



Arduino Programming Fundamentals

Week 4: Microcontroller Programming

Programming Basics

- Languages are made up of several fundamental elements like verbs, nouns, adjectives, etc.
- Programming languages are the same way, except with:
 - Data types
 - Variables
 - Basic operations
 - Conditional statements
 - Loops
 - Functions

Data types

- Tells of the type of data

Data Type	Example
Int	333
Float	0.003
Long	3333333333333
Char	K
String	Hello, World!
Bool	TRUE, FALSE

Variables

- Names that you give the microcontroller to store values in
- Variables must be declared before they are used
- Variables can be reassigned many times, but only need to be declared once
- Variables should have names that describe their content
- You need to declare the data type before the variable name



2 yr



6 yr



20 yr

Int CAT = 2

Int DOG = 6

Int CRAB = 20

String CAT_SOUND = "MEOW"

String DOG_SOUND = "WOOF"

Basic Operations

- Operations tells the microcontroller to perform some mathematical, relational, or logical operation
- Arithmetic Operators

Operator	Meaning
+	Addition
-	Subtraction
*	Multiplication
/	Division
%	Modulus (Remainder of Division)
++	[plus] +1 (ex: x = 1; x++; now x=2)
--	[minus] -1 (ex: x = 1; x--; now x=0)
+=	Increment by some # (x+=5 → x=x+5)
-=	Decrement by some # (x-=5 → x=x-5)

Basic Operations

- Relational Operators (useful for conditional statements!)

Operator	Meaning
==	Is equals to
!=	Is not equals to
>	Greater than
<	Less than
>=	Greater than or equal to
<=	Less than or equal to

= (1 equals sign) is an assignment operator. It assigns values to variables

Basic Operations

- Logical Operators (useful for conditional statements!)

Operator	Meaning
&&	AND
	OR
!	NOT

- Helps make decisions.

Conditional Statements

- Let you take actions based on if a condition is met or not
- You can also have nested conditional statements
- Pseudo code example:

if (button == ON)

 turn LED on

else

 turn LED off

Else is all the other conditions that aren't mentioned. In this case it is button == OFF

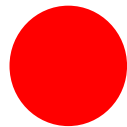
Conditional Statements

- You can have multiple 'if' checking statements, with else if!

Pseudocode example:

if (button1 == ON)

 make led red



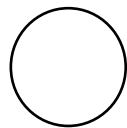
else if (button2 == ON)

 make led blue



else

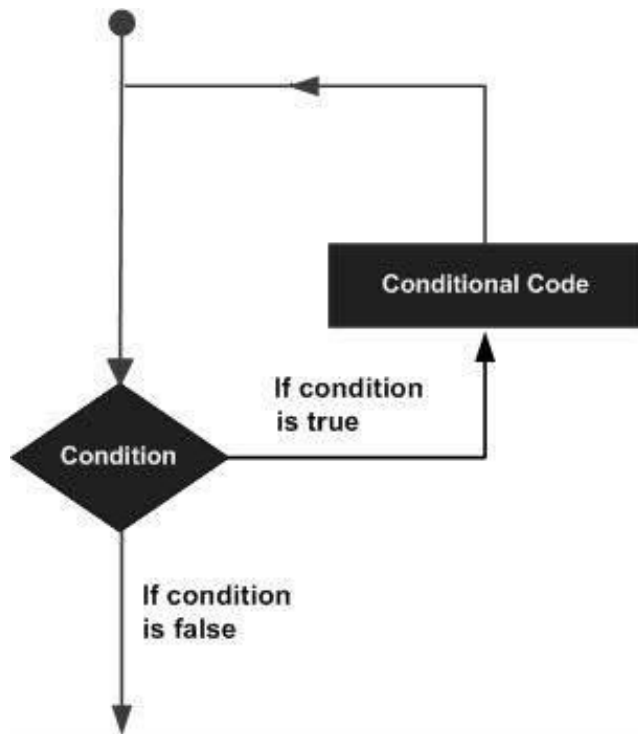
 turn led off



Loops

- Loops are useful for executing lines of code multiple times
- Say I want to add the number 1-9 to 10.
- Hard coding it:
 - 10+1
 - 10+2
 - 10+3
 - ... boring
- With a loop
 - For number = 1 thru 9
 - 10 + number

For loop



```
for (int x=1; x<10 ;x++){  
    Serial.println(x);  
}
```

For (my iterative variable; my condition; go to the next case) {

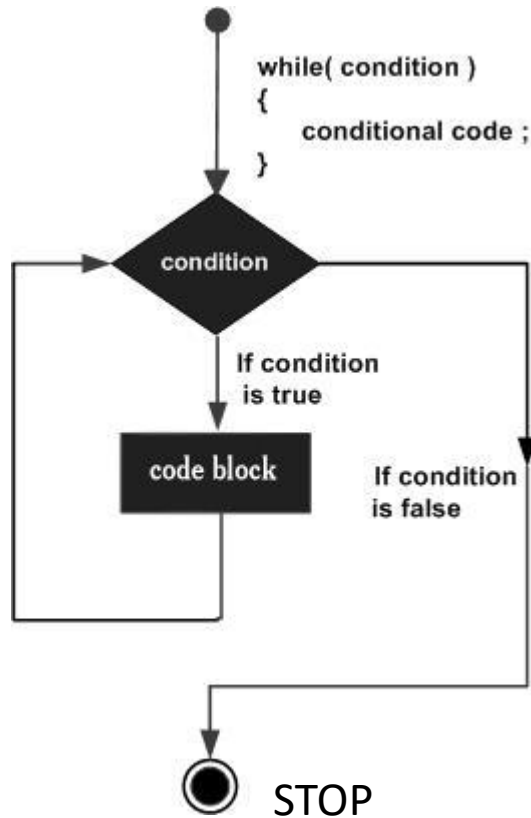
DO SOMETHING

}

OUTPUT

1
2
3
4
5
6
7
8
9

While loop

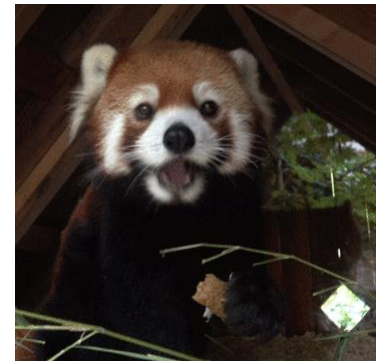


```
int x = 0;
while(x<5){
    Serial.println("RED PANDAS ARE THE BEST");
    x++;
}
```

While (condition){
DO THIS UNTIL THE
CONDITION IS NO LONGER TRUE
}

OUTPUT

RED PANDAS ARE THE BEST
RED PANDAS ARE THE BEST
RED PANDAS ARE THE BEST
RED PANDAS ARE THE BEST
RED PANDAS ARE THE BEST



Functions

- A block of reusable code
- Allows for non-redundant code

```
1  int slope = 2;
2  int time = 3;
3  int intercept = 1;
4  int value;
5
6  void setup() {
7      // put your setup code here, to run once:
8      Serial.begin(9600);
9      value = slopeCalc(slope,time,intercept);
10     Serial.println(value);
11 }
12
13 void loop() {
14     // put your main code here, to run repeatedly:
15 }
16
17 int slopeCalc(int m,int x, int b){
18     int y;
19     y = m*x + b;
20     return y;
21 }
```



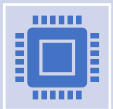
What is Arduino?



Open source platform of hardware and software



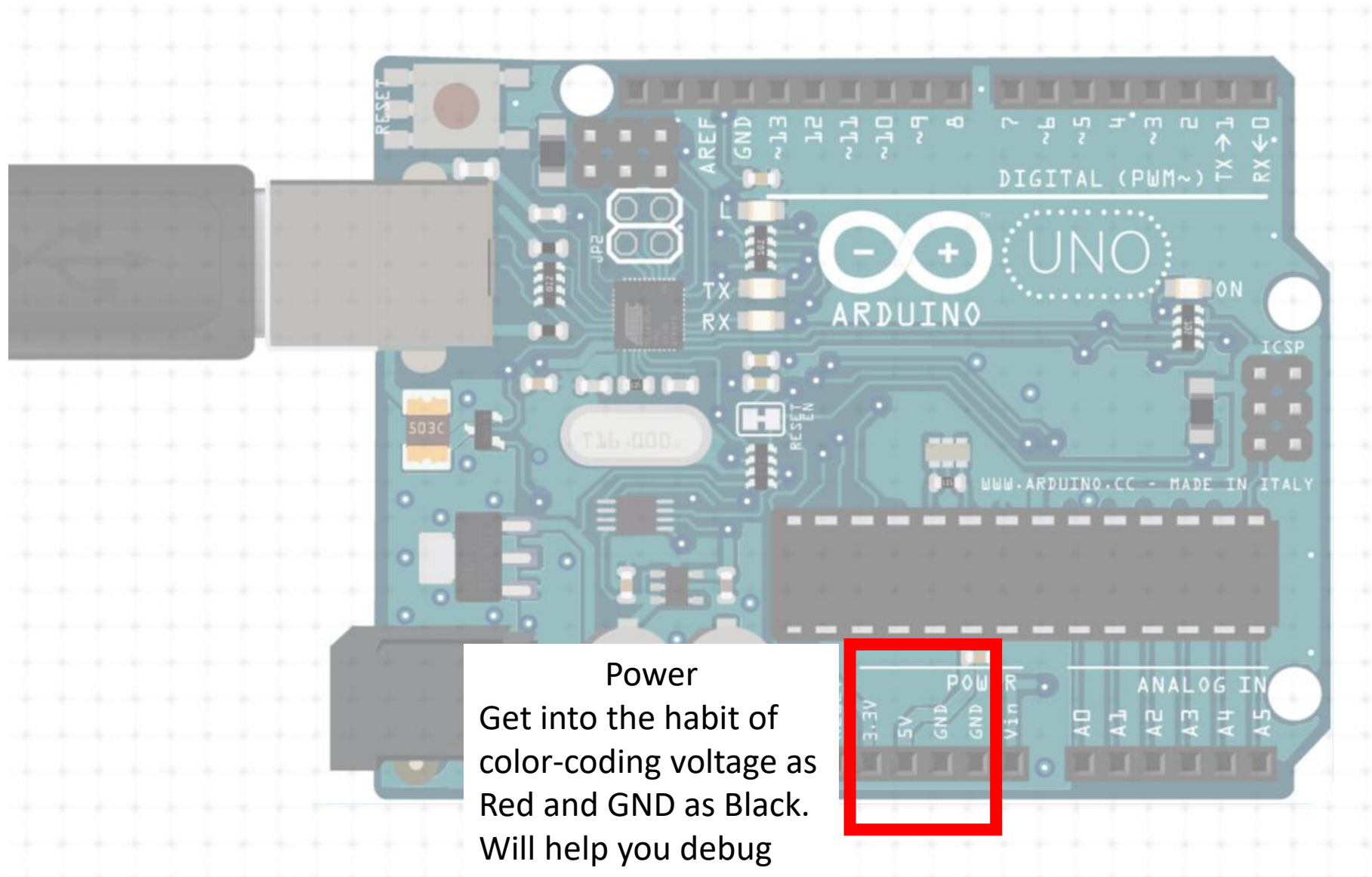
Arduino UNO → accessible microcontroller



