

# Creative Electronics

Arduino

30-05-2016



Technische Universiteit  
**Eindhoven**  
University of Technology

**Where innovation starts**

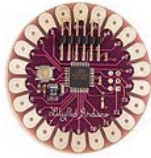
# Why Arduino?

- **Software vs. Hardware**
  - **Functionality easily changed while HW stays static.**
  - **Some things not possible (e.g. HF)**
- **Large community**
  - **Blog, Forum, Wiki, Website**

# Arduino versions



Arduino Uno



Arduino LilyPad



Arduino Ethernet



Arduino Nano



Arduino BT



Arduino Mini



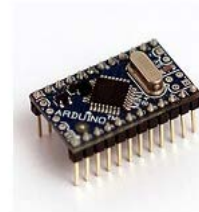
Arduino Mega 2560



Arduino Fio



Arduino BT



Arduino Mini



USB/Serial Light Adapter



Arduino Pro Mini



Arduino Mega ADK



Arduino Pro



USB/Serial Light Adapter



Arduino Pro Mini

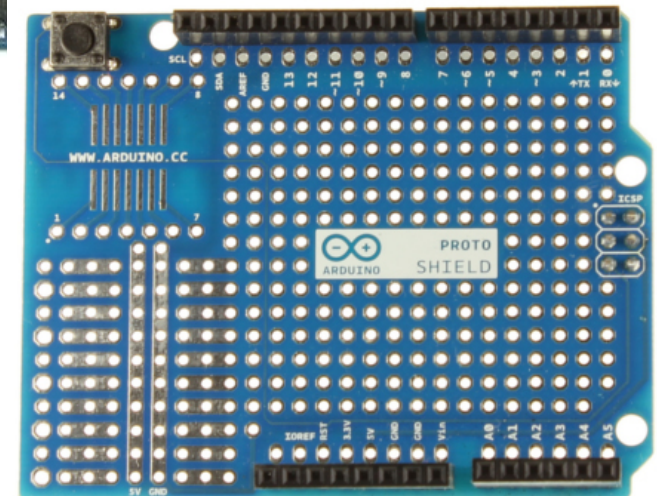
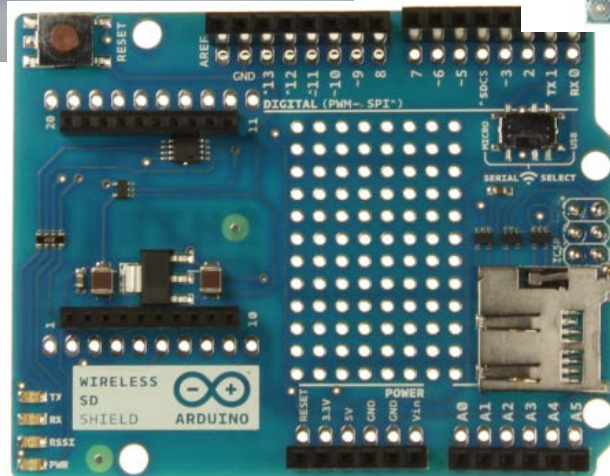
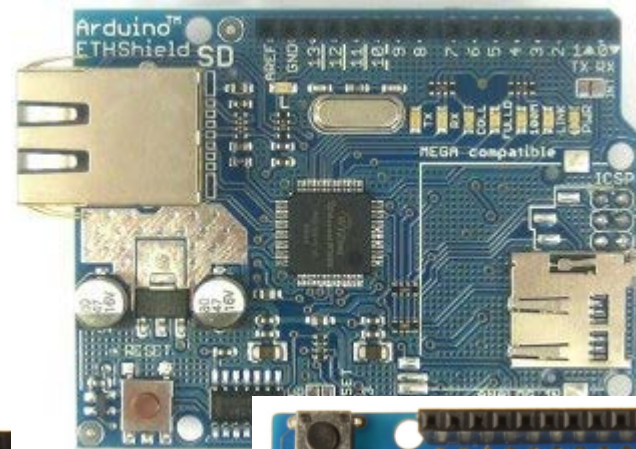
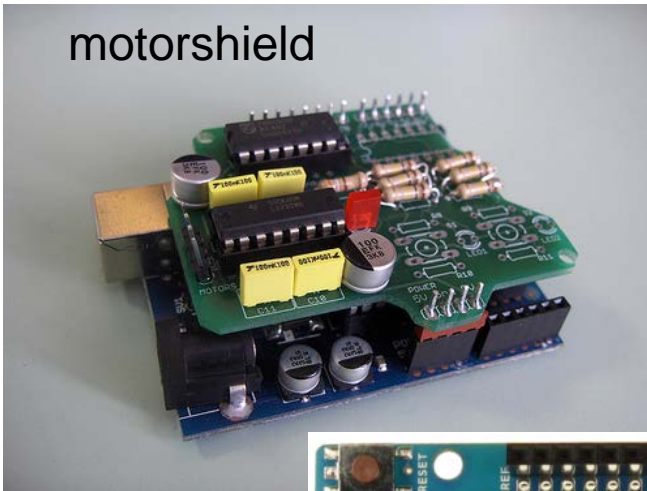




