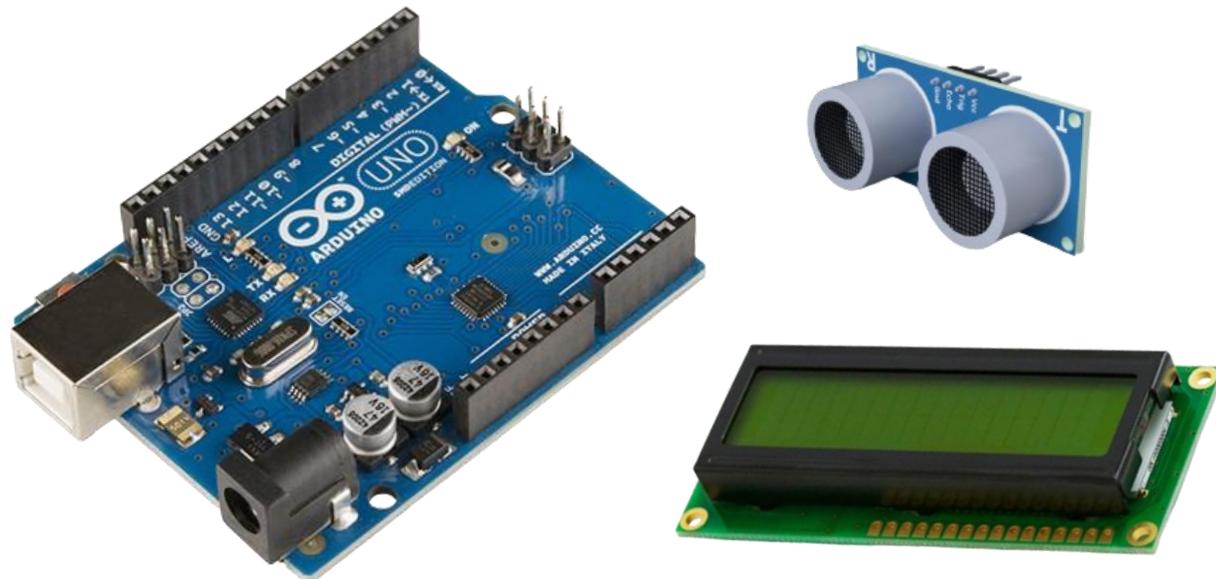


# Arduino Course



Prepared by: Qossay Abu Rida  
IEEE Robotics and Automation Society

# Agenda

Embedded system

Arduino environment

Basic electronic component

ADC & DAC

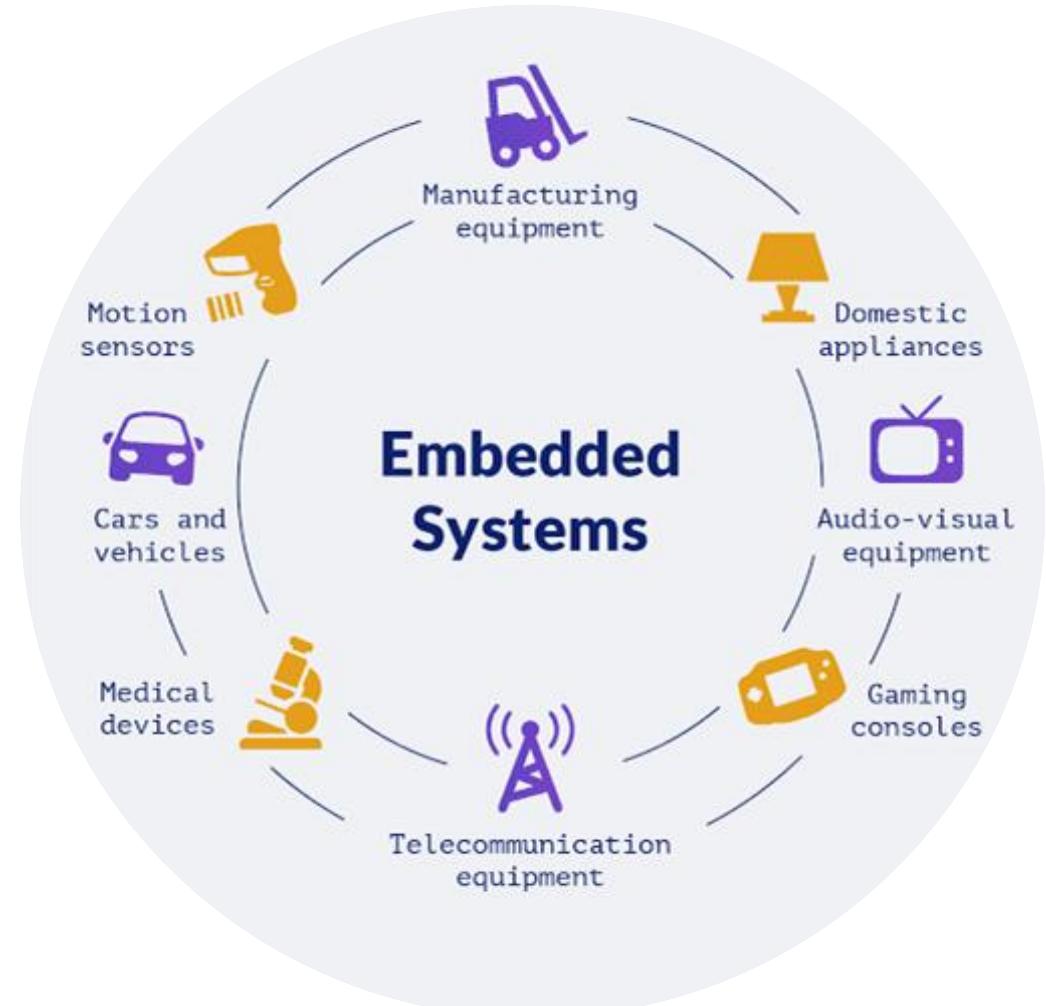
Interrupts

Sensors

Actuators

Communication

# Embedded System



# What is an Embedded System?

- **Definition:** An embedded system is a specialized computer system that is designed to perform a specific task. Unlike general-purpose computers, which can run a variety of applications, embedded systems are dedicated to one or a few functions.
- **Common Use:** Embedded systems are found in many everyday devices, from household appliances to automobiles, medical equipment, and industrial machines.

# Basic Structure of an Embedded System

## 1- Microcontroller/Microprocessor:

- The brain of the embedded system.
- Executes programmed instructions to perform specific tasks.
- Example: Arduino uses the ATmega328 microcontroller.

## 2- Memory:

- RAM (Random Access Memory): Temporary storage for data and instructions currently in use.
- ROM (Read-Only Memory): Permanent storage for the system's firmware and operating instructions.

### **3- Input Devices:**

- Collect data from the external environment.
- Examples: Sensors, buttons, keyboards.

### **5- Power Supply:**

- Provides the necessary power for the system to operate.
- Can be battery-operated or connected to a power source.

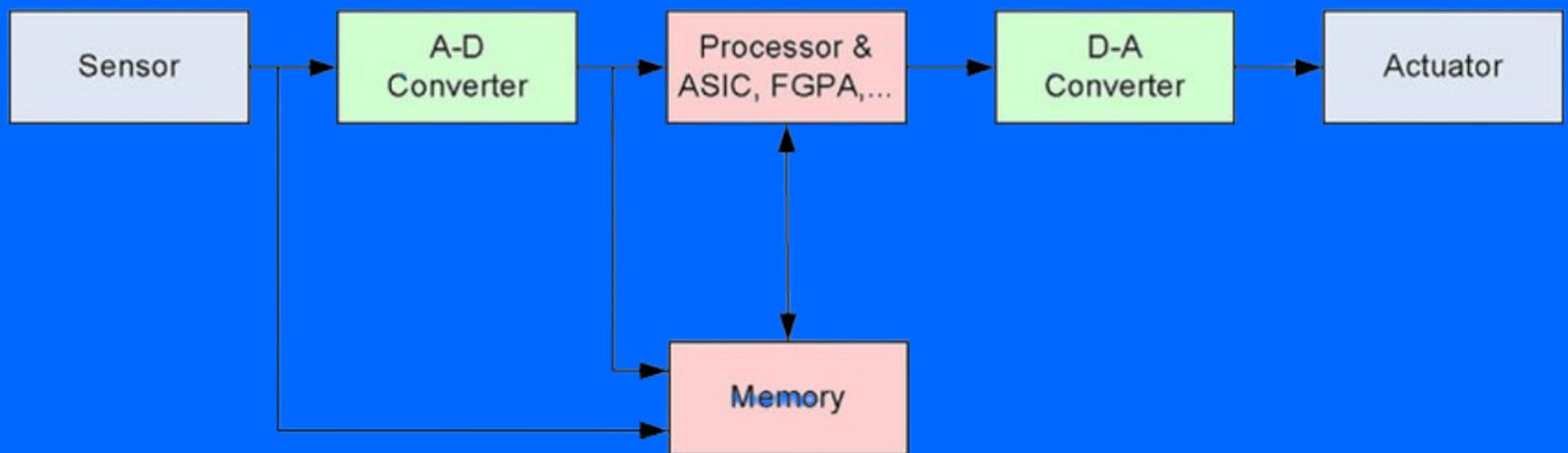
### **4- Output Devices:**

- Deliver data or actions to the external environment.
- Examples: Displays, LEDs, motors.

### **6- Communication Interfaces:**

- Allow the system to communicate with other systems or devices.
- Examples: Serial ports, USB, Wi-Fi, Bluetooth.

# Basic Structure (Symbolic-Based)



# Example of an Embedded System: Digital Thermometer

**Microcontroller:** Reads temperature data from the sensor and processes it.

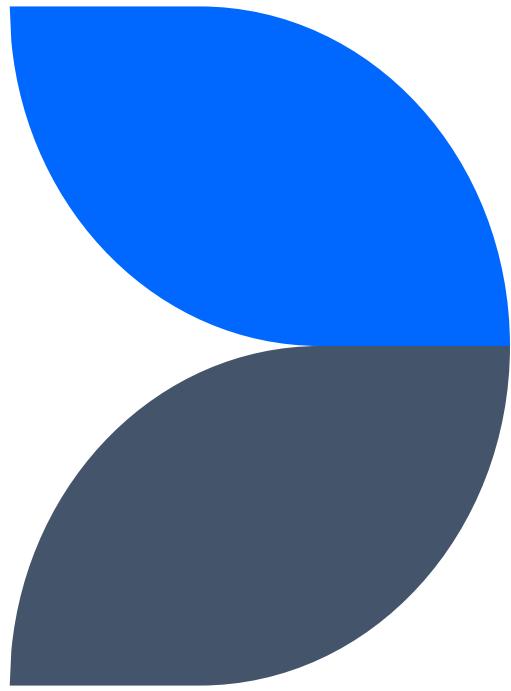
**Sensor:** Measures the temperature and sends data to the microcontroller.

**Display:** Shows the temperature reading to the user.

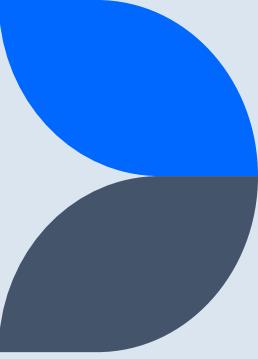
**Buttons:** Allow users to switch between Celsius and Fahrenheit or reset the device.

**Power Supply:** Battery that powers the thermometer.

# Arduino Environment



# Arduino Hardware



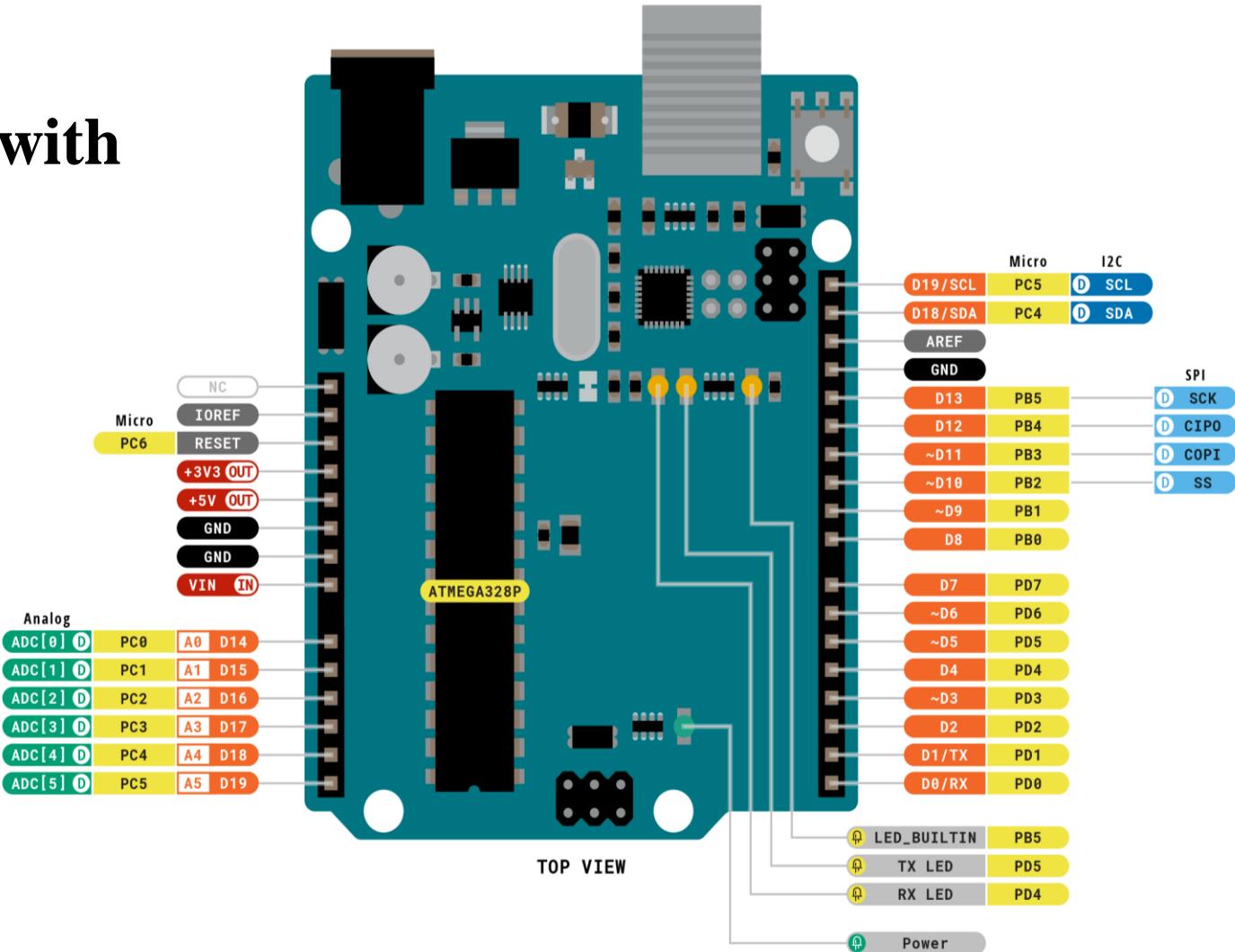
## Arduino Boards

- Microcontroller-based boards with various input/output capabilities.
- Examples: Arduino Uno, Arduino Mega, Arduino Nano.

