✓	Code Structure	Example	Location
	`void setup(){ }`	`void setup(){ //setup code here }`	
	`void loop() { }`	`void loop() { //loop code here }`	
	`void function() { }`	`void gc_interrupt () { // code here }`	
	`//`	`// This is a comment`	Anywhere

	`/* */`	`/* blah blah`
		`a comment block`
		`blah blah */`
			Anywhere

	`Serial.begin(baud rate);`	`Serial.begin(9600);`	Setup
	`pinMode(pin, mode);`	`pinMode(13, OUTPUT);`	Setup
	`Serial.print( );`	`Serial.print("hello world");`	Loop
	`Serial.println( );`	`Serial.println("hello world");`	Loop
	`Serial.print("\t");`	`Serial.print("\t Tabs are fun");`	Loop
	`Serial.print(value to print);`	`Serial.print(sensorValue);`	Loop
	`Serial.print(value to print, # of digits);`	`Serial.print(sensorValue, 2);`	Loop
	`digitalWrite(pin, value);`	`digitalWrite(13, HIGH)`	Loop
	`analogRead(pin);`	`analogRead(A0);`	Loop
	`delay(time in millesec);`	`delay(1000);`	Loop
	`millis();`	`timeStamp = millis();`	Anywhere
	`int integer_name;`	`int led;`	Definitions
	`float decimal_number_name;`	`float sensorValue;`	Definitions
	`const int constant_integer;`	`const int chipSelect = 8;`	Definitions
	`long integer_name;`	`long counter = 0;`	Definitions
	`short integer_name;`	`short tempur;`	Definitions
	`unsigned int integer_name;`	`unsigned int gc_cnt;`	Definitions

✓	Code Structure	Example	Location
	volatile unsigned int integer_name;	volatile unsigned int(gc_counts) = 0;	Definitions
	String char_string_name;	String nameList = "chris, jesse, BB-8";	Definitions
	char character_name;	char temp2FString;	Definitions
	char character_name[#];	char nextLine_C[size_of_data_block];	Definitions
	const unsigned char character_name;	const unsigned char OSS;	Definition
	#include <Arduino Library>	#include <Wire.h>	Definitions
	#include "Created Library"	#include "gyro.h"	Definitions
	SPI.begin();	SPI.begin();	Setup
	attachInterrupt(interrupt number, function, edge);	attachInterrupt(gc_intnumber, gc_interrupt, RISING);	Setup
	Library::function_within_library();	Gyro::setupGyroITG();	Setup
	if (condition) action if true;	if (groundMode)Serial.print("TRUE");	Anywhere
	if (!condition) action if NOT true;	if (!groundMode)Serial.print("FALSE");	Anywhere
	String(integer to convert to string);	String(gyroX);	Anywhere
	aString = aString + aStringToAppend;	dataString = dataString+", "+String(gyX);	Anywhere