Microcontroller → like a mini-computer that can take inputs, perform outputs, store a bit of data



Uses a modified version of C/C++

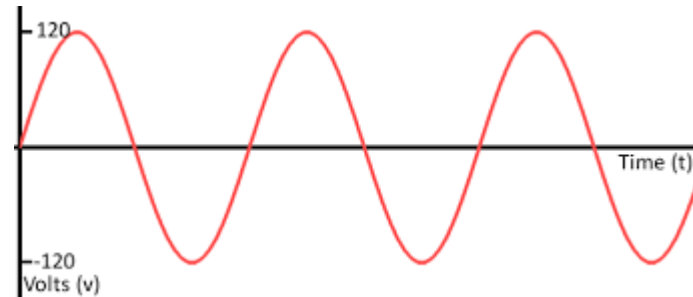


Power

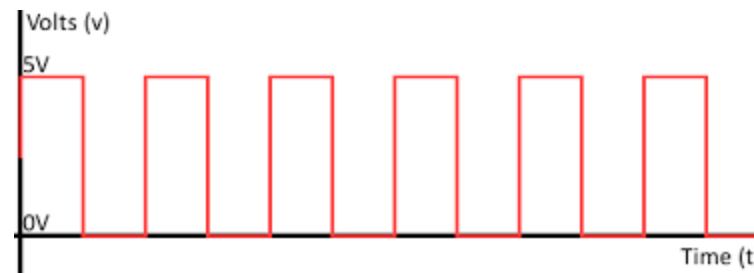
Get into the habit of color-coding voltage as Red and GND as Black. Will help you debug circuits.

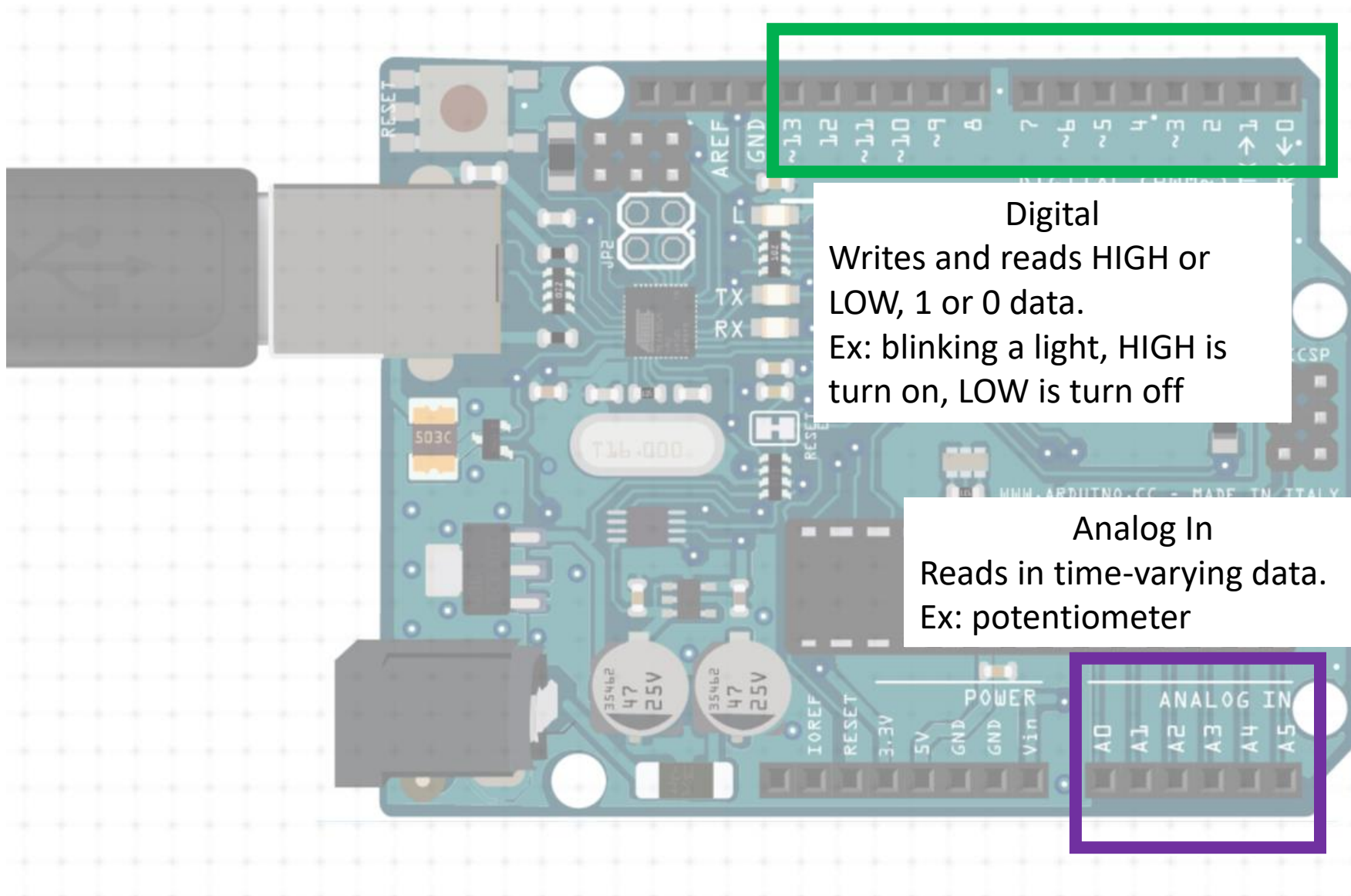
Analog vs. Digital Signals

- Analog → data that continuously and infinitely varies over time
- Ex: radio waves, sound waves.



- Digital → data that has discrete values, can only take one value from a finite set of possible values at a given time
- Ex: Binary signal





Digital

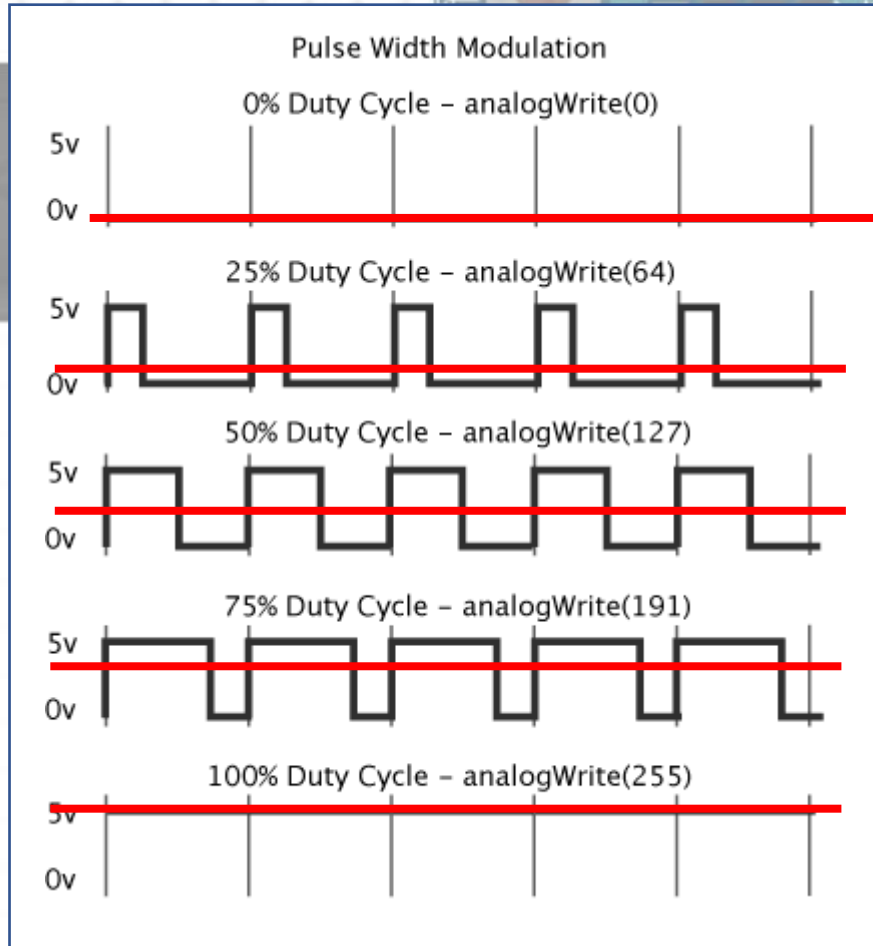
Writes and reads HIGH or LOW, 1 or 0 data.

