1. Find and download the Arduino programming environment
   a) Create a simple code that will blink a led that is embedded to the board
   b) Upload the code to the board

2. Stacking items on the Arduino board
   a) Attach the LCD module to the Arduino board
   b) Find out how to communicate with the LCD screen
   c) Print text "Hello from group (your group number here)"

3. Serial communications
   d) Use terminal to talk to the Arduino over serial communications
   e) Send a character over the serial line to the Arduino and light a LED, with another character shut down the LED

4. Serial communications and number checking
   a) Select a phone number from your group (one of your own cell phone numbers) and save that as a part of your code
   b) Send a phone number over the serial line to Arduino, and check if that number is the same as your saved phone number.
   c) If the number was correct, print "Authorized" to LCD screen.
   d) If the number is incorrect, print "Unauthorized" to LCD screen

5. Find out how to control a servomotor
   c) Create code that will feature an gate that would be opened
      o When a character A (Say A for accept, and all else to fail) is sent over the serial line from the computer, the gate opens. At the same time either a LED on the Arduino board is lit, or text "Authorized" is printed on the LCD screen. LED will be lit for 5 seconds.
      o When other than A is sent, the LED blinks for a few times, or "Unauthorized" is printed on the LCD screen.

Make sure you show your results to the teacher!

If you get all these done and you still have time, ask the teacher for more things to do!