

KOSI NWABUEZE
PHYS S-12:
INTRODUCTION TO
DIGITAL FABRICATION

[ARCHIVE](#) [SITE](#) [ABOUT](#) [FINAL](#) 

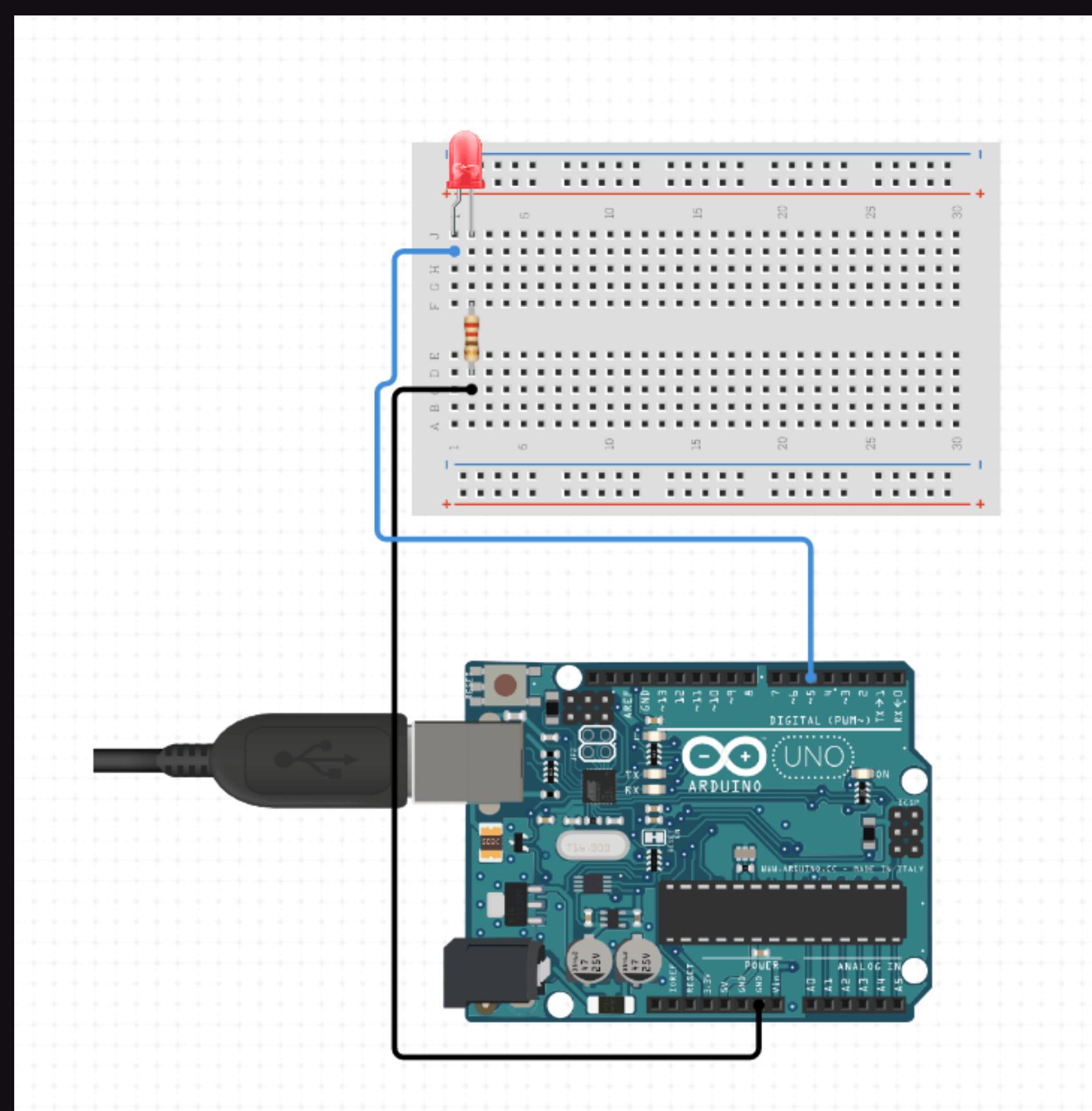
- JUN 25 - INTRODUCTION & DOCUMENTATION
- JUN 27 - TOOLS, PROCEDURES, & ELECTRONICS
- JUL 02 - 2D DESIGN & CUTTING
- JUL 09 - RAPID PROTOTYPING
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- AUG 01 - COMPUTER PROGRAMMING
- AUG 06 - FINAL PROJECT

JUN 25 - INTRODUCTION & DOCUMENTATION

2019-06-26 (LAB SECTION)

USING THE UNO

As a warmup exercise, I first used an [ARDUINO UNO REV.3](#) board as a simple power source to light up a light-emitting diode by connecting the 5V pin in series with a red LED, then I connected the LED in series with resistors of different values (such as 1k or 100Ω).



BLINK PROGRAM

Then, as another exercise I rewired the circuit so that the D8 pin was connected instead to the LED and ran a slightly modified version of [ARDUINO.CC's](#) blink code.

```
/*
Blink

Turns an LED on for one second, then off for one second, repeatedly.

Most Arduinos have an on-board LED you can control. On the UNO, MEGA and MKR1000 it is attached to digital pin 13, on MKR1000 on pin 6. LED_BUILTIN is the correct LED pin independent of which board is used.
If you want to know what pin the on-board LED is connected to on your model, check the Technical Specs of your board at:
https://www.arduino.cc/en/Main/Products

modified 8 May 2014
by Scott Fitzgerald
modified 2 Sep 2016
by Arturo Guadalupi
modified 8 Sep 2016
by Colby Newman
modified 1 July 2019
by Kosi Nwabueze

This example code is in the public domain.

http://www.arduino.cc/en/Tutorial/Blink
*/
#define D8 8
#define LED D8

// the setup function runs once when you press reset or power the board
void setup() {
    // initialize digital pin LED as an output.
    pinMode(LED, OUTPUT);
}

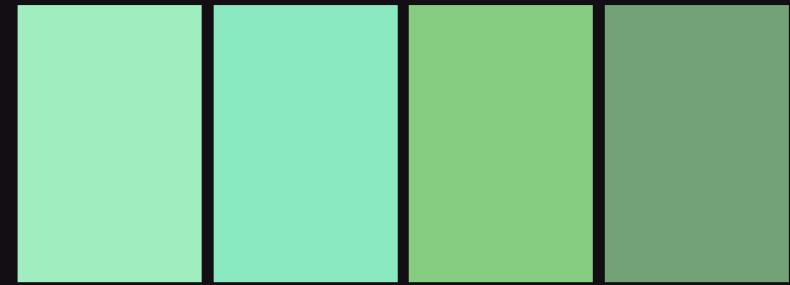
// the loop function runs over and over again forever
void loop() {
    digitalWrite(LED, HIGH);    // turn the LED on (HIGH is the voltage level)
    delay(1000);               // wait for a second
    digitalWrite(LED, LOW);     // turn the LED off by making the voltage
    delay(1000);               // wait for a second
}
```

HEADER 1

HEADER 2

HEADER 3

HEADER 4



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