

Exit Coding Game

How to code



How to code Arduino is a microcontroller that can be used to create physical interactions



ARDUINO UNO REV3



ARDUINO MKR WIFI 1010
(CONCEPTUALLY
SIMILAR TO UNO BUT WITH WIFI)



ARDUINO UNO WIFI REV2
(CONCEPTUALLY
SIMILAR TO UNO BUT WITH WIFI)

How to code Arduino can read data from sensors, process the data and output data to actuators

USB

- power supply
- upload of programs



Digital In- and Output
Pins

- 0 or 1

How to code Some things Arduino can sense



Temperature

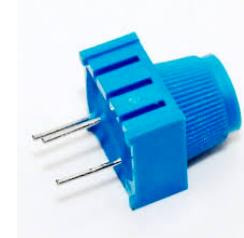
Light



Interaction
(buttons)



Interactions
(joystick)



Interactions
(potentiometer)



Proximity
(Range detector)

How to code

Some things Arduino can do



Turn on
light



Make
noise



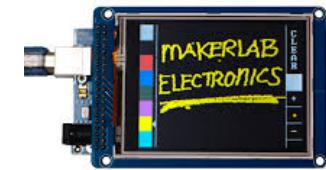
Display
text



Control
motor



Control
servo

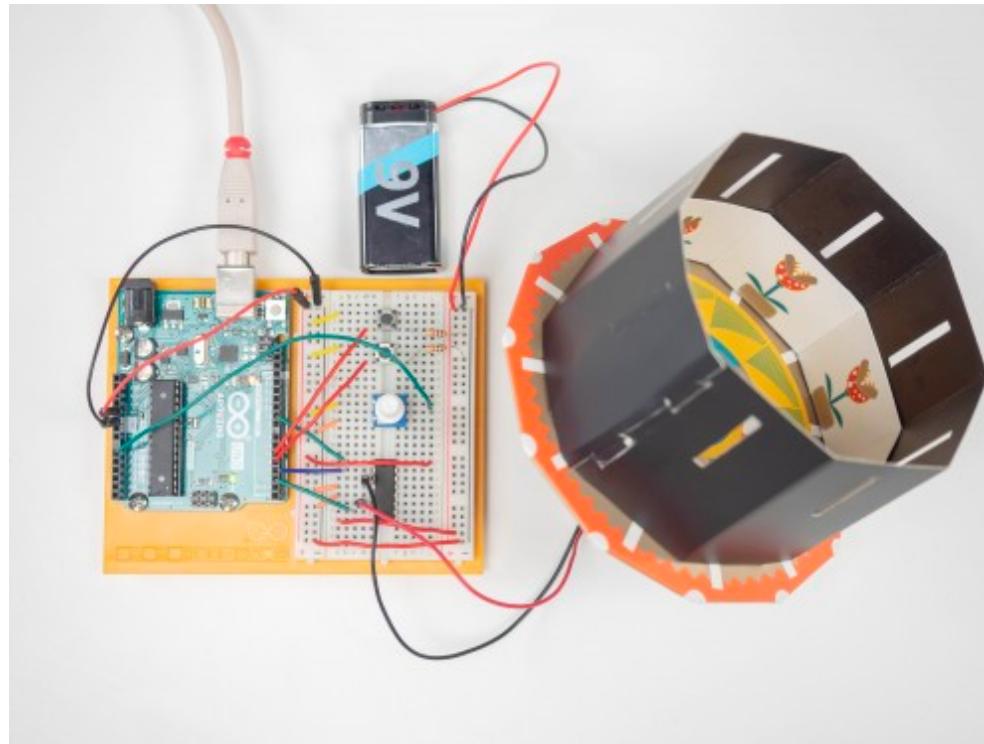


Display graphics
(Raspberry PI
is better at this...)

Wie könnten diese Aktoren helfen aus dem Raum zu entkommen?

