2색

int pin\_red = 9; // Red LED

int pin\_green =6; // Green LED

void setup() {

pinMode(pin\_red, OUTPUT);

pinMode(pin\_green, OUTPUT);

}

void loop() {

digitalWrite(pin\_red, HIGH);

digitalWrite(pin\_green, LOW);

delay(1000);

digitalWrite(pin\_red, LOW);

digitalWrite(pin\_green, HIGH);

delay(500);

digitalWrite(pin\_red, LOW);

digitalWrite(pin\_green, LOW);

delay(1000);

}

버튼

int button = 5;

int state\_button = 0;

void setup() {

Serial.begin(9600); //시리얼 통신 초기화

pinMode(button, INPUT); // 버튼을 입력으로 설정

digitalWrite(button, HIGH); // 버튼에 5V 반환

}

void loop() {

state\_button = digitalRead(button);

// 버튼에 0V면 “0”반환, 5V면 “1”반환

if (state\_button == HIGH) //state\_button이 1이면

{

Serial.println("released"); //모니터 출력

}

else

{

Serial.println("pushed"); //모니터출력

}

delay(100);

}

레이저

int button = 5;

int laser = 10;

int state\_button = 0;

void setup() {

pinMode(button, INPUT);

pinMode(laser, OUTPUT);

digitalWrite(button, HIGH);

digitalWrite(laser, LOW);

}

void loop() {

state\_button = digitalRead(button);

if (state\_button == HIGH)

{

digitalWrite(laser, LOW);

}

else

{

digitalWrite(laser, HIGH);

}

}

3색

int led\_red = 4; // Red LED

int led\_green = 5; // Green LED

int led\_blue =6; // Blue LED

void setup() {

pinMode(led\_red, OUTPUT);

pinMode(led\_green, OUTPUT);

pinMode(led\_blue, OUTPUT);

}

void loop() {

// off

color(LOW, LOW, LOW);

// lime (3)

color(LOW, HIGH, LOW);

// blue (4)

color(LOW, LOW, HIGH);

// aqua (5)

color(LOW, HIGH, HIGH);

}

void color(int red, int green, int blue)

{

digitalWrite(led\_red, red);

digitalWrite(led\_green, green);

digitalWrite(led\_blue, blue);

delay(1000);

}

7색

int led = 6;

void setup() {

pinMode(led, OUTPUT);

}

void loop() {

digitalWrite(led, HIGH);

delay(15000);

digitalWrite(led, LOW);

delay(1000);

}