

Arduino → INPUTS



# Midterm

- Start thinking about your midterm project!
- You can combine!
- First Project Workshop Coming soon!



# Github?!

- Where is your github link?



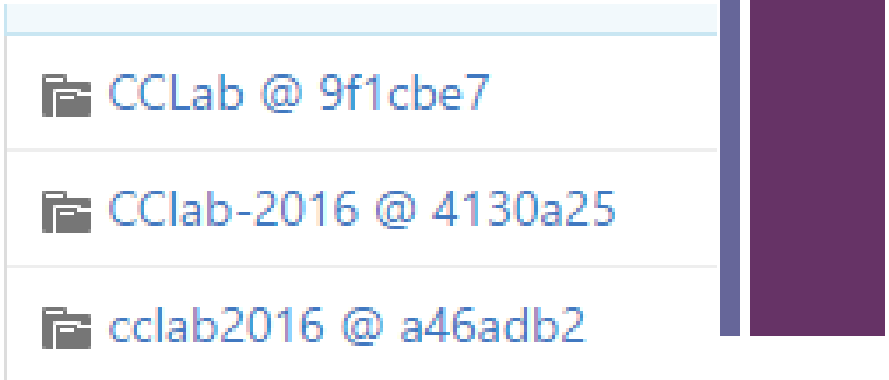
# What is a submodule?!

- A submodule allows you to keep another Git repository in a subdirectory of your repository. The other repository has its own history, which does not interfere with the history of the current repository. This can be used to have external dependencies such as third party libraries for example.
- Basically it is a snapshot of a repo.

<https://git-scm.com/docs/git-submodule>



# What does it look like?



- 📁 CCLab @ 9f1cbe7
- 📁 CClab-2016 @ 4130a25
- 📁 cclab2016 @ a46adb2

■ Name @ commit hash



# Adding a submodule

■ `git submodule add <repo link>`



# How do I remove it?

- `git rm the_submodule`
- `rm -rf .git/modules/the_submodule`

<http://stackoverflow.com/questions/1260748/how-do-i-remove-a-submodule>



# Naming is important

- Try a better naming method
- Change your homework repo name
- Try “<YourName>\_CClab\_2016”

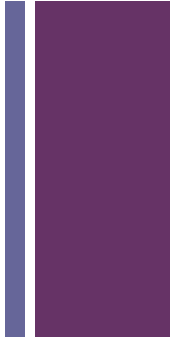




+

Arduino





# What is an INPUT?

- An input device is a peripheral, component, or hardware equipment used to provide data and control signals to an information processing system such as a computer or information appliance.

