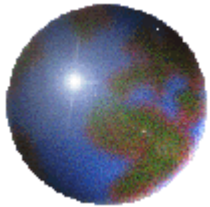
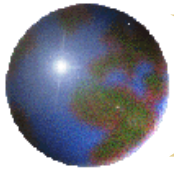


Université Badji Mokhtar Annaba
Département d'informatique
1 Master SEM
Cours **Projets systèmes embarqués**



Arduino

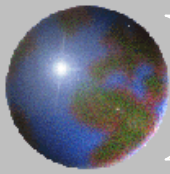
***Présenté par:
Dr M,A, YAKOUBI***



Plan

✚ Arduino?

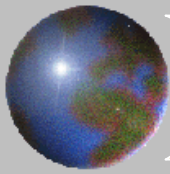
✚ Tp?



Arduino

What is Arduino?

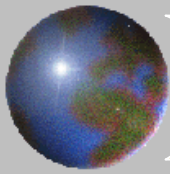
- Arduino is an open source electronic prototyping platform of hardware and software. www.arduino.cc
- The term Arduino contains:
 - The Arduino IDE (PC Software)



Arduino

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 - The Arduino board (Hardware)
 - The Arduino Firmware (Microcontroller software)

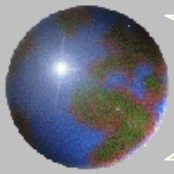


Arduino

What is Arduino?

- Arduino is an open source electronic prototyping platform of hardware and software. www.arduino.cc
- The term Arduino contains:
 - The Arduino IDE (PC Software)
 - The Arduino board (Hardware)
 - The Arduino Firmware (Microcontroller software)
- In this course we will use the Arduino UNO board.



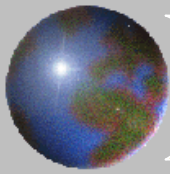


Arduino

What we can do with Arduino?

- Robot
- Weather station
- Distance measurement and display
- Fingerprint door lock
- Temperature sensor recording
- ...





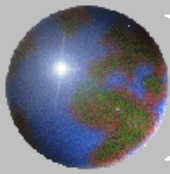
Arduino

The Arduino IDE

- IDE: Integrated Development Environment
- <https://www.arduino.cc/en/main/software>

Download the Arduino IDE

The screenshot shows the Arduino IDE download page. On the left, there is a large blue circular logo with a white infinity symbol and a plus sign. To its right, the text reads: **ARDUINO 1.8.12**, followed by a paragraph describing it as open-source software that runs on Windows, Mac OS X, and Linux. Below this, it states that the software can be used with any Arduino board and refers to the Getting Started page for installation instructions. On the right side of the page, there is a teal sidebar with links for downloading the IDE for various operating systems: Windows (installer and ZIP file), Windows app (with a 'Get it' button), Mac OS X (10.9 Mountain Lion or newer), Linux (32-bit, 64-bit, ARM 32-bit, and ARM 64-bit), Release Notes, Source Code, and Checksums (SHA512).



Arduino

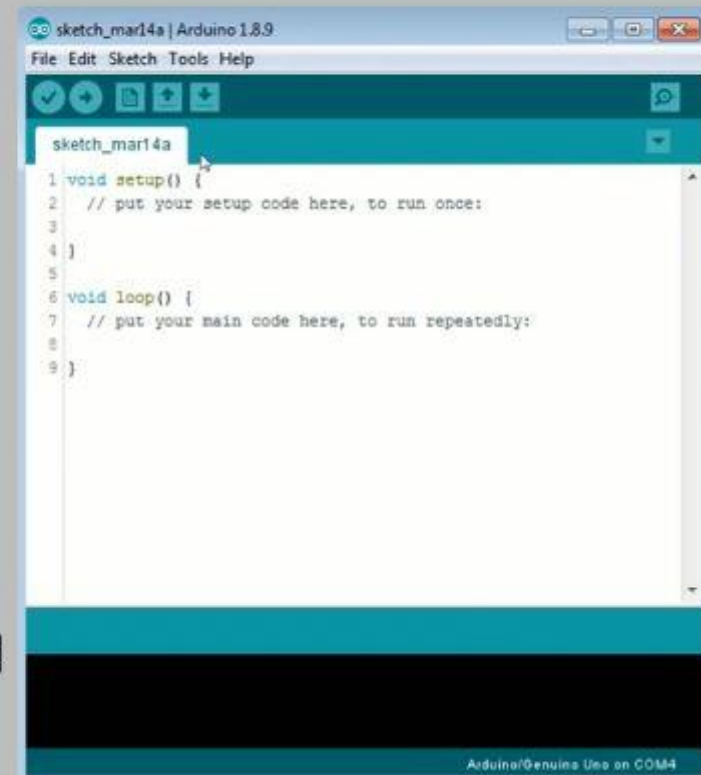
The Arduino IDE

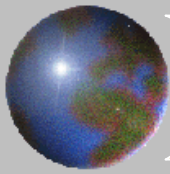
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Download the Arduino IDE



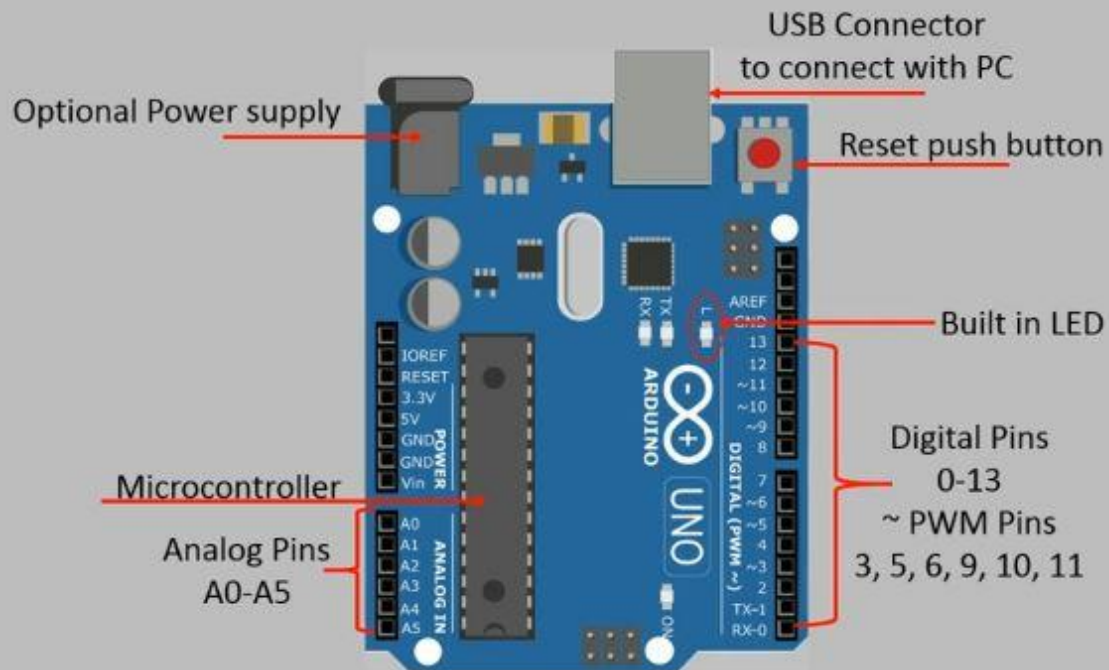
- The place, where we will write our code/
Sketch and download it to the Arduino board

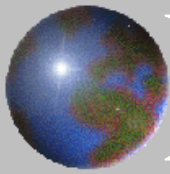




Arduino

The Arduino UNO board



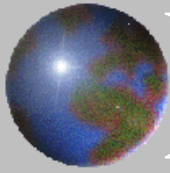


Arduino

What do I need to follow?

