

M A K E
M A P
B L I N K

MAKE

John Keefe

MAP

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johnkeefe.net
john@johnkeefe.net

BLINK

MAKE

MAP

BLINK

**Class No. 4
Resistance
is
Fruitful**

MAKE

MAP

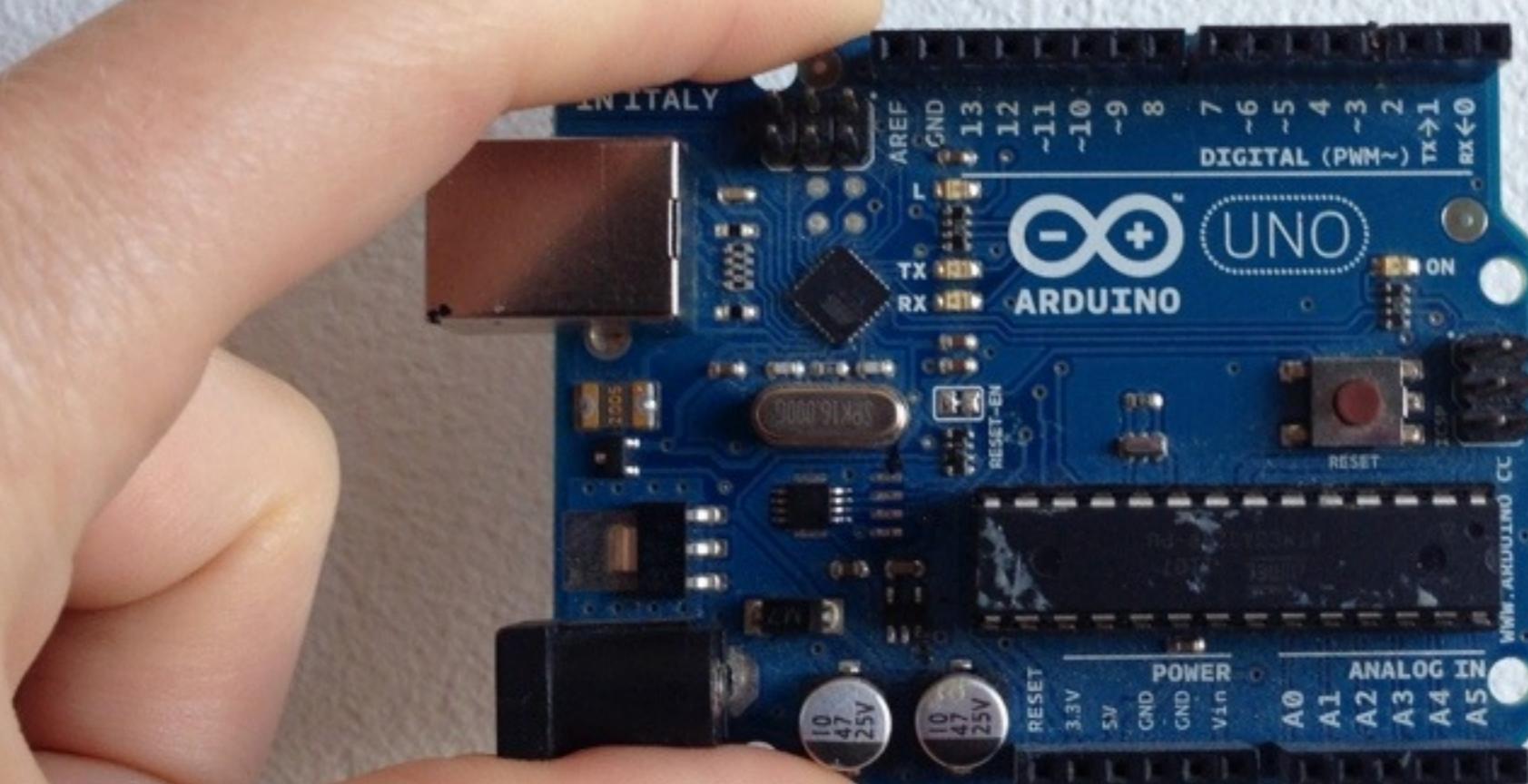
BLINK

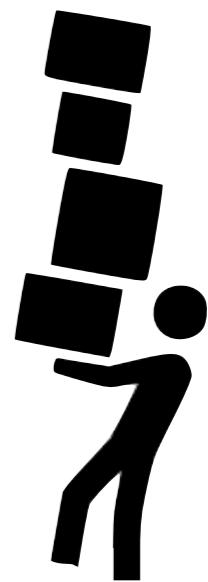
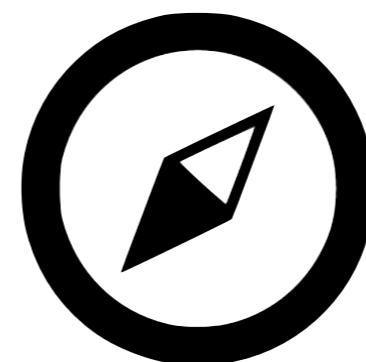
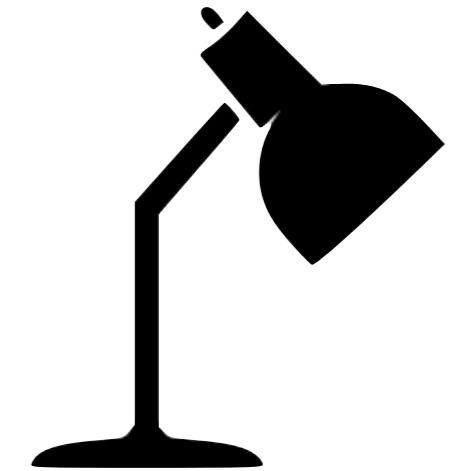
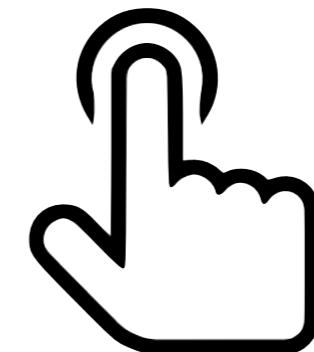
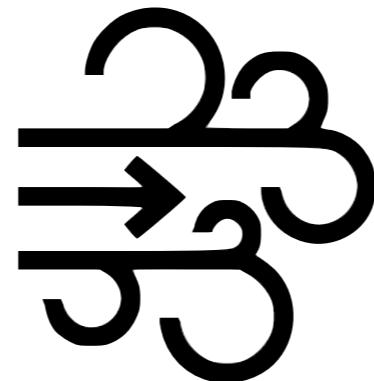
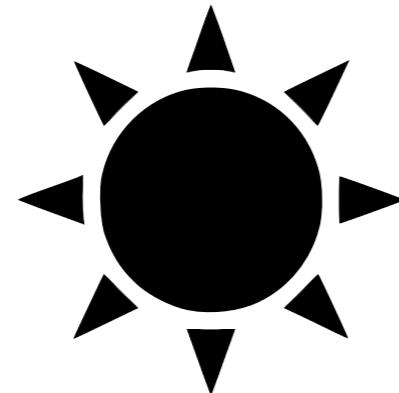
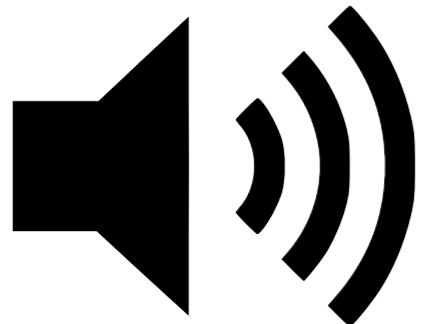
Attendance !
Text your name to
646-699-3993

MAKE
MAP #MakeMapBlink
BLINK

MAKE MAP BLINK

**Get to Know Arduino
a microcontroller**

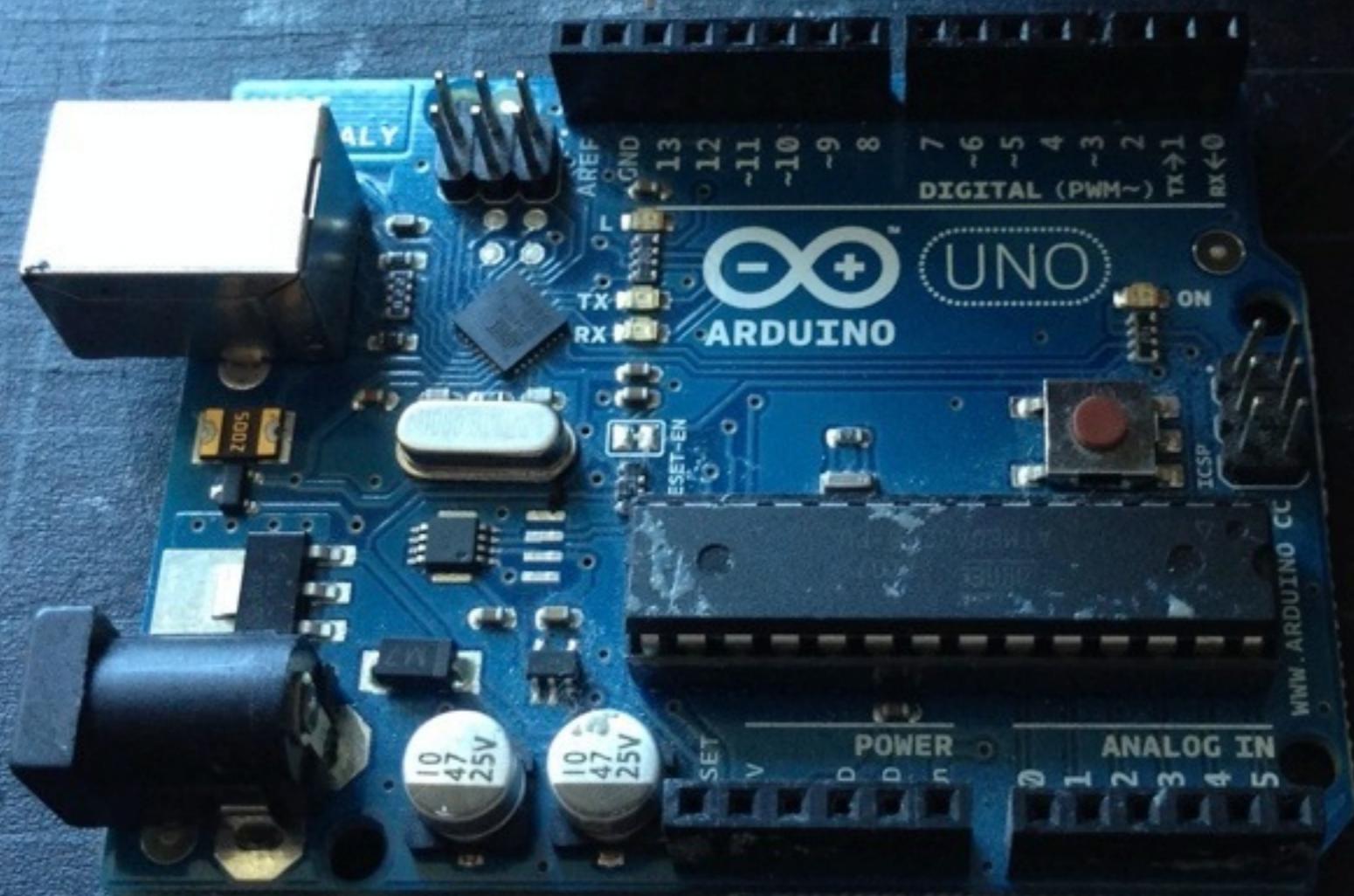




let's build!