How to code

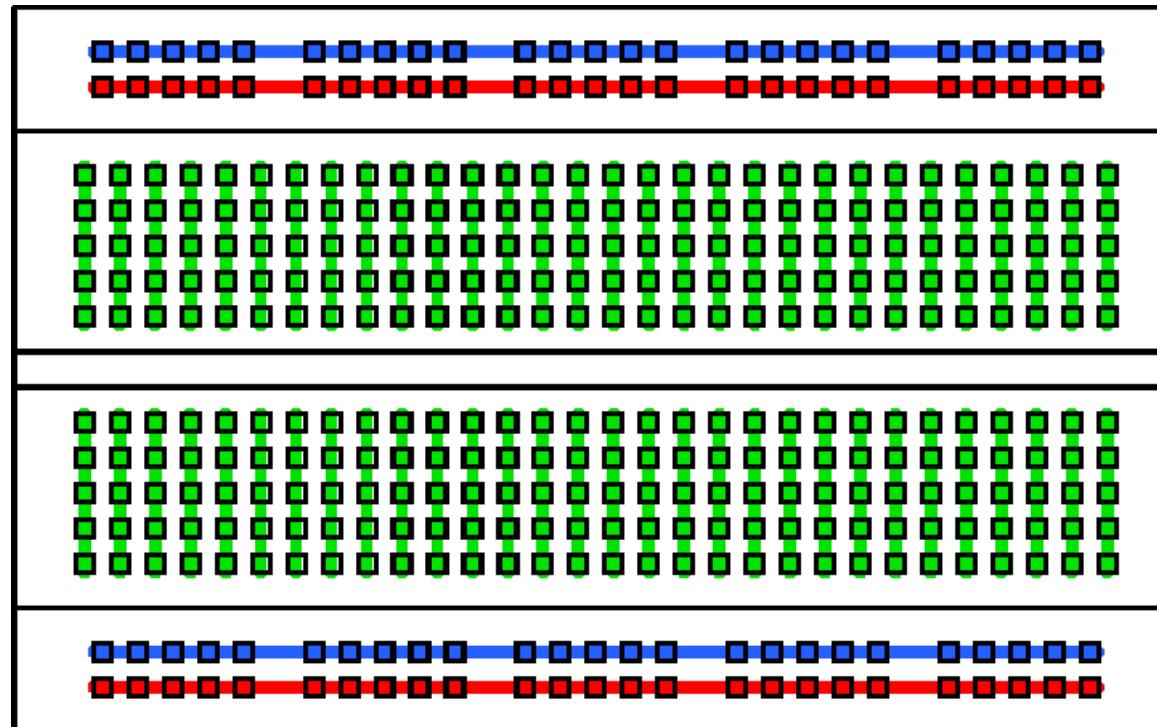
Connecting sensors and actuators (i.e. creating circuits) is possible through a breadboard and jumper wires



Arduino and breadboard

How to code

Breadboard – How everything is connected

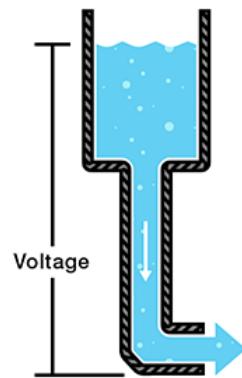


Source: <http://designbuildcode.weebly.com/breadboard-circuits.html>

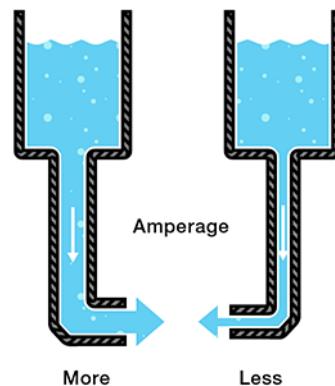
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Basics of electronic circuits

- **Voltage** is the difference in charge between two points.
- **Current** is the rate at which charge is flowing.
- **Resistance** is a material's tendency to resist the flow of charge (current)