Ex: blinking a light, HIGH is turn on, LOW is turn off

Analog In

Reads in time-varying data.

Ex: potentiometer



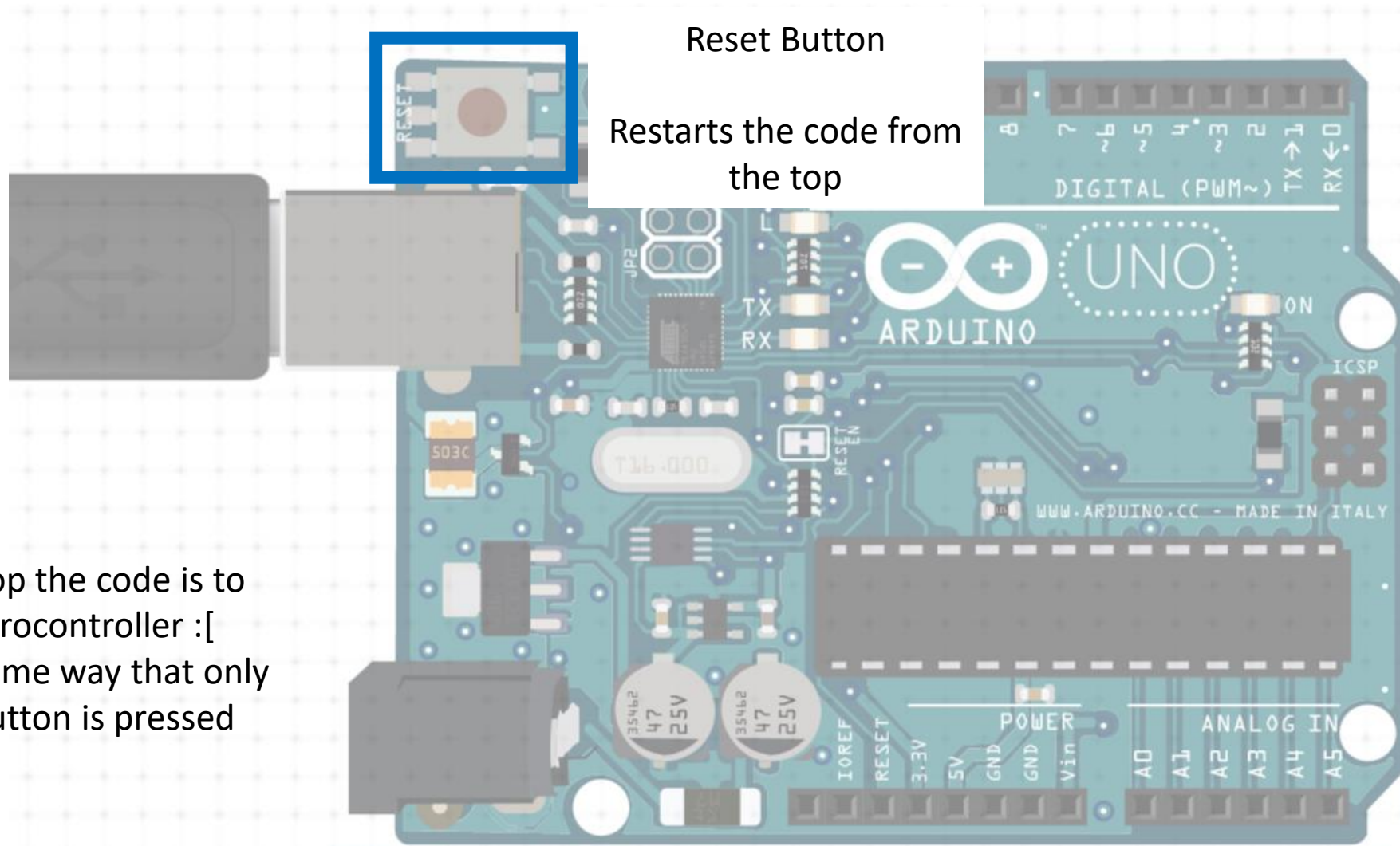
Squiggly Lines

PWM, Pulse Width Modulation

Technique to get analog results from digital signal

By manipulating the time the signal spends in HIGH and LOW

- Examples of use:
- Dimming a LED
 - Variable speed control



Reset Button

Restarts the code from
the top

Only way to stop the code is to
unplug the microcontroller :[
Or code it in some way that only
runs when a button is pressed

Arduino IDE

Environment where you write your code, upload code, and monitor outputs and inputs with a Serial Monitor

etch_sep26a | Arduino IDE 2.1.1

Edit Sketch Tools Help

→ Arduino Uno

sketch_sep26a.ino

```
void setup() {  
  // put your setup code here, to run once:  
}  
  
void loop() {  
  // put your main code here, to run repeatedly:  
}
```

Whatever you code, the 'sketch' has to have the **void setup and void loop**; AND ONLY ONE OF EACH
If you don't, Arduino will be angry

Usual Code Structure

Initialize libraries and
variables

What's a library?

Software designed to add
functionality to your programs

Code that only gets run
once. Start the serial
monitor, declare pins, etc.

Code that you want to run
over and over. Reading
input sensors, outputting
actions, etc.

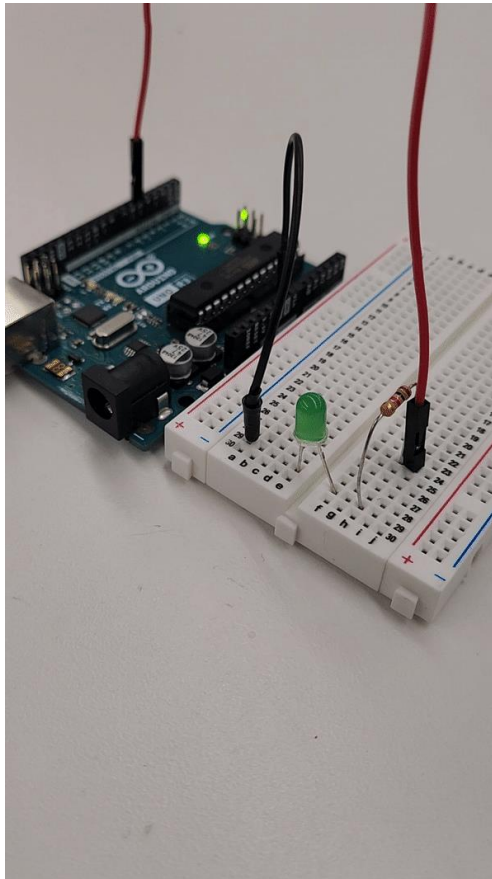
```
1  #include library
2
3  int value;
4  int buttonPin = 3;
5  String message = "Hello World";
6
7  void setup() {
8      // put your setup code here, to run once:
9      Serial.begin(9600);
10     pinMode(buttonPin, INPUT);
11     Serial.println(message);
12 }
13
14 void loop() {
15     // put your main code here, to run repeatedly:
16     value = digitalRead(buttonPin);
17     Serial.println(value);
18 }
```

