

CLASS 3

DIGITAL I/O, ANALOG OUTPUT

PLAN FOR CLASS 3

Review

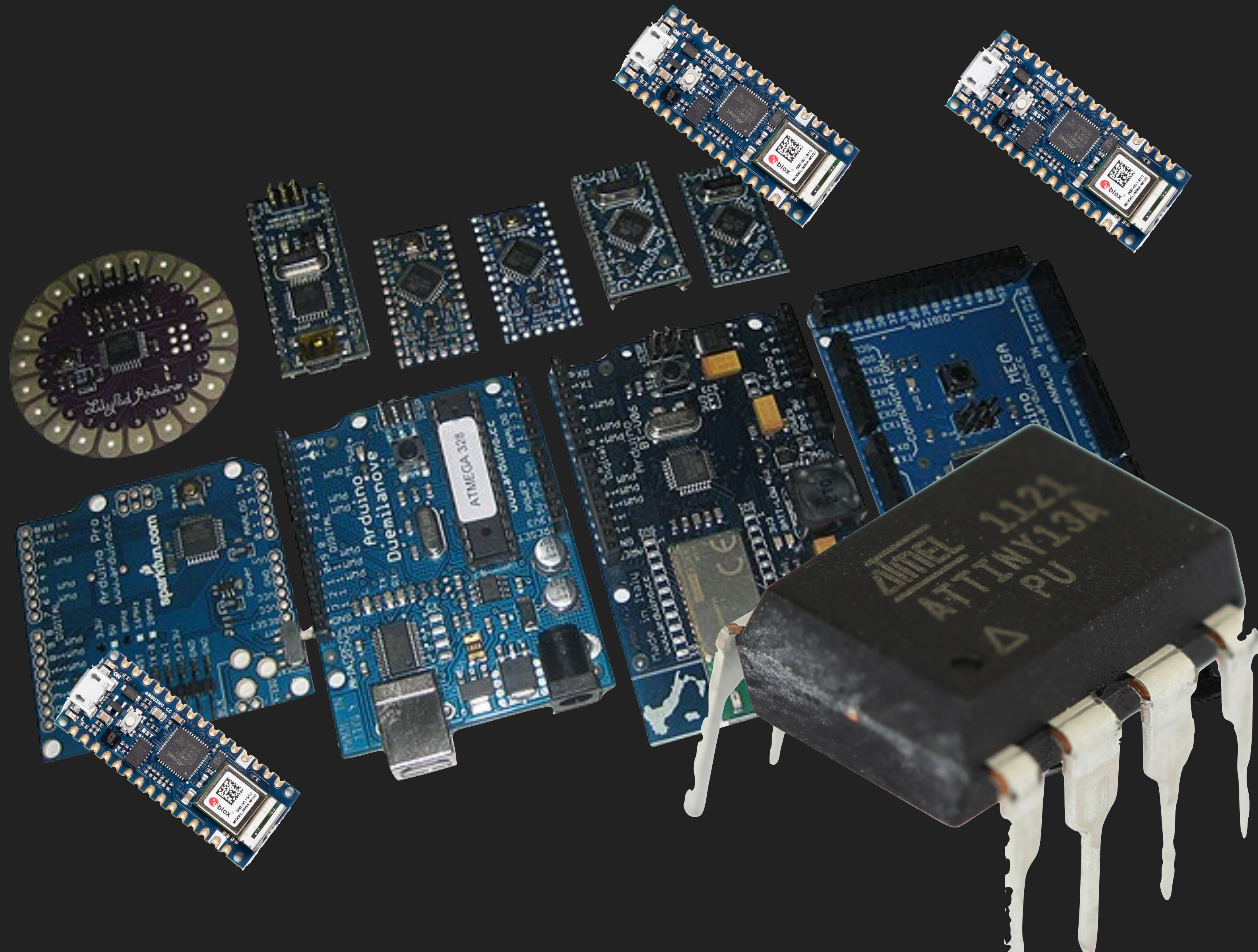
- ▶ AMA, Class 2, partial quiz review

New

- ▶ Microcontrollers
- ▶ Sensors
- ▶ Programming terms and environment
- ▶ Digital Input and Output
- ▶ Analog Input

Prep for Project 1 - form groups and brainstorm
Bonus (if time) soldering demo

MICROCONTROLLERS CAN BE LOTS OF DIFFERENT THINGS



SENSORS

convert something in the world (smell, light, mass, motion, etc.) into something the microcontroller can read

- ▶ Voltage (usually)
 - ▶ digital = two states (1-bit) above or below a threshold
 - ▶ analog = many states (2+ bits) mapped to many levels
- ▶ Digital data (covered later)

PROGRAMMING TERMS AND ENVIRONMENT

An **IDE** combines everything you need:

- text editor, compiler, libraries, uploader
- Arduino IDE has tools for specifying board, adding libraries, finding examples

Programming

- C / C++
- **typed** language (main difference from JS)
- generally, since we're "closer" to the machine, we need to be aware a bit more how it works (e.g. bits and bytes)

LEARNING A LANGUAGE

Learn the syntax

- ▶ case matters, semicolons matter, etc.