- Optional: Arduino Super Learning KIT from LAFVIN
- A registration on Tinkercad.com to use a simulation platform: <https://www.tinkercad.com/>

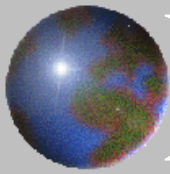




Arduino

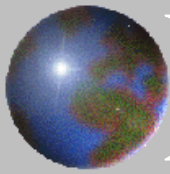
Arduino Basic Course

Lesson2: Setup

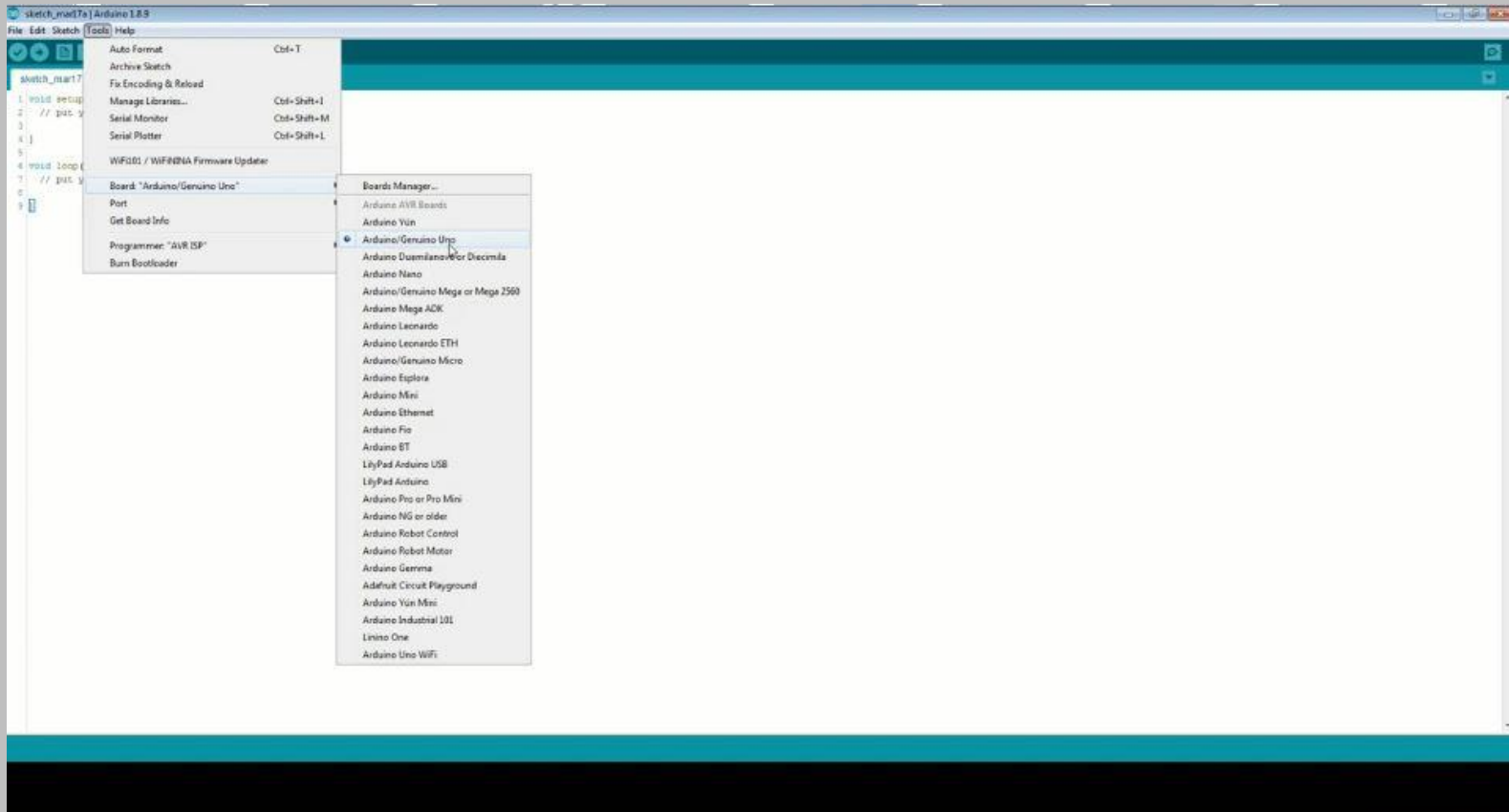


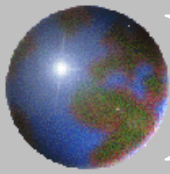
Arduino

- Setup the Arduino IDE
 - Select the correct board
 - Select the correct com port
 - Register to www.tinkercad.com
 - Write our first program (Blink LED_BUILTIN)
-

