project-template\main.c

```c
#include "pico/stdlib.h"
#include "hardware/adc.h"
#include <stdio.h>
#include <string.h>

#define LED_PIN 15
#define BUFFER_SIZE 64

int main() {
    stdio_init_all(); //initialize USB serial

    gpio_init(LED_PIN);
    gpio_set_dir(LED_PIN, GPIO_OUT);

    adc_init();
    adc_gpio_init(26);
    adc_select_input(0);

    char incoming[BUFFER_SIZE];
    int index = 0;
    uint16_t last_adc = 0;

    while (true) {
        uint16_t raw = adc_read();
        if (raw != last_adc) {
            last_adc = raw;
            printf("%u\n", raw);  // C# reads this
        }

        while (true) {
            int c = getchar_timeout_us(0);  // non-blocking
            if (c == PICO_ERROR_TIMEOUT) break;

            if (c == '\n' || c == '\r') {
                incoming[index] = 0;  // null-terminate
                if (strcmp(incoming, "LedOn") == 0) {
                    gpio_put(LED_PIN, 1);
                    printf("LED is ON\n");
                } else if (strcmp(incoming, "LedOff") == 0) {
                    gpio_put(LED_PIN, 0);
                    printf("LED is OFF\n");
                }
                index = 0;  // reset buffer
            } else {
                if (index < BUFFER_SIZE - 1) incoming[index++] = (char)c;
            }
        }
        sleep_ms(2000);
    }
}

```