

Phil-Mont Radio Club Arduino Work Shop

With: Chengmania KC3SMW

What is Arduino?

Arduino is an open-source electronics platform based on easy-to-use hardware and software.

Programmed by the computer and uploaded the to Arduino board.

Once the code is loaded onto the board can be made independent of the computer.

Basically legos for Engineers

Setup

- Install the Arduino IDE if not already done
- Connect the USB cable to Arduino
- Type in the “Hello World” Code on next slide

Hello World Code

```
void setup()
{
    Serial.begin(9600);
    Serial.println("Hello World!");
}
void loop()
{
}
```

- Save Program
- Run Program
- Tool → Serial Monitor
- What Happens?

Congratulations!!!!

You just wrote your first
computer program!

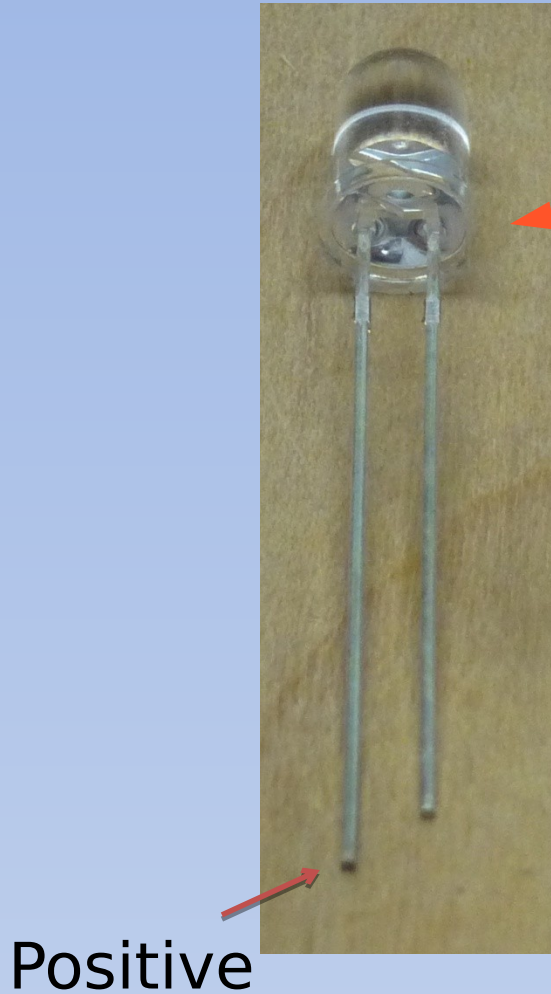
Code Break Down

- The 2 most essential functions in ALL Arduino Code are:
 - `void setup ()` - Run Once
 - `void loop()` - Run in a loop forever
- Functions vs Commands
- `void` vs `int`, `float`, etc.
- What happens if you put the command `Serial.println("Hello world!");` in the `loop()` function?

Code Break Down

- Coding standards:
 - Lines of code typically end with ;
 - Code is case sensitive. (eg:
`serial.begin(9600);` is not the same
as `Serial.begin(9600);`)
 - Indentation is used to easily understand code and functions.
- `Serial.begin(9600)` – tells the Arduino at what baud rate to talk to the computer's COM port.

Components



Flat side
negative

Components can be
polarized or non-
polarized

LEDs are diodes and will
only let electricity flow
in one direction.

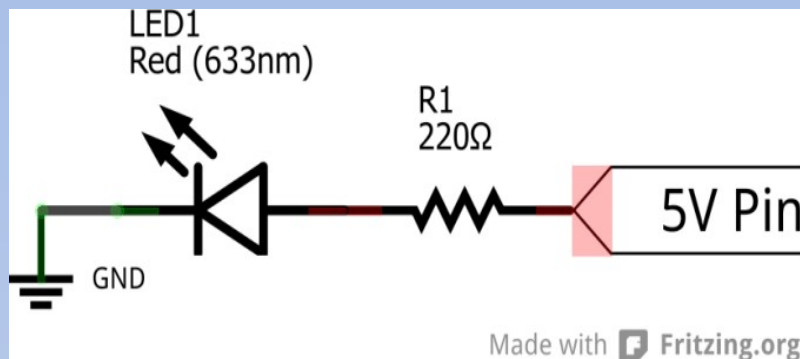
Inserted backwards the
LED will not light.