## Key Components

- **Microcontroller:** The brain of the board (e.g., ATmega328 on Arduino Uno).
- **Digital Pins:** Used for digital input/output (e.g., LEDs, buttons).
- **Analog Pins:** Used for analog input (e.g., sensors).
- **Power Supply:** Can be powered via USB or external power source.
- **Communication Ports:** Serial, I2C, SPI for interfacing with other devices.

# Arduino Uno board with labeled components.

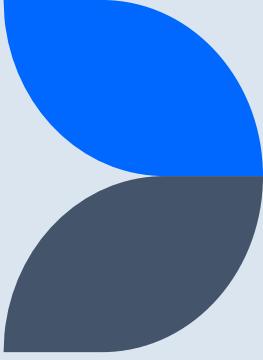


Legend:	Digital	I2C
■ Power	□ Analog	■ SPI
■ Ground	■ Main Part	■ Analog



ARDUINO UNO REV3  
SKU code: A000066  
Pinout  
Last update: 6 Oct, 2022

# Arduino Software (Arduino IDE)



## Arduino IDE

- Integrated Development Environment for writing, compiling, and uploading code to Arduino boards.
- Available for Windows, Mac, and Linux.

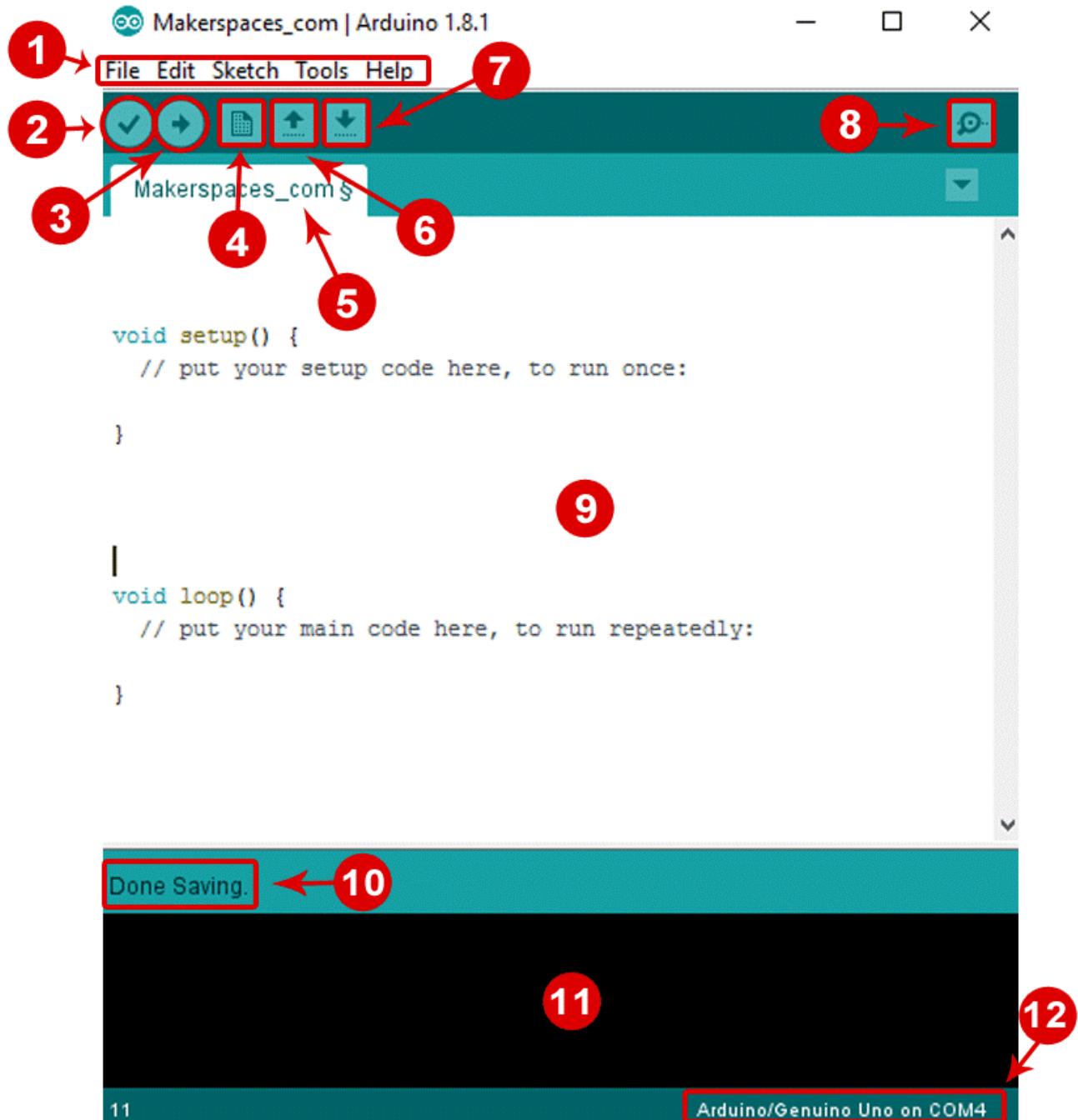
## Key Features

- **Code Editor:** Write and edit Arduino sketches (programs).
- **Compiler:** Convert sketches into machine code that the microcontroller can execute.
- **Uploader:** Transfer the compiled code to the Arduino board via USB.
- **Serial Monitor:** Communicate with the board and debug sketches using serial communication.

## Programming Language

- Based on C/C++ with simplified syntax and functions.
- Uses libraries to add functionality (e.g., controlling motors, reading sensors).

# Arduino IDE simple sketch.



# How to Download the Arduino IDE ?

## Visit the Arduino Website:

Open your web browser and go to [arduino.cc](http://arduino.cc)

## Navigate to the Software Section:

Hover over "Software" in the main menu.

Click on "Downloads."

## Choose Your Operating System:

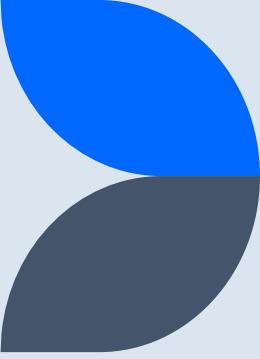
Select the version for your OS (Windows, Mac, Linux).

## Download the Installer:

Click "Just Download" if prompted for a donation.



# How to Program Arduino and Code Structure



## Setup Function:

- **Purpose:** Initializes settings.
- **Runs Once:** This code runs once when the Arduino is powered on or reset.

## Loop Function:

- **Purpose:** Contains the main logic of the program.
- **Runs Repeatedly:** This code runs in a loop after the setup function has completed.



```
void setup() {  
    // Initialization code  
}
```

```
void loop() {  
    // Main code  
}
```

# Common Functions Used in Arduino Programming

## **pinMode()**:

- **Purpose:** Configures a specified pin to behave either as an input or an output.

## **digitalWrite()**:

- **Purpose:** Sets a specified digital pin to HIGH or LOW.

## **digitalRead()**:

- **Purpose:** Reads the value from a specified digital pin, either HIGH or LOW.

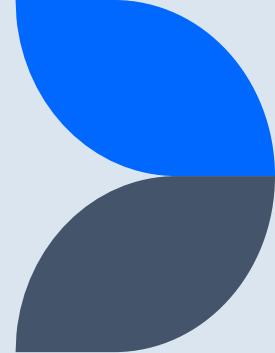


```
pinMode(pin, mode);
```

```
digitalWrite(pin, value);
```

```
int value = digitalRead(pin);
```

# Common Functions Used in Arduino Programming



## analogRead():

- **Purpose:** Reads the value from a specified analog pin.

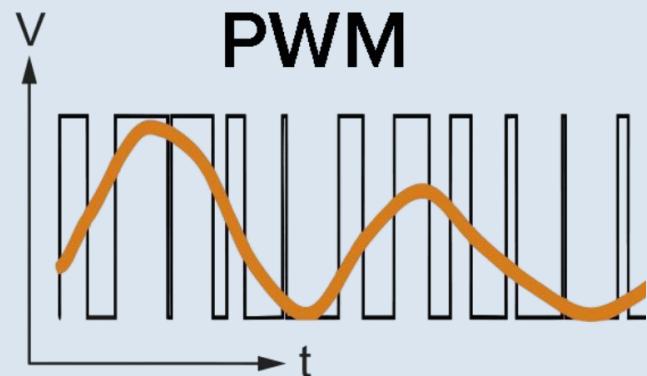
## analogWrite():

- **Purpose:** Writes an analog value (PWM wave) to a specified pin.

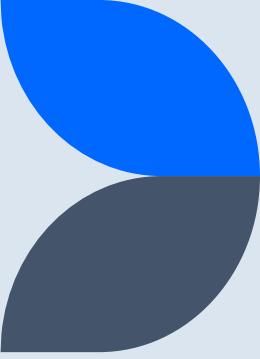


```
int value = analogRead(pin);
```

```
analogWrite(pin, value);
```



# Common Functions Used in Arduino Programming



## delay():

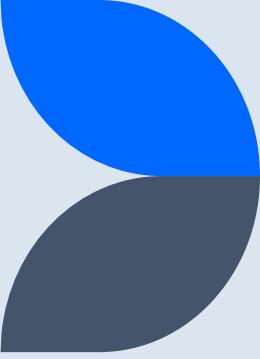
- **Purpose:** Pauses the program for a specified number of milliseconds.

## millis():

- **Purpose:** Returns the number of milliseconds since the Arduino board began running the current program.

```
delay(milliseconds);  
unsigned long currentTime = millis();
```

# Common Functions Used in Arduino Programming



## Serial.begin():

- **Purpose:** Sets the data rate in bits per second (baud) for serial data transmission.

## Serial.print():

- **Purpose:** Prints data to the serial port as human-readable ASCII text.

## Serial.println():

- **Purpose:** Prints data to the serial port as human-readable ASCII text, followed by a carriage return character.



```
Serial.begin(baudRate);
```

```
Serial.print(data);
```

```
Serial.println(data);
```



# Basic Electronic Component

# LED (Light Emitting Diode)

**Definition:** A semiconductor device that emits light when an electric current passes through it.

**Usage:** Visual indicators, status lights, displays.

**Connection:**

- **Anode (+):** Connected to a positive voltage.
- **Cathode (-):** Connected to ground, usually through a current-limiting resistor.



# Button

**Definition:** A simple switch used to make or break a connection in an electric circuit.

**Usage:** User inputs, control signals, event triggers.

**Connection:** Typically connected between a digital input pin and ground or VCC.

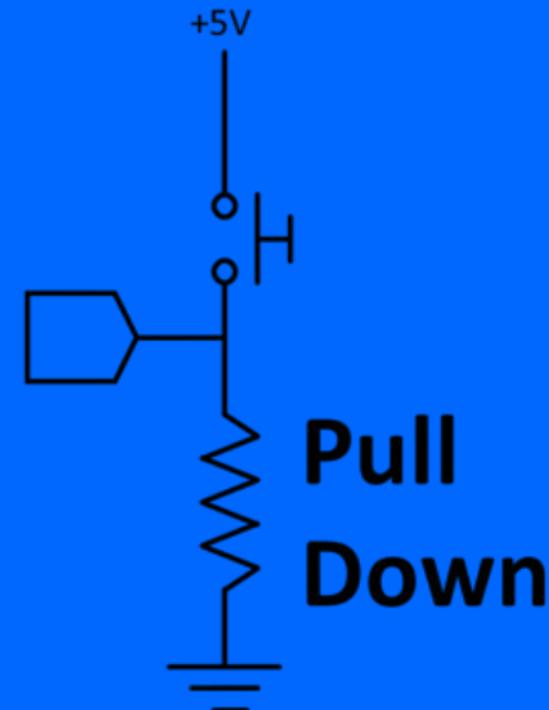
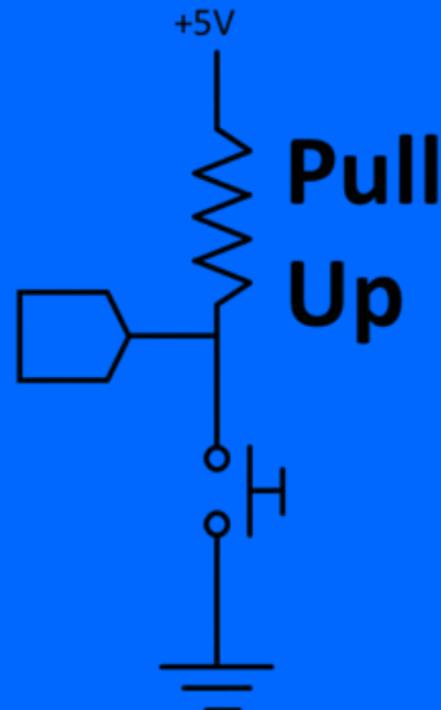


## Pull-Up and Pull-Down Resistors:

**Pull-Up:** Connects the pin to VCC (high voltage) through a resistor, ensuring a known state when the button is not pressed.

**Pull-Down:** Connects the pin to ground (low voltage) through a resistor, ensuring a known state when the button is not pressed.

