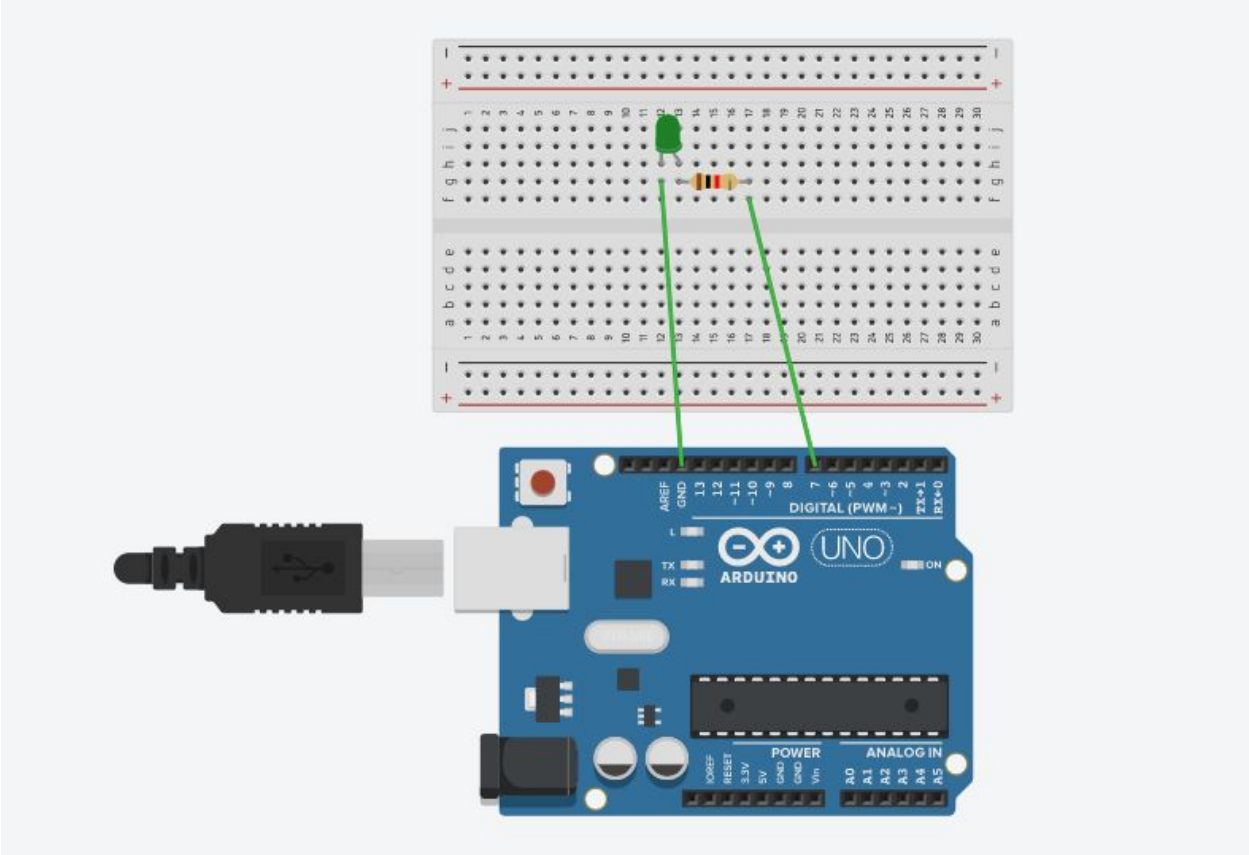
EXPERIMENT : LED FLASHER



CONCEPT USED

In this experiment we did coding to make LED chaser which is set up on the breadboard. Basic concept of wiring and electric circuit is necessary. Prior knowledge of breadboard is required. And Basics of Arduino and its working is required for one to work upon it.

Learning and observations: The coding is done using computer With the help of it the instructions are provided to the Arduino Uno board .Coding done on Arduino software is C++ . Arduino is a single-board microcontroller meant to make the application more accessible which are interactive objects and its surroundings. This micro controller gives the valid instruction to the elements fitted on the breadboard according to coding done on software.

Problem and troubleshooting:

- The incorrect coding shouldn't exist as it creates problems in the working of hardware. This can be corrected by learning C++ and practicing it .
- Hardware should be properly fitted on the Breadboard or
  they might get fuse or get damaged .
- Arduino wire must be checked if they are loose or not. And the ports should be cleansed before using ,they might cause problems in the future.

Precautions:

- The coding done on the software should be accurate. All the errors should be neglected i.e. syntax,logical errors etc..
- All the wires and elements should be connected firmly and according to the coding done on the system.
- Positive and Negative terminals should be put in their respective places.

Learning Outcome:

From this experiment we learned how to code in the software . This project was the base for the upcoming project we are going to do in the upcoming semester. In this project we learned how to make chaser LED bulb and how to code it on the software.