

# Arduino UNO

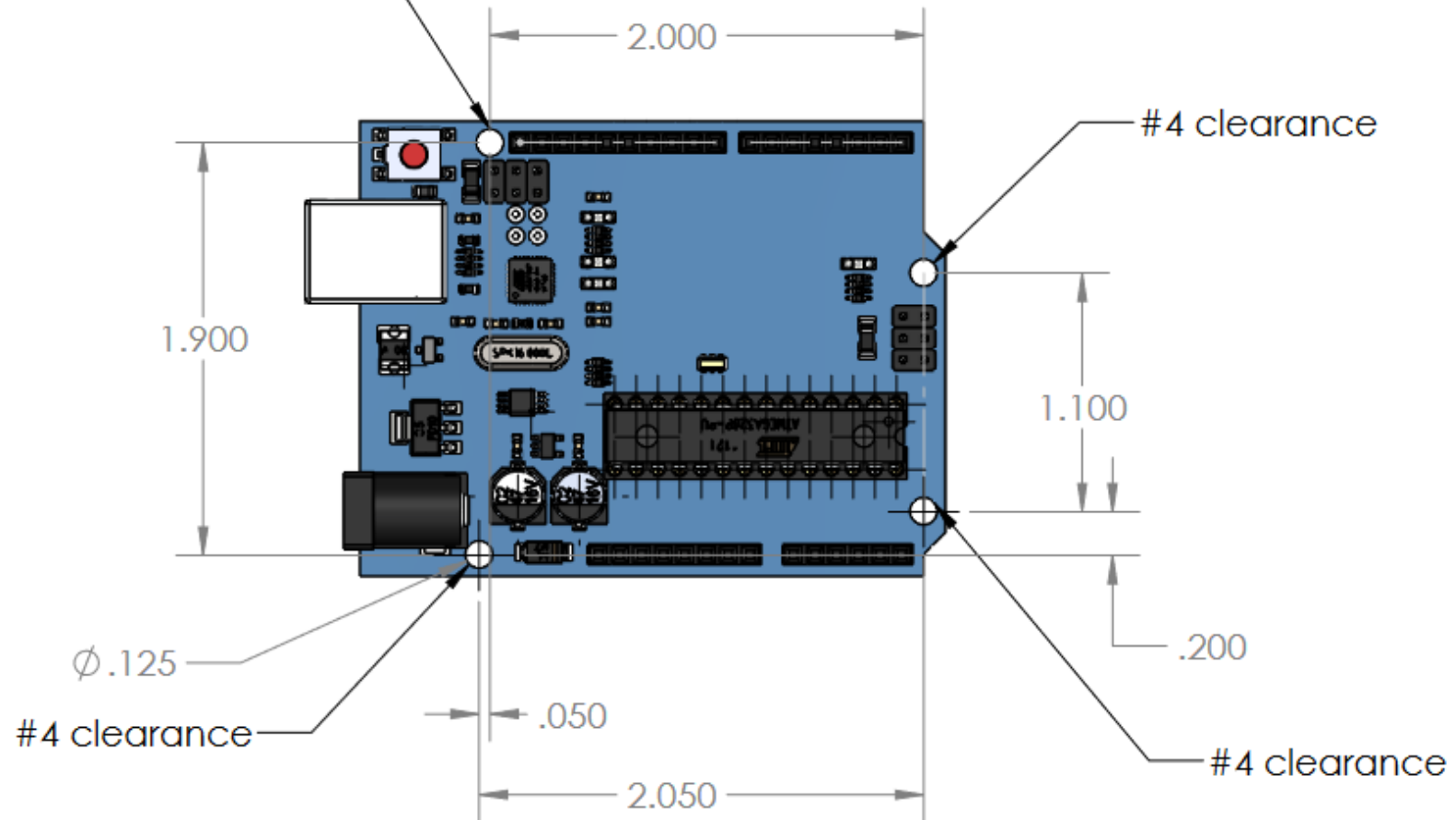
Lafe Spietz

# Arduino

- Open Source
- Not a company
- A wide range of products sold by many vendors around the world
- The Arduino UNO is one of the most popular and easiest to use of the boards
- Can be programmed on Windows, Mac and Linux using the Arduino IDE
- Programmed in a c-like language based on Processing(a language designed for artists)

# Arduino UNO

this hole not usable with pan head screws



# Downloads



## Arduino IDE 2.3.2

The new major release of the Arduino IDE is faster and even more powerful! In addition to a more modern editor and a more responsive interface it features autocompletion, code navigation, and even a live debugger.

