DEPARTMENT OF
COMPUTER SCIENCE & ENGINEERING
Discover. Learn. Empower.

Experiment1.4

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Branch: CSE Section/Group: DM-612-B
Semester: 06 Date of Performance:06/03/23
Subject Name: IOT LAB Subject Code:20CSP-358

1. Aim:

Program to interface the Arduino with LED and blinking application.

2. Objective:

1. Learn about interfacing.
2. Learn about IoT programming.

3. Components Required:

- 1 × Breadboard
- 1 × Arduino Uno R3
- 1 × LED
- 1 × 330Ω Resistor
- 2 × Jumper

Procedure

LEDs are small, powerful lights that are used in many different applications. To start, we will

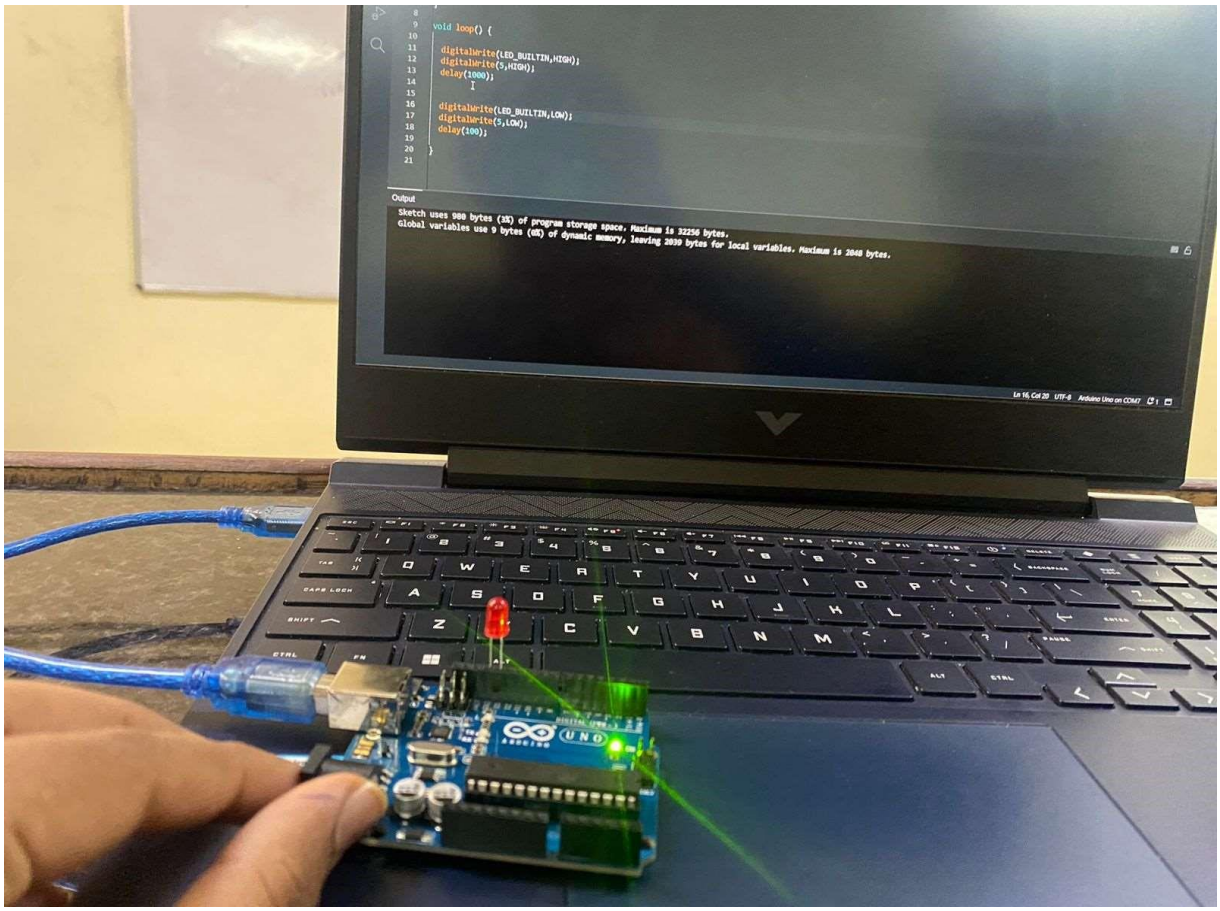
work on blinking an LED, the Hello World of microcontrollers. It is as simple as turning a

