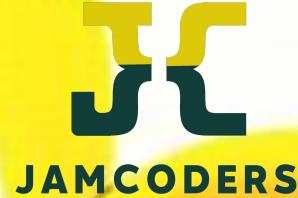
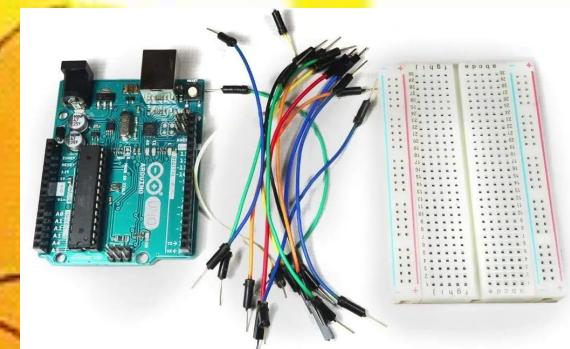
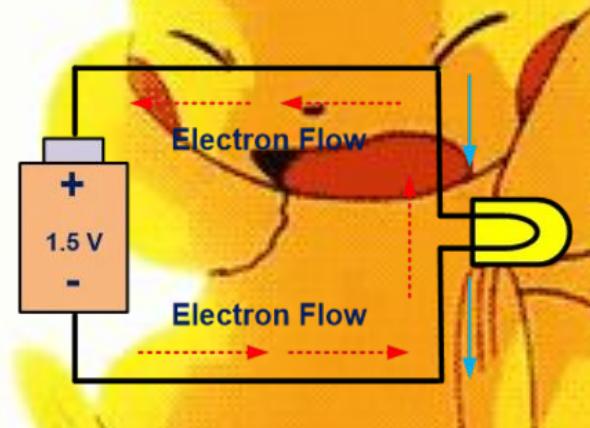
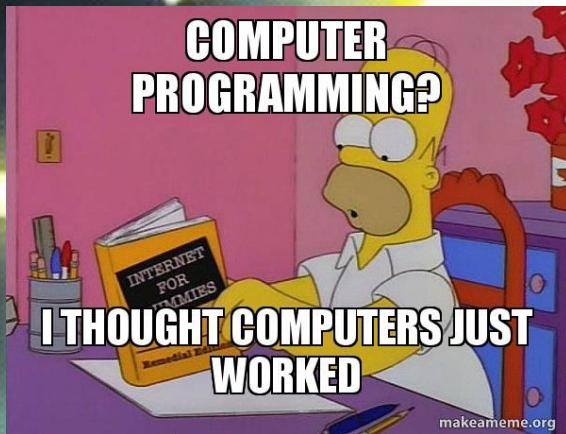


ASHK3TCHUP

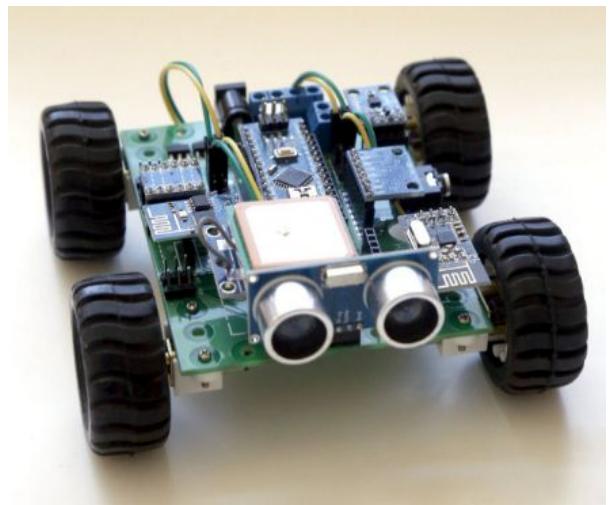


# Circuits!!!!



# In JamCoders, so far: Software

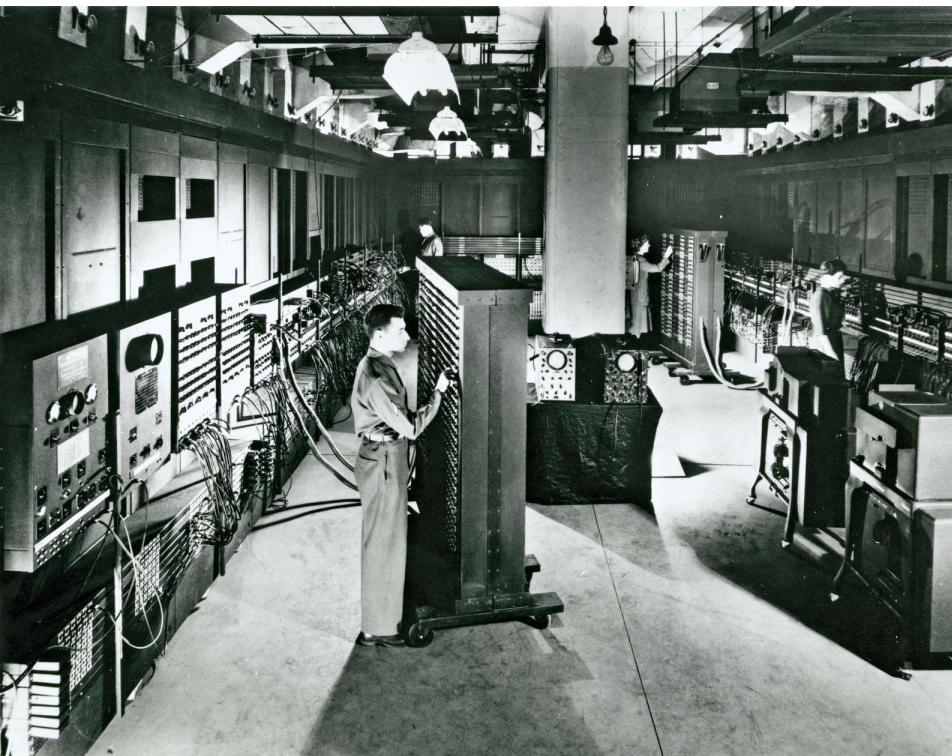
## Today: Hardware!



# About Safety: Arduinos can't hurt you.



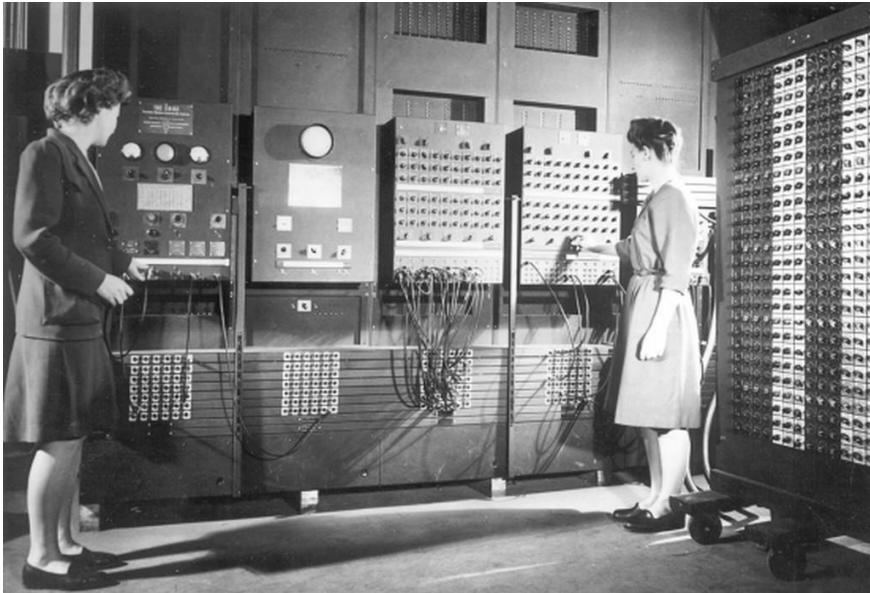
# Electronic Numerical Integrator and Computer (ENIAC)



- Invented 1946
- University of Pennsylvania (U Penn)



Electronic Numerical Integrator and Computer (ENIAC): 5000 calculations per second



M3Ultra: 36 trillion operations per second



# Who is Grace Hopper?

Grace Hopper: Born 1906

Early computer scientist

Navy admiral

Known for:

- Inventing one of the first linkers
- Theory of machine-independent programming languages



# What is debugging?

A bug died inside Grace Hopper's computer and impeded the relay operations

The term “debugging” was born

92

9/9

0800 Autam started  
1000 .. stopped - autam ✓  
13'uc (03) MP-MC 2.130476415 (-3)  
033 PRO 2 2.130476415  
coswt 2.130676415

Relays 6-2 in 033 failed special speed test  
in relay 10.000 test.