For more details, please refer to the [Arduino IDE 2.0 documentation](#).

Nightly builds with the latest bugfixes are available through the section below.

### SOURCE CODE

The Arduino IDE 2.0 is open source and its source code is hosted on [GitHub](#).

### DOWNLOAD OPTIONS

**Windows** Win 10 and newer, 64 bits

**Windows** MSI installer

**Windows** ZIP file

**Linux** Appliance 64 bits (X86-64)

**Linux** ZIP file 64 bits (X86-64)

**macOS** Intel, 10.15: "Catalina" or newer, 64 bits

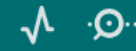
**macOS** Apple Silicon, 11: "Big Sur" or newer, 64 bits

[Release Notes](#)

<https://www.arduino.cc/en/software>



Select Board ▼

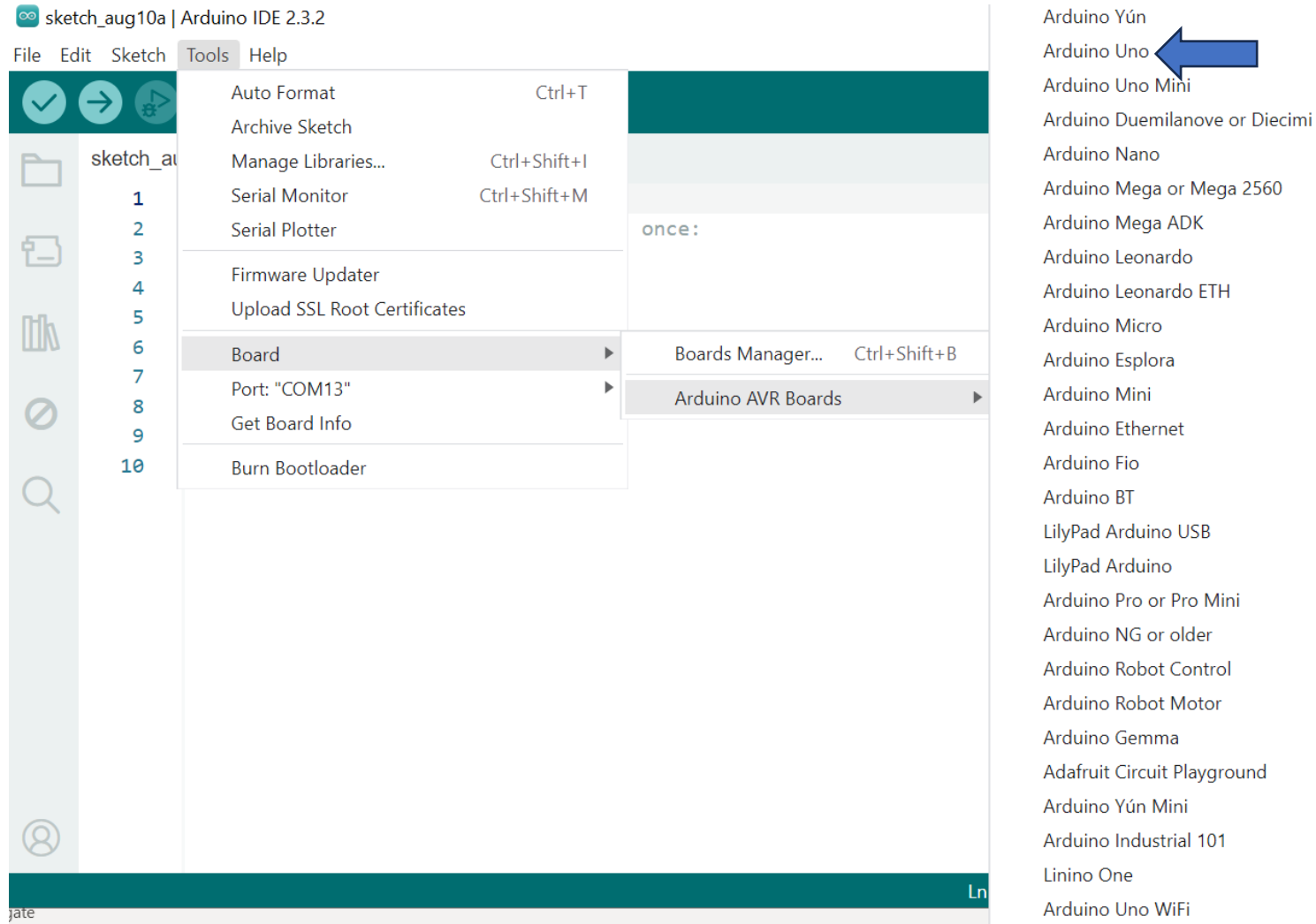


sketch\_aug10a.ino



```
1 void setup() {  
2   // put your setup code here, to run once:  
3  
4 }  
5  
6 void loop() {  
7   // put your main code here, to run repeatedly:  
8  
9 }  
10
```

# Select the UNO



Auto Format Ctrl+T

Archive Sketch

Manage Libraries... Ctrl+Shift+I

Serial Monitor Ctrl+Shift+M

Serial Plotter

Firmware Updater

Upload SSL Root Certificates

Board ▶

Port: "COM13" ▶

Get Board Info

Burn Bootloader

Serial ports

✓ COM13 (Arduino Uno)