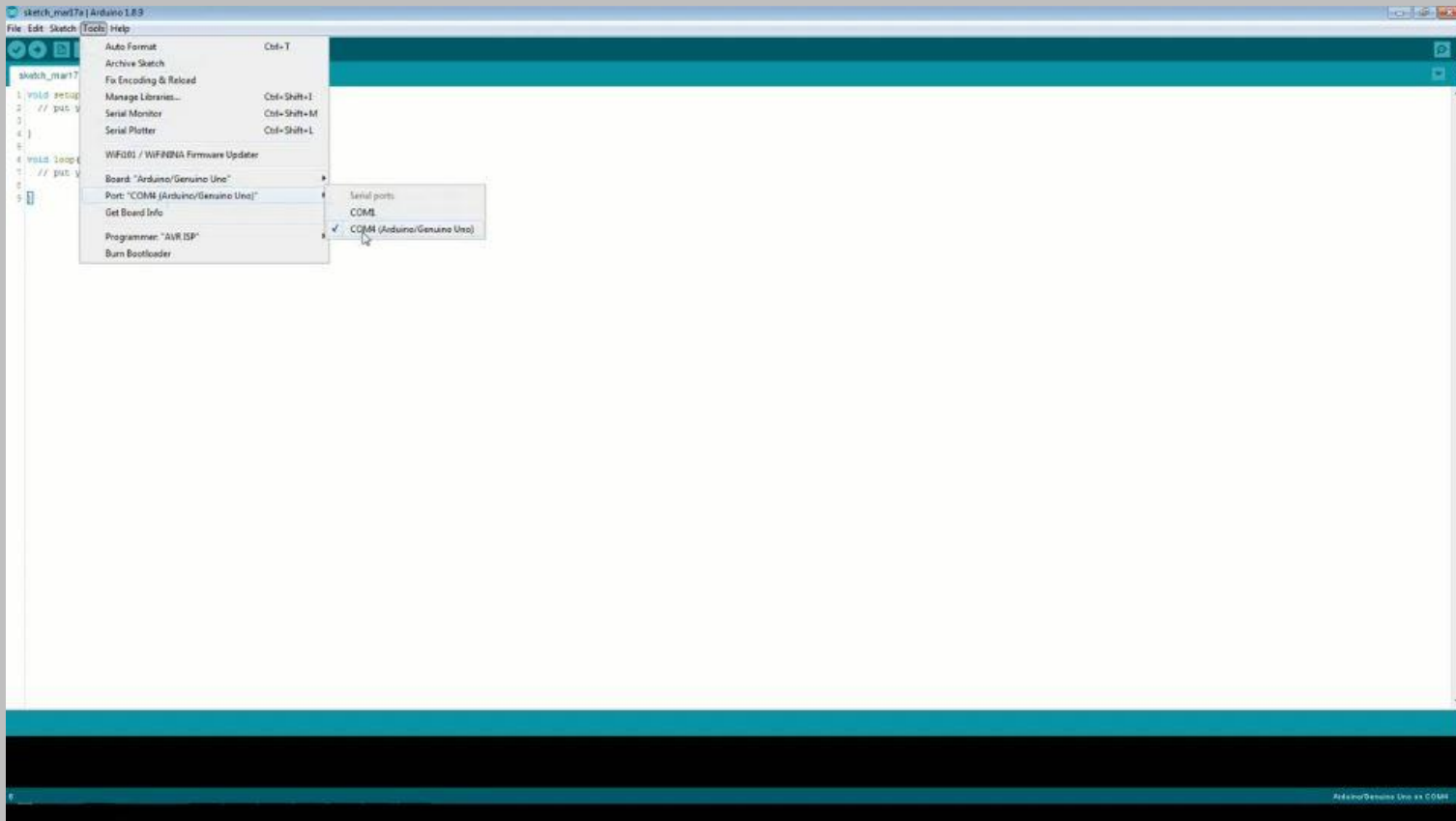


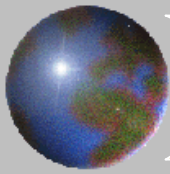
Arduino



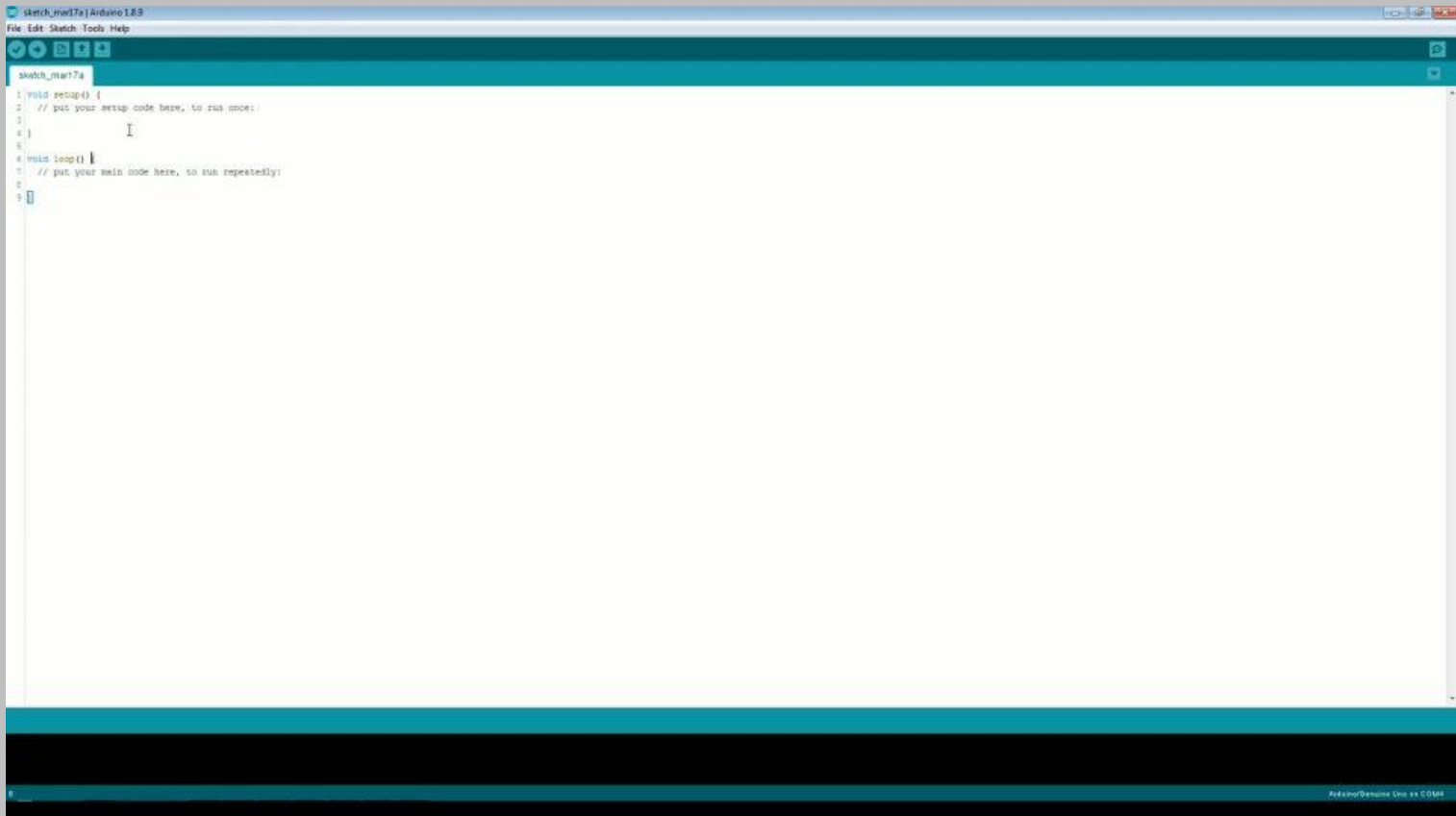


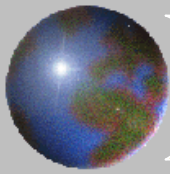
Arduino





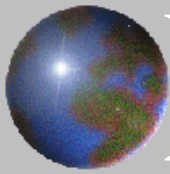
Arduino



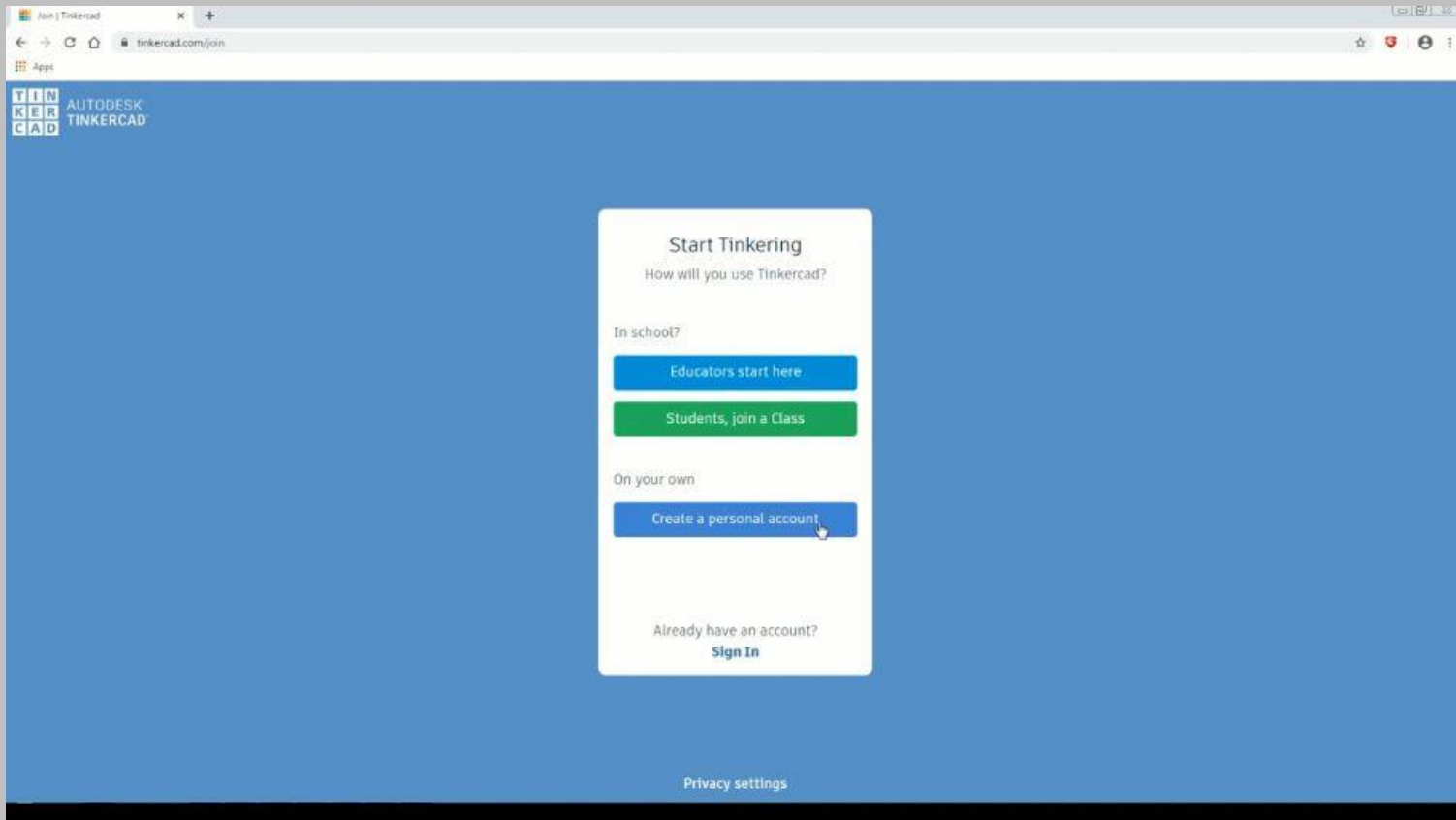


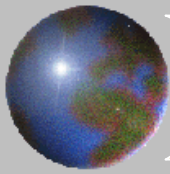
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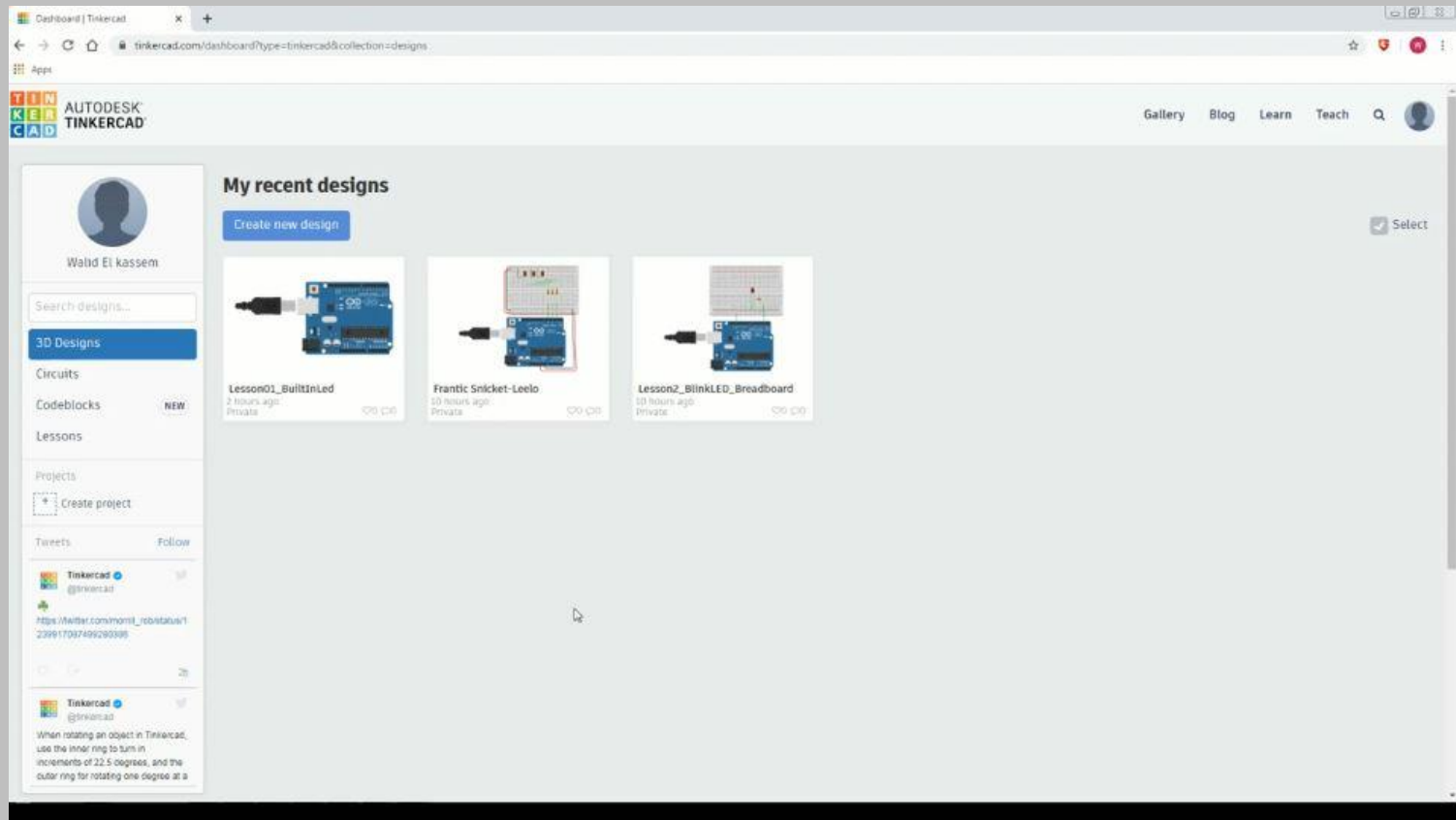


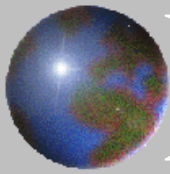
Arduino





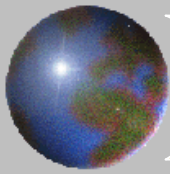
Arduino



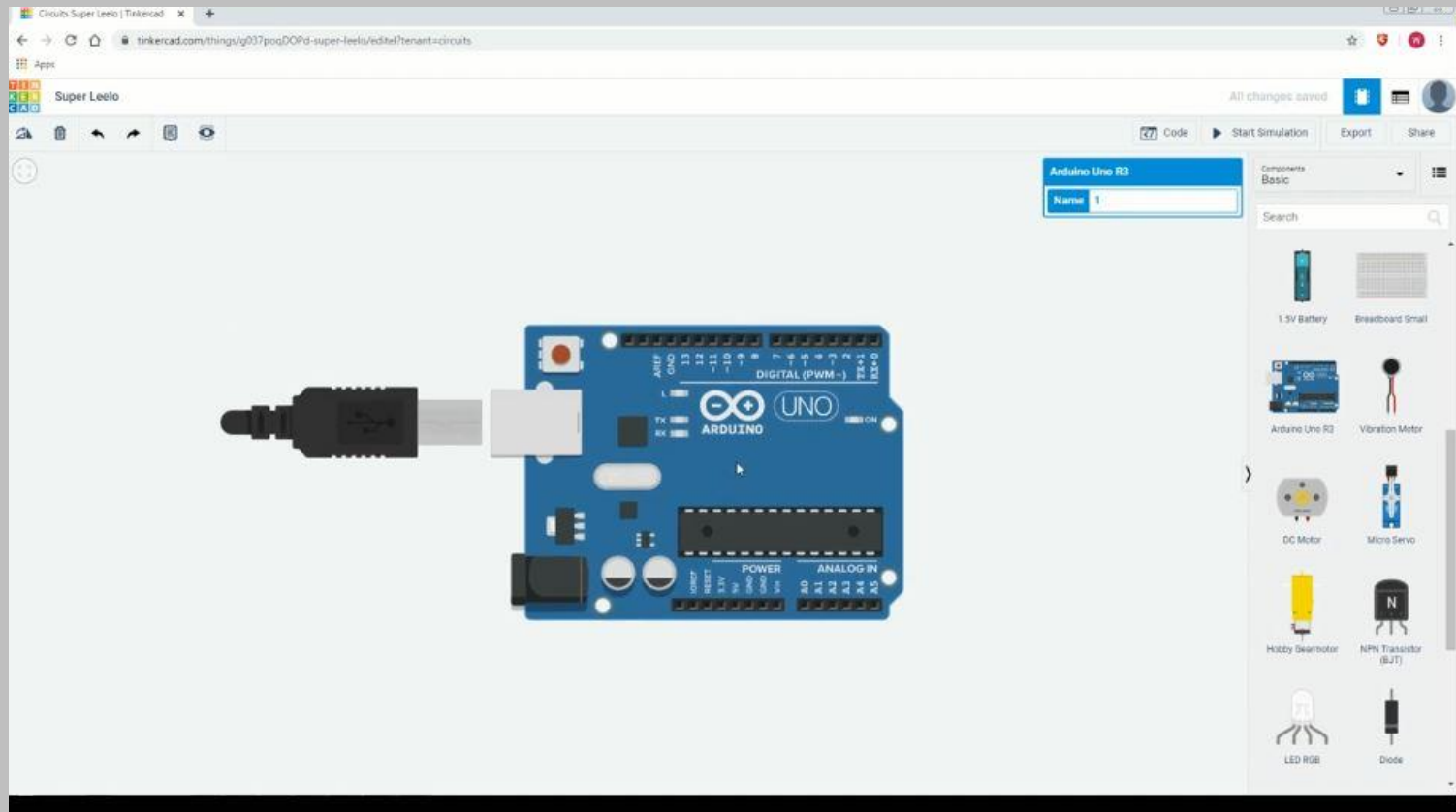


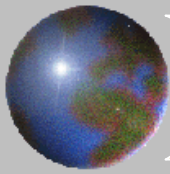
Arduino

The screenshot displays the Tinkercad web application interface. At the top, there's a navigation bar with the Autodesk Tinkercad logo and links for Gallery, Blog, Learn, and Teach. The main content area is titled 'Circuits' and features a 'Create new Circuit' button. Below this, three circuit projects are showcased: 'Lesson01_BuiltInLed', 'Frantic Snicket-Leelo', and 'Lesson2_BlinkLED_Breadboard'. Each project includes a thumbnail image of the circuit and metadata such as creation time and privacy status. On the left side, a sidebar provides user information for 'Walid El kassem', a search bar, and sections for 3D Designs, Circuits, Codeblocks, Lessons, Projects, and Tweets. The bottom of the sidebar contains a tweet from Tinkercad (@tinkercad) about rotating objects in the software.