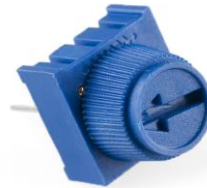
# + Examples



Button



Big Button



Potentiometer



Knob



Switch



Keypad



Switch



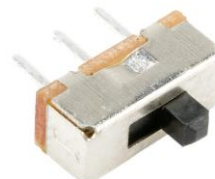
5 way switch



Knob



Arcade Button



Switch



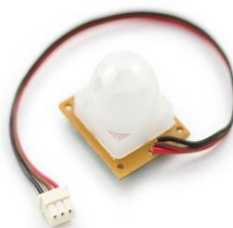
Potentiometer



Pulse



Gas



Motion



Pressure



pH



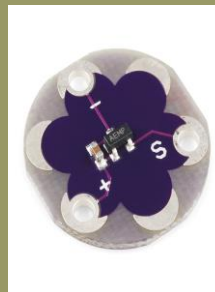
Photocell



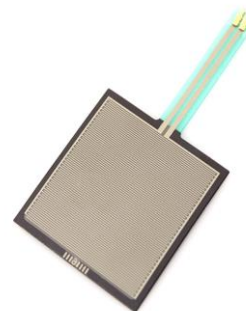
Range Finder



Barometric  
Pressure



Temperature



Force



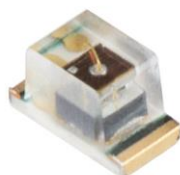
Flex



Color



Humidity



Light



Force



Single Axis  
Accelerometer



# INPUTS

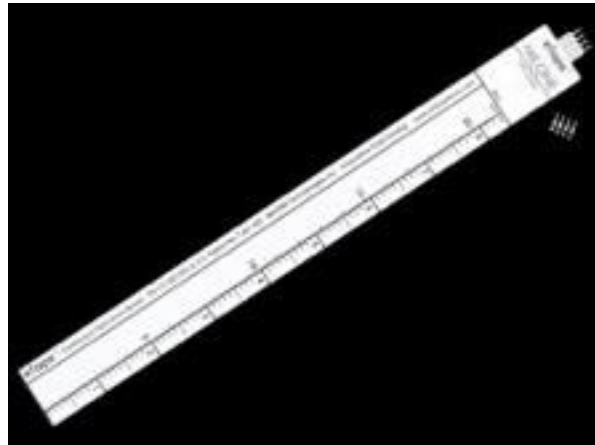
**GAME CONTROLLERS**



**SOIL TEMP / MOISTURE**



**TOUCHSCREEN**



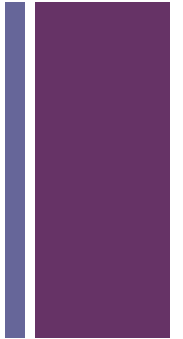
**LIQUID LEVELS**



**LIQUID FLOW METERS**



**FINGERPRINT**



## Digital \_ Switch



**State: 0 or 1**

## Analog-LDR



**Range: 0 or 1023**



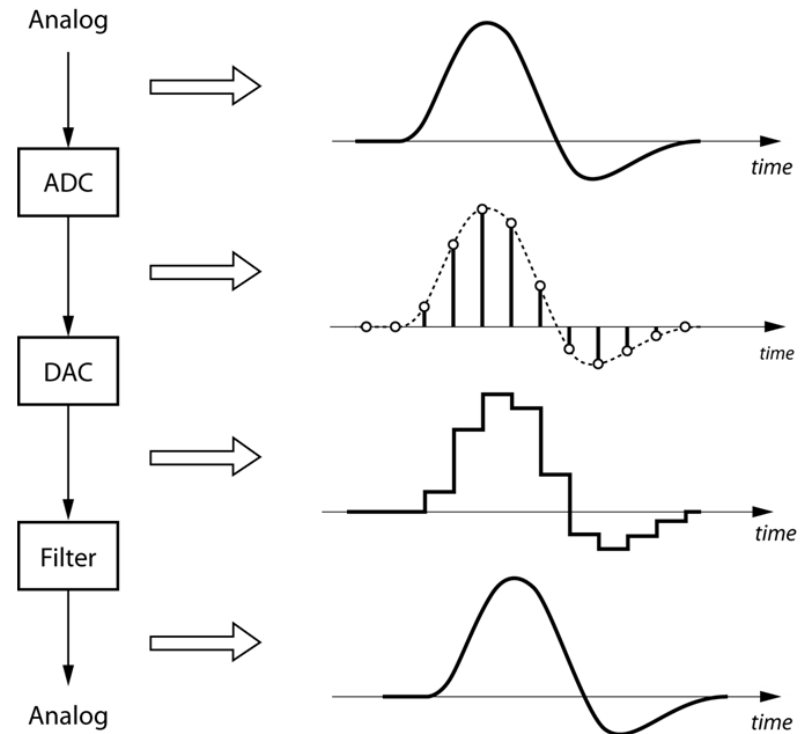
# Analog vs. Digital Input



**Analog Signal**



**Digital Signal**





# Digital Pins



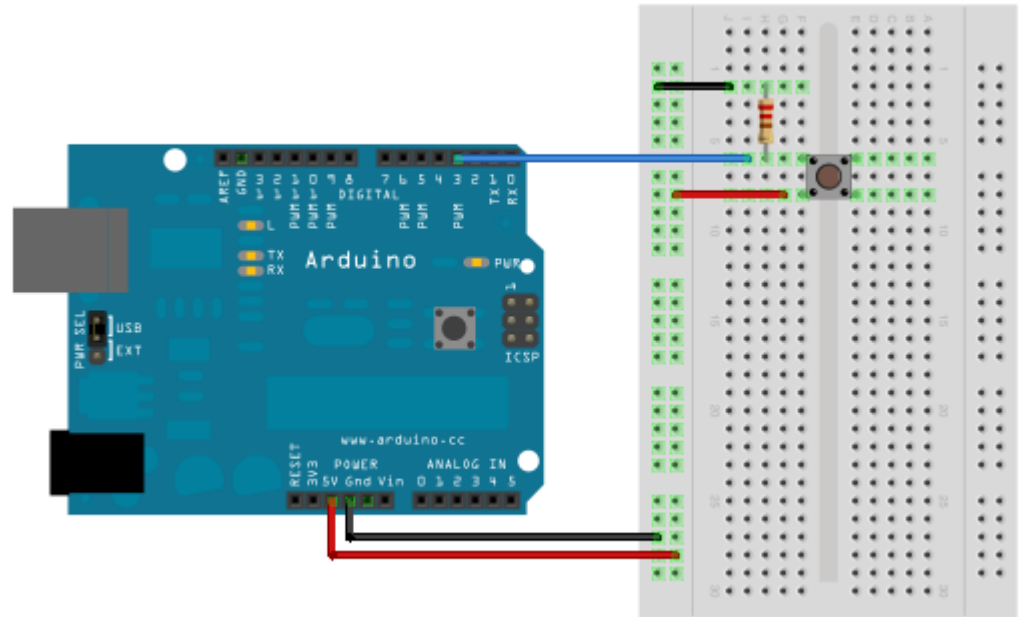
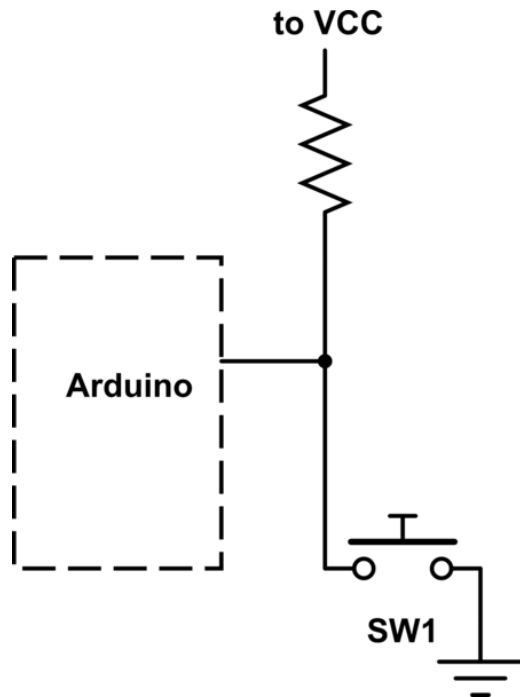