Learn how to organize code

- ▶ Functions (objects)
- ▶ Order of operations

Learn flow control

- ▶ for, if/then, while

Learn operators

- ▶ = , == , ! , && , ||

Learn other reserved words

PCOMP ENVIRONMENT

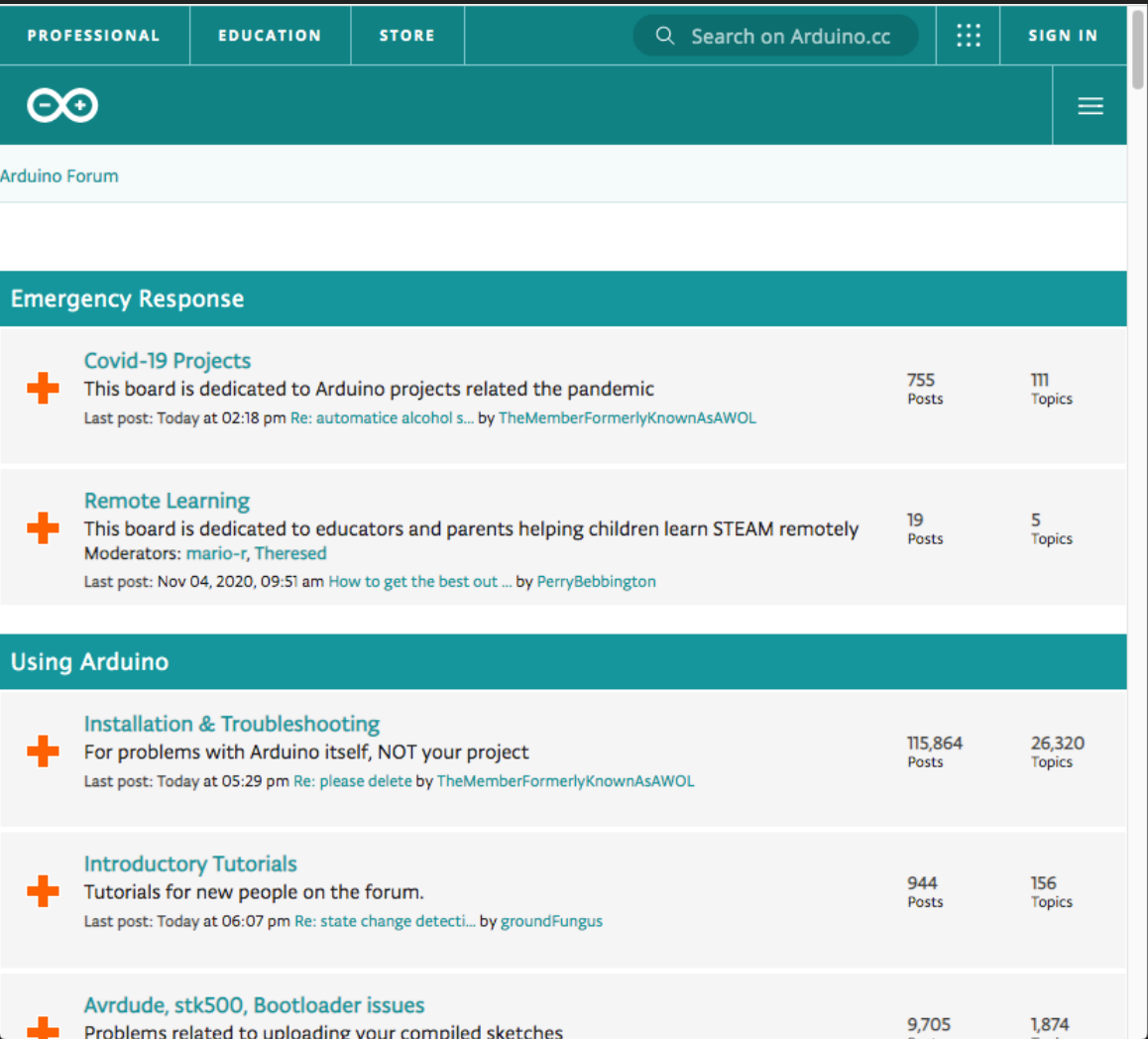
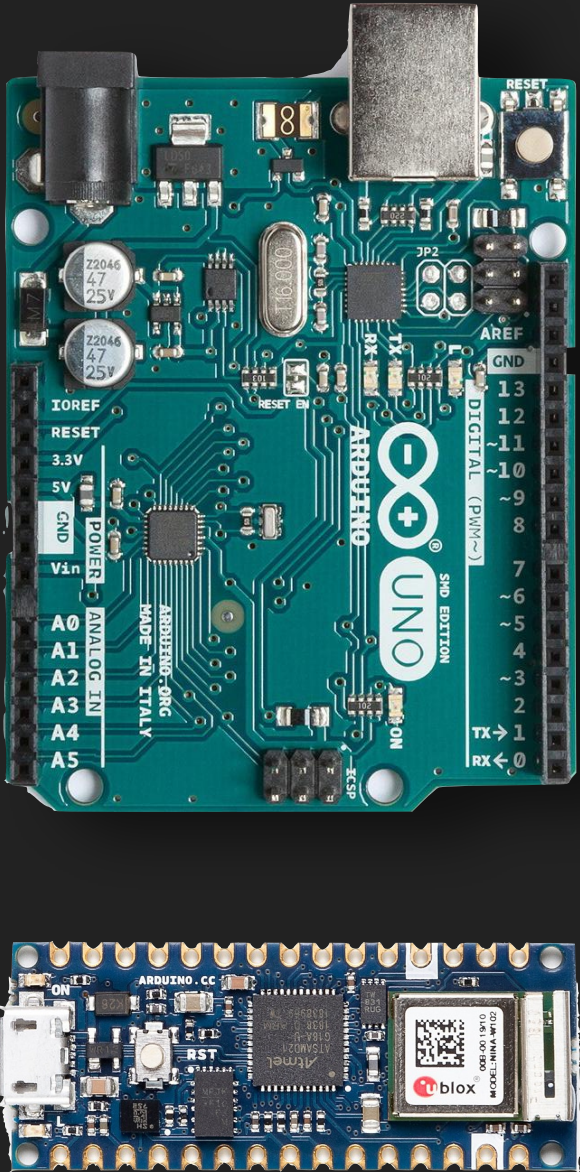