**Internal Pull-Up:** Use `pinMode(pin, INPUT_PULLUP);` to enable the internal pull-up resistor.

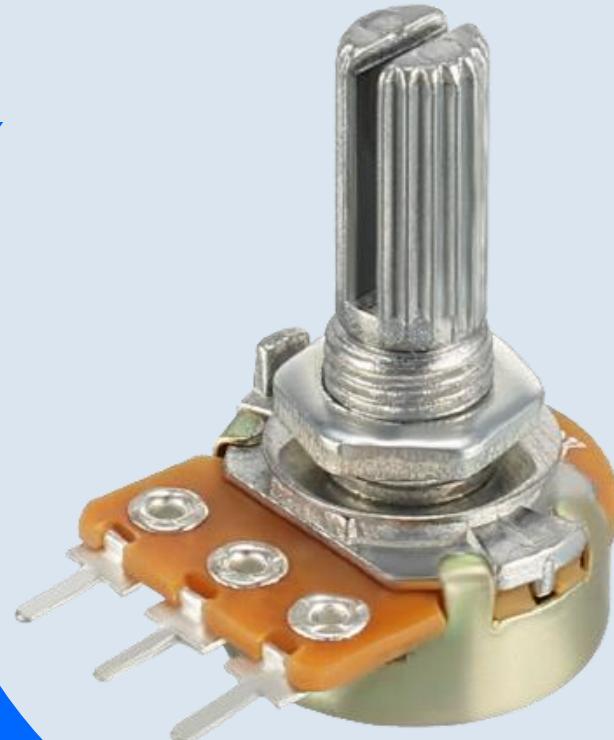


# Potentiometer

**Definition:** A three-terminal resistor with a sliding or rotating contact that forms an adjustable voltage divider.

**Usage:** Variable resistors, volume controls, sensor calibration.

- **Connection: Wiper:** Connected to an analog input pin.
- **Other Terminals:** Connected to VCC and ground



# BUZZER (Sound Producing Device)

## LED (Light Emitting Diode)

**Definition:** A device that converts electrical energy into audible sound when energized.

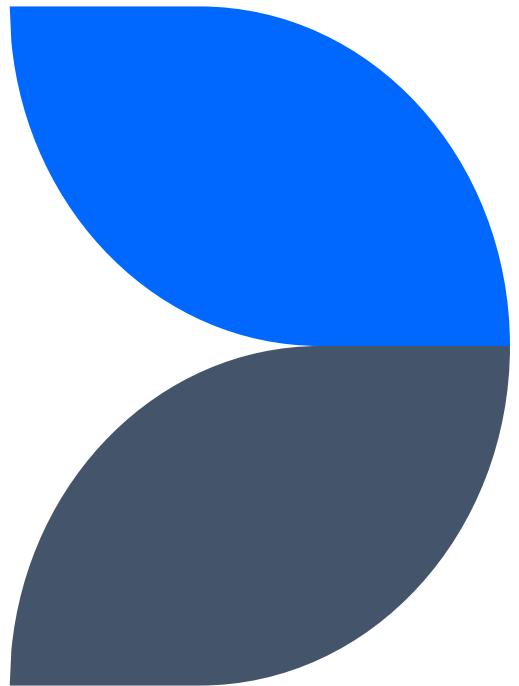
**Usage:** Audio alerts, alarms, timers, notifications.

## Connection:

- **Anode (+):** Connected to a positive voltage.
- **Cathode (-):** Connected to ground, usually through a current-limiting resistor.



# Examples for Basic Electronic Component



# Example 1 => Blinking LED

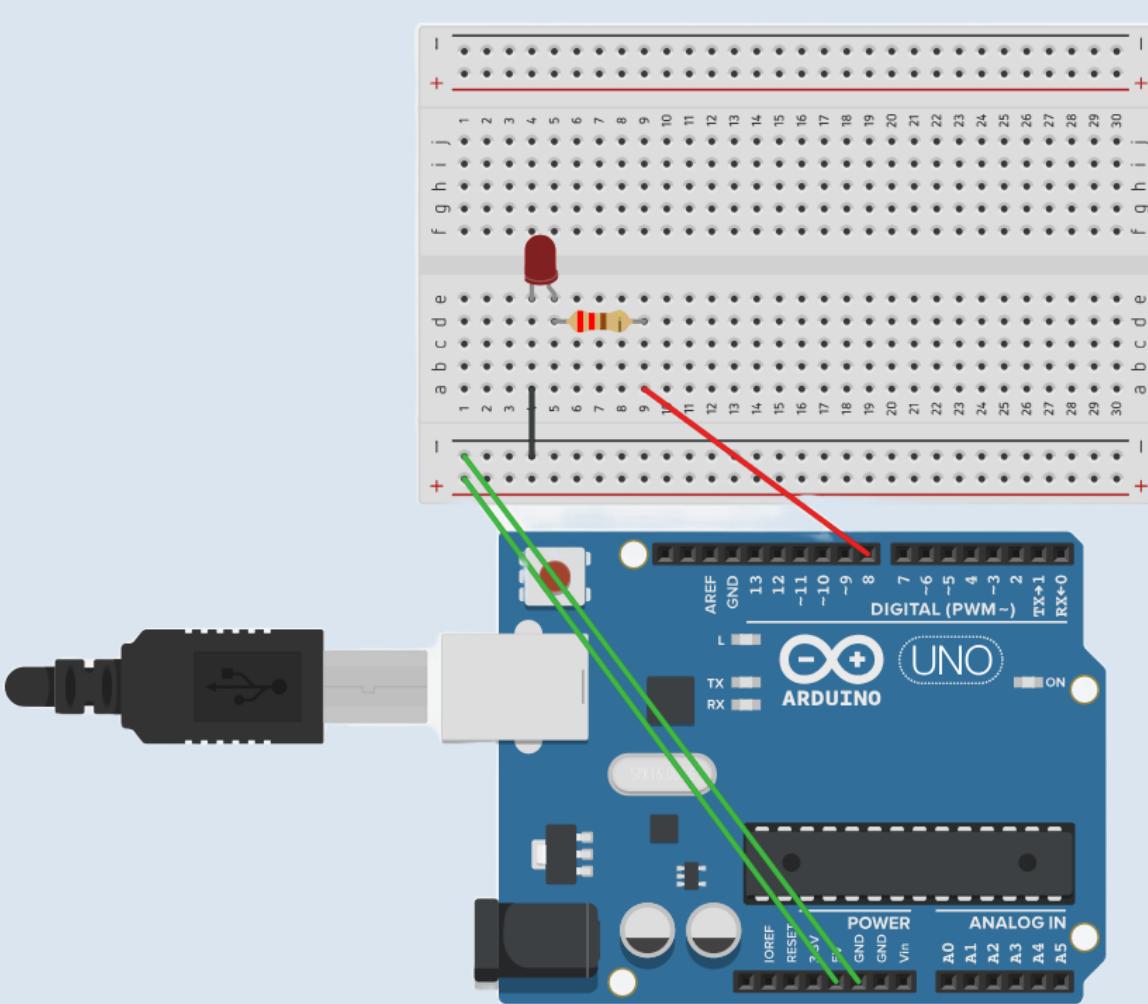


Blinking LED using Delay function:

```
int ledPin=8;

void setup(){
    pinMode(ledPin,OUTPUT);
}

void loop(){
    digitalWrite(ledPin,HIGH);
    delay(1000);
    digitalWrite(ledPin,LOW);
    delay(1000);
}
```



# Example 2 => Blinking LED



Blinking LED using millis function:

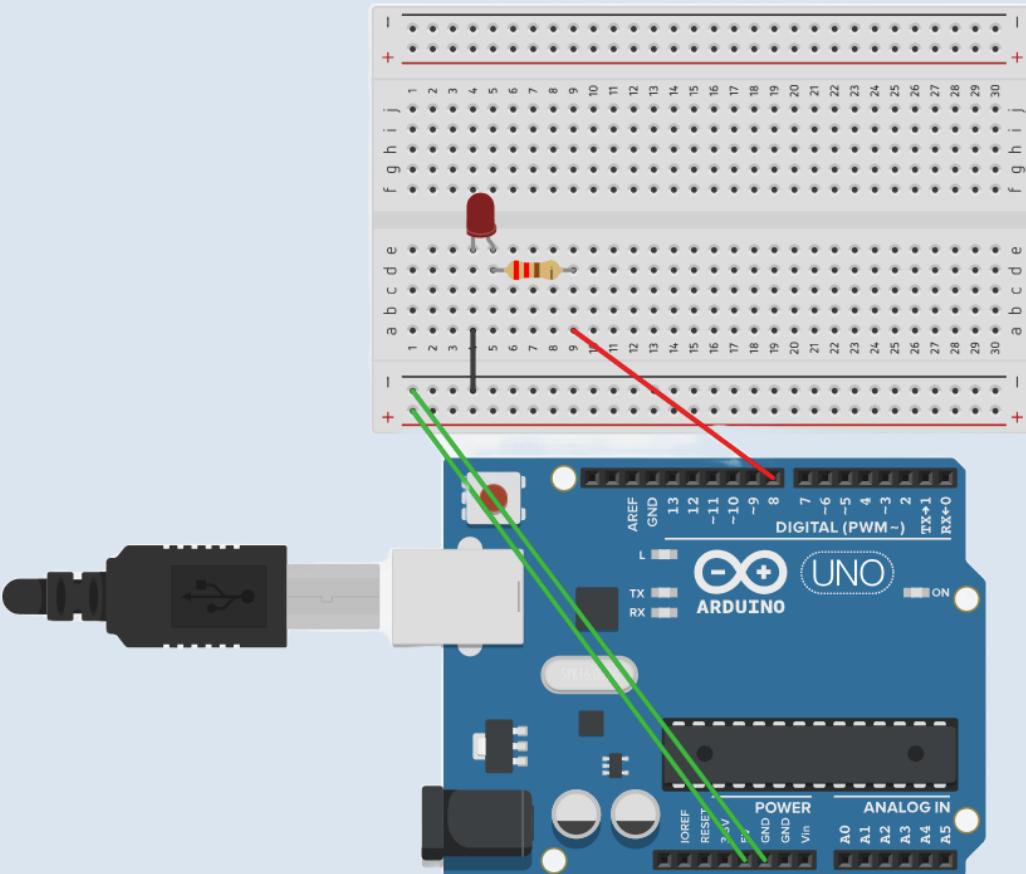
```
int ledPin = 8;
unsigned long previousMillis = 0;
const long interval = 1000;

void setup() {
    pinMode(ledPin, OUTPUT);
}

void loop() {
    unsigned long currentMillis = millis();

    if (currentMillis - previousMillis >= interval) {
        previousMillis = currentMillis;

        if (digitalRead(ledPin) == LOW)
            digitalWrite(ledPin, HIGH);
        else
            digitalWrite(ledPin, LOW);
    }
}
```

