CLASS 3

DIGITAL I/O, ANALOG OUTPUT

PLAN FOR CLASS 3

Review

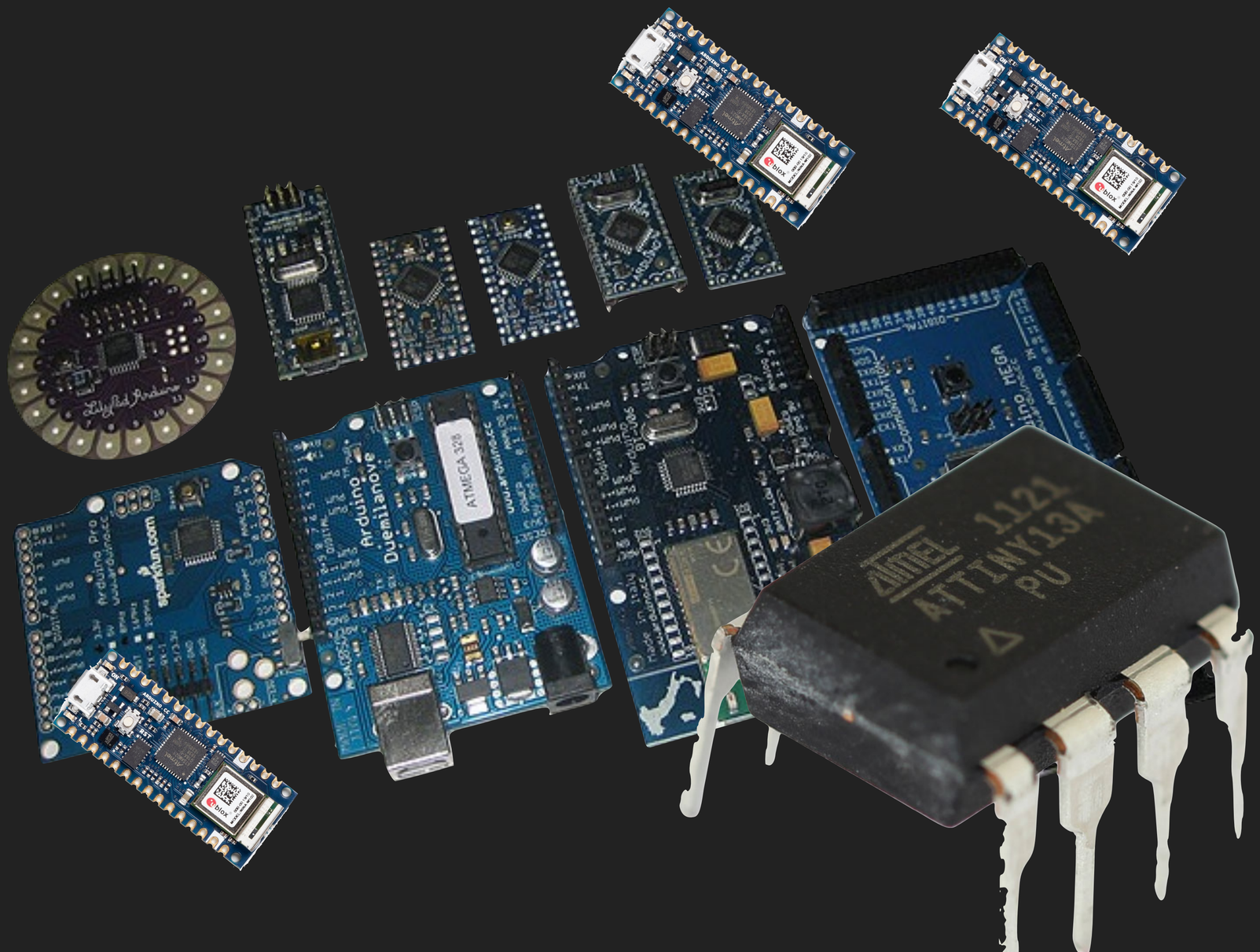
- AMA, Class 2, partial quiz review

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

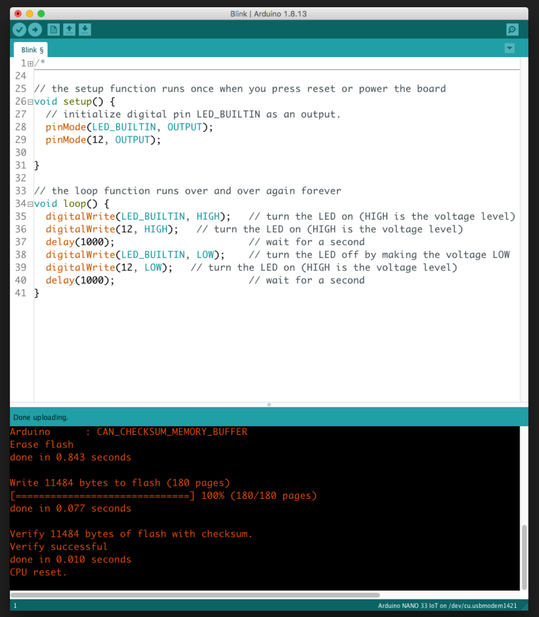