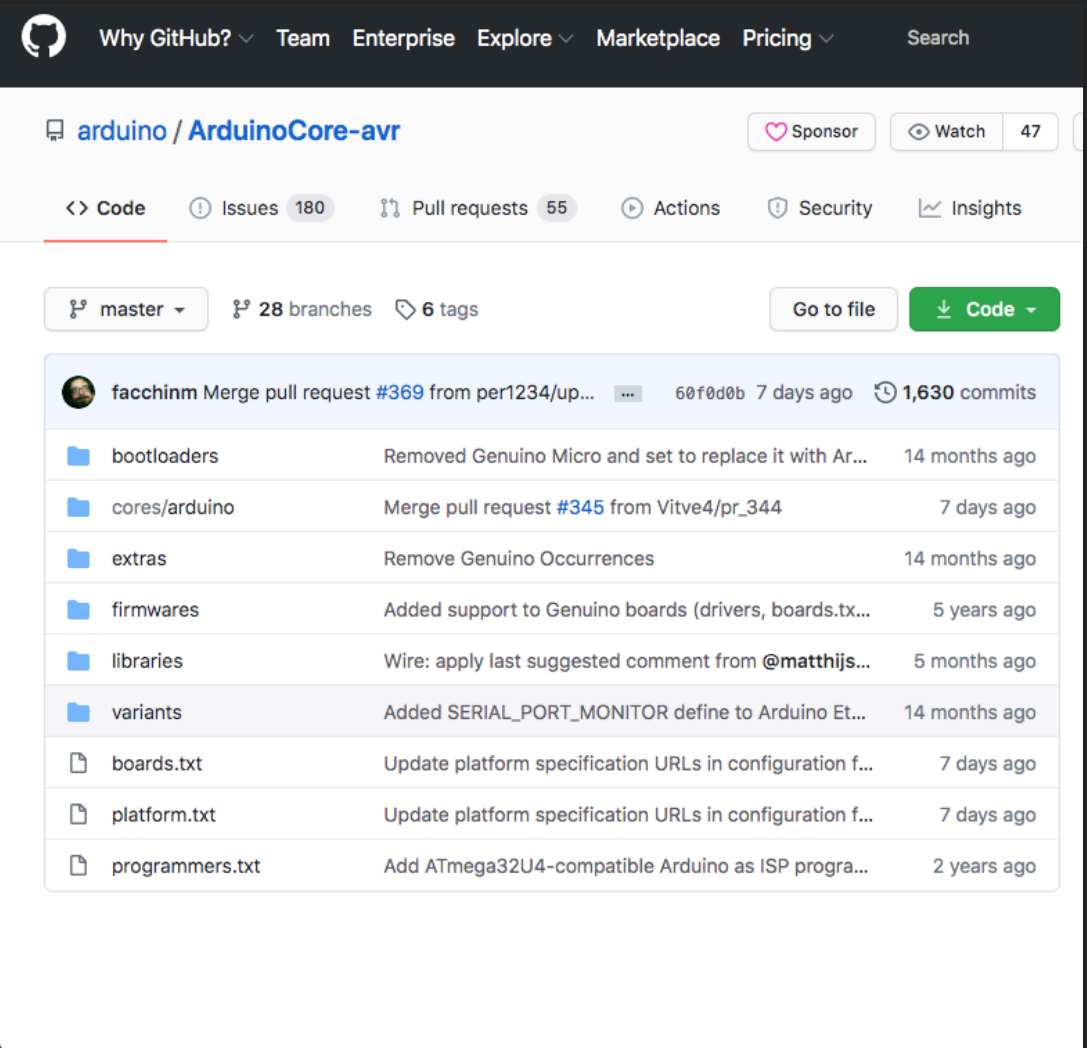
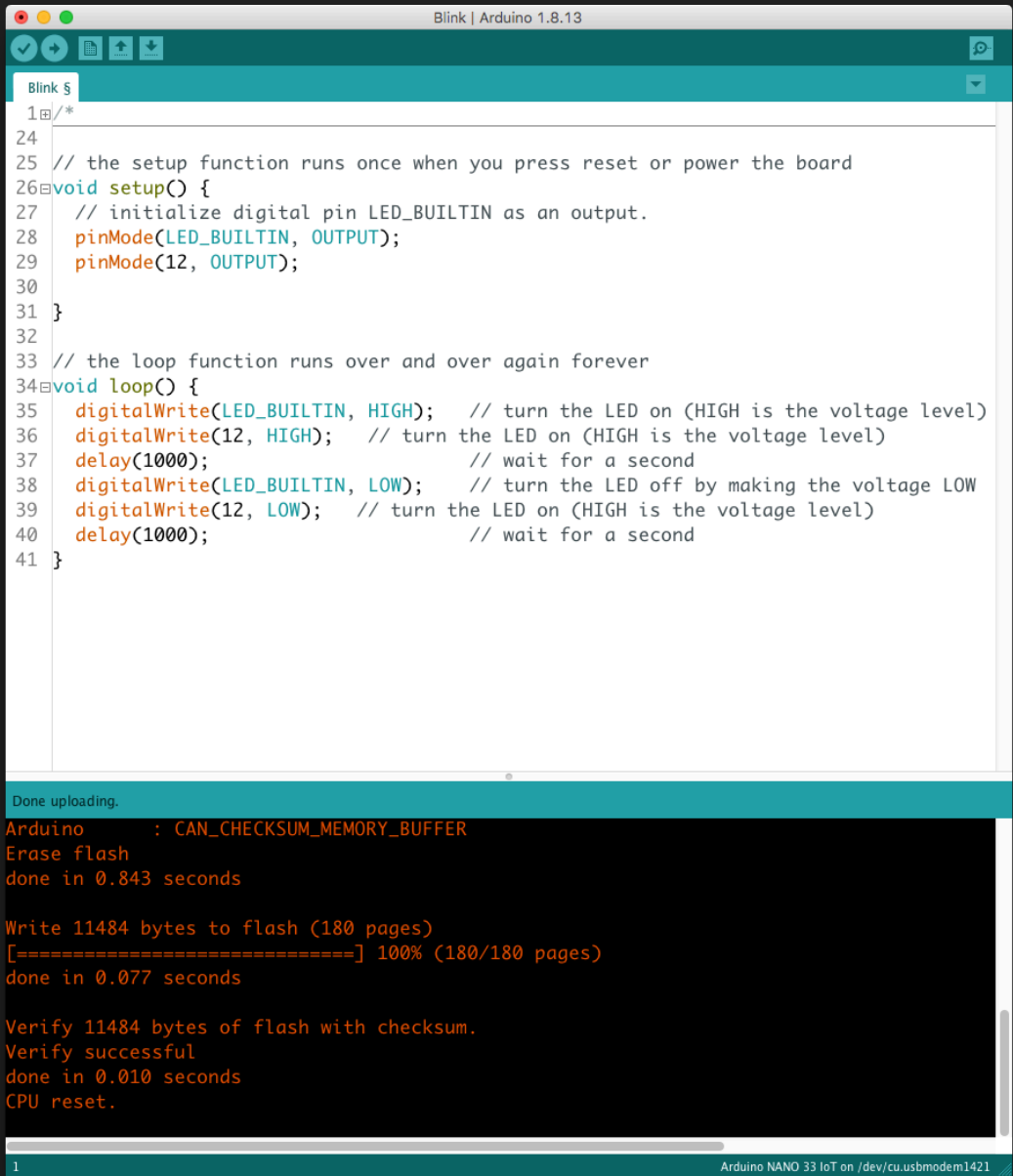
Most development environments will have similar elements