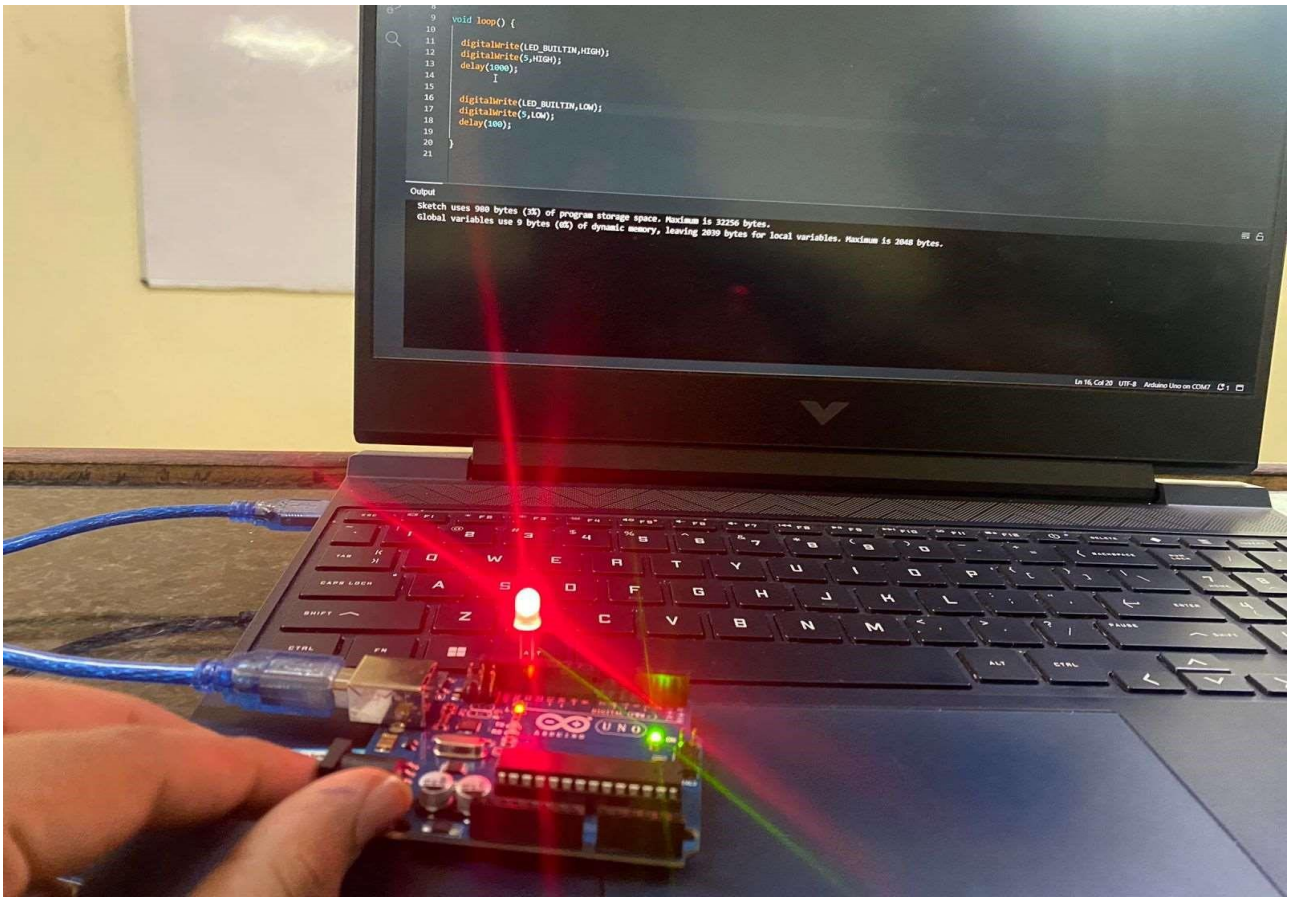
light on and off. Establishing this important baseline will give you a solid

foundation as we work towards experiments that are more complex.

