

1. LED BLANKING PROGRAM

```
void setup()
{
  pinMode(4, OUTPUT);
}

void loop() {
  digitalWrite(4, HIGH);
  delay(100);
  digitalWrite(4, LOW);
  delay(100);
}
```

2. SERVO

```
#include <Servo.h>

Servo myservo

int pos = 0;

void setup()
{
    myservo.attach(9);
}

void loop()
{
    for (pos = 0; pos <= 180; pos += 1)
    {
        myservo.write(pos);
        delay(15);
    }
    for (pos = 180; pos >= 0; pos -= 1)
    {
        myservo.write(pos);
        delay(15);
    }
}
```

3. ULTRASONIC SENSOR

```
const int pingPin = 7;      // Trigger Pin of Ultrasonic Sensor
const int echoPin = 6;      // Echo Pin of Ultrasonic Sensor

void setup() {
    Serial.begin(9600);      // Starting Serial Terminal
}

void loop()
{
    long duration, inches, cm;
    pinMode(pingPin, OUTPUT);
    digitalWrite(pingPin, LOW);
    delayMicroseconds(2);
    digitalWrite(pingPin, HIGH);
    delayMicroseconds(10);
    digitalWrite(pingPin, LOW);
    pinMode(echoPin, INPUT);
    duration = pulseIn(echoPin, HIGH);
    inches = microsecondsToInches(duration);
    cm = microsecondsToCentimeters(duration);

    Serial.print(inches);
```

```
Serial.print("in, ");  
Serial.print(cm);  
Serial.print("cm");  
Serial.println();  
delay(100);  
}
```

```
long microsecondsToInches(long microseconds)  
{  
    return microseconds / 74 / 2;  
}
```

```
long microsecondsToCentimeters(long microseconds)  
{  
    return microseconds / 29 / 2;  
}
```

4. TEMPRATURE

```
float temp;
```

```
int tempPin = 0;
```

```
void setup()
```

```
{
```

```
Serial.begin(9600);
```

```
}
```

```
void loop()
```

```
{
```

```
temp = analogRead(tempPin);
```

```
temp = temp*0.48828125;
```

```
Serial.print("Temprature = ");
```

```
Serial.print(temp);
```

```
Serial.print("*c");
```

```
Serial.print();
```

```
delay(1000);
```

```
}
```

5. Embedded C

#include<avr/io.h>

#define F_CPU 16000000UL

#include<util/delay.h>

Int main(void)

{

While(1)

{

DDRB |=(1<<PB5);

PORTB |=(1<<PB5);

_delay_ms(500);

PORTB&=~(1<<PB5);

_delay_ms(500);

}

return 0;

}