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| AIM: | Design a LED Flasher. |
|  | Theory: |
|  | * A LED flasher is also known as a LED blinker. It is a   device in which a LED turns ON and OFF at certain time intervals. |
|  | Learning and Observations: |
|  | * When a LED is connected on a breadboard and audrino and the circuit is completed by creating a potential difference the connected LED glows and blinks according to the program code on audrino screen . |
|  | * the main and basic learning from this blinker is that it anly glows when a potential difference is created accross the circuit it is when the current flows and led functions. |
|  | Problems and troubleshooting: |
|  | * Loose connection of cables. |
|  | * Loose connections of LED bulbs. |
|  | * Error in programming or coding. |
|  | Precautions: |
|  | * While unplugging the USB ,pull the plug nt the cable. |
|  | * Connectionns should be tight and according to the coding done on audrino software. |
|  | * Handle the apparatus like AUDRINO BOARD ,LED wires and breadboard carefully. |
|  | Learning Outcomes: |
|  | * Working and appearence of Audrino. |
|  | * Lighting of LED using audrino board and software . |
|  | * Design and analysis of breadboard alongwith its circuit diagram. |