LET'S CODE

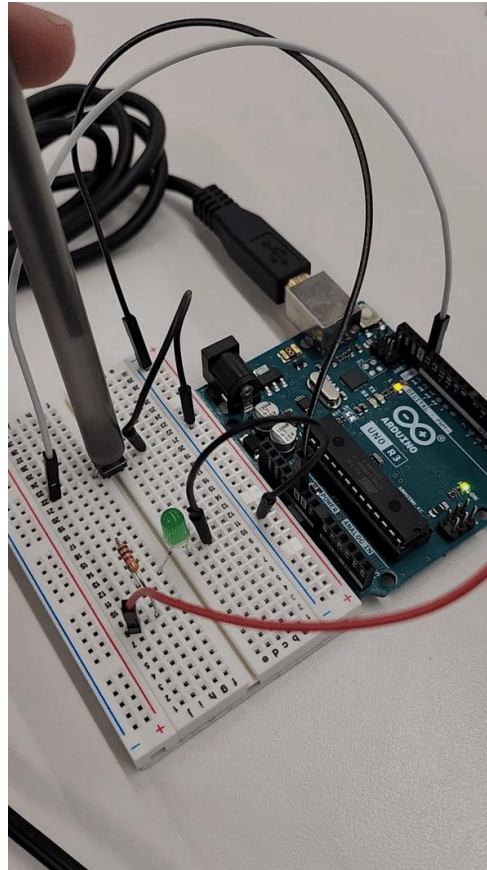


Coding Examples

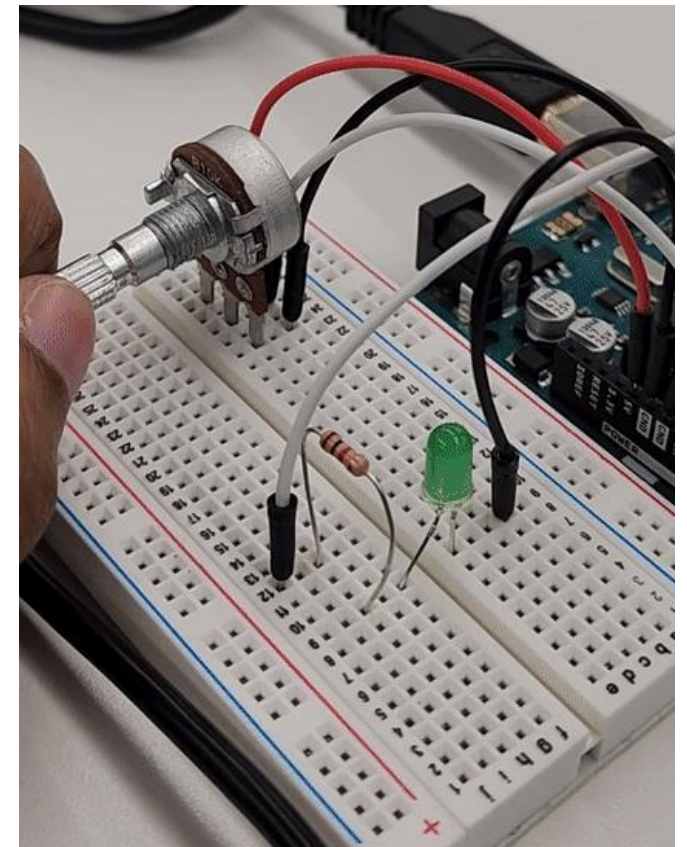
Blinking LED



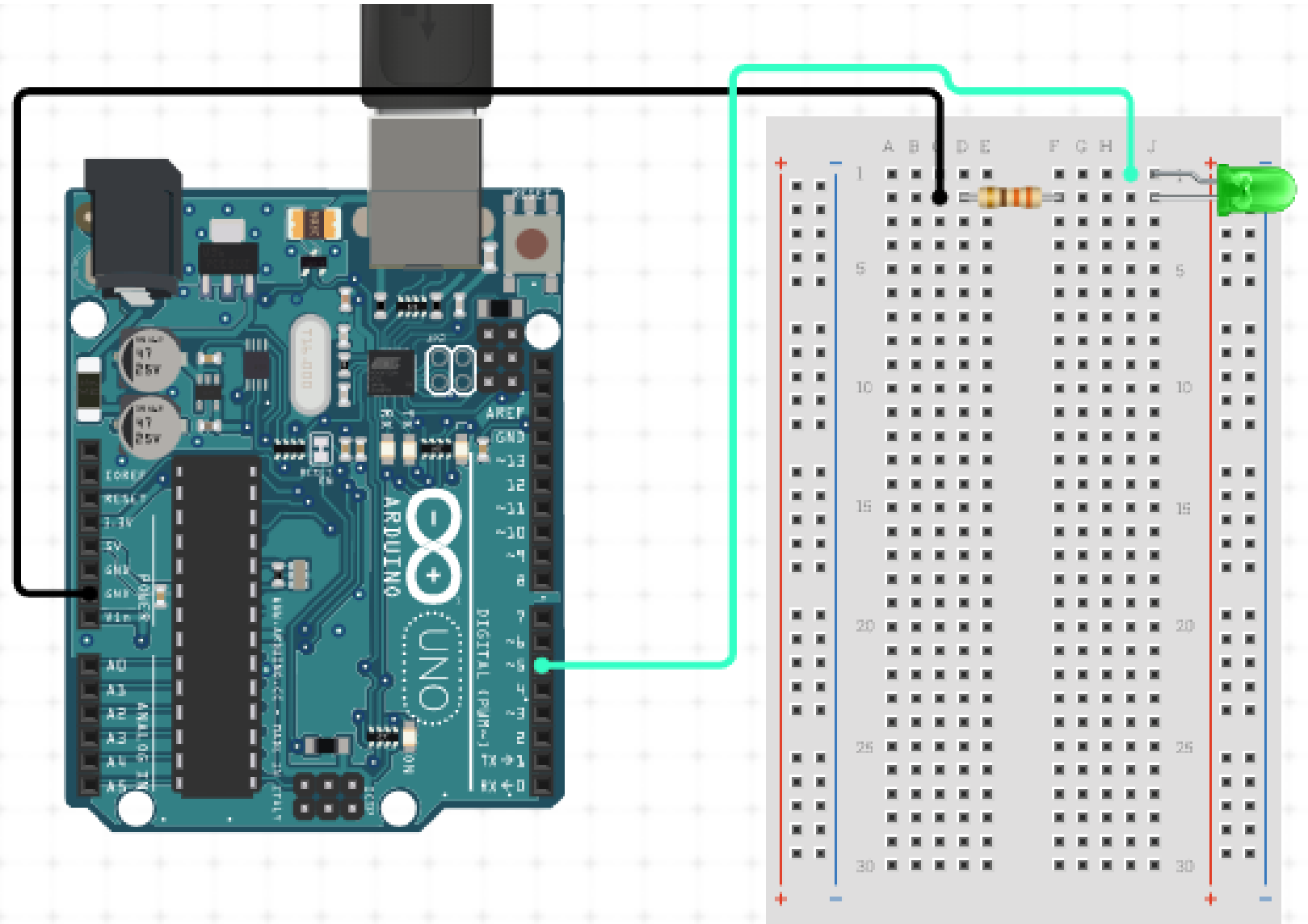
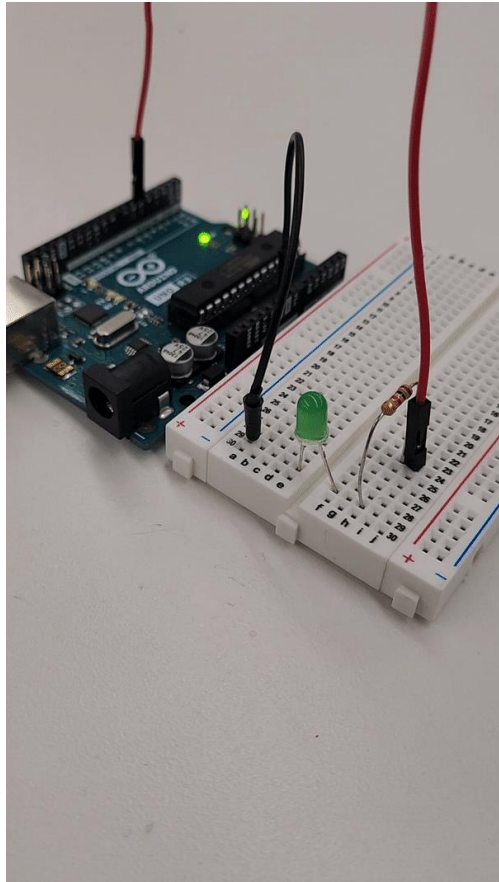
Button Control



Potentiometer Control



Blinking LED



Code Blinking LED

```
int ledPin = 5;
int onTime = 500; //milliseconds
int offTime = 100; //milliseconds

void setup() {
    // put your setup code here, to run once:
    pinMode(ledPin, OUTPUT);
}

void loop() {
    // put your main code here, to run repeatedly:
    digitalWrite(ledPin, HIGH); //turn on
    delay(onTime);
    digitalWrite(ledPin, LOW); //turn off
    delay(offTime);
}
```