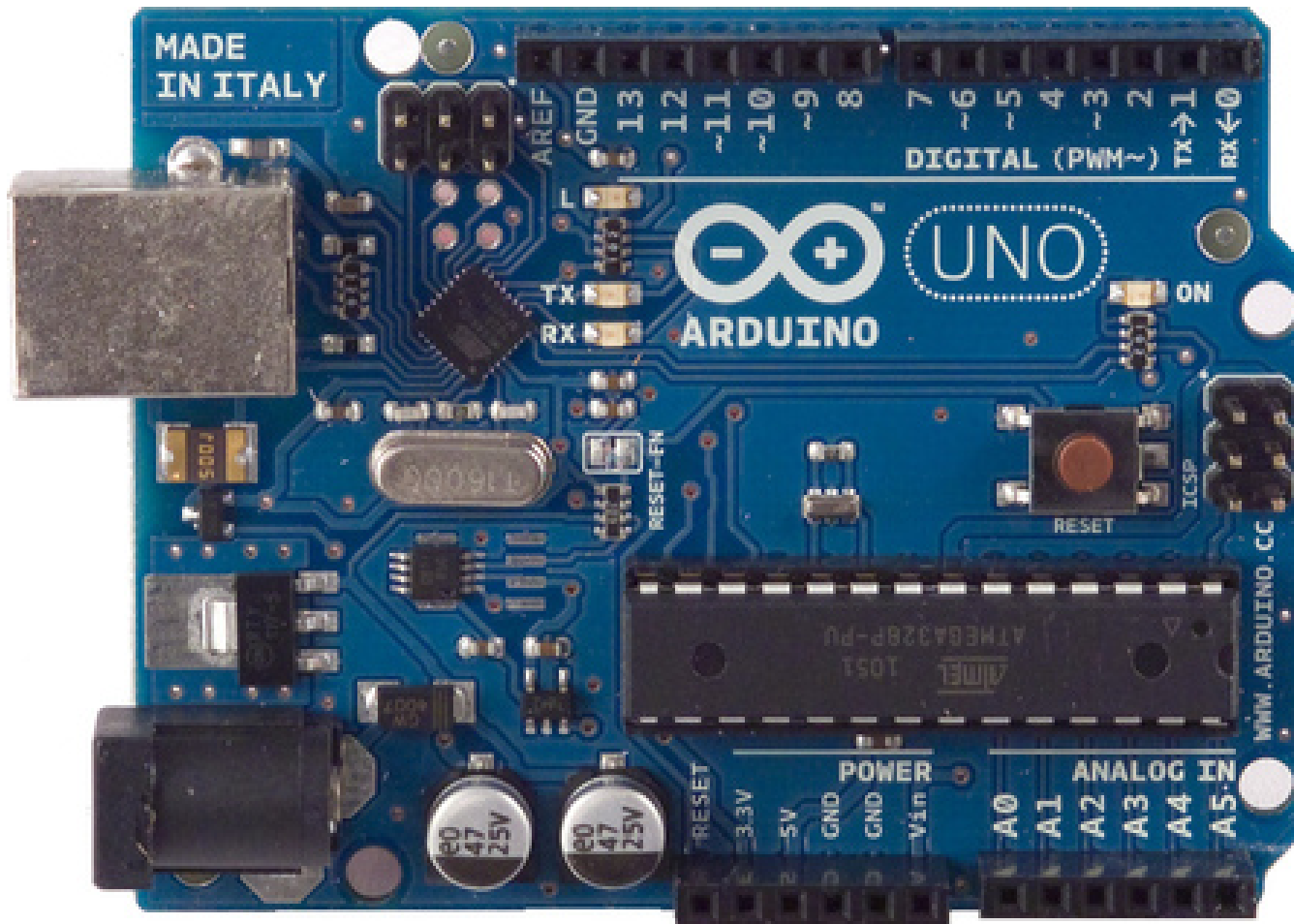
# Additional hardware: shields

- Add-on electronics modules for adding functionality

motorshield



# Arduino UNO



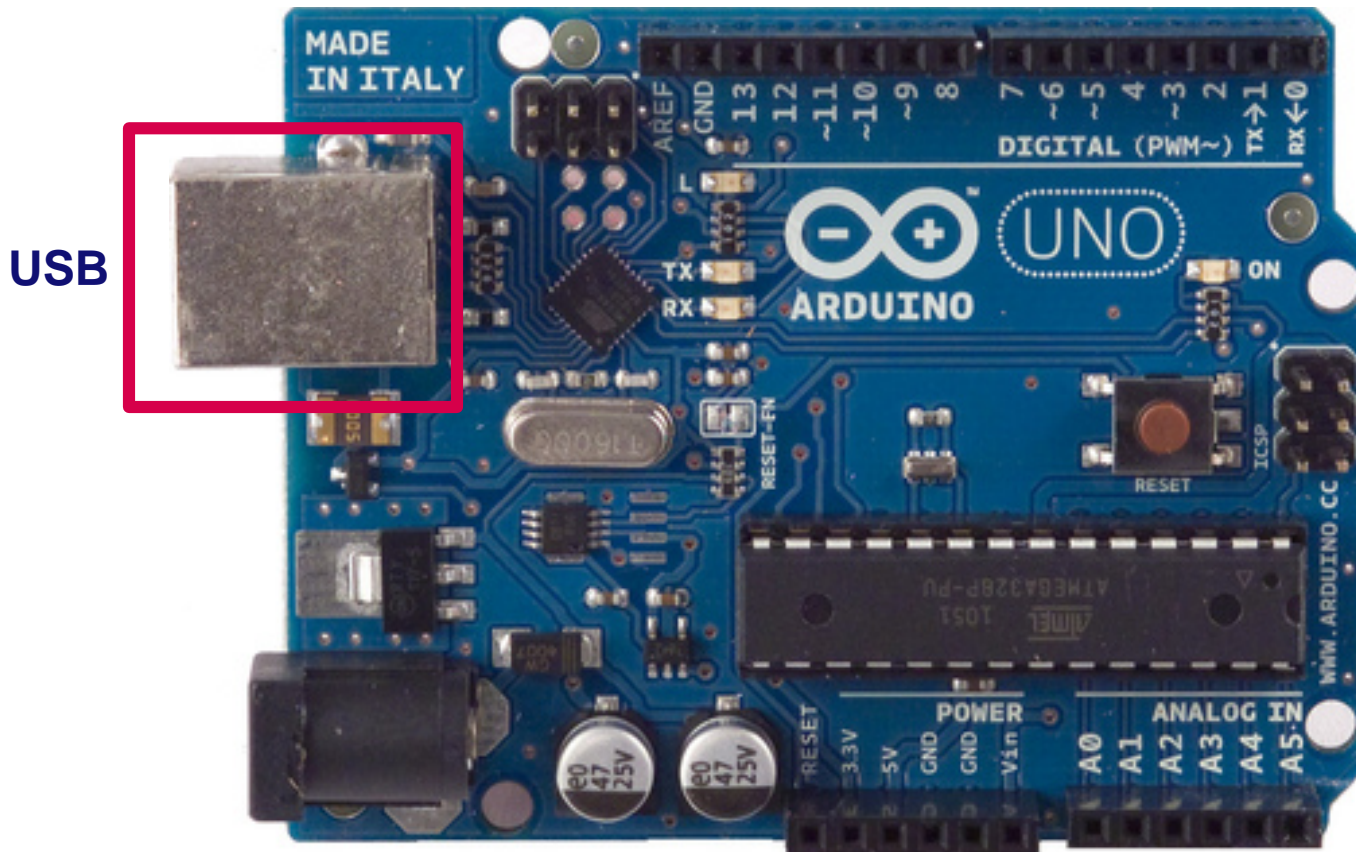
# Arduino UNO

Microcontroller	ATmega328
Operating Voltage	5V
Input Voltage (VIN) (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 (Static RAM)	2 KB (ATmega328)
EEPROM (Electrically erasable programmable ROM)	1 KB (ATmega328)
Clock Speed	16 MHz



# Arduino UNO

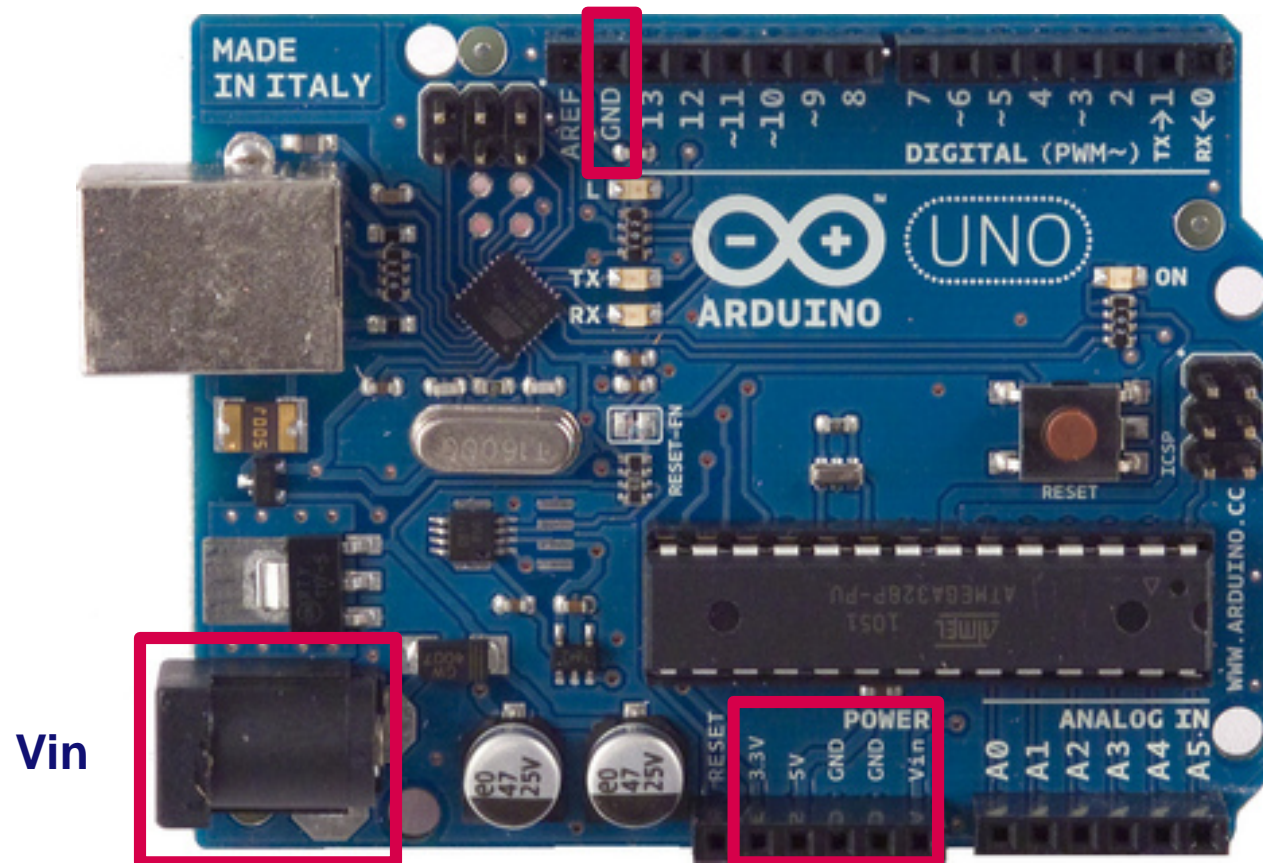
- Power: USB Power supply (5V)





