

# ARDUINO PROGRAMMING COURSE SYLLABUS:

Arduino is a prototype platform (open-source) based on an easy-to-use hardware and software. It consists of a circuit board, which can be programed (referred to as a microcontroller) and a ready-made software called Arduino IDE (Integrated Development Environment), which is used to write and upload the computer code to the physical board. Arduino provides a standard form factor that breaks the functions of the micro-controller into a more accessible package.

### **Description**

This course is intended for enthusiastic students or hobbyists. With Arduino, one can get to know the basics of micro-controllers and sensors very quickly and can start building prototype with very little investment. This course is intended to make you comfortable in getting started with Arduino.

# **Prerequisites**

We assume that you are already familiar with the basics of C and C++. Knowledge in other programming language especially the OOP is an added advantage. A basic understanding of microcontrollers and electronics is also expected.

# **Learning Outcome**

The students will:

- ✓ Learn the basics of electronics, including reading schematics (electronics diagrams)
- ✓ Learn how to prototype circuits with a breadboard
- ✓ Learn the Arduino programming language and IDE
- ✓ Program basic Arduino examples
- ✓ Prototype circuits and connect them to the Arduino

- ✓ Program the Arduino microcontroller to make the circuits work
- ✓ Connect the Arduino microcontroller to a serial terminal to understand communication and stand-alone use
- ✓ Explore the provided example code and online resources for extending knowledge about the capabilities of the Arduino microcontroller

#### **Outline of instructions**

#### I. Introduction

- ➤ Introduction to embedded system
- Understanding Embedded System
- > Overview of basic electronics and digital electronics.
- ➤ Microcontroller vs. Microprocessor
- > Common features of Microcontroller.
- > Comparison between the two
- > Different types of microcontrollers.

#### II. Getting Started with Arduino

- > Introduction to Arduino
- ➤ Pin configuration and architecture.
- > Device and platform features.
- > Concept of digital and analog ports.
- > Familiarizing with Arduino Interfacing Board
- > Introduction to Embedded C and Arduino platform

## **III.** Review of Basic Concepts

- ➤ Arduino data types
- > Variables and constants
- > Operators
- ➤ Control Statements
- ➤ Arrays
- > Functions

#### IV. Arduino i/o Functions

- ➤ Pins Configured as INPUT
- ➤ Pull-up Resistors
- > Pins Configured as OUTPUT
- > pinMode() Function
- ➤ digitalWrite() Function
- ➤ analogRead() function
- > Arduino Interrupts

#### V. Arduino Time

➤ Incorporating Arduino time

- ➤ delay() function
- delayMicroseconds() function
- > millis() function
- ➤ micros() function .

## VI. Arduino Displays

- ➤ Working with Serial Monitor
- ➤ Line graph via serial monitor
- > Interfacing a 8 bit LCD to Arduino
- > Fixed one line static message display.
- ➤ Running message display.
- > Using the LCD Library of Arduino.

#### VII. Arduino Sensors

- ➤ Arduino Humidity Sensor
- ➤ Arduino Temperature Sensor
- ➤ Arduino Water Detector / Sensor
- ➤ Arduino PIR Sensor
- ➤ Arduino Ultrasonic Sensor
- ➤ Arduino Connecting Switch (Magnetic relay switches)

## VIII. Arduino Secondary Integrations

- > Types of Relay
- > Controlling Electrical appliances with electromagnetic relays
- > Working of a matrix keypad
- > Using the keypad library to interface with Arduino.
- ➤ Interfacing Servo motors to Arduino
- ➤ Interfacing a RF Module

# IX. Giving Input to the controller

- ➤ Using serial input.
- ➤ Controlling LEDs with keys.
- ➤ Keys as toggle switch.
- ➤ Interfacing a piezo Buzzer
- > Using a buzzer as an alarm unit

#### X. Arduino Communications

- ➤ Parallel Communication
- > Serial Communication Modules
- > Types of Serial Communications
- > Arduino UART
- ➤ GSM/GPRS Arduino Interfacing

# **XI.** Making it a reality (Arduino Projects)

This will involve designing, developing, coding and implement Arduino project. Projects will include but not limited to:

- ❖ Intelligent home locking system.
- ❖ Intelligent water level management system.
- ❖ Home automation using RFID.
- \* Real time clock-based home automation.
- ❖ Intelligent Automatic Irrigation System