Components

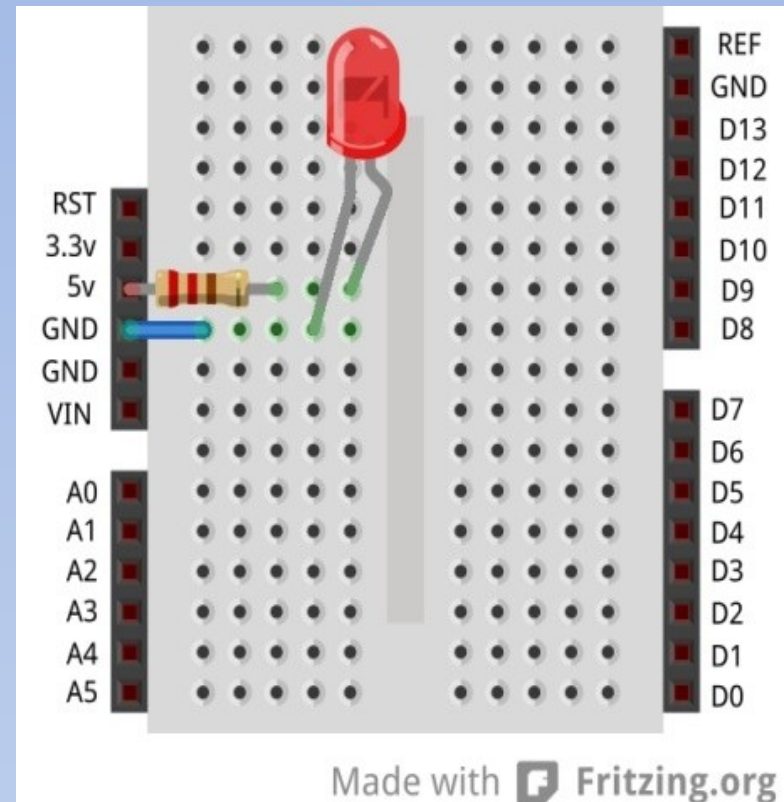
- **Resistor:** is a passive two-terminal electrical component that implements electrical resistance as a circuit element. Resistors act to reduce current flow, and, at the same time, act to lower voltage levels within circuits.
- Are not polarized
- Can be read through the color code