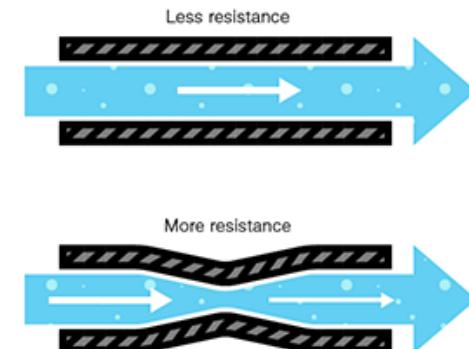


Voltage (V) is the pressure
at the end of the hose



More current (I) is flowing
in wider hose

Resistance



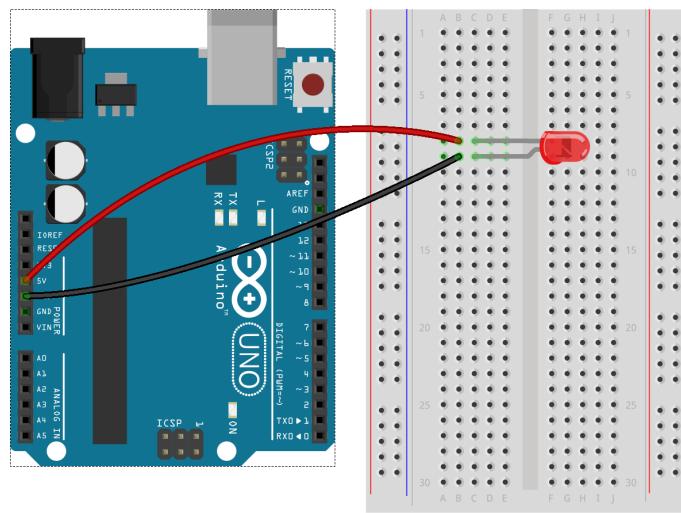
A resistor (R) limits the amount
of charge that can flow

Source: <https://learn.sparkfun.com/tutorials/voltage-current-resistance-and-ohms-law/all>

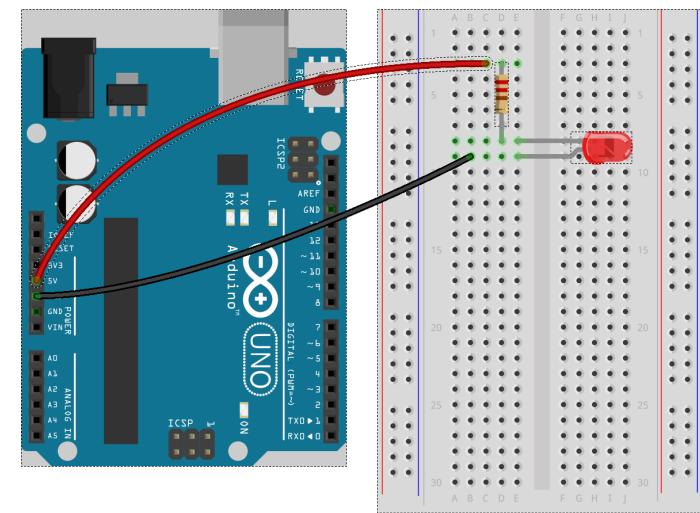
How to code Some components require a limitation of current through a resistor



