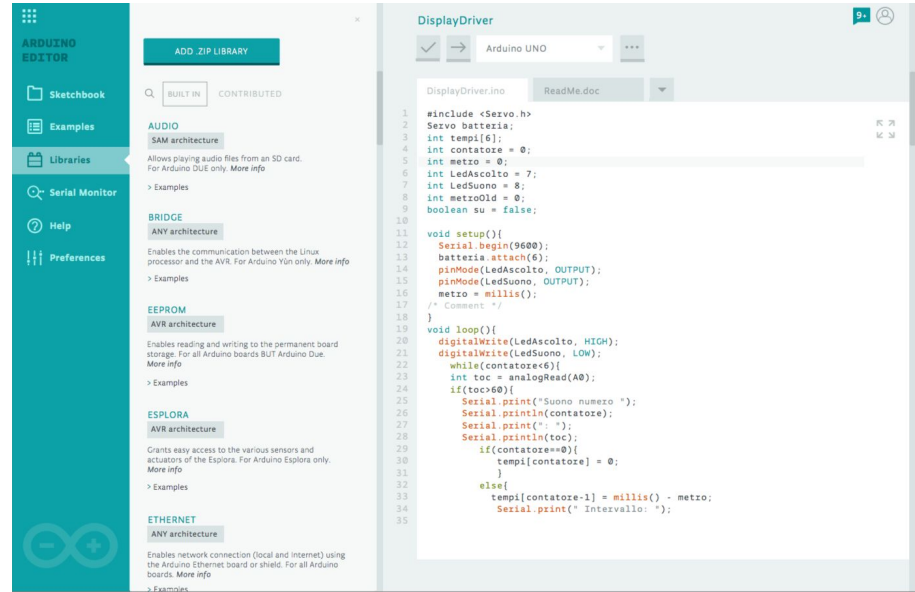
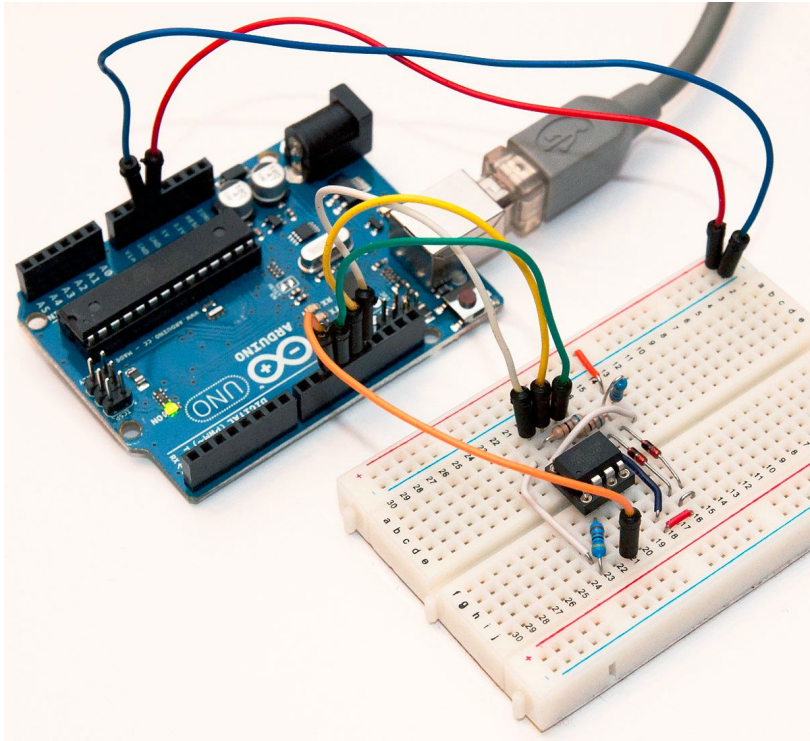
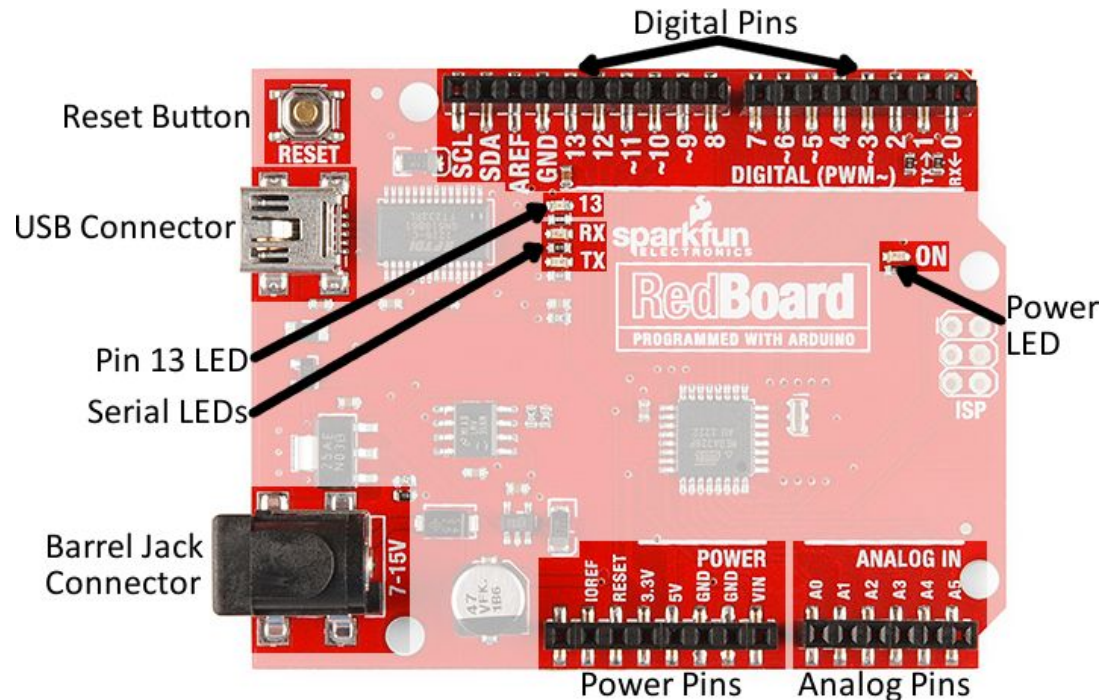


