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[illegible] army blue 2 report example [illegible] 30 [illegible] hardware([illegible]) [illegible] software([illegible]) [illegible] (Open Source) [illegible] (programming code) [illegible] 43736323340.pdf [illegible] C [illegible] (programming language) [illegible] components [illegible](Module) [illegible] Push Button [illegible] LED [illegible] ON/OFF [illegible] Arduino UNO x 1 Breadboard x 1 USB Cable x 1 LED x1 Resistor 220Ω x1 Push button x1 Jumper M/M x2 [illegible] Project 1.1 – Push Button [illegible] LED [illegible] (rectifiers to convert) [illegible](Power supply) [illegible] 8989249896.pdf [illegible] (power adapter) [illegible] (Transmit) [illegible] 230v [illegible] (rectifiers to convert) [illegible]

[illegible] Volt([illegible]) [illegible] V [illegible]
1KV = 1000V 1V = 1000mV 1mV = 1000µv [illegible] “1.5V” [illegible] (+) [illegible] 1.5V [illegible]
[illegible] (-) [illegible] 0V [illegible] (+) [illegible] VCC [illegible] chimparty trophy guide [illegible] GND [illegible] 0V [illegible] GROUND [illegible]
[illegible] Positive(VCC) Negative(Ground) Current (I) [illegible]

1A = 1000mA 1mA = 1000µA. [illegible] Resistor ([illegible]) [illegible](R) [illegible](Ω). [illegible] Ω [illegible] 1mΩ = 1000kΩ 1kΩ = 1000Ω. [illegible]((regulates) [illegible](Resistor) [illegible]. [illegible]

[illegible] .[illegible] R1 [illegible] : I=V/R=5V/10kΩ=0.0005A=0.5mA. [illegible] - [illegible] Jumper [illegible] male [illegible] (pin) [illegible] female [illegible] (slot) [illegible].

[illegible] 3[illegible] [illegible]. Jumper M/M Jumper F/F Jumper F/M Breadboard [illegible] 400 [illegible]([illegible]) [illegible]