I.D.E.

LIBRARIES

HARDWARE

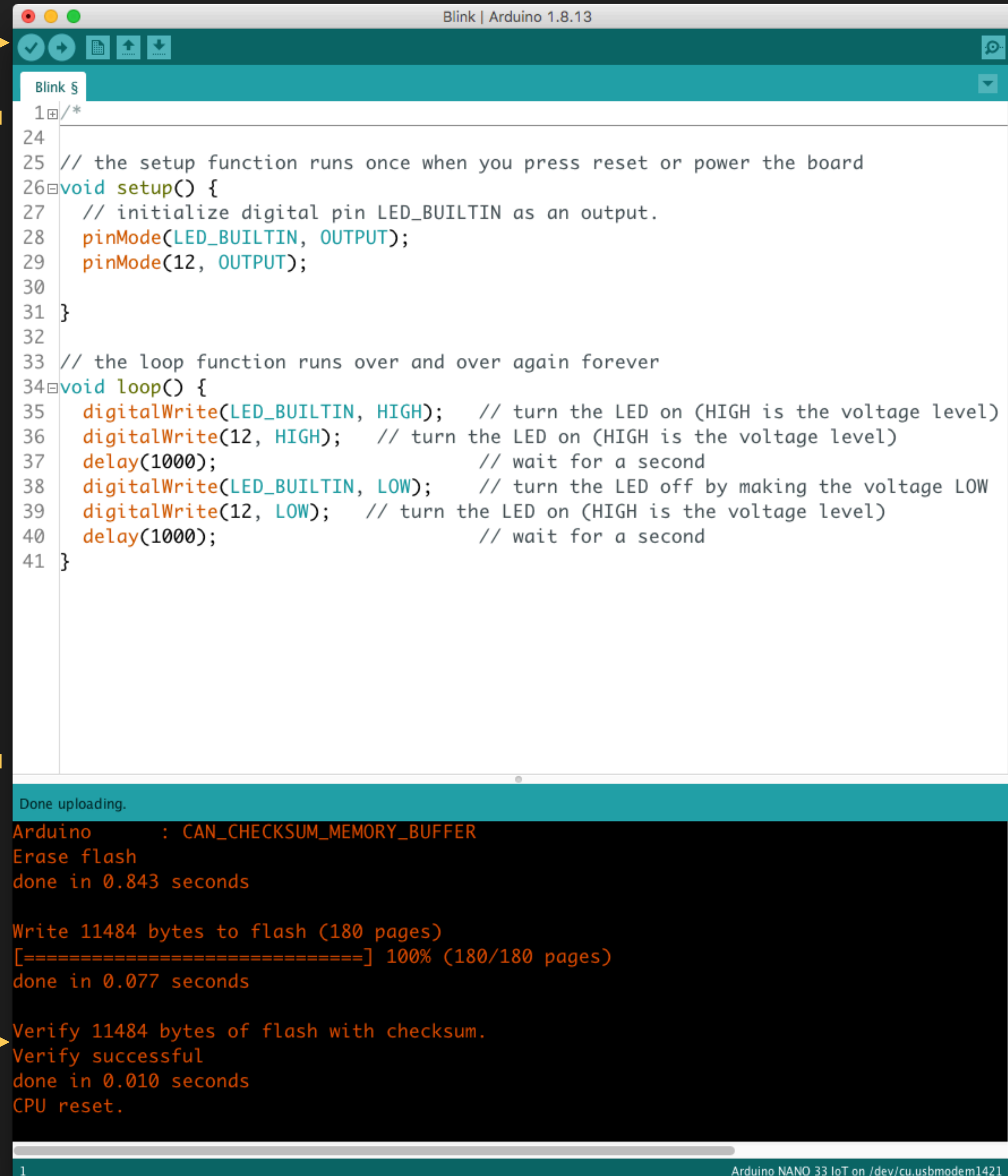
SUPPORT



IDE

Compile +
upload to board

Code



The screenshot shows the Arduino IDE interface. The top toolbar contains icons for opening files, saving, compiling, and uploading. The main text area displays the C++ code for a 'Blink' sketch. The code includes comments and function definitions for `setup()` and `loop()`. The `setup()` function initializes the built-in LED and pin 12 as outputs. The `loop()` function turns the LEDs on and off with 1-second delays. Below the code editor, a status bar shows the upload progress. A teal banner at the bottom of the IDE indicates 'Done uploading.' followed by detailed upload statistics.

```
1  /*
24
25 // the setup function runs once when you press reset or power the board
26 void setup() {
27   // initialize digital pin LED_BUILTIN as an output.
28   pinMode(LED_BUILTIN, OUTPUT);
29   pinMode(12, OUTPUT);
30
31 }
32
33 // the loop function runs over and over again forever
34 void loop() {
35   digitalWrite(LED_BUILTIN, HIGH); // turn the LED on (HIGH is the voltage level)
36   digitalWrite(12, HIGH); // turn the LED on (HIGH is the voltage level)
37   delay(1000); // wait for a second
38   digitalWrite(LED_BUILTIN, LOW); // turn the LED off by making the voltage LOW
39   digitalWrite(12, LOW); // turn the LED on (HIGH is the voltage level)
40   delay(1000); // wait for a second
41 }
```

Done uploading.

Arduino : CAN_CHECKSUM_MEMORY_BUFFER
Erase flash
done in 0.843 seconds

Write 11484 bytes to flash (180 pages)
[=====] 100% (180/180 pages)
done in 0.077 seconds