- = , ==, ! , && , ||

Learn other reserved words

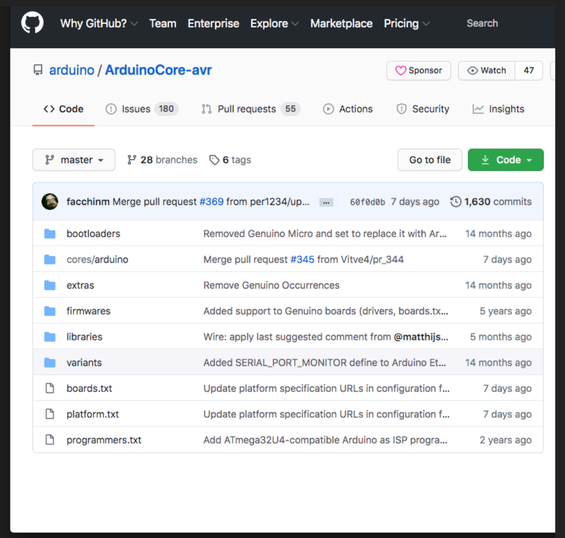
PCOMP ENVIRONMENT

Most development environments will have similar elements

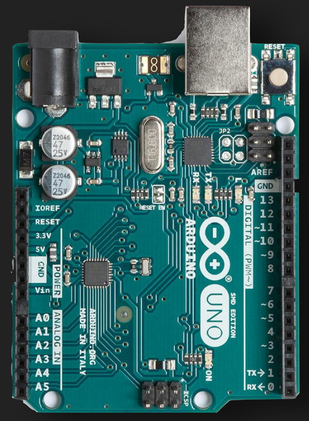
I.D.E.

