

```
HARDWARE

1x Computer with Arduino IDE Software

1x USB 2.0 Type A/B Data Cable

1x Arduino Uno Board

1x Solderless Breadboard

Nx Jumper wires

1x OLED SSD1306 i2c

---

OLED SSD1306 i2c VCC to Arduino Uno 3.3V

OLED SSD1306 i2c GND to Arduino Uno Gnd

OLED SSD1306 i2c SDA to Arduino SDA ( Pin A4 )

OLED SSD1306 i2c SCL to Arduino SCL ( Pin A5 )
```

C ARDUINO - OLED SSD1306 i2c

https://github.com/teaksoon/c_arduino_comp

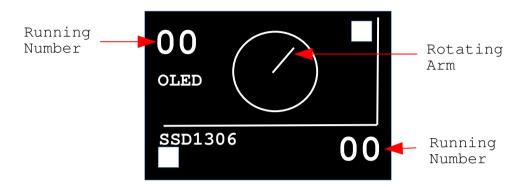
Source code: ssd1306 i2c buffer demo

Download from:

https://github.com/teaksoon/c_arduino_comp/blob/main/

2022_01_14_oled_ssd1306_i2c_source.zip Upload PROGRAM, watch the OLED SCreen

Source Codes are long, will not be posted here. Please download to see



Done uploading.

Sketch uses 4422 bytes (13%) of program storage space. Maximum is 32256 bytes. Global variables use 1102 bytes (53%) of dynamic memory, leaving 946 bytes for local variables. Maximum is 2048 bytes.

1

Full $64 \times 128 \, \text{pixel}$ graphics, needs extra 12% MEMORY compared to the codes below (1102 bytes of SRAM for this demo)

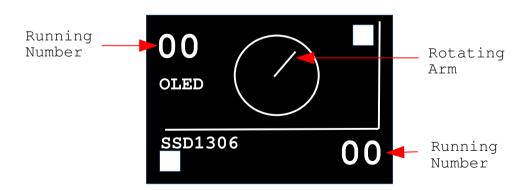
Source code: ssd1306_i2c_buffer6_demo

Download from:

https://qithub.com/teaksoon/c_arduino_comp/blob/main/

2022_01_14_oled_ssd1306_i2c_source.zip Upload PROGRAM, watch the OLED SCreen

Source Codes are long, will not be posted here. Please download to see



Done uploading.

Sketch uses 4718 bytes (14%) of program storage space. Maximum is 32256 bytes. Global variables use 846 bytes (41%) of dynamic memory, leaving 1202 bytes for local variables. Maximum is 2048 bytes.

1

Exactly the same OLED output as above. Partial 48x128pixel graphics + 2 rows of text based display at bottom, uses 12% MEMORY less (846 bytes of SRAM for this demo)