Buttons/Switches

PULL_UP Resistor vs PULL_DOWN Resistor

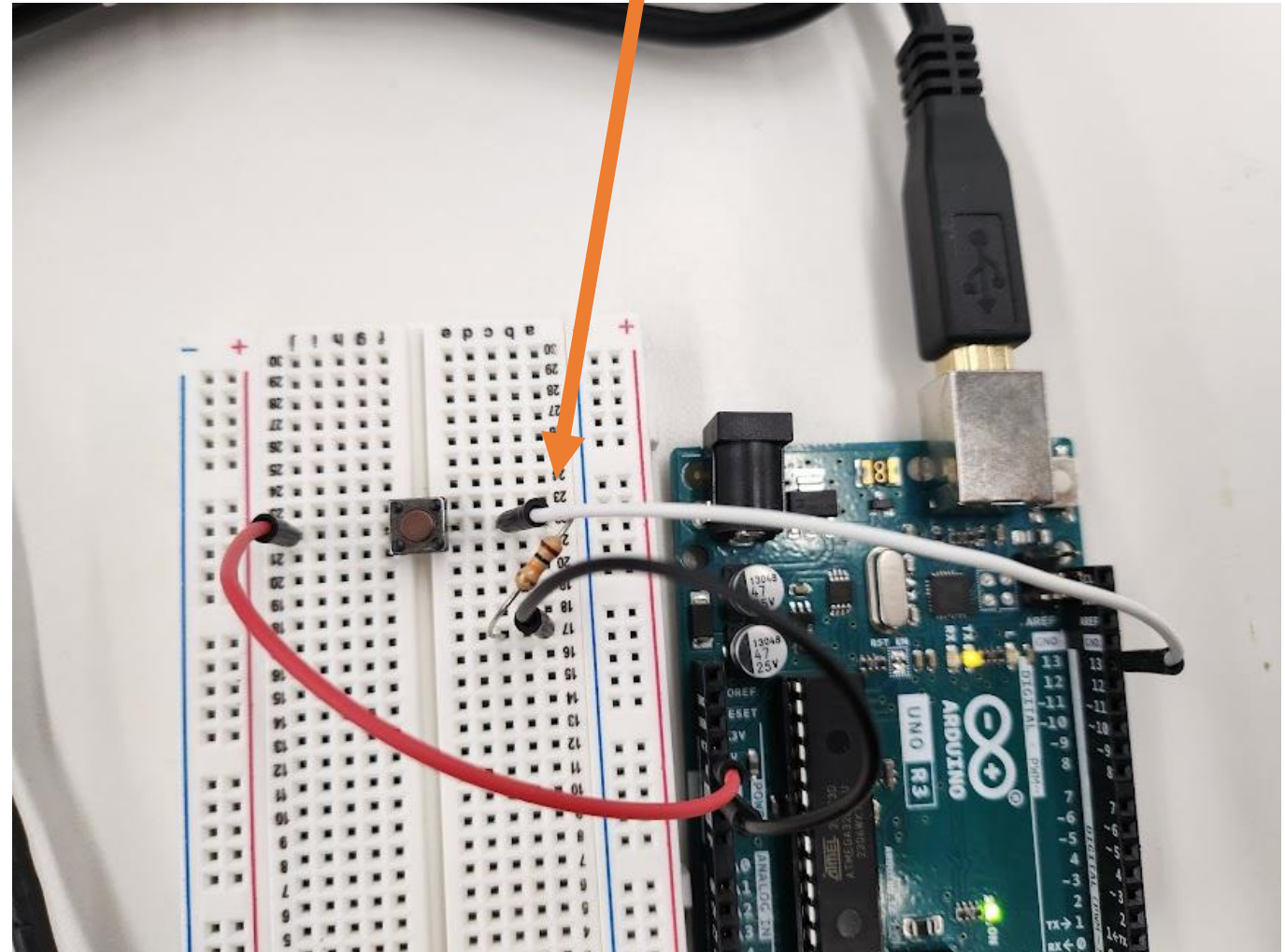
Let's first make a pull-down resistor

When the button is NOT pressed, the value that the pin reads is LOW

The 10kOhm resistor is in between the reading pin and GND

Let's code!

Note that the resistor is on the GND side



Code Button

```
int buttonPin = 13;
int val;

void setup() {
  // put your setup code here, to run once:
  Serial.begin(9600);
  pinMode(buttonPin, INPUT);
}

void loop() {
  // put your main code here, to run repeatedly:
  val = digitalRead(buttonPin);
  Serial.println(val);
}
```

Button/Switches

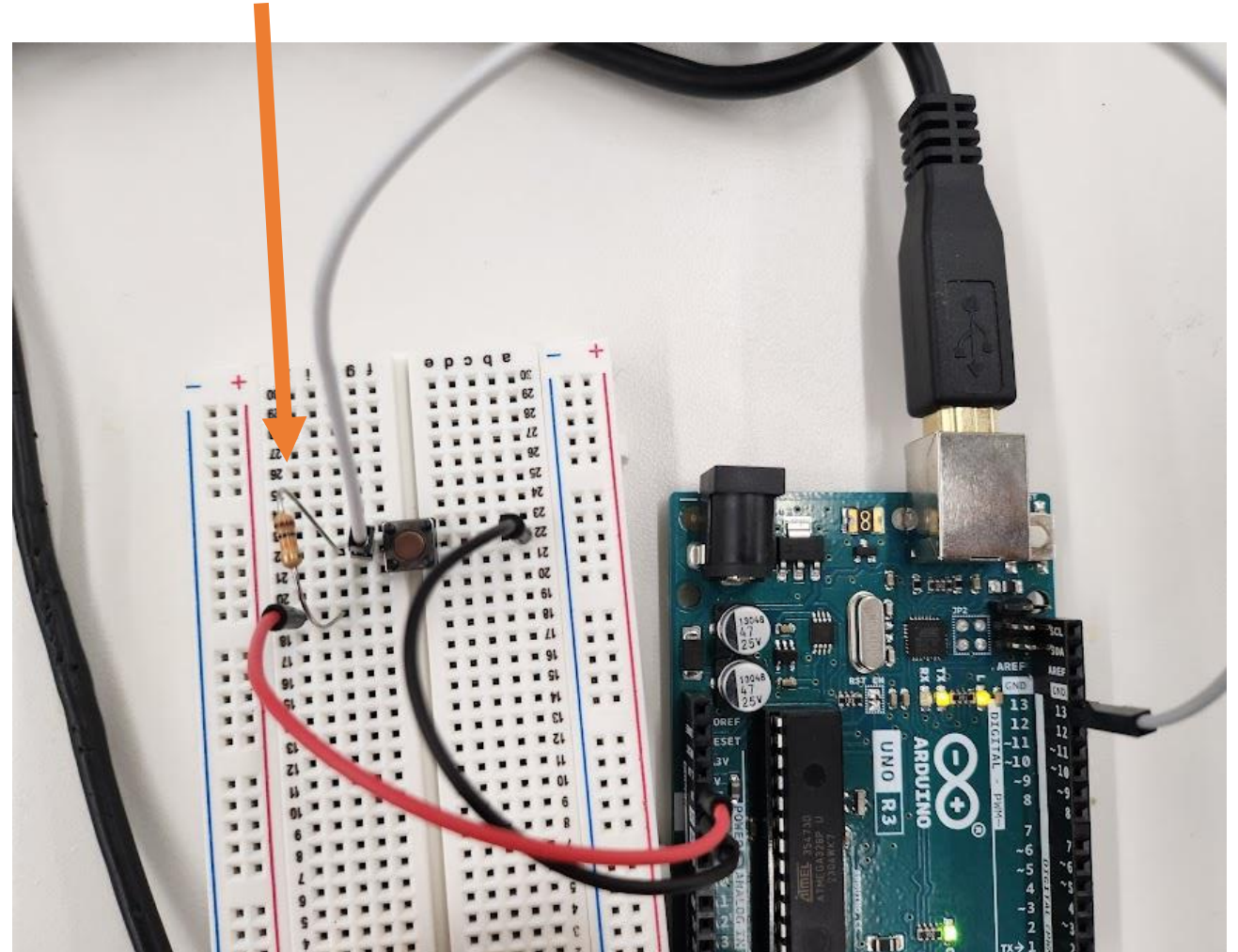
Now make a pull-up resistor

When the button is NOT pressed, the value that the pin reads is HIGH

The 10kOhm resistor is in between the reading pin and POWER (5V/3.3V)

Notice no need to change the code

Note that the resistor is on the Power side

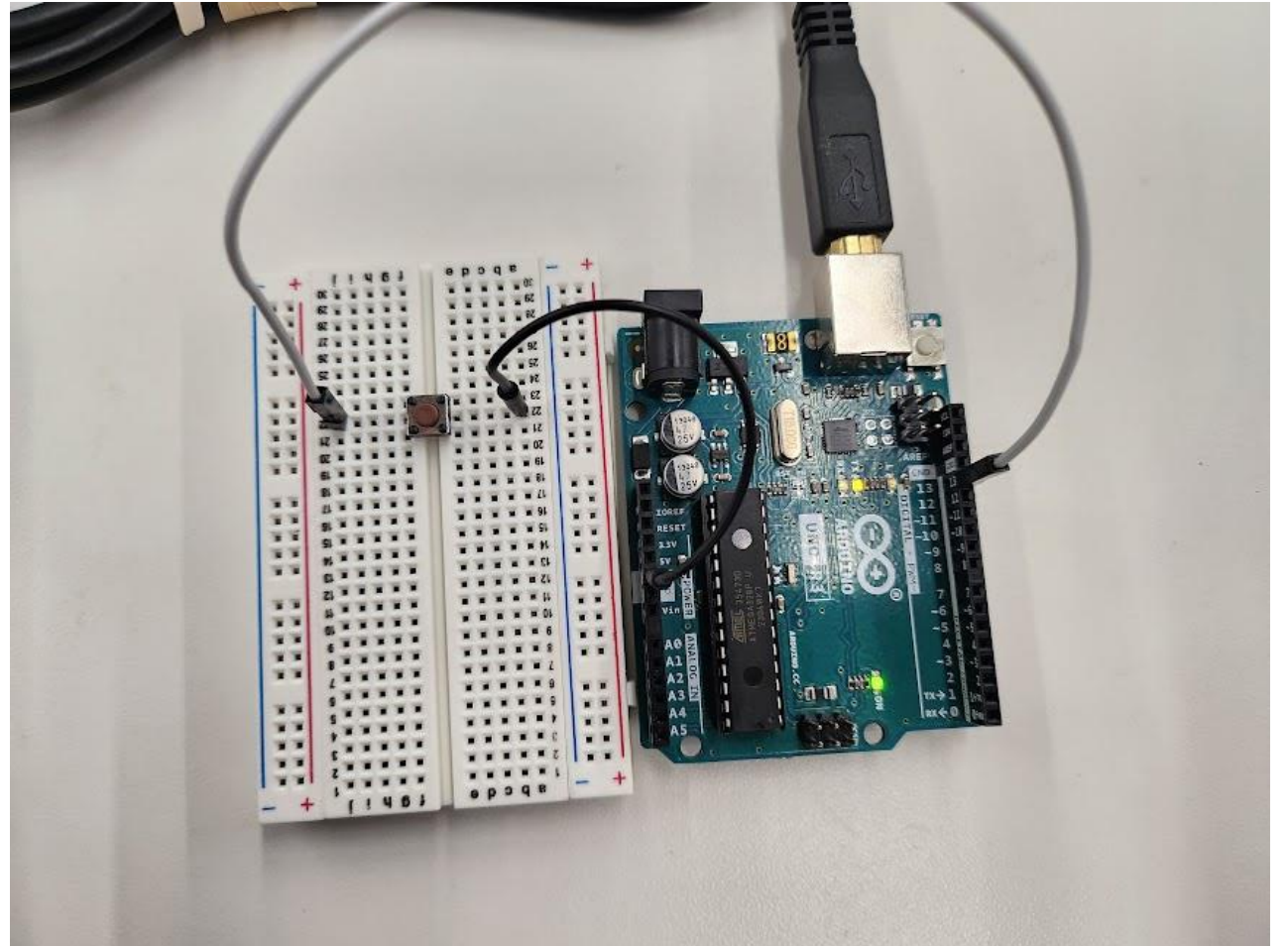


Button/Switches

Arduino pins have an internal pull-up resistor.

```
pinMode(buttonPin, INPUT_PULLUP);
```

So, we can make a button circuit without the physical resistor!