1700 Started Cosine Tape (Sine check)  
1525 Started Multi Adder Test.

1545



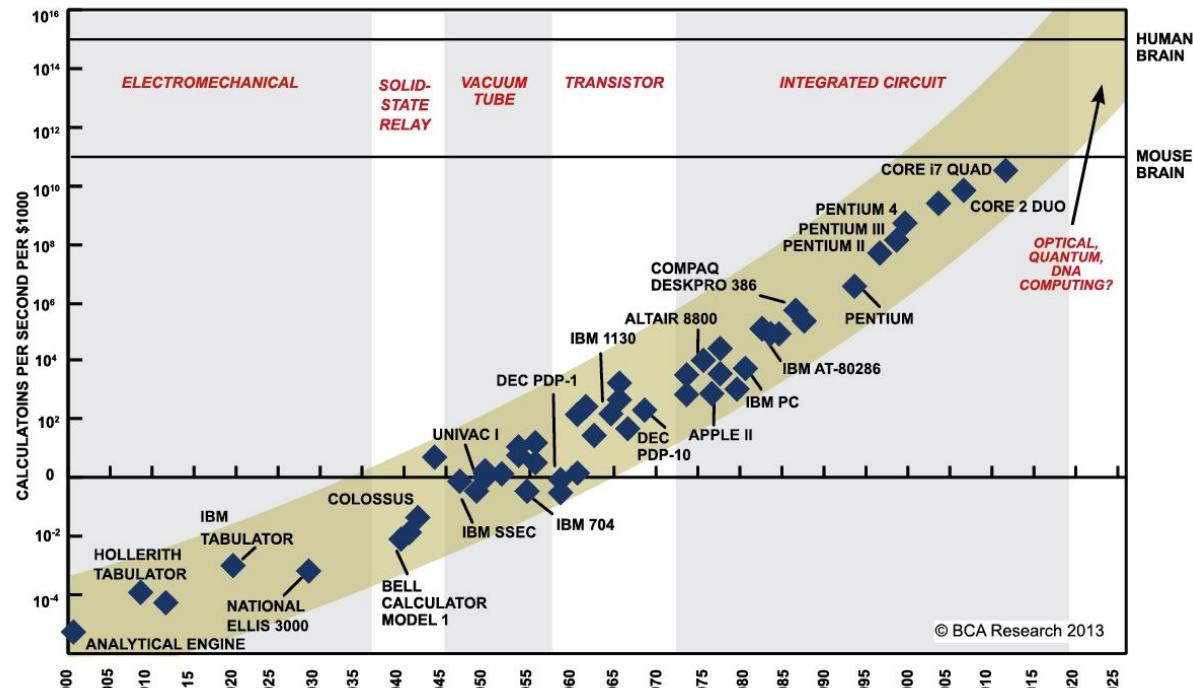
Relay #70 Panel F  
(moth) in relay.

1600 Autam started.  
1700 closed down.

Relay  
2145  
Relay 3370

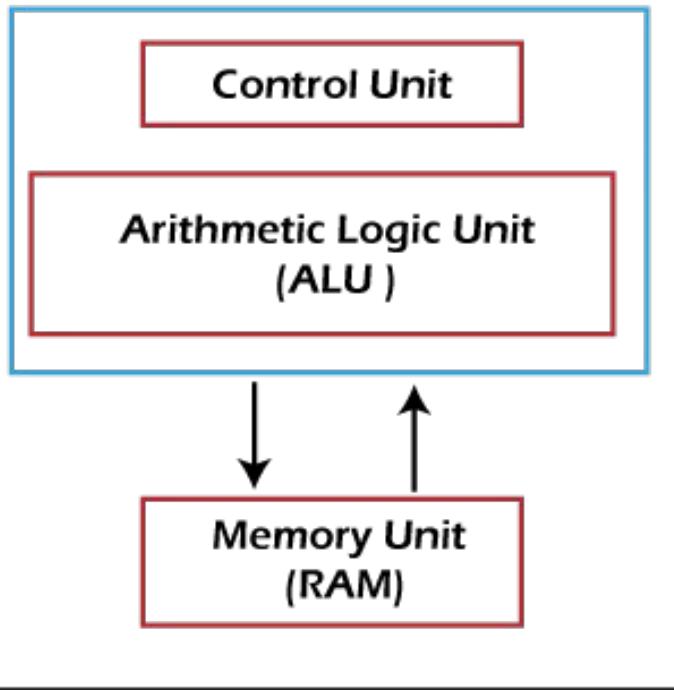
# Debugging is still difficult, but luckily doesn't involve real bugs

Today, computers are faster, store more data, and take up less space.



SOURCE: RAY KURZWEIL, "THE SINGULARITY IS NEAR: WHEN HUMANS TRANSCEND BIOLOGY", P.67, THE VIKING PRESS, 2006. DATAPoints BETWEEN 2000 AND 2012 REPRESENT BCA ESTIMATES.

# Central Processing Unit ( CPU )



```
+ x vim hello.asm
0 section      .text           ; declare the .text section
1 global        _start          ; has to be declared for the linker (ld)
2 _start:
3     mov edx, len            ; "invoke" the len of the message
4     mov ecx, msg            ; "invoke" the message itself
5
6     mov ebx, 1              ; set the file descriptor (fd) to stdout
7
8     mov eax, 4              ; system call for "write"...
9     int 0x80                ; call the kernel
10
11    mov eax, 1              ; system call for "exit"
12    int 0x80                ; call the kernel
13
14 section      .data           ; here you declare the data
15     msg        db "Hello world!", 0xa ; the actual message to use
16     len        equ $ -msg          ; get the size of the message
~
```

# How to make computers faster?

- Get data faster.
  - Access to data is limited by distance (speed of light).
  - Multiple tiers of cache on a chip.

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Computer	Human Analogy
L1 Cache: 1ns	0.25 seconds (fact just learned)
L3 Cache: 16ns	

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Computer	Human Analogy
L1 Cache: 1ns	0.25 seconds (fact just learned)
L3 Cache: 16ns	4 seconds (fact from a month ago)

# How to make computers faster?

- Get data faster.
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  - Multiple tiers of cache on a chip.

Computer	Human Analogy
L1 Cache: 1ns	0.25 seconds (fact just learned)
L3 Cache: 16ns	4 seconds (fact from a month ago)
RAM: 100ns	

# How to make computers faster?

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  - Multiple tiers of cache on a chip.

Computer	Human Analogy
L1 Cache: 1ns	0.25 seconds (fact just learned)
L3 Cache: 16ns	4 seconds (fact from a month ago)
RAM: 100ns	25 seconds (look in a book on your desk)

# How to make computers faster?

- Get data faster.
  - Access to data is limited by distance (speed of light).
  - Multiple tiers of cache on a chip.

Computer	Human Analogy
L1 Cache: 1ns	0.25 seconds (fact just learned)
L3 Cache: 16ns	4 seconds (fact from a month ago)
RAM: 100ns	25 seconds (look in a book on your desk)
SSD: 100,000ns (100us)	

# How to make computers faster?

- Get data faster.
  - Access to data is limited by distance (speed of light).
  - Multiple tiers of cache on a chip.

Computer	Human Analogy
L1 Cache: 1ns	0.25 seconds (fact just learned)
L3 Cache: 16ns	4 seconds (fact from a month ago)
RAM: 100ns	25 seconds (look in a book on your desk)
SSD: 100,000ns (100us)	~7 hours (go to the library today)

# How to make computers faster?

- Get data faster.
  - Access to data is limited by distance (speed of light).
  - Multiple tiers of cache on a chip.

Computer	Human Analogy
L1 Cache: 1ns	0.25 seconds (fact just learned)
L3 Cache: 16ns	4 seconds (fact from a month ago)
RAM: 100ns	25 seconds (look in a book on your desk)
SSD: 100,000ns (100us)	~7 hours (go to the library today)
Disk: 10,000,000ns (10,000us, 10ms)	

# How to make computers faster?

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Disk: 10,000,000ns (10,000us, 10ms)	~29 days (Jamcoders!)

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Disk: 10,000,000ns (10,000us, 10ms)	~29 days (Jamcoders!)
Network (JAM ↔ NYC): 70,000,000ns (70,000us, 70ms)	

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- Get data faster.
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RAM: 100ns	25 seconds (look in a book on your desk)
SSD: 100,000ns (100us)	~7 hours (go to the library today)
Disk: 10,000,000ns (10,000us, 10ms)	~29 days (Jamcoders!)
Network (JAM ↔ NYC): 70,000,000ns (70,000us, 70ms)	~202 days (a year of school)

Why make them faster?

**EVERYTHING IN THIS PHOTO  
IS NOW IN YOUR POCKET**



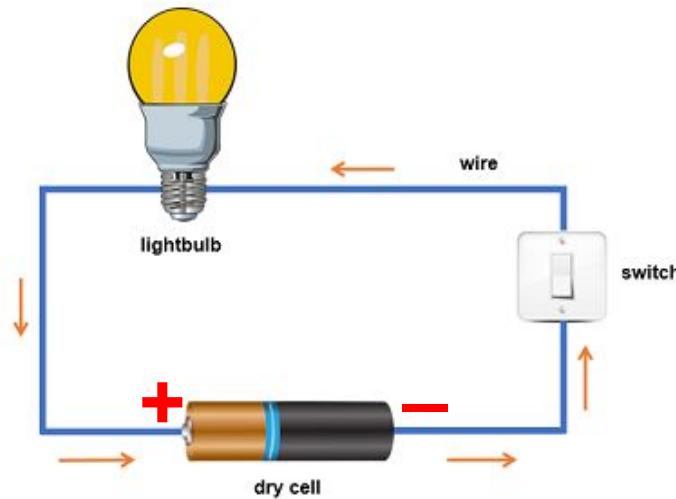


# Google's Quantum Computer!



# What is voltage?

Electric potential difference per unit charge between two points in a circuit's electric field.