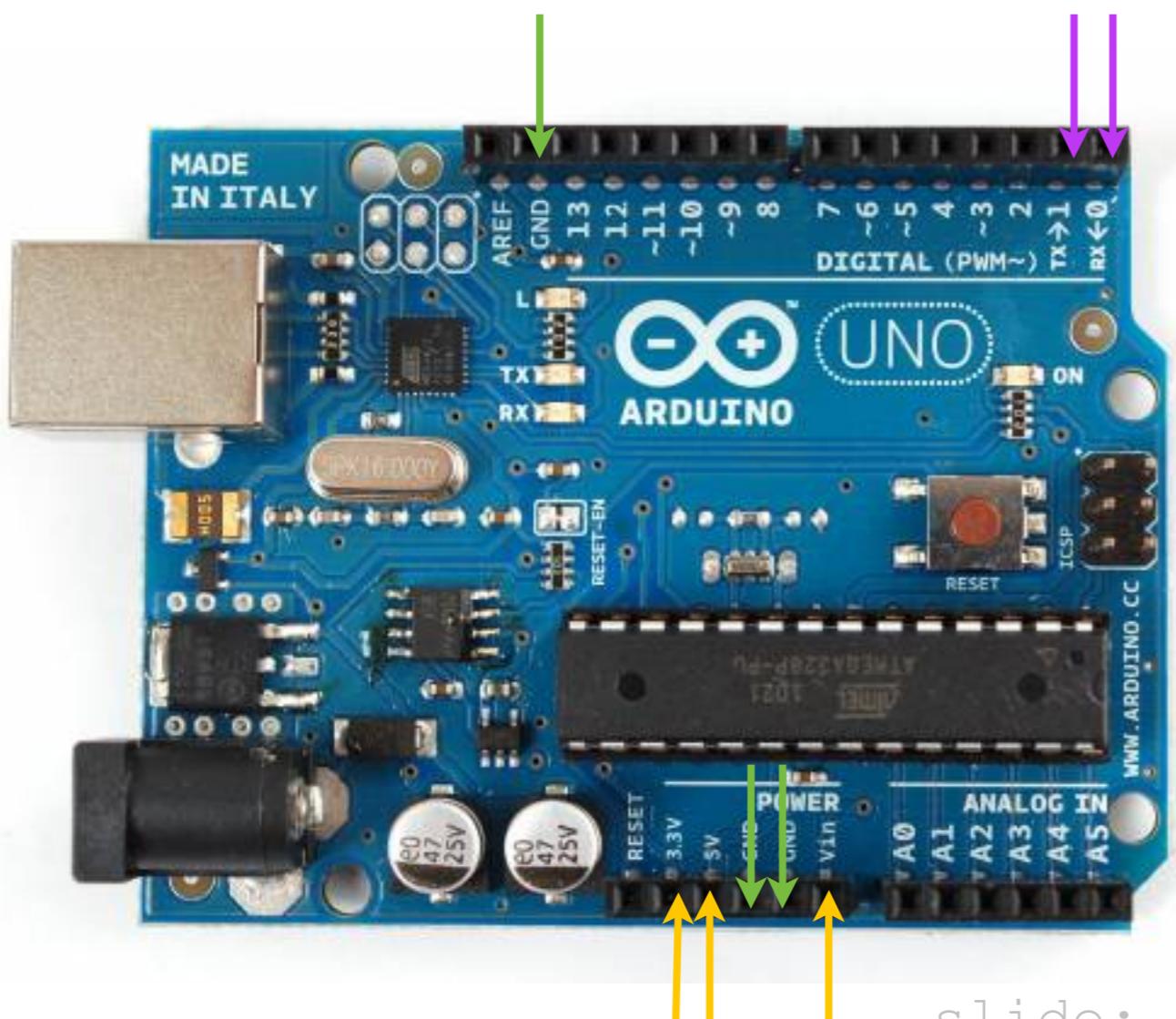
- /GRD

+ /PIN 13



YOU CAN ONLY DO THIS ON PIN 13!

a **pin** provides an input or output through which the controller can communicate with components.



TX/RX (serial - transmit/receive)

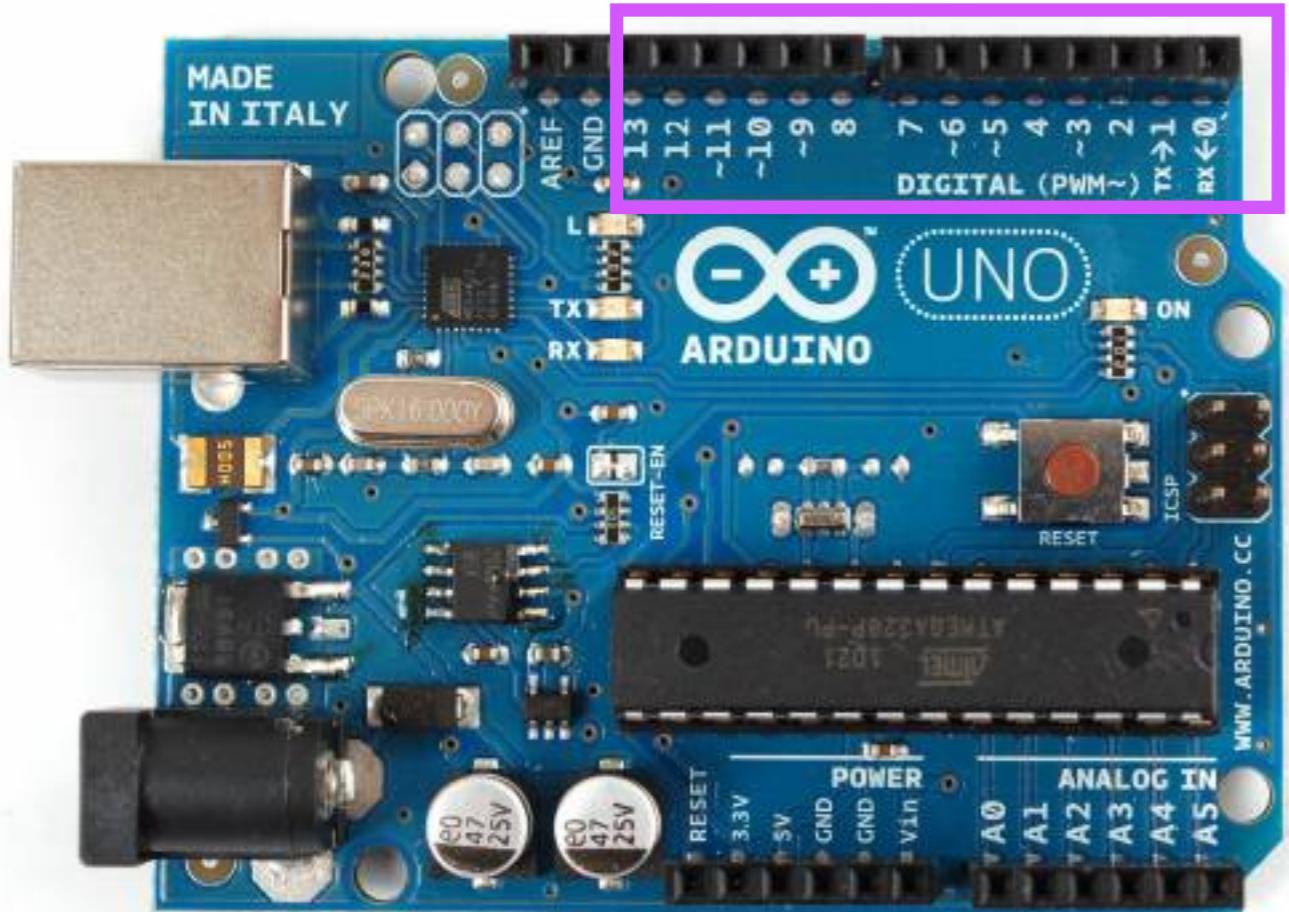
3 ground pins

3 power pins

// 5 volts

// 3 volts

// VIN - can plug 9 volts here



14 Digital pins

You can read or write 2 different values to them:

HIGH

5 volts

ON

LOW

0 volts

OFF

They can be configured as input OR output.



New ⌘N
Open... ⌘O
Sketchbook ▾

sketch_oct07

```
/*  
My first sketch  
*/
```

Examples ▾

Close ⌘W
Save ⌘S
Save As... ⌘⌘S
Upload ⌘U
Upload Using Programmer ⌘⌘U

Page Setup ⌘⌘P
Print ⌘P

►

01.Basics ▾

02.Digital
03.Analog
04.Communication
05.Control
06.Sensors
07.Display
08.Strings
09.USB(Leonardo)
ArduinoISP