# Analog Pins





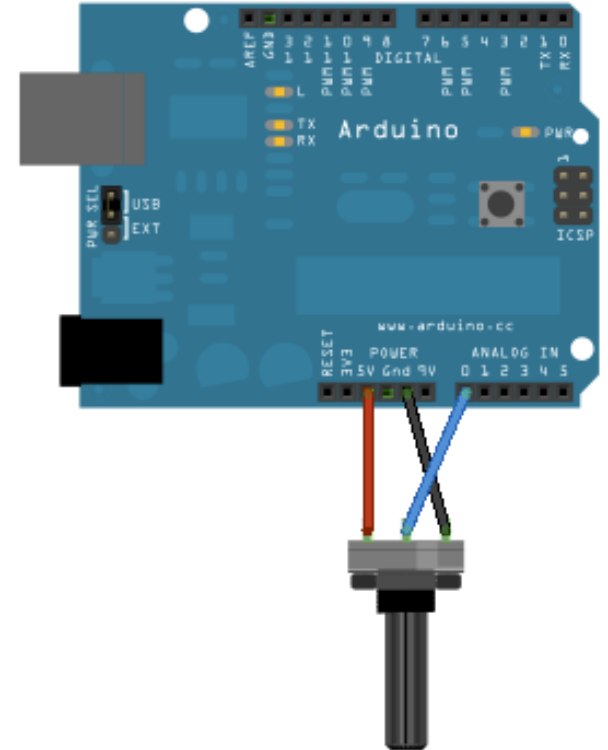
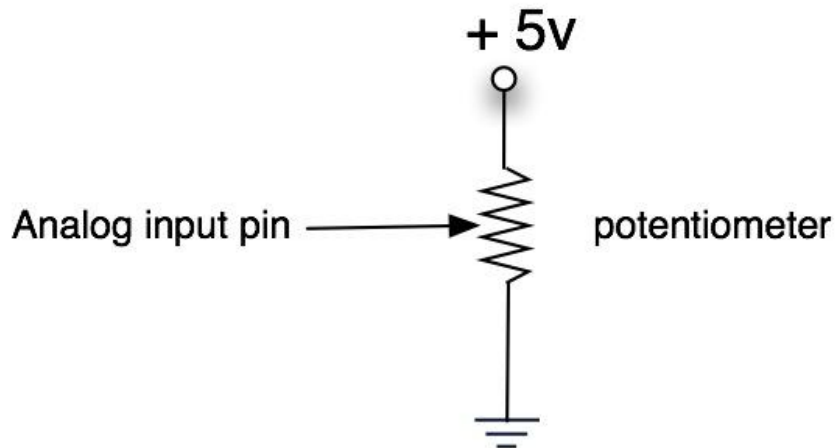
# Digital Input - Hookup



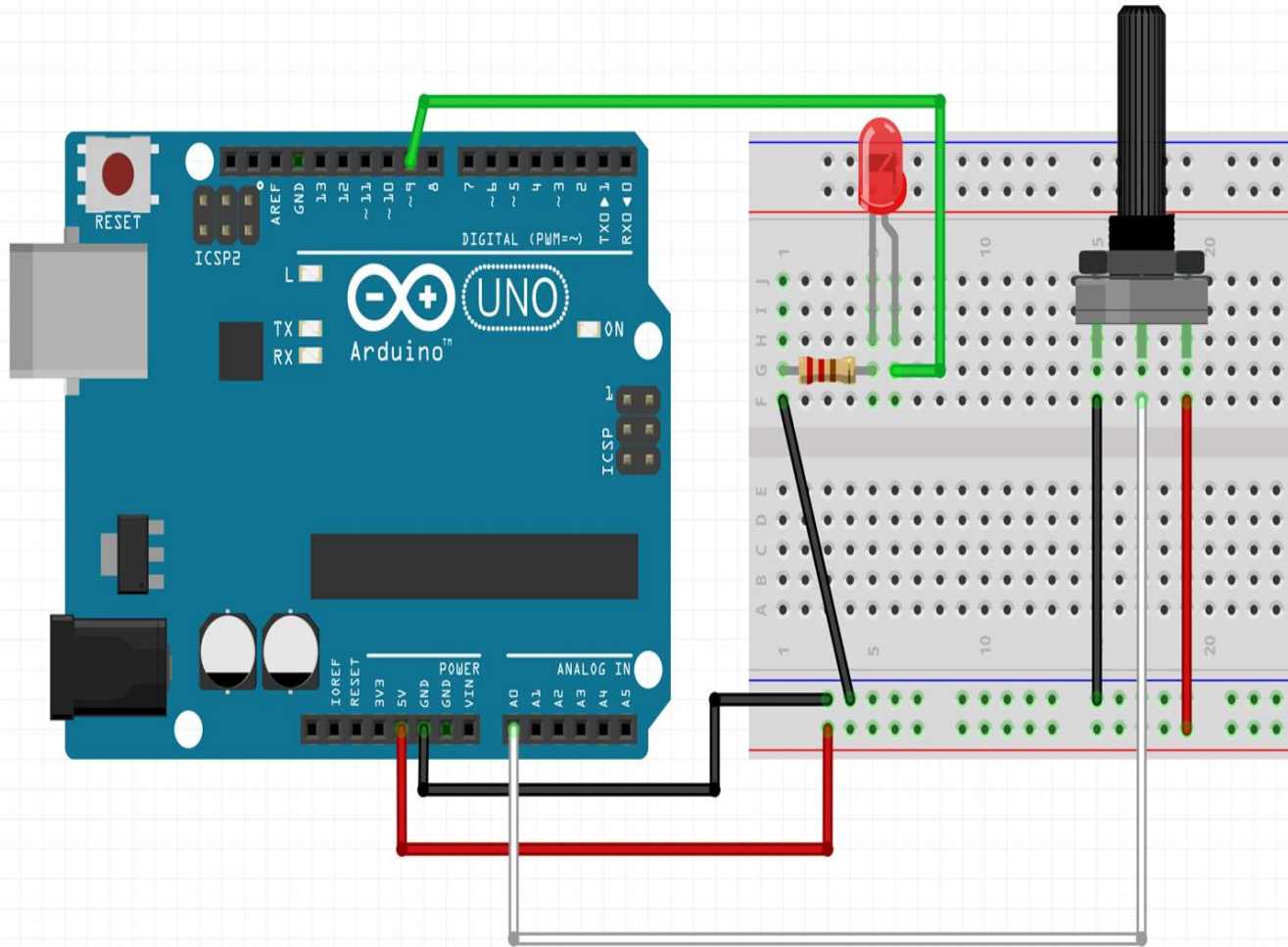


# Analog Input - Hookup

Potentiometer connected to the analog input of the arduino



# Control an LED with a Sensor



## File > Examples > Basic > AnalogReadSerial

```
void setup() {  
  // initialize serial communication at 9600 bits per second:  
  Serial.begin(9600);  
}  
  
// the loop routine runs over and over again forever:  
void loop() {  
  // read the input on analog pin 0:  
  int sensorValue = analogRead(A0);  
  // print out the value you read:  
  Serial.println(sensorValue);  
  delay(1);        // delay in between reads for stability  
}
```