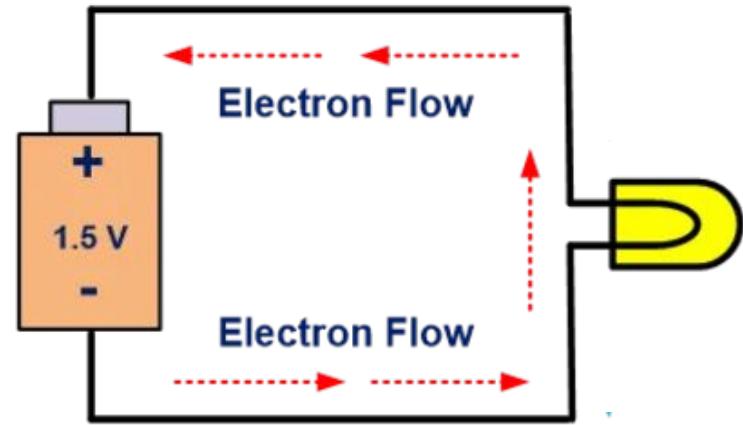


- The battery supplies voltage, causing an energy imbalance to exist between the + and -
- This causes current (electrons or ions) to flow

# What is current? Resistance?

Electrical current is a stream of charged particles, such as electrons or ions, moving through an electrical conductor.

**Resistance restricts the flow of current.**

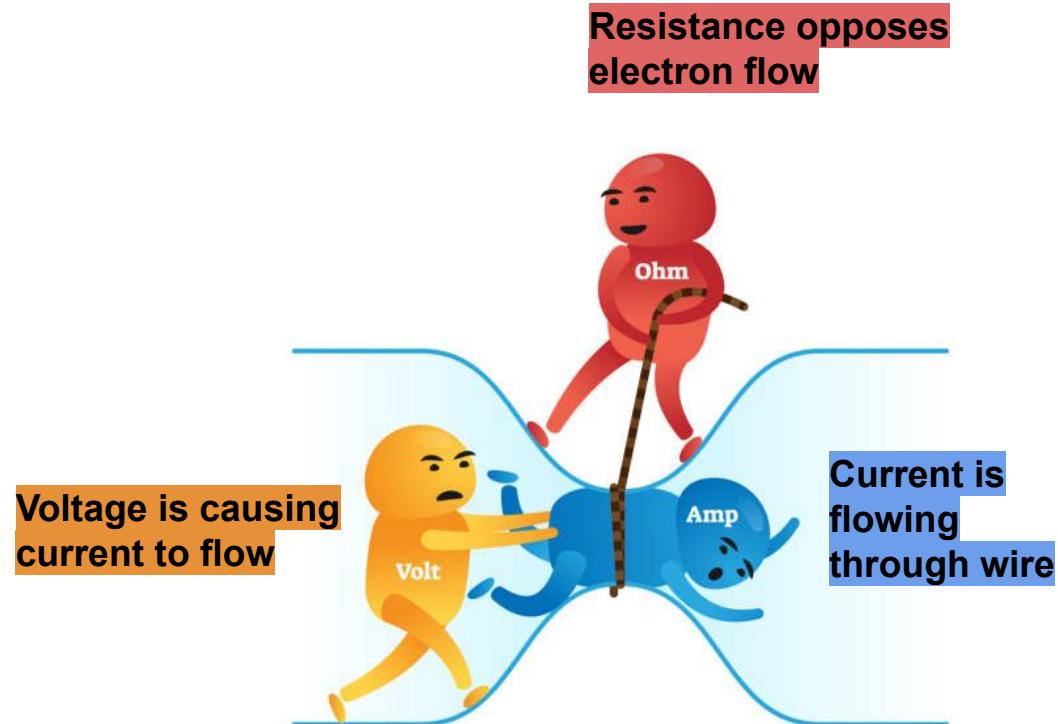


# Ohm's Law

Ohm's Law captures the relationship between:

- Current (I)
- Voltage (V)
- Resistance (R)

$$V = IR$$



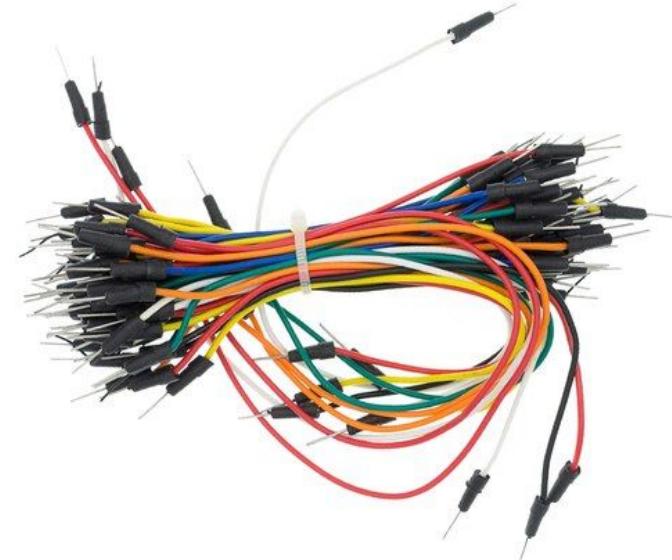
# Circuit Components

- Wires
- Resistors
- Capacitors
- TransistorsSwitches
- OR, AND, NOR, and NOT gates
- The list goes on...

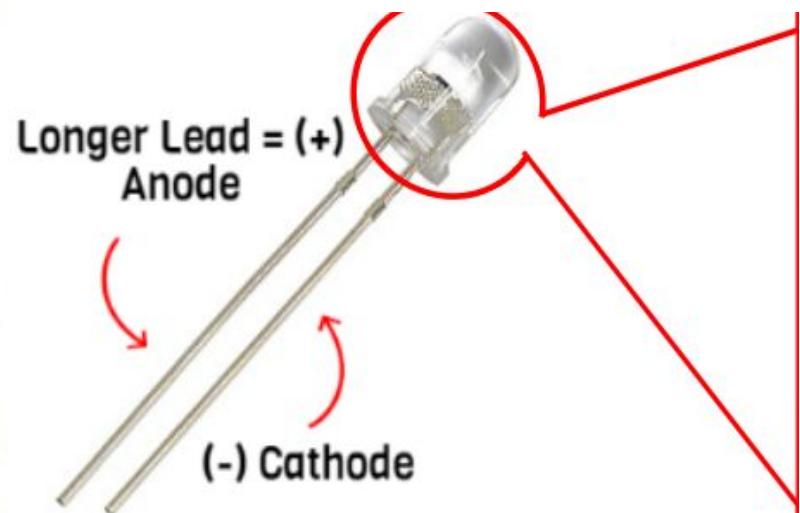
# Wires

I know you know what wires are, here are some photos of the ones we're using:

The metal ends enter the breadboard and Arduino pin holes



# LED Lightbulbs



# Resistors

Resistors provide resistance to electrical current.

They are often needed to regulate the current and voltage in a circuit.

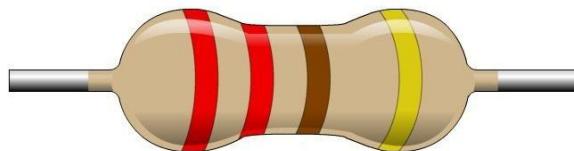
(You'll be using ~220 Ohms)



