Lab 1. Blink.

This example shows the simplest thing you can do with an Arduino or Genuino to see physical output: it blinks the on-board LED.

Hardware Required:

- Arduino or Genuino Board optional
- LED (you can choose any color)
- 220-ohm resistor
- Breadboard

Open the link below:

Blink.pdf (https://slcc.instructure.com/courses/1004604/files/167792078?wrap=1) (https://slcc.instructure.com/courses/1004604/files/167792078/download?download_frd=1)

Blink Schematic.pdf (https://slcc.instructure.com/courses/1004604/files/165676959/download?wrap=1) (https://slcc.instructure.com/courses/1004604/files/165676959/download?download_frd=1)

Program in C using Arduino's IDE:

Blink.ino (https://slcc.instructure.com/courses/1004604/files/165676695/download?wrap=1) (https://slcc.instructure.com/courses/1004604/files/165676695/download?download_frd=1)

Program in MIPS using Atmel Studio's IDE:

BLINK.asm (https://slcc.instructure.com/courses/1004604/files/165676646/download?wrap=1) (https://slcc.instructure.com/courses/1004604/files/165676646/download?download_frd=1)