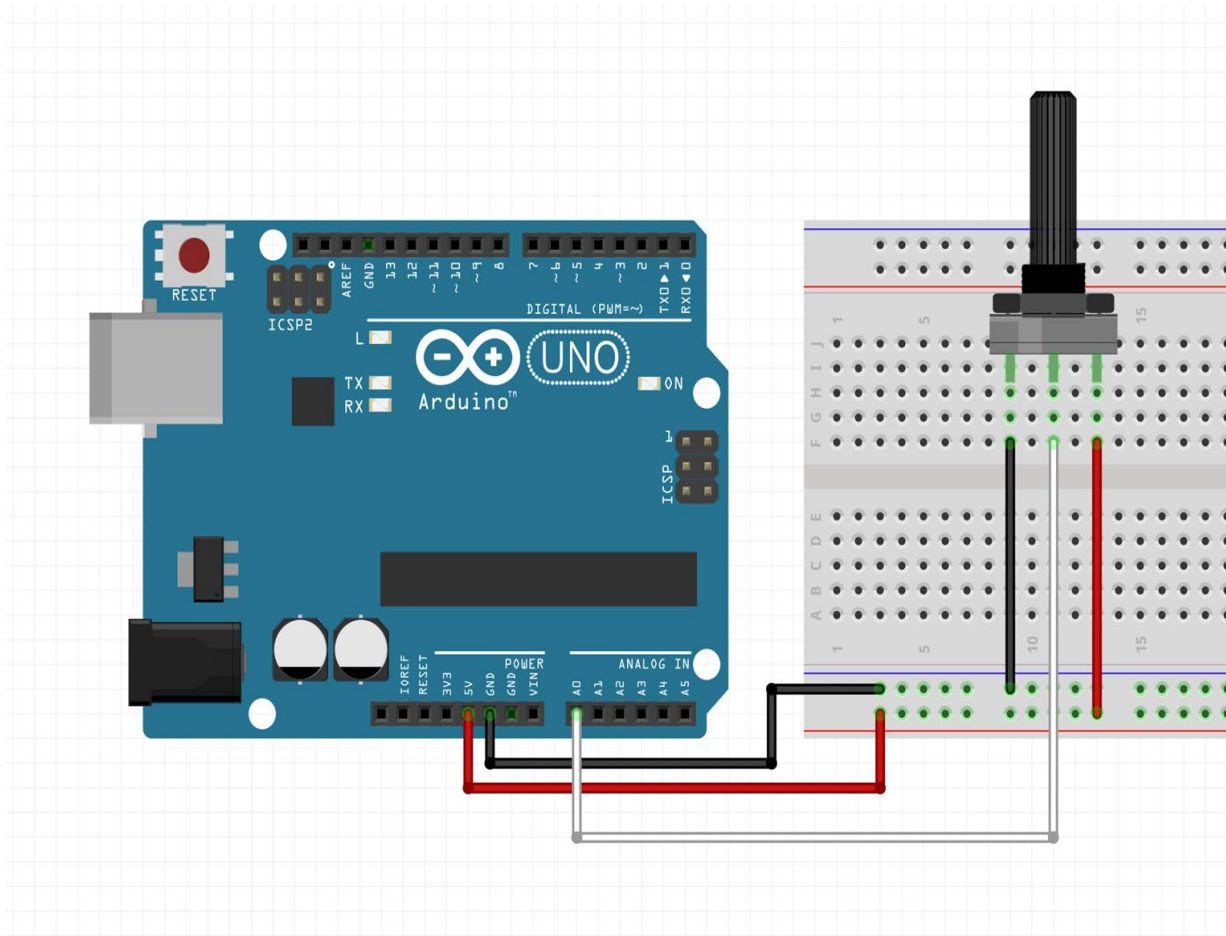
## File > Examples > Basic > AnalogReadSerial

```
void setup() {  
  // initialize serial communication at 9600 bits per second:  
  Serial.begin(9600);  
}  
  
// the loop routine runs over and over again forever:  
void loop() {  
  // read the input on analog pin 0:  
  int sensorValue = analogRead(A0);  
  // print out the value you read:  
  Serial.println(sensorValue);  
  delay(1);        // delay in between reads for stability  
}
```

## File > Examples > Basic > AnalogReadSerial

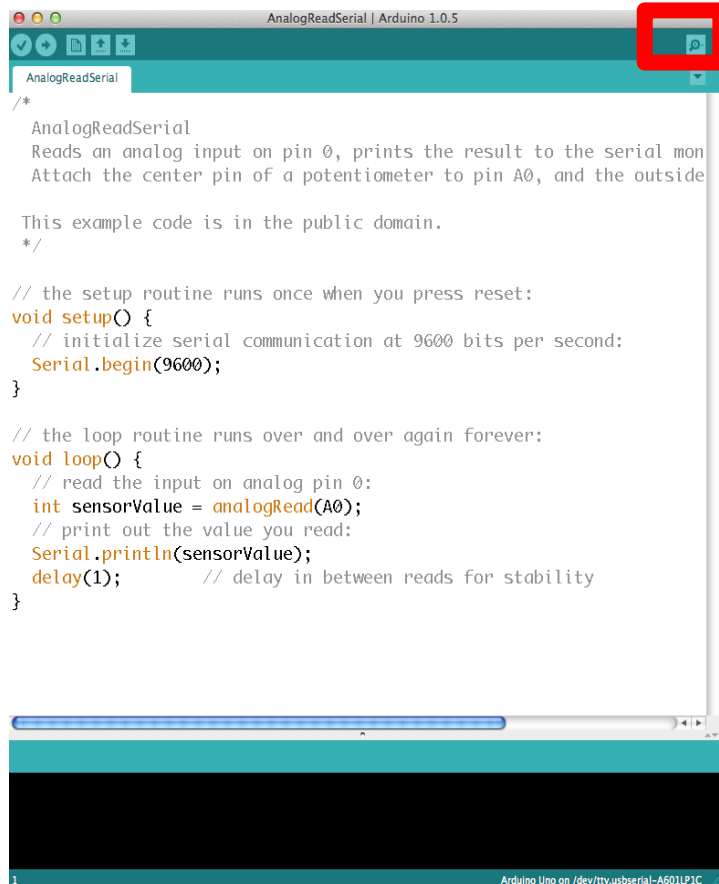
```
void setup() {  
  // initialize serial communication at 9600 bits per second:  
  Serial.begin(9600);  
}  
  
// the loop routine runs over and over again forever:  
void loop() {  
  // read the input on analog pin 0:  
  int sensorValue = analogRead(A0);  
  // print out the value you read.  
  Serial.println(sensorValue);  
  delay(1);        // delay in between reads for stability  
}
```