**SORRY, I COULDN'T RESIST**

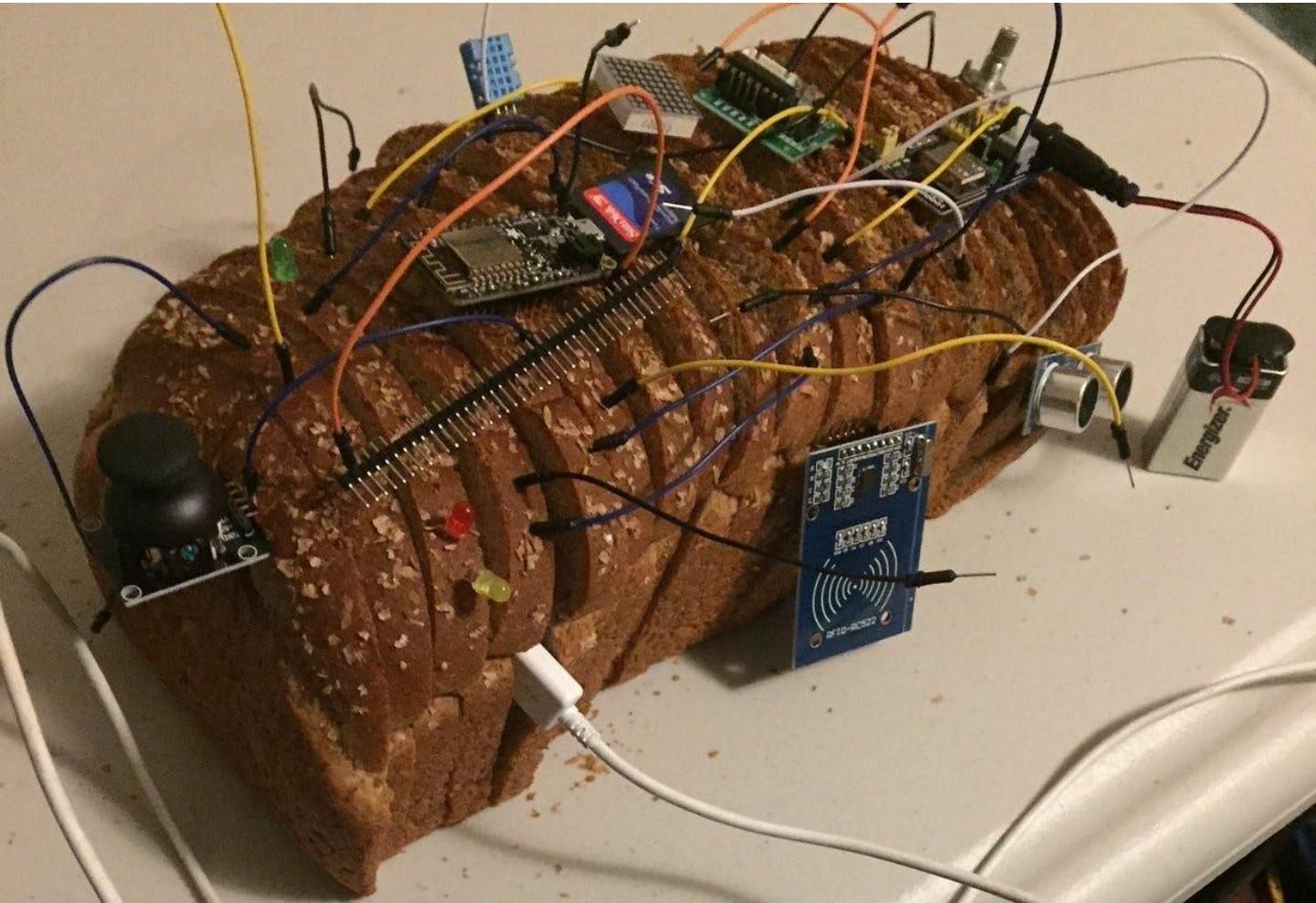


# Resistors



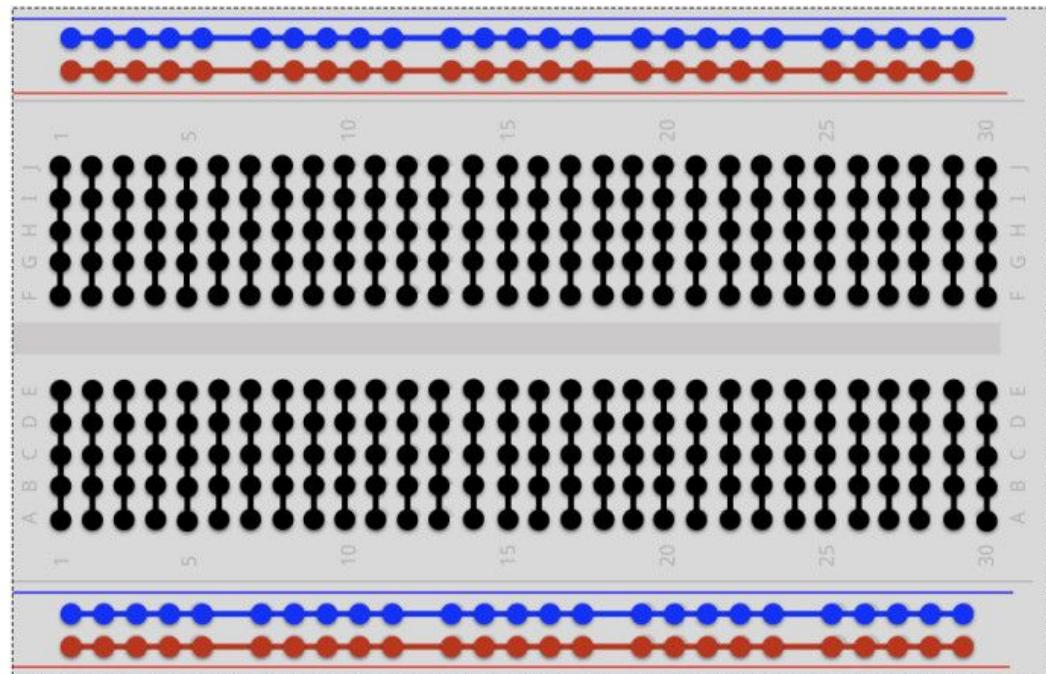
You'll be using ~220 Ohms

COLOR	1 <sup>ST</sup> BAND	2 <sup>ND</sup> BAND	3 <sup>RD</sup> BAND	MULTIPLIER	TOLERANCE
Black	0	0	0	1Ω	
Brown	1	1	1	10Ω	± 1% (F)
Red	2	2	2	100Ω	± 2% (G)
Orange	3	3	3	1KΩ	
Yellow	4	4	4	10KΩ	
Green	5	5	5	100KΩ	± 0.5% (D)
Blue	6	6	6	1MΩ	± 0.25% (C)
Violet	7	7	7	10MΩ	± 0.10% (B)
Grey	8	8	8	100MΩ	± 0.05%
White	9	9	9	1GΩ	
Gold				0.1Ω	± 5% (J)
Silver				0.01Ω	± 10% (K)



