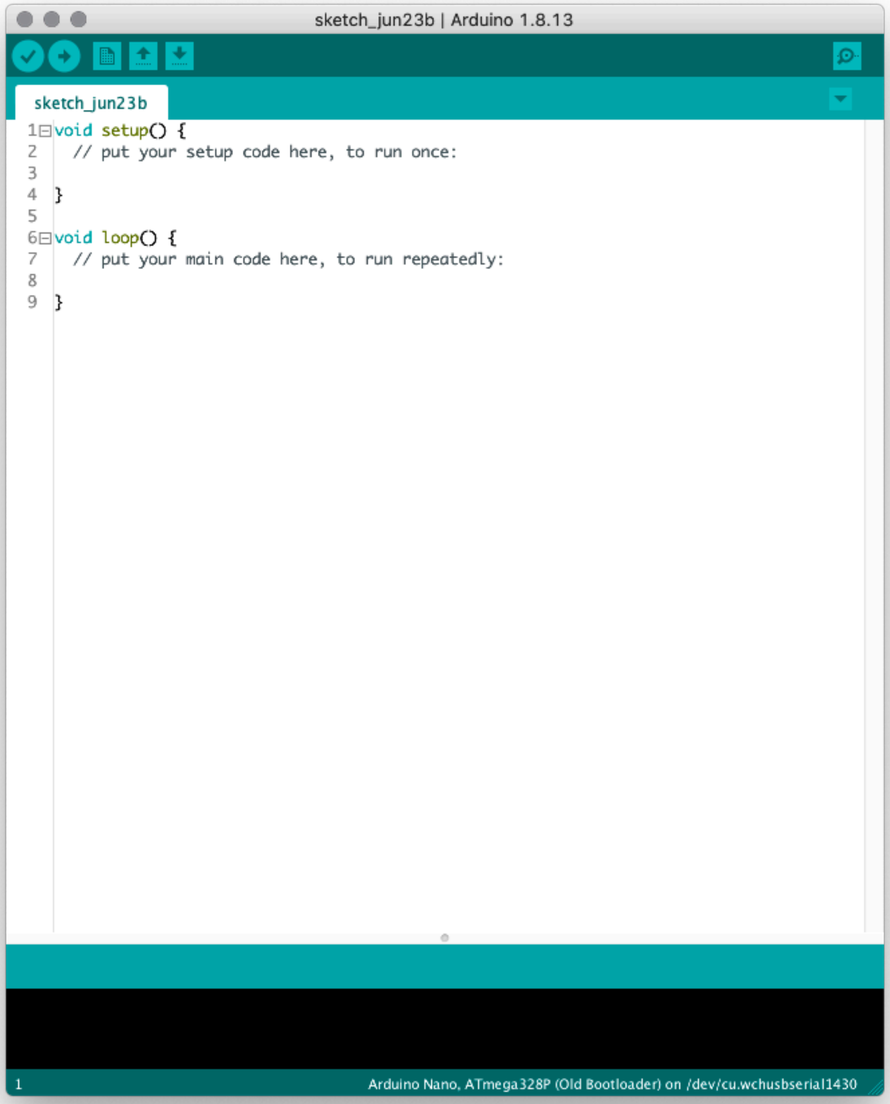
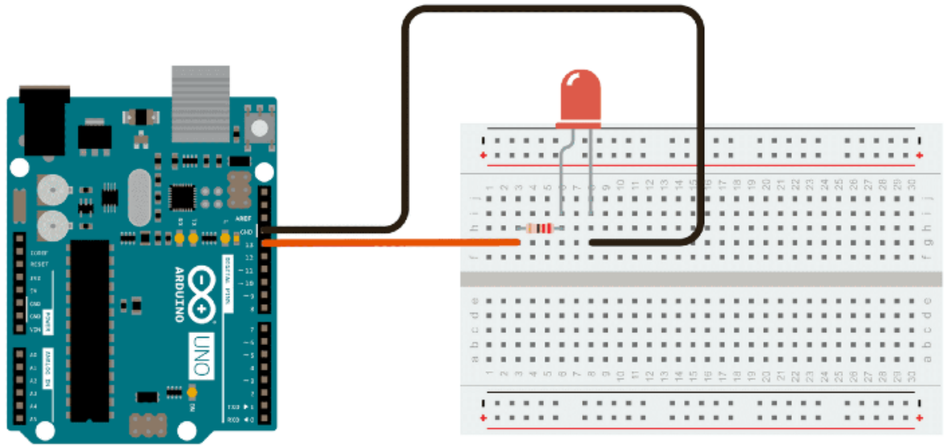
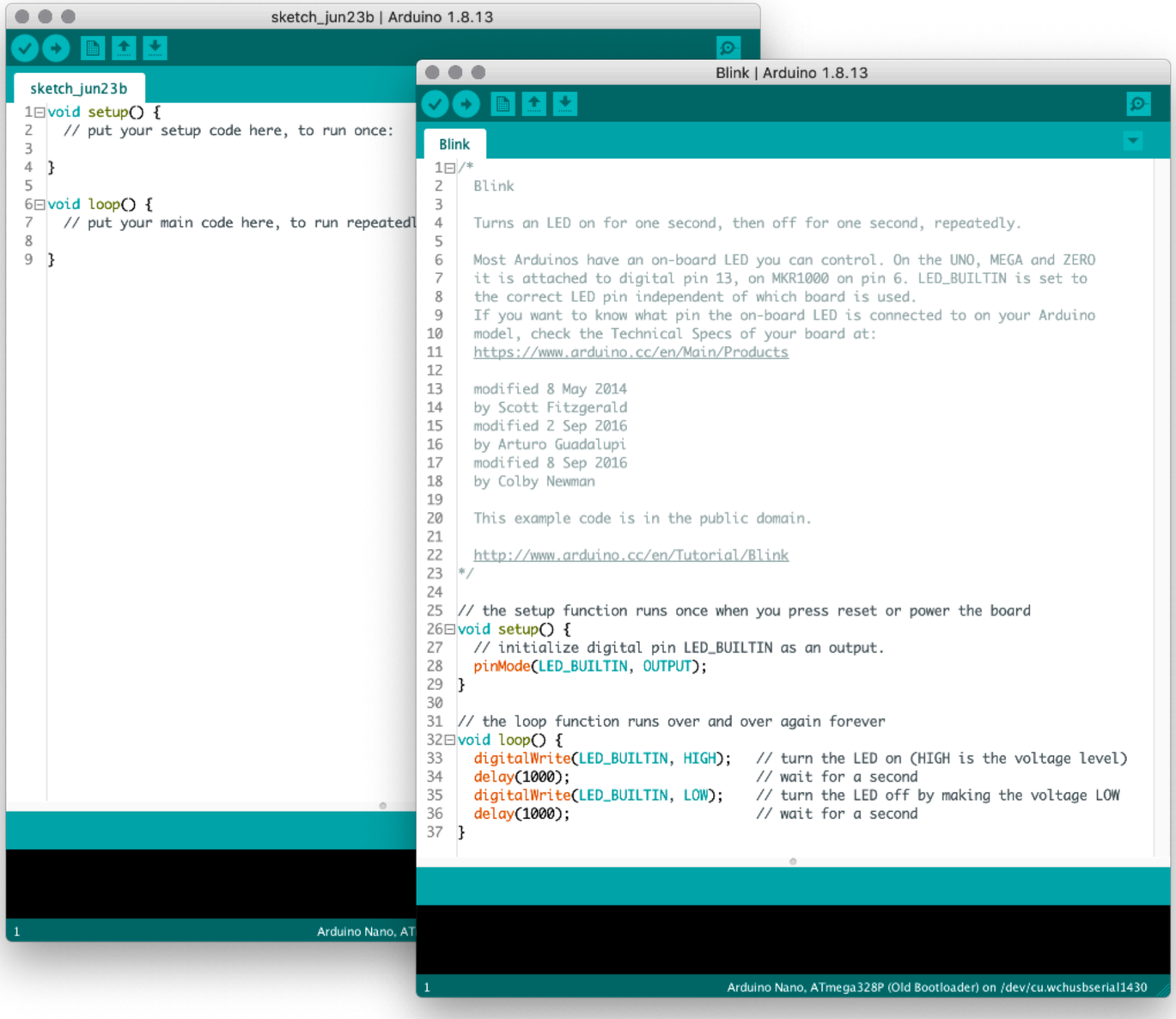

