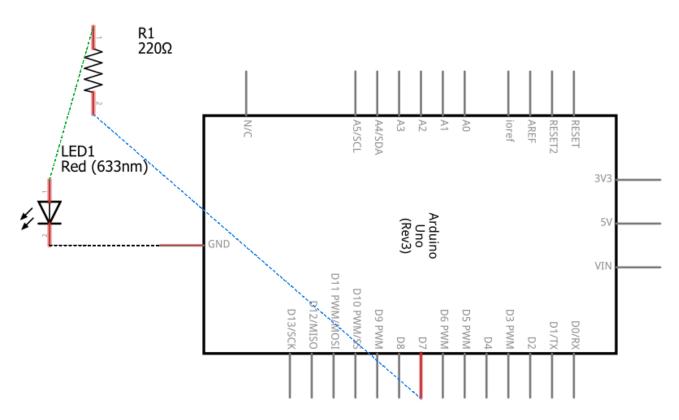
Jonne Kaajalahti

Lesson 3 raportti

Piirilevydiagrammi, A

Part1



fritzing

Koodi, A

```
int ledPin = A2; // initialize the ledpin to be 7
float timeInput = 0.0; // how long it takes for the led to be bright
float freq = 0.0; // initialize the frequency to 500ms
float freqChanger = 0.0;

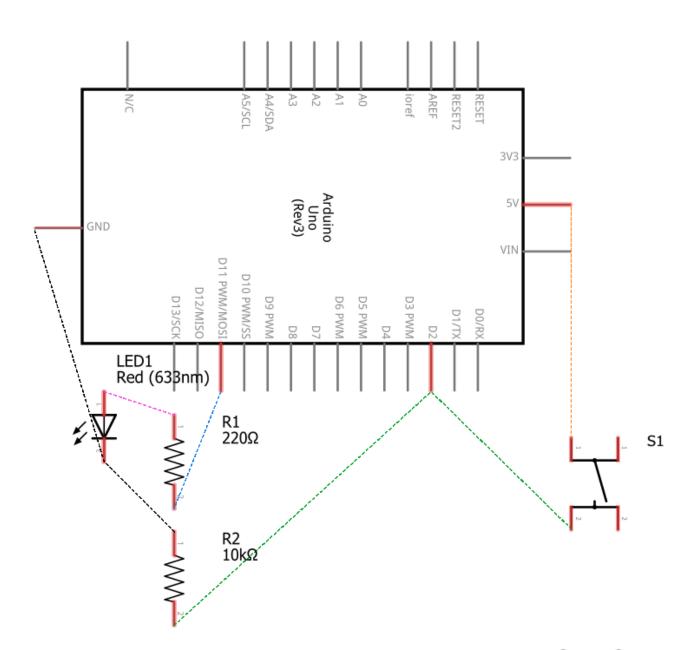
void setup() {

Serial.begin(9600);
pinMode(ledPin, OUTPUT);

Serial.println("Input the time period between 1s and 5s.");
   while (!Serial.available()) {
       timeInput = Serial.parseFloat();
       Serial.println(timeInput);
   }
}
```

```
void loop() {
   while (freq < timeInput) {</pre>
        freq = freq + 0.05;
        digitalWrite(ledPin, HIGH); //the led turns on
        delay(freq); // wait for the time indicated by the variable frec.
        digitalWrite(ledPin, LOW); // the led turns off
        delay(freq);
        Serial.println(freq);
        if (freq == timeInput) {
          break;
   while (freq >= 0) {
        freq = freq - 0.05;
        digitalWrite(ledPin, HIGH); //the led turns on
        delay(freq); //wait for the time indicated by the variable frec.
        digitalWrite(ledPin, LOW); // the led turns off
        delay(freq);
        Serial.println(freq);
```

Saimme ledin vilkkumaan eri taajuuksilla, mutta aikasyötteen käyttäminen ei onnistunut



fritzing

```
int button = 0;
int oldbutton = 0;
int buttonPin = 2;
int ledPin = 11;
// variables to hold button and LED status
boolean newButtonState = LOW;
boolean oldButtonState = LOW;
boolean ledStatus = LOW;
// initialize pinmodes for button and LED
void setup() {
    Serial.begin(9600);
    pinMode(buttonPin, INPUT);
    pinMode(ledPin, OUTPUT);
void loop()
    newButtonState = digitalRead(buttonPin);
    if (newButtonState != oldButtonState)
       // has the button button been pressed?
       if (newButtonState == HIGH) {
            if (ledStatus == LOW) {
               digitalWrite(ledPin, HIGH);
               ledStatus = HIGH;
            else {
            digitalWrite(ledPin, LOW);
            ledStatus = LOW;
       oldButtonState = newButtonState;
```

Ledi syttyi kun nappia painaa, kun nappia painaa uudestaan led sammuu.