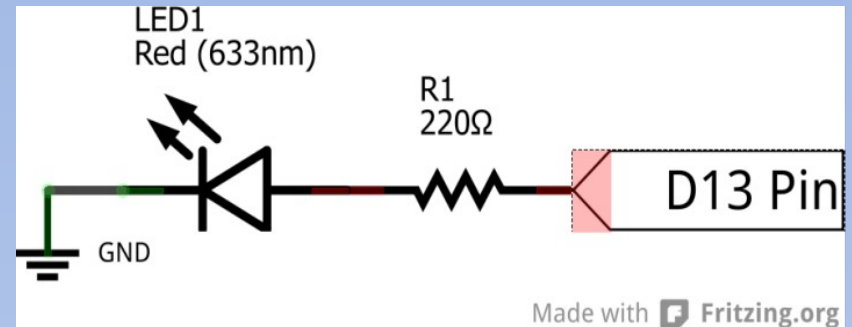
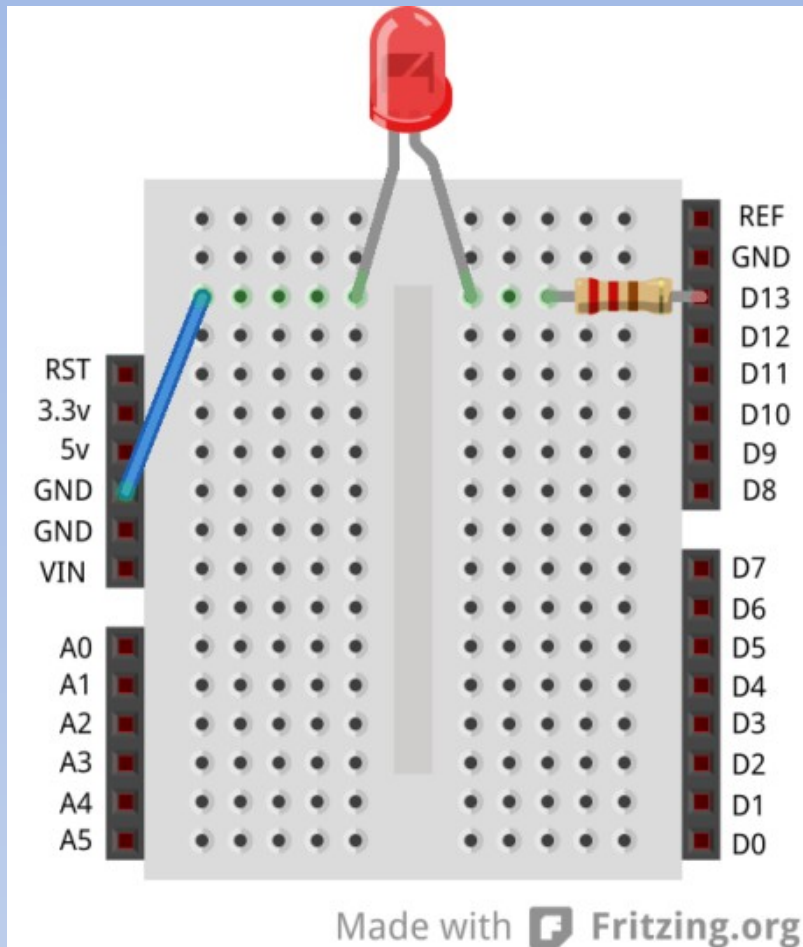
LED Test