►

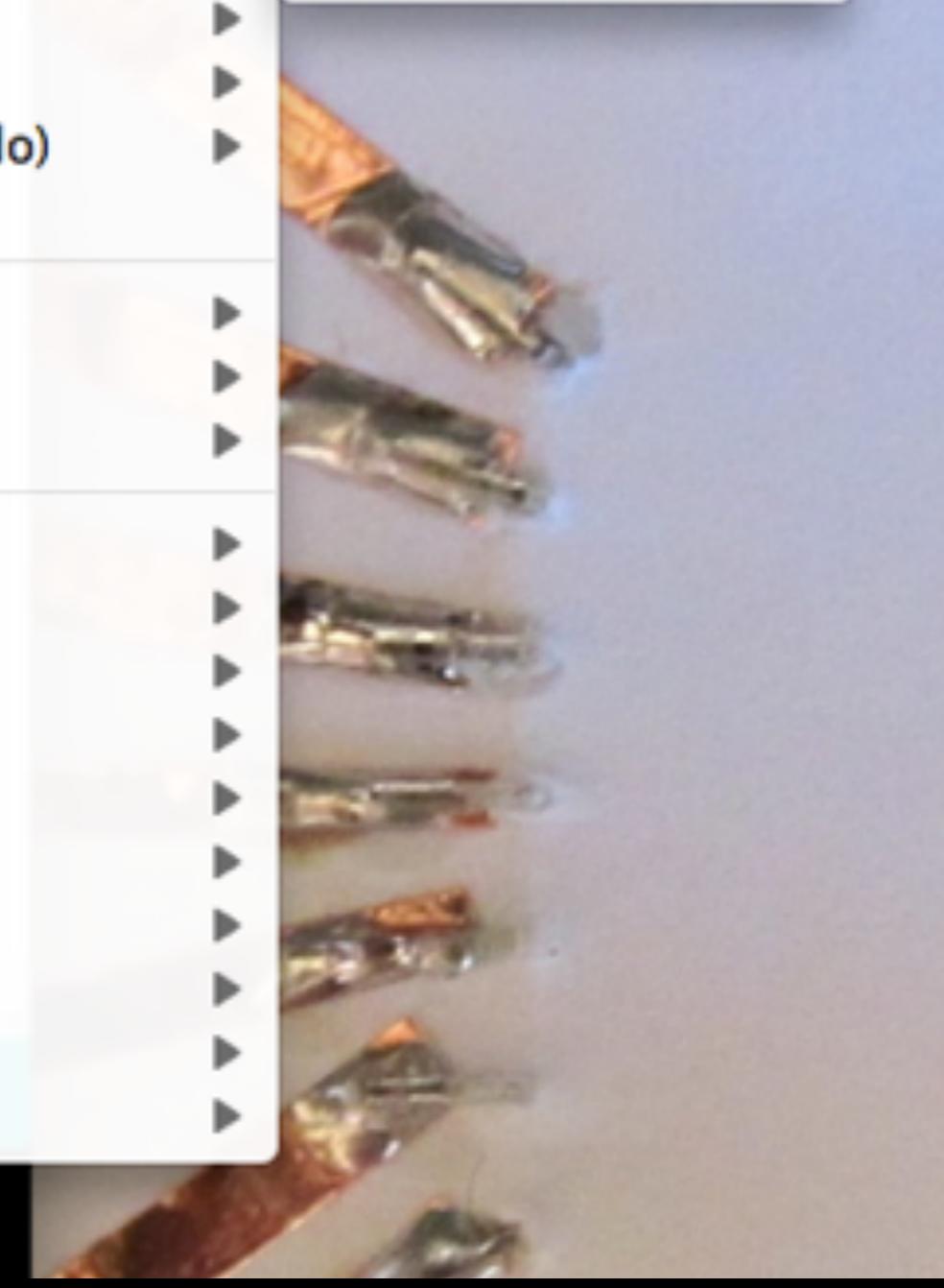
IRremote
LPD8806
PCM

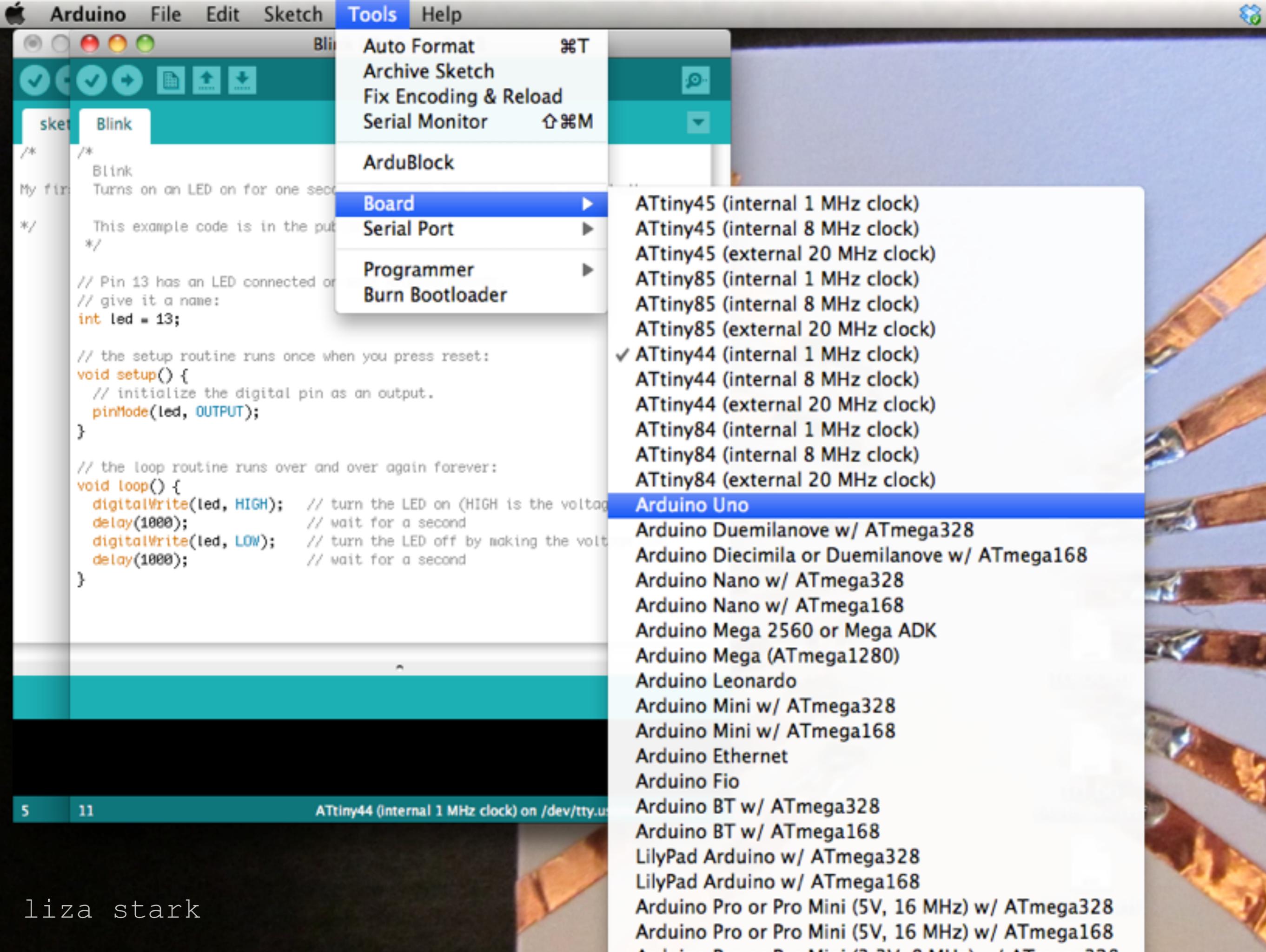
►

EEPROM
Ethernet
Firmata
LiquidCrystal
SD
Servo
SoftwareSerial
SPI
Stepper
Wire

►

AnalogReadSerial
BareMinimum
Blink ▾
DigitalReadSerial
Fade
ReadAnalogVoltage



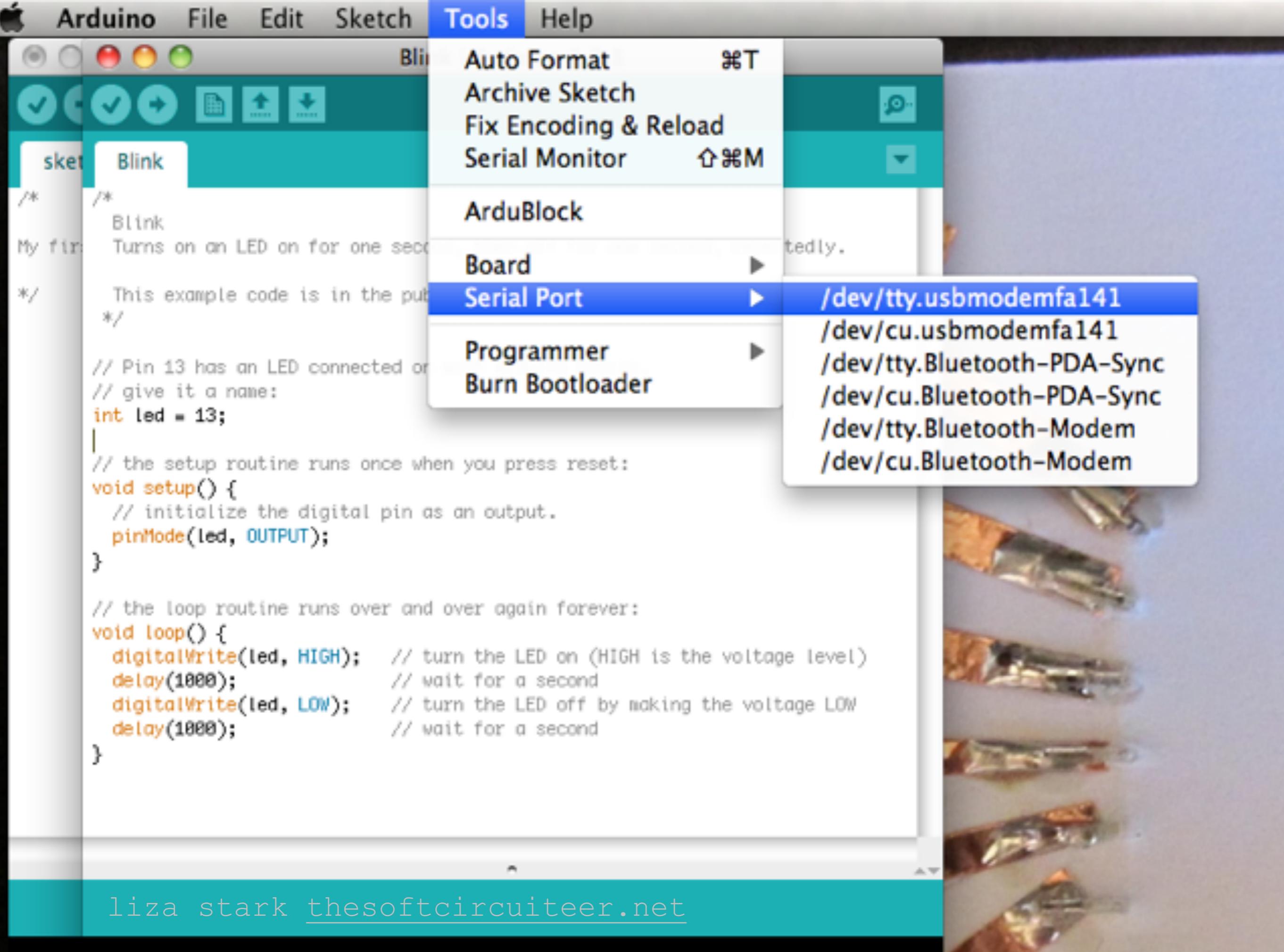


Auto Format ⌘T
Archive Sketch
Fix Encoding & Reload
Serial Monitor ⌘M

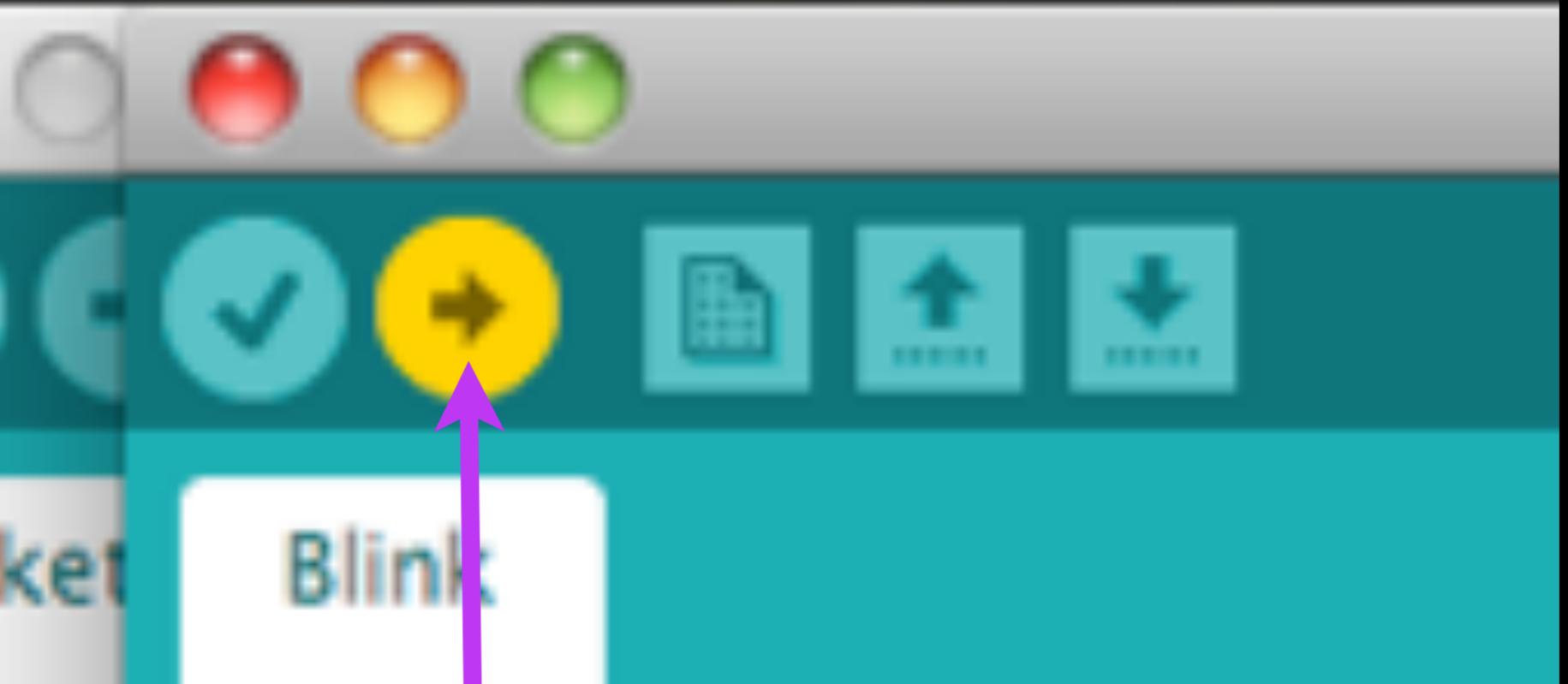
ArduBlock

Board ▶
Serial Port ▶
Programmer ▶
Burn Bootloader ▶

- ATTiny45 (internal 1 MHz clock)
- ATTiny45 (internal 8 MHz clock)
- ATTiny45 (external 20 MHz clock)
- ATTiny85 (internal 1 MHz clock)
- ATTiny85 (internal 8 MHz clock)
- ATTiny85 (external 20 MHz clock)
- ✓ ATTiny44 (internal 1 MHz clock)
- ATTiny44 (internal 8 MHz clock)
- ATTiny44 (external 20 MHz clock)
- ATTiny84 (internal 1 MHz clock)
- ATTiny84 (internal 8 MHz clock)
- ATTiny84 (external 20 MHz clock)
- Arduino Uno
- Arduino Duemilanove w/ ATmega328
- Arduino Diecimila or Duemilanove w/ ATmega168
- Arduino Nano w/ ATmega328
- Arduino Nano w/ ATmega168
- Arduino Mega 2560 or Mega ADK
- Arduino Mega (ATmega1280)
- Arduino Leonardo
- Arduino Mini w/ ATmega328
- Arduino Mini w/ ATmega168
- Arduino Ethernet
- Arduino Fio
- Arduino BT w/ ATmega328
- Arduino BT w/ ATmega168
- LilyPad Arduino w/ ATmega328
- LilyPad Arduino w/ ATmega168
- Arduino Pro or Pro Mini (5V, 16 MHz) w/ ATmega328
- Arduino Pro or Pro Mini (5V, 16 MHz) w/ ATmega168
- Arduino Pro Mini (3.3V, 8 MHz) w/ ATmega328



Arduino File Edit Sketch



// Pin 13 has an LED connected
// to it, which will turn on
// when the program is running.

liza stark

Blink §

```
/*
Blink
Turns on an LED on for one second, then off for one second, repeatedly.

This example code is in the public domain.
*/

// Pin 13 has an LED connected on most Arduino boards.
// give it a name:
int led = 13;

// the setup routine runs once when you press reset:
void setup() {
    // initialize the digital pin as an output.
    pinMode(led, OUTPUT);
}

// the loop routine runs over and over again forever:
void loop() {
    digitalWrite(led, HIGH);      // turn the LED on (HIGH is the voltage level)
    delay(1000);                // wait for a second
    digitalWrite(led, LOW);       // turn the LED off by making the voltage LOW
    delay(1000);                // wait for a second
}
```

