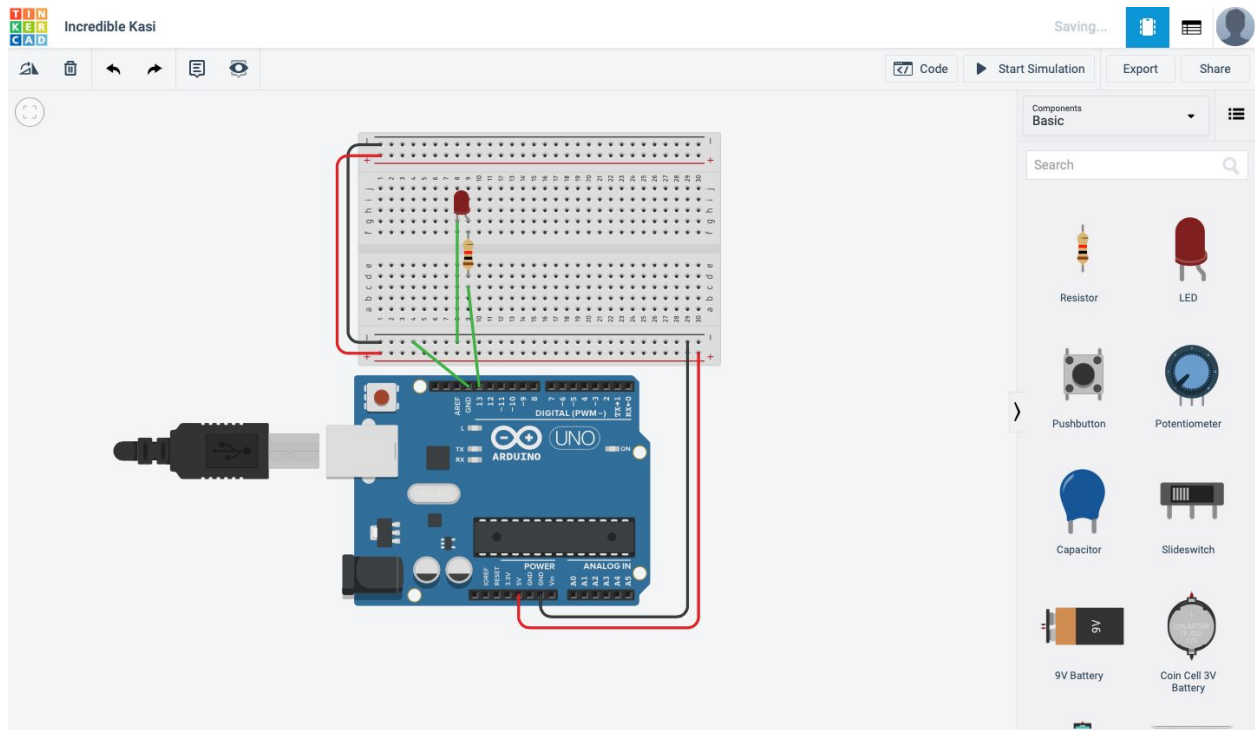


EXP1:-LED FLASHER

CIRCUIT DIAGRAM:



THEORY:

Concept Used: In this experiment, Programming is done to flash the LED(Light Emitting Diode) which is practised on the Breadboard. LED flasher are used in the process of turning the groups of LED's on and off and are also known as semiconductor integrated circuits. The blinking or flashing of light is done by the programmed pattern.

Learning and Observations: In this experiment, We get to know about the functioning of a single-board microcontroller that is Audrino. Arduino is used to make the applications more accessible which are interactive objects and its surroundings. It provides the genuine instructions to the element placed in the breadboard according to the programming done in the software.

PRECAUTIONS:

1. Place the positive and negative terminals in the correct order.
2. Take care of the wires and elements which should be according to the program and be connected tightly.
3. Check the arduino wires whether they are loose or tight and also check the ports whether they are clear or not.

PROBLEMS AND TROUBLESHOOTING:

1. Wires and elements should be placed correctly on the breadboard or check if any element is fuse or not.
2. Use the correct programming concept for the smooth functioning of the experiment.
3. Check the connections or the arduino whether they are loose or tight. If loose than make the connections tight.

LEARNING OUTCOMES:

In this Experiment, we learnt to do programming in the software. By performing this practical, we will get prepared for the future problems or query that we will be going to face in the circuits or the software.

The main outcome of this experiment is that we get to know about how to flash an LED with the help of programming and using hardware like breadboard.