



ARDUINO CONTROLLER PROGRAMMING & ITS APPLICATIONS

Day-Two

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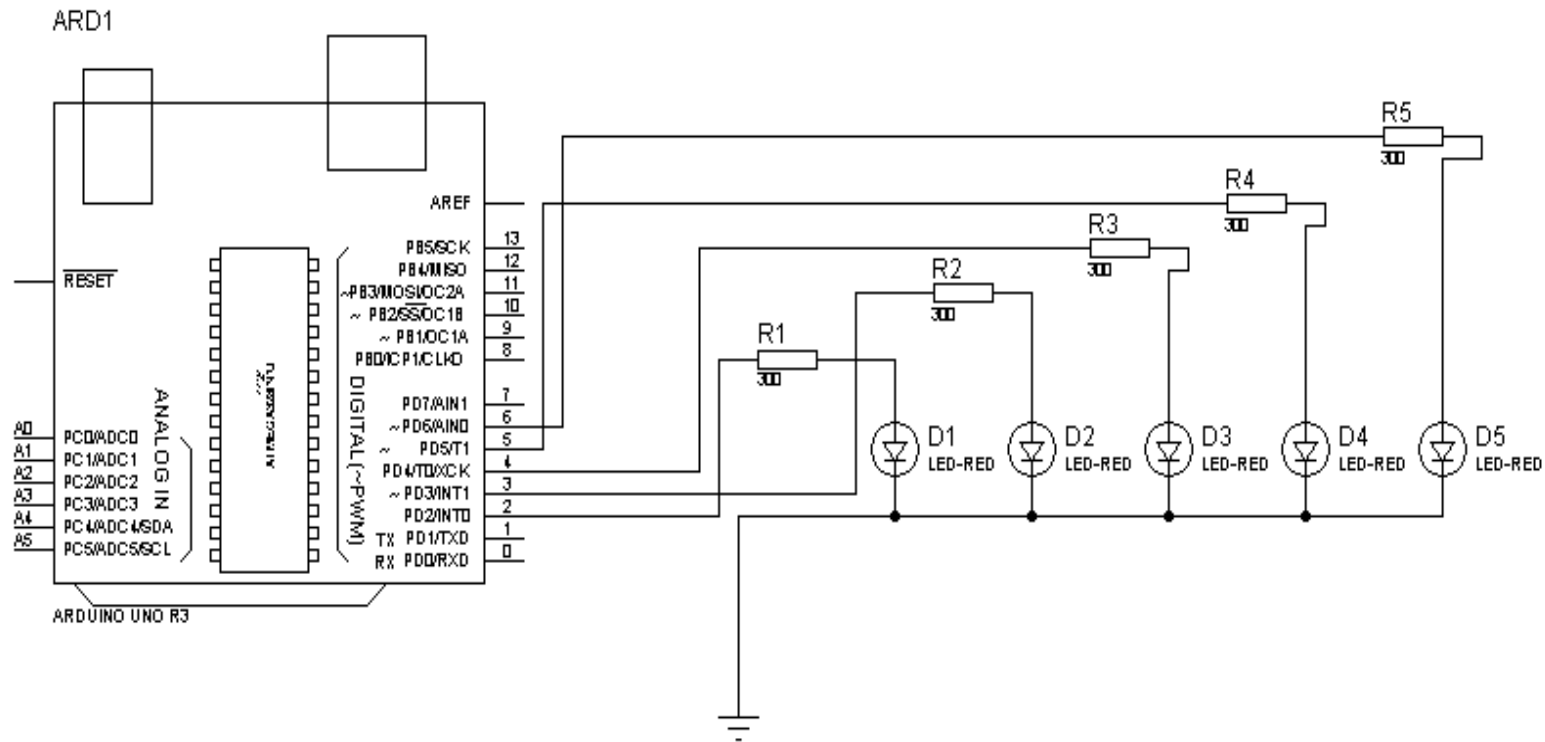
Outline

