Q) Control the LED through Arduino using C# Application. Submit the video Arduino code & C# form.

**Arduino Code:**

*const int BuiltInArduinoPin = 13;*

*int LEDState = 0;*

*void setup(){*

*pinMode(BuiltInArduinoPin, OUTPUT);*

*Serial.begin(9600);*

*}*

*void loop(){*

*char receiveVal;*

*if(Serial.available() > 0){*

*receiveVal = Serial.read();*

*if(receiveVal == '1'){*

*LEDState = 1;*

*}*

*else{*

*LEDState = 0;*

*}*

*}*

*digitalWrite(BuiltInArduinoPin, LEDState);*

*delay(50);*

*}*

**C# Form Code:**

using System;

using System.Collections.Generic;

using System.ComponentModel;

using System.Data;

using System.Drawing;

using System.IO.Ports;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

using System.Windows.Forms;

namespace WindowsFormsApp1

{

public partial class Form1 : Form

{

SerialPort port;

public Form1()

{

InitializeComponent();

this.FormClosed += new FormClosedEventHandler(Form1\_FormClosed);

if (port == null)

{

//Change the portname according to your computer

port = new SerialPort("COM3", 9600);

port.Open();

}

}

void Form1\_FormClosed(object sender, FormClosedEventArgs e)

{

if (port != null && port.IsOpen)

{

port.Close();

}

}

private void button1\_Click(object sender, EventArgs e)

{

PortWrite("1");

}

private void button2\_Click(object sender, EventArgs e)

{

PortWrite("0");

}

private void PortWrite(string message)

{

if (port != null && port.IsOpen)

{

port.Write(message);

}

}

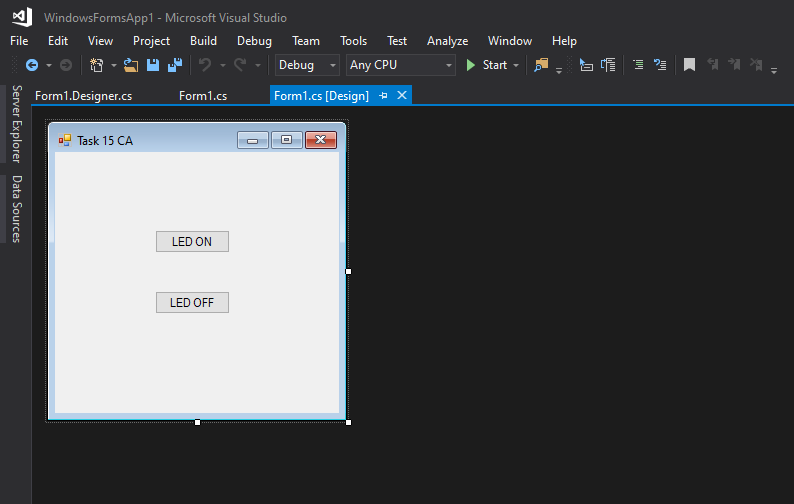
private void Form1\_Load(object sender, EventArgs e)

{

}

}

}

****