Blink 5

```
/*
Blink
Turns on an LED on for one second, then off for one second, repeatedly.

This example code is in the public domain.
*/

// Pin 13 has an LED connected on most Arduino boards.
// give it a name:
int led = 13;

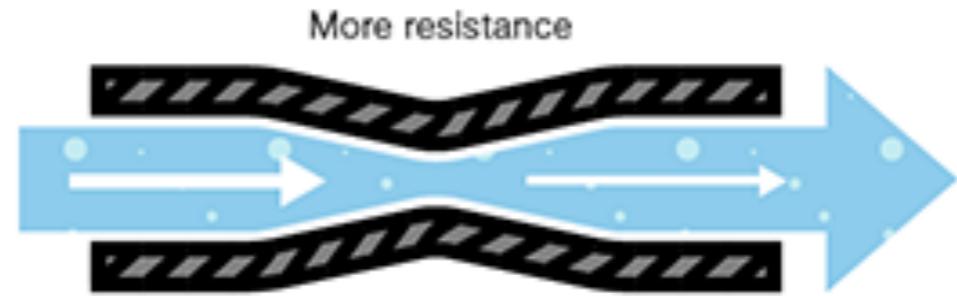
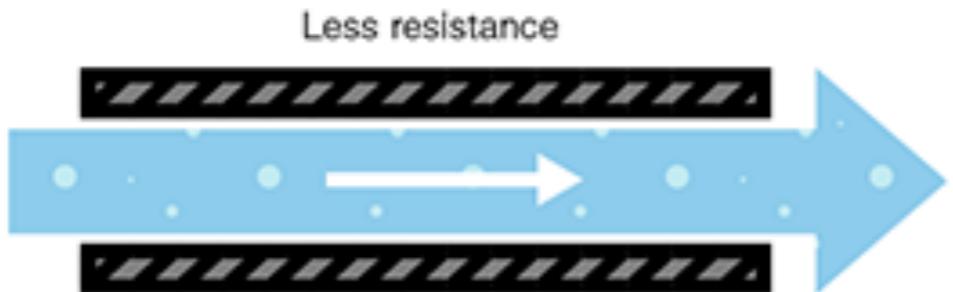
// the setup routine runs once when you press reset:
void setup() {
    // initialize the digital pin as an output.
    pinMode(led, OUTPUT);
}

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    delay(1000);                // wait for a second
    digitalWrite(led, LOW);       // turn the LED off by making the voltage LOW
    delay(1000);                // wait for a second
}
```

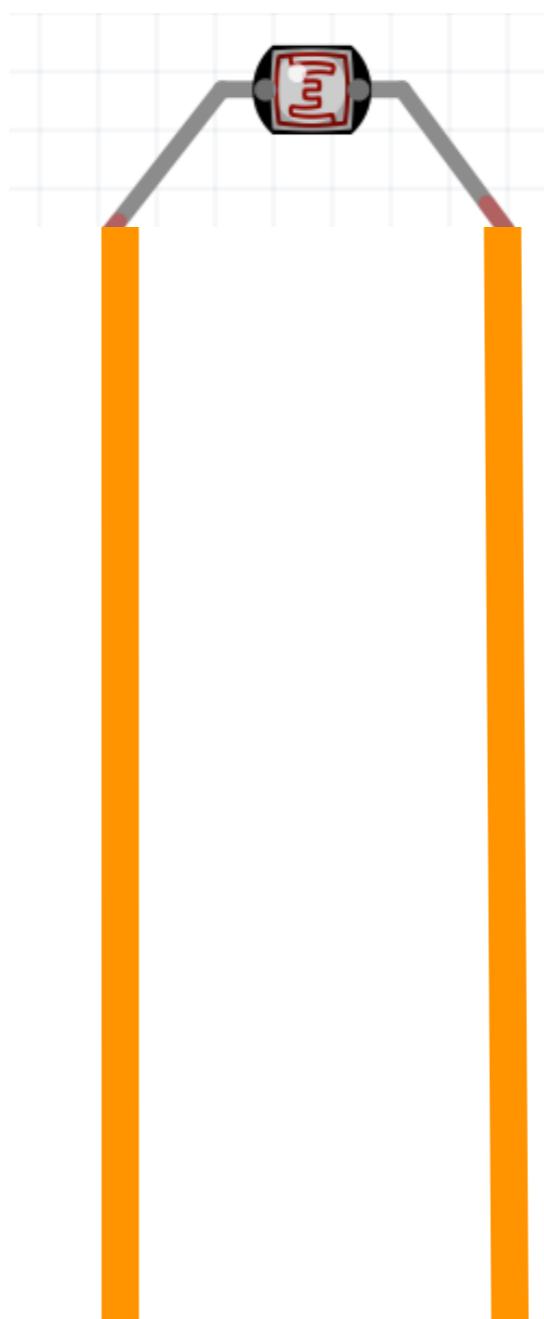
Remember how we played with these numbers?

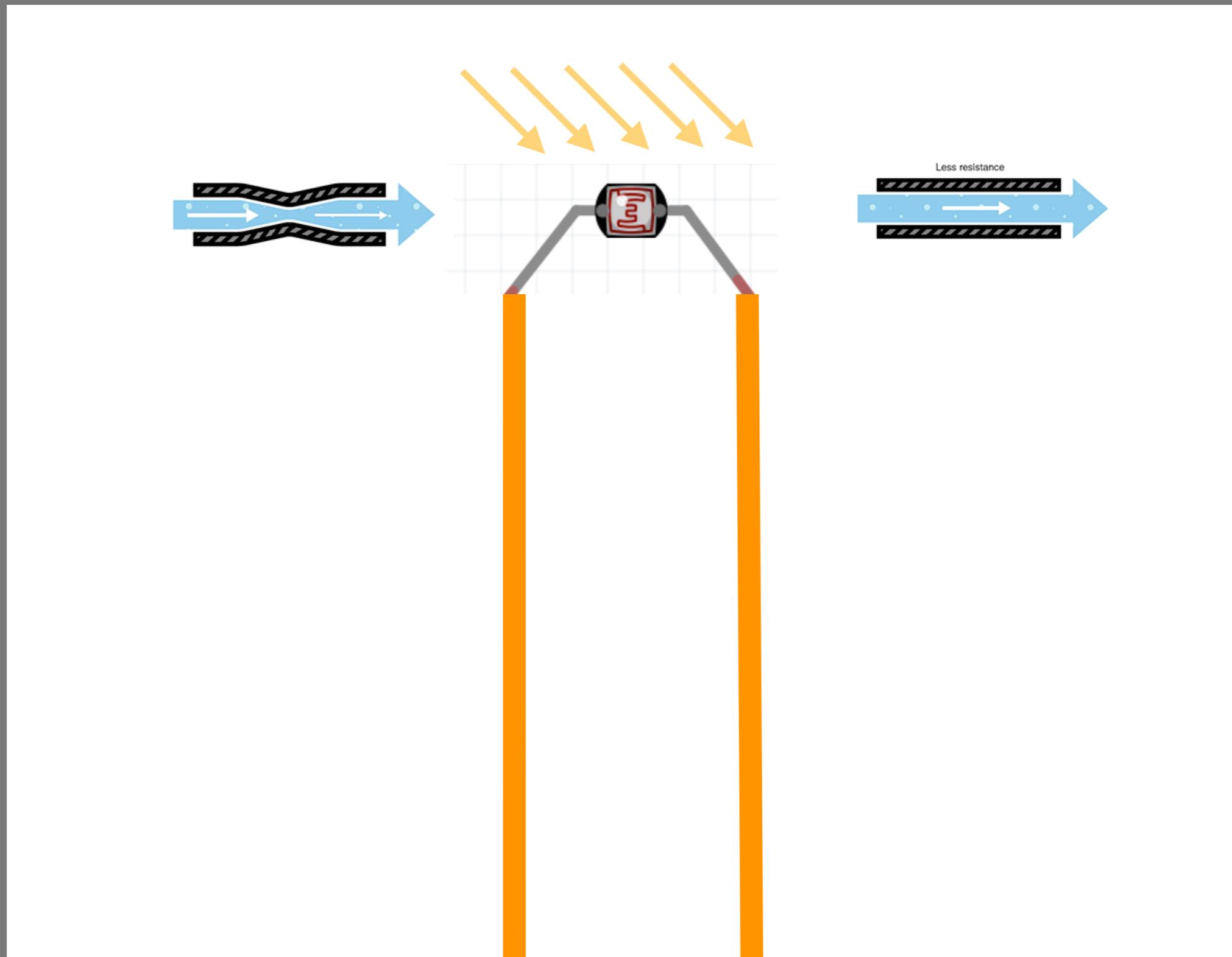
the *really* cool
thing about this:
we can make the
arduino **sense** like
we can.

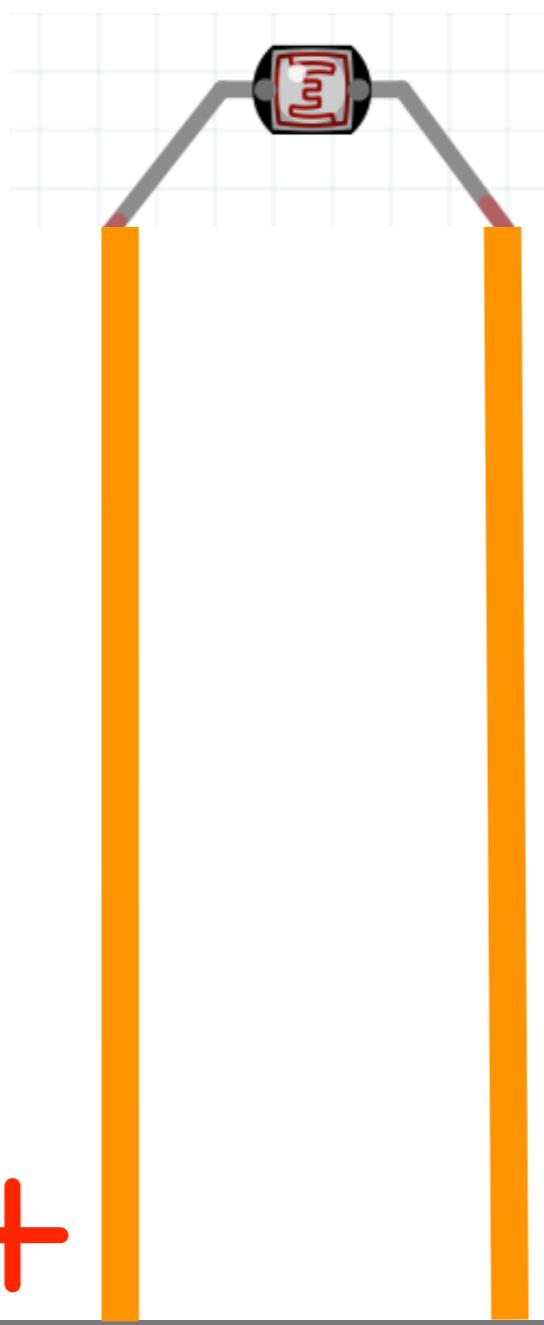
resistance is a material's tendency to resist the flow of charge (current) .