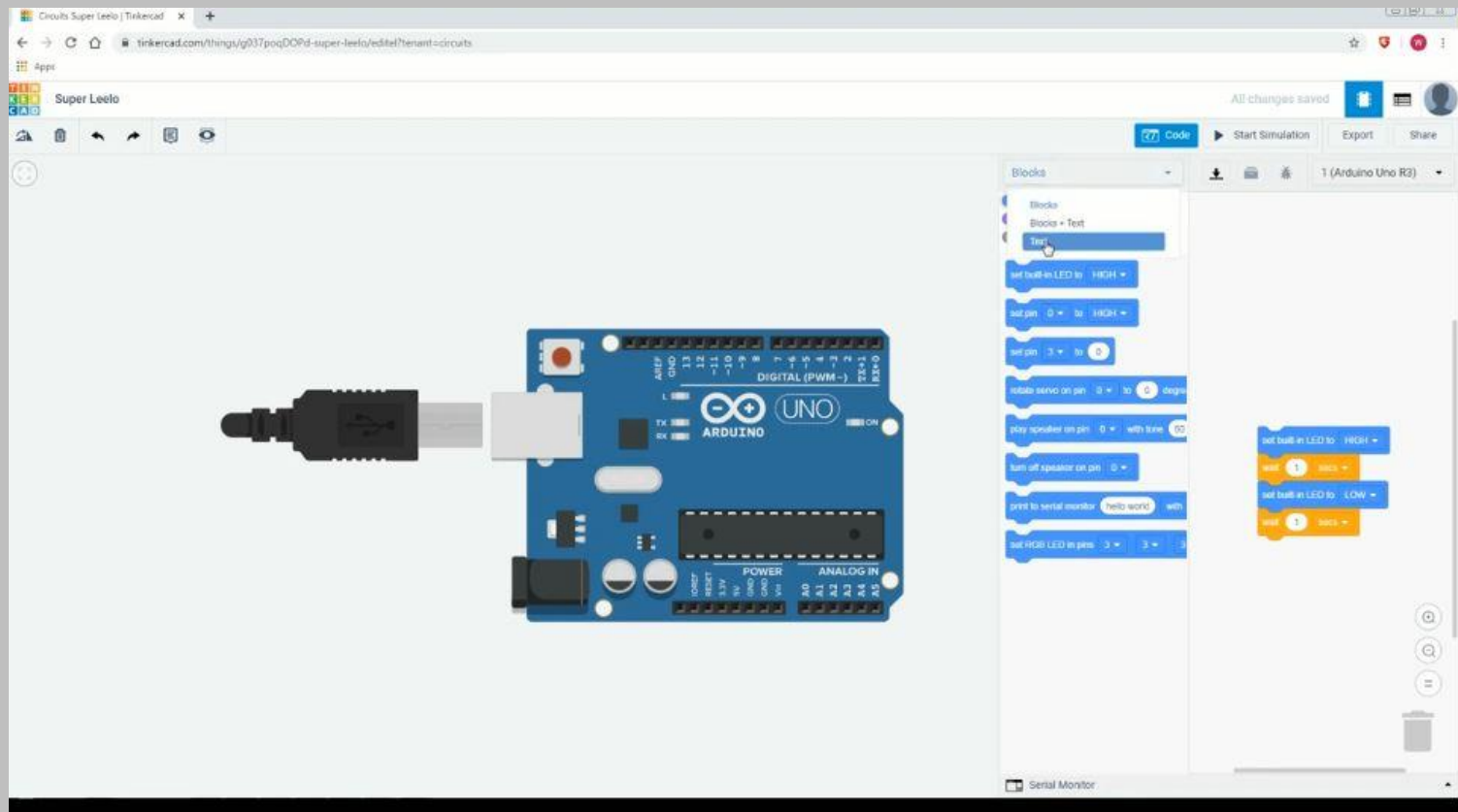


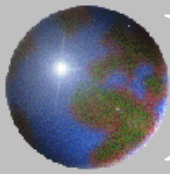
Arduino



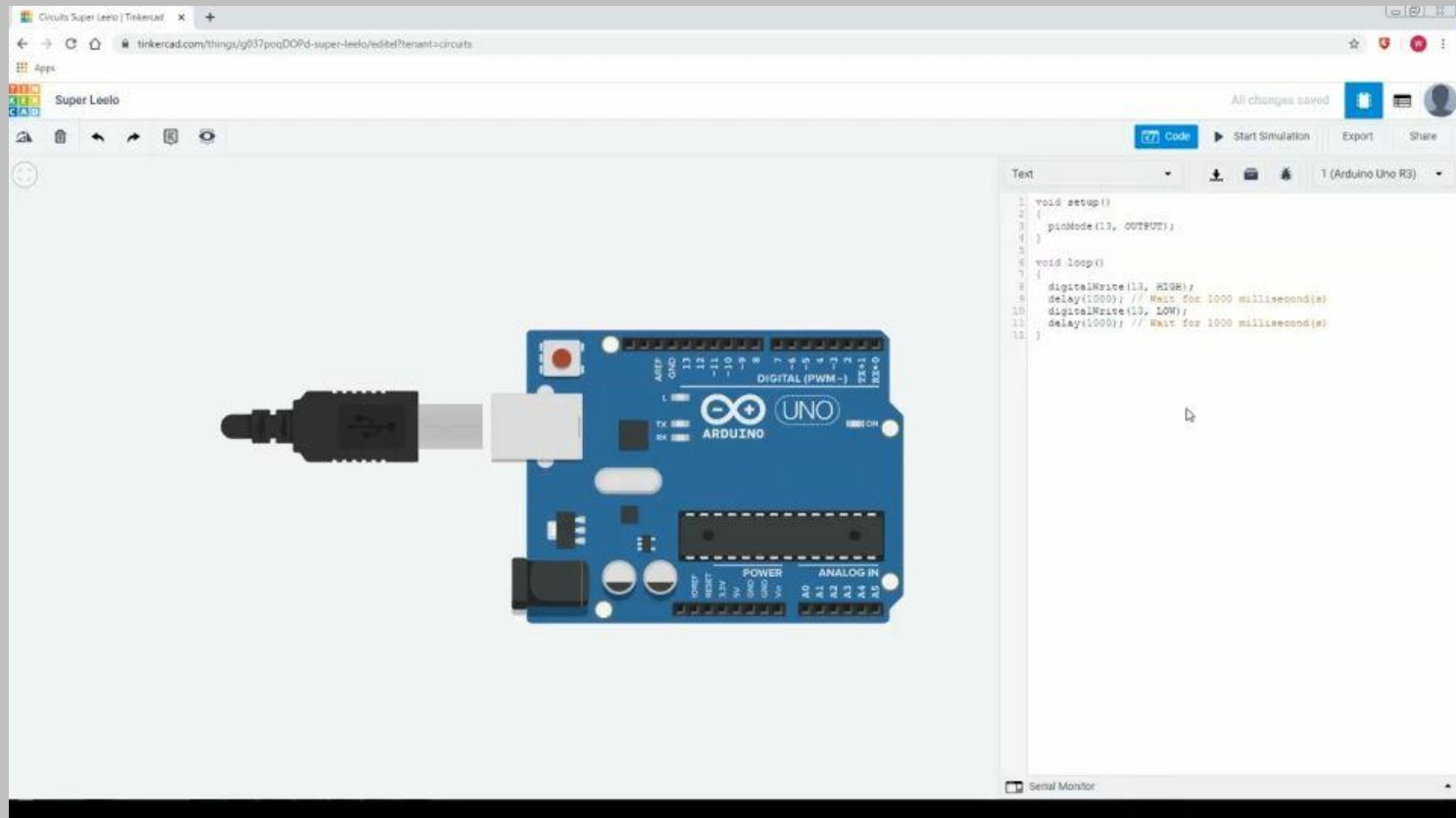


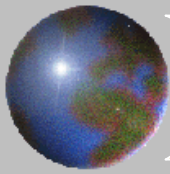
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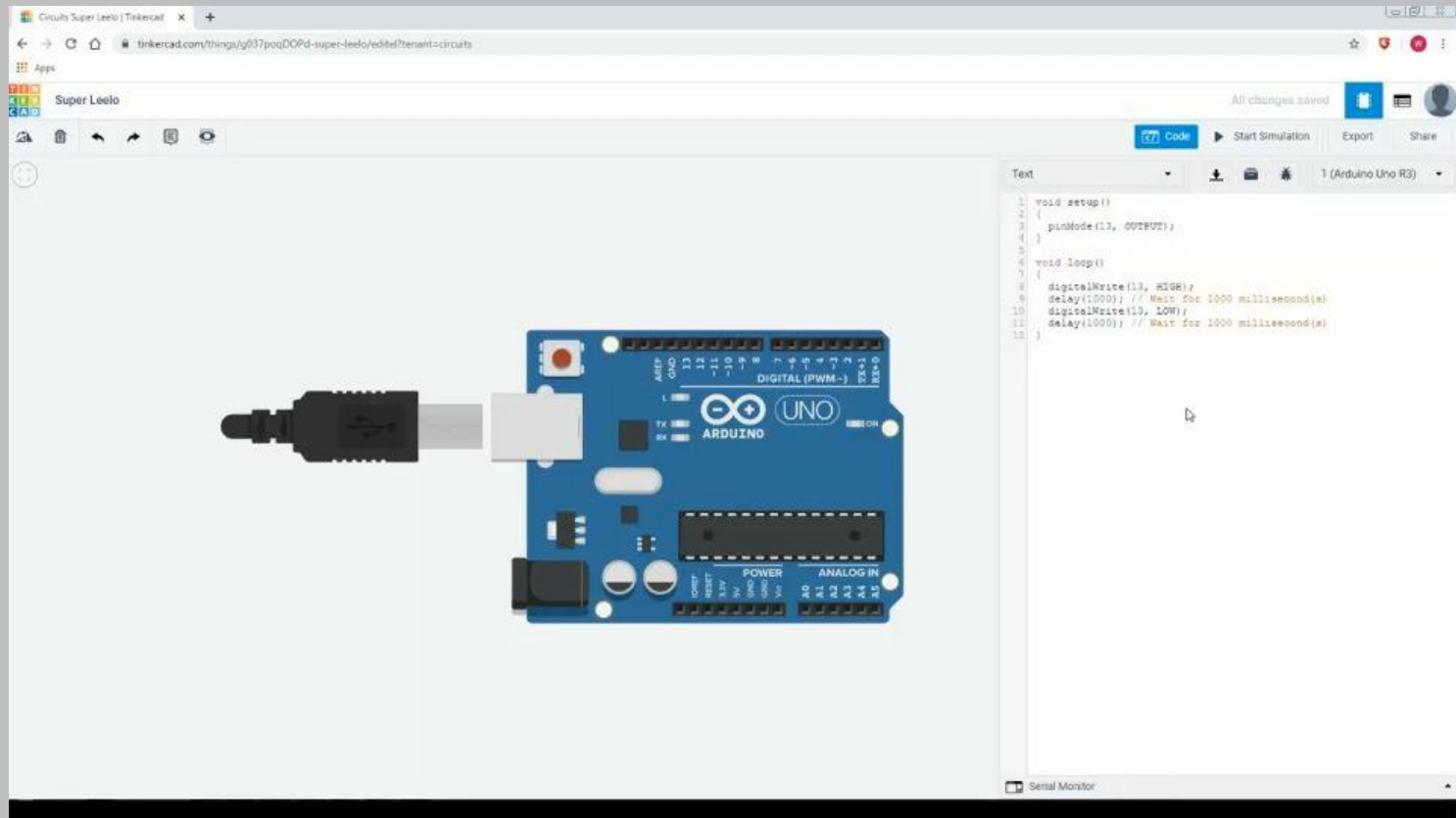


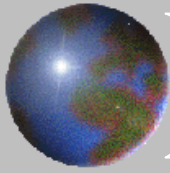
Arduino