[illegible] Push button Push button [illegible] 4 [illegible]
[illegible] Push button [illegible] push button [illegible] LED LED [illegible] LED [illegible] (+) [illegible] (-) [illegible] LED [illegible] Push Button [illegible] LED [illegible] USB [illegible] Schematic Diagram Hardware Connection [illegible] Push button [illegible] LED [illegible] Push button [illegible] LED [illegible] 220Ω [illegible] 5V [illegible] LED [illegible] 1.5V [illegible] 3.5V [illegible]
[illegible] Project 1.2 – Arduino [illegible] LED [illegible] LED blink [illegible]
[illegible] (value) [illegible] one strange rock national geographic worksheet answers [illegible] (value) [illegible]
[illegible] (continuously changing) [illegible]
[illegible] 0 °C [illegible] 10 °C [illegible]
[illegible] 1 [illegible] 0 [illegible] the last defender of camelot pdf [illegible]
[illegible] 0 [illegible] 1 [illegible] low level [illegible] high level [illegible] Low level [illegible] Ground voltage(0V) [illegible] High level [illegible] (+) [illegible]
[illegible] Low level [illegible] 0V [illegible] High level [illegible] 5V [illegible]., [illegible] IO [illegible] High level [illegible] 5V [illegible] LED [illegible]. [illegible]
[illegible] Comments ([illegible]) [illegible] sketches [illegible] e-solde bulletin de salaire sénégal pdf [illegible] Sketches [illegible] // this is a comment area in this line. code [illegible] “//” [illegible] /* This is a comment area. */ /* this is a comment line. this is a comment line. */ Data type ([illegible] [illegible]) [illegible] C [illegible]
[illegible] C [illegible]
[illegible] int: [illegible] 0, 12, -1; float: [illegible] 0.1, -1.2; char: [illegible] ‘a’, ‘@’, ‘0’; [illegible] Types. Constant ([illegible]) Constant [illegible] const [illegible] const float pi = 3.14; const int pi = 3; const char chr = 'A'; [illegible] (name) [illegible](type) [illegible](value) [illegible] 27730026857.pdf [illegible] (reset) [illegible] setup() [illegible] loop() [illegible] aidin salih yitik şifa kitabı pdf indir loop() [illegible] mariana zapata under locke pdf español [illegible](Reset) [illegible] how to change network name on sky q box [illegible] (Reset) [illegible] setup () [illegible] 13 [illegible] high level (5V) [illegible] LED [illegible] digitalWrite(13, HIGH); // turn the LED on (HIGH is the voltage level) [illegible] delay() [illegible] 1000 [illegible] 1000 [illegible] 1 [illegible] delay() [illegible] delay(1000); // wait for a second [illegible] 13 [illegible] low level [illegible] OFF [illegible] loop () [illegible]
digitalWrite(13, LOW); // turn the LED off by making the voltage LOW delay(1000); // wait for a second [illegible] loop() [illegible] LED [illegible] Verify [illegible] LED blink [illegible] Project 1.3 – LED [illegible] Arduino UNO x 1 Breadboard x 1 USB Cable x 1 LED x1 Resistor 220Ω x1 Jumper M/M x3 [illegible] delay [illegible] delay(1000); // wait for a second [illegible](parameter) [illegible]
[illegible] void functionA (int i) { i = i + 1; } functionA [illegible] “i” [illegible] “Int” [illegible] i [illegible](Data type) [illegible] functionA (1); [illegible] i [illegible] functionA(int i) [illegible] 0 [illegible] 1 [illegible] low level [illegible] high level [illegible] Low level [illegible] High level [illegible] 0 [illegible] 1 [illegible] Low level [illegible] High level [illegible] 5V [illegible] IO [illegible] High level [illegible] 5V [illegible] LED [illegible]. [illegible]
[illegible] (Boolean data type) [illegible] “true” [illegible] “false” [illegible] the_basics_of_american_politics_15th_edition_free.pdf [illegible] 2 [illegible] true [illegible] 1 [illegible] false [illegible] 0 [illegible]
[illegible] boolean isTrue; isTrue = true; // after the execution, "isTrue" is assigned to true. isTrue = false; // after the execution, "isTrue" is assigned to false. [illegible] (Logical operator) [illegible] 3[illegible] “&&” (and), “||” (or), “!” (non), [illegible]
[illegible]: boolean isTrue; isTrue = true && false; //execution, "isTrue"is assigned to false. isTrue = true || false; //execution, "isTrue"is assigned to true. isTrue = !true; // execution, "isTrue"is assigned to false. [illegible] (Relation operator) [illegible] “1>2” [illegible] “1<2” [illegible] boolean isTrue; isTrue = 1 < 2; // after the execution, "isTrue"is true. isTrue = 1 > 2; // after the execution, "isTrue"is false. [illegible] “>=” (greater than or equal to), [illegible] “<=” (less than or equal to) [illegible] “=!” (not equal to). [illegible] (Conditional statement) [illegible] i = 1 [illegible] i != 0 [illegible] i = 1 [illegible] if [illegible] “{}” [illegible] if else [illegible] if else-if [illegible]
[illegible] D4 [illegible] D5 [illegible] Schematic diagram Hardware connection Sketch 1.3.1 [illegible] LED [illegible] blink [illegible] sketches [illegible] Sketch [illegible] // set pin numbers: int led1Pin = 4; // the number of the LED1 pin int led2Pin = 5; // the number of the LED2 pin void setup() { // initialize the LED pin as an output: pinMode(led1Pin, OUTPUT); pinMode(led2Pin, OUTPUT); } void loop() { digitalWrite(led1Pin, HIGH); // turn the LED1 on digitalWrite(led2Pin, LOW); // turn the LED2 off delay(1000); // wait for a second digitalWrite(led1Pin, LOW); // turn the LED1 off digitalWrite(led2Pin, HIGH); // turn the LED2 on delay(1000); // wait for a second } [illegible] Sketch [illegible] Sketch [illegible] 2,3 [illegible]
[illegible] (“Global variable”) [illegible] (“local variable”) [illegible] Sketch [illegible] LED [illegible] Sketch 1.3.2 [illegible] Sketch 1.3.1 [illegible] sketch [illegible] sketch [illegible] digitalWrite(led1Pin, HIGH); // turn the LED1 on digitalWrite(led2Pin, LOW); // turn the LED2 off delay(1000); // wait for a second digitalWrite(led1Pin, LOW); // turn the LED1 off digitalWrite(led2Pin, HIGH); // turn the LED2 on delay(1000); [illegible] // set pin numbers: int led1Pin = 4; // the number of the LED1 pin int led2Pin = 5; // the number of the LED2 pin void setup() { // initialize the LED pin as an output: pinMode(led1Pin, OUTPUT); pinMode(led2Pin, OUTPUT); } void loop() { setLed(HIGH, LOW); // set LED1 on, and LED2 off.
setLed(LOW, HIGH); // set LED1 off, and LED2 on. } void setLed(int led1, int led2) { digitalWrite(led1Pin, led1); // the state of LED1 digitalWrite(led2Pin, led2); // the state of LED2 delay(1000); // wait for a second } [illegible] sketch [illegible] void setLed(int led1, int led2) [illegible] led1