Day	Activity
1	<ol style="list-style-type: none">i. Introduction to Arduino development board and Arduino IDEii. C/C++ language overviewiii. Basic input / output with Arduinoiv. Overview of Proteus simulation software for Arduino simulation
2	<ol style="list-style-type: none">i. Interfacing and glowing LEDs with different patternii. Interfacing push button and piezo buzzeriii. Interfacing a temperature sensor with Arduino
3	<ol style="list-style-type: none">i. Familiarization with Serial Monitor for input and for outputii. Interfacing LDR sensor with Arduinoiii. Interfacing PIR motion sensor with Arduino
4	<ol style="list-style-type: none">i. Interfacing Arduino with LCD (16x2), relay and Servo motorii. Interface Arduino with Sonic Sensor for obstacle detection
5	<ol style="list-style-type: none">i. Interfacing shift register and 7-segment display with Arduinoii. Interfacing HC-05 Bluetooth module with Arduinoiii. Driving GSM modem with Arduino
Prerequisites: <ul style="list-style-type: none">- Knowledge of C++- Knowledge of basic electronic components	



Example 1: LED Wave

Circuit





Example 1: LED Wave

Code

```
void setup() {  
  pinMode(2,OUTPUT);  
  pinMode(3,OUTPUT);  
  pinMode(4,OUTPUT);  
  pinMode(5,OUTPUT);  
  pinMode(6,OUTPUT);  
}  
void loop() {  
  digitalWrite(2,HIGH);  
  delay(50);  
  digitalWrite(2,LOW);  
  digitalWrite(3,HIGH);  
  delay(50);  
  digitalWrite(3,LOW);  
  digitalWrite(4,HIGH);  
  delay(50);  
  digitalWrite(4,LOW);  
  digitalWrite(5,HIGH);  
  delay(50);
```

```
  digitalWrite(5,LOW);  
  digitalWrite(6,HIGH);  
  delay(50);  
  digitalWrite(6,LOW);  
  digitalWrite(5,HIGH);  
  delay(50);  
  digitalWrite(5,LOW);  
  digitalWrite(4,HIGH);  
  delay(50);  
  digitalWrite(4,LOW);  
  digitalWrite(3,HIGH);  
  delay(50);  
  digitalWrite(3,LOW);  
  delay(50);  
}
```