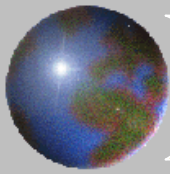
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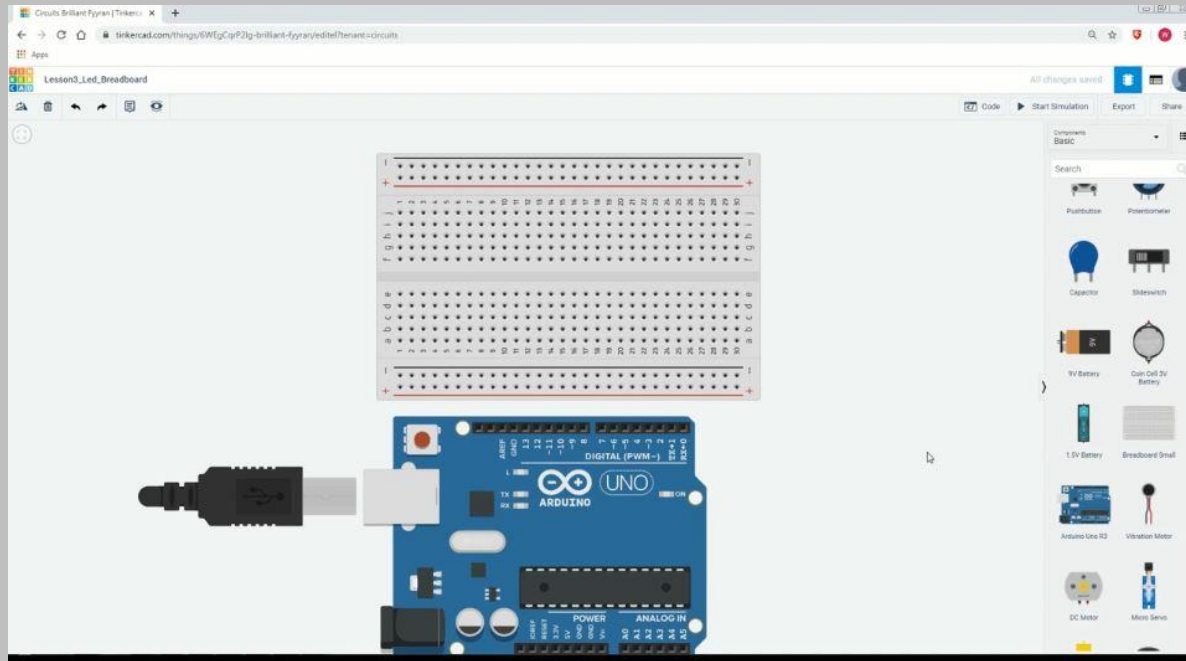


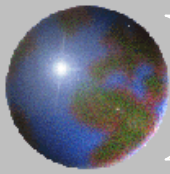
Arduino

- Blink an LED on a bread board
 - Usage of breadboard
 - LED circuit with resistor
- Flash Light with 2 LEDs
 - Using 2 digital pins to control 2 LEDs
- Variable and datatypes