sketch_jun23b | Arduino 1.8.13
sketch_jun23b
1 void setup() {
2 // put your setup code here, to run once:
3
4 }
5
6 void loop() {
7 // put your main code here, to run repeatedly:
8
9 }
1
Arduino Nano, ATmega328P (Old Bootloader) on /dev/cu.wchusbserial1430


ARDUINO
UNO


sketch_jun23b | Arduino 1.8.13
sketch_jun23b
void setup() {
// put your setup code here, to run once:
}
void loop() {
// put your main code here, to run repeatedl
}
1
Arduino Nano, AT
Blink | Arduino 1.8.13
Blink
/*
Blink
Turns an LED on for one second, then off for one second, repeatedly.
Most Arduinos have an on-board LED you can control. On the UNO, MEGA and ZERO
it is attached to digital pin 13, on MKR1000 on pin 6. LED_BUILTIN is set to
the correct LED pin independent of which board is used.
If you want to know what pin the on-board LED is connected to on your Arduino
model, check the Technical Specs of your board at:
https://www.arduino.cc/en/Main/Products
modified 8 May 2014
by Scott Fitzgerald
modified 2 Sep 2016
by Arturo Guadalupi
modified 8 Sep 2016
by Colby Newman
This example code is in the public domain.
http://www.arduino.cc/en/Tutorial/Blink
*/
// the setup function runs once when you press reset or power the board
void setup() {
// initialize digital pin LED_BUILTIN as an output.
pinMode(LED_BUILTIN, OUTPUT);
}
// the loop function runs over and over again forever
void loop() {
digitalWrite(LED_BUILTIN, HIGH); // turn the LED on (HIGH is the voltage level)
delay(1000); // wait for a second
digitalWrite(LED_BUILTIN, LOW); // turn the LED off by making the voltage LOW
delay(1000); // wait for a second
}
1
Arduino Nano, ATmega328P (Old Bootloader) on /dev/cu.wchusbserial1430