The current
flows from the
5V pin to the
GND pin



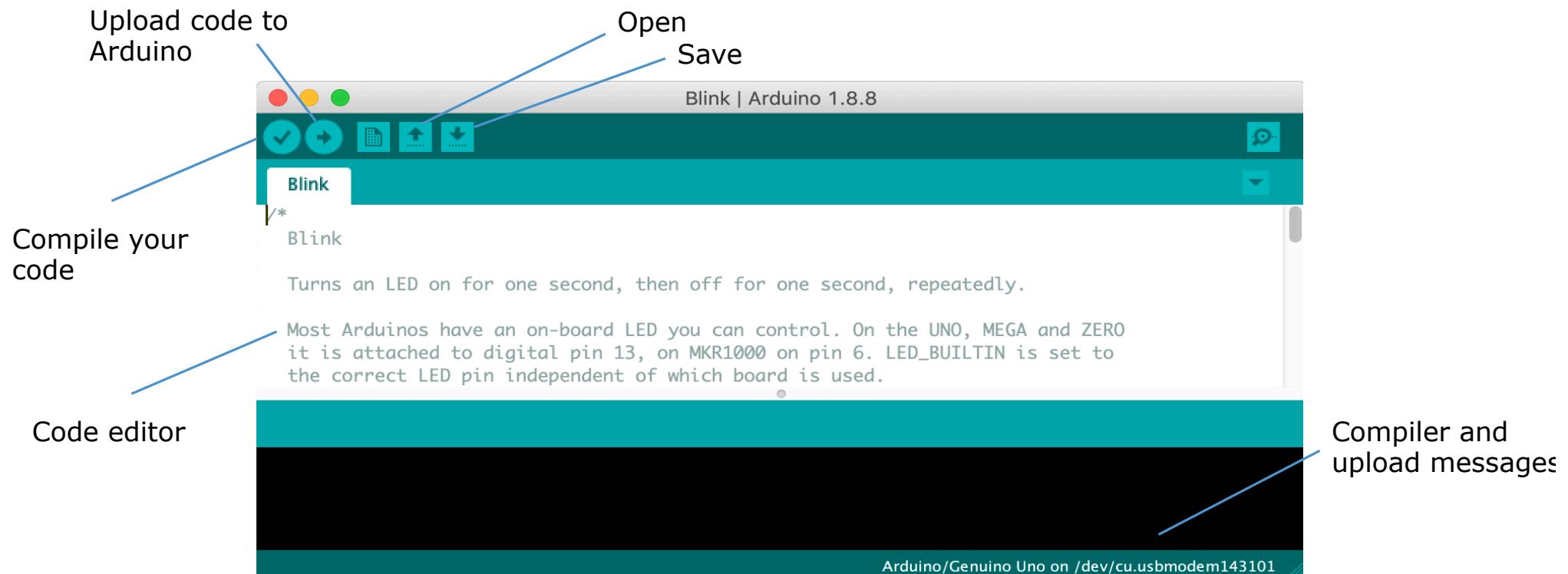
DO NOT TRY THIS
- It will fry your LED



A resistor is needed to limit
the amount of current that
is flowing through the circuit

How to code

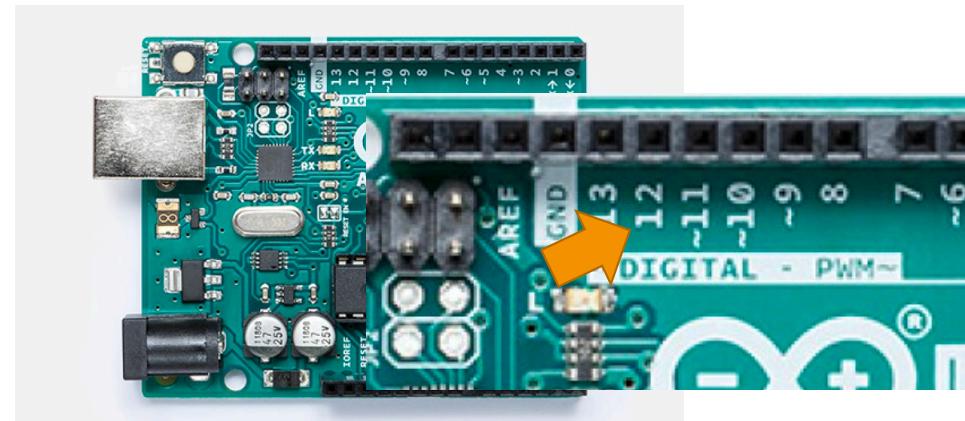
The Arduino IDE is a deliberately simple tool to create programs (sketches) for your microcontroller



How to code Arduino

Legt eine Variable LED_PIN an – Variablen sind “Schachteln im Computer”, in denen Werte abgespeichert werden, die man später wieder auslesen kann.

```
int LED_PIN = 12;           Speichert den Wert 12 in der Variable LED_PIN  
                           (12 ist der PIN, an dem die LED angeschlossen ist)  
  
void setup() {  
    pinMode(LED_PIN, OUTPUT);  
}  
  
void loop() {  
    digitalWrite(LED_PIN, HIGH);  
    delay(1000);  
    digitalWrite(LED_PIN, LOW);  
    delay(1000);  
}
```



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}
```

setup ist eine Funktion, d.h. eine Anweisung, die der Computer ausführen kann
– Funktionen können weitere Funktionen enthalten

pinMode ist eine weitere Funktion
– Hier wird für den PIN 12, der Wert OUTPUT gesetzt, d.h. PIN 12 wird am Arduino in diesem Programm für die Ausgabe (Aktor) verwendet...

How to code Arduino

```
int LED_PIN = 12;
```

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

```
void loop() {  
    digitalWrite(LED_PIN, HIGH);  
    delay(1000);  
    digitalWrite(LED_PIN, LOW);  
    delay(1000);  
}
```

Loop wird von Arduino laufend aufgerufen, d.h. alle Funktionen innerhalb von loop werden aufgerufen, dann geht es wieder von vorne los...

„Schaltet PIN 12 ein“ – LED leuchtet

Wartet eine Sekunde (PIN, d.h. LED bleibt „an“)

Schaltet LED aus

Wartet eine Sekunde (PIN, d.h. LED bleibt „aus“)