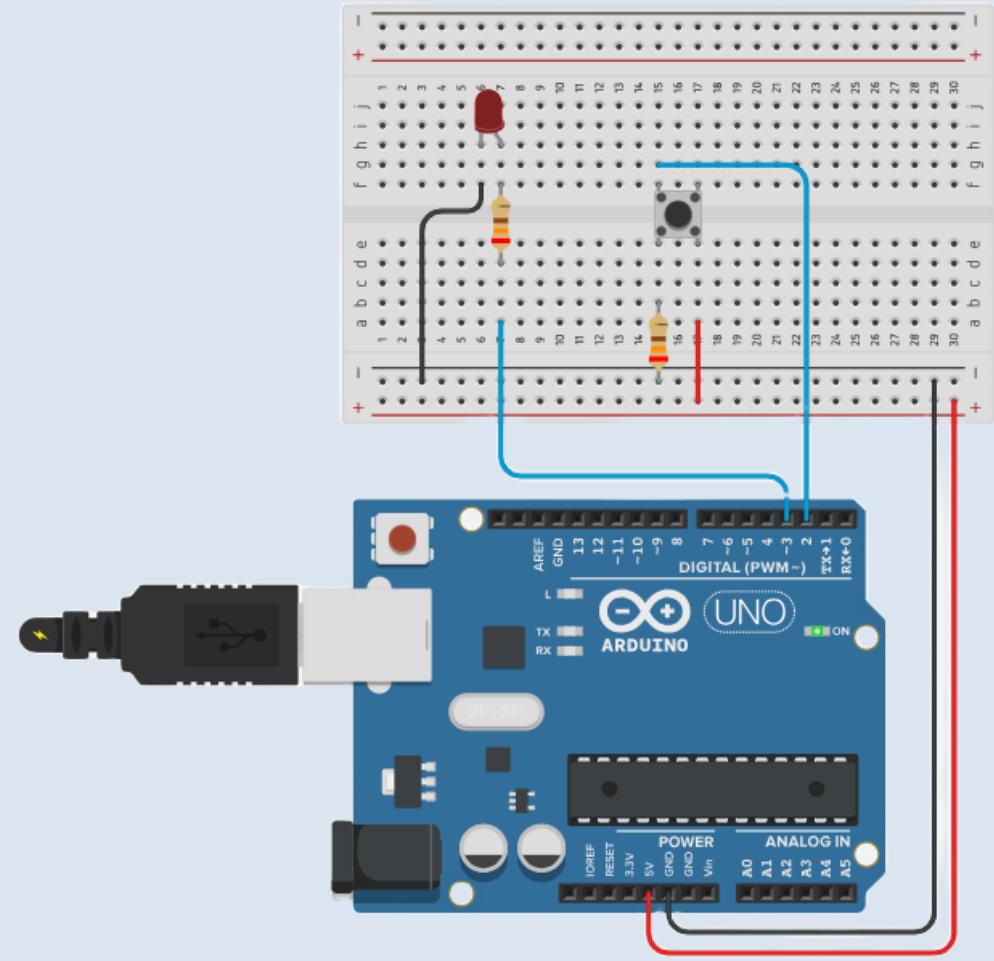


# Example 3 => Toggle LED

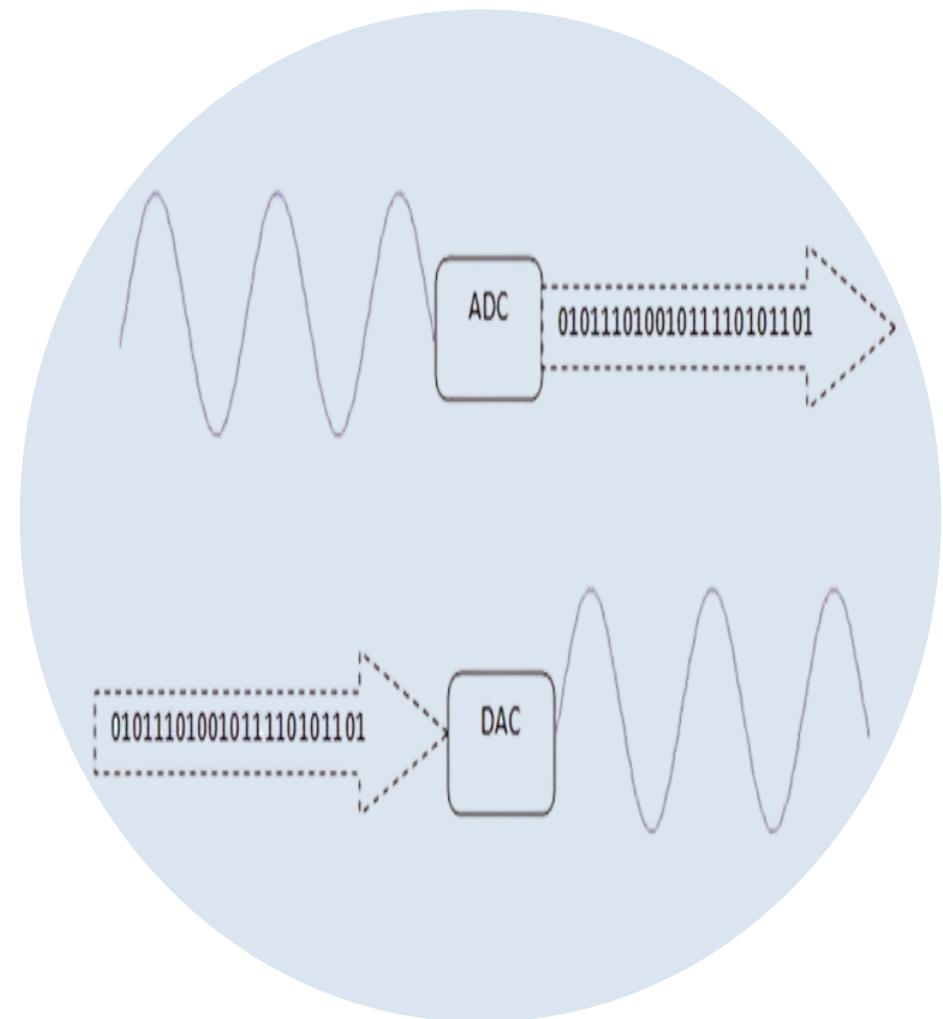
Toggle LED without interrupts:



```
● ● ●  
  
const int Switch = 2, LED = 3;  
int state = 0, LEDstate=0;  
  
void setup(){  
    pinMode(Switch, INPUT);  
    pinMode(LED, OUTPUT);  
}  
  
void loop(){  
    if (state == 0 && digitalRead(Switch) == HIGH) {  
        state = 1;  
        LEDstate=!LEDstate;  
    }  
    if (state == 1 && digitalRead(Switch) == LOW) {  
        state = 0;  
    }  
    digitalWrite(LED, LEDstate);  
}
```

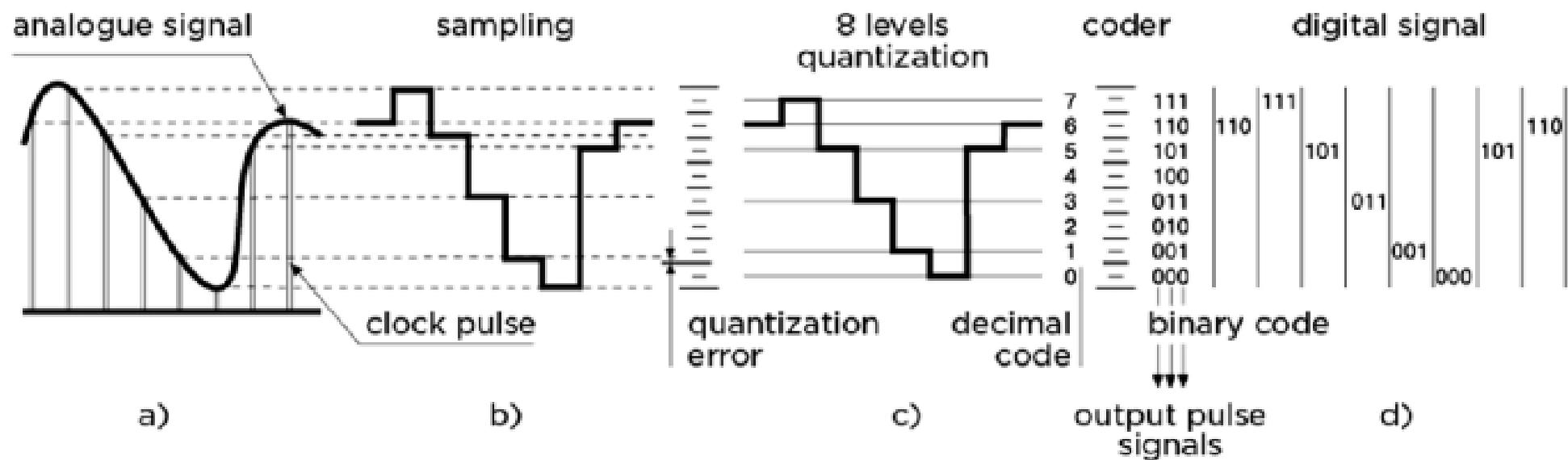


# ADC & DAC



## How ADC Works

- **Sampling:** The analog signal is sampled at regular intervals.
- **Quantization:** Each sample is approximated to the nearest value within a range.
- **Encoding:** The quantized values are converted into binary code.



## What is an ADC?

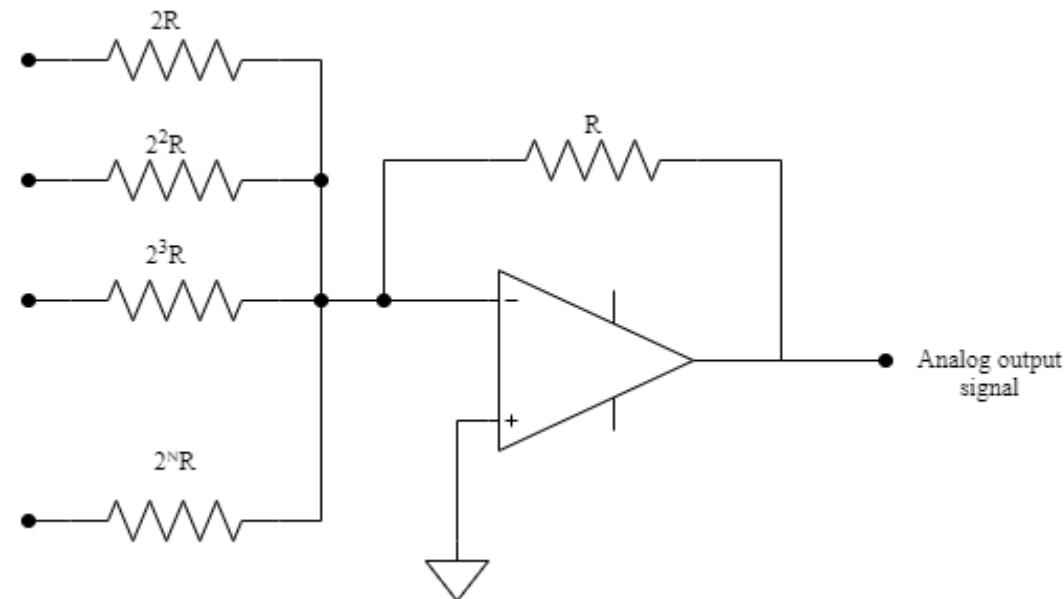
- **Definition:** An Analog-to-Digital Converter (ADC) is a device that converts analog signals (continuous signals) into digital signals (discrete signals) that a microcontroller or computer can process.
- **Purpose:** To allow digital systems to interact with the real world by converting analog inputs (e.g., temperature, sound, light) into a format they can understand and process.

## What is a DAC?

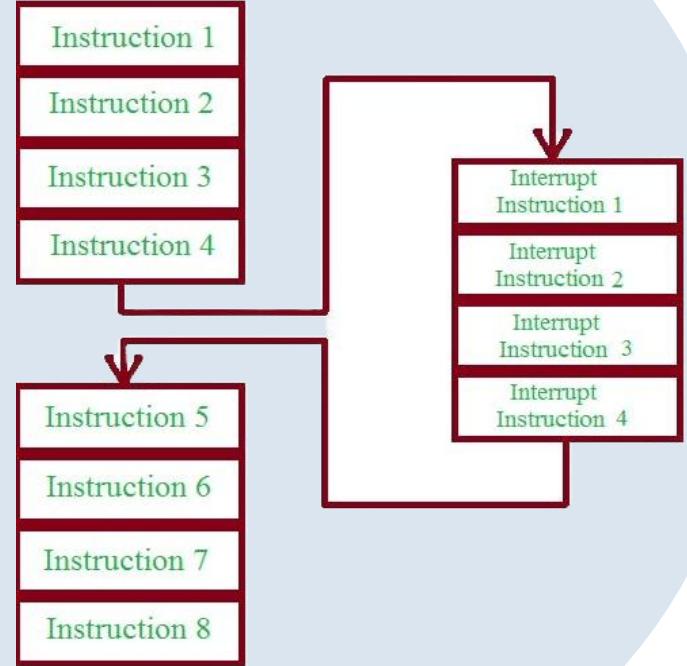
- **Definition:** A Digital-to-Analog Converter (DAC) is a device that converts digital signals (discrete signals) into analog signals (continuous signals).
- **Purpose:** To allow digital systems to produce analog outputs (e.g., audio signals, light intensity control) that can be used in the real world.

## How DAC Works

- **Input:** The digital signal is received from a microcontroller or computer.
- **Conversion:** The digital values are converted to corresponding analog values.
- **Output:** The analog signal is output to drive an analog device.



# Interrupts

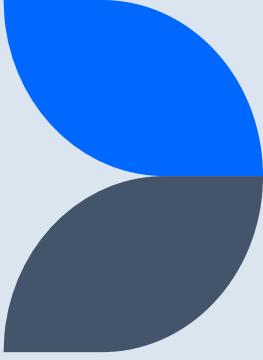


kakush

# What are Interrupts?

- **Definition:** Interrupts are signals that temporarily halt the main program execution to immediately run a special function called an Interrupt Service Routine (ISR).
- **Purpose:** To handle time-critical tasks, respond to external events, or process real-time signals without delay.
- **Benefits:** Allows for efficient handling of tasks without continuously checking for events within the main loop.

# Using Interrupts in Arduino



## Attaching an Interrupt:

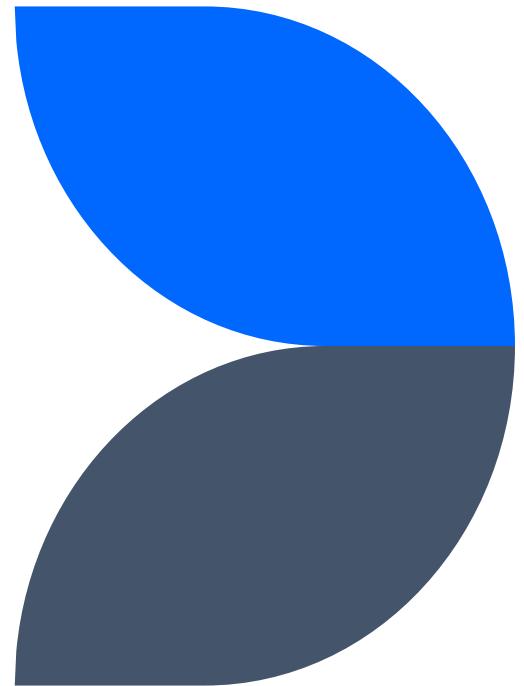
- Use the attachInterrupt() function to specify which pin and condition will trigger the interrupt, and which ISR to call.



```
attachInterrupt(digitalPinToInterruption(pin), ISR, mode);
```

- Parameters:
  - pin: The pin number where the interrupt is attached.
  - ISR: The name of the function to call when the interrupt occurs.
  - mode: The condition that triggers the interrupt (LOW, CHANGE, RISING, FALLING).