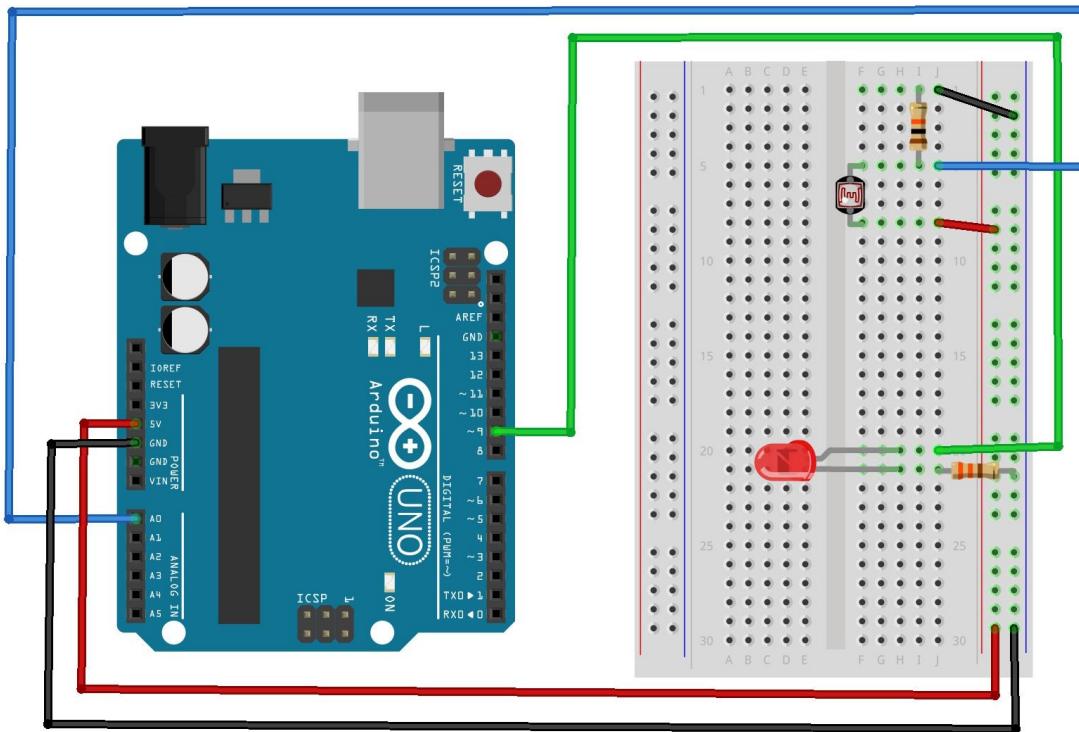
# Breadboard

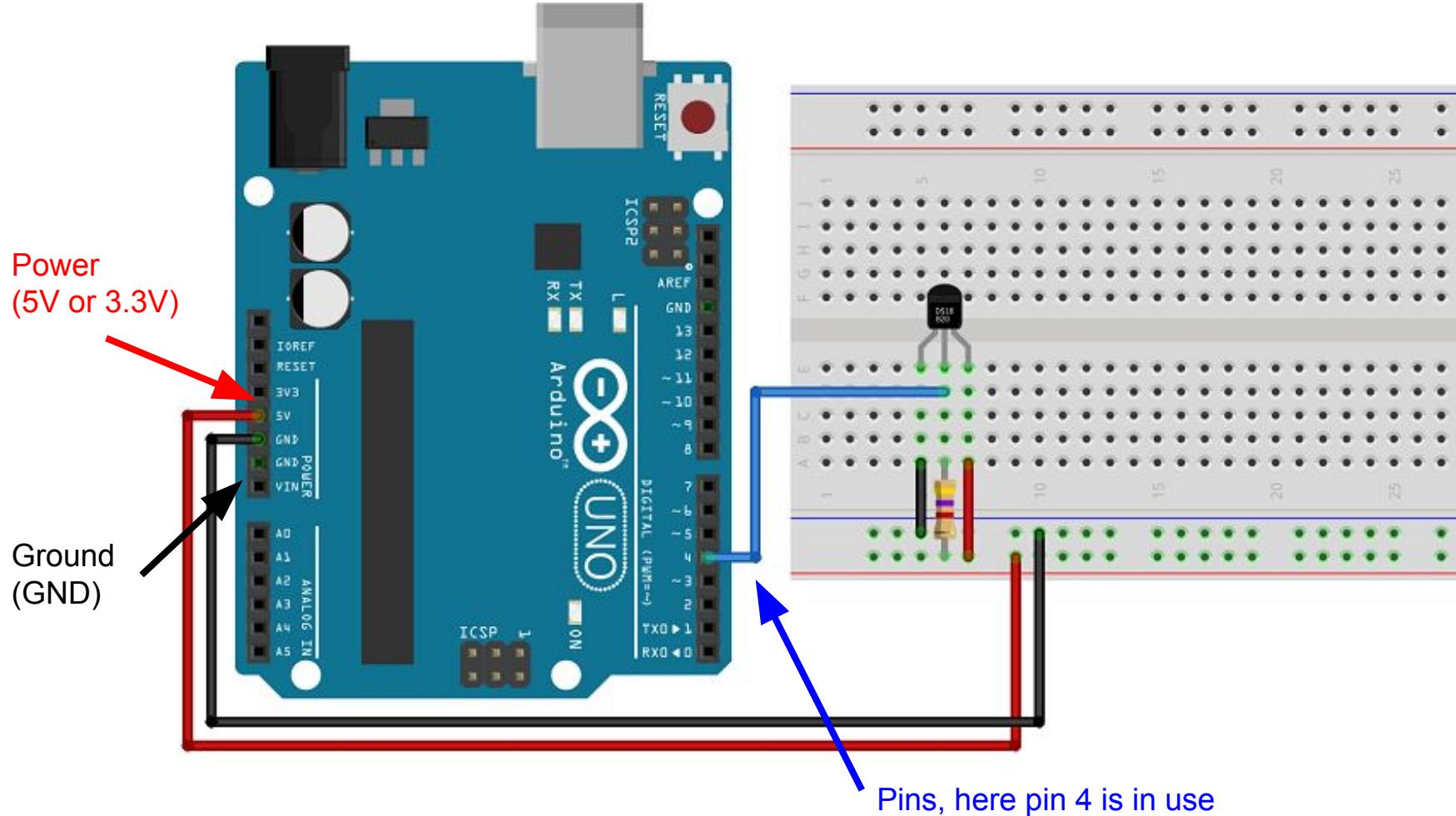
Breadboards are used to organize and connect circuit elements.



