



Limited-resource

devices: Arduino

Tomás Robles

1. Introduction to Arduino







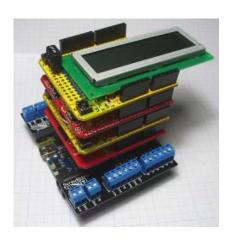


2. Arduino Board















```
sketch_mar06a | Arduino 1.8.5
         sketch_mar06a
void setup() {
 // put your setup code here, to run once:
void loop() {
 // put your main code here, to run repeatedly:
                                          Arduino Yún on /dev/cu.LightBlue-Bean
```

Module 1







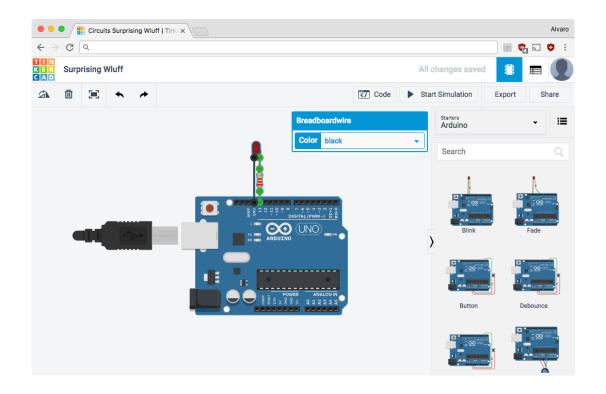
```
Blink | Arduino 1.8.5
  Blink
 Most Arduinos have an on-board LED you can control. On the UNO, MEGA and ZERO
 it is attached to digital pin 13, on MKR1000 on pin 6. LED_BUILTIN is set to
 model, check the Technical Specs of your board at:
 modified 8 May 2014
 modified 2 Sep 2016
 modified 8 Sep 2016
 by Colby Nevman
 This example code is in the public domain.
// the setup function runs once when you press reset or power the board
void setup() {
 // initialize digital pin LED_BUILTIN as an output.
 pinMode(LED_BUILTIN, OUTPUT);
// the loop function runs over and over again forever
 digitalWrite(LED_BUILTIN, HIGH); // turn the LED on (HIGH is the voltage level)
 delay(1000);
                                    // wait for a second
 digitalWrite(LED_BUILTIN, LOW); // turn the LED off by making the voltage LOW
 delay(1000);
                                    // wait for a second
                                                              Arduino/Genuino Uno on /dev/cu.LightBlue-Bean
```

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5. Arduino Simulator











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