Module B.4 level 0 and 1: Simple Procedure

Javon

**Outline**

Write a program to blink the on-board LED based on user commands from the serial monitor. Parse commands to turn on and off the LED as well as blink it a specified number of times.

**Objectives**

**Prerequisites**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Prerequisite Module(s)** | **Level** | **Student Initial** | **Teacher Initial** | **Date** |
| None |  |  |  |  |

**Materials**

* Arduino Development Environment (IDE)
* Arduino proto board

Level 0: Sample Program

1. Implement and run the sample program defined in Appendix A..

2. Observe the number times the LED blinked.

3. Explain why the LED only blinked 4 times.

The LED blinked 4 times because it was set at 4 instead of 5

**Level 1: Variable Scope**

1. Comment out (remove) line #24 with the code “int times = value;”

complete

1. Observe the number times the LED blinked and explain how this is different from before.

When we took out line number 24, the LED blinked 5 times. And before taking it out it blinked 4 times

1. Explain how line #24 with the code “int times = value;” changes the program.  
   when line number 24 was Part of the code, it was checking the value of the times blinked

Command which was on line 14. After removing line 24 the program checked line 2 which was set to 5

1. There are two definitions for “int times”. Once on line #2 and once on line #24.
   1. Explain where each definition applies in the code

Line 2 is what the value that the int is.For line 24 it means that you are adding 1 to the blink

* 1. Explain if there is any of overlap

No because it is enclosed and none of the prequiest for it to blink did not happen