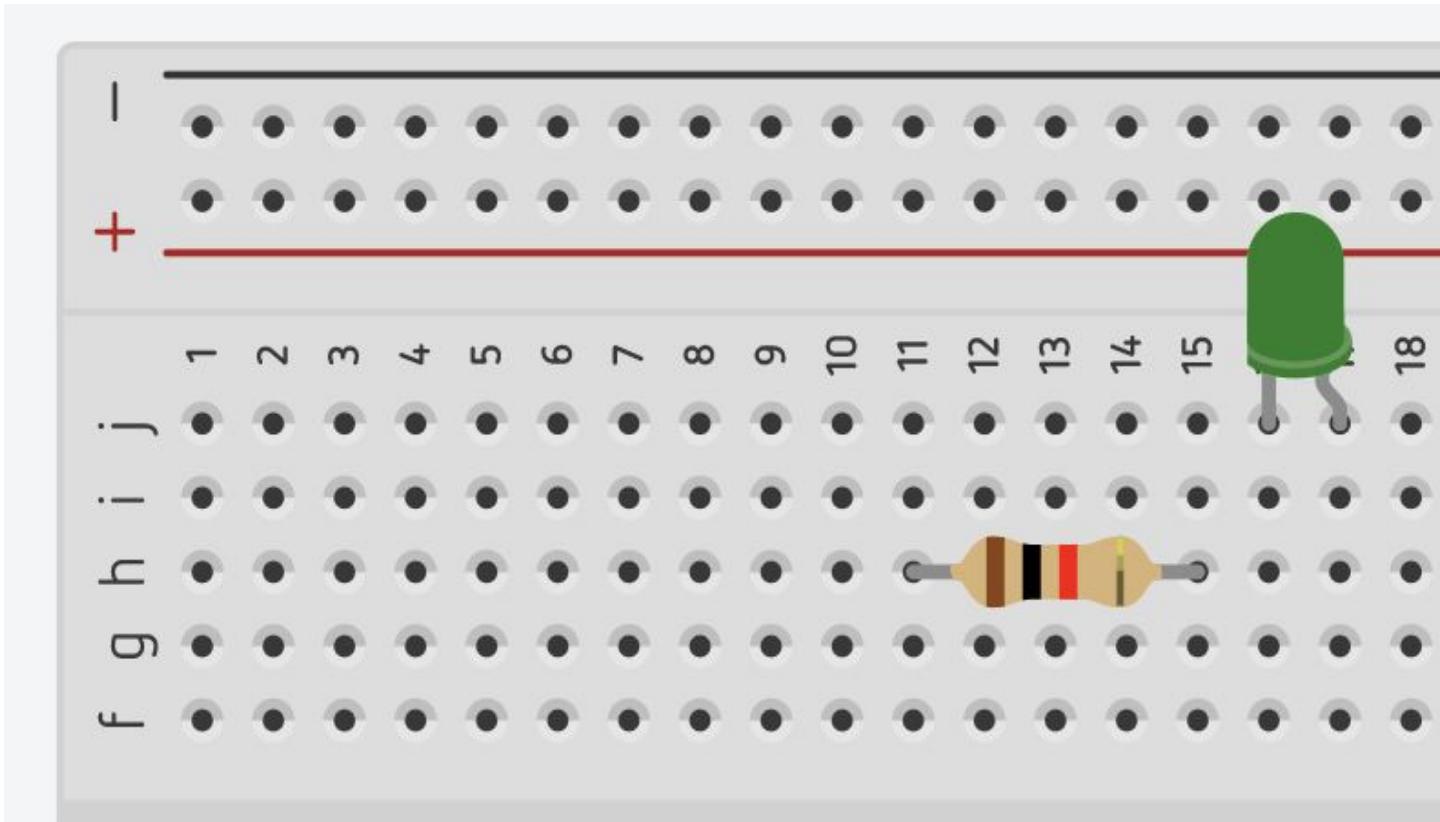
# Arduino Chip

# Breadboard

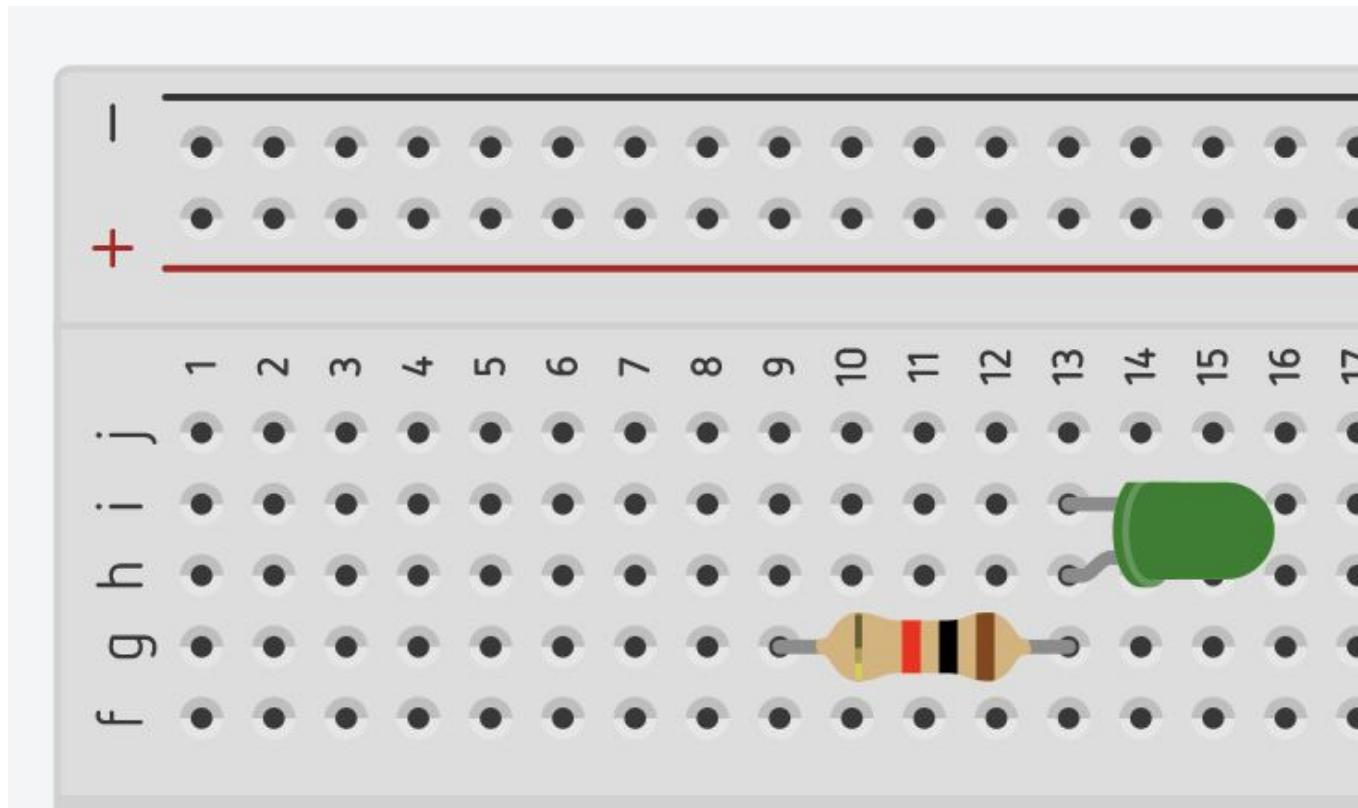




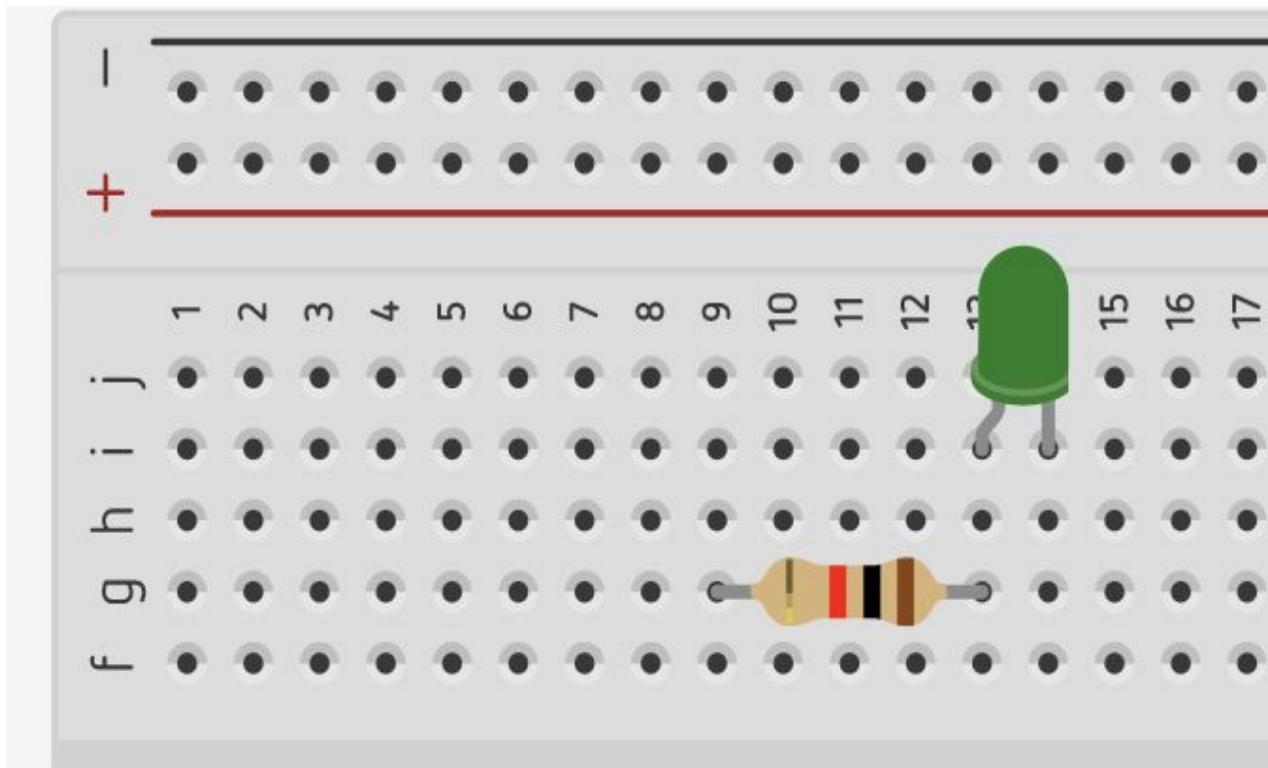
Are the resistor and the lightbulb connected?



What about now? Is there anything wrong with this connection?



What about now? Is there anything wrong with this connection?



Now it's your turn to make some circuits!

**Group 1:** Shechanyah, Kalani, Joelle, Ayeisha, Zyeka

**Group 2:** Nyla, Kayleigh, Austin, Sean, Rebekah, Oksana

**Group 3:** Aiden, Naandi, Jozanne, Yemesi, Gisele

**Group 4:** Antwaun, Alyssa, Rishi, Kairo-Alexis, Tariq

**Group 5:** Robert, Chenelle, Daniel, Tessanne, Brianna

**Group 6:** Aprille, Oscar, Kamali, Kara-Lee, Kayla

**Group 7:** Jadon, Aneika, Kejaau, Jemila, Tiandra, Damir

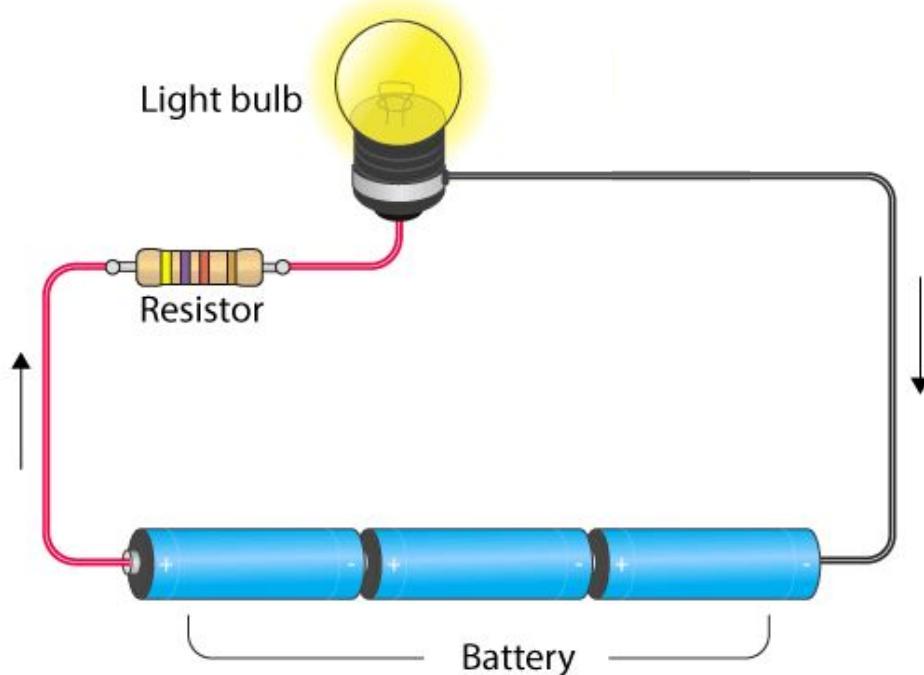
**Group 8:** Kiana, Zephan, Janic, Orett, Larissa, Cavier

**Group 9:** Neveno, Malique, Daniela, Gabrielle, Richaiya, Raheem

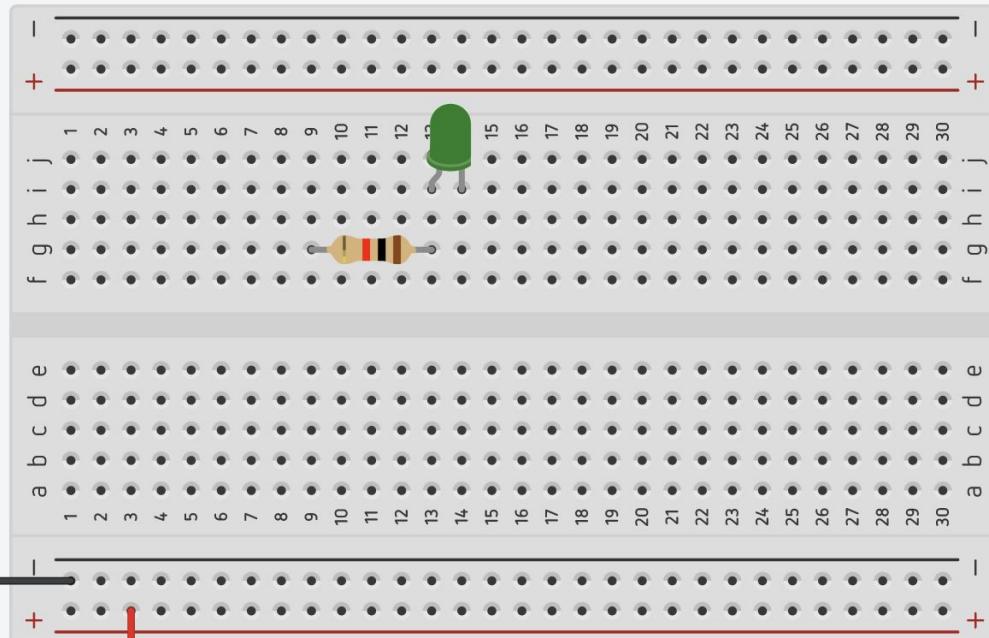
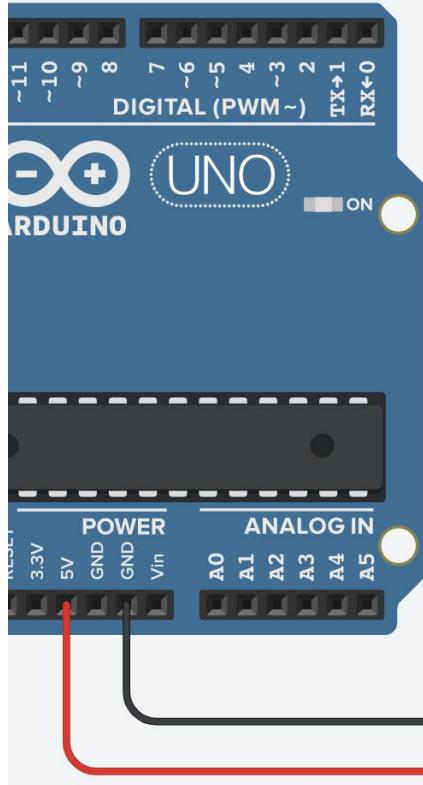
# What's in Your Kit? → Call a TA if you're missing things