# Arduino UNO

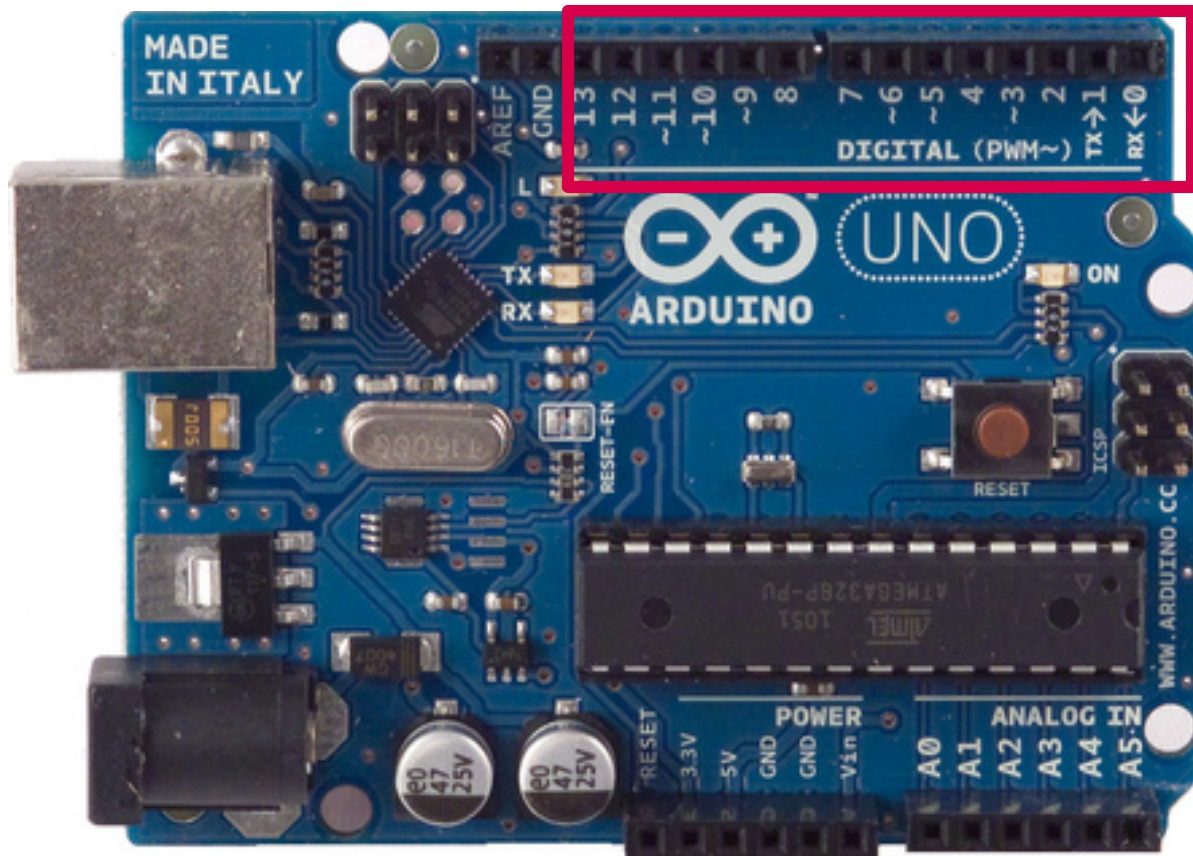
- Power: Vin (7-12V), 5V, 3.3V, GND





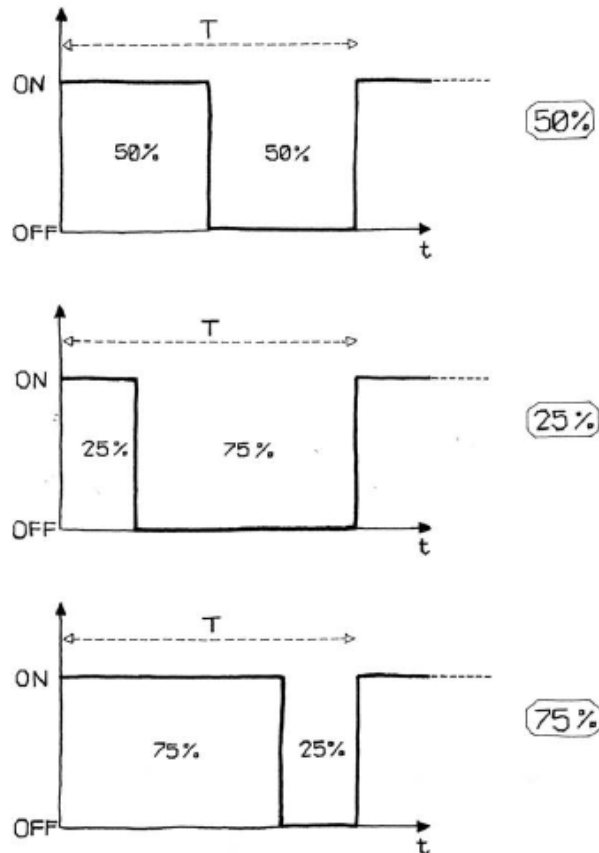
# Arduino UNO

- 14 Digital I/O (6 can provide PWM)



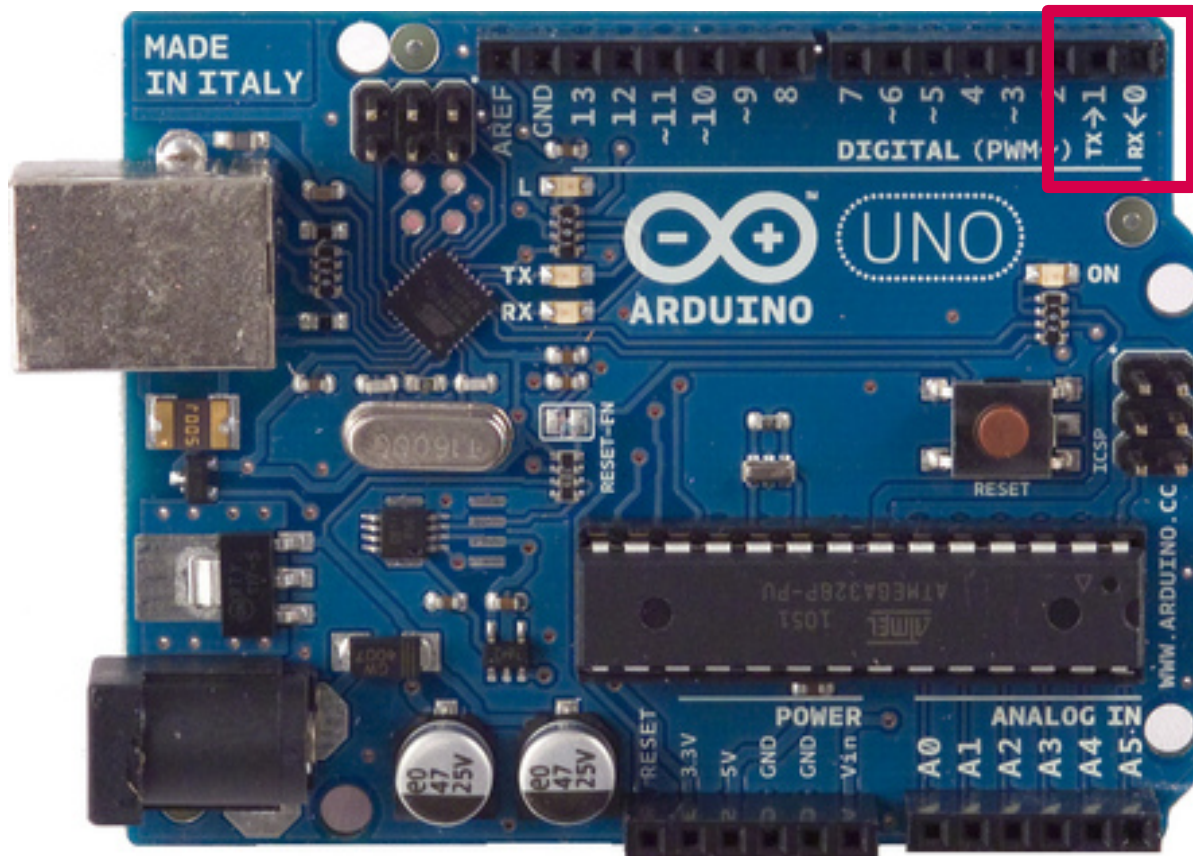
# Arduino UNO

- 14 Digital I/O (6 can provide PWM)



# Arduino UNO

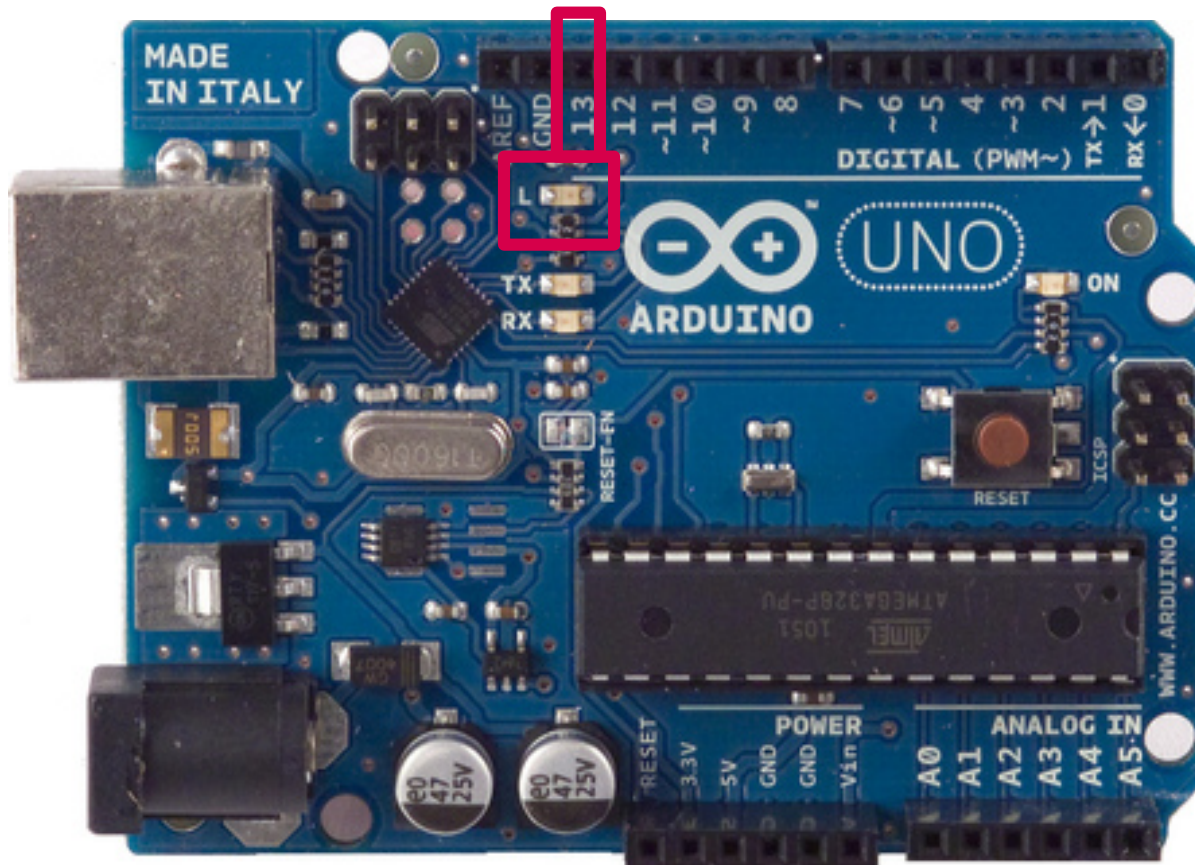
- Serial: receive (RX) and transmit (TX)