# Examples for ADC & Interrupts



# Example 4 => Toggle LED

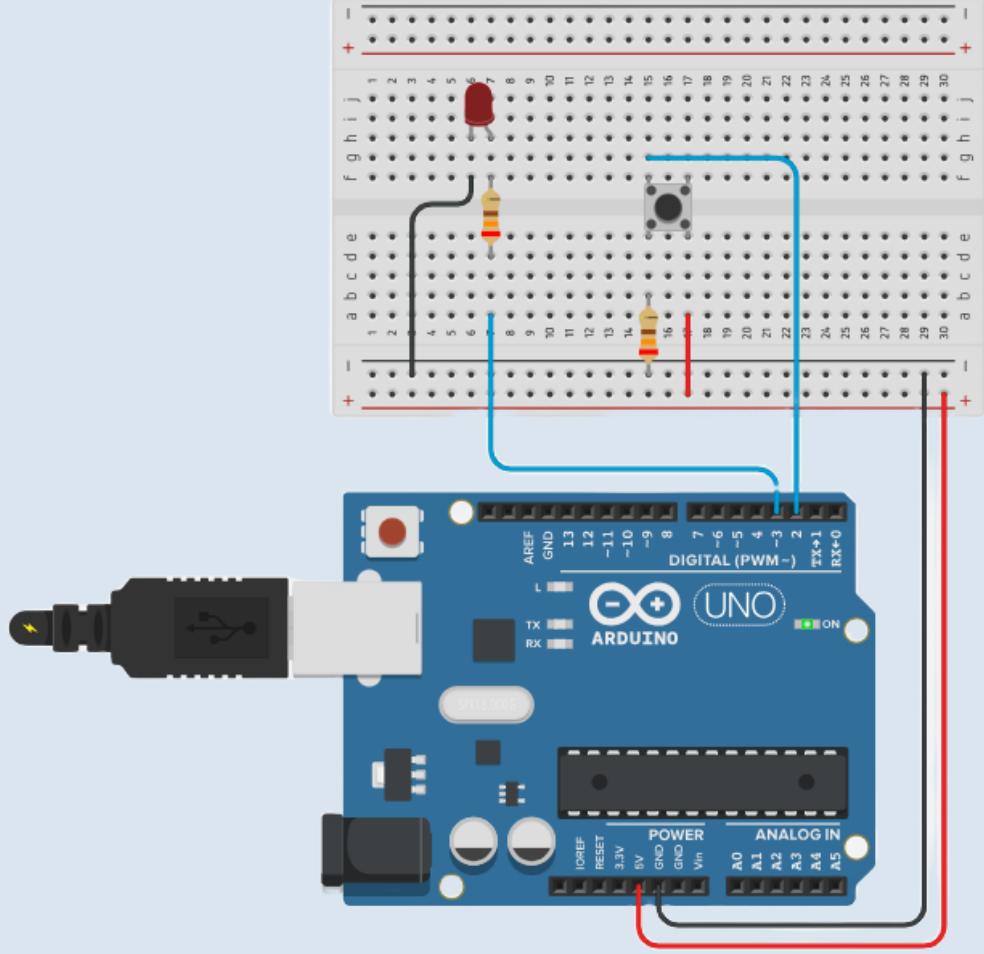
Toggle LED with interrupts:

```
const int buttonPin = 2;
const int ledPin = 3;
volatile int LEDstate = LOW;

void setup() {
    pinMode(buttonPin, INPUT);
    pinMode(ledPin, OUTPUT);
    attachInterrupt(digitalPinToInterrupt(buttonPin),
                    toggleLED, RISING);
}

void loop() {}

void toggleLED() {
    LEDstate = !LEDstate;
    digitalWrite(ledPin, LEDstate);
}
```



# Example 5 => Toggle LED

Toggle LED with interrupts and avoid bouncing effect:

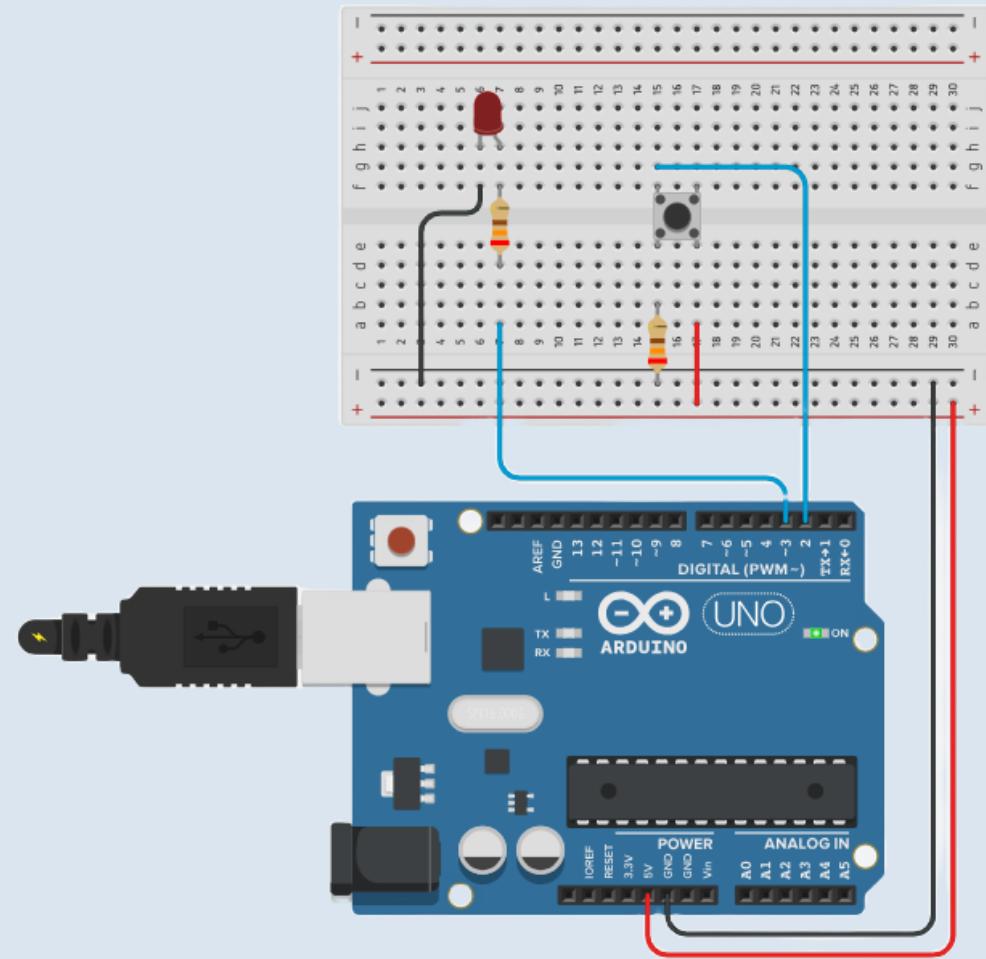


```
const int buttonPin = 2;
const int ledPin = 3;
volatile int LEDstate = LOW;
volatile unsigned long lastDebounceTime = 0;
const unsigned long debounceDelay = 50;

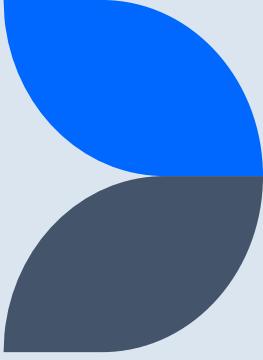
void setup() {
    pinMode(buttonPin, INPUT);
    pinMode(ledPin, OUTPUT);
    attachInterrupt(digitalPinToInterrupt(buttonPin),
                    toggleLED, RISING);
}

void loop() {}

void toggleLED() {
    unsigned long currentTime = millis();
    if (currentTime - lastDebounceTime
        > debounceDelay) {
        LEDstate = !LEDstate;
        lastDebounceTime = currentTime;
        digitalWrite(ledPin, LEDstate);
    }
}
```



# Example 6 => Controlling LED



Creating an interactive system using an Arduino that involves the following components:

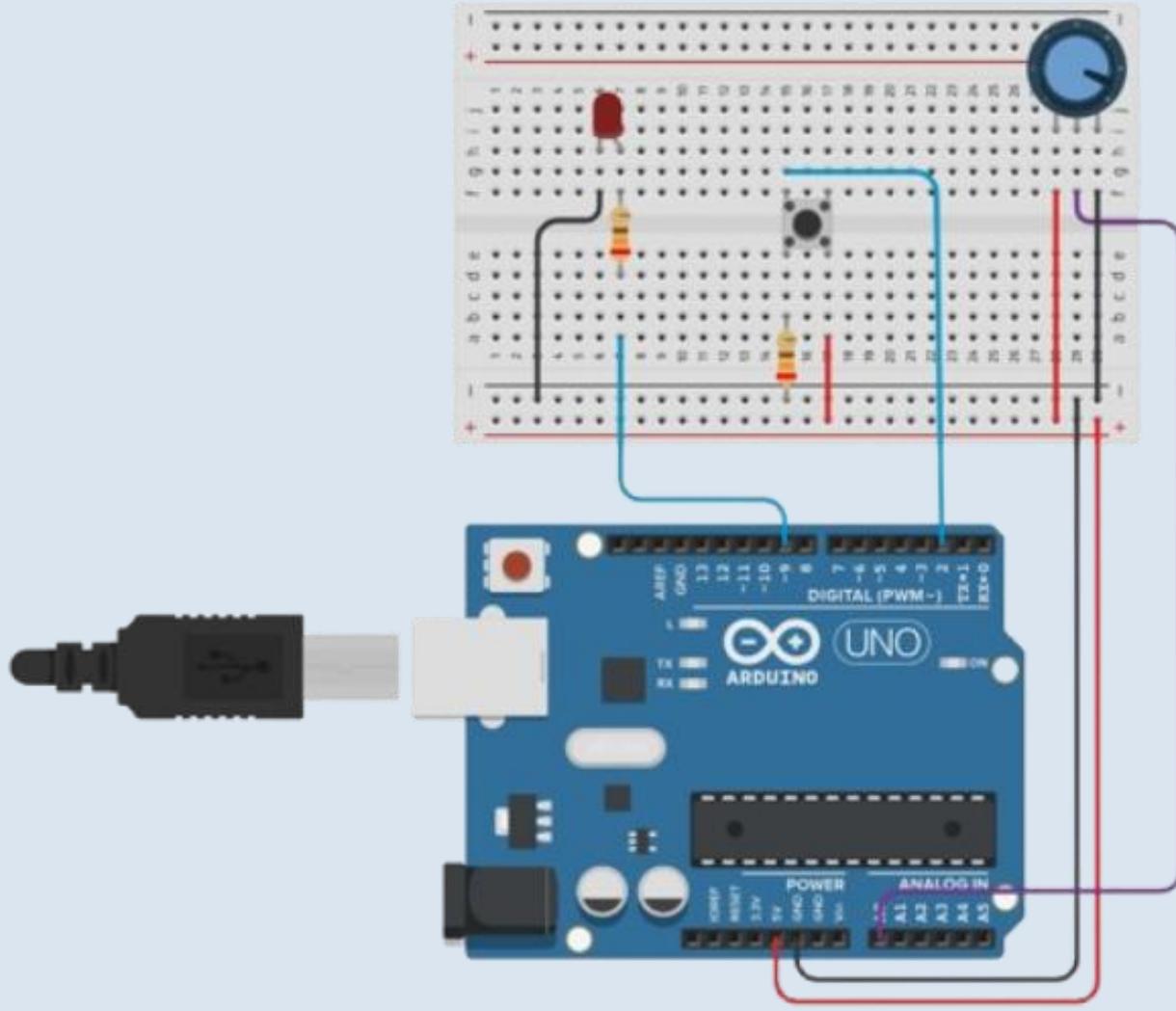
- Potentiometer
- Button
- LED

Requirements:

- The potentiometer should control the brightness of the LED.
- Button should toggle the LED on and off.
- Use interrupts to handle the button presses efficiently.



# Example 6 => Controlling LED



TIN  
KER  
CAD

# Example 6 => Controlling LED

```
● ● ●

const int potPin = A0;
const int ledPin = 9;
const int button1Pin = 2;

volatile bool ledState = false;
int potValue = 0;
int brightness = 0;

void setup() {
    pinMode(ledPin, OUTPUT);
    pinMode(button1Pin, INPUT);

    attachInterrupt(digitalPinToInterrupt(button1Pin), toggleLED, RISING);
}

void loop() {

    potValue = analogRead(potPin);
    brightness = map(potValue, 0, 1023, 0, 255);

    if (ledState) {
        analogWrite(ledPin, brightness);
    } else {
        analogWrite(ledPin, 0);
    }

    delay(10); // Small delay to avoid rapid changes
}

void toggleLED() {
    ledState = !ledState;
}
```



# Example 7 => Controlling Array of LEDs

## Unsolved example

You need to create an Arduino system that controls four LEDs based on the value of a potentiometer.

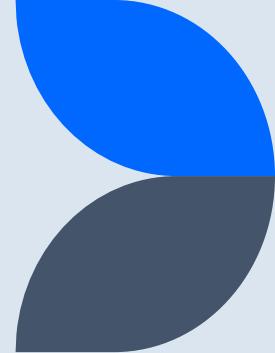
Requirements: Use a potentiometer to determine how many LEDs should be turned on.

The system should work as follows:

- If the potentiometer value is between 0 and 255, turn on 1 LED.
- If the potentiometer value is between 256 and 511, turn on 2 LEDs.
- If the potentiometer value is between 512 and 767, turn on 3 LEDs.
- If the potentiometer value is between 768 and 1023, turn on all 4 LEDs.

# Example 8 => LED Reaction Game

## Unsolved example



Design an Arduino-based reaction game that uses LEDs, a potentiometer, and a button. The goal of the game is to test the player's reaction time.

Requirements:

- Use a potentiometer to set the difficulty level of the game.
- An LED should light up randomly after a delay.
- The player must press a button as quickly as possible when the LED lights up.
- The system should display the player's reaction time using LEDs.
- The game should reset automatically after displaying the reaction time.



LCD liquid  
crystal display

# Introduction to 16x2 LCD

- **Definition:** A 16x2 LCD is a display module that can show 16 characters per line and there are 2 such lines.
- **Uses:** Commonly used in various electronic projects for displaying data, such as temperature, humidity, sensor readings, etc.

# Pin Configuration

**VSS:** Ground

**VDD:** +5V Power Supply

**VO:** Contrast Adjustment

**RS:** Register Select

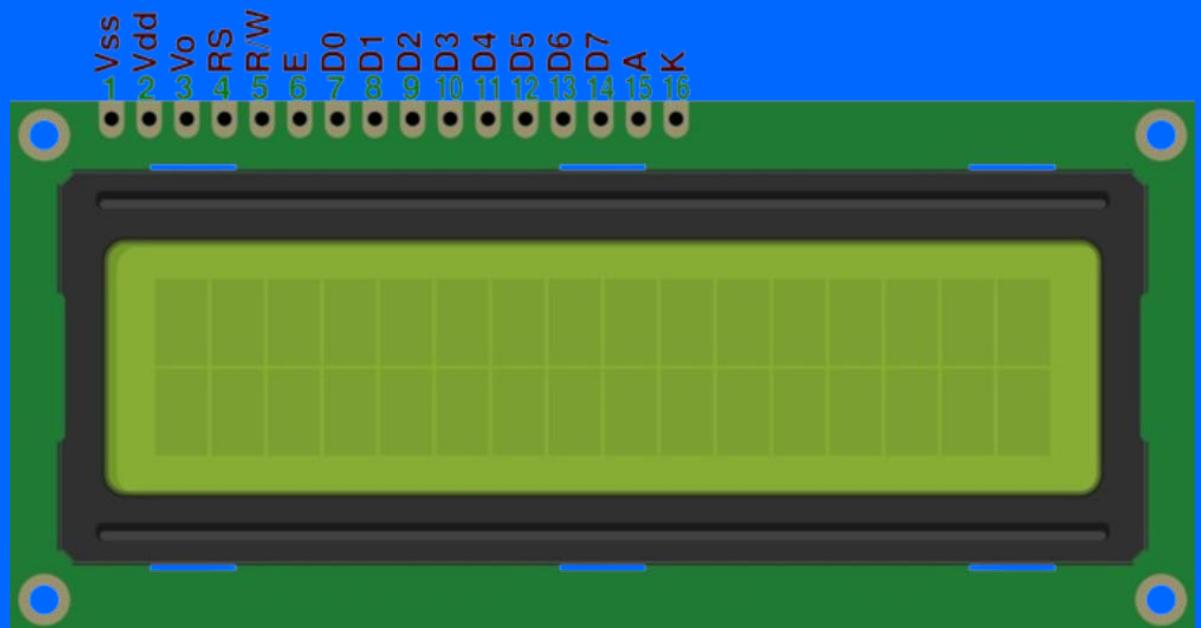
**RW:** Read (High) / Write (Low)

**E:** Enable

**D0 to D7:** Data Pins

**A (LED+):** LED Positive

**K (LED-):** LED Negative





# Sensors

# Ultrasonic Sensor

## Introduction:

- **Definition:** Ultrasonic sensors use sound waves to measure the distance between the sensor and an object.
- **Common Model:** HC-SR04.