- 1 Arduino Uno
- 1 Single-Colour LED 
- 1 RGB LED 
- 3 Resistors (100-330 Ohms)
- 1 Breadboard 
- Wiressss

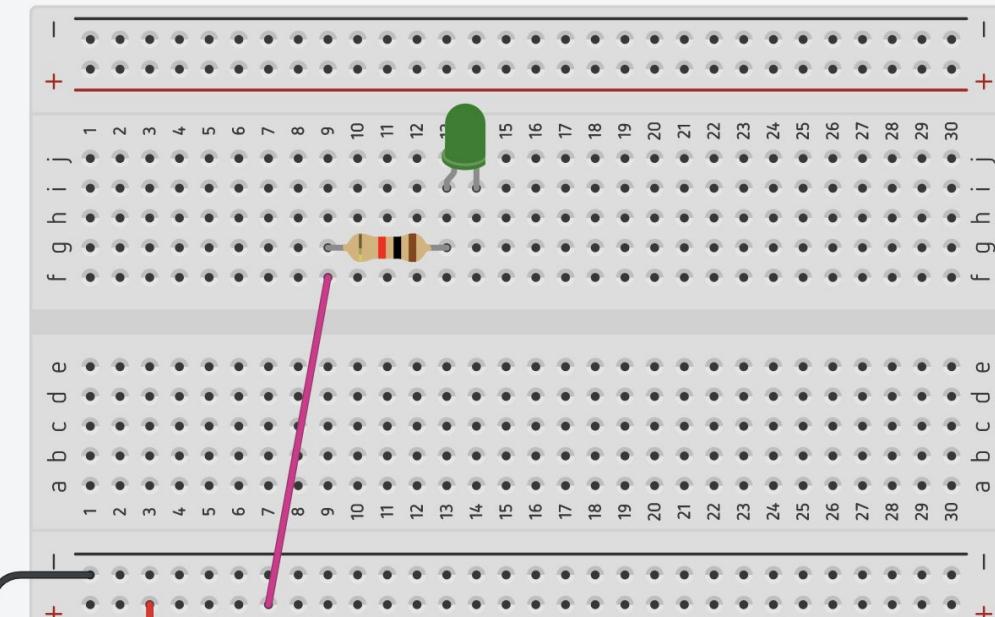
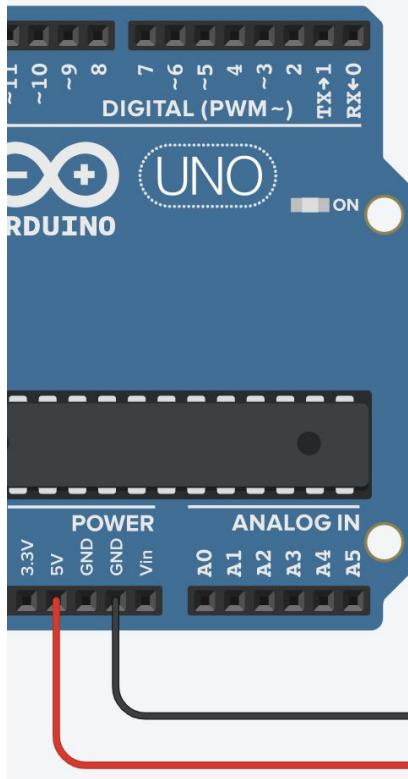
# Let's Make a Simple Light Circuit!



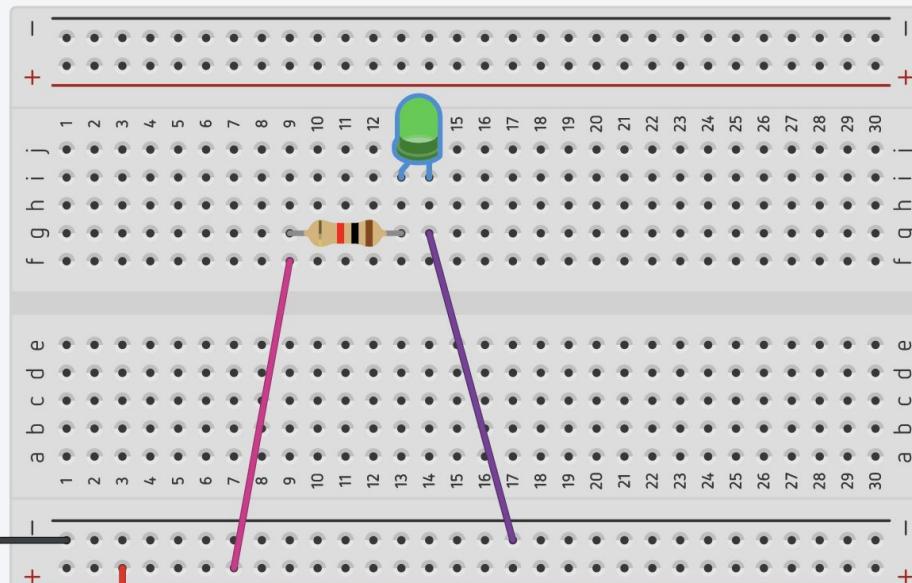
# Let's connect our circuit board to +/- voltage:



# Now let's connect the positive voltage to the resistor:



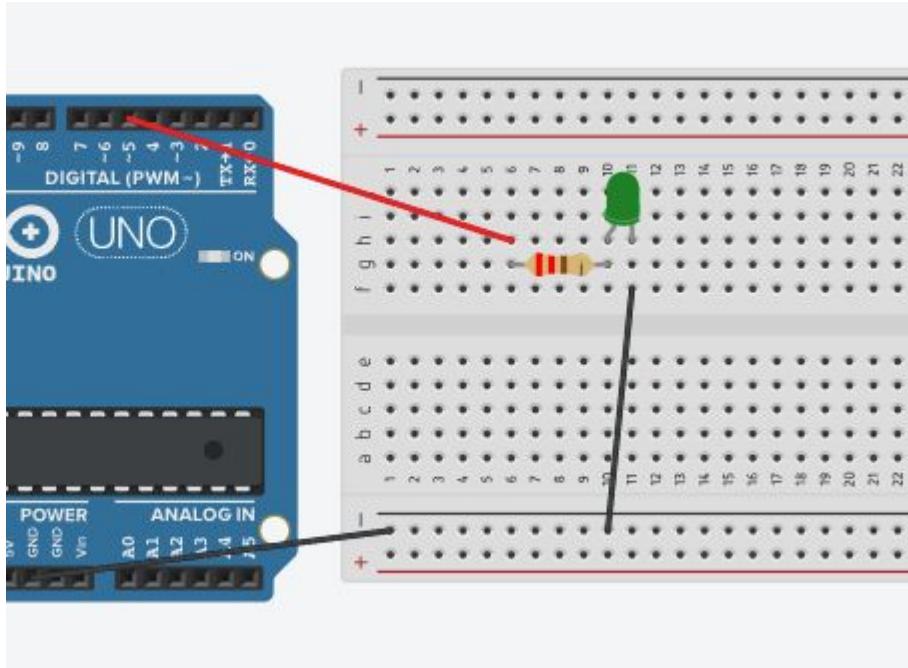
Now let's connect the negative voltage to the lightbulb:



Now, raise your hand and I will plug in the Arduino microcontroller!

But what if I want it to blink?