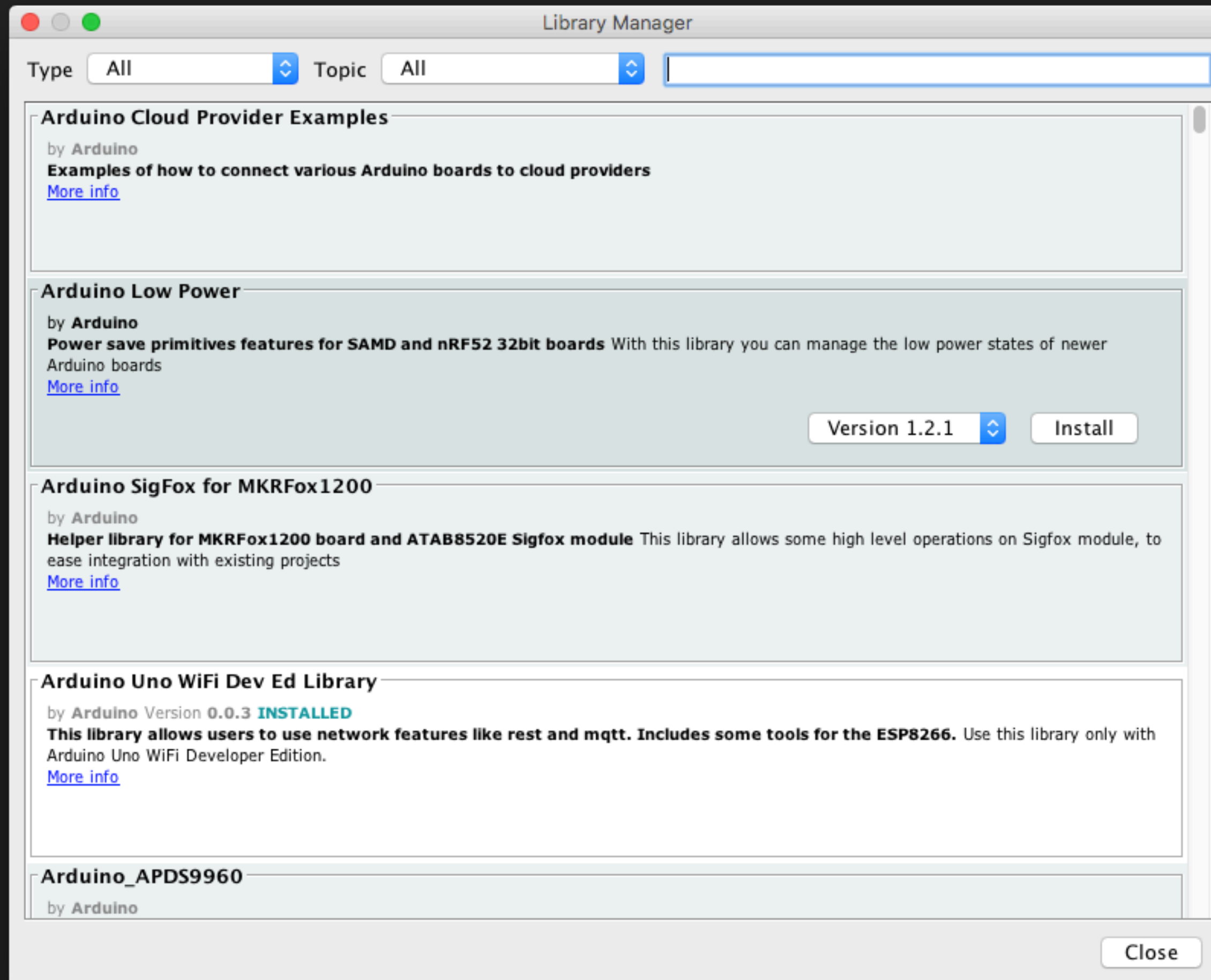
Verify 11484 bytes of flash with checksum.
Verify successful
done in 0.010 seconds
CPU reset.