## Working Principle:

- **Sound Waves:** Sends out an ultrasonic wave and measures the time it takes for the echo to return.
- **Distance Calculation:** Uses the speed of sound to calculate distance based on the time it took for the echo to return.



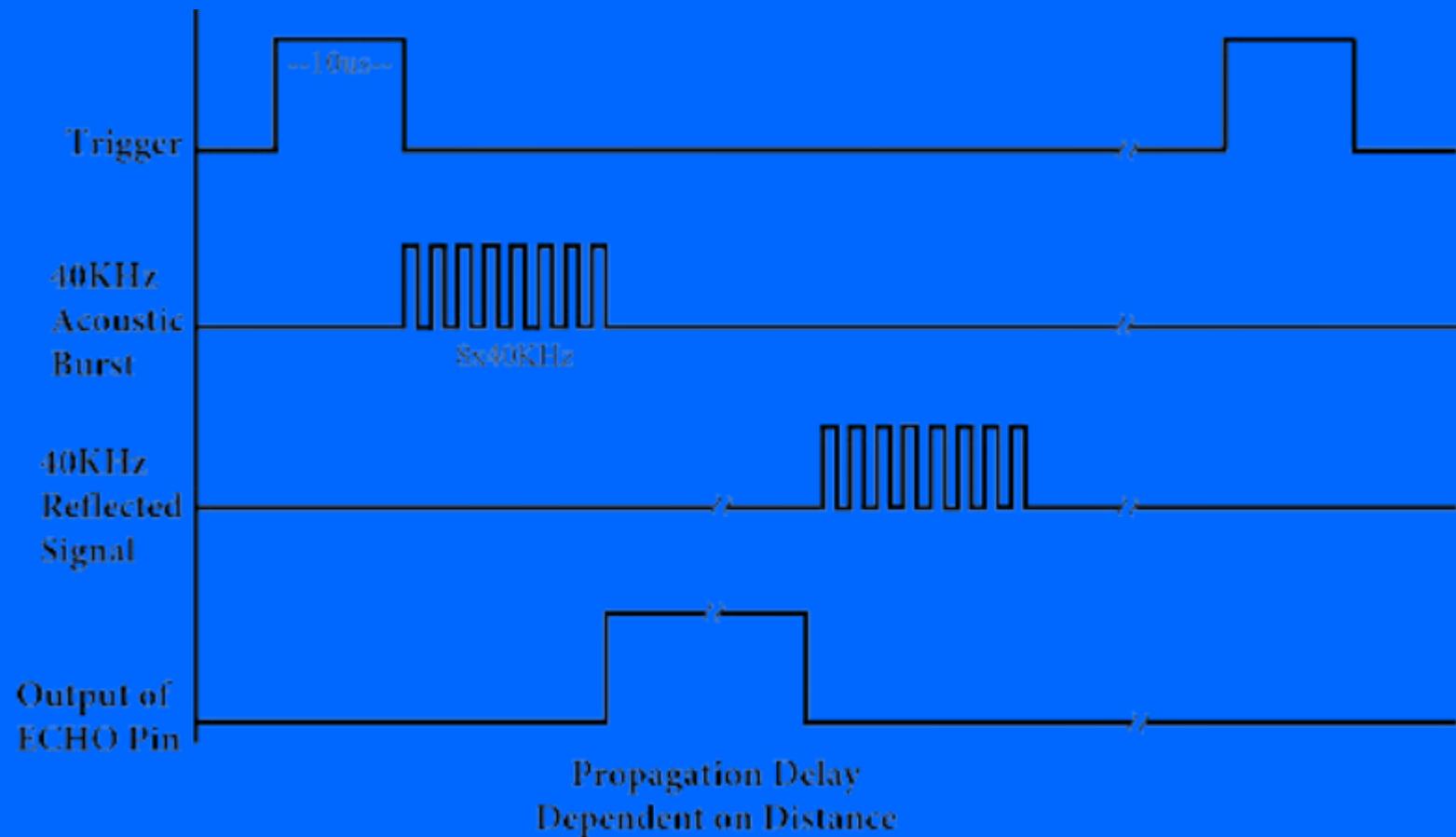
# Pin Configuration

**VCC:** +5V Power Supply

**GND:** Ground

**Trig:** Trigger Pin

**Echo:** Echo Pin



# PIR (Passive Infrared) Sensor

## Introduction:

- **Definition:** PIR sensors detect motion by measuring infrared radiation from objects in their field of view.
- **Common Usage:** Security systems, automatic lighting.

## Working Principle:

- **Infrared Detection:** Detects changes in infrared radiation, indicating movement of people or animals.