led2 LED void setLed(int led1, int led2) { digitalWrite(led1Pin, led1); // the state of LED1 - variable led1. digitalWrite(led2Pin, led2); // the state of LED2 - variable led2. delay(1000); // wait for a second } LED HIGH LOW
setLed(HIGH, LOW); // set LED1 on, and LED2 off. setLed(LOW, HIGH); // set LED1 off, and LED2 on. LED HIGH LOW macro macro HIGH LOW macro
#define HIGH 1 #define LOW 0 , setLed (HIGH, LOW) setLed (1, 0) macro INPUT, OUTPUT
Sketch 1.3.3 LED LED LED LED
// set pin numbers: int led1Pin = 4; // the number of the LED1 pin int led2Pin = 5; // the number of the LED2 pin void setup() { // initialize the LED pin as an output: pinMode(led1Pin, OUTPUT); pinMode(led2Pin, OUTPUT); } void loop() { setLed1(HIGH); // set LED1 on, and LED2 off. setLed1(LOW); // set LED1 off, and LED2 on. } void setLed1(int led1) { digitalWrite(led1Pin, led1); // the state of LED1 if (led1 == HIGH) // the state of LED2 digitalWrite(led2Pin, LOW); // if LED1 is turned on else digitalWrite(led2Pin, HIGH); // if LED1 is turned off delay(1000); // wait for a second } LED 1.3 ● 30 2 30 2
"; The Arduino Uno is a microcontroller board based on the ATmega328 (datasheet). It has 14 digital input/output pins (of which 6 can be used as PWM outputs), 6 analog inputs, a 16 MHz ceramic resonator, a USB connection, a power jack, an ICSP header, and a reset button. It contains everything needed to support the microcontroller; simply connect it to a computer with a USB cable or power it with a AC-to-DC adapter or battery to get started.

The Uno differs from all preceding boards in that it does not use the FTDI USB-to-serial driver chip. Instead, it features the Atmega16U2 (Atmega8U2 up to version R2) programmed as a USB-to-serial converter. Revision 2 of the Uno board has a resistor pulling the 8U2 HWB line to ground, making it easier to put into DFU mode. Revision 3 of the board has the following new features: 1.0 pinout: added SDA and SCL pins that are near to the AREF pin and two other new pins placed near to the RESET pin, the IOREF that allow the shields to adapt to the voltage provided from the board. In future, shields will be compatible with both the board that uses the AVR, which operates with 5V and with the Arduino Due that operates with 3.3V. The second one is a not connected pin, that is reserved for future purposes. Stronger RESET circuit. Atmega 16U2 replace the 8U2.

"Uno" means one in Italian and is named to mark the upcoming release of Arduino 1.0. The Uno and version 1.0 will be the reference versions of Arduino, moving forward. The Uno is the latest in a series of USB Arduino boards, and the reference model for the Arduino platform; for a comparison with previous versions, see the index of Arduino boards.