Intro to Arduino



Arduino Microcontroller



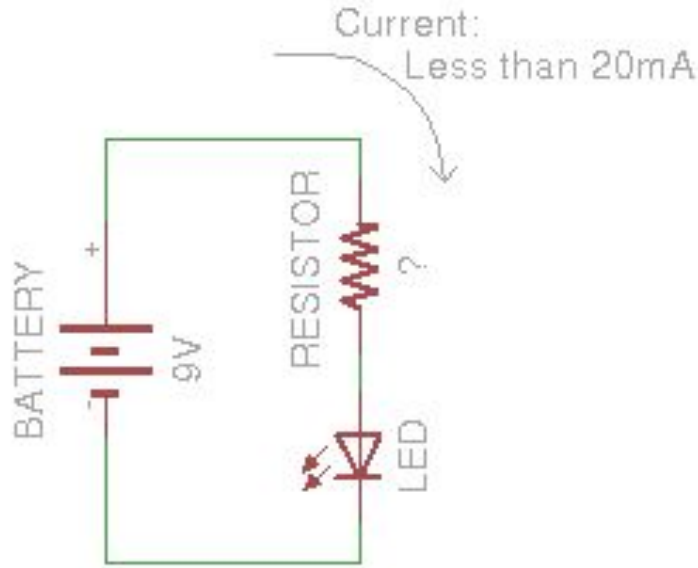
- Runs one Program at a time.
- Re-Programmable via USB
- Can run independent of computer (Barrel Jack pwr)
- Reset Button Re-Initiates Program.
- Pins: board inputs + outputs
- Power Pins: Provide Power
- Digital Pins: ON/OFF
- Analog Pins: Spectrum of Input/output values.

Supplying Power & Sending Signals

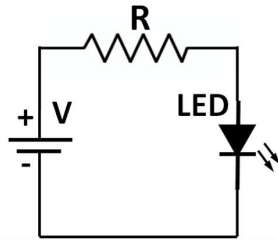


- In order to power an led or send a signal to the Arduino, you need to complete an electric circuit.
- When you connect a Pin to an LED, it supplies power to the light, but only if the other end is connected to a GND (ground pin).
- This completes the circuit, like connecting a light to both terminals of a battery.

Voltage, Current, Resistance



$$V = I * R$$



Voltage: 'Power' supplied to component.

Resistance: Resists, or 'Consumes' Voltage. An LED is also a Resistor.

Current: Can be thought of as the 'Bandwidth' of the circuit. If you have a lot of different circuit pulling from the same voltage source, it will reduce the power, *like having too many computers connected to the same wifi.*

For more in-depth explanation, see:

<https://learn.sparkfun.com/tutorials/voltage-current-resistance-and-ohms-law>

Components and Orientation

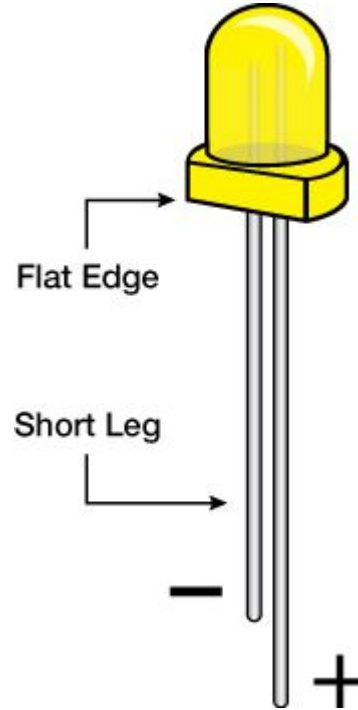
For Certain Components,
the direction of the current
flow is important, for others
it isn't.