# Arduino UNO

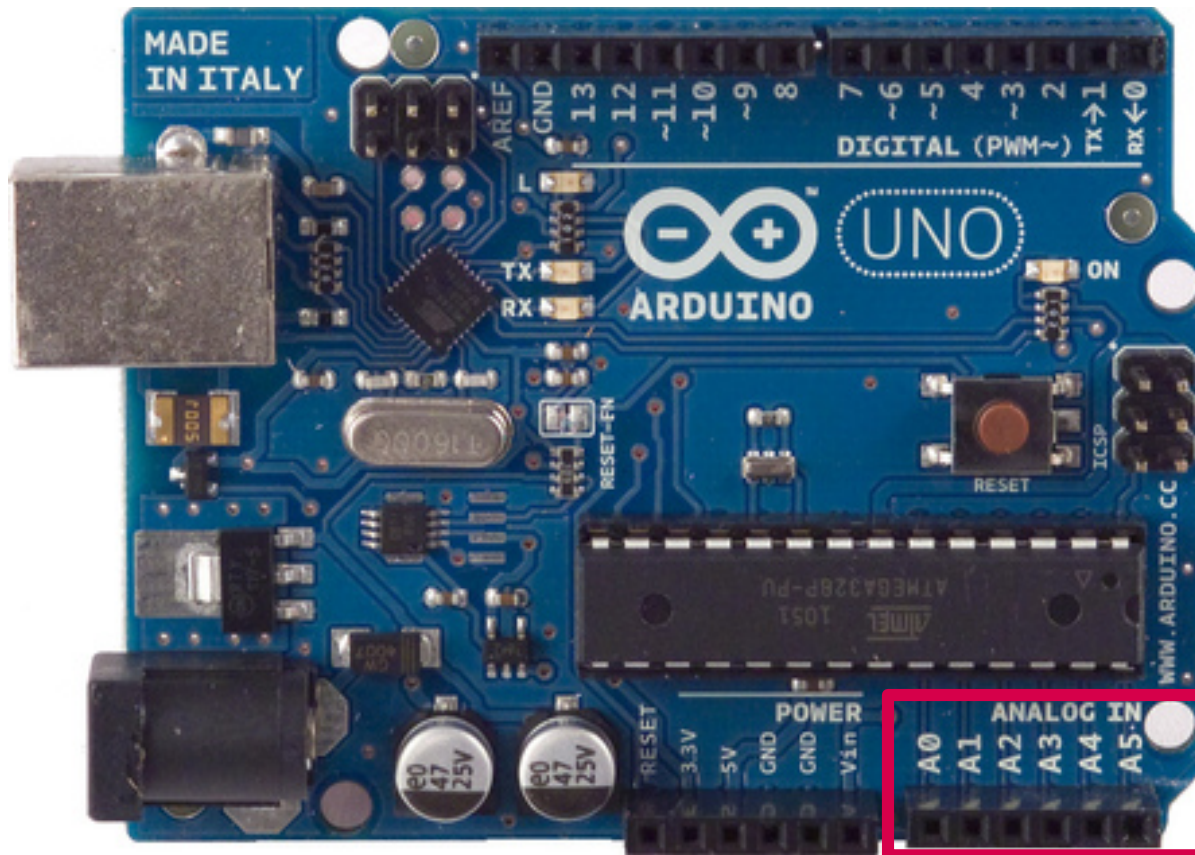
- LED: Pin 13





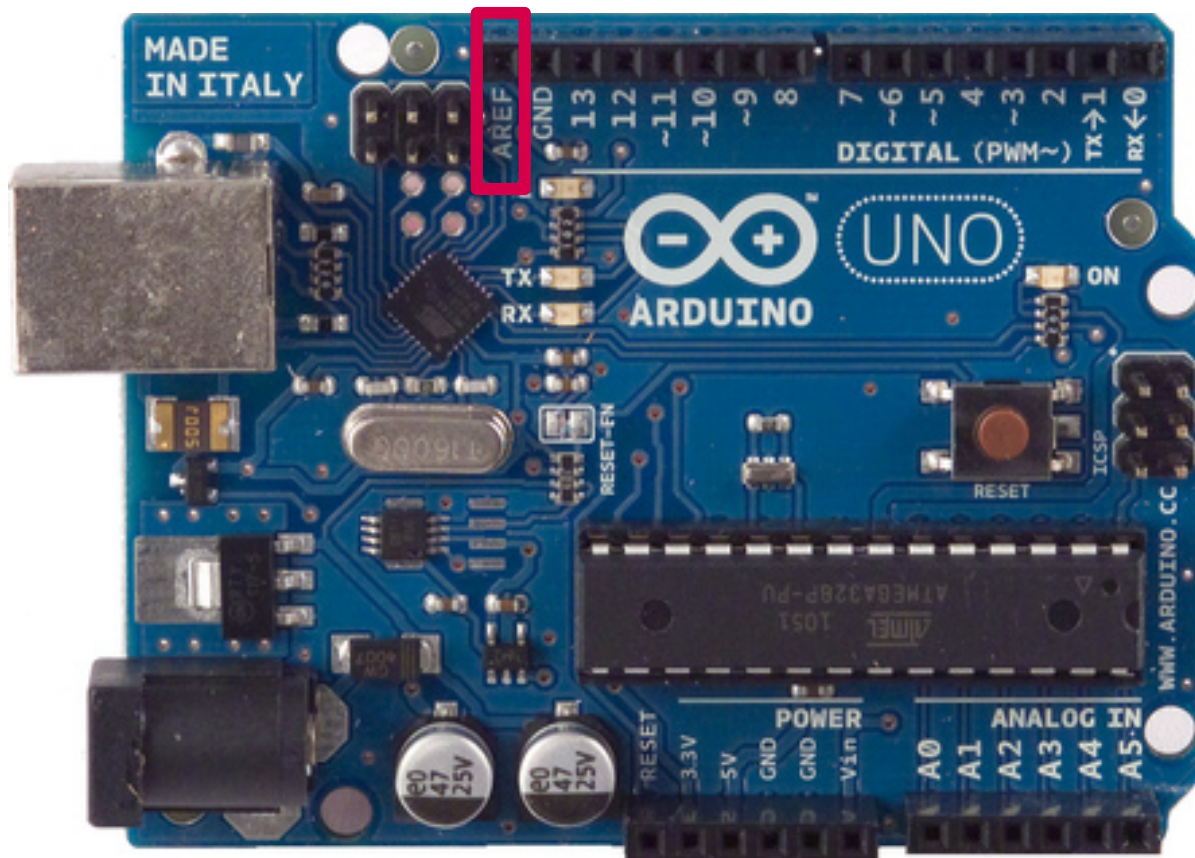
# Arduino UNO

- 6 analog inputs, 10 bits resolution (1024 values)