# Connecting the Input





# Serial Monitor

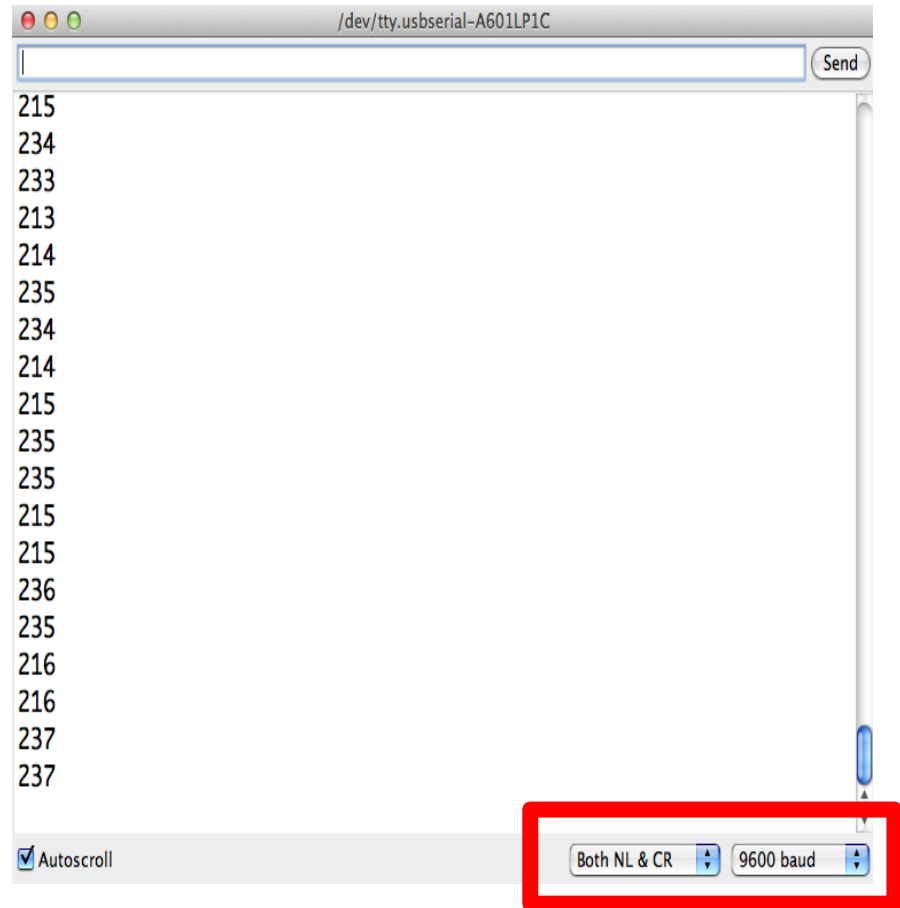


```
/*
  AnalogReadSerial
  Reads an analog input on pin 0, prints the result to the serial mon
  Attach the center pin of a potentiometer to pin A0, and the outside

  This example code is in the public domain.
  */

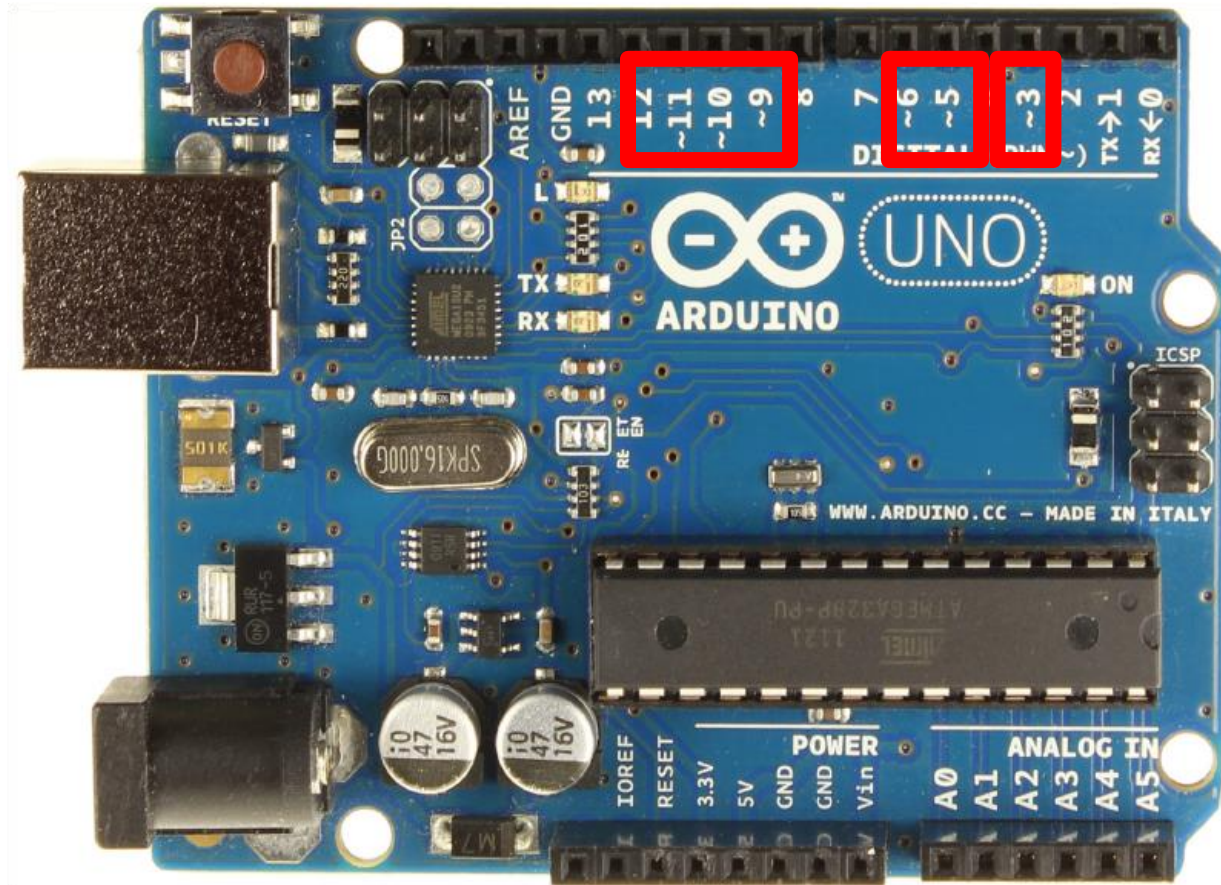
// the setup routine runs once when you press reset:
void setup() {
  // initialize serial communication at 9600 bits per second:
  Serial.begin(9600);
}

// the loop routine runs over and over again forever:
void loop() {
  // read the input on analog pin 0:
  int sensorValue = analogRead(A0);
  // print out the value you read:
  Serial.println(sensorValue);
  delay(1);        // delay in between reads for stability
}
```