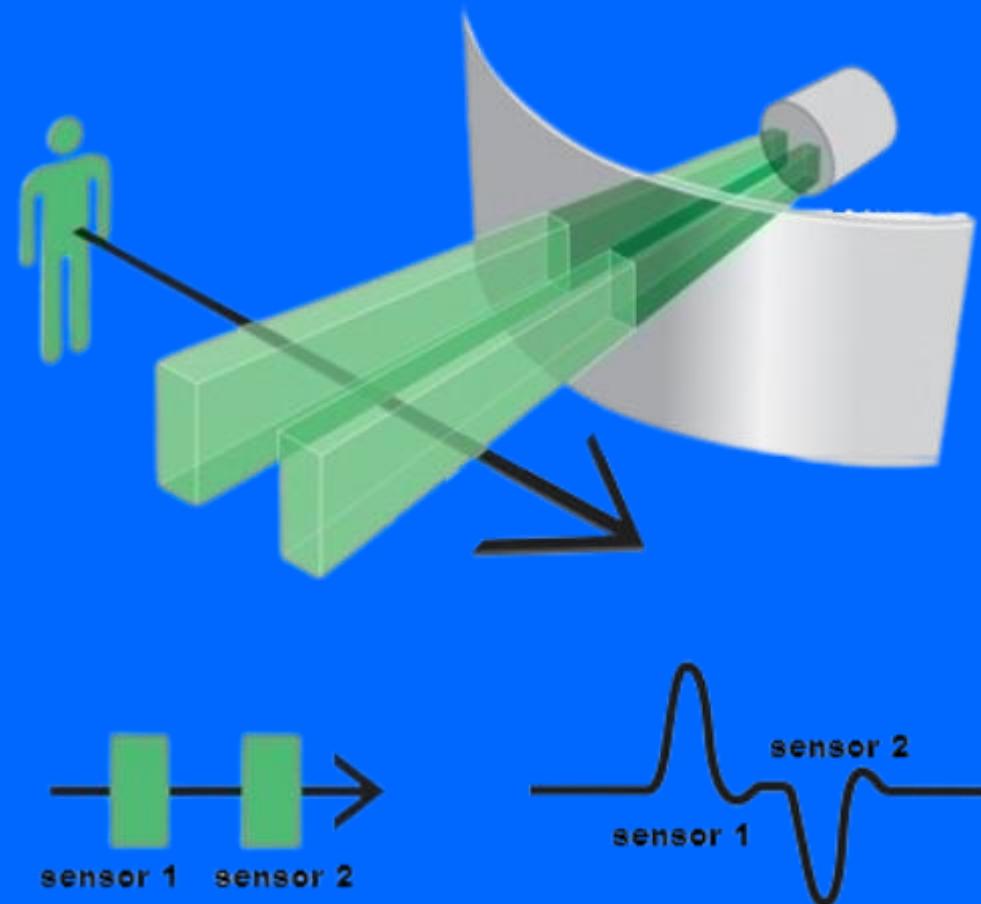


## Pin Configuration

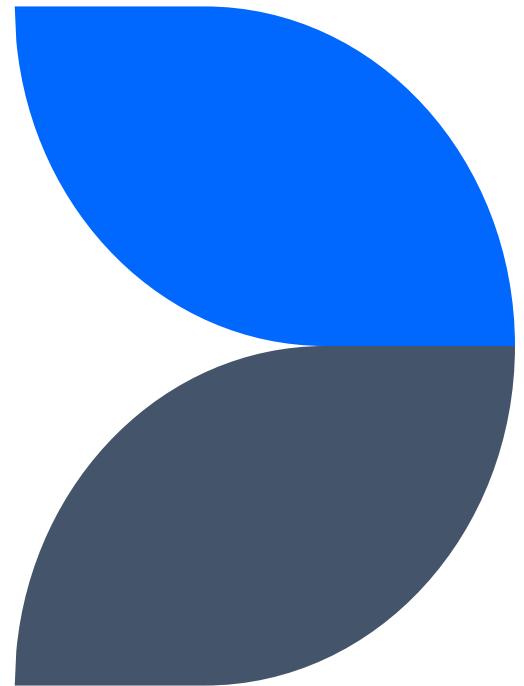
**VCC:** +5V Power Supply

**GND:** Ground

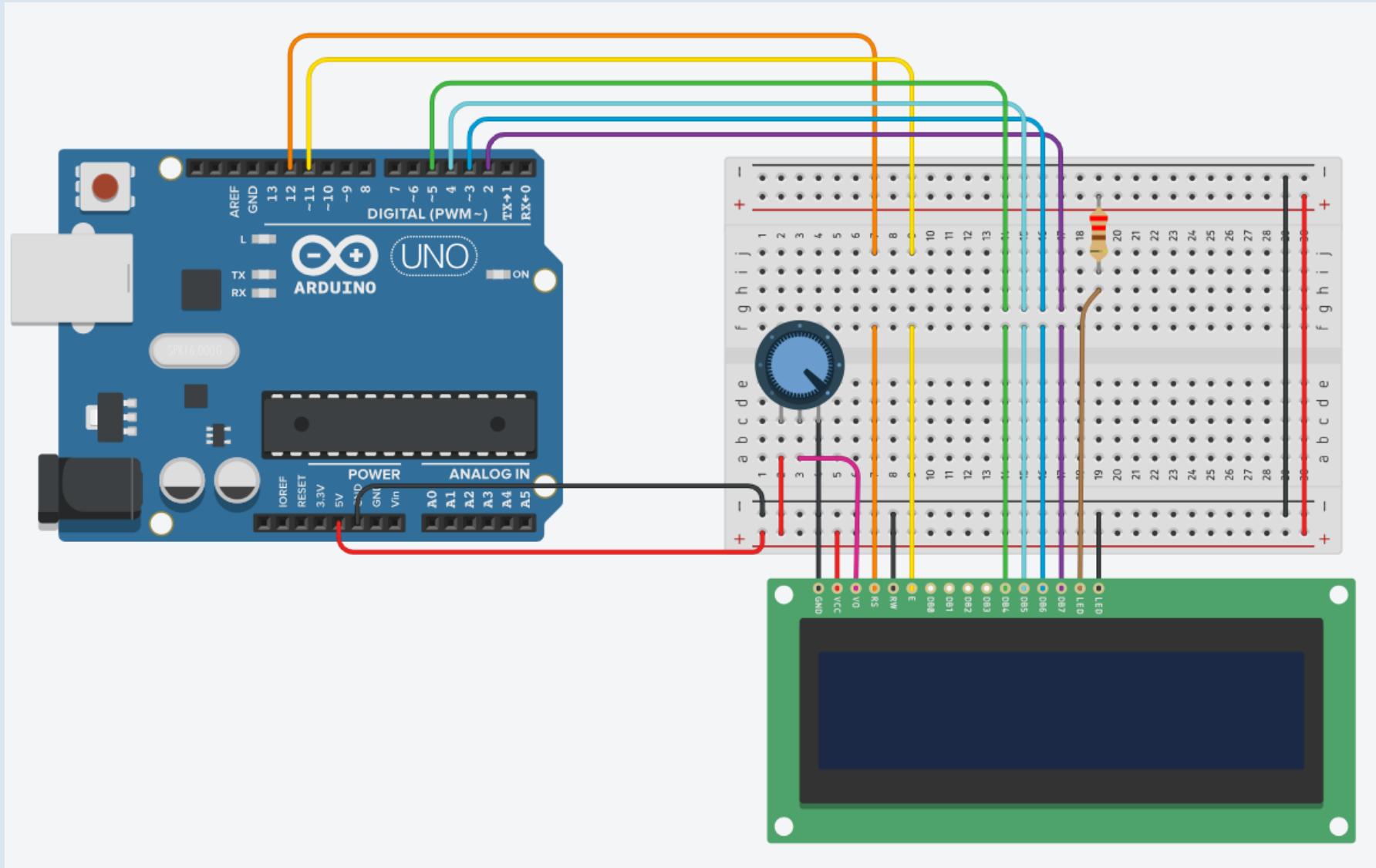
**OUT:** Output Signal



# Examples for LCD & Sensors



# Example 9 => Print Your Name



TIN  
KER  
CAD

# Example 9 => Print Your Name

```
#include <LiquidCrystal.h>

// LiquidCrystal(rs, enable, d4, d5, d6, d7)
LiquidCrystal lcd(12, 11, 5, 4, 3, 2);

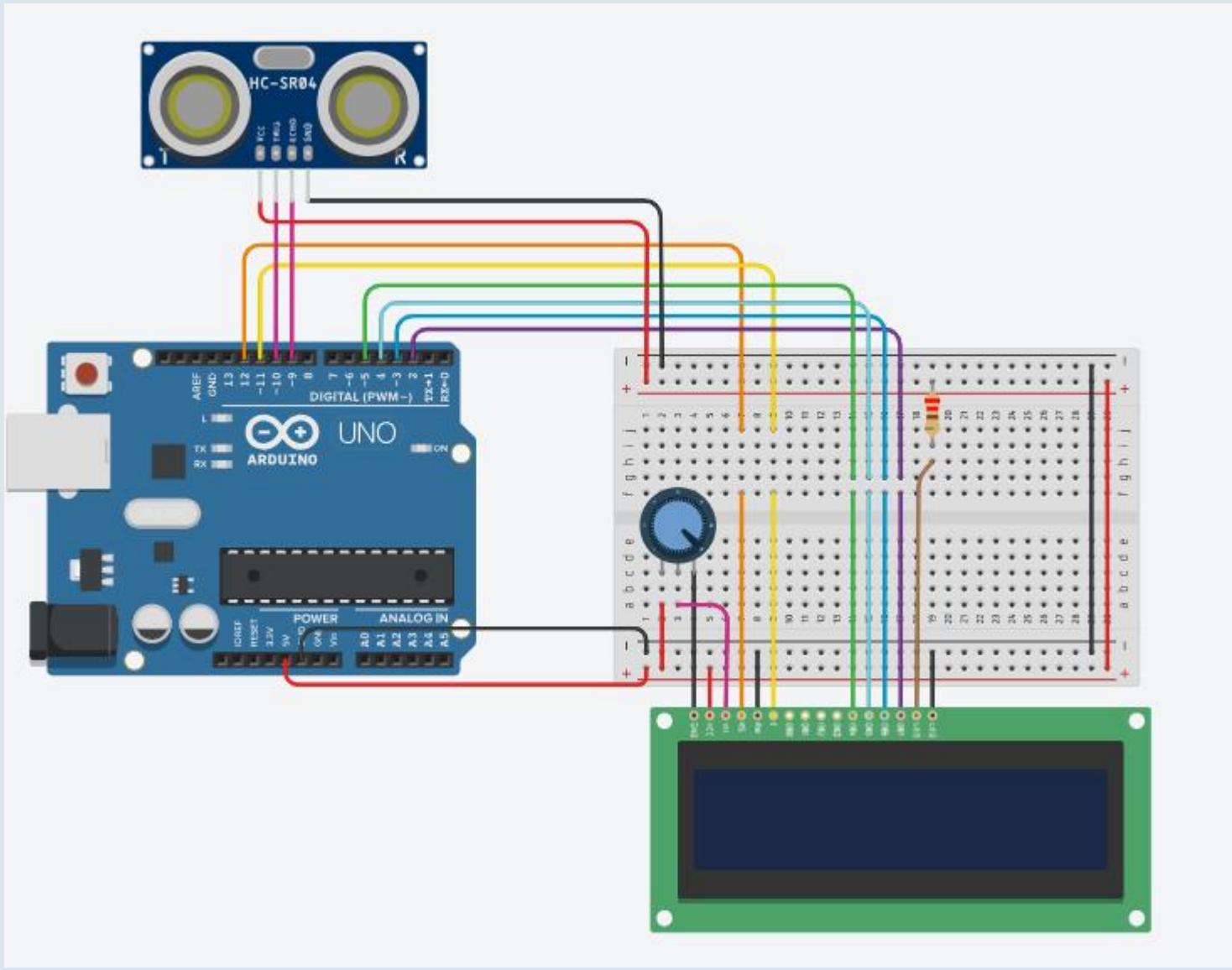
void setup()
{
    lcd.begin(16, 2);

    lcd.setCursor(0, 0);
    lcd.print("Qossay Abu Rida");
}

void loop(){}
```



# Example 10 => Distance Measurement



T  
I  
N  
K  
E  
R  
C  
A  
D

# Example 10 => Distance Measurement

```
#include <LiquidCrystal.h>

LiquidCrystal lcd_1(12, 11, 5, 4, 3, 2);
const int trigPin = 10;
const int echoPin = 9;

void setup() {
    lcd_1.begin(16, 2);
    pinMode(trigPin, OUTPUT);
    pinMode(echoPin, INPUT);
    lcd_1.print("Distance: ");
}

void loop() {
    digitalWrite(trigPin, LOW);
    delayMicroseconds(2);
    digitalWrite(trigPin, HIGH);
    delayMicroseconds(10);
    digitalWrite(trigPin, LOW);

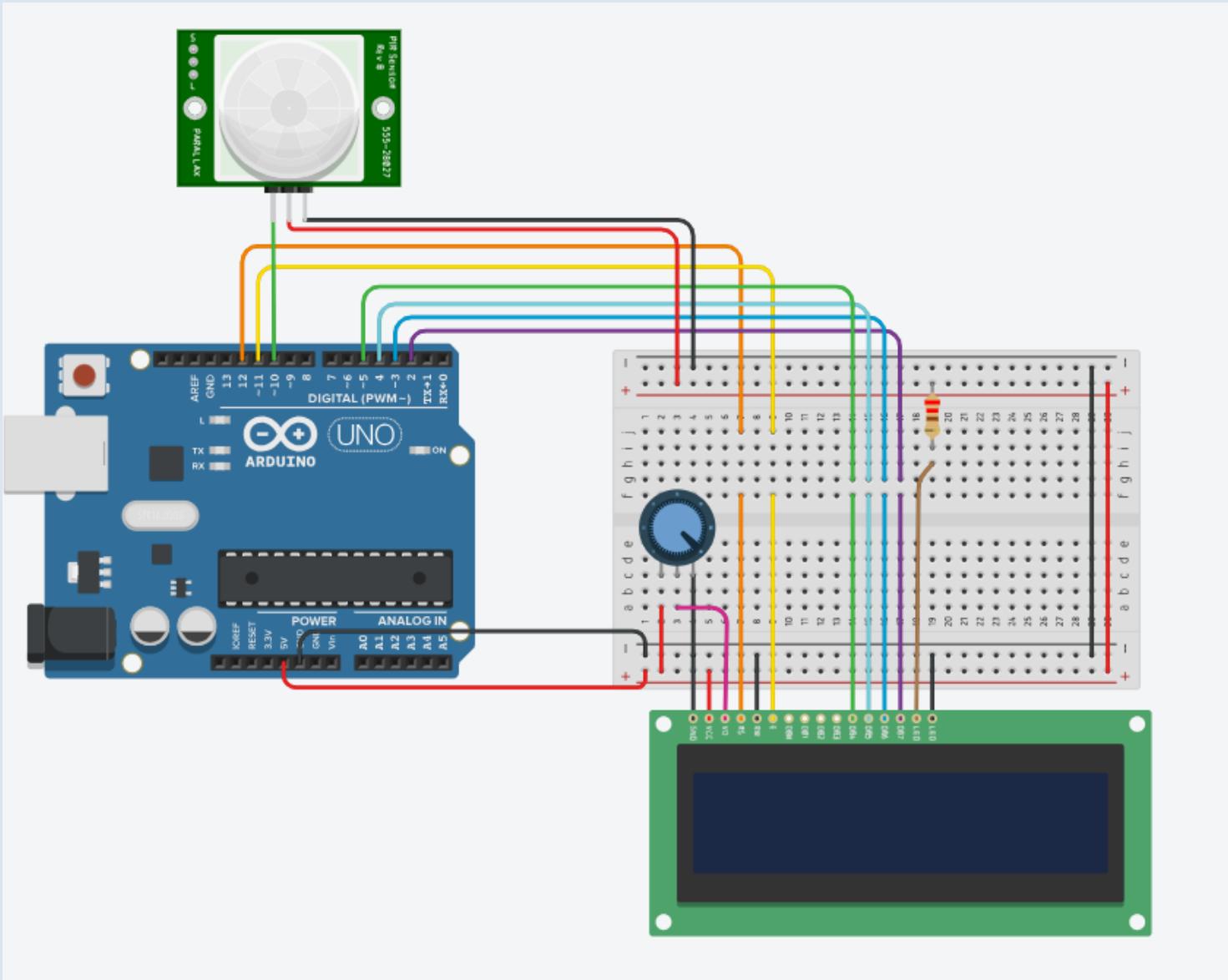
    long duration = pulseIn(echoPin, HIGH);
    float distance = duration * 0.034 / 2;

    lcd_1.setCursor(0, 1);
    lcd_1.print("          "); // Clear previous reading
    lcd_1.setCursor(0, 1);
    lcd_1.print(distance);
    lcd_1.print(" cm");
    delay(500);
}
```

The speed of sound in air is approximately 343 meters per second or 0.0343 centimeters per microsecond.



# Example 11 => Motion detection



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# Example 11 => Motion detection

```
#include <LiquidCrystal.h>

LiquidCrystal lcd_1(12, 11, 5, 4, 3, 2);
const int pirPin = 10;

void setup() {
    lcd_1.begin(16, 2);
    pinMode(pirPin, INPUT);
    lcd_1.print("PIR Sensor:");
}

void loop() {
    int pirState = digitalRead(pirPin);

    lcd_1.setCursor(0, 1);
    if (pirState == HIGH)
        lcd_1.print("Motion detected");
    else
        lcd_1.print("No motion      ");

    delay(500);
}
```



# Actuators



# Actuators

- **Definition:** Actuators are devices that convert electrical energy into physical motion. They are used to move or control mechanisms or systems.
- **Common Types:** Servos, DC motors, stepper motors.

# Servo Motors

**Definition:** Servo motors are precise control motors that use a feedback loop to control position, speed, and acceleration.

**Common Use:** Robotics, RC cars, controlled positioning systems.



# DC Motors

**Definition:** DC motors convert direct current electrical energy into mechanical motion.

**Common Use:** Fans, wheels in robots, small appliances.



# Stepper Motors

**Definition:** Stepper motors move in discrete steps, offering precise control over movement.

**Common Use:** 3D printers, CNC machines, camera platforms.



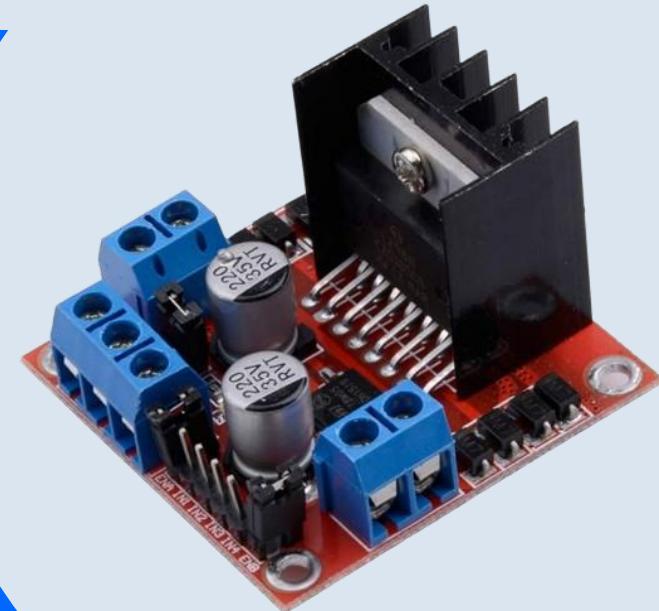
# H-Bridge

## Introduction:

- **Definition:** An H-Bridge is an electronic circuit that enables a voltage to be applied across a load in either direction.
- **Common Use:** Motor control, allowing motors to run forward or backward.

## Working Principle:

- **Configuration:** Consists of four switches (transistors or MOSFETs) that control the direction of current flow.
- **Direction Control:** By closing different pairs of switches, the direction of the current and thus the motor's direction can be controlled.



## Pin Configuration

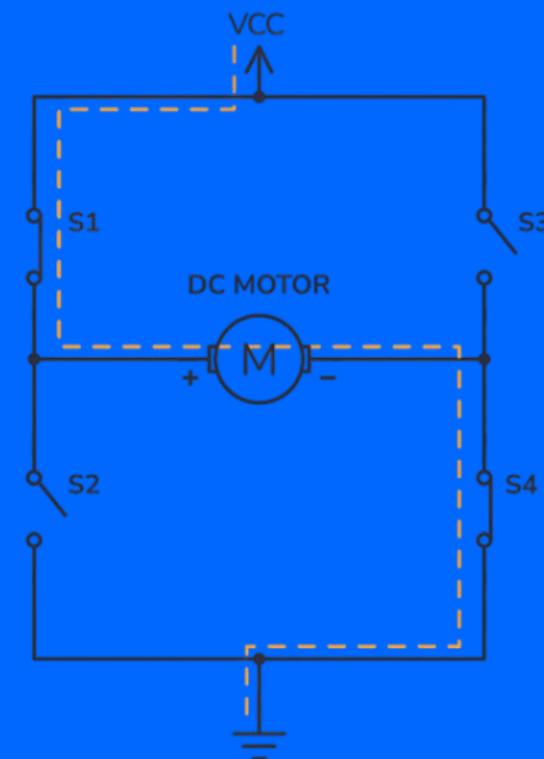
**IN1, IN2, IN3, IN4:** Input pins to control the switches.

**ENA, ENB:** Enable pins to activate the H-Bridge channels.

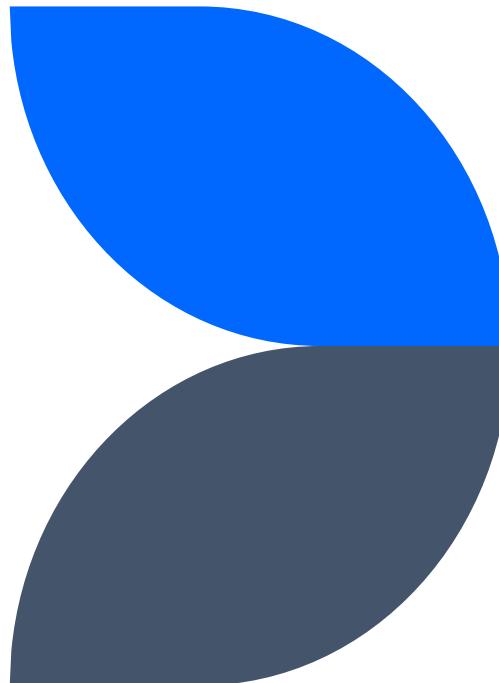
**OUT1, OUT2, OUT3, OUT4:** Output pins connected to the motor.

