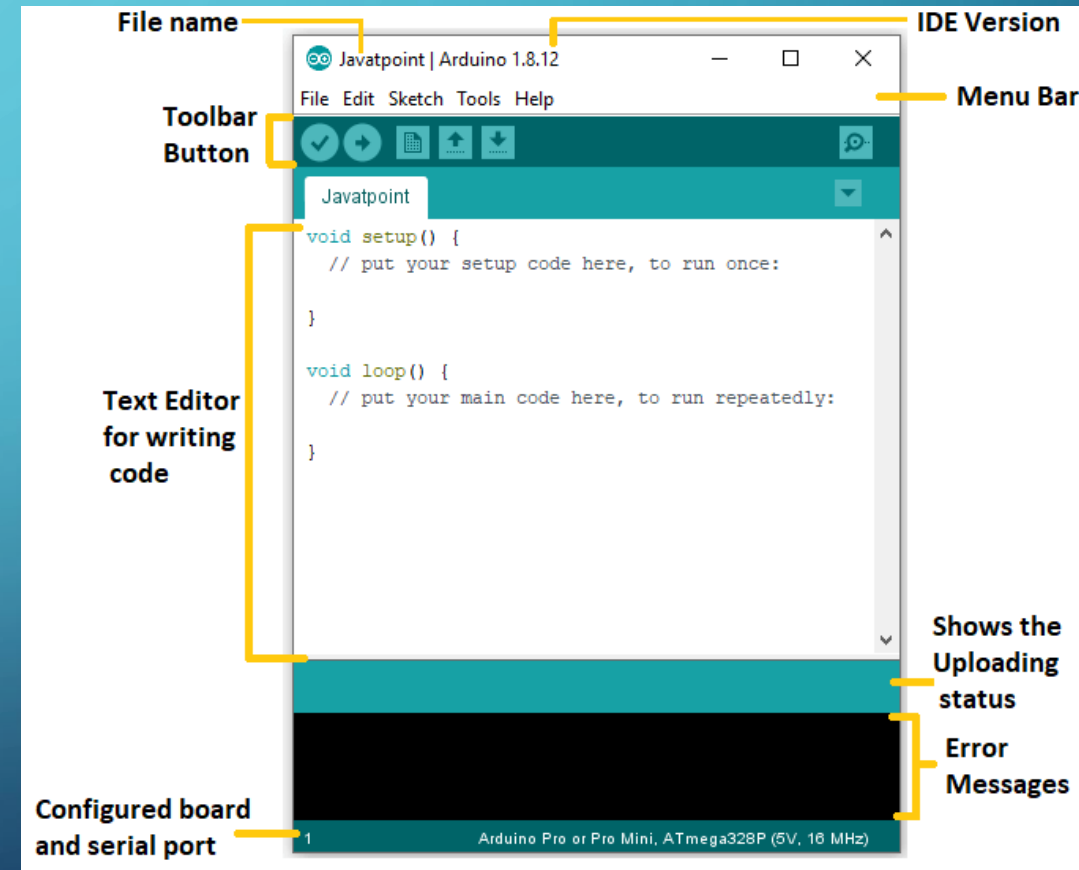
```
void setup() {  
    pinMode(13, OUTPUT); // Set digital pin 13 as an output  
    Serial.begin(9600); // Initialize serial communication at 9600 baud  
    Serial.println("Setup Complete!"); // Print a message to the serial monitor  
}
```



PROGRAMMING IN ARDUINO

Loop() Function

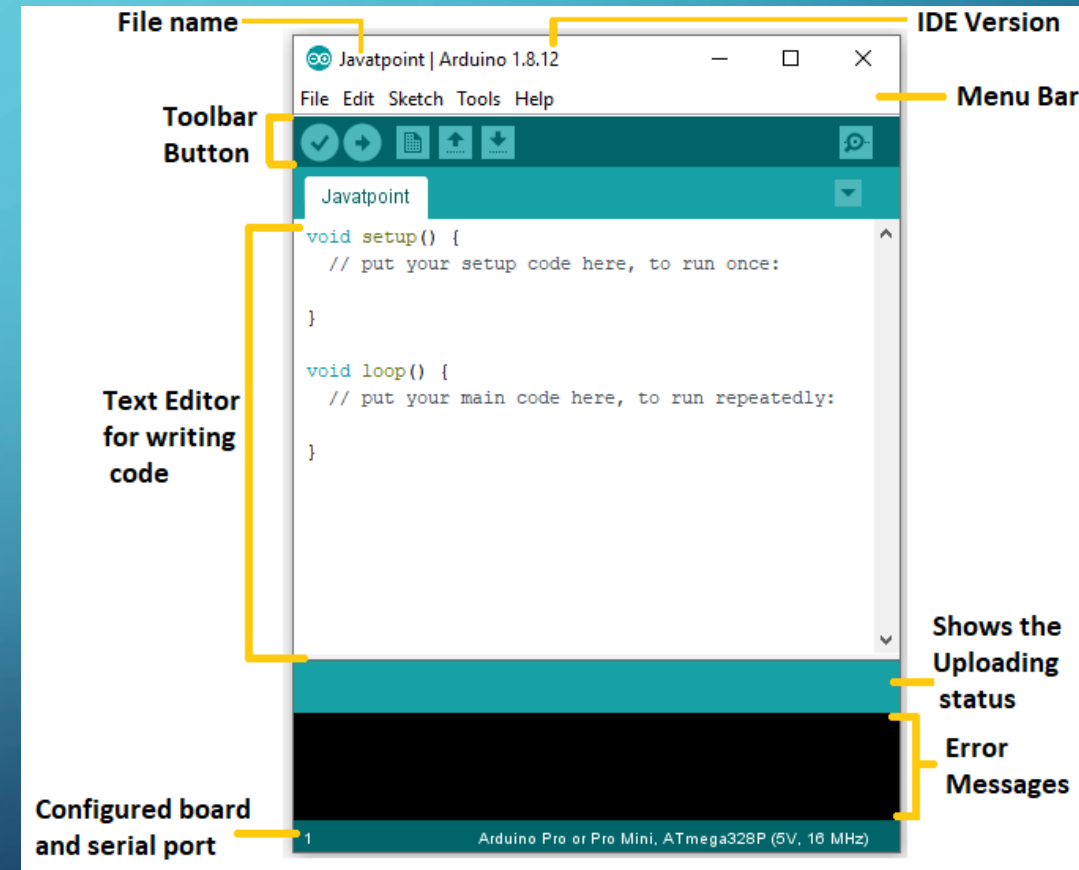
- Executes continuously after setup() finishes.
- Useful for tasks that require constant checking or repetitive actions, such as blinking an LED, reading sensor data, or communicating over serial.
- Can include delays (delay()) or logic to pace the execution.