Serial Monitor window showing the output of the AnalogReadSerial sketch. The window title is `/dev/tty.usbserial-A601LP1C`. The output displays a list of values: 215, 234, 233, 213, 214, 235, 234, 214, 215, 235, 235, 215, 215, 236, 235, 216, 216, 237, 237. A red box highlights the 'Both NL & CR' and '9600 baud' settings in the bottom right corner.

# Analog Output



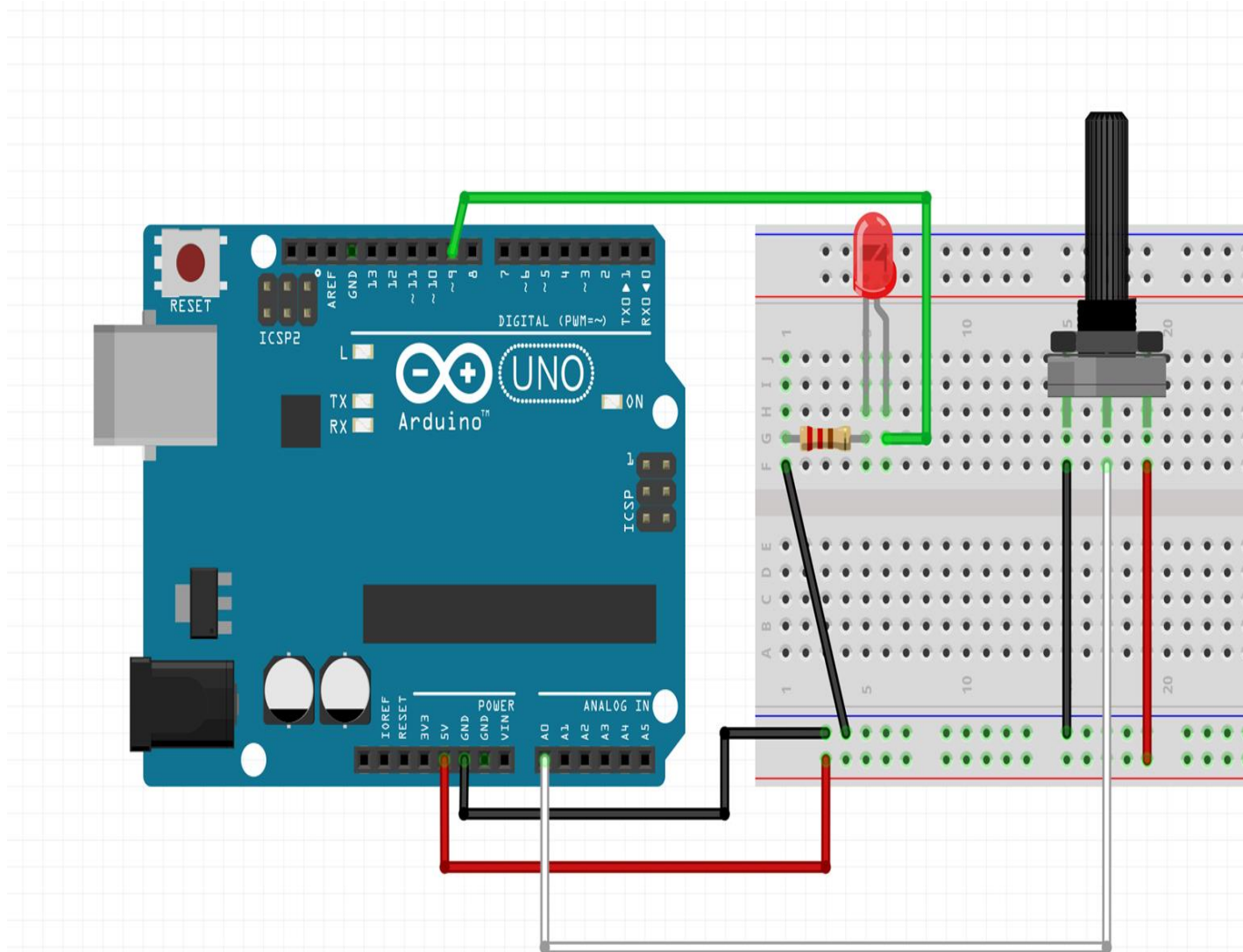
## Adding to the Code

```
//use pin 9 because it can write analog values  
int ledPin = 9;
```

```
void setup() {  
  // initialize serial communication at 9600 bits per second:  
  Serial.begin(9600);  
  //set up the pin as an output  
  pinMode(ledPin, OUTPUT);  
}
```

```
// the loop routine runs over and over again forever:  
void loop() {  
  // read the input on analog pin 0:  
  int sensorValue = analogRead(A0);  
  // print out the value you read:  
  Serial.println(sensorValue);  
  analogWrite(ledPin, 255);  
  delay(1); // delay in between reads for stability  
}
```

