I learned about the architecture of Arduino microcontroller and basic programming concepts, including input/output operations and control structures. I faced difficulty initially in understanding syntax and debugging errors in my code, but with practice and experimentation. I gradually overcame these challenges.

or

In this practical session, students explored Arduino architecture and basic programming. They learned to use the Arduino IDE, connect Arduino UNO to the system, and execute experiments such as working with LEDs and reading temperature/humidity values. They also experimented with Bluetooth connections for data transmission to mobile apps. This session laid the groundwork for understanding Arduino's role in IoT projects.