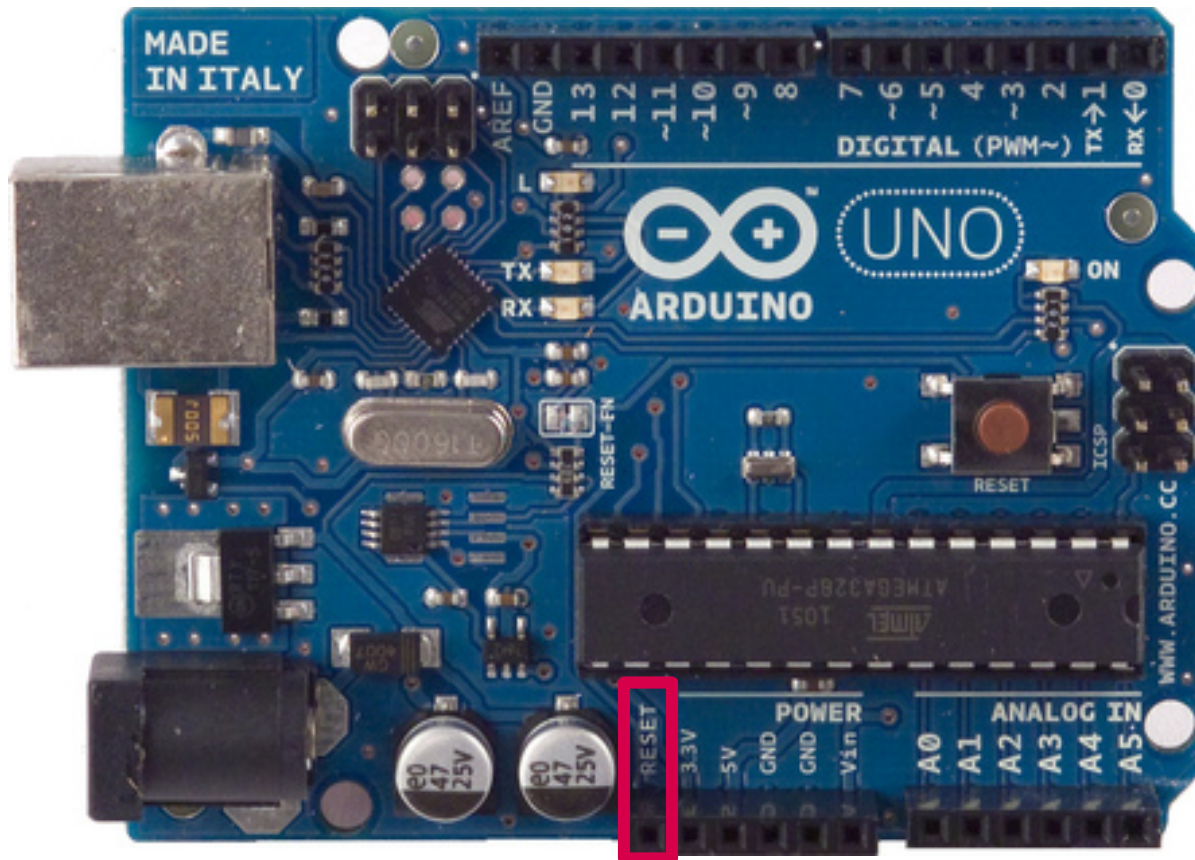
# Arduino UNO

- **AREF:** Reference voltage for the analog inputs



# Arduino UNO

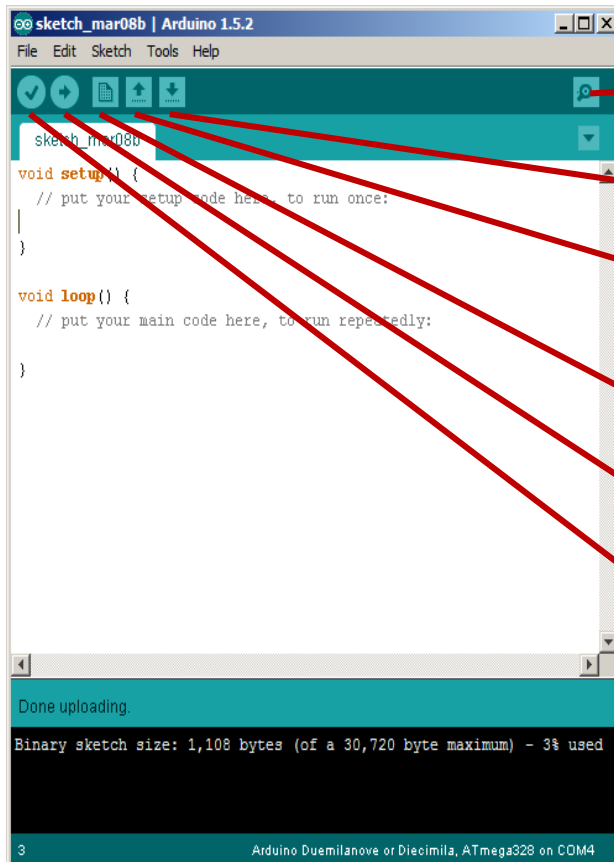
- **Reset. LOW to reset the microcontroller**





# Software: Arduino IDE

- <http://arduino.cc/en/Main/Software>



Serial Monitor

Save Sketch

Open Sketch  
(old: \*.pde, new:  
\*.ino)

New Sketch

Compile and Upload

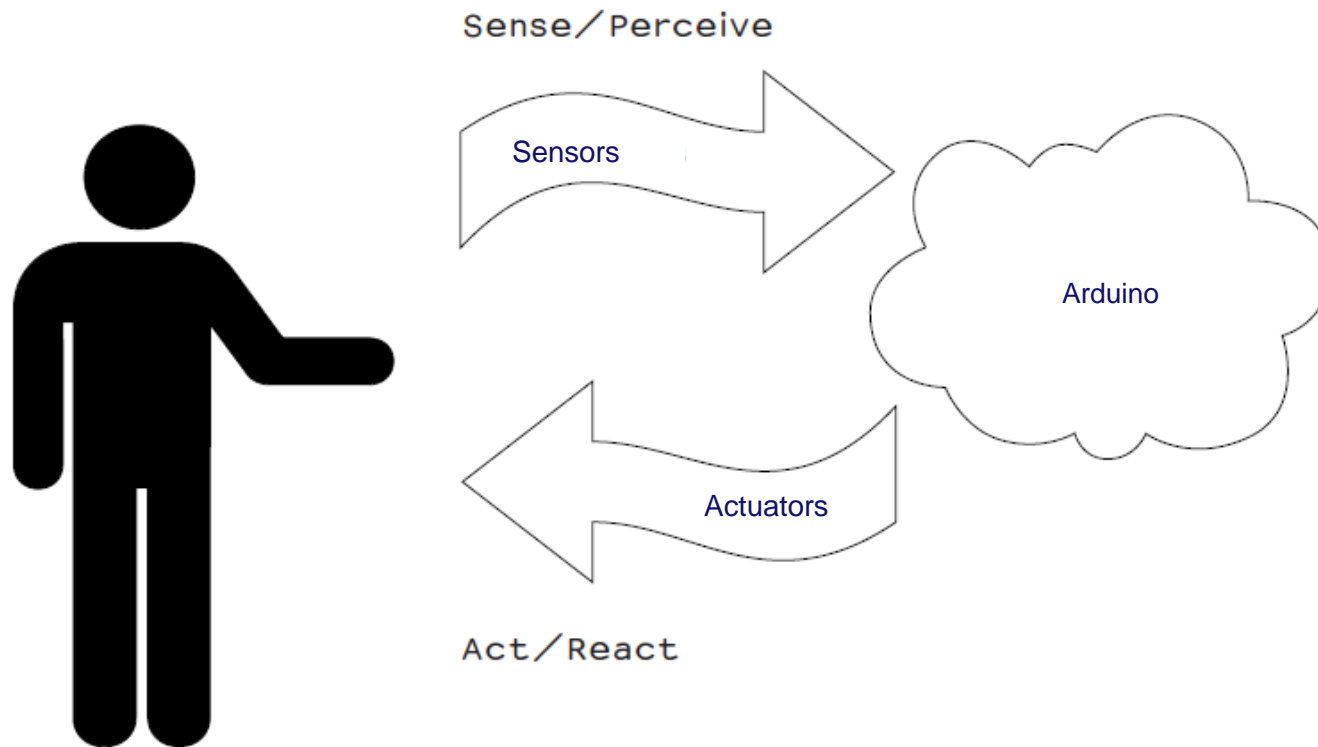
Verify (Compile)



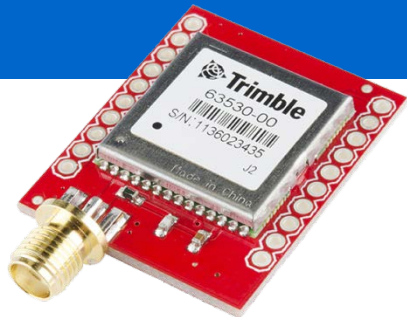
# Driver Installation and Port Identification

- Refer to the instructions in
  - <http://arduino.cc/en/Guide/HomePage>
- Check the wiki
  - [http://wiki.id.tue.nl/ce/CreativeElectronicsAssignment201509#Installing\\_the\\_Arduino\\_IDE](http://wiki.id.tue.nl/ce/CreativeElectronicsAssignment201509#Installing_the_Arduino_IDE)

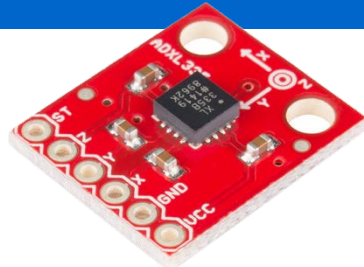
# Really getting started



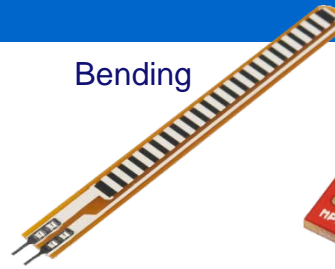
# Common sensors



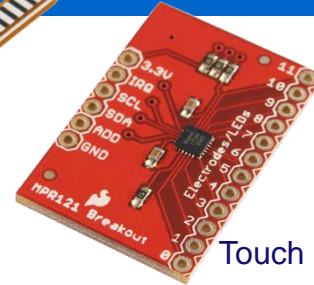
Position (GPS)



