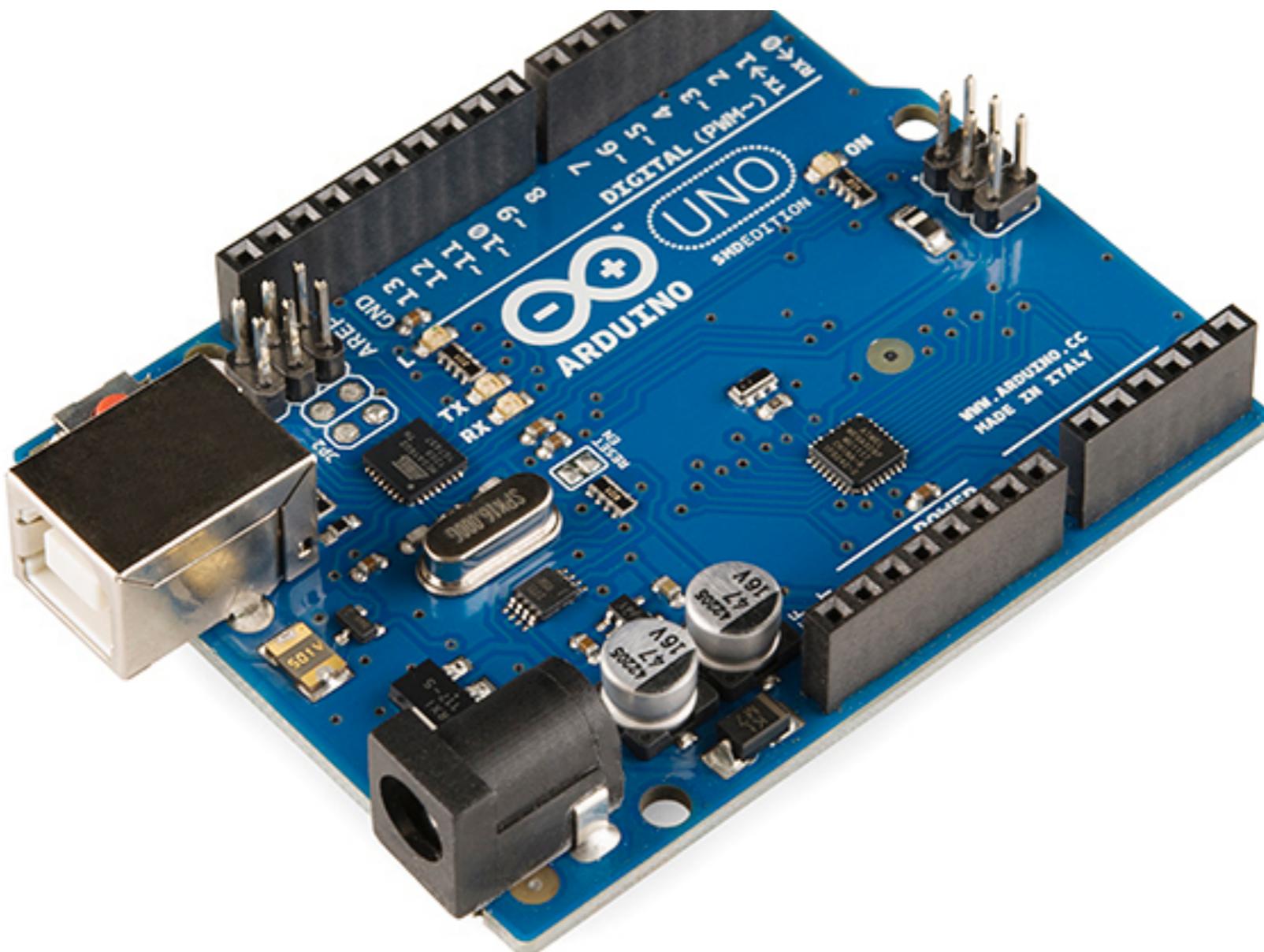




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BioHack Academy Arduino



Digital electronics

0

1

Off

On

LOW

HIGH

GND

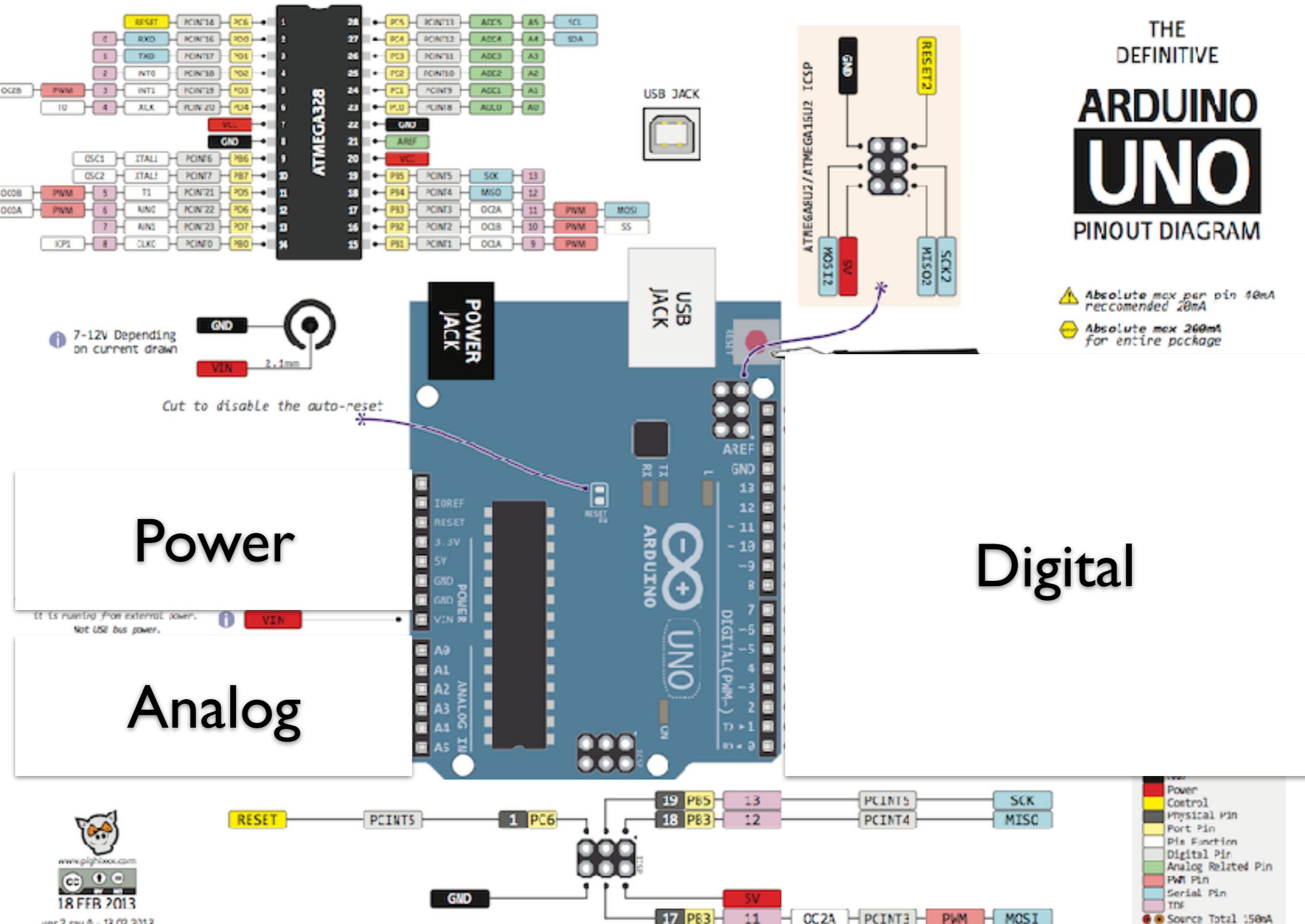
VCC

False

True



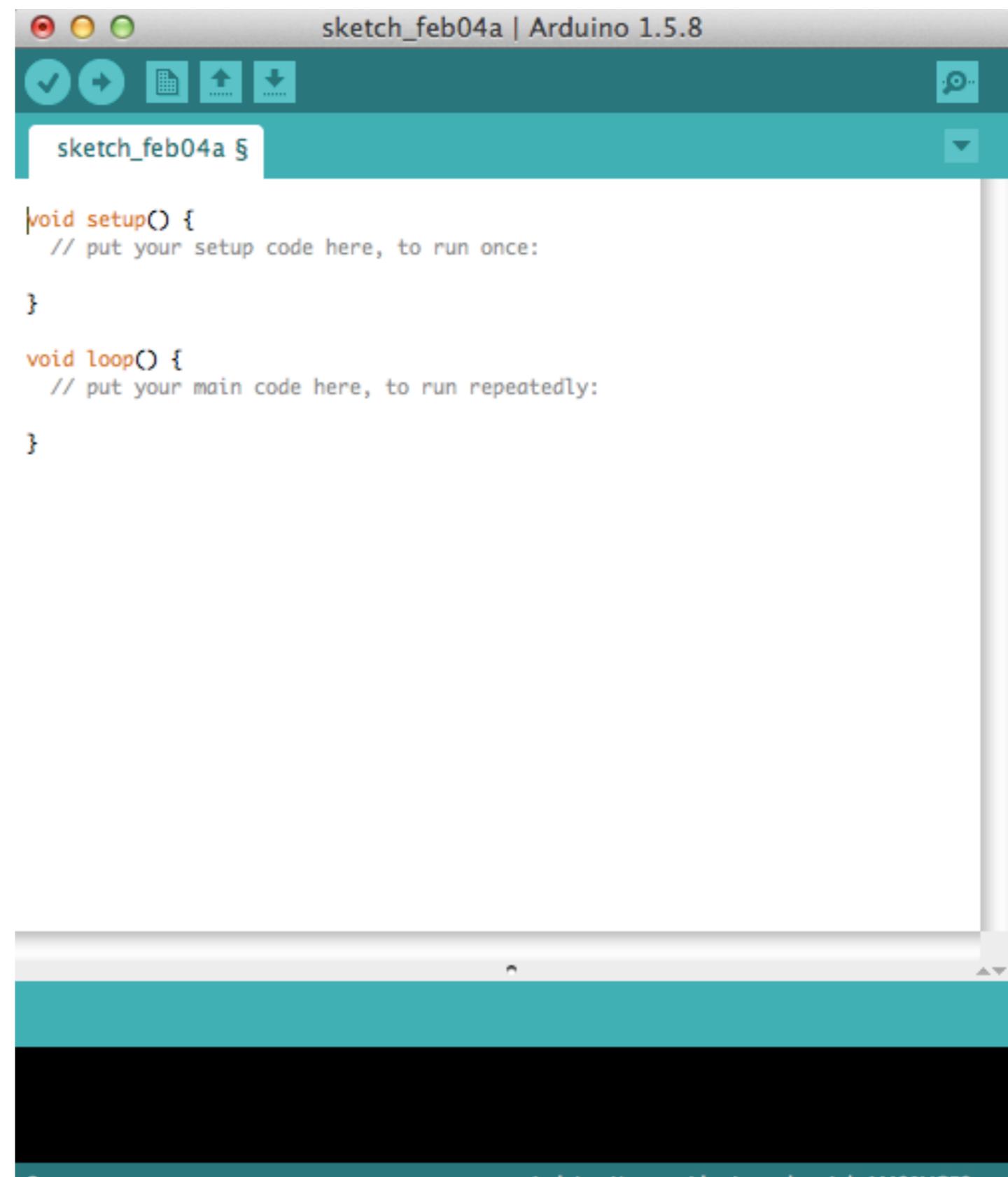
Arduino is Open Source





Programming

- Arduino IDE
- Setup() function
- Loop() function



The screenshot shows the Arduino IDE interface with the title bar "sketch_feb04a | Arduino 1.5.8". The main area displays the following code:

```
void setup() {
  // put your setup code here, to run once:
}

void loop() {
  // put your main code here, to run repeatedly:
}
```

The code consists of two functions: `setup()` and `loop()`. The `setup()` function is intended for one-time initialization code, while the `loop()` function is for repeated execution.