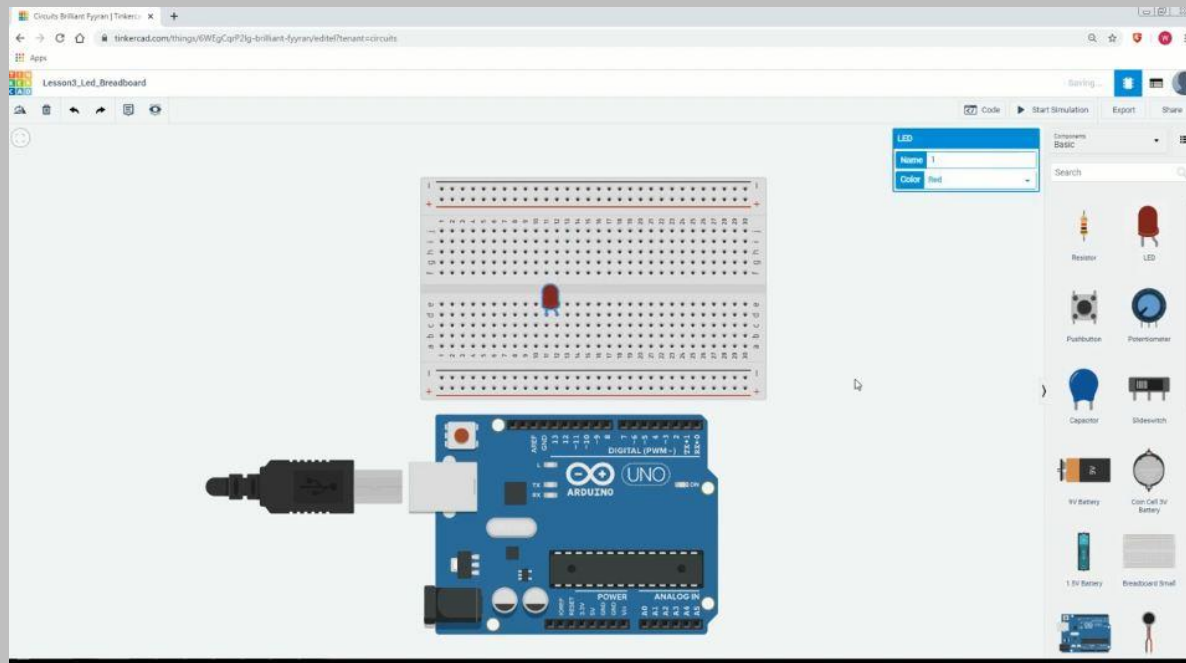


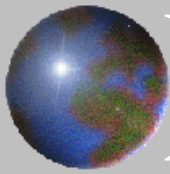
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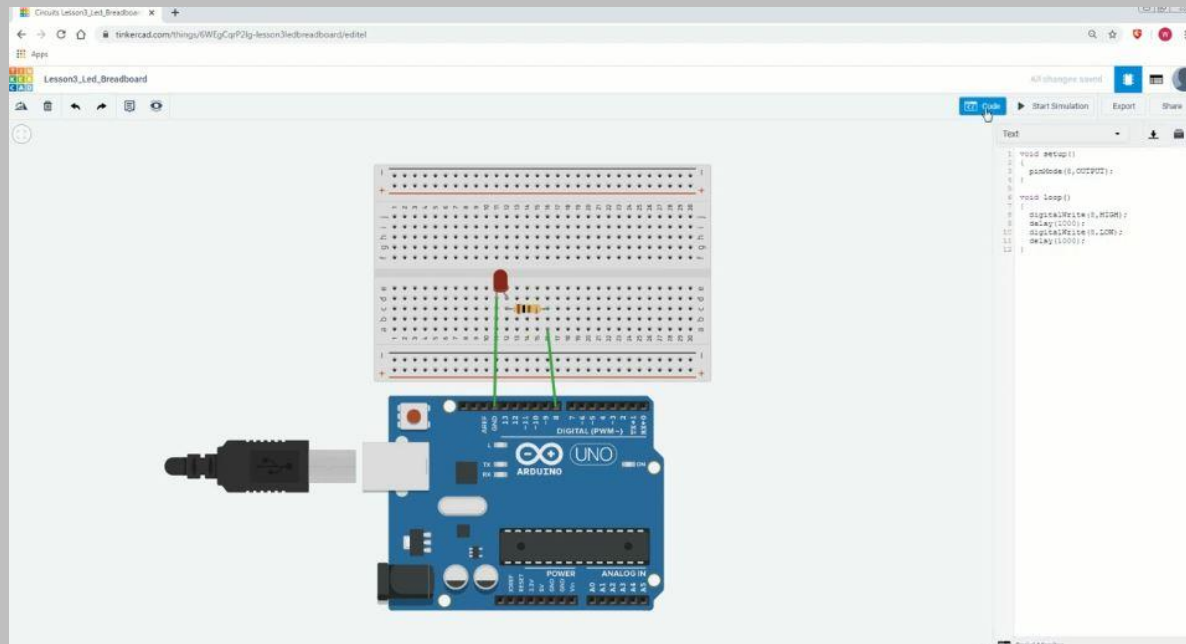


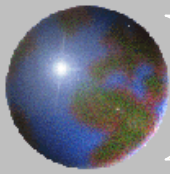
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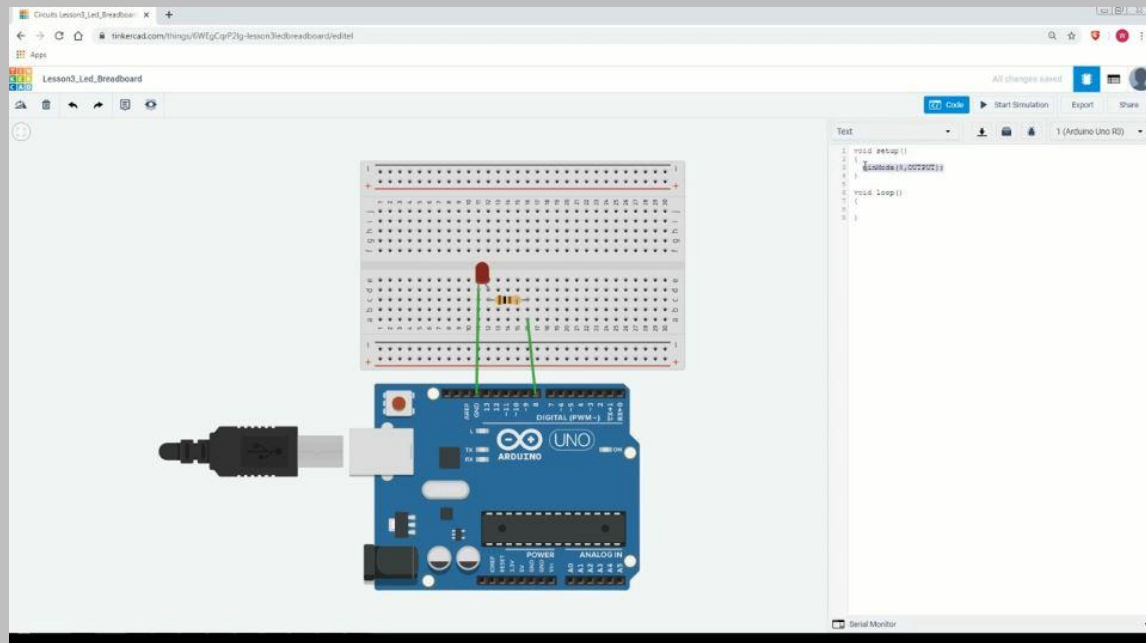