Microcontroller ATmega328 Operating Voltage 5V Input Voltage (recommended) 7-12V Input Voltage (limits) 6-20V Digital I/O Pins 14 (of which 6 provide PWM output) Analog Input Pins 6 DC Current per I/O Pin 40 mA DC Current for 3.3V Pin 50 mA Flash Memory 32 KB (ATmega328) of which 0.5 KB used by bootloader SRAM 2 KB (ATmega328) EEPROM 1 KB (ATmega328) Clock Speed 16 MHz Note: The Arduino reference design can use an Atmega8, 168, or 328, Current models use an ATmega328, but an Atmega8 is shown in the schematic for reference. The pin configuration is identical on all three processors. The Arduino Uno can be powered via the USB connection or with an external power supply. The power source is selected automatically. External (non-USB) power can come either from an AC-to-DC adapter (wall-wart) or battery.

The adapter can be connected by plugging a 2.1mm center-positive plug into the board's power jack. Leads from a battery can be inserted in the Gnd and Vin pin headers of the POWER connector. The board can operate on an external supply of 6 to 20 volts. If supplied with less than 7V, however, the 5V pin may supply less than five volts and the board may be unstable. If using more than 12V, the voltage regulator may overheat and damage the board. The recommended range is 7 to 12 volts. The power pins are as follows: VIN. The input voltage to the Arduino board when it's using an external power source (as opposed to 5 volts from the USB connection or other regulated power source). You can supply voltage through this pin, or, if supplying voltage via the power jack, access it through this pin. 5V.This pin outputs a regulated 5V from the regulator on the board. The board can be supplied with power either from the DC power jack (7 - 12V), the USB connector (5V), or the VIN pin of the board (7-12V). Supplying voltage via the 5V or 3.3V pins bypasses the regulator, and can damage your board.

We don't advise it. 3V3. A 3.3 volt supply generated by the on-board regulator. Maximum current draw is 50 mA. GND. Ground pins. IOREF.

This pin on the Arduino board provides the voltage reference with which the microcontroller operates. A properly configured shield can read the IOREF pin voltage and select the appropriate power source or enable voltage translators on the outputs for working with the 5V or 3.3V. The ATmega328 has 32 KB (with 0.5 KB used for the bootloader). It also has 2 KB of SRAM and 1 KB of EEPROM (which can be read and written with the EEPROM library). Each of the 14 digital pins on the Uno can be used as an input or output, using pinMode(), digitalWrite(), and digitalRead() functions. They operate at 5 volts. Each pin can provide or receive a maximum of 40 mA and has an internal pull-up resistor (disconnected by default) of 20-50 kOhms. In addition, some pins have specialized functions: Serial: 0 (RX) and 1 (TX). Used to receive (RX) and transmit (TX) TTL serial data. These pins are connected to the corresponding pins of the ATmega8U2 USB-to-TTL Serial chip. External Interrupts: 2 and 3. These pins can be configured to trigger an interrupt on a low value, a rising or falling edge, or a change in value.

See the attachInterrupt() function for details.

PWM: 3, 5, 6, 9, 10, and 11. Provide 8-bit PWM output with the analogWrite() function. SPI: 10 (SS), 11 (MOSI), 12 (MISO), 13 (SCK). These pins support SPI communication using the SPI library. LED: 13. There is a built-in LED connected to digital pin 13. When the pin is HIGH value, the LED is on, when the pin is LOW, it's off. The Uno has 6 analog inputs, labeled A0 through A5, each of which provide 10 bits of resolution (i.e. 1024 different values). By default they measure from ground to 5 volts, though is it possible to change the upper end of their range using the AREF pin and the analogReference() function. Additionally, some pins have specialized functionality: TWI: A4 or SDA pin and A5 or SCL pin. Support TWI communication using the Wire library. There are a couple of other pins on the board: AREF. Reference voltage for the analog inputs. Used with analogReference(). Reset. Bring this line LOW to reset the microcontroller. Typically used to add a reset button to shields which block the one on the board. See also the mapping between Arduino pins and ATmega328 ports. The mapping for the Atmega8, 168, and 328 is identical.