Pic of resistor

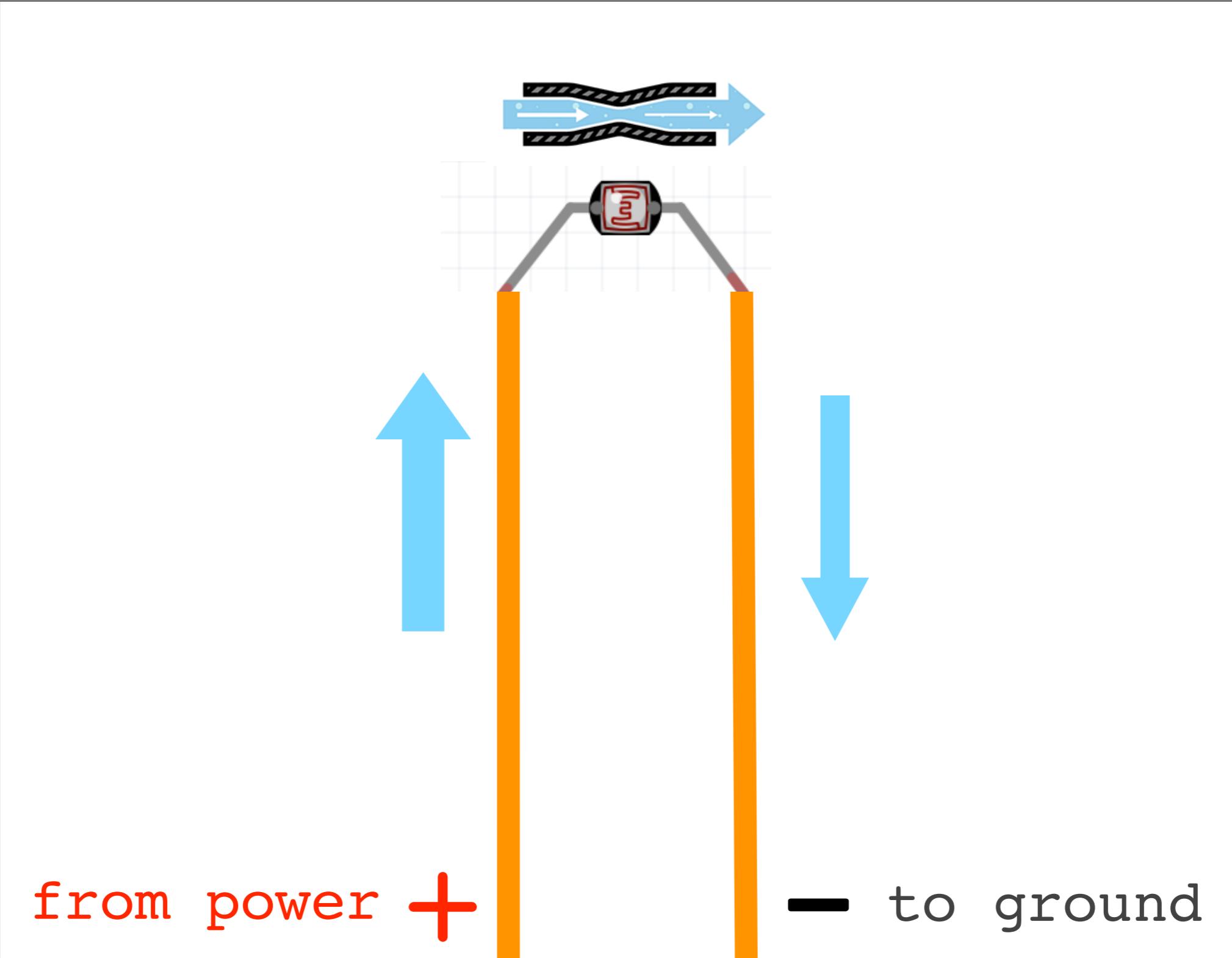


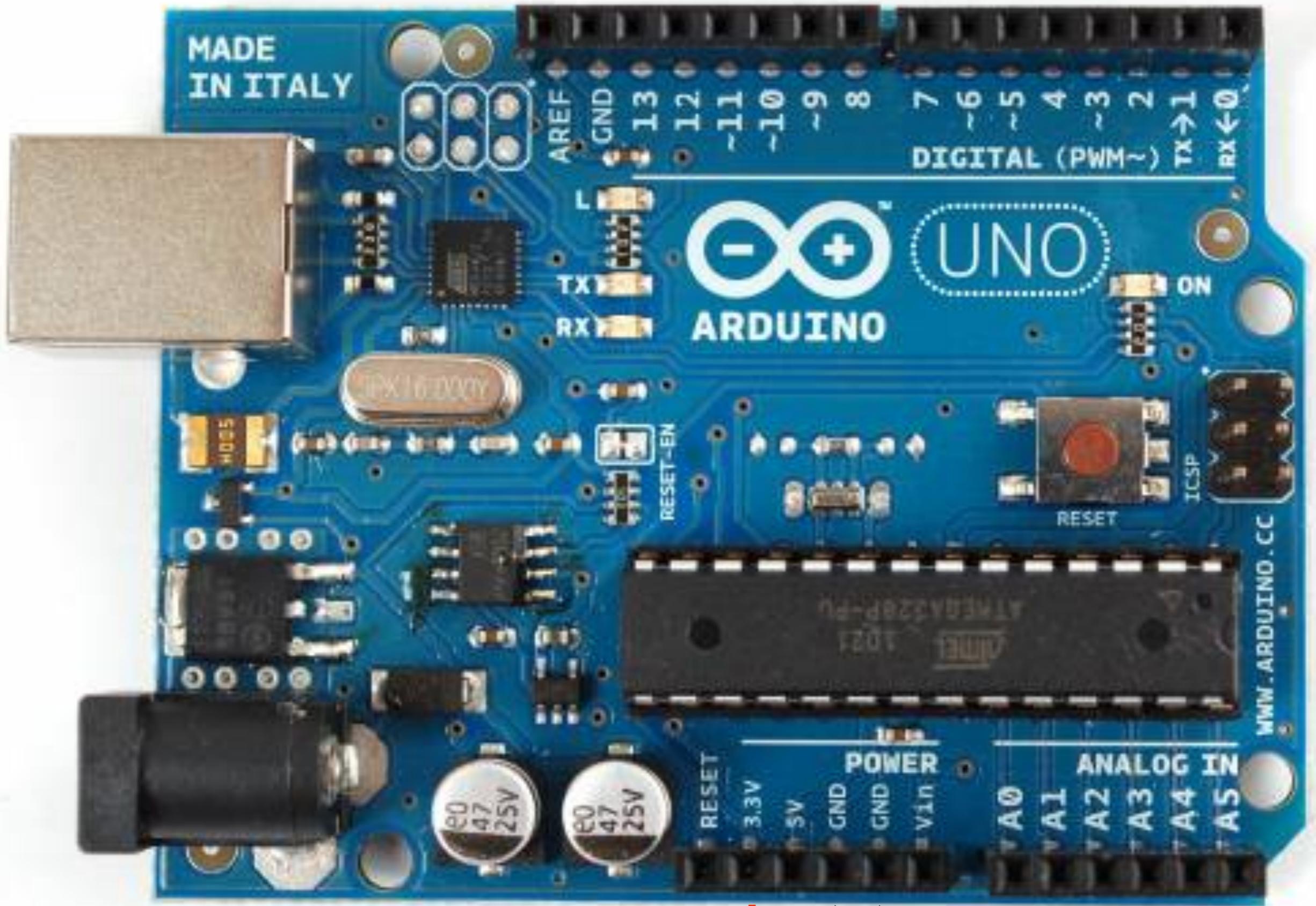




from power +

- to ground





+ power

ground -

MADE
IN ITALY

AREF GND 13 12 11 10 9 8 7 6 5 4 3 2 TX → 1
DIGITAL (PWM~) RX ← 0



UNO

ARDUINO

ON

RESET

RESET-BN

RESET

ICSP

WWW.ARDUINO.CC