1 Arduino NANO 33 IoT on /dev/cu.usbmodem1421

Stats and status

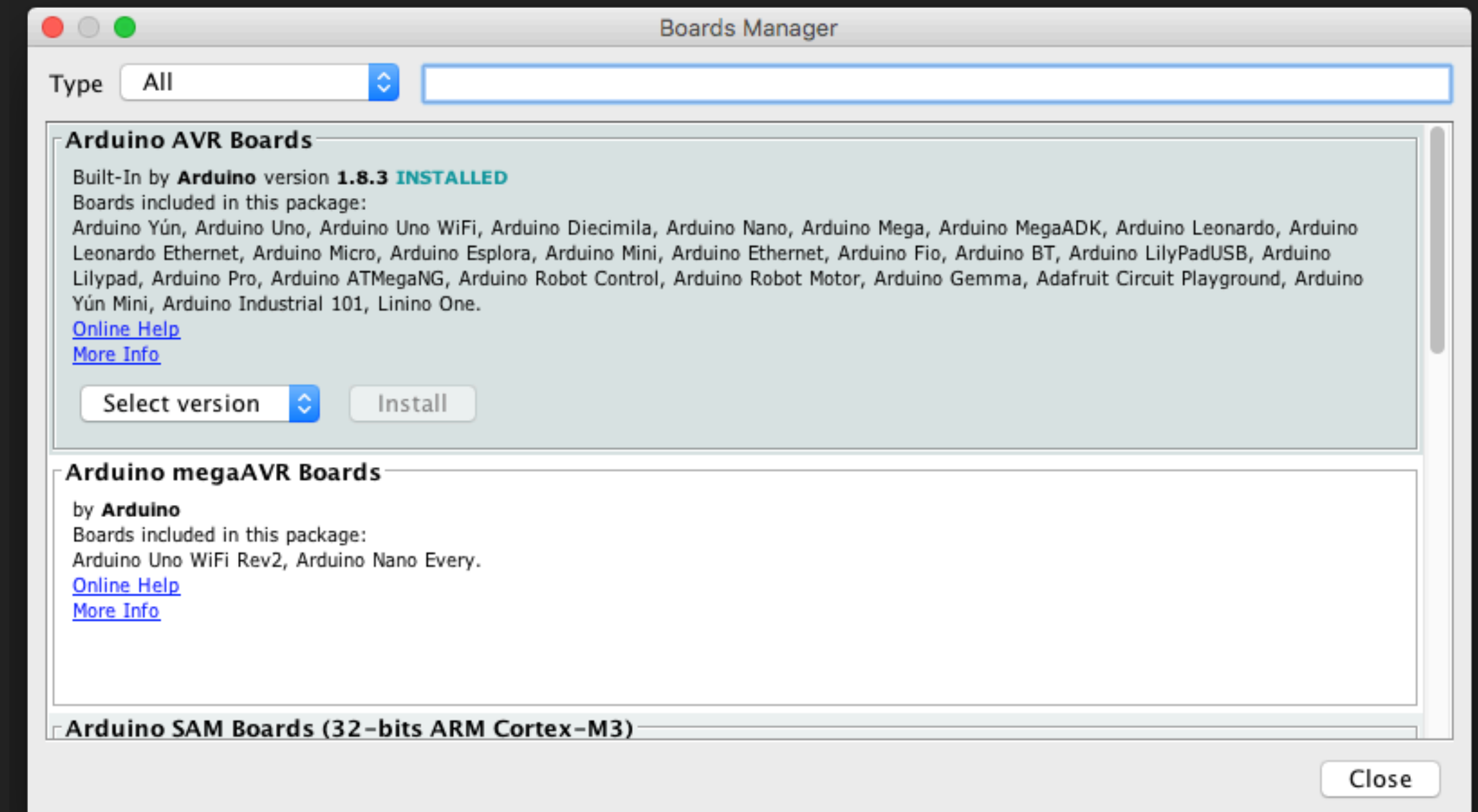
Integrated Development Environment links your code with core libraries, compiler, and uploading tool chains.