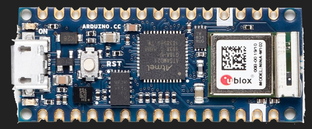


LIBRARIES

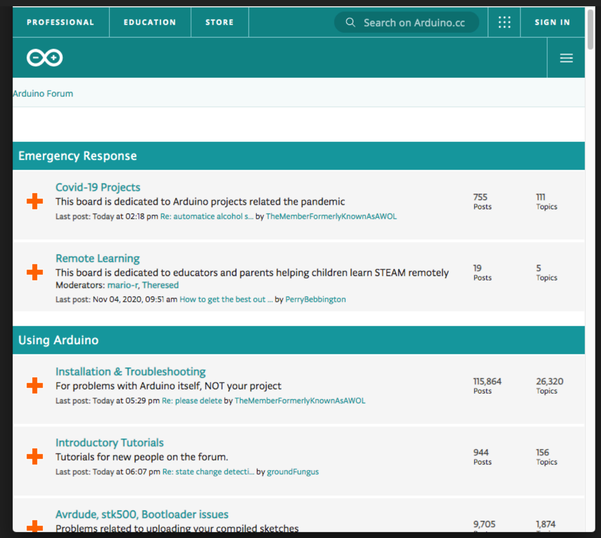


HARDWARE





SUPPORT

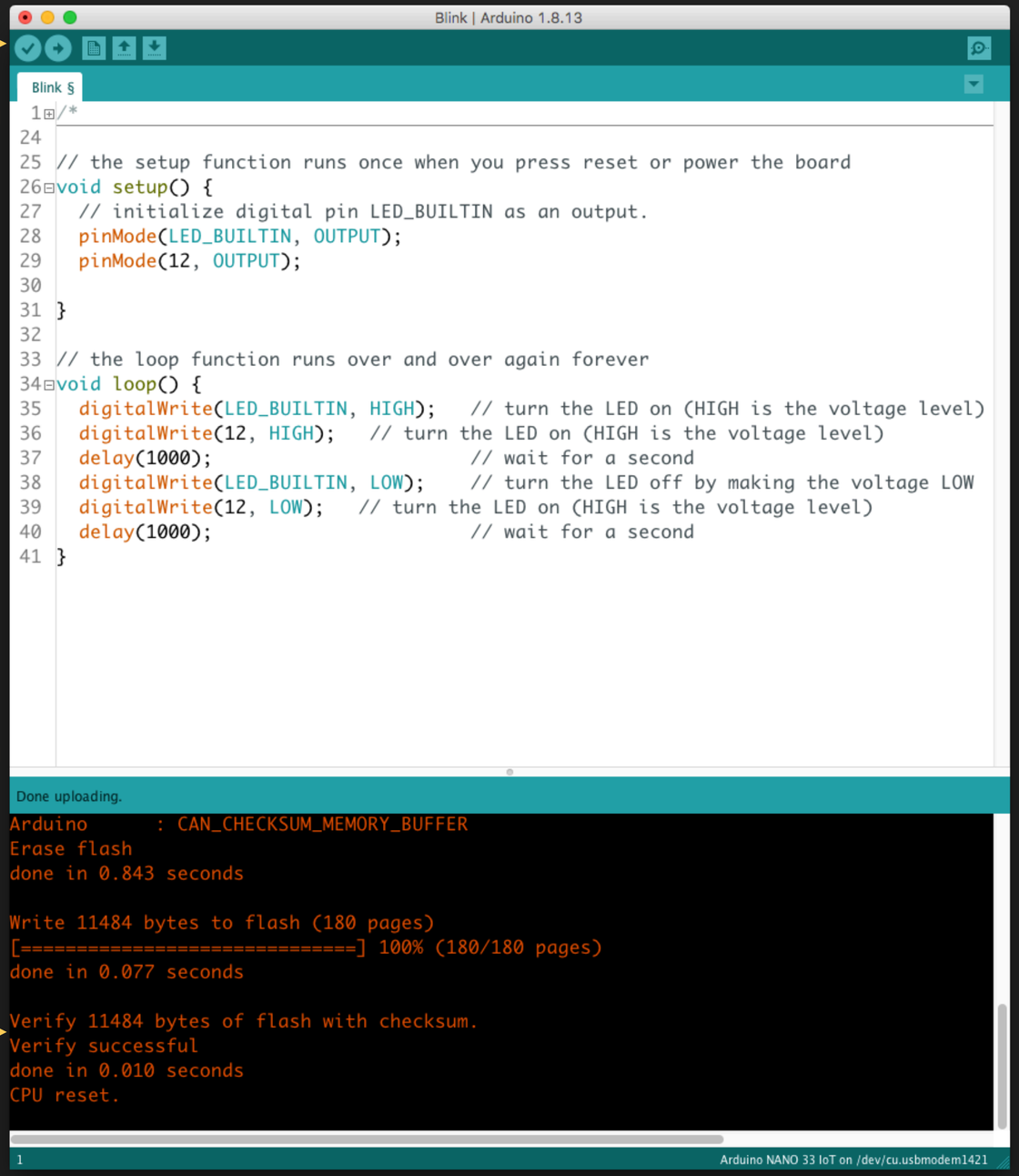


IDE

Compile + upload to board

Code

