**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.**

The LED blinked 4 times

1. **Explain why the LED only blinked 4 times.**

Because the times blinked command was set to 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 a part of the code, it was checking the value of the timesblinked 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**
   2. **Explain if there is any of overlap**

**Level 2: Adding Colored LEDs**

1. **Extend your proto-board to add two colored LEDs.**

Complete

1. **Modify your procedure definition on line #23 to look like the following:  
   “int blink(int value, int led) {“**

Complete

1. **Modify the code in your procedure to light up the LED indicated in the procedure parameter.**

Complete

1. **Modify your main loop to correctly use your new procedure definition.**

The modified code is on the last page of this document

**Level 3: Changing LEDs**

1. **Research the Arduino “random()” built-in function**
2. **Modify your main loop to randomly change LED colors.**
3. **Modify your main loop to randomly change blink times.**

**Level 4: Quiz**

1. **Complete the quiz assigned by your teacher.**

**Achievement Record**

|  |  |  |  |
| --- | --- | --- | --- |
| **Attainment Level** | **Student Initial** | **Teacher Initial** | **Date** |
| Level 0: Serial Write |  |  |  |
| Level 1: Serial Read |  |  |  |
| Level 2: Number Blink |  |  |  |
| Level 3: Robustness |  |  |  |
| Level 4: Quiz |  |  |  |

**Appendix A – Sample Program**

int times = 5;

int YellowLED =12;

int RedLED =11;

// the setup function runs once when you press reset or power the board

void setup() {

// initialize digital pin LED\_BUILTIN as an output.

pinMode(LED\_BUILTIN, OUTPUT);

Serial.begin(9600);

}

// the loop function runs over and over again forever

void loop() {

int timesBlinked = blink(4,LED\_BUILTIN);

Serial.print("The LED was SUPPOSED to blink ");

Serial.print(times);

Serial.print(" times BUT only blinked ");

Serial.println(timesBlinked);

delay(1000);

}

// a new procedure defined by you to blink the LED

int blink(int value,int led) {

for (int i = 0; i < times; i++) {

digitalWrite(LED\_BUILTIN, HIGH); // turn the LED on (HIGH is the voltage level)

delay(500); // wait for a second

digitalWrite(LED\_BUILTIN, LOW); // turn the LED off by making the voltage LOW

delay(500); // wait for a second

}

Serial.print("The LED blinked ");

Serial.print(times);

Serial.println(" times.");

return times;

}