Acceleration



Bending



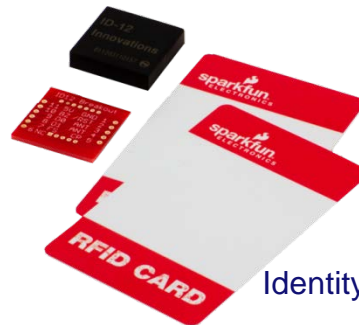
Touch



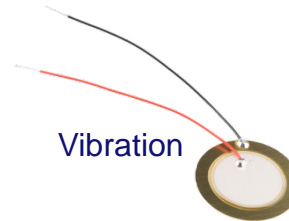
Distance



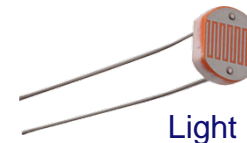
Force



Identity



Vibration



Light



Sound



Movement



Temperature



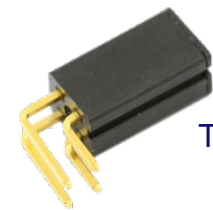
On-off status



Setting or Orientation



Rotation



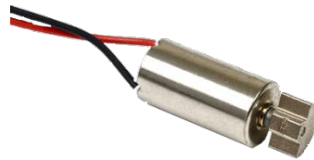
Tilt



# Common actuators



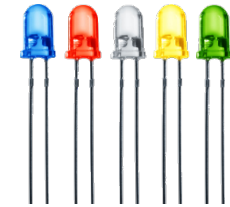
DC motor



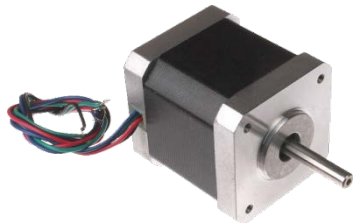
Vibration motor



Display



Led



Stepper motor



Solenoid



Buzzer



Heating pad



Servo motor



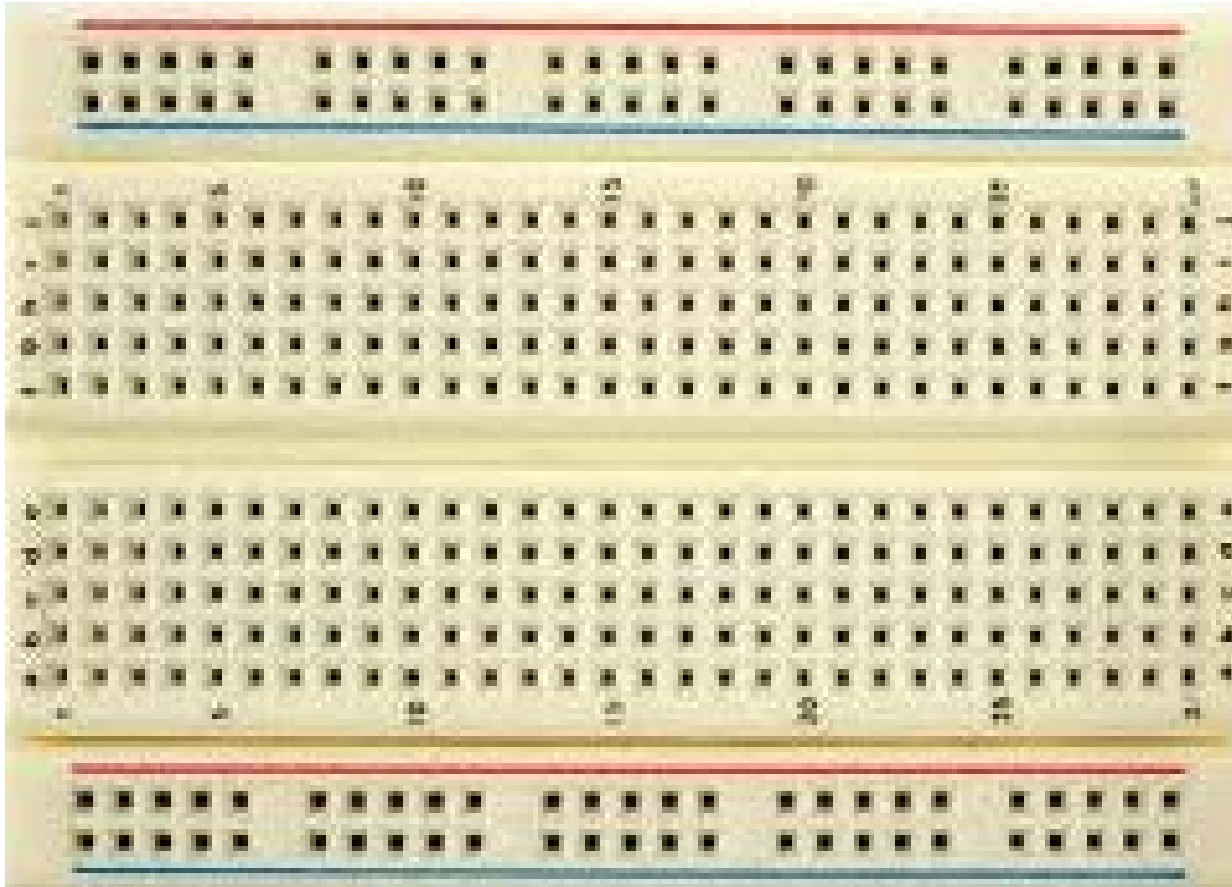
Fan



Speaker

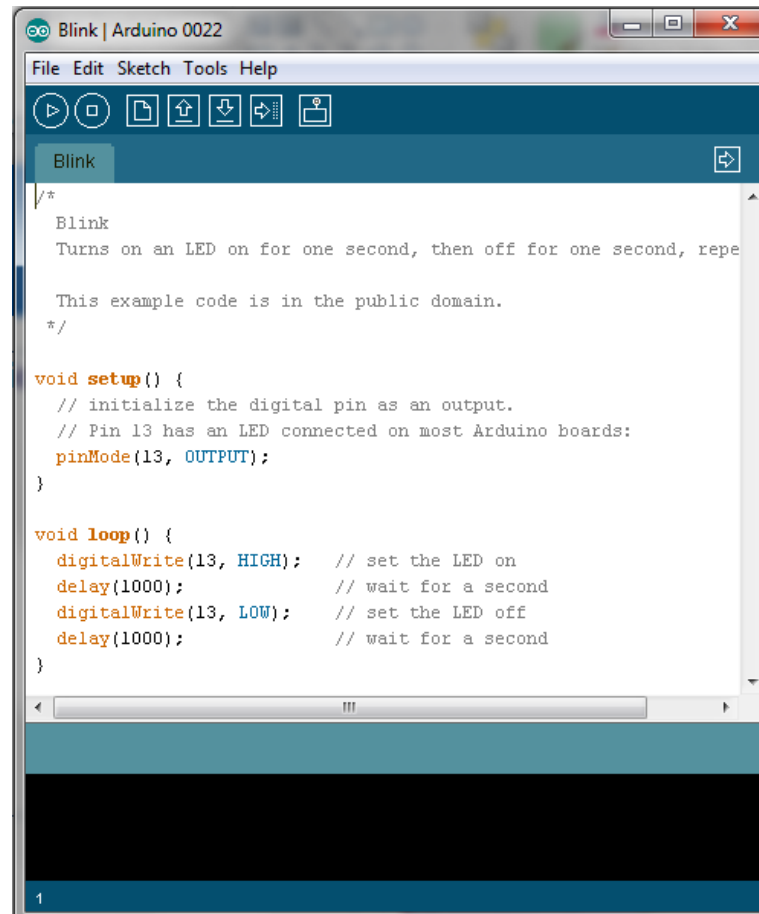


# Breadboard



# Blinking a LED

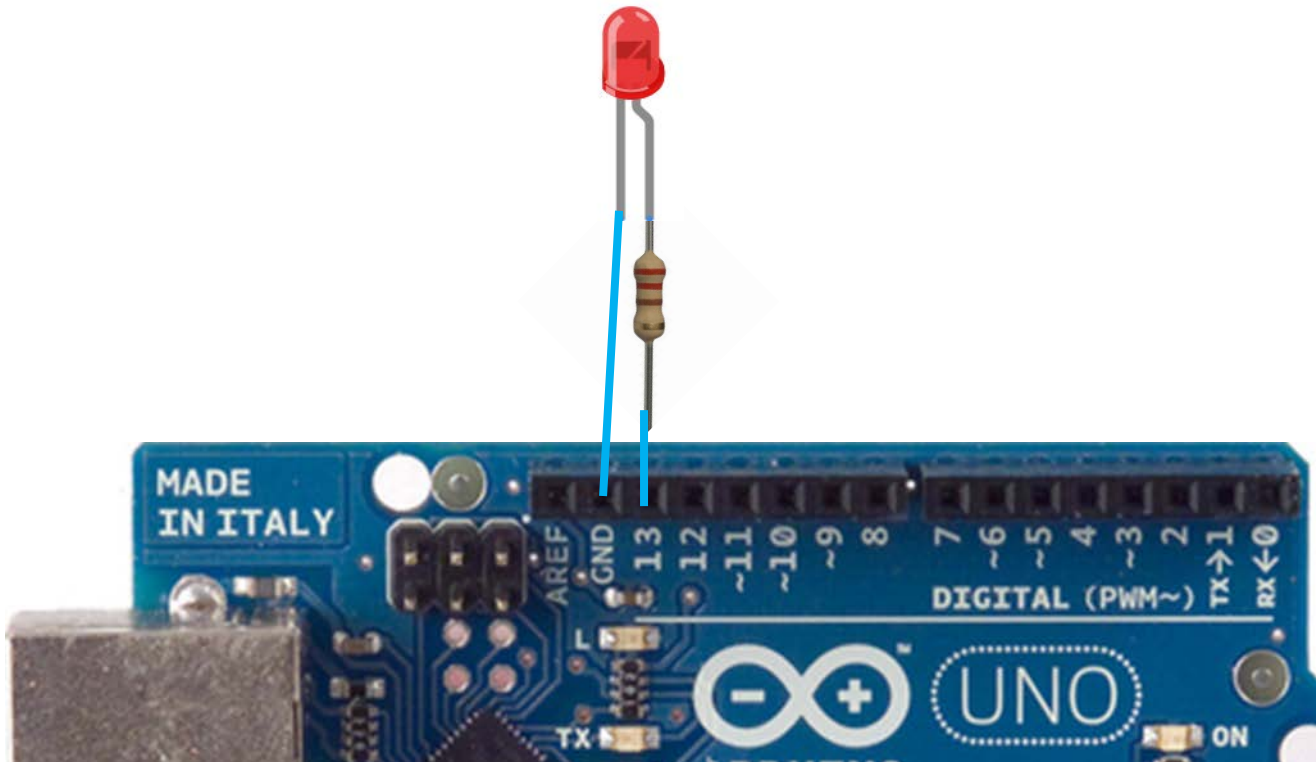
- **File>Examples>Basics>Blink**
- **LED: light-emitting diode**

A screenshot of the Arduino IDE interface. The window title is "Blink | Arduino 0022". The menu bar includes "File", "Edit", "Sketch", "Tools", and "Help". Below the menu bar is a toolbar with icons for running, stopping, saving, and other functions. A tab labeled "Blink" is active. The code editor displays the following text:

```
/*  
  Blink  
  Turns on an LED on for one second, then off for one second, repeatedly.  
  
  This example code is in the public domain.  
  */  
  
void setup() {  
  // initialize the digital pin as an output.  
  // Pin 13 has an LED connected on most Arduino boards:  
  pinMode(13, OUTPUT);  
}  
  
void loop() {  
  digitalWrite(13, HIGH); // set the LED on  
  delay(1000);            // wait for a second  
  digitalWrite(13, LOW);  // set the LED off  
  delay(1000);            // wait for a second  
}
```

The bottom of the window shows a dark area representing the serial monitor or a terminal window.