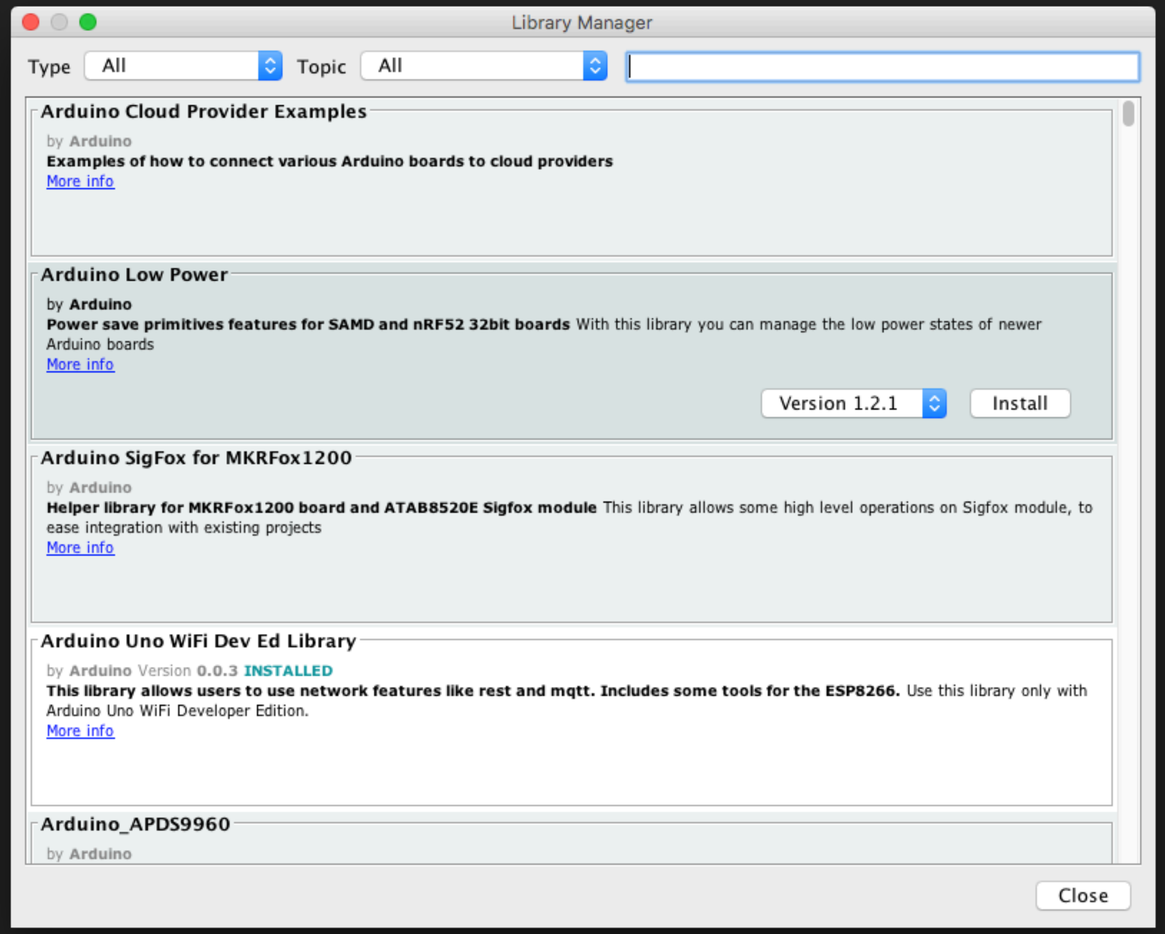
Stats and status



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

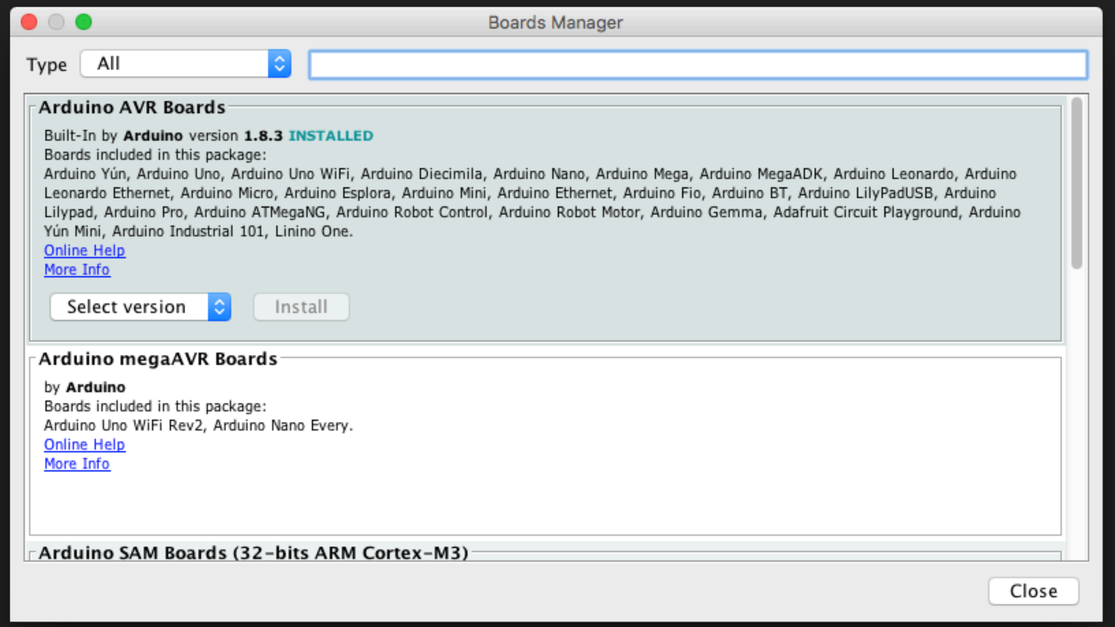
IDE

Library Manager