**VCC:** Voltage supply for the H-Bridge.

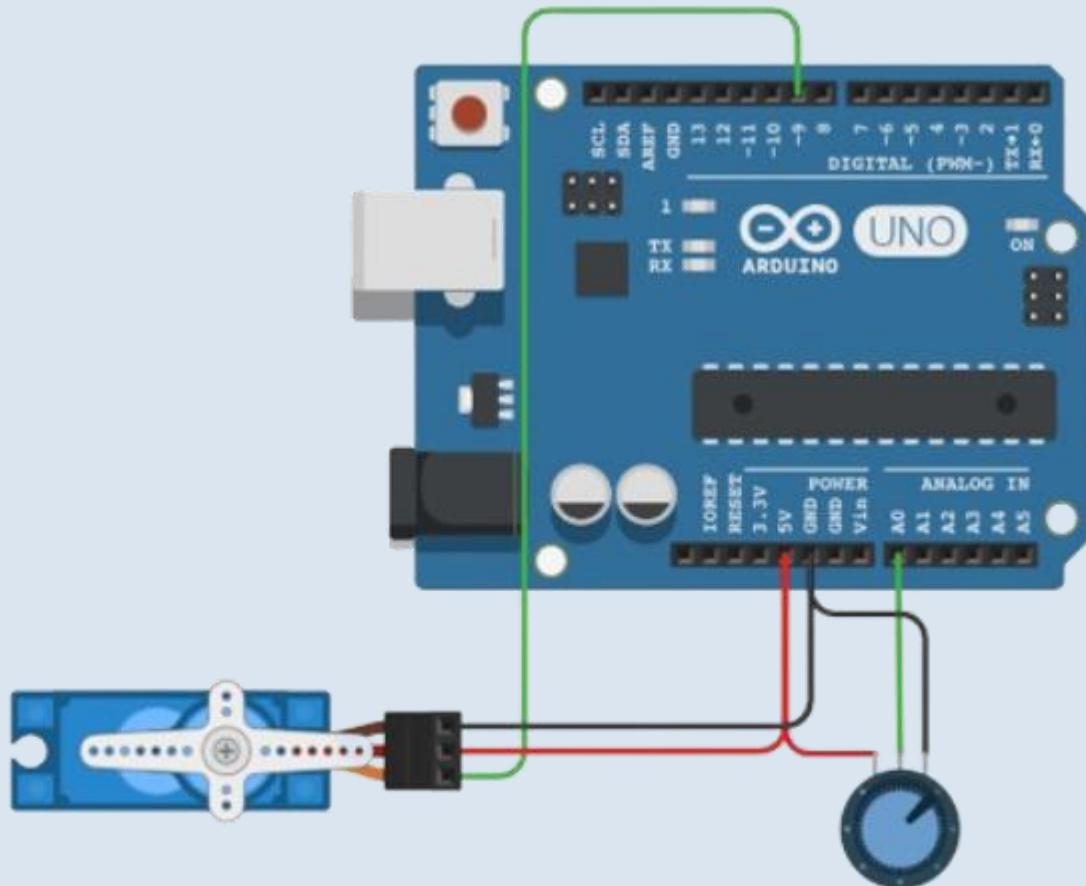
**GND:** Ground.**12V:** Power supply for the motors.



# Examples for Actuators



# Example 12 => Servo Motors



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# Example 12 => Servo Motors

```
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#include <Servo.h>

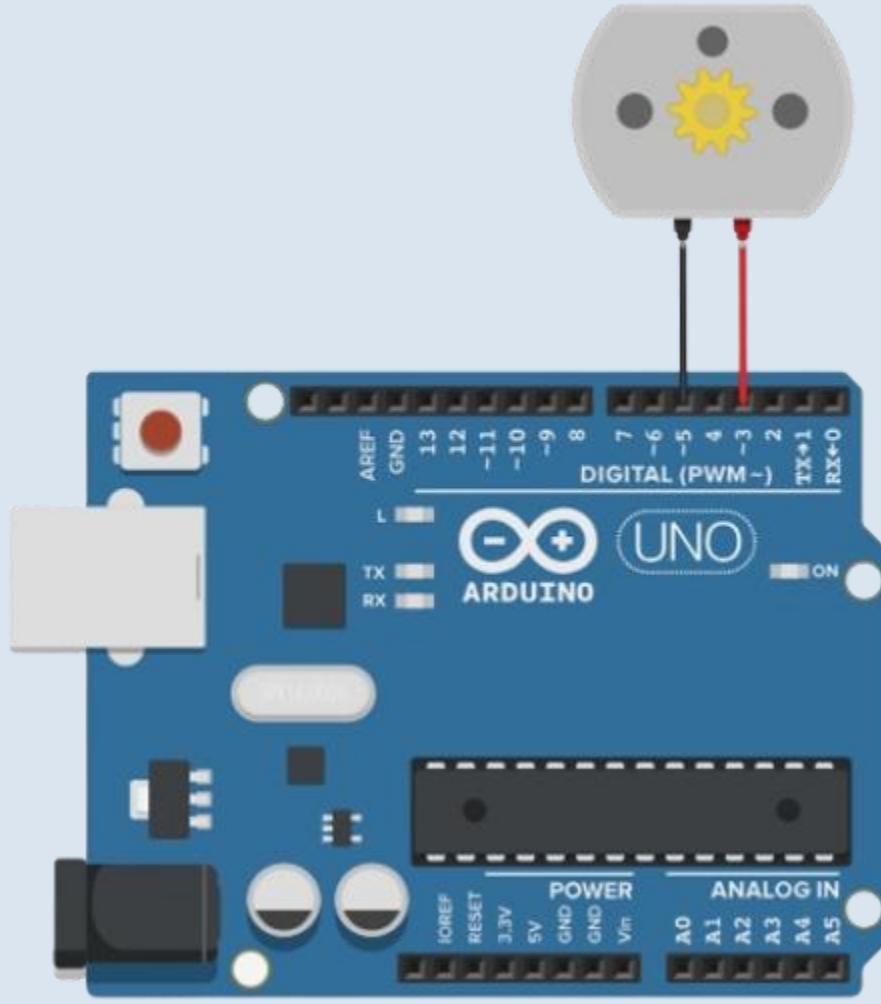
Servo myservo;
int value;
double angle;

void setup()
{
    Serial.begin(9600);
    myservo.attach(9);
}

void loop()
{
    value = analogRead(A0);
    angle = map(value, 0, 1023, 0, 180);
    Serial.println(angle);
    myservo.write(angle);
    delay(15);
}
```



# Example 13 => DC Motors



TIN  
KER  
CAD

# Example 13 => DC Motors

```
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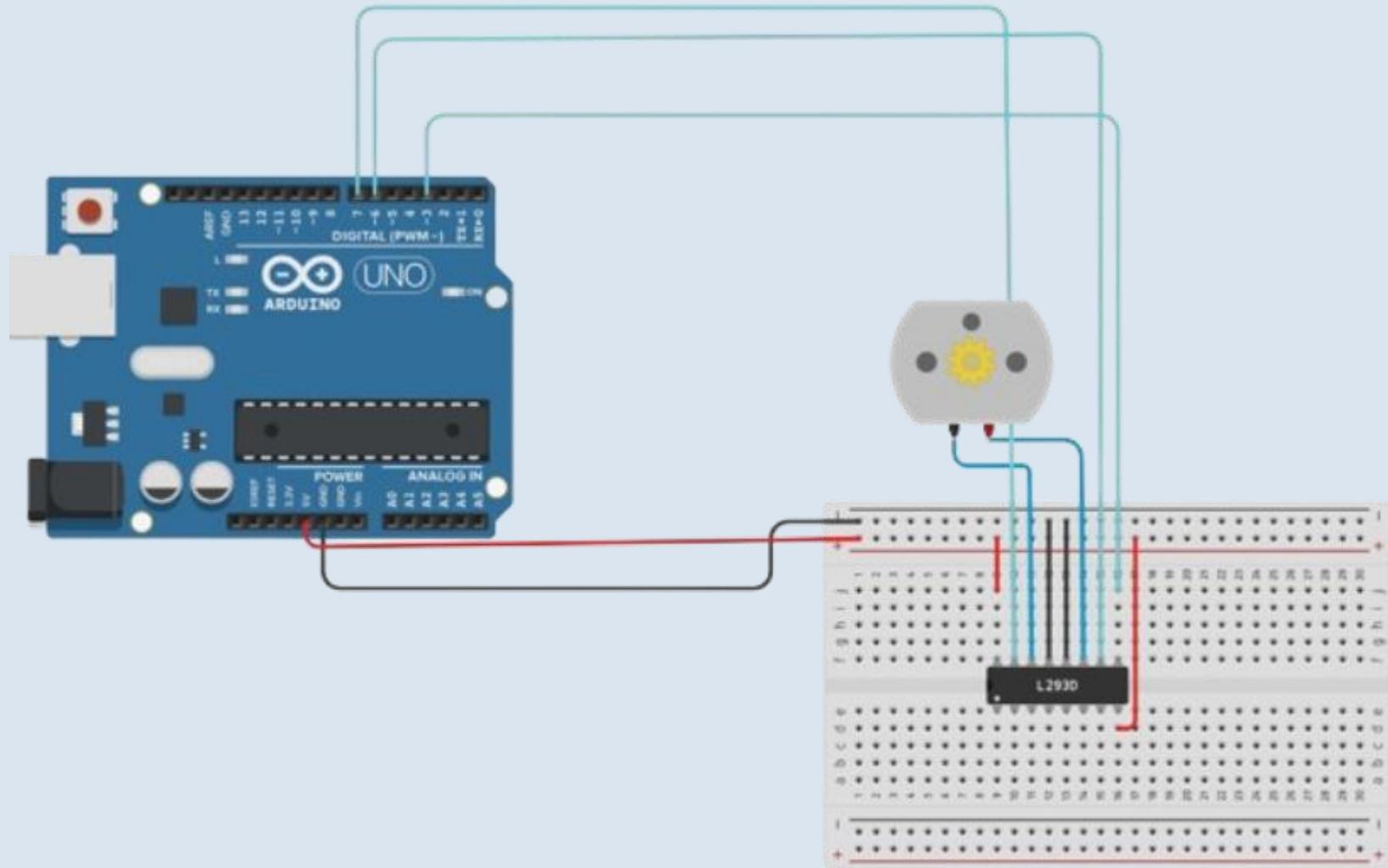
int motorPin1 = 3;
int motorPin2 = 5;

void setup() {
    pinMode(motorPin1, OUTPUT);
    pinMode(motorPin2, OUTPUT);
}

void loop() {
    digitalWrite(motorPin1, HIGH);
    digitalWrite(motorPin2, LOW);
    delay(2000);
    digitalWrite(motorPin1, LOW);
    digitalWrite(motorPin2, HIGH);
    delay(2000);
}
```



# Example 14 => H-Bridge



T I N  
K E R  
C A D

# Example 14 => H-Bridge

```
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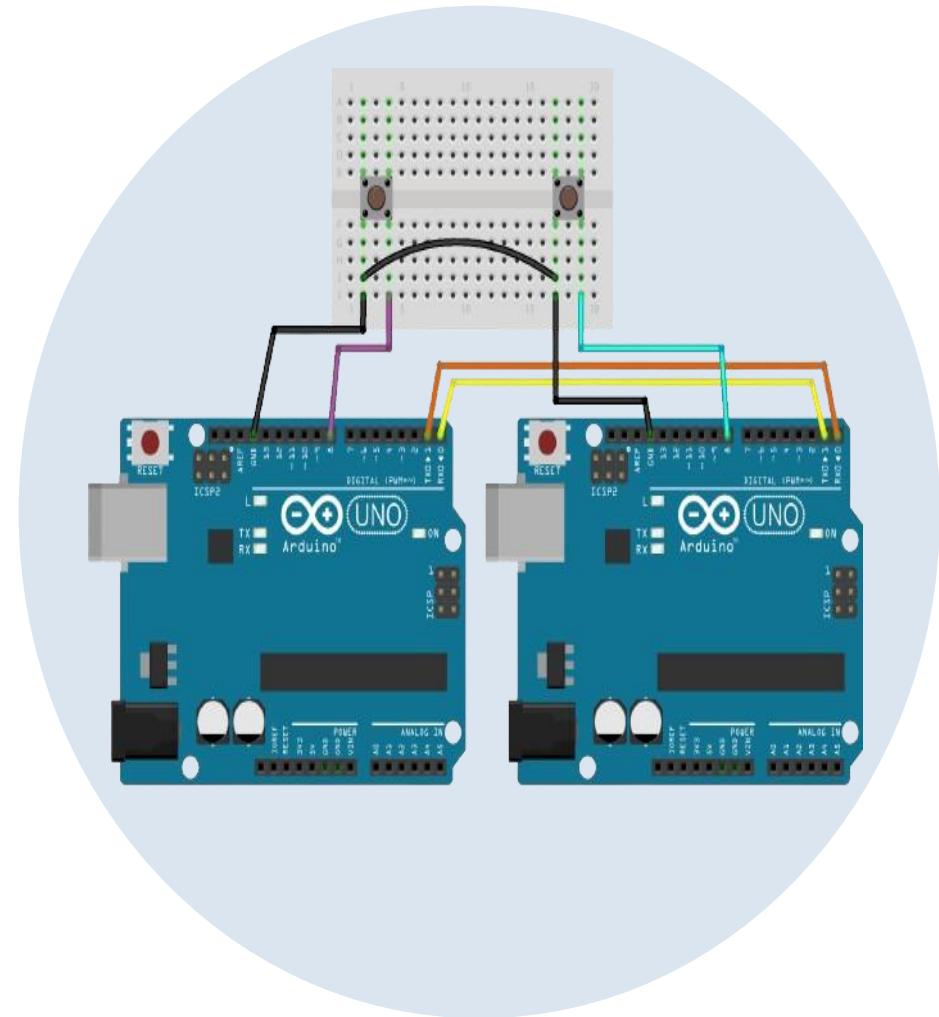
int enA = 3;
int in1 = 6;
int in2 = 7;

void setup() {
    pinMode(enA, OUTPUT);
    pinMode(in1, OUTPUT);
    pinMode(in2, OUTPUT);
}

void loop() {
    digitalWrite(in1, HIGH);
    digitalWrite(in2, LOW);
    analogWrite(enA, 255);
    delay(2000);
    digitalWrite(in1, LOW);
    digitalWrite(in2, HIGH);
    delay(2000);
}
```



# Communication



# Contact us

