REFERENCE

ARDUINO SKETCH STRUCTURE

```
//variables
void setup {
    //code that is called once
    //declare inputs/outputs with pinMode(...)
}
void loop {
    //code that is repeated indefinitely
}
```

ARDUINO READ/WRITE FUNCTIONS

WRITING

digitalWrite(pinNum, HIGH/LOW)
analogWrite(pinNum, value)

- value is a number between 0-255
- only use digital pins with a ~

READING

digitalRead(pinNum)

returns HIGH or LOW

analogRead(pinNum)

- returns a number 0-1023
- only use analog input pins

ARDUINO REFERENCE

Structure

setup()
loop()

Control Structures

if...else for return

Further Syntax

```
; (semicolon)
{} (curly
braces)
// (single line
comment)
/* */ (multi-line
comment)
#define
#include
```

Arithmetic Operators

```
= (assignment
operator)
+ (addition)
- (subtraction)
*
(multiplication)
/ (division)
```

Variables

Constants

HIGH | LOW
INPUT | OUTPUT |

Data Types

void
boolean
char
byte
int
long
float
double
String - object

array

Functions

Digital I/O

pinMode()
digitalWrite()
digitalRead()

Analog I/O

analogRead()
analogWrite() - PWM

Time

millis()
micros()
delay()

Communication

Serial.println()
Stream

```
% (modulo)
```

Comparison Operators

```
== (equal to)
!= (not equal
to)
< (less than)
> (greater than)
<= (less than or
equal to)
>= (greater
than or equal
to)
```

Boolean Operators

```
&& (and)
|| (or)
! (not)
```

Compound Operators

```
++ (increment)
-- (decrement)
+= (compound
addition)
-= (compound
subtraction)
*= (compound
multiplication)
/= (compound
division)
```

USEFUL NEOPIXEL FUNCTIONS

```
strip.begin()
- all once in the setup
strip.show()
- call everytime you want to refresh LEDs after pin colors have been set
strip.setPixelColor(pinNumber, redValue, greenValue, blueValue)
- color values are 0 to 255
strip.setBrightness(brightnessValue)
- brightness is between 0 (off) and 255 (brightest)
```

NEOPIXEL SKETCH EXAMPLE

edit code in yellow

```
#include <Adafruit_NeoPixel.h>
#define PIN 2
Adafruit_NeoPixel strip = Adafruit_NeoPixel(5, PIN, NEO_GRB + NEO_KHZ800);

void setup() {
    strip.begin();
    strip.show();
}

void loop() {
    //functions go here
    strip.setPixelColor(0, 255, 0, 0);
    strip.setBrightness(150);
    strip.show();
}
```