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Last Revision: 2019/07/21

Last Build: 2024/04/12

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loop()

[Sketch]

Description

After creating a `setup()` function, which initializes and sets the initial values, the `loop()` function does precisely what its name suggests, loops consecutively, allowing your program to change and respond Use it to actively control the Arduino board.
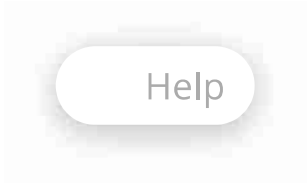
Example Code

```
int buttonPin = 3;

// setup initializes serial and the button pin
void setup() {
  Serial.begin(9600);
  pinMode(buttonPin, INPUT);
}

// loop checks the button pin each time,
// and will send serial if it is pressed
void loop() {
  if (digitalRead(buttonPin) == HIGH) {
    Serial.write('H');
  }
  else {
    Serial.write('L');
  }

  delay(1000);
}
```

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