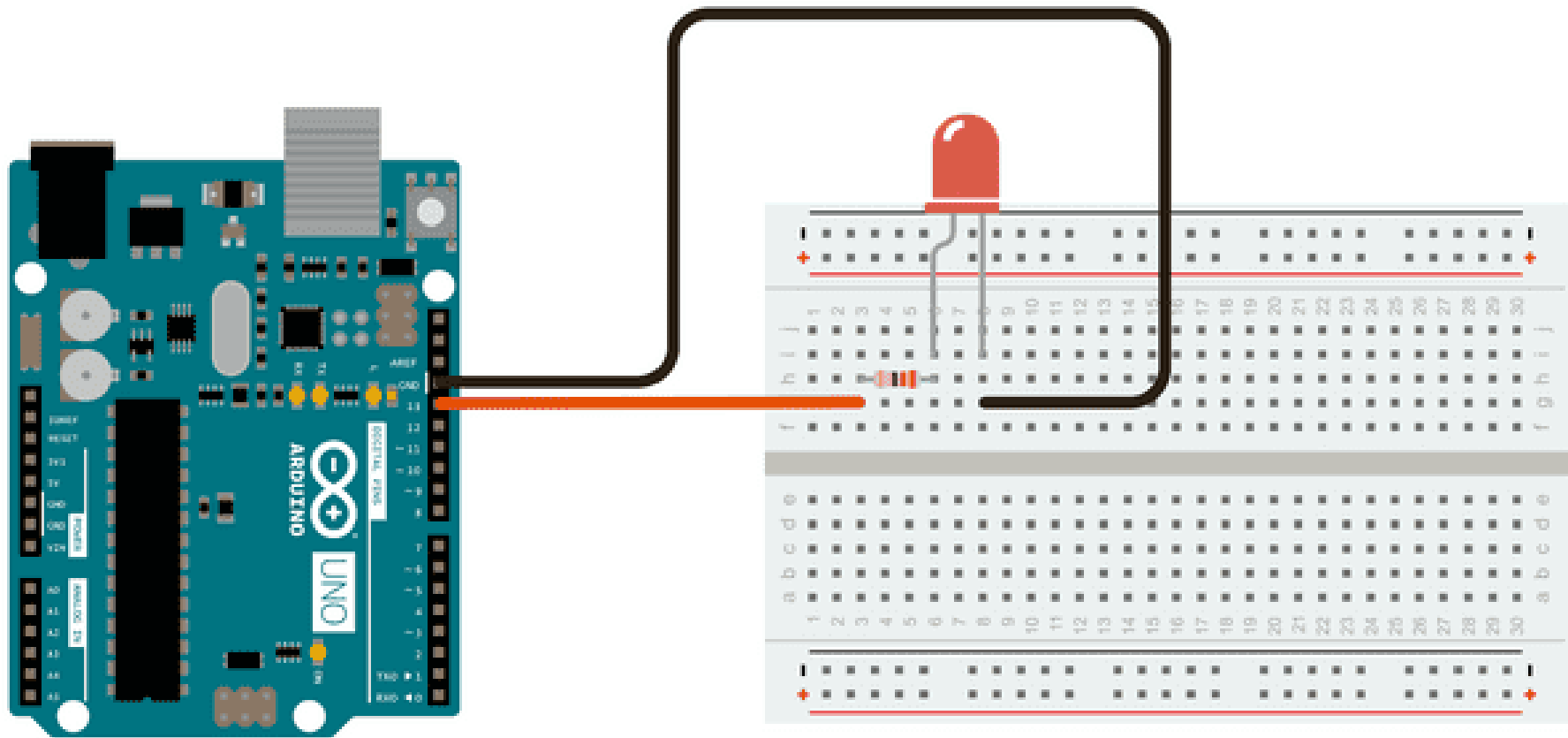
- LED should light up when powered by Arduino