Code

Button

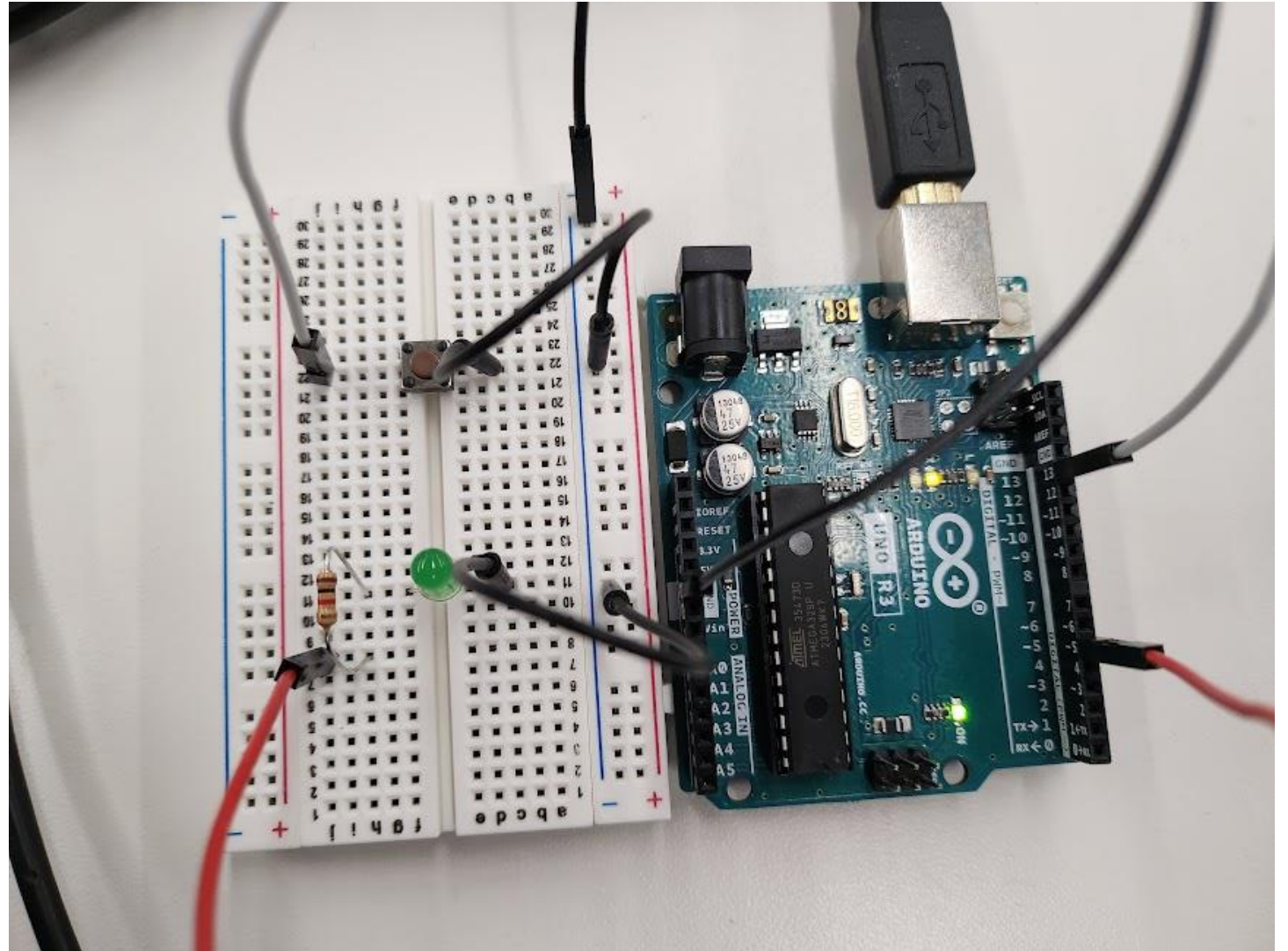
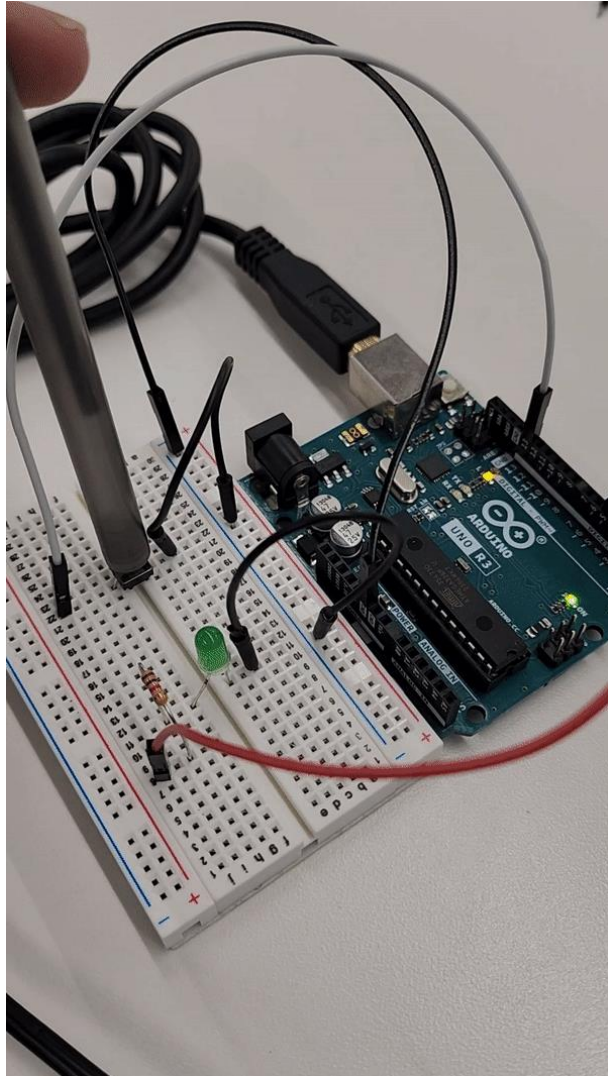
Input Pullup

```
int buttonPin = 13;
int val;

void setup() {
    // put your setup code here, to run once:
    Serial.begin(9600);
    pinMode(buttonPin, INPUT_PULLUP);
}

void loop() {
    // put your main code here, to run repeatedly:
    val = digitalRead(buttonPin);
    Serial.println(val);
}
```

Button Control LED



Code

Button Control

LED

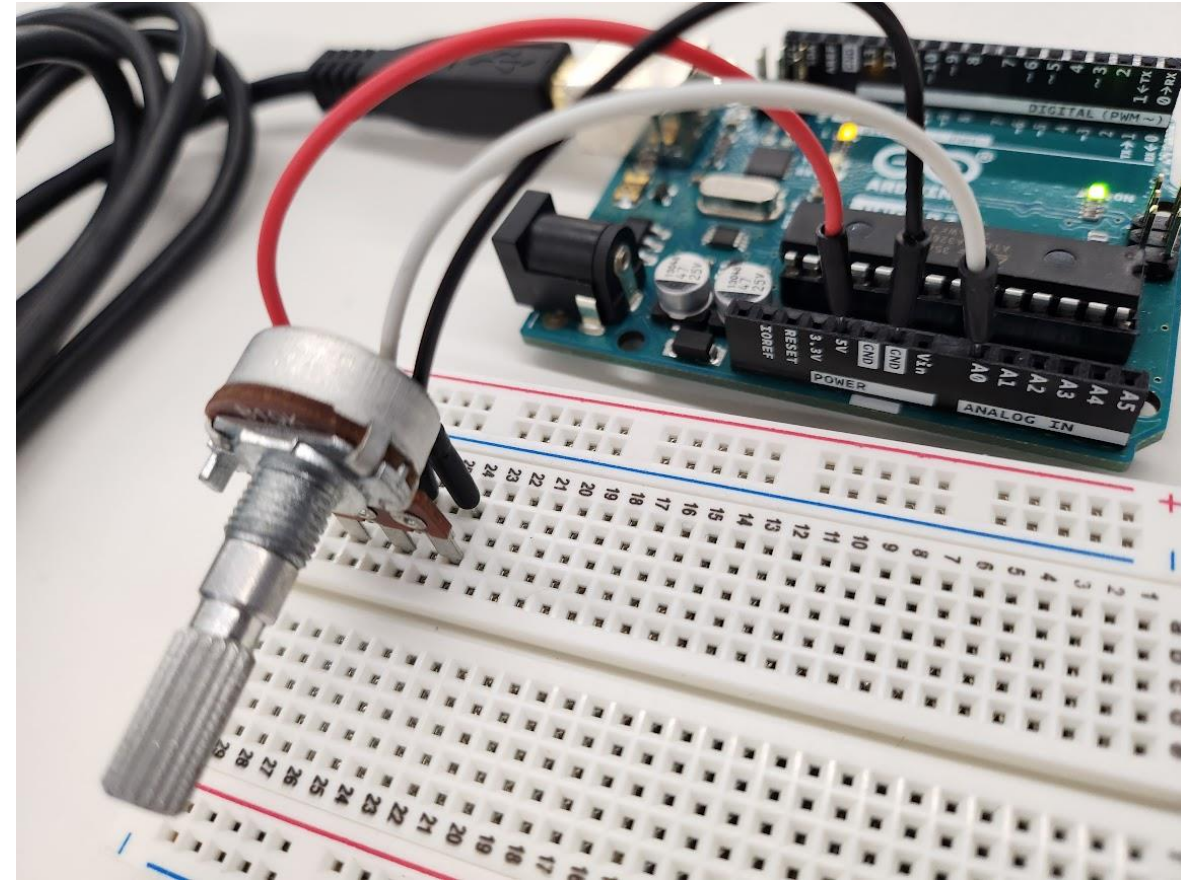
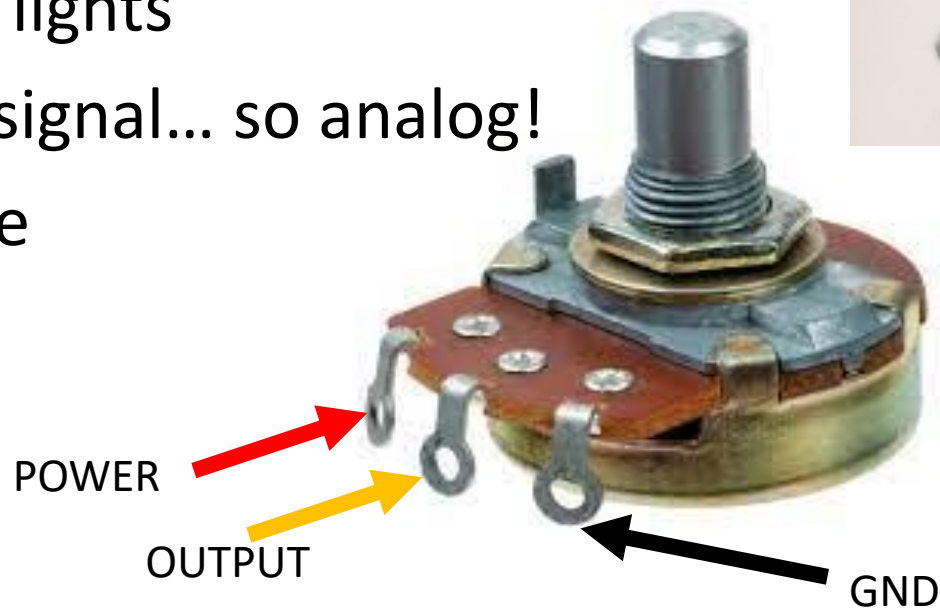
```
int ledPin = 5;
int buttonPin = 13;
int val;

void setup() {
    // put your setup code here, to run once:
    pinMode(ledPin, OUTPUT);
    pinMode(buttonPin, INPUT_PULLUP);
}

void loop() {
    // put your main code here, to run repeatedly:
    val = digitalRead(buttonPin);
    if(val == LOW){
        digitalWrite(ledPin, HIGH);
    }
    else{
        digitalWrite(ledPin, LOW);
    }
}
```