# Connecting the LED



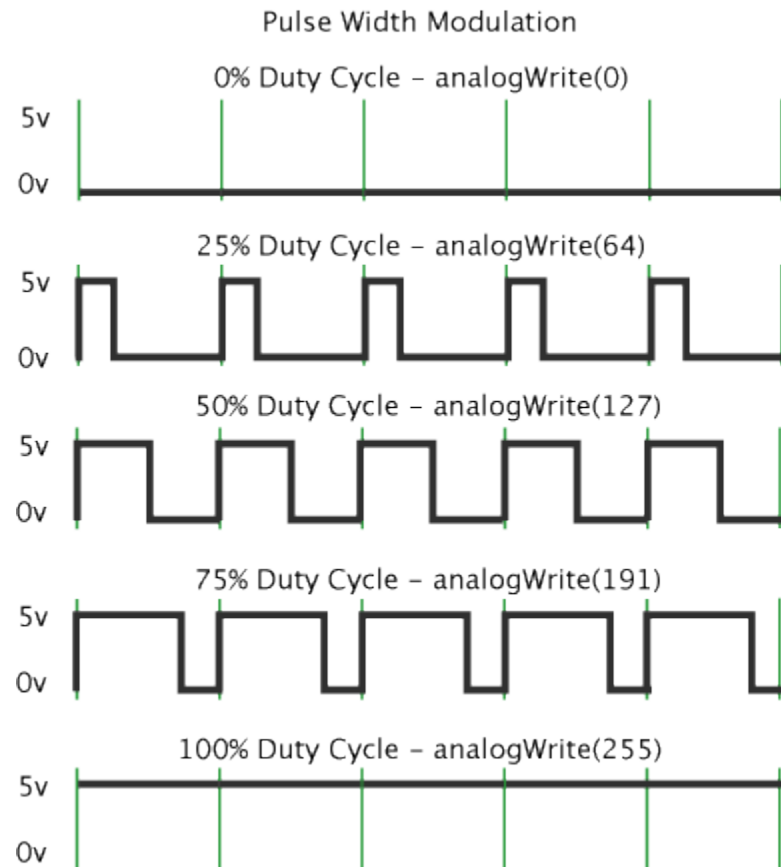
## Adding to the Code

```
int ledPin = 9;
int brightness = 0;

void setup() {
  // initialize serial communication at 9600 bits per second:
  Serial.begin(9600);
  //set up the pin as an output
  pinMode(ledPin, OUTPUT);
}

// the loop routine runs over and over again forever:
void loop() {
  // read the input on analog pin 0:
  int sensorValue = analogRead(A0);
  // print out the value you read:
  Serial.println(sensorValue);
  //make the value of the brightness be between 0 and 255
  brightness = map(sensorValue, 0, 1024, 0, 255);
  //set your pin brightness to the brightness value
  analogWrite(ledPin, brightness);
  delay(1);      // delay in between reads for stability
}
```

# PWM



# PWM - pulseIn()

The pulseIn() waits for the pin to go HIGH, starts timing, then waits for the pin to go LOW and stops timing. Returns the length of the pulse in microseconds.

```
byte PWM_PIN = 3;
```

```
int pwm_value;
```

```
void setup() {  
  pinMode(PWM_PIN, INPUT);  
  Serial.begin(115200);  
}
```

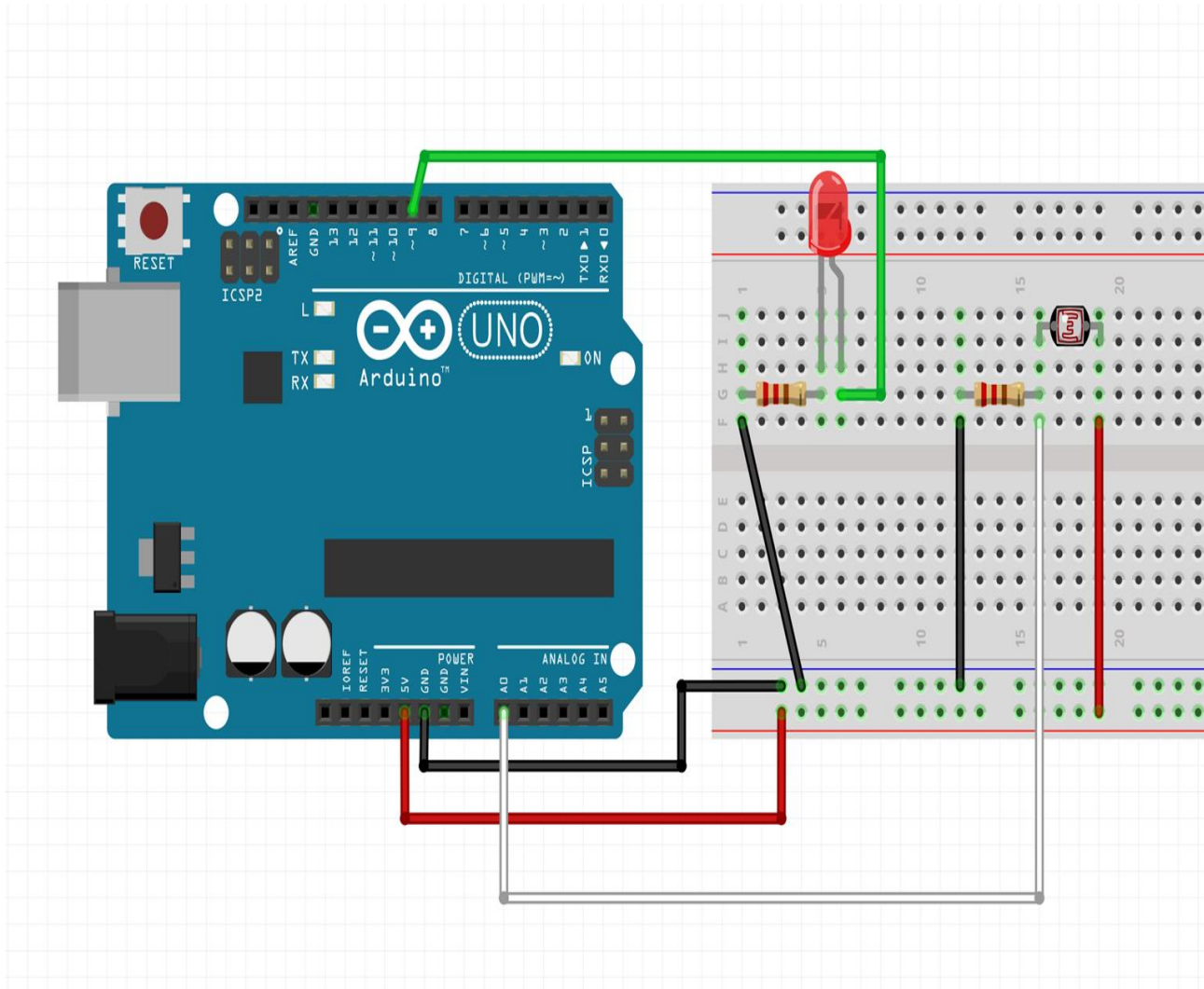
```
void loop() {  
  pwm_value = pulseIn(PWM_PIN, HIGH);  
  Serial.println(pwm_value);  
}
```

```
void setup() {  
  pinMode(3,OUTPUT);  
}
```

```
void loop() {  
  analogWrite(3,255);  
  delay (100);  
  analogWrite(3,0);  
  delay (100);  
}
```