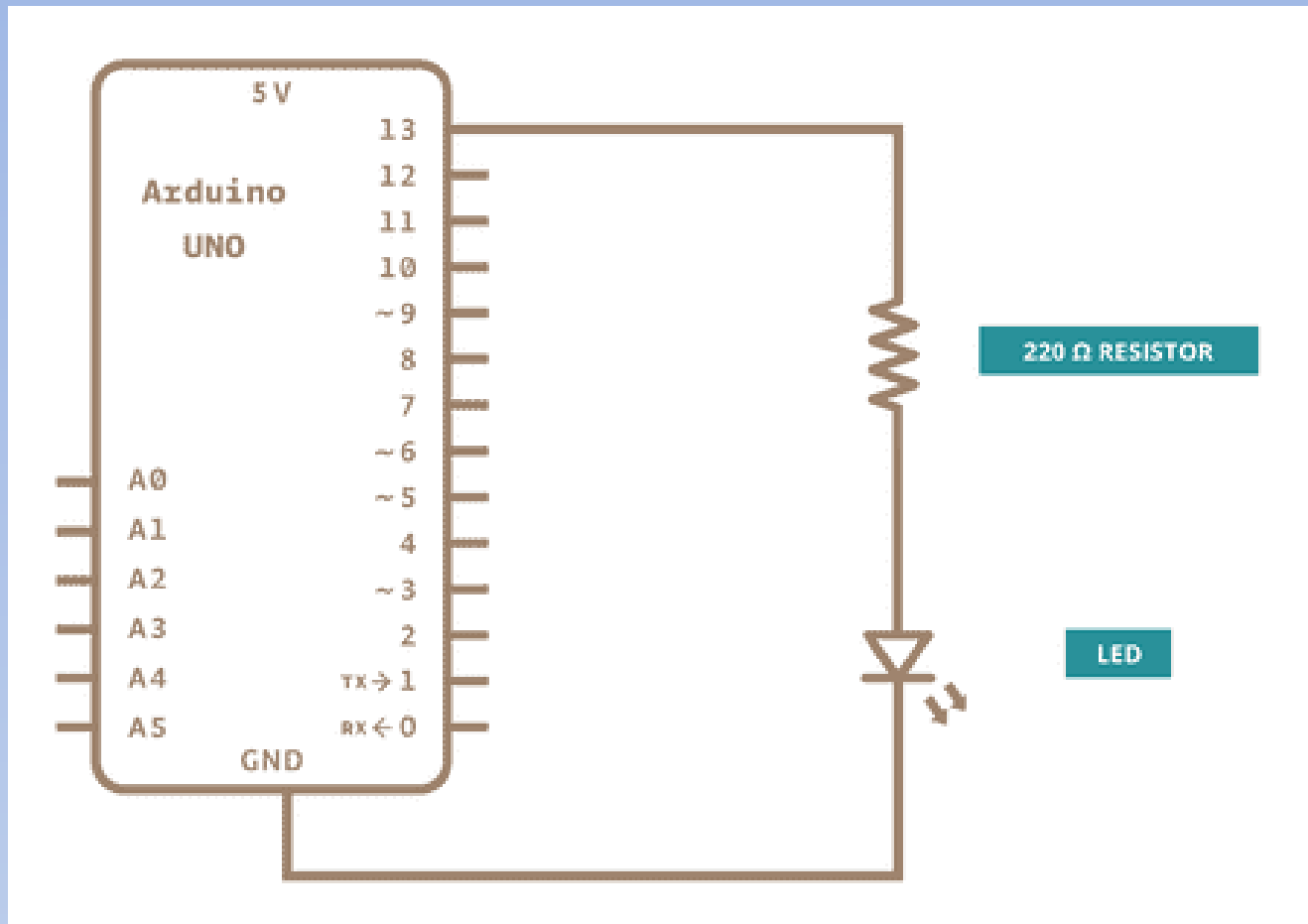
Blinky



Alternate Wiring Diagram



Schematic



Blinky Code

```
int led = 13;

void setup() {
  pinMode(led, OUTPUT);
}

void loop() {
  digitalWrite(led, HIGH);
  delay(1000);
  digitalWrite(led, LOW);
  delay(1000);
}
```

Code Break Down

- `int led = 13;`
 - Variable assignment – assigning pin 13.
 - `int` is short for integer
- `pinMode(led, OUTPUT);`
 - Tells the Arduino pin 13 will be output or input.
 - Since `led = 13`, we are setting pin 13 to output, to send a signal to the LED.

Code Break Down

- `digitalWrite(led, HIGH);`
 - `digitalWrite(pin, HIGH or LOW);`
 - Sends voltage to pin number 13
- `digitalWrite(led, LOW);`
 - Stops voltage to led pin 13.
- `delay(1000);`
 - `delay(milliseconds);`
 - Holds the Arduino code from moving on for a set period of time.

What would happen if?

- Placed all of the code found in the loop() function into the setup() function?
- Replaced `delay(1000);` with `delay(500);` or with `delay(1);` etc
- Used a larger resistor resistance?

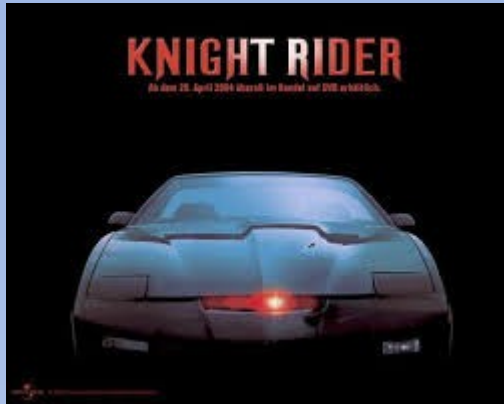
Congratulations!!!!

You built your first Arduino
project!!!

Homework

- Add up to 5 additional LEDs using only the 220 Ohm resistors
- Blink in different patterns
- One pattern is a ***Larson Scanner*** where the LEDs light up forward and then backwards

The Glenn A. Larson Scanner is from Popular TV Shows



For Further Reading