# Blinking a LED



# Blinking a LED

```
#define LED 13

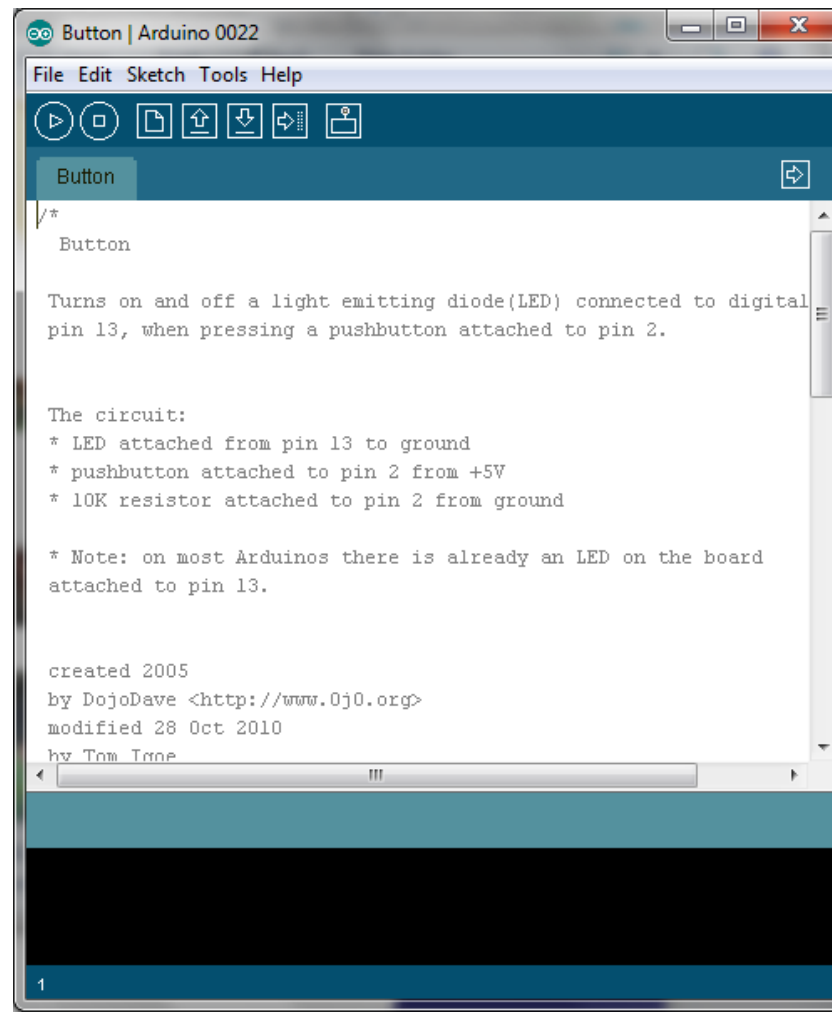
void setup() {
    // initialize the digital pin as an output.
    // Pin 13 has an LED connected on most Arduino boards:
    pinMode(LED, OUTPUT);
}

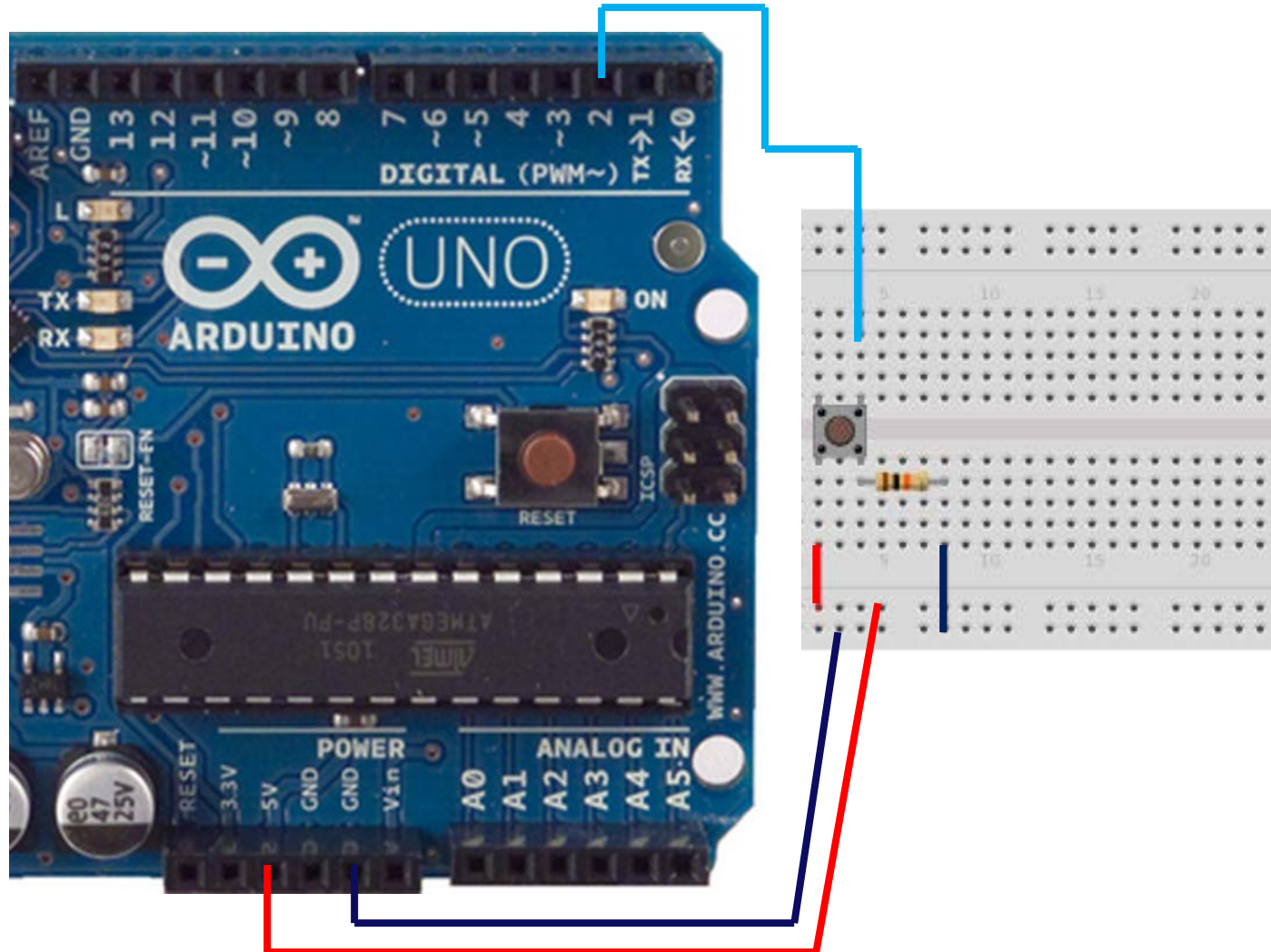
void loop() {
    digitalWrite(LED, HIGH);    // set the LED on
    delay(1000);                // wait for a second
    digitalWrite(LED, LOW);     // set the LED off
    delay(1000);                // wait for a second
}
```



# Button to control a LED

- **File>Examples>Digital>Button**





# Button to control a LED

```
// constants won't change. They're used here to
// set pin numbers:
const int buttonPin = 2;    // the number of the pushbutton pin
const int ledPin = 13;      // the number of the LED pin

// variables will change:
int buttonState = 0;        // variable for reading the pushbutton status

void setup() {
  // initialize the LED pin as an output:
  pinMode(ledPin, OUTPUT);
  // initialize the pushbutton pin as an input:
  pinMode(buttonPin, INPUT);
}
```

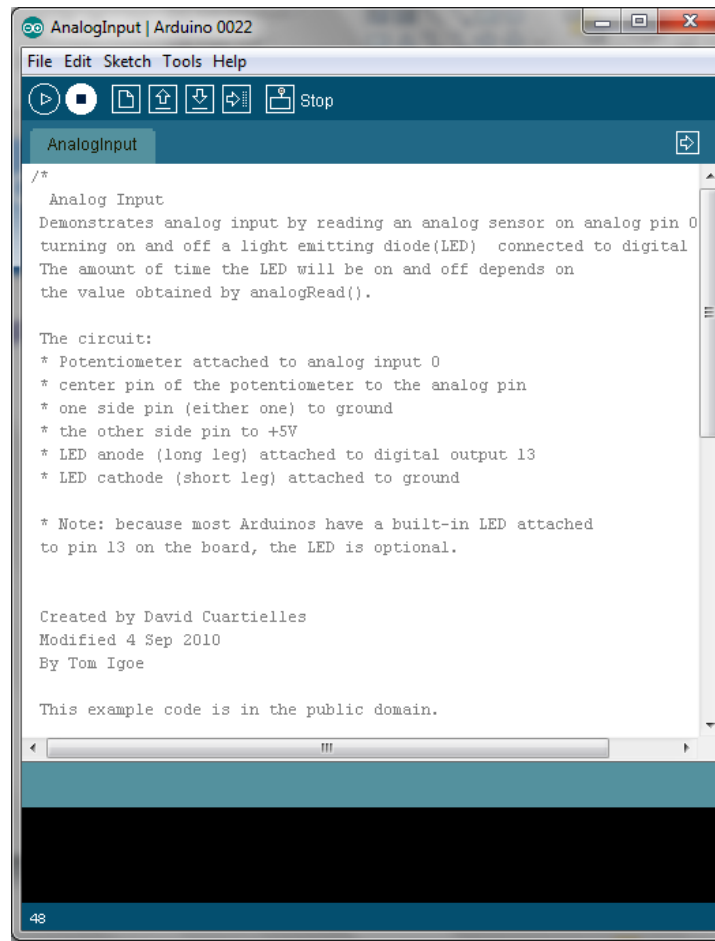
# Button to control a LED

```
void loop(){  
  // read the state of the pushbutton value:  
  buttonState = digitalRead(buttonPin);  
  
  // check if the pushbutton is pressed.  
  // if it is, the buttonState is HIGH:  
  if (buttonState == HIGH) {  
    // turn LED on:  
    digitalWrite(ledPin, HIGH);  
  }  
  else {  
    // turn LED off:  
    digitalWrite(ledPin, LOW);  
  }  
}
```