Library Manager



Install software modules for additional functionality

Board Manager

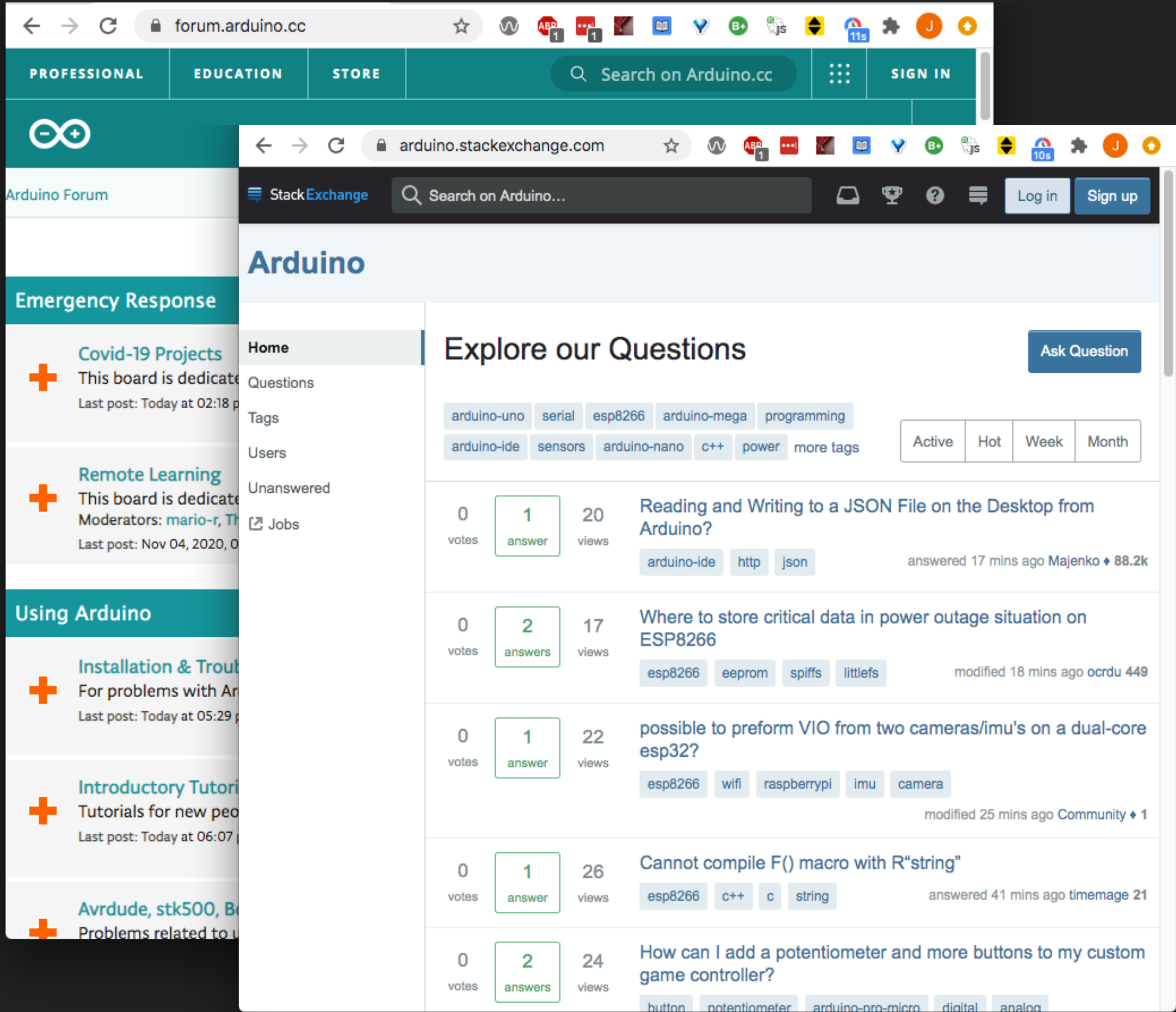


Install hardware definitions to talk to other microcontrollers

SUPPORT

In addition to PCOMP syllabus

Forums (lots!)



Examples (lots!)

IN IDE!

Built-in Examples	Examples from Custom Libraries
01.Basics	AccelStepper
02.Digital	Adafruit BNO055
03.Analog	Adafruit BusIO
04.Communication	Adafruit Fingerprint Sensor Library
05.Control	Adafruit GFX Library
06.Sensors	Adafruit HMC5883 Unified
07.Display	Adafruit INA219
08.Strings	Adafruit IO Arduino
09.USB	Adafruit LED Backpack Library
10.StarterKit_BasicKit	Adafruit Motor Shield V2 Library
11.ArduinoISP	Adafruit MQTT Library
Examples for any board	Adafruit NeoPixel
Adafruit Circuit Playground	Adafruit SHARP Memory Display
Arduino_LSM6DS3	Adafruit SleepyDog Library
ArduinoHttpClient	Adafruit SSD1306
Bridge	Adafruit TinyFlash
Ethernet	Adafruit TMP007 Library
Firmata	Adafruit VS1053 Library
LiquidCrystal	Adafruit-LED-Backpack
SD	ArdOSC
Servo	ArduinoBLE
Stepper	ArduinoMDNS
Temboo	ArduinoSound
WiFi101	Button
WiFININA	elapsedMillis
RETIRED	Encoder
Examples for Arduino NANO 33 IoT	EWMA
I2S	FastLED
SAMD_AnalogCorrection	FuGPS Library
SAMD_BootloaderUpdater	Gaussian
SBU	jeelib-master
SDU	LinkedList
SEU	Low-Power
SNU	MIDIUSB
SPI	MsTimer2
SSU	NewliquidCrystal
USBHost	OSC
Wire	Playtune
Examples from Custom Libraries	Ramp
AccelStepper	RTCLib
Adafruit BNO055	RTCZero
Adafruit BusIO	SimpleKalmanFilter
Adafruit Fingerprint Sensor Library	SparkFun Micro OLED Breakout
Adafruit GFX Library	Tasker
Adafruit HMC5883 Unified	TimeLord
Adafruit INA219	TinyWireM
Adafruit IO Arduino	U8g2
Adafruit LED Backpack Library	U8g2_for_Adafruit_GFX
Adafruit Motor Shield V2 Library	uTimerLib
Adafruit MQTT Library	WiFININA_Generic
Adafruit NeoPixel	WiFiWebServer
	INCOMPATIBLE

BINARY

1 COIN, 2 STATES:



Heads



Tails

BINARY

2 COIN, 4 STATES:



HH



HT



TH



TT

BINARY

Each additional coin doubles the number of possible states.

With 3 coins there are 8 states:



Previous states, plus Heads



Previous states, plus Tails

BINARY

Put another way, the number of states is:

$2^{\text{number of coins}}$



Previous states, plus Heads



Previous states, plus Tails

BINARY

Instead of coins, computers use bits, but the idea is the same.

Decimal	Binary	
0	0 0 0 0	
1	0 0 0 1	1 bit, $2^1 = 2$ combos
2	0 0 1 0	
3	0 0 1 1	1 bit, $2^2 = 4$ combos
4	0 1 0 0	
5	0 1 0 1	
6	0 1 1 0	
7	0 1 1 1	1 bit, $2^3 = 8$ combos
8	1 0 0 0	
9	1 0 0 1	
10	1 0 1 0	
11	1 0 1 1	
12	1 1 0 0	
13	1 1 0 1	
14	1 1 1 0	
15	1 1 1 1	1 bit, $2^4 = 16$ combos

BINARY

Microcontrollers like the Nano often have 8-bit PWM output resolution*:

$$8 \text{ bits, } 2^8 = 256 \text{ combos} = [0...255]$$

...and 10-bit analog input resolution*:

$$10 \text{ bits, } 2^{10} = 1024 \text{ combos} = [0...1023]$$