# Photocell

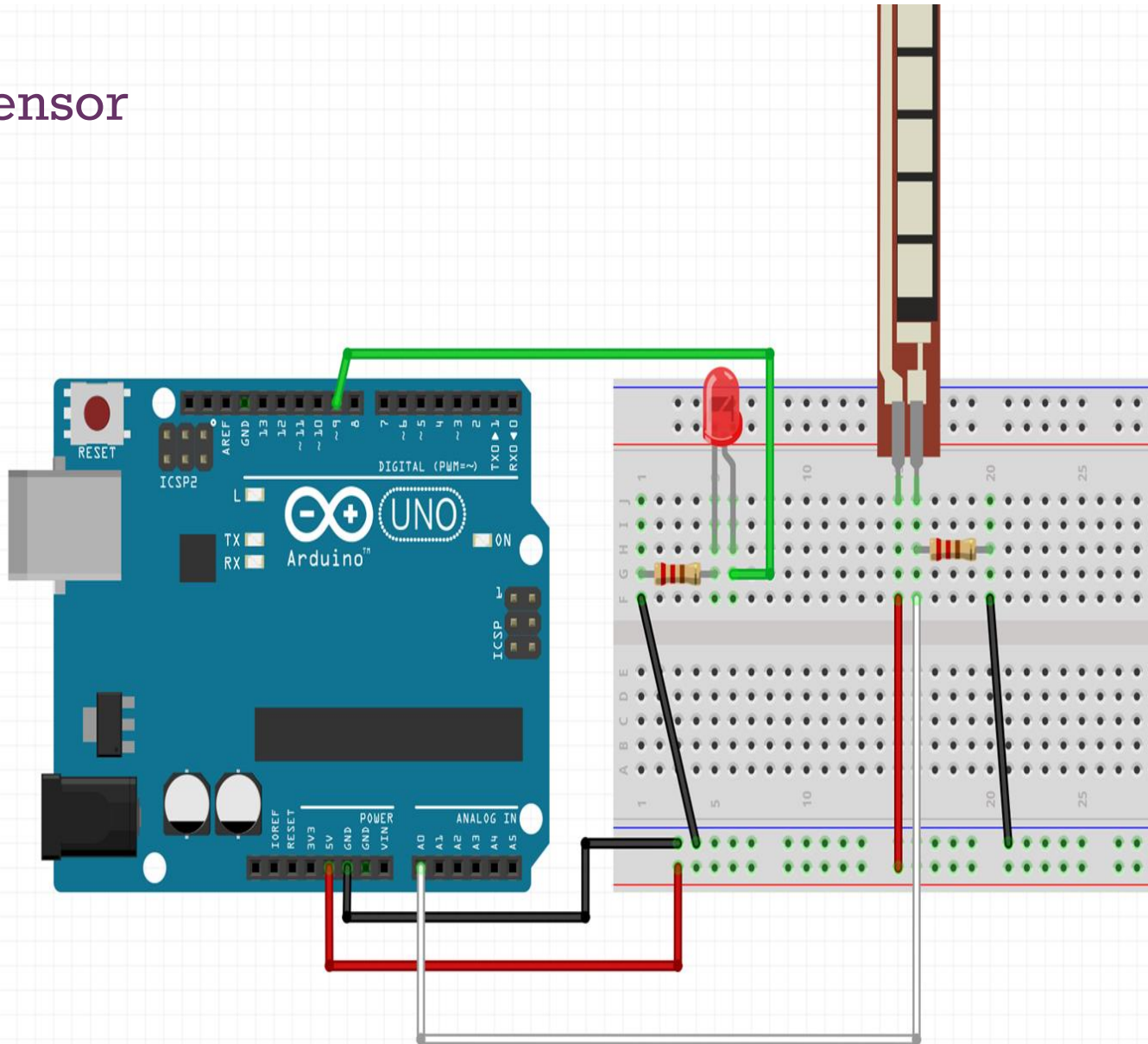




```
int ledPin = 9;  
int brightness = 0;  
int sensorLow = 0;  
int sensorHigh = 15;
```

```
void setup() {  
  // initialize serial communication at 9600 bits per second:  
  Serial.begin(9600);  
  //set up the pin as an output  
  pinMode(ledPin, OUTPUT);  
}  
  
// the loop routine runs over and over again forever:  
void loop() {  
  // read the input on analog pin 0:  
  int sensorValue = analogRead(A0);  
  // print out the value you read:  
  Serial.println(sensorValue);  
  //make the value of the brightness be between 0 and 255  
  brightness = map(sensorValue, sensorLow, sensorHigh, 0, 255);  
  //set your pin brightness to the brightness value  
  analogWrite(ledPin, brightness);  
  delay(300);      // delay in between reads for stability  
}
```

# Flex Sensor



# Soldering!



<https://learn.sparkfun.com/tutorials/how-to-solder---through-hole-soldering>



## Homework

Get the class code up and running.

Then, try it with a sensor we didn't cover in class.

Take a video.

Push code to git.

Write README.md, put your video link in there

*Bring your project to class – we'll be sharing our demos!*

