



THEORY

CONCEPTS USED:

- 1.connection of led with breadboard.
- 2.connection of Arduino with circuit.
- 3.code use to run the led flasher.

1.LED:LED have two terminal one is p(positive) and other is n(negative).The p terminal is longer from outside and p is connected to the output unit of Arduino and the n terminal is connected to ground.

2.ARDUINO:The Arduino is connected to the computer by usb and we use digital as output unit and connect it with breadboard

3.code:code in C++ used for run the led flasher .Turn on the LED for 1 second and TURN OFF the LED for 1 second in void loop.

LEARNING AND OBSERVATION:

1.If we connect the LED directly without using resistor the the LED diode will damaged .

2.if we takes the delay below 60ms the it is not detected by our eyes.

PRECAUTION:

1. The LED diode terminals are connected carefully p to positive and n to the ground.
2. Don't use LED without resistor otherwise the diode will damaged.

LEARNING OUTCOMES:

- 1.we use how to blink LED with Arduino.
- 2.Also learn about the Arduino and breadboard .
- 3.we learn how to use coding for blinking the LED.