Potentiometer

- A variable resistor. By turning the knob you vary the resistance which in turn varies the amount of voltage allowed through.
- Can be useful for speed control, dimming lights
- Variable signal... so analog!
- Let's code



Code

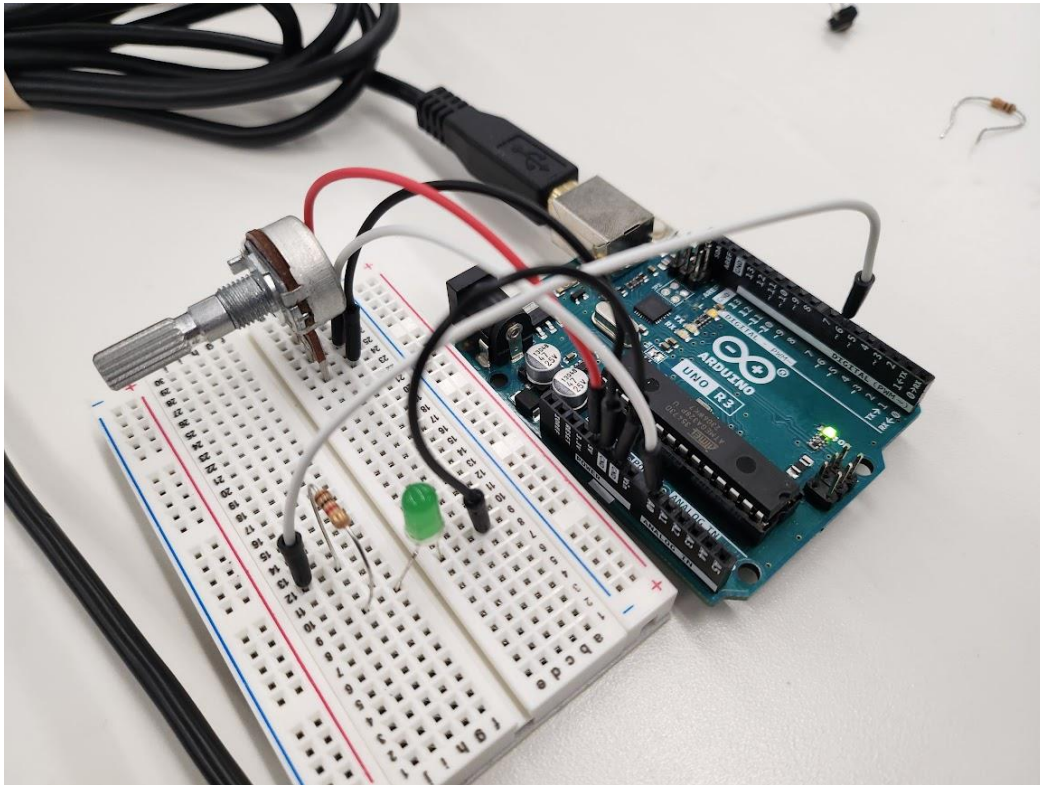
Potentiometer

```
int potPin = A0;
int potVal;

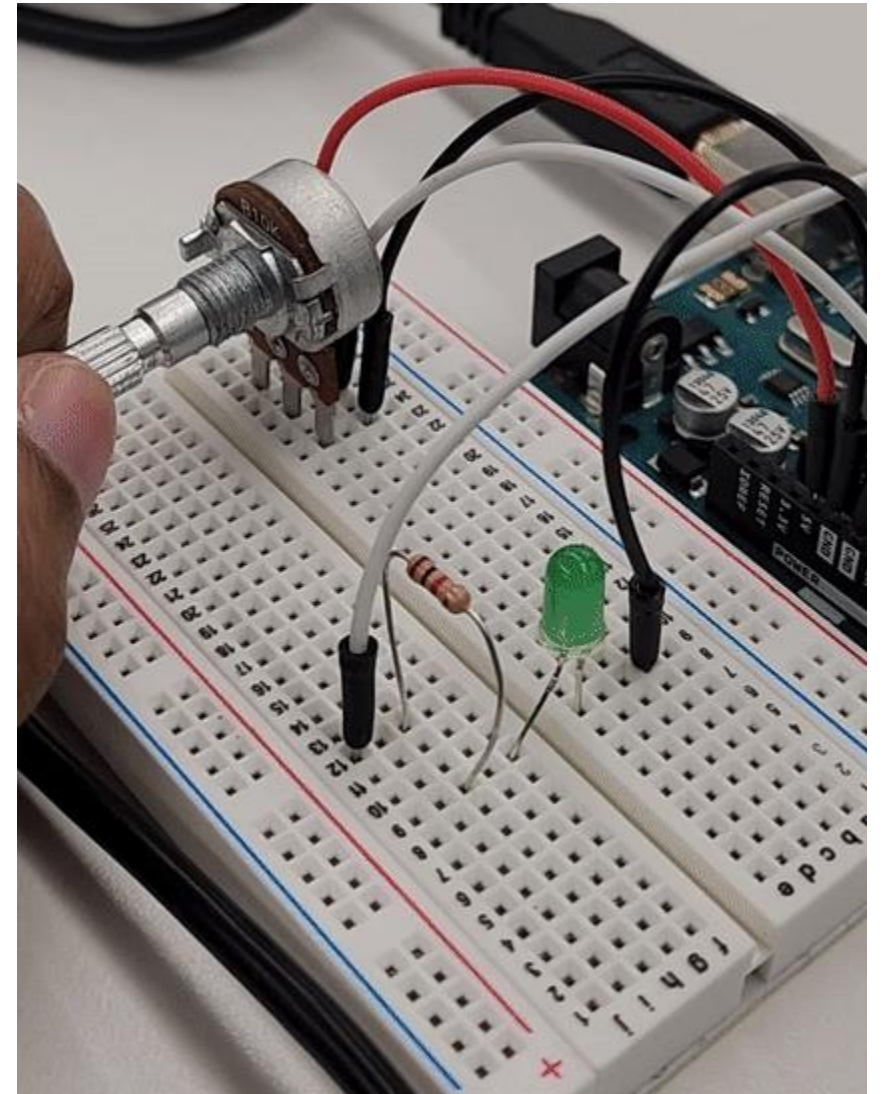
void setup() {
    // put your setup code here, to run once:
    Serial.begin(9600);
    pinMode(potPin, INPUT);}

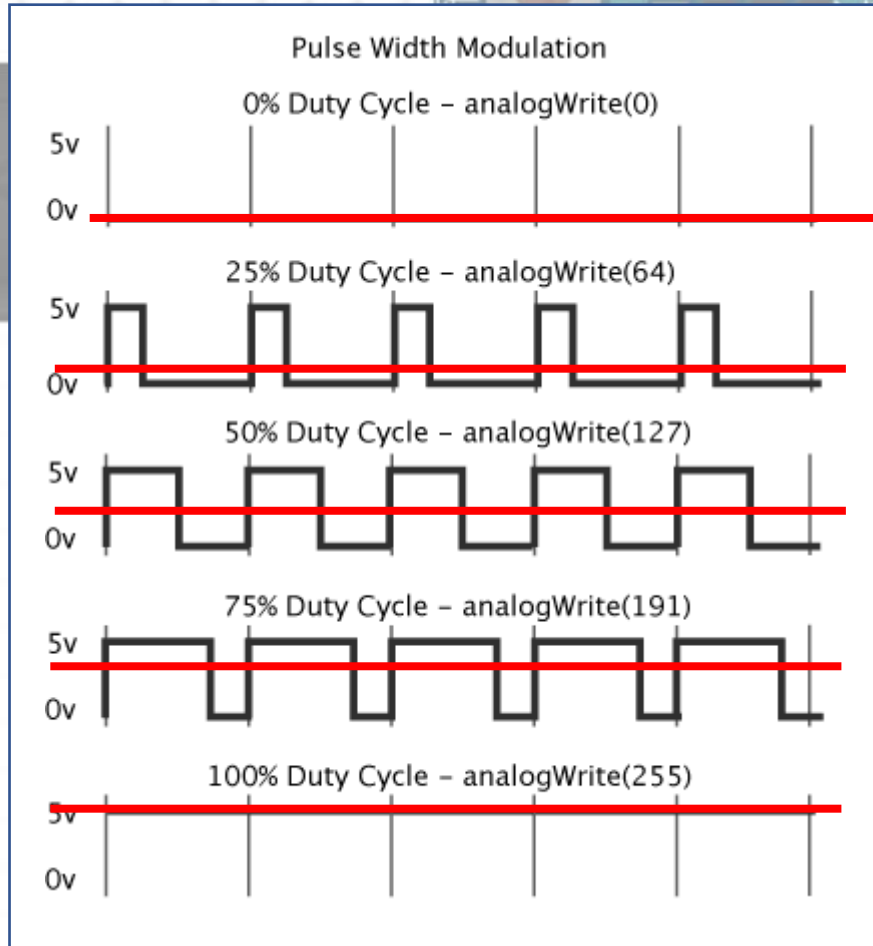
void loop() {
    // put your main code here, to run repeatedly:
    potVal = analogRead(potPin);
    Serial.println(potVal);
}
```