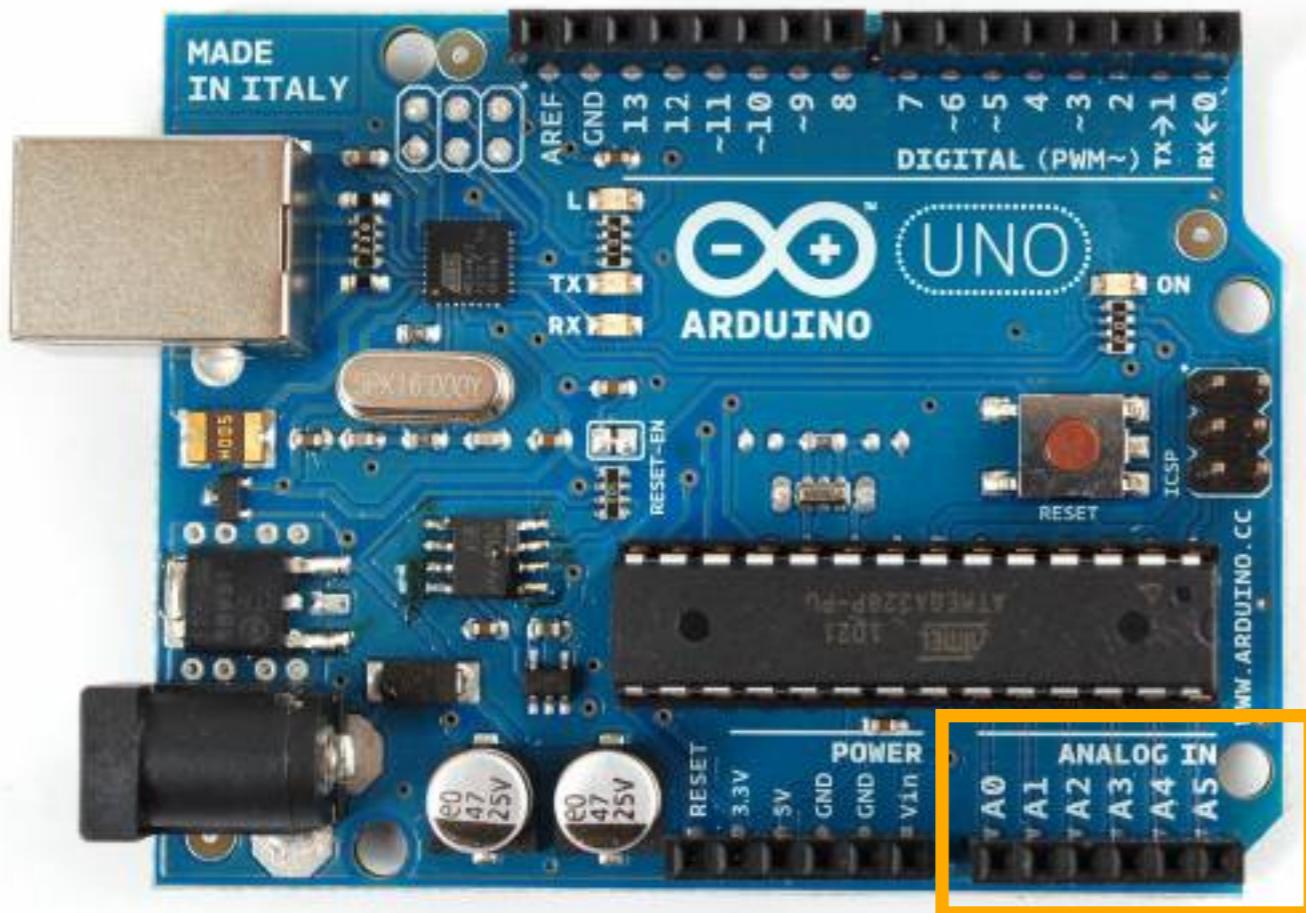
ATMEGA328P-AU
FZ01 16MHz

RESET 3.3V 5V GND POWER GND GND Vin

A0 A1 A2 A3 A4 A5 ANALOG IN

47 25V

47 25V

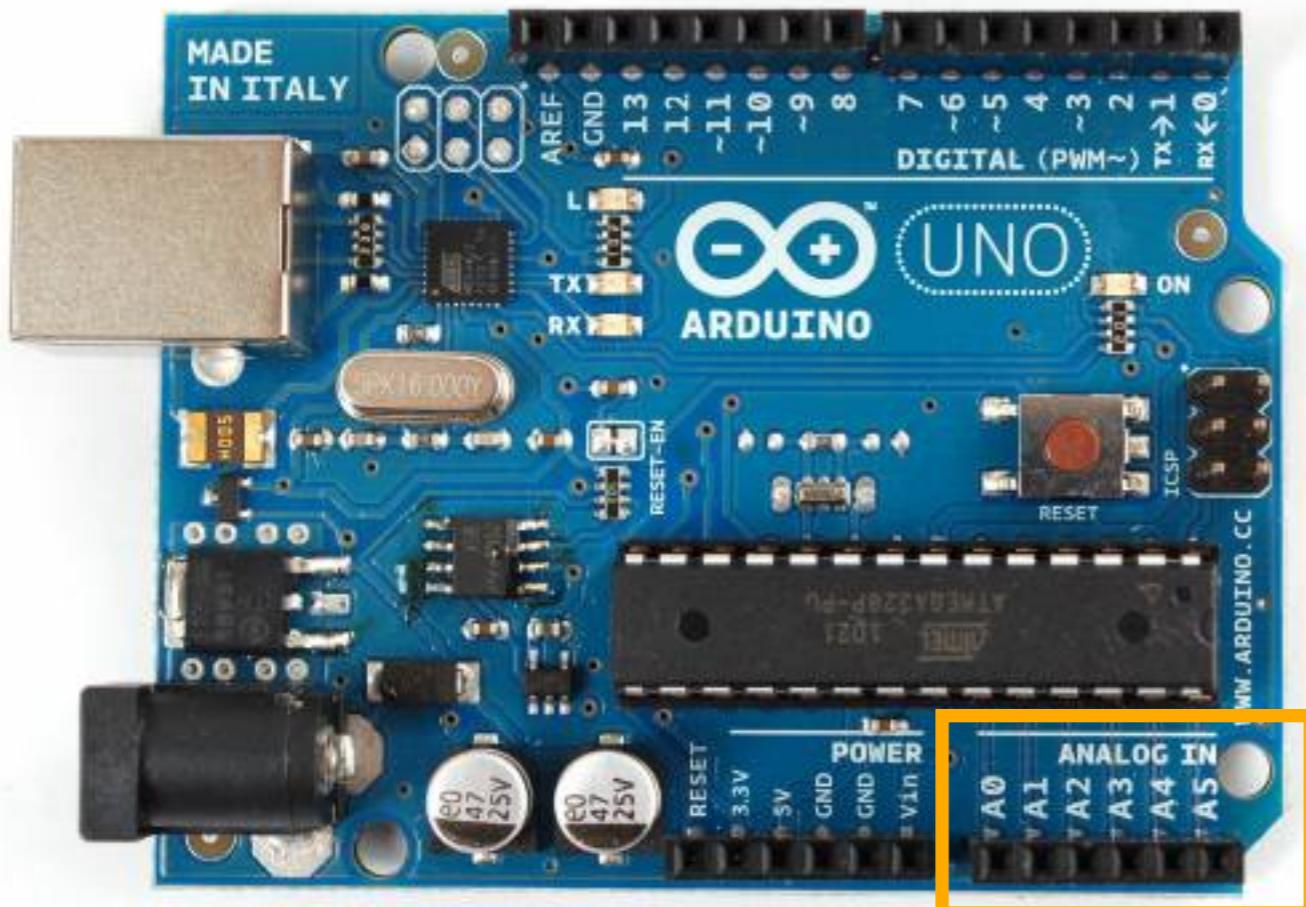


6 Analog Input pins

You can read a wide range of values

Read

0 - 1023



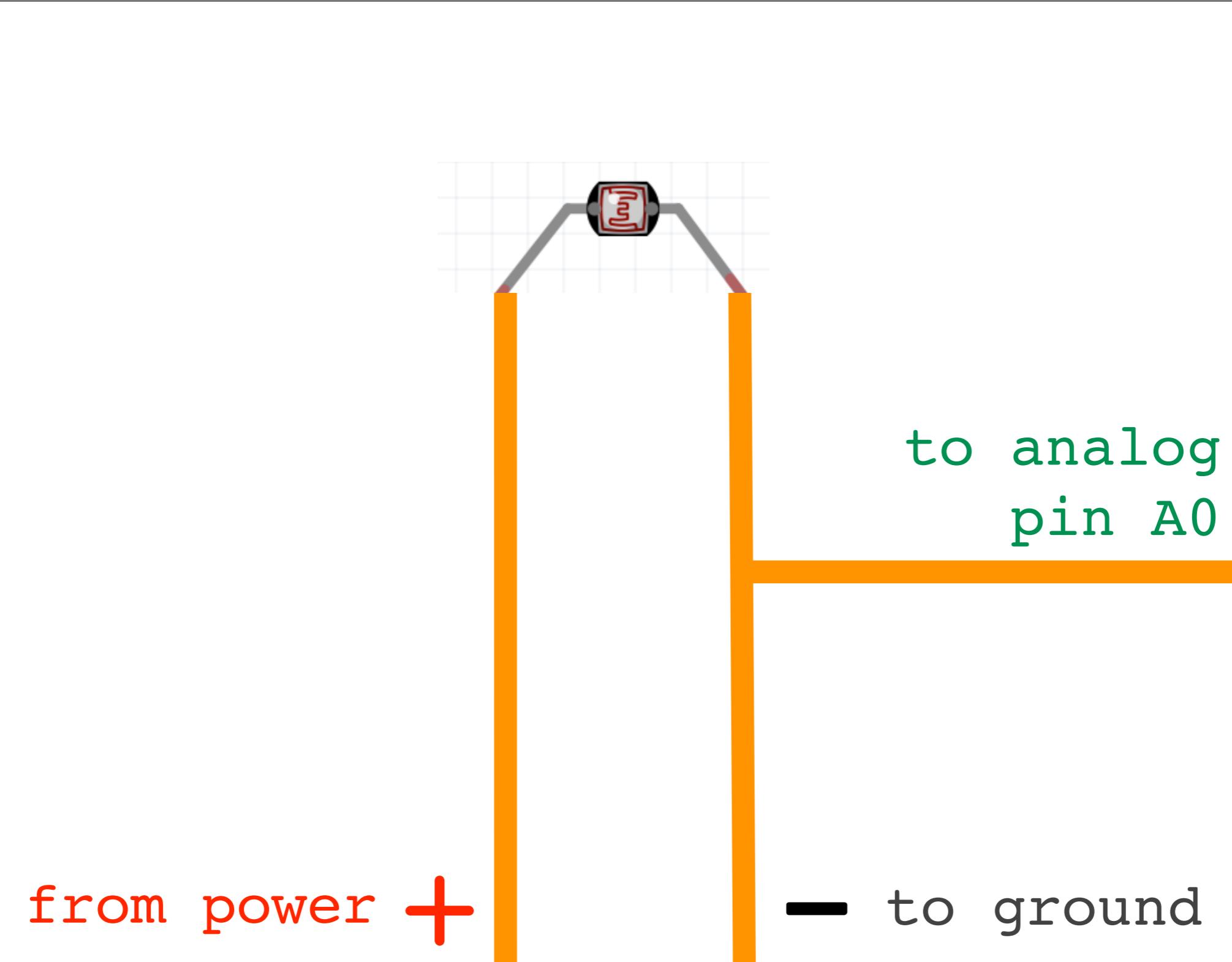
6 Analog Input pins