Output

Blinking an LED

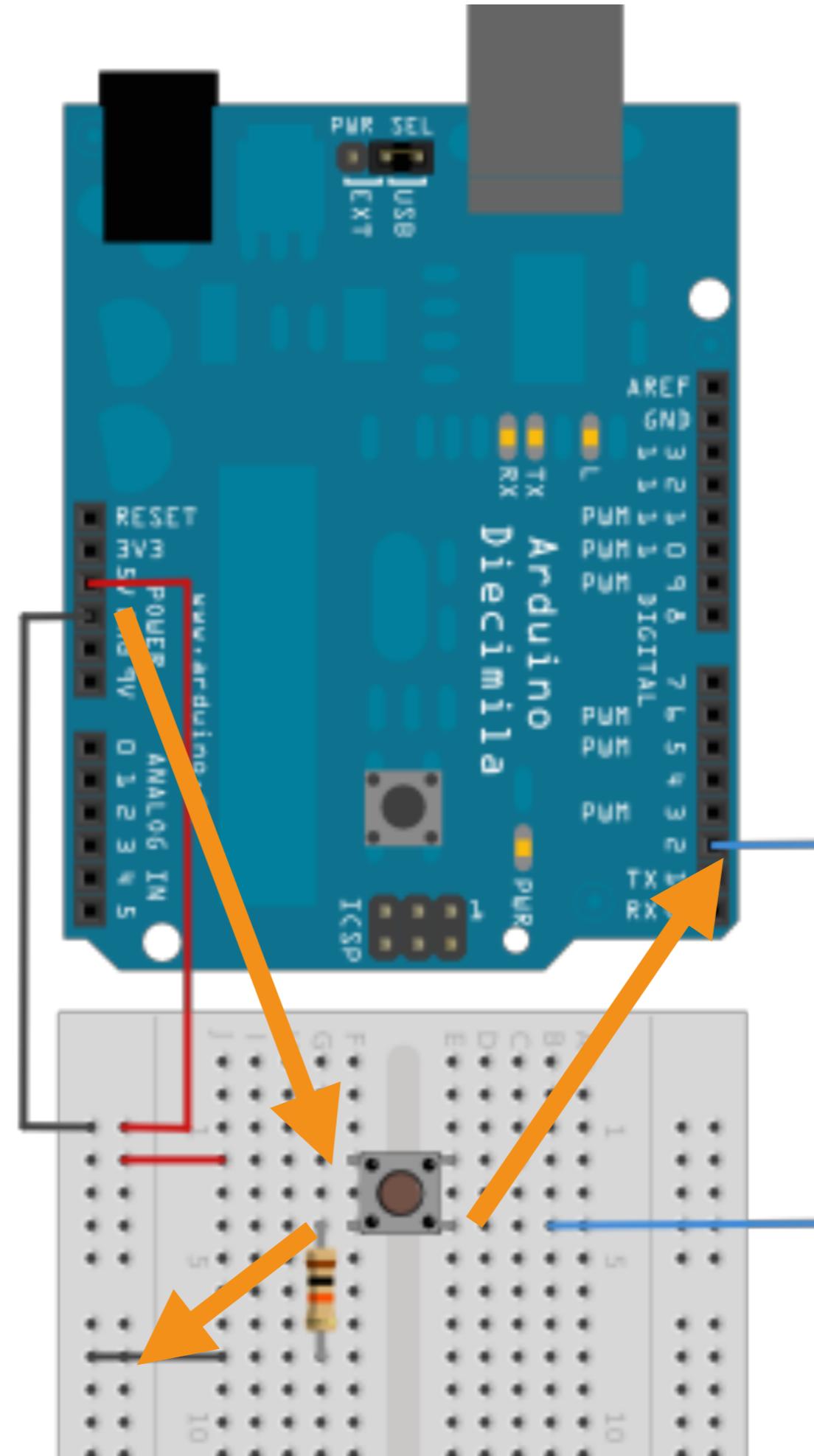
- `pinMode()`
- `digitalWrite()`
- `delay()`

```
// the setup function runs once when you press reset or power the board
void setup() {
    // initialize digital pin 13 as an output.
    pinMode(13, OUTPUT);
}

// the loop function runs over and over again forever
void loop() {
    digitalWrite(9, HIGH);      // turn the LED on (HIGH is the voltage level)
    delay(1000);                // wait for a second
    digitalWrite(9, LOW);       // turn the LED off by making the voltage LOW
    delay(1000);                // wait for a second
}
```



Button





Input

```
// digital pin 2 has a pushbutton attached to it. Give it a name:  
int pushButton = 2;  
  
// the setup routine runs once when you press reset:  
void setup() {  
    // initialize serial communication at 9600 bits per second:  
    Serial.begin(9600);  
    // make the pushbutton's pin an input:  
    pinMode(pushButton, INPUT);  
}  
  
// the loop routine runs over and over again forever:  
void loop() {  
    // read the input pin:  
    int buttonState = digitalRead(pushButton);  
    // print out the state of the button:  
    Serial.println(buttonState);  
    delay(1);          // delay in between reads for stability  
}
```