Potentiometer Control LED



Remember PWM signals?





Squiggly Lines

PWM, Pulse Width Modulation

Technique to get analog results from digital signal

By manipulating the time the signal spends in HIGH and LOW

- Examples of use:
- Dimming a LED
 - Variable speed control

Mapping Values

Arduino has an `analogRead` range from 0 to 1023, and an `analogWrite` range only from 0 to 255

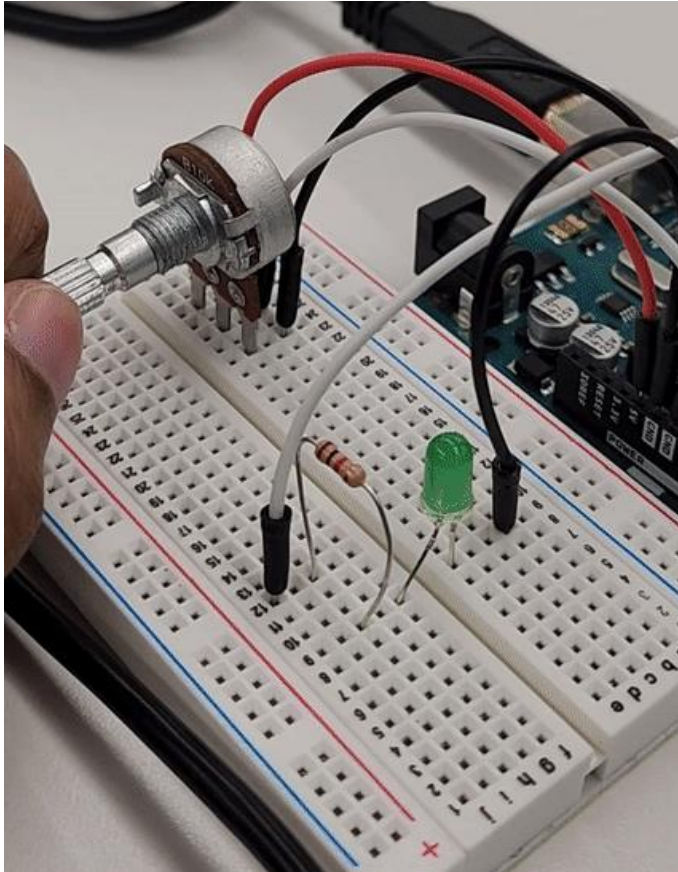
Potentiometer has range of 0 to 1023

LED has range of 0 to 255

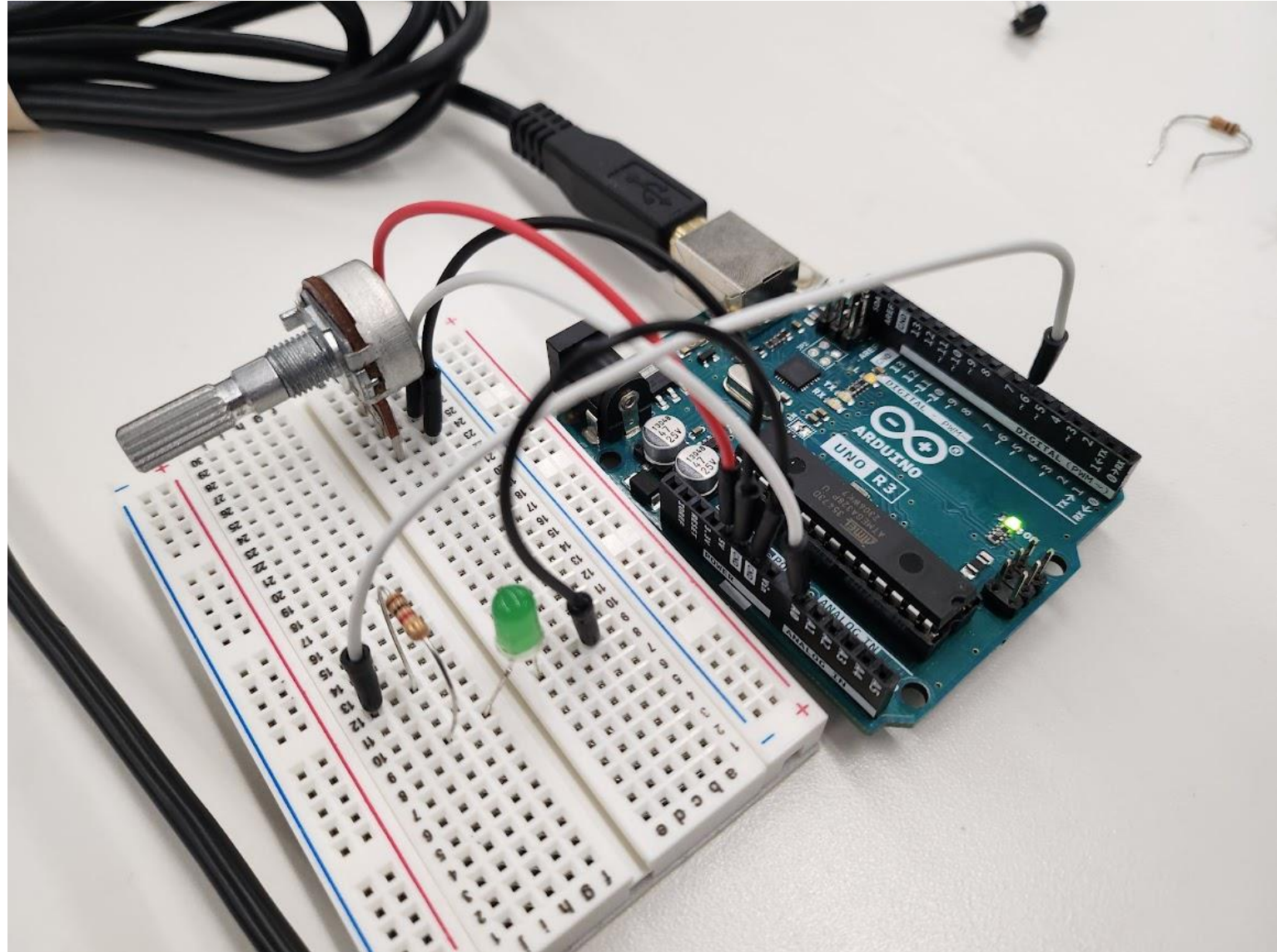
Need to map the values 0 to 1023 to 0 to 255

`map(val I want to map, [lowerB, upperB] of the initial, [lowerB, upperB] of the final`

Potentiometer Control LED



Let's code



Code

Potentiometer

Control LED

```
int potPin = A0;
int potVal;
int ledPin = 6;
int ledVal;

void setup() {
    // put your setup code here, to run once:
    Serial.begin(9600);
    pinMode(potPin, INPUT);
    pinMode(ledPin, OUTPUT);
}

void loop() {
    // put your main code here, to run repeatedly:
    potVal = analogRead(potPin);
    //Serial.println(potVal);
    ledVal = map(potVal, 0, 1023, 0, 255);
    analogWrite(ledPin, ledVal);
}
```


Sources

- [Computer Programming Tutorial \(tutorialspoint.com\)](http://tutorialspoint.com)
- [Learn | Arduino Documentation](#)
- [PS70: Introduction to Digital Fabrication \(nathanmelenbrink.github.io\)](http://nathanmelenbrink.github.io)