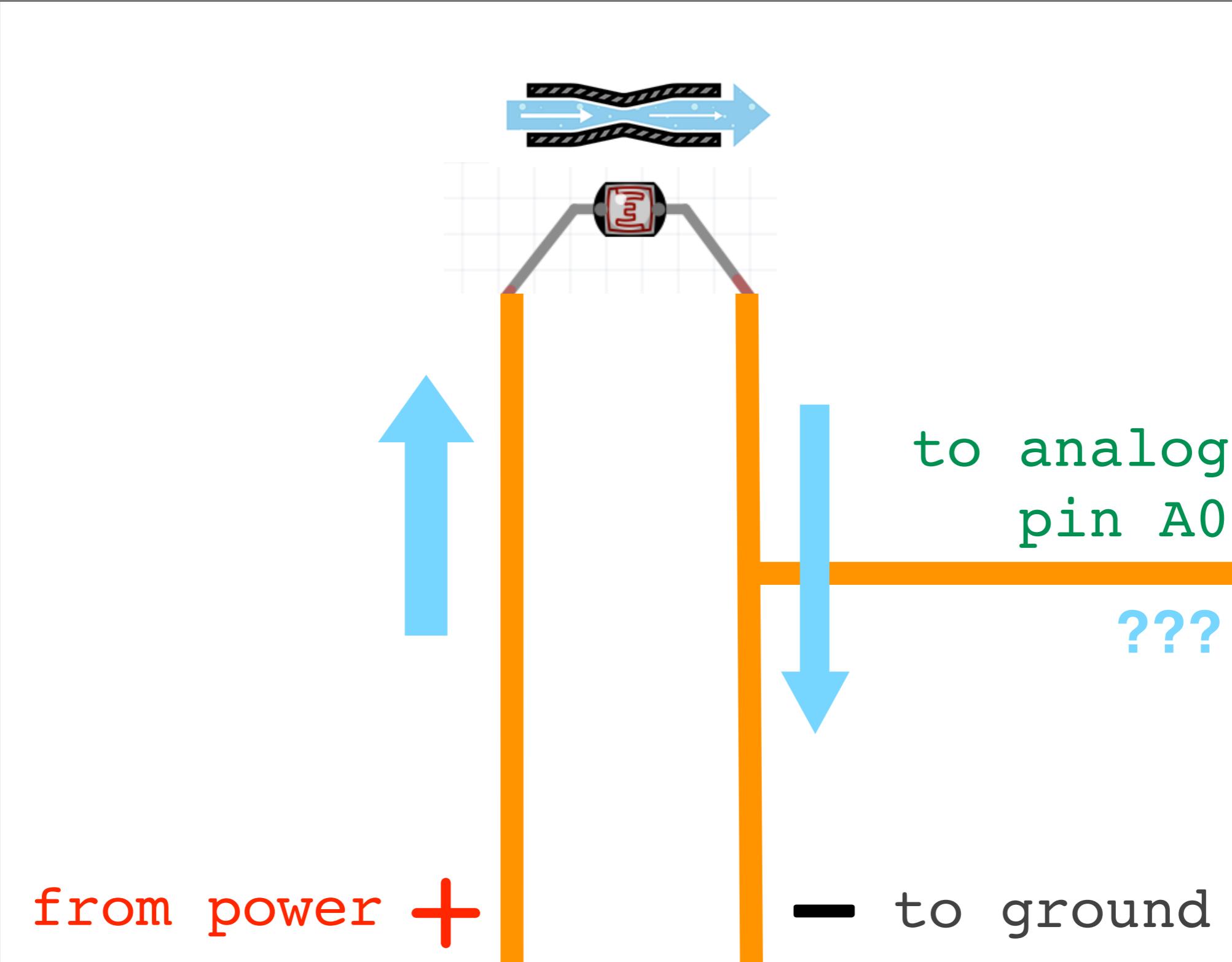
You can read a wide range of values

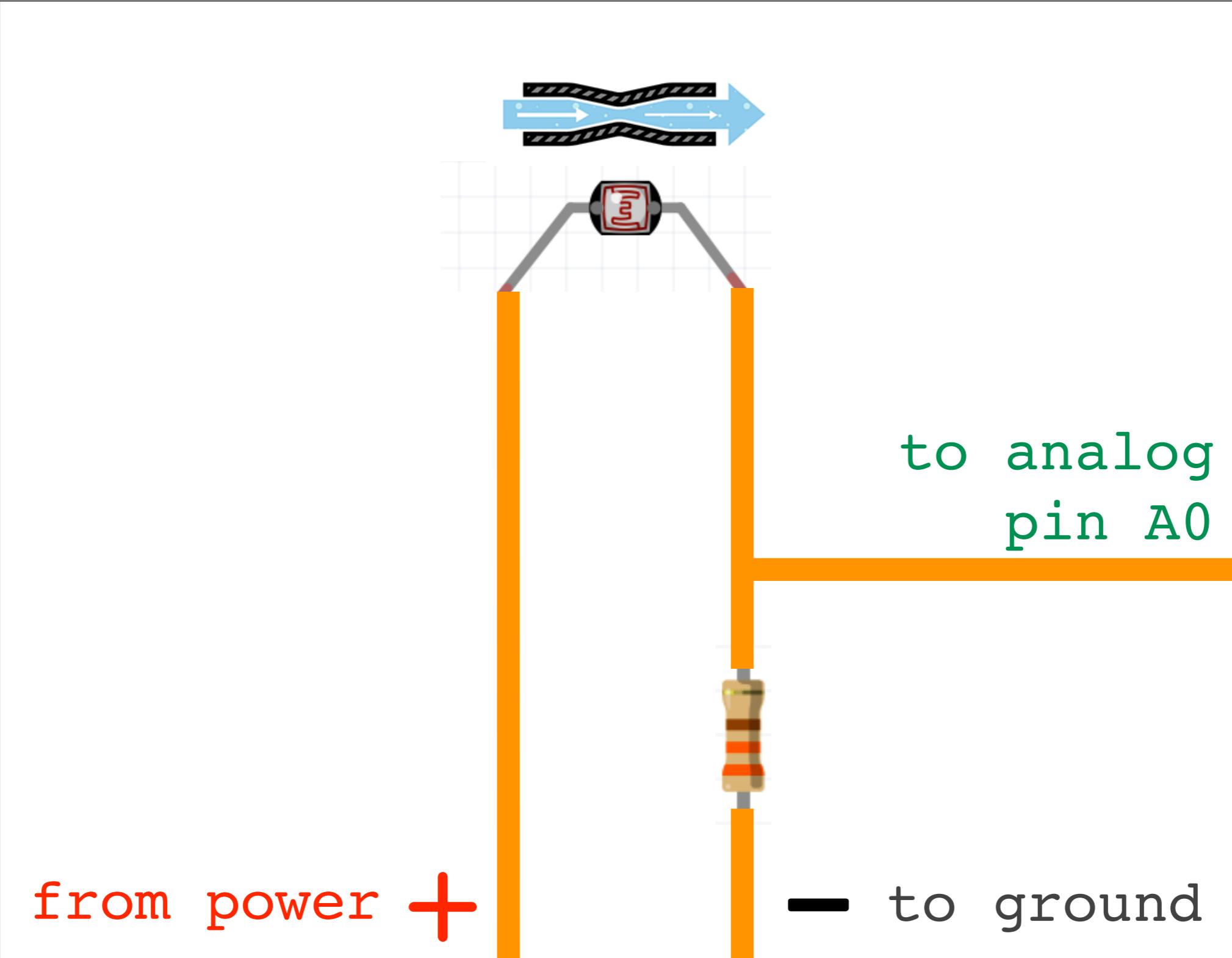
Read 0 - 1023

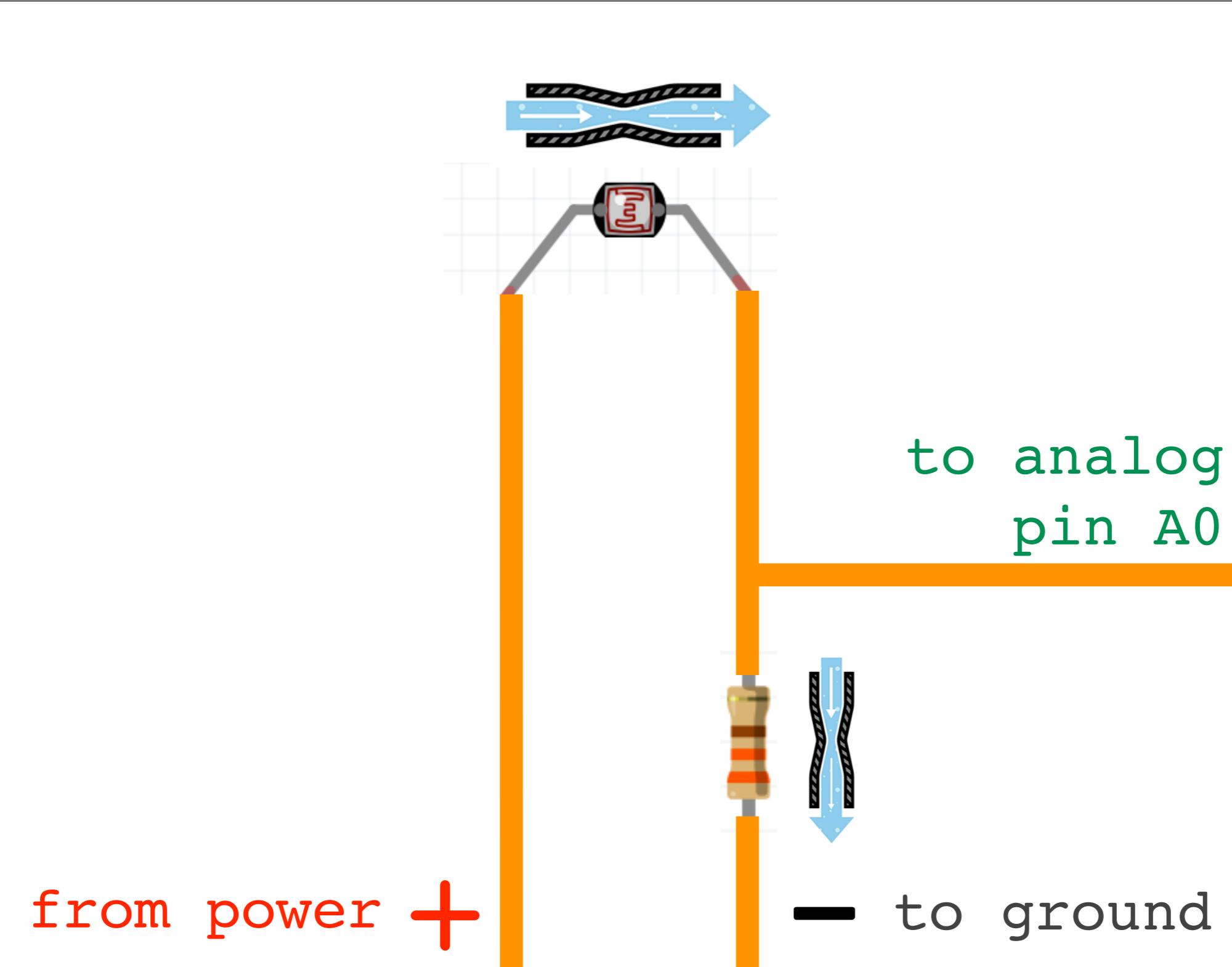
These allow you to turn current into numbers!

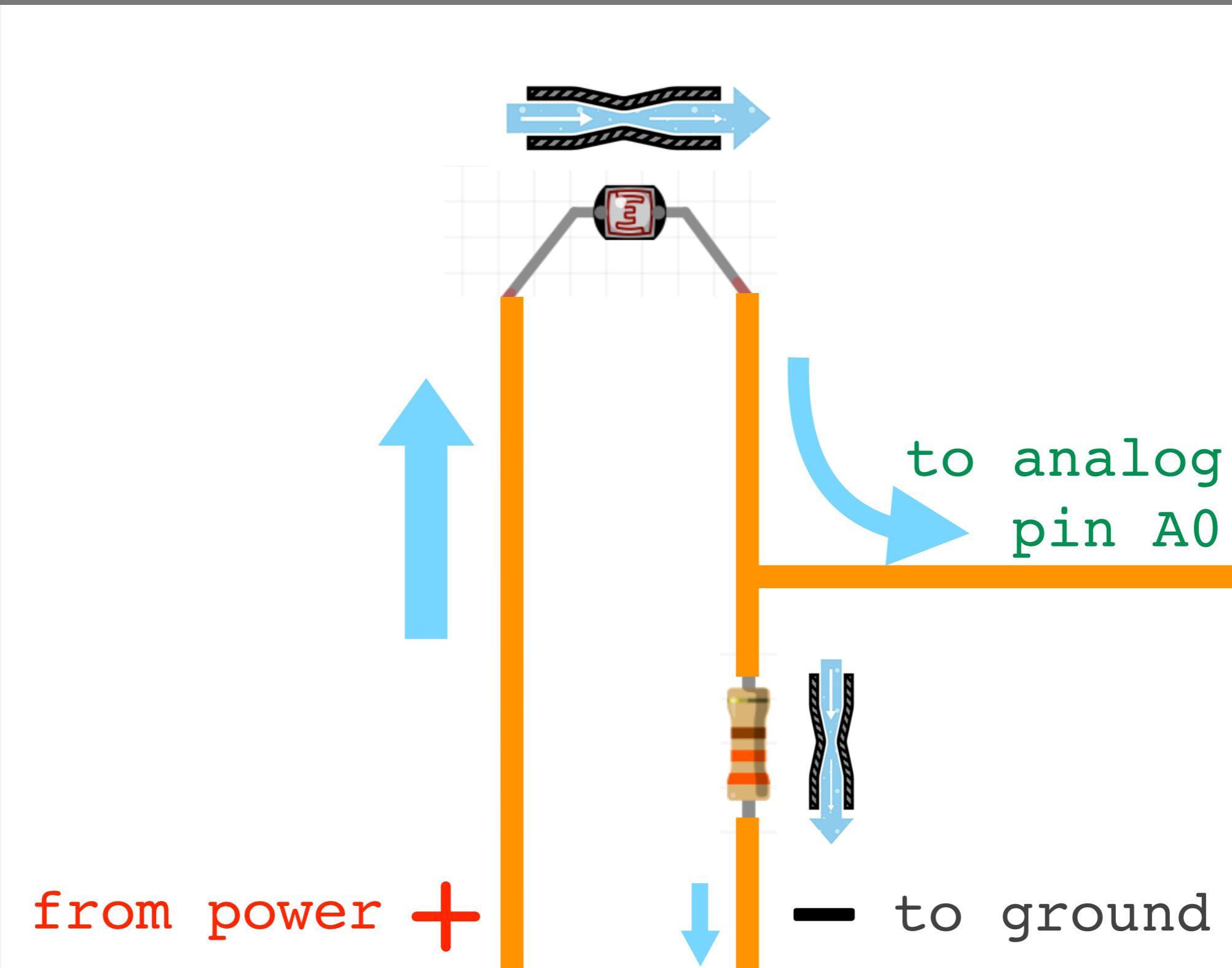
You can use numbers in your computer program.