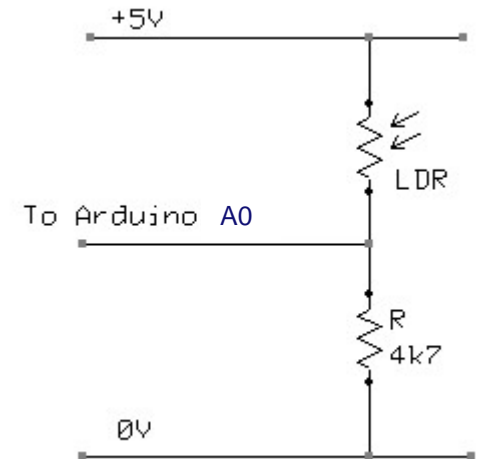
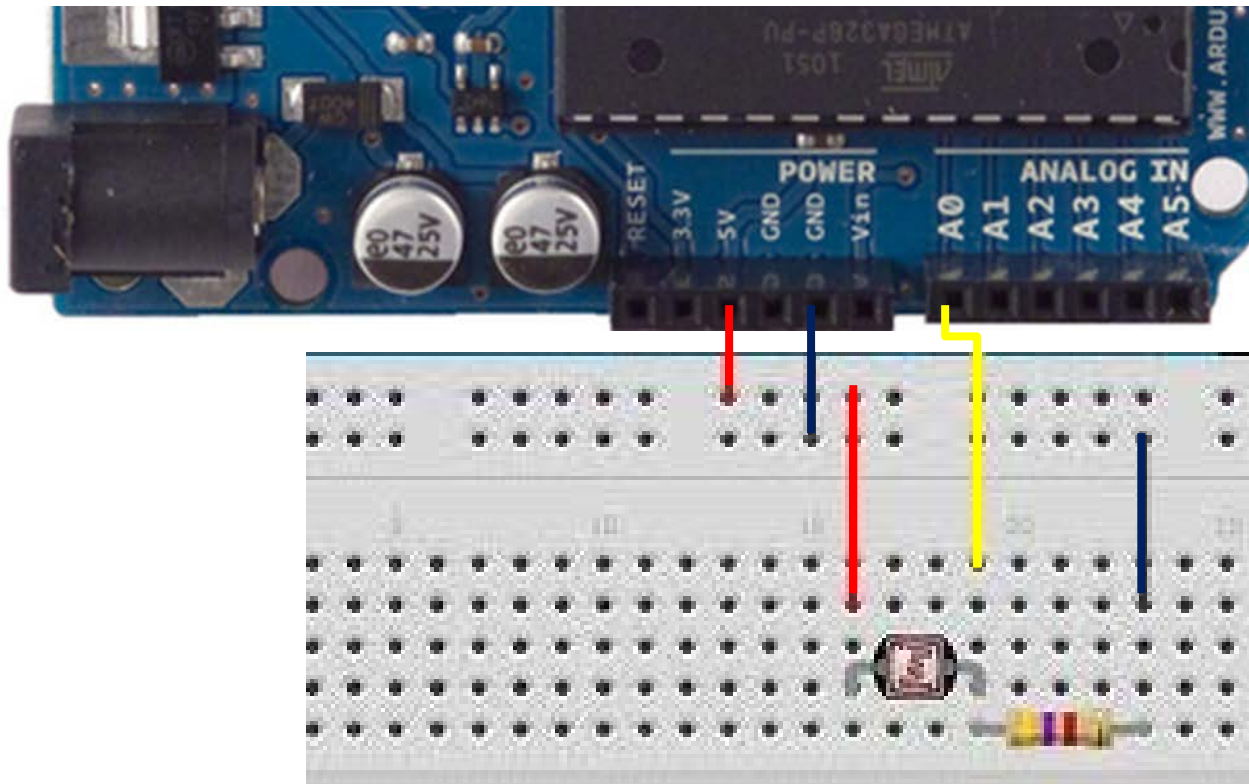


# Analog I/O

- **File>Examples>Analog>AnalogInput**
  - **Instead of a potentiometer, we use a light sensor**



# Analog I/O



# Analog Input

```
int sensorPin = A0;    // select the input pin for the potentiometer
int ledPin = 13;       // select the pin for the LED
int sensorValue = 0;   // variable to store the value coming from the sensor

void setup() {
  // declare the ledPin as an OUTPUT:
  pinMode(ledPin, OUTPUT);
}

void loop() {
  // read the value from the sensor:
  sensorValue = analogRead(sensorPin);
  // turn the ledPin on
  digitalWrite(ledPin, HIGH);
  // stop the program for <sensorValue> milliseconds:
  delay(sensorValue);
  // turn the ledPin off:
  digitalWrite(ledPin, LOW);
  // stop the program for for <sensorValue> milliseconds:
  delay(sensorValue);
}
```

# Analog I/O

```
int sensorPin = A0;    // select the input pin
int ledPin = 11;       // select the pin for the LED
int sensorValue = 0;   // variable to store the value coming from the sensor

void setup() {
  // declare the ledPin as an OUTPUT:
  pinMode(ledPin, OUTPUT);
}

void loop() {
  // read the value from the sensor:
  sensorValue = analogRead(sensorPin);
  // turn the ledPin on
  analogWrite(ledPin, sensorValue/4);
}
```

PWM pin!!!



# Serial Communication

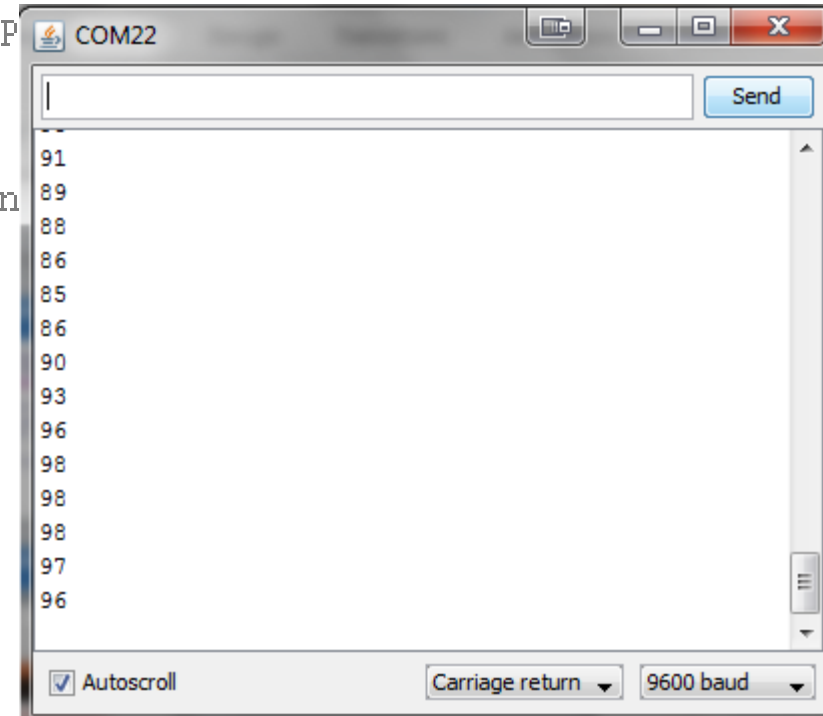
```
// Example 11-06 from "Getting Started with P
// by Reas & Fry. O'Reilly / Make 2010

// Note: This is code for an Arduino board, n

int sensorPin = 0; // Select input pin
int val = 0;

void setup() {
  Serial.begin(9600); // Open serial port
}

void loop() {
  val = analogRead(sensorPin) / 4; // Read value from sensor
  Serial.println(val); // Print variable to serial port
  delay(100); // Wait 100 milliseconds
}
```



# Serial communication

- **Allows Arduino to communicate**
  - via USB cable / COM port
  - via WiFi module
  - via Xbee module
  - via Bluetooth module
  - ...
- **Monitoring**
  - **Monitoring and serial communication can NOT be done at the same time through RX/TX**

# Take care

- **Serial.print:** translates to *text*
  - int value 12 is sent as 2 characters '1' and '2'
  - float value 1.23 is sent as 4 characters '1', '.', '2' and '3'
  - String value "Hi!" is sent as 3 characters 'H', 'i' and '!'
- **Serial.println:** does the same + sends end of line
- **Serial.write:** if you want to send a single

# Examples

- **Bad code / Good code**



- **Arduino communicating to Processing**



SerialPrint



SensorGraph



SensorRead