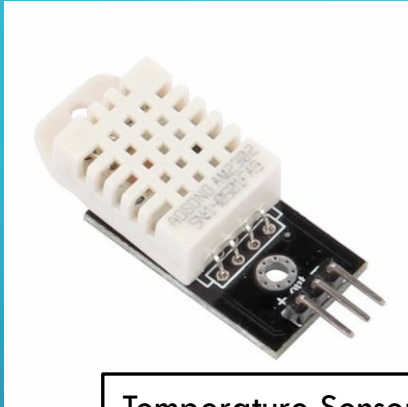
PROGRAMMING IN ARDUINO

Loop() Function

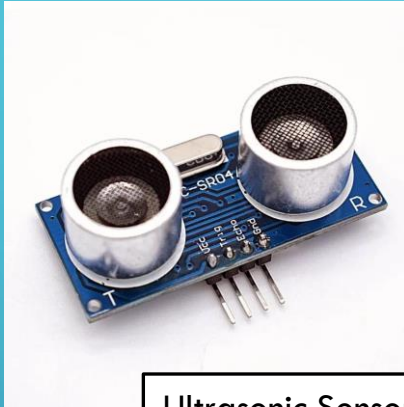
```
void loop() {  
    digitalWrite(13, HIGH); // Turn LED on  
    delay(1000);           // Wait 1 second  
    digitalWrite(13, LOW); // Turn LED off  
    delay(1000);           // Wait 1 second  
}
```



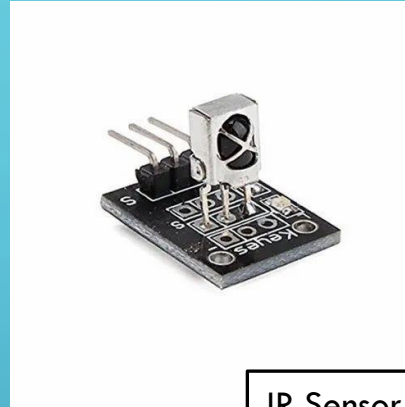
ARDUINO COMPATIBLE ELECTRONICS



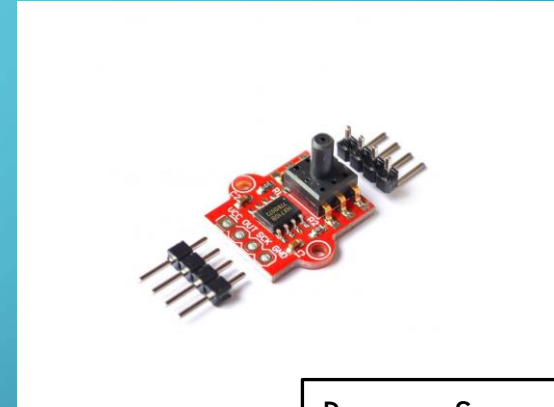
Temperature Sensor



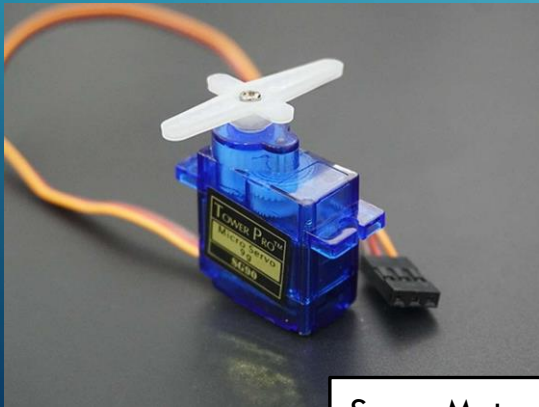
Ultrasonic Sensor



IR Sensor



Pressure Sensor



Servo Motor



LCD Display



LED

WHY ARDUINO?

- Easy to learn and use, even for beginners.
- Cost-effective and widely available.
- Open-source hardware and software, enabling customization.
- Versatile platform suitable for various projects, from simple to complex.
- Cross-platform IDE supports Windows, macOS, and Linux.
- Compatible with a wide range of sensors, modules, and actuators.
- Widely used in STEM education for hands-on learning.
- Low power consumption, ideal for portable projects.

A decorative graphic on the left side of the slide, consisting of a network of white lines and small circles on a blue gradient background, resembling a circuit board or a stylized tree structure.

THANK YOU