Follow the circuit diagram and hook up the components on the breadboard as shown in the

image given below.

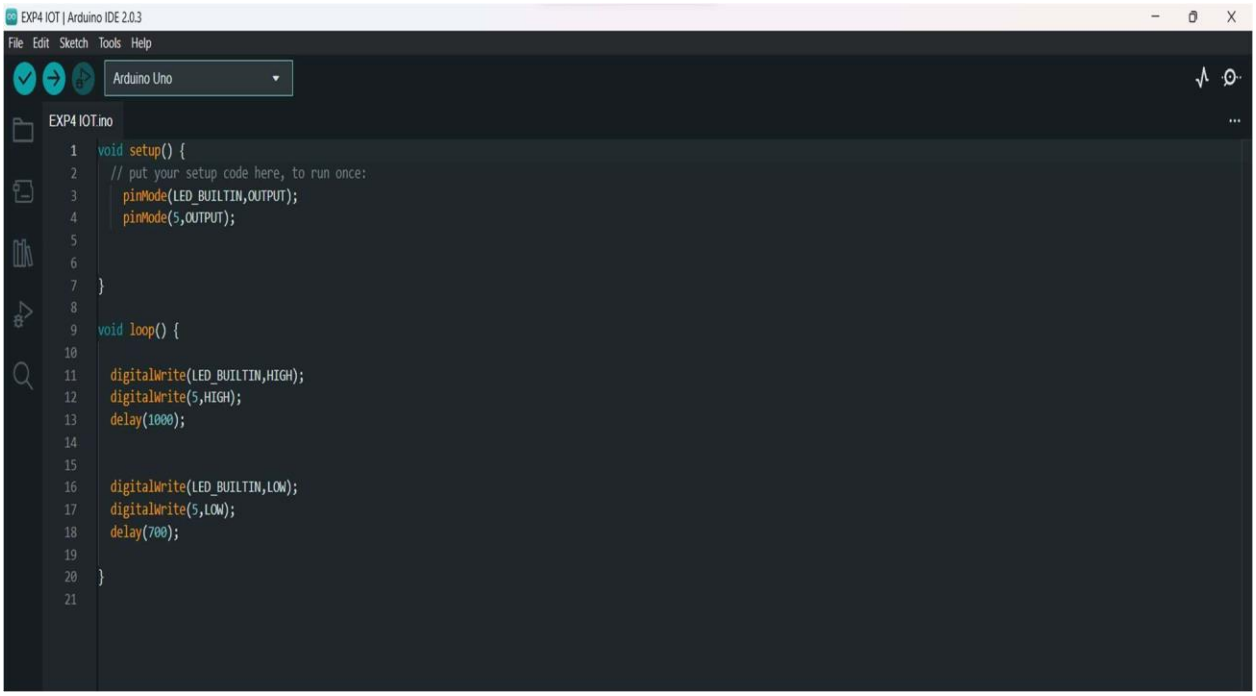




CODE :

```
void setup() {
  // put your setup code here, to run once:
pinMode(LED_BUILTIN,OUTPUT);     pinMode(5,OUTPUT);
} void loop()
{
  digitalWrite(LED_BUILTIN,HIGH);
digitalWrite(5,HIGH);   delay(1000);
digitalWrite(LED_BUILTIN,LOW);
digitalWrite(5,LOW);   delay(700);
```

}


EXP4 IOT | Arduino IDE 2.0.3
File Edit Sketch Tools Help
Arduino Uno
EXP4 IOT.ino
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