COM3

sketch\_aug10a

1

2

3

4

5

6

7

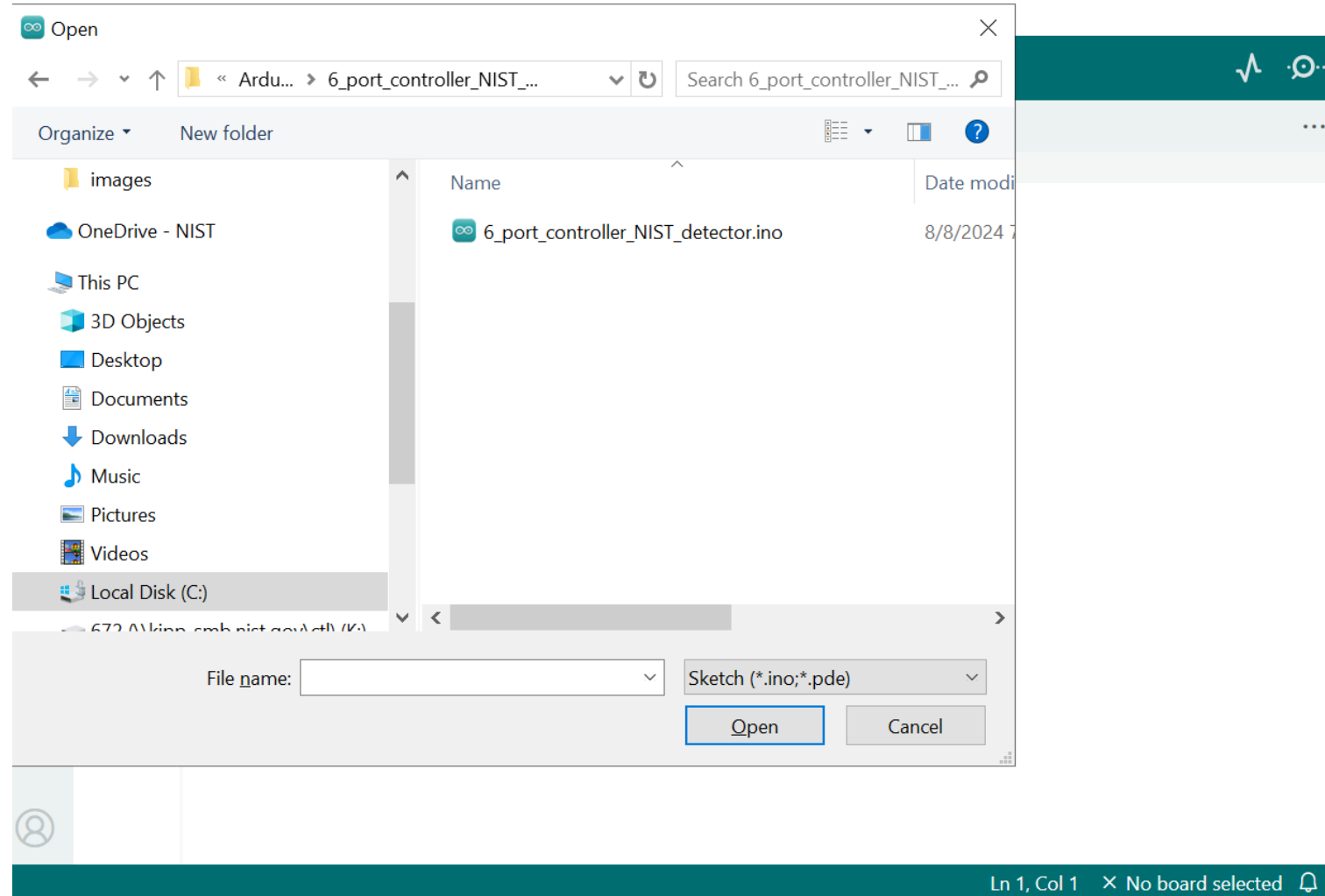
8

9

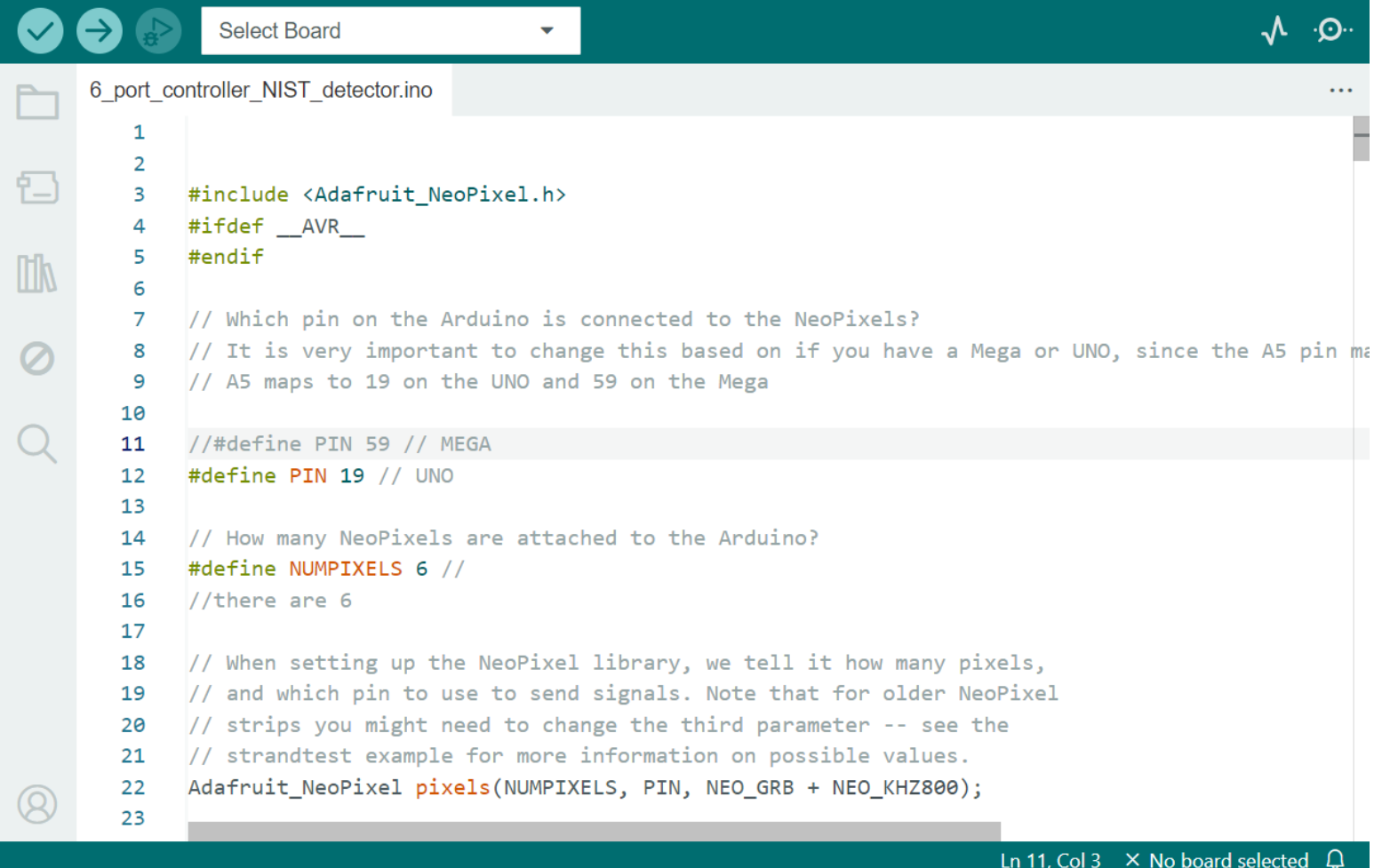
10

once:

Ln 1, Col 1 × No board selected







```
1
2
3 #include <Adafruit_NeoPixel.h>
4 #ifdef __AVR__
5 #endif
6
7 // Which pin on the Arduino is connected to the NeoPixels?
8 // It is very important to change this based on if you have a Mega or UNO, since the A5 pin maps
9 // A5 maps to 19 on the UNO and 59 on the Mega
10
11 // #define PIN 59 // MEGA
12 #define PIN 19 // UNO
13
14 // How many NeoPixels are attached to the Arduino?
15 #define NUMPIXELS 6 //
16 //there are 6
17
18 // When setting up the NeoPixel library, we tell it how many pixels,
19 // and which pin to use to send signals. Note that for older NeoPixel
20 // strips you might need to change the third parameter -- see the
21 // strandtest example for more information on possible values.
22 Adafruit_NeoPixel pixels(NUMPIXELS, PIN, NEO_GRB + NEO_KHZ800);
23
```

Ln 11, Col 3 × No board selected

Arduino Uno

6\_port\_controller\_NIST\_detector.ino

```
1
2
3 #include <Adafruit_NeoPixel.h>
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6
7 // Which pin on the Arduino is connected to the NeoPixels?
8 // It is very important to change this based on if you have a Mega or UNO, since the A5 pin maps to different digital output pins
9 // A5 maps to 19 on the UNO and 59 on the Mega
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11 // #define PIN 59 // MEGA
12 #define PIN 19 // UNO
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21 // strandtest example for more information on possible values.
22 Adafruit_NeoPixel pixels(NUMPIXELS, PIN, NEO_GRB + NEO_KHZ800);
23
```