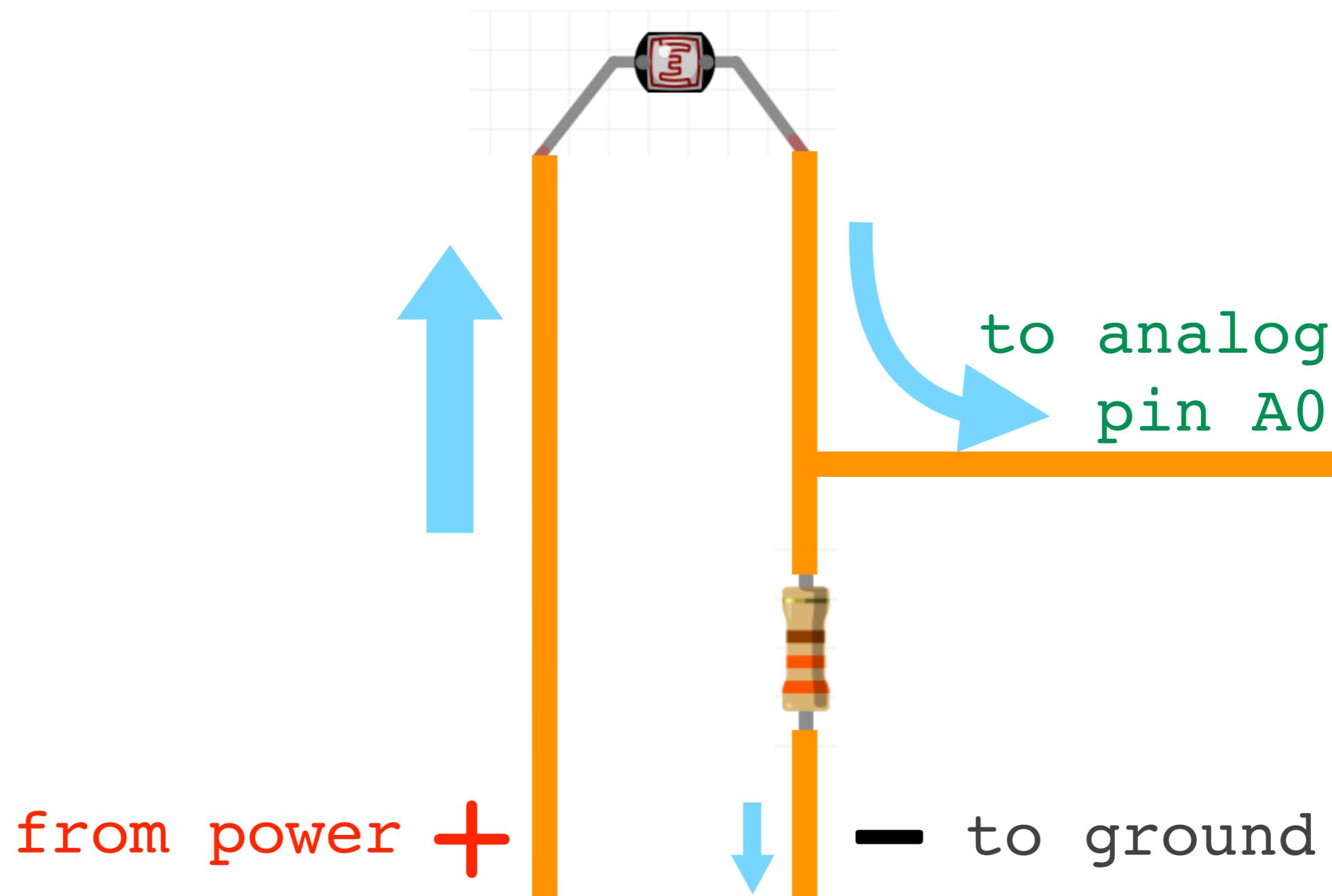


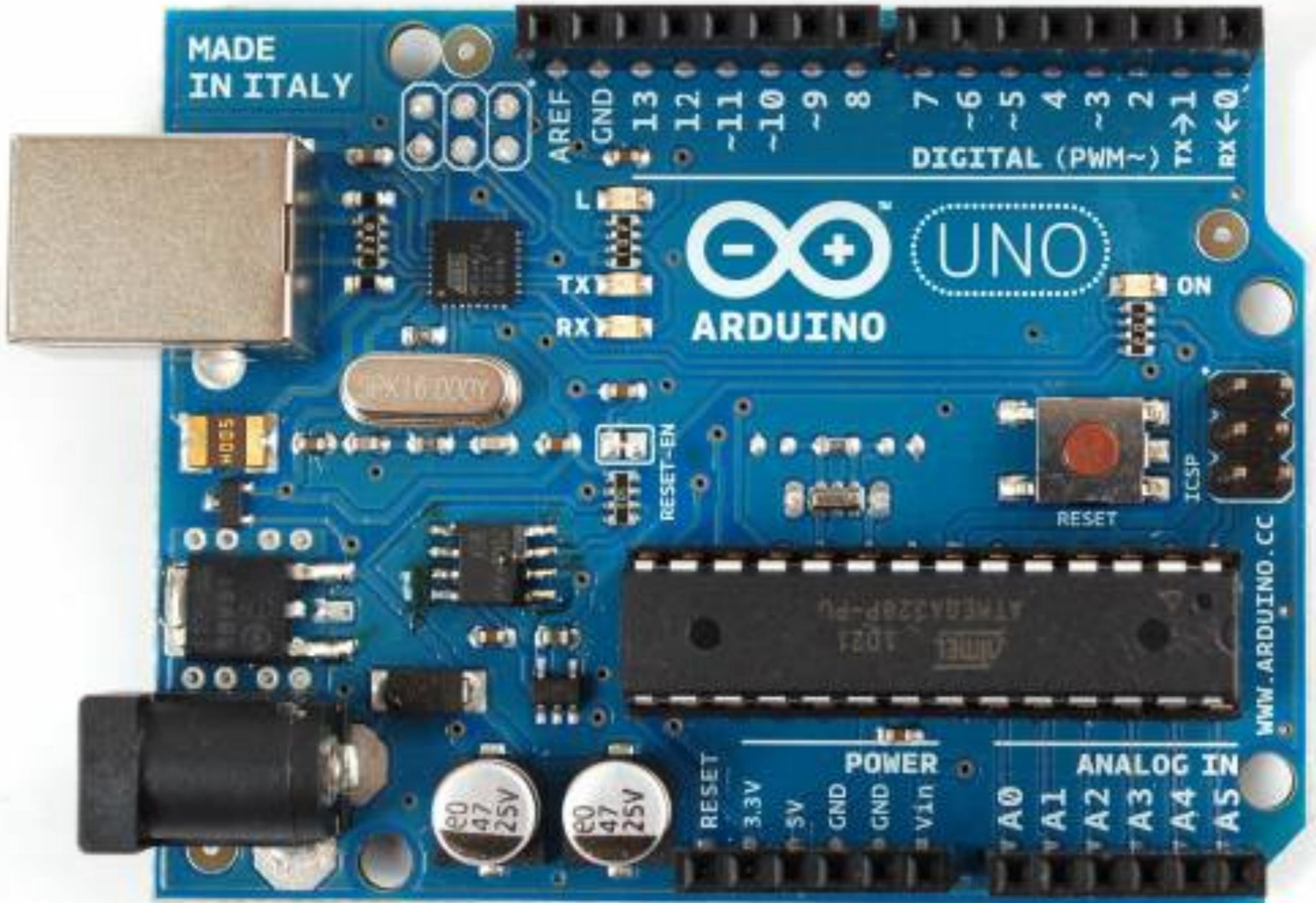






My Light Sensor







Arduino

File Edit Sketch Tools Help

New ⌘N
Open... ⌘O
Sketchbook ►
Examples ►

Close ⌘W

Save ⌘S

Save As... ⌘⌘S

Upload ⌘U

Upload Using Programmer ⌘⌘U

Page Setup ⌘⌘P

Print ⌘P

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02.Digital ►
03.Analog ►

04.Communication ►

05.Control ►

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07.Display ►

08.Strings ►

09.USB ►

10.StarterKit ►

ArduinolISP

Adafruit_NeoMatrix ►

Adafruit_NeoPixel ►

Time ►

TimeAlarms ►

EEPROM ►

Esplora ►

Ethernet ►

Firmata ►

GSM

AnalogInOutSerial
AnalogInput
AnalogWriteMega
Calibration
Fading
Smoothing



```
AnalogInput

int sensorPin = A0;      // select the input pin for the potentiometer
int ledPin = 13;         // select the pin for the LED
int sensorValue = 0;     // variable to store the value coming from the sensor

void setup() {
  // declare the ledPin as an OUTPUT:
  pinMode(ledPin, OUTPUT);
}

void loop() {
  // read the value from the sensor:
  sensorValue = analogRead(sensorPin);
  // turn the ledPin on
  digitalWrite(ledPin, HIGH);
  // stop the program for <sensorValue> milliseconds:
  delay(sensorValue);
  // turn the ledPin off:
  digitalWrite(ledPin, LOW);
  // stop the program for for <sensorValue> milliseconds:
  delay(sensorValue);
}
```



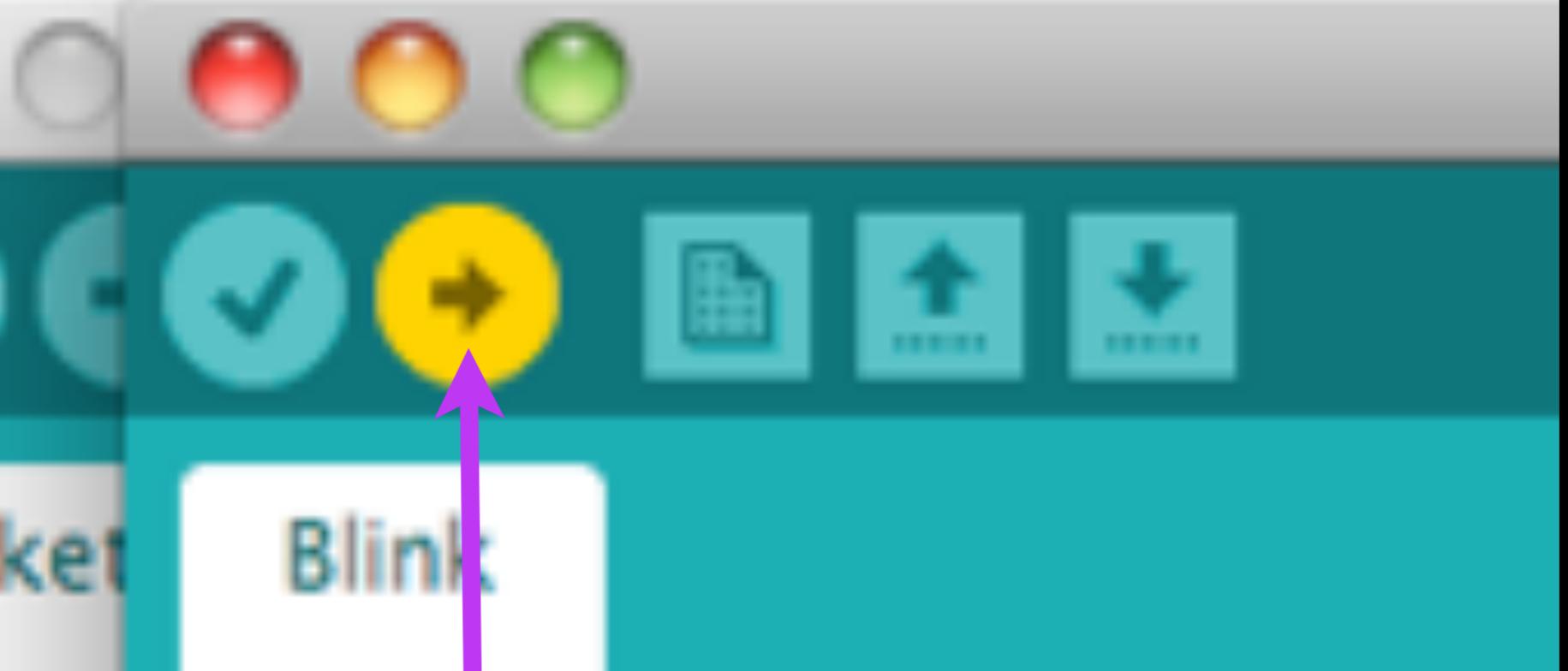
AnalogInput

```
int sensorPin = A0;      // select the input pin for the potentiometer
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  // turn the ledPin on
  digitalWrite(ledPin, HIGH);
  // stop the program for <sensorValue> milliseconds:
  delay(sensorValue);
  // turn the ledPin off:
  digitalWrite(ledPin, LOW);
  // stop the program for for <sensorValue> milliseconds:
  delay(sensorValue);
}
```

Arduino File Edit Sketch



```
/*
 * Blink
 * Turns on an LED on for one second,
 * then turns it off for one second,
 * repeatedly.
 *
 * This example code is in the public domain.
 */
// Pin 13 has an LED connected
```

the
“Serial Monitor”

```
int sensorValue = 0; // variable to store the value coming from the sensor

void setup() {
  // declare the ledPin as an OUTPUT:
  pinMode(ledPin, OUTPUT);
  Serial.begin(9600);

}

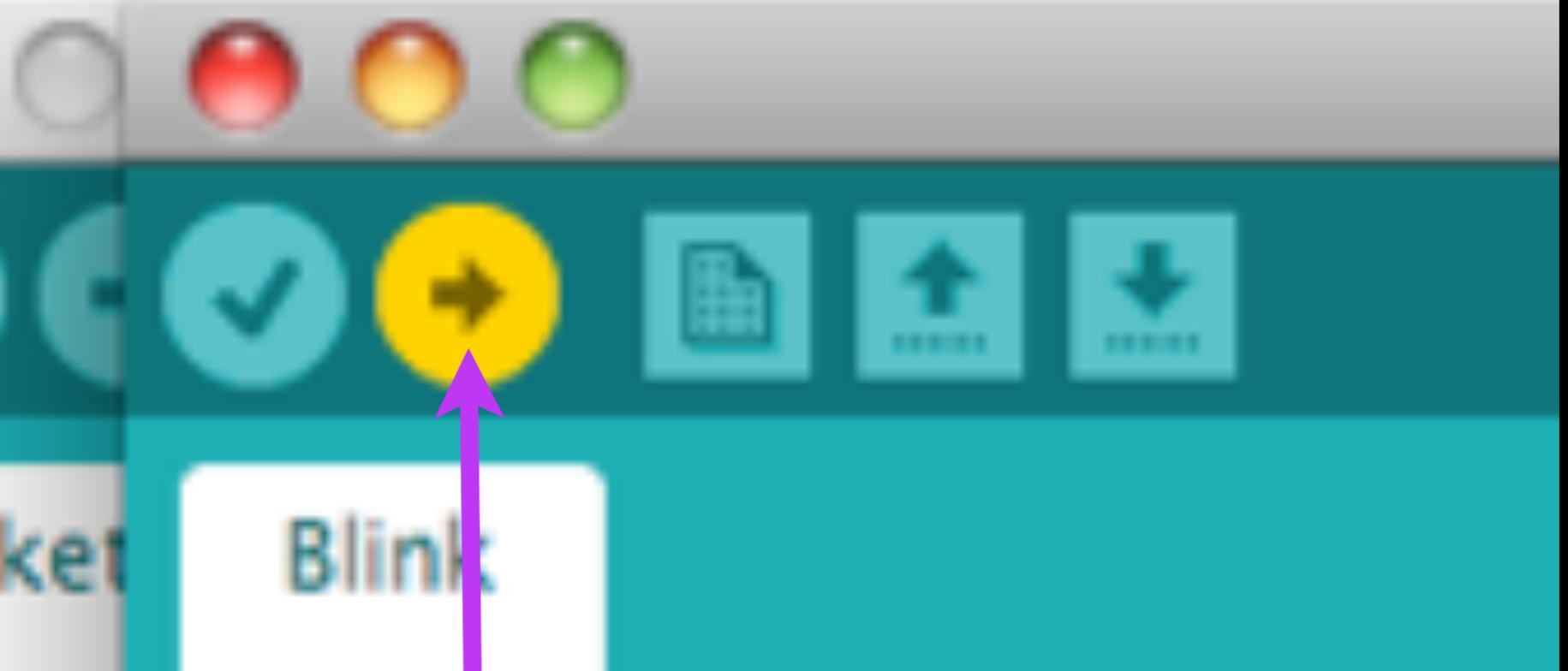
void loop() {
  // read the value from the sensor:
  sensorValue = analogRead(sensorPin);
  Serial.println(sensorValue);
  // turn the LED on:
  digitalWrite(ledPin, HIGH);
  // stop the program for <sensorValue> milliseconds:
  delay(sensorValue);
  // turn the ledPin off:
  digitalWrite(ledPin, LOW);
  // stop the program for <sensorValue> milliseconds:
  delay(sensorValue);
}


```

Serial.begin (9600) ;

Serial.println (sensorValue) ;

Arduino File Edit Sketch



```
/*
 * Blink
 * Turns on an LED on for one second,
 * then turns it off for one second,
 * repeatedly.
 *
 * This example code is in the public domain.
 */
// Pin 13 has an LED connected
```



Arduino

File

Edit

Sketch

Tools

Help

Auto Format

⌘T

Archive Sketch

Fix Encoding & Reload

Serial Monitor

↑ ⌘M

Board



Serial Port



Programmer



Burn Bootloader

MAKE

John Keefe

MAP

@jkeefe
johnkeefe.net
john@johnkeefe.net

BLINK