# Giving our Circuit Personality



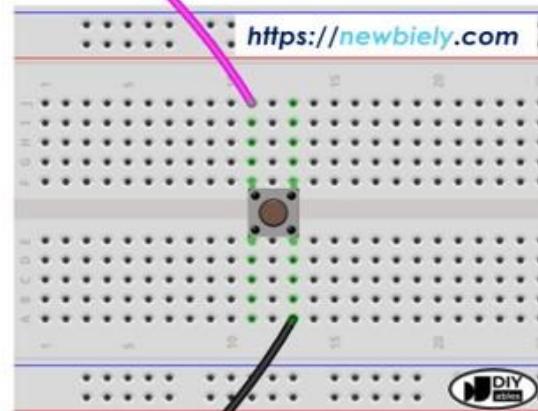
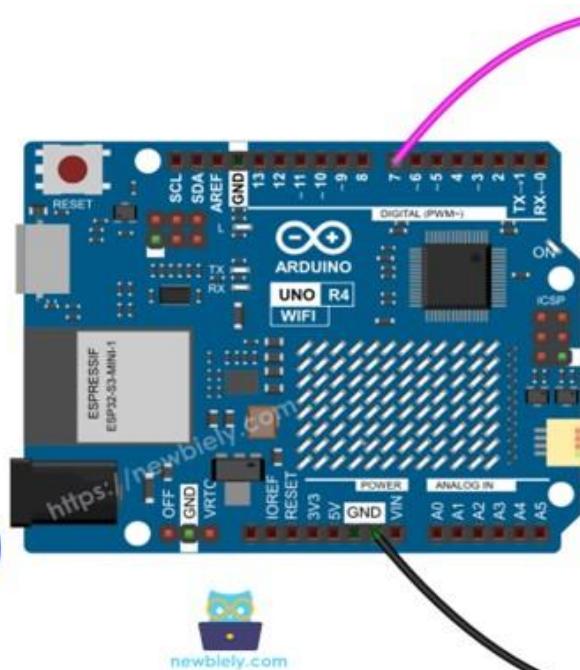
Move your positive voltage to pin 5 on the Arduino and open the following file and run it:

**blink\_led.ino**

Image of Arduino ui  
- connect to board

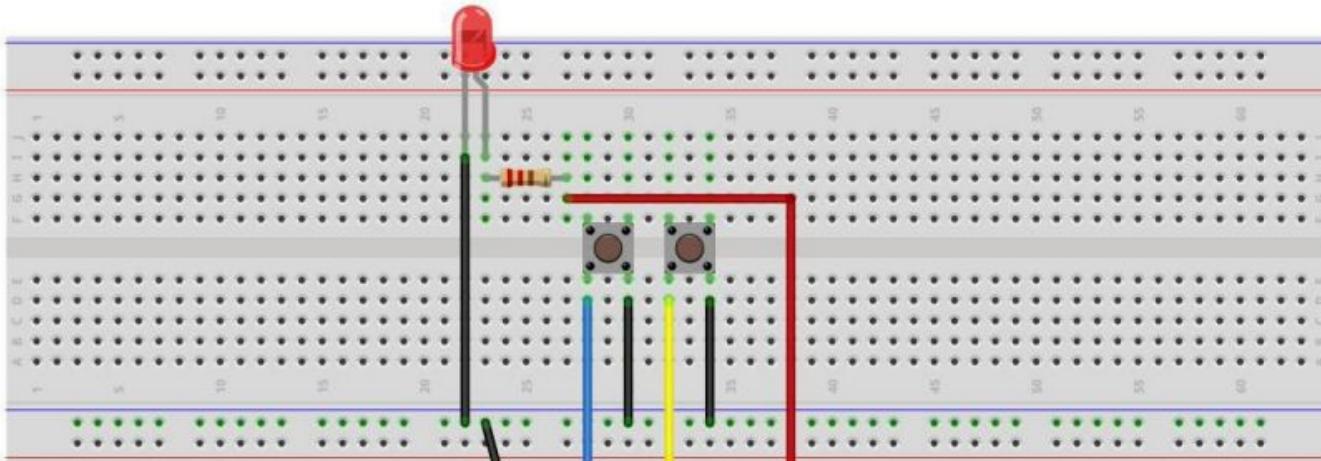
Arduino chips run code which controls the voltage and current applied via wires into our circuit

But what if I want to make a light switch?



Try to make a circuit that turns an LED on and off with a button.

Try it on your own first, but don't be afraid to ask for help!



Open and run the  
following file when  
finished:

**LED\_buttons.ino**



Make sure to  
get the pin  
numbers right!

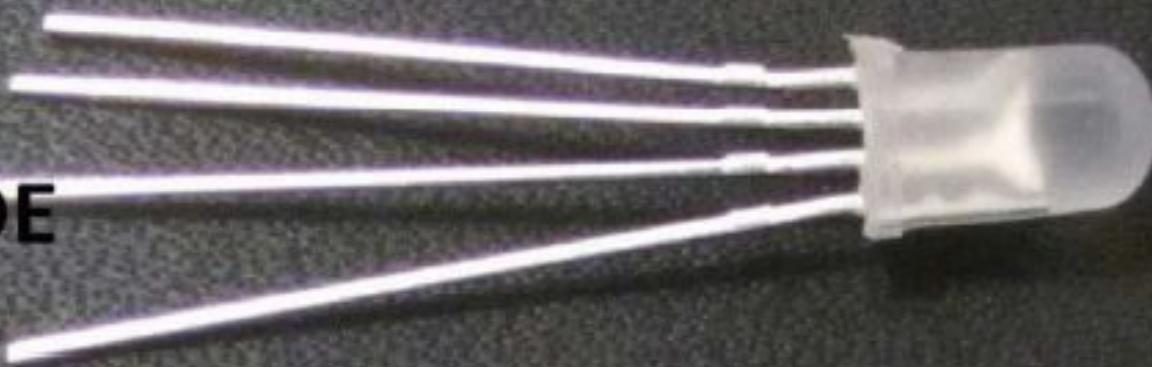
But what if I want to have a colorful light?

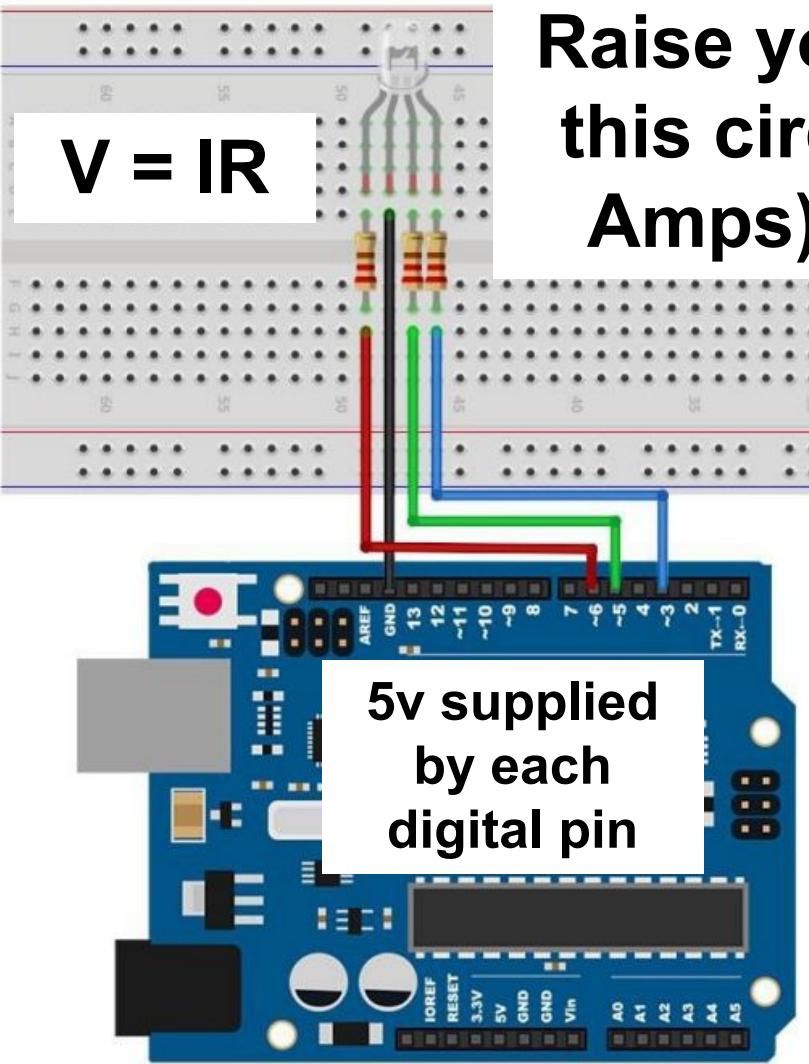
**BLUE**

**GREEN**

**CATHODE**

**RED**





# Raise your hand when you have built this circuit and know the current (in Amps) supplied to each RGB pin!!

COLOR	1 <sup>ST</sup> BAND	2 <sup>ND</sup> BAND	3 <sup>RD</sup> BAND	MULTIPLIER	TOLERANCE
Black	0	0	0	$1\Omega$	
Brown	1	1	1	$10\Omega$	$\pm 1\%$ (F)
Red	2	2	2	$100\Omega$	$\pm 2\%$ (G)
Orange	3	3	3	$1K\Omega$	
Yellow	4	4	4	$10K\Omega$	
Green	5	5	5	$100K\Omega$	$\pm 0.5\%$ (D)
Blue	6	6	6	$1M\Omega$	$\pm 0.25\%$ (C)
Violet	7	7	7	$10M\Omega$	$\pm 0.10\%$ (B)
Grey	8	8	8	$100M\Omega$	$\pm 0.05\%$
White	9	9	9	$1G\Omega$	
Gold				$0.1\Omega$	$\pm 5\%$ (J)
Silver				$0.01\Omega$	$\pm 10\%$ (K)

4-Band-Code      5-Band-Code

2%, 5%, 10%      0.1%, 0.25%, 0.5%, 1%      560K  $\Omega$   $\pm 5\%$       237  $\Omega$   $\pm 1\%$

Now put it together!

Make a circuit that uses TWO buttons to control the colour of an RGB LED.

Use pins 8 and 9 for the buttons  
RED -> 3, BLUE -> 6, GREEN -> 5  
Remember your resistors!!!!

Call a TA when you're done!

**Open rbg\_buttons.ino**

# Challenge Problem! Diming light with potentiometer (analog input)

[Open led\\_dim.ino](#)