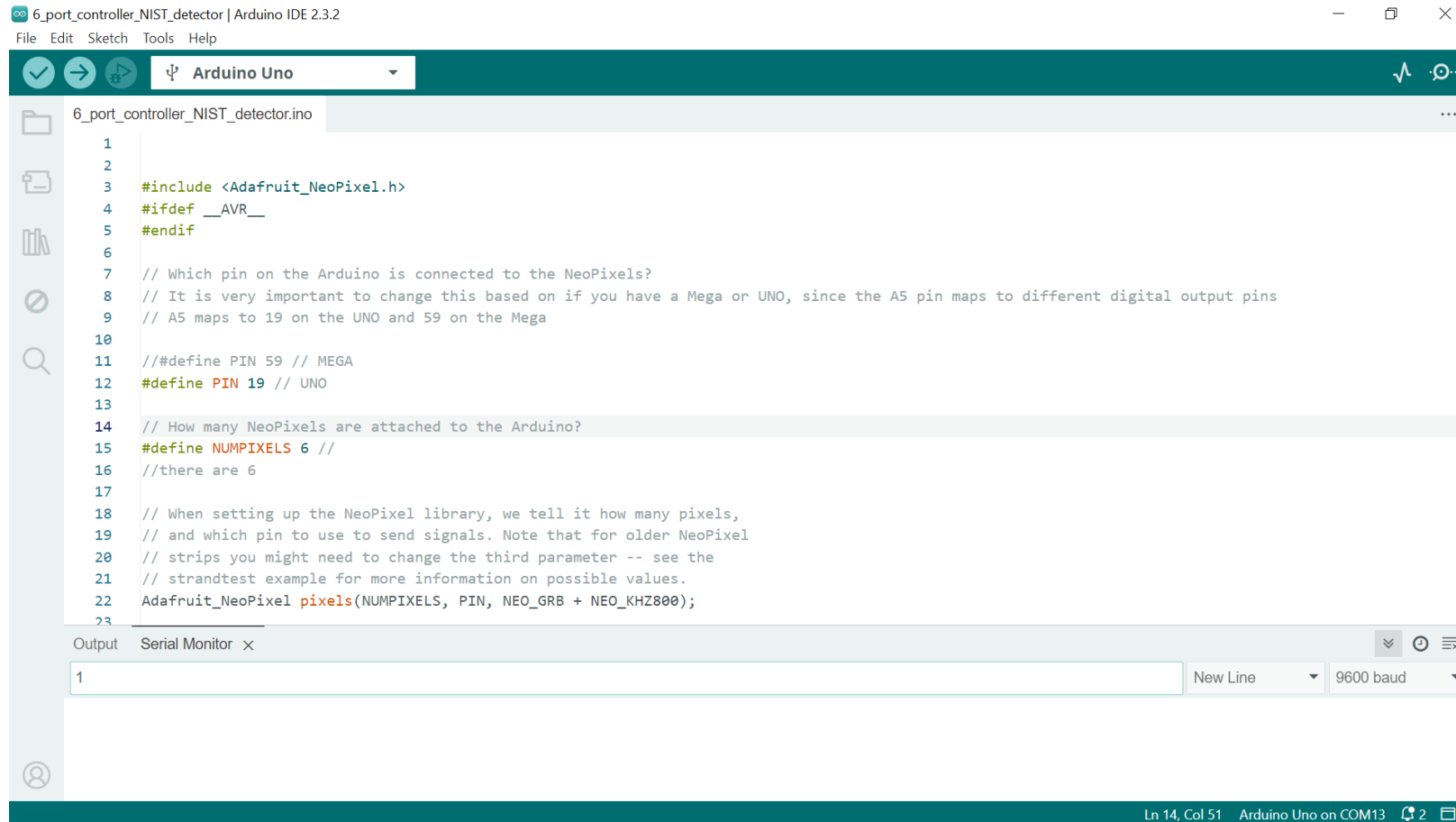
Output Serial Monitor x

1

New Line

9600 baud

# Send control characters down serial



6\_port\_controller\_NIST\_detector | Arduino IDE 2.3.2

File Edit Sketch Tools Help

Arduino Uno

6\_port\_controller\_NIST\_detector.ino

```
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2
3 #include <Adafruit_NeoPixel.h>
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7 // Which pin on the Arduino is connected to the NeoPixels?
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19 // and which pin to use to send signals. Note that for older NeoPixel
20 // strips you might need to change the third parameter -- see the
21 // strandtest example for more information on possible values.
22 Adafruit_NeoPixel pixels(NUMPIXELS, PIN, NEO_GRB + NEO_KHZ800);
23
```

Output Serial Monitor x

1 New Line 9600 baud

Ln 14, Col 51 Arduino Uno on COM13 2