(-) = GND

(+) = PWR

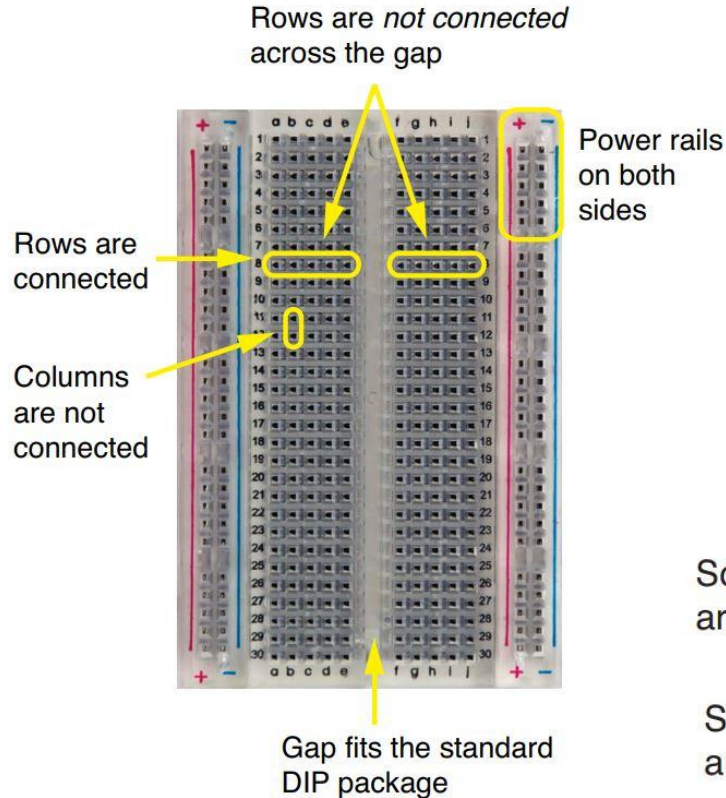
LEDs: Directional

Resistors: Non-Directional



Tip: If a component is symmetrical, then it is probably omnidirectional. If there are asymmetric markings or geometry, then it might be directional.

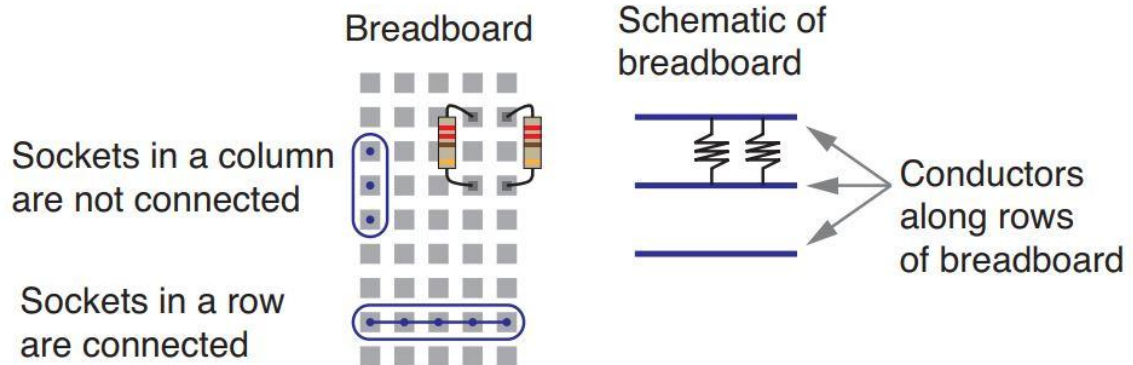
The Breadboard: Make Connections without Soldering



Rows are Connected (12345...)

Columns are Not (abcde....)

(except power rails, which are connected vertically)



The Code: Basic Structure

- **Setup**

{Only Runs Once. Tell Arduino what pins you want to use, give them names, etc.}

- **Loop**

{Runs Continuously. Tell Arduino what pins to turn on/off, what inputs to look for, etc.}

- **Today:** Use Example Code, make small changes, see how the Arduino Responds. Pay attention to structure and keywords (will be colored).

Curious about a term? Look it up in the Arduino Reference Library:

<https://www.arduino.cc/reference/en/>