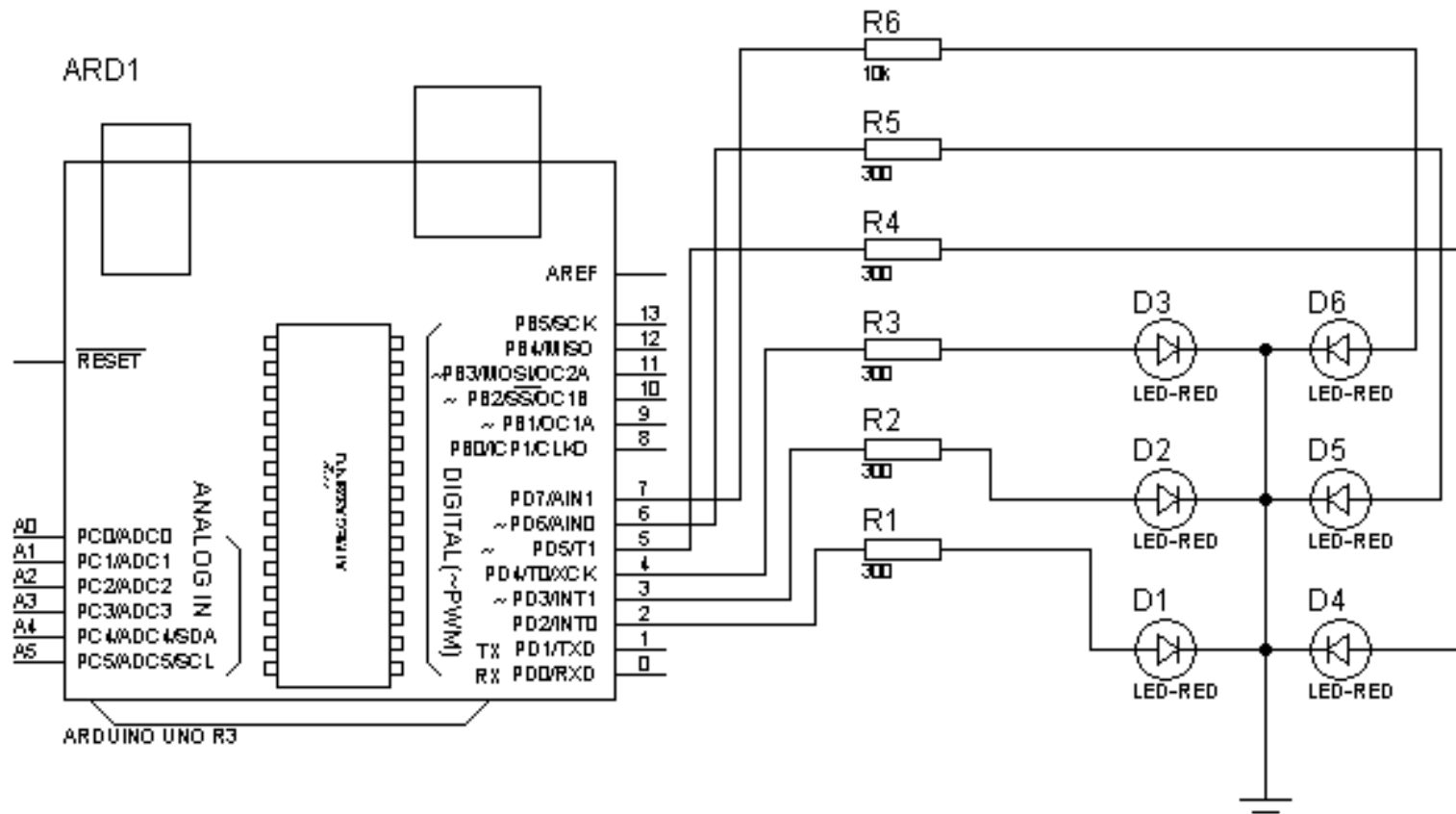
Randomize Function

- Arduino can't choose a purely random number by itself
- Pseudo Random function is used to generate random numbers
- The algorithm requires a seed (starting point) to generate random numbers
 - It is better technique to use an ambient current as seed from free analog pin
`randomSeed(analogRead(0));`
- While, random function can be called to generate random number in range
`random(a,b);`
 - The random function returns an integer value in range from a to b-1