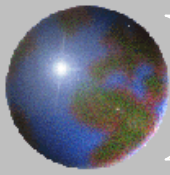
Arduino



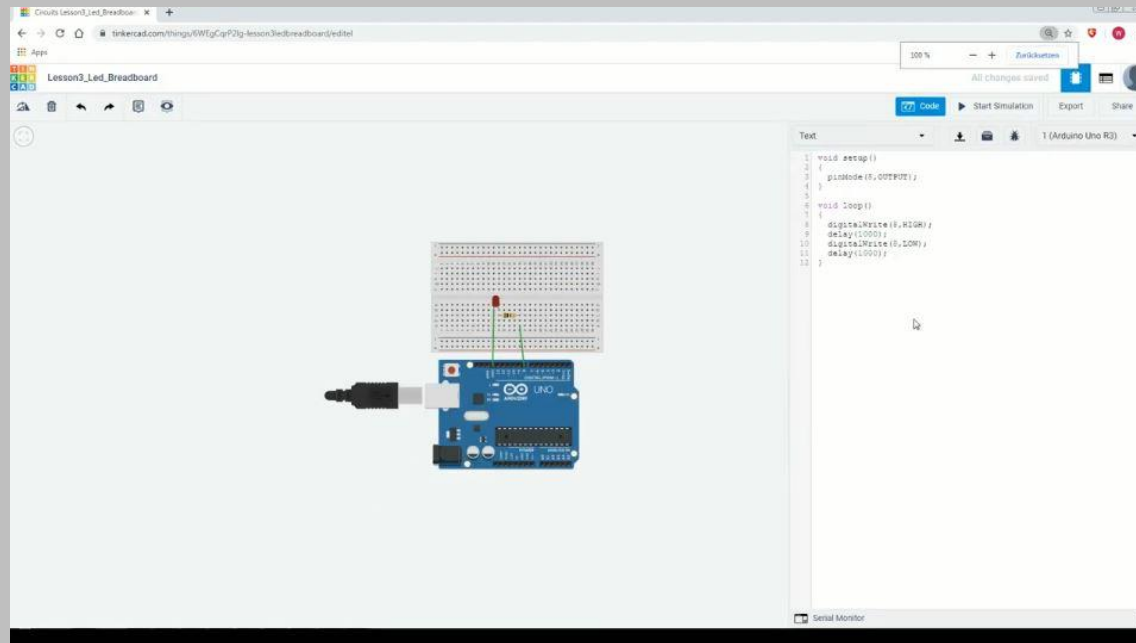


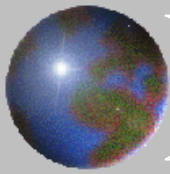
Arduino



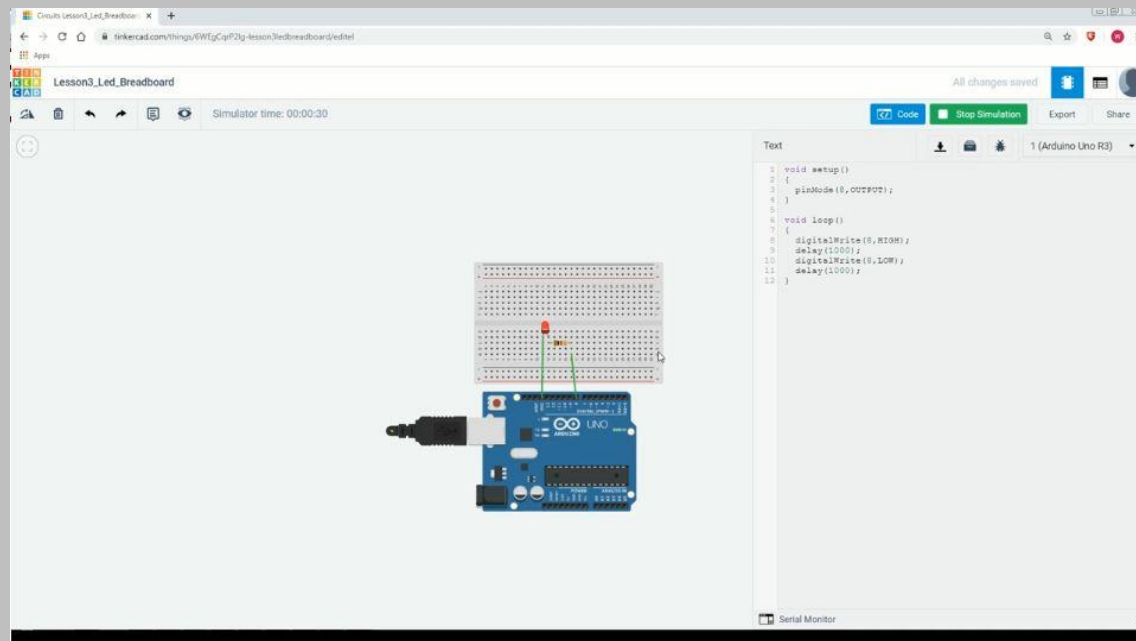


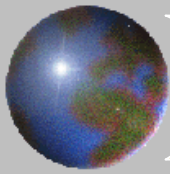
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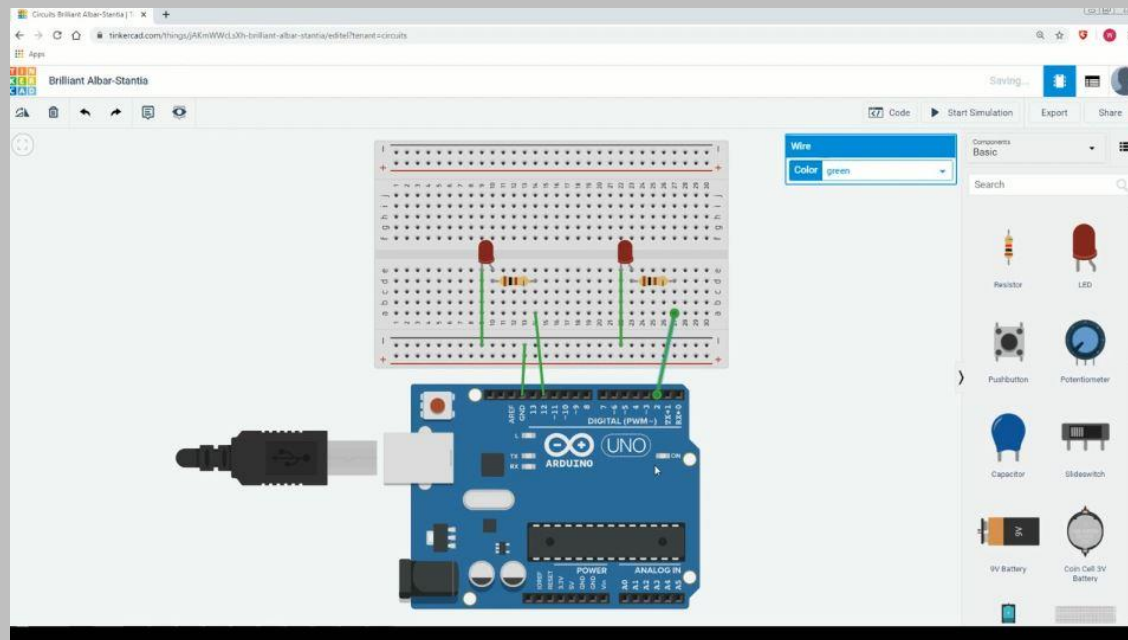


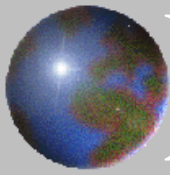
Arduino





Arduino

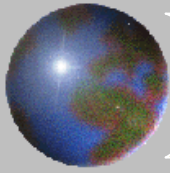




Arduino

Lesson3 Outcomes:

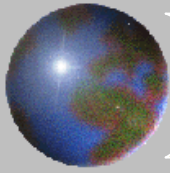
- Blink an LED on a bread board
 - Usage of breadboard
 - LED circuit with resistor
 - Flash Light with 2 LEDs
 - Using 2 digital pins to control 2 LEDs
 - Variable and datatypes
 - Why using variables
 - Variable scope
 - Which datatype should I use?
-



Arduino

Datatypes

- Byte: 8-bit, can store numbers from 0 to 255
 - Int: 16-bit, can store numbers without decimal points from -32767 to 32768
 - Long: 32-bit, can store numbers without decimal points from -2.147.483.647 to 2.147.483.648
 - Float: 32-bit, can store numbers with decimal points. (Not Exact!)
-



Arduino

- Running light with 3 LEDs
 - Connect 3 LEDs to 3 digital pins
 - Set a delay between lighting of each led
 - Write a code with the following sequence:
- What are comments and how to use them?