Variables

- **char**: 1 byte character value
- **byte**: 8-bit unsigned number, from 0 to 255
- **int**: store 6-bit (2-byte) value, from -32,768 to 32,767
- **unsigned int**
- **long**: store 32 bits (4 bytes), from -2,147,483,648 to 2,147,483,647.
- **unsigned long**
- **float**: number that has a decimal point, 32 bits (4 bytes) from -3.4028235E+38 to 3.4028235E+38
- **boolean**: (8 bit) – simple logical true/false



Function definition

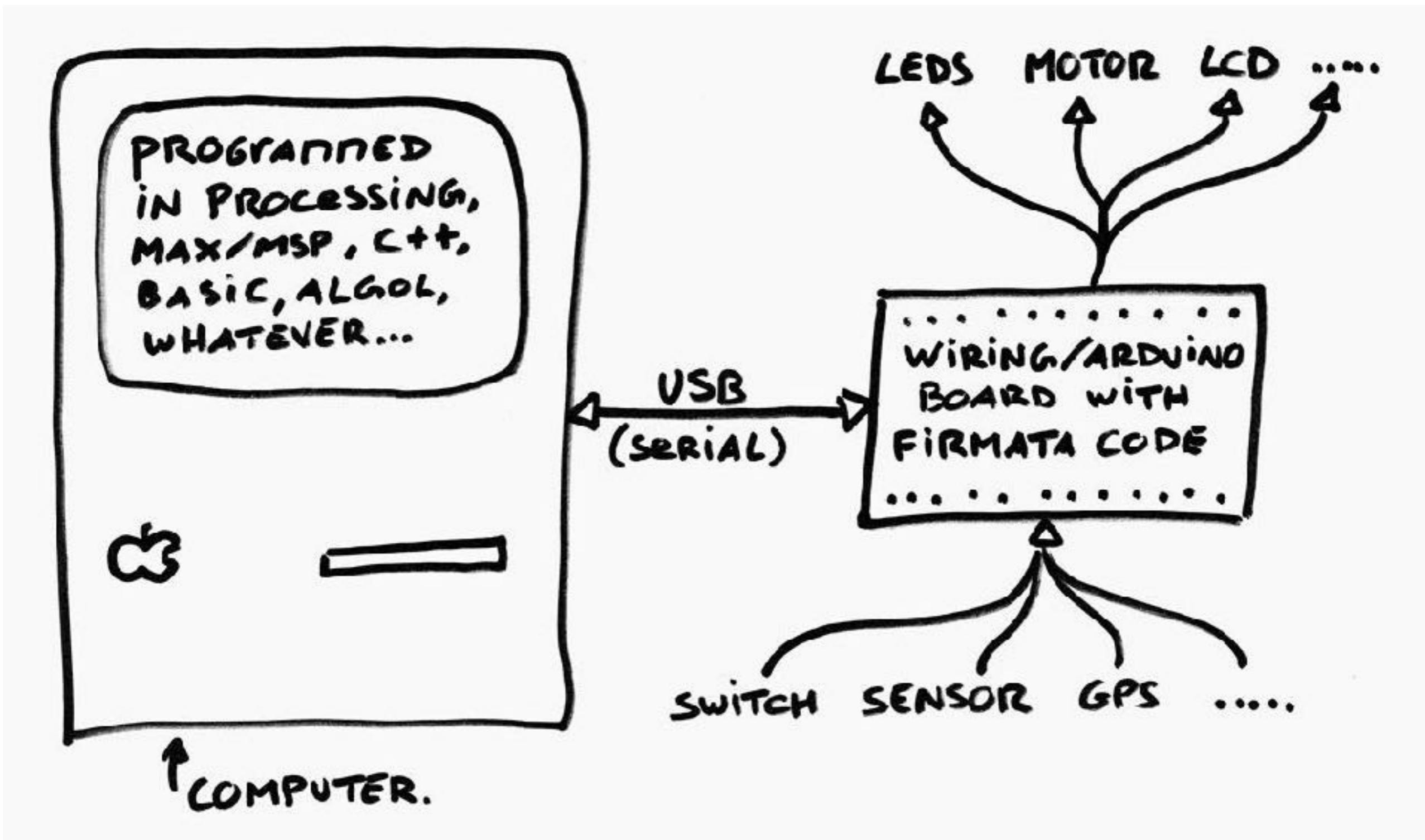
```
[return type] [function name] (arguments) {  
    [ Code to execute ]  
}
```

Example:

```
int multiply(int num1, int num2) {  
    int result;  
    result = num1 * num2;  
    return result;  
}
```



Alternative Arduino programming: Firmata





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