Example 2: LED Dice

Circuit





Example 2: LED Dice

Code

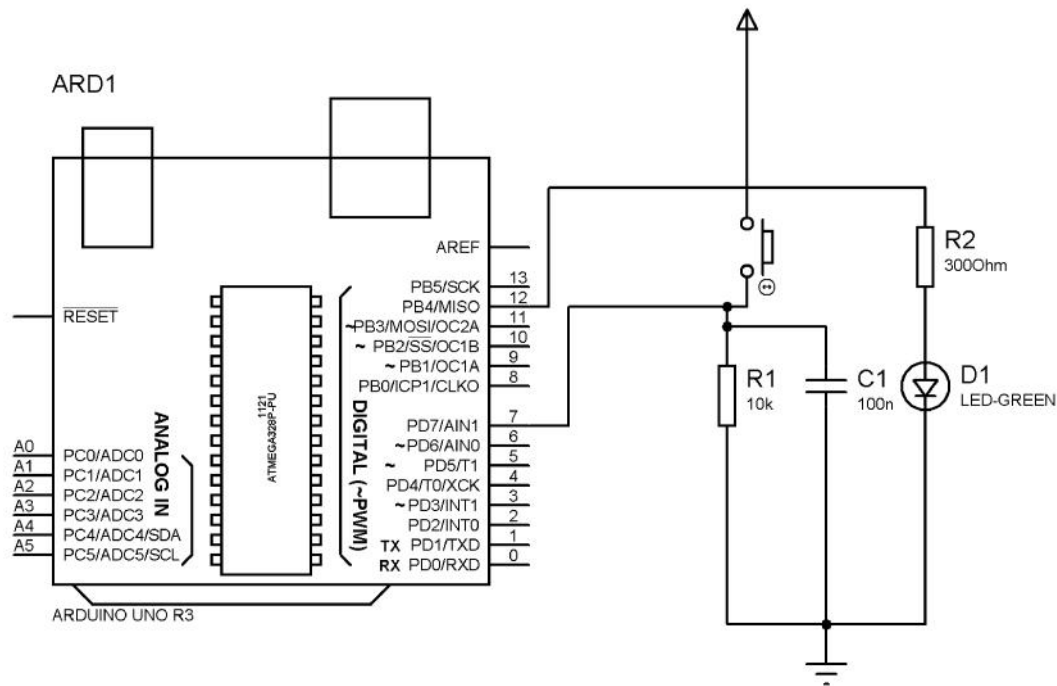
```
void setup()
{
  randomSeed(analogRead(0));
  for ( int z = 1 ; z < 7 ; z++ )
    pinMode(z+1, OUTPUT);
}
void randomLED(int del)
{
  int r;
  r = random(1, 7);
  for (int i = 1; i<=r; i++ )
    digitalWrite(r+1, HIGH);
  delay(del);
  for (int i = 1; i<=r; i++ )
    digitalWrite(r+1, LOW);
}
```

```
void loop()
{
  int a;
  for ( a = 0 ; a < 100 ; a++ )
  {
    randomLED(50);
  }
}
```



Example 3: Push Button

Circuit



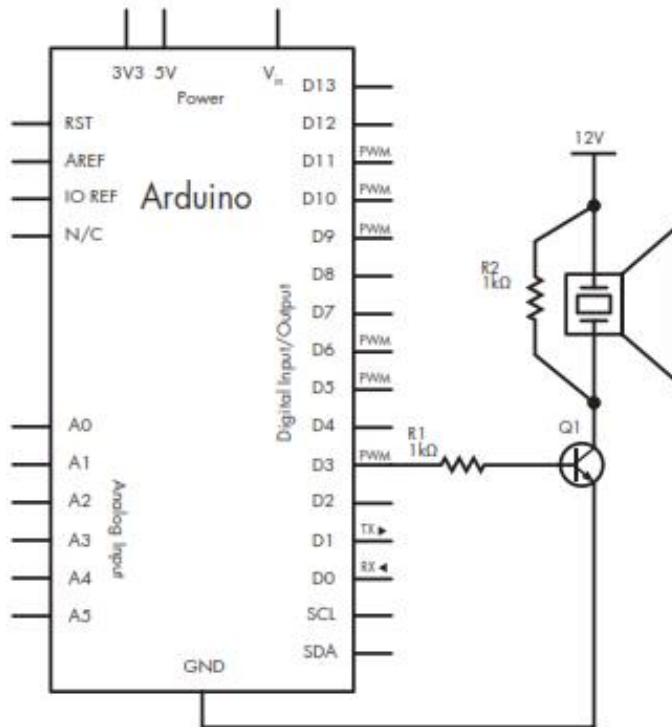
Code

```
#define LED 12
#define BUTTON 7
void setup()
{
  pinMode(LED, OUTPUT);
  pinMode(BUTTON, INPUT);
}
void loop()
{
  if ( digitalRead(BUTTON) == HIGH )
  {
    digitalWrite(LED, HIGH);
    delay(500);
    digitalWrite(LED, LOW);
  }
}
```




Example 4: Piezo buzzer

Circuit



Code

```
#define PIEZO 3
int del = 500;
void setup()
{
  pinMode(PIEZO, OUTPUT);
}
void loop()
{
  analogWrite(PIEZO, 128);
  delay(del);
  digitalWrite(PIEZO, LOW);
  delay(del);
}
```




Exercise

- Simulate Arduino Thermometer using Proteus



Questions