Install software modules for additional functionality

Board Manager

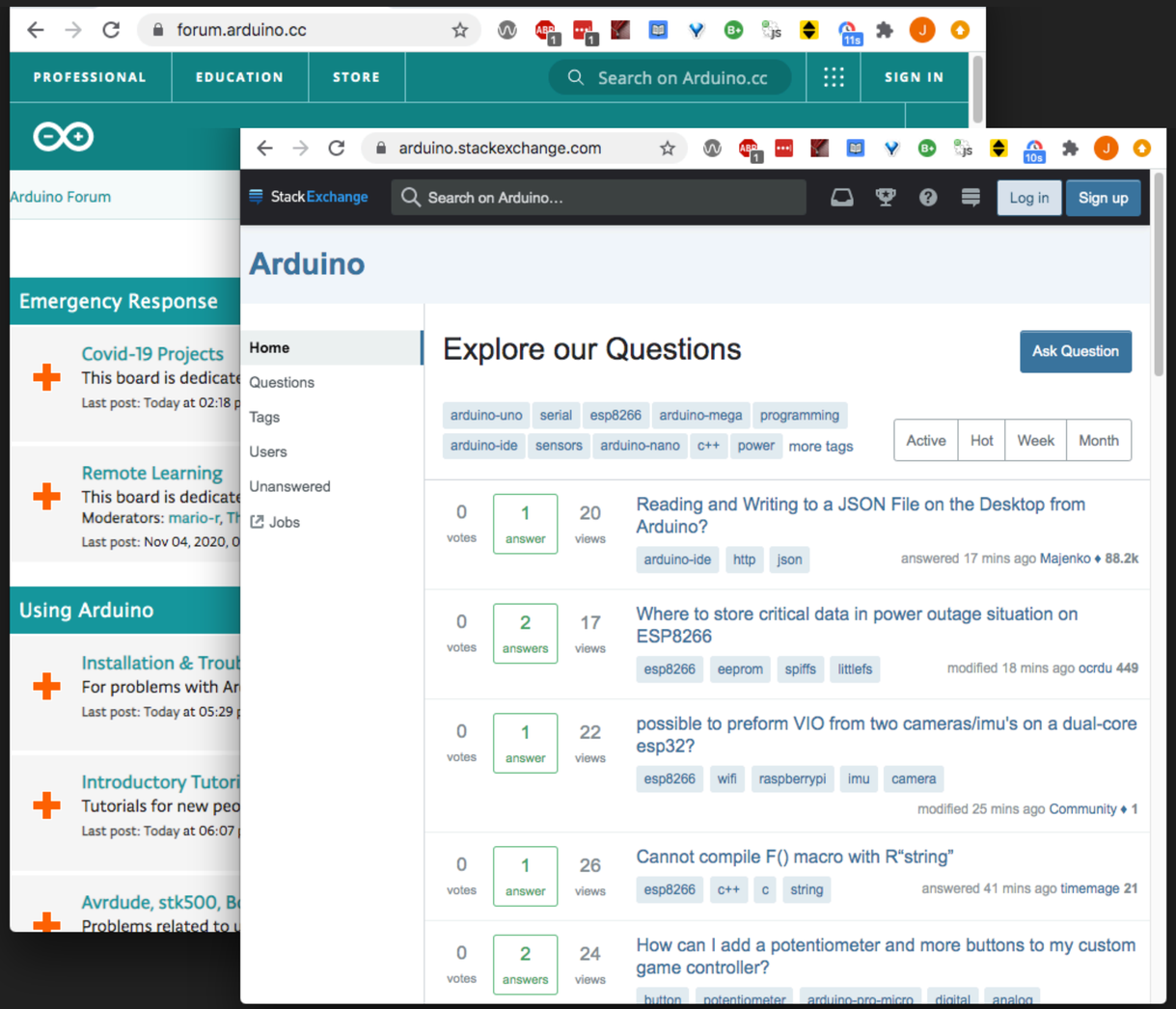


Install hardware definitions to talk to other microcontrollers

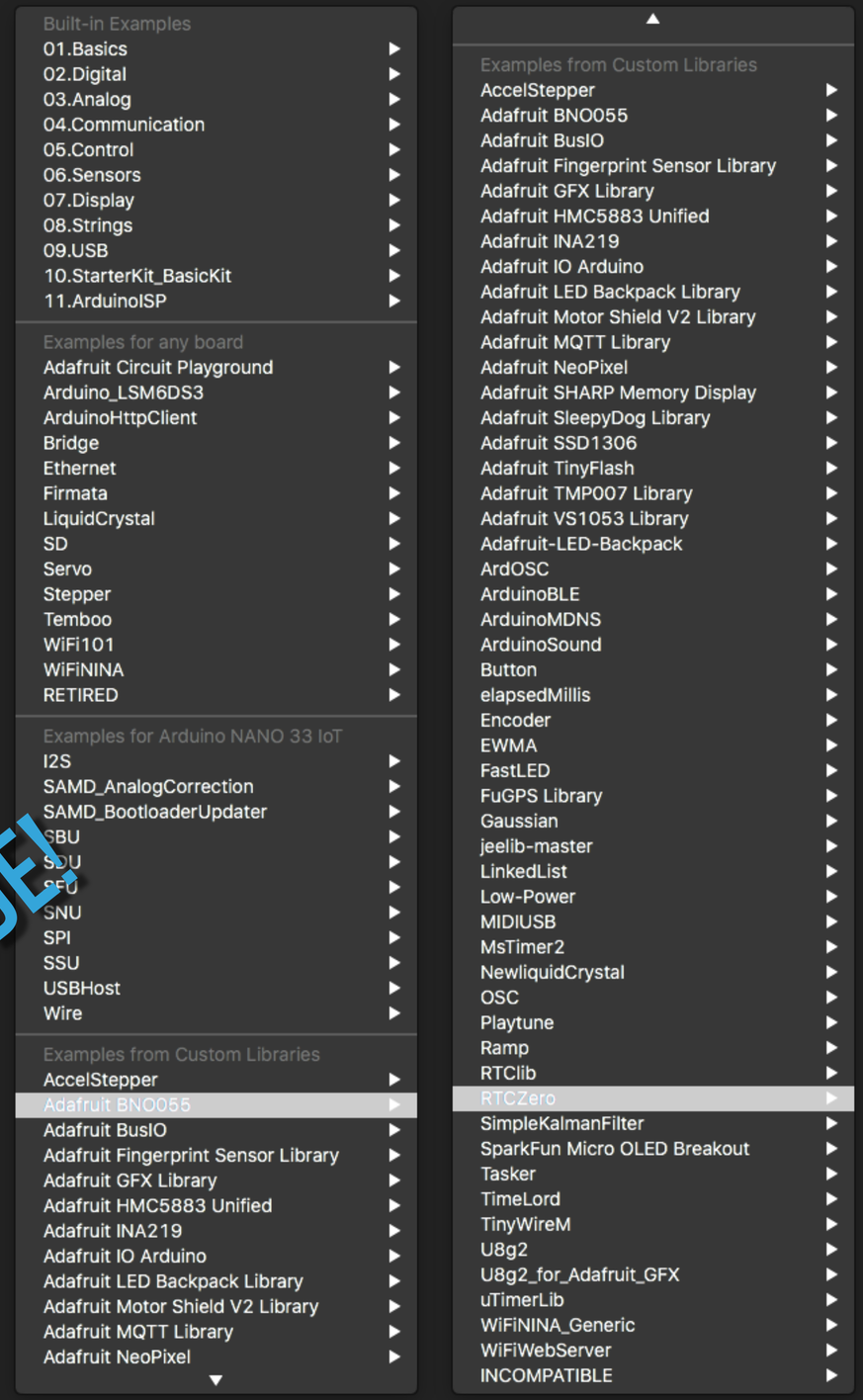
SUPPORT

In addition to PCOMP syllabus

Forums (lots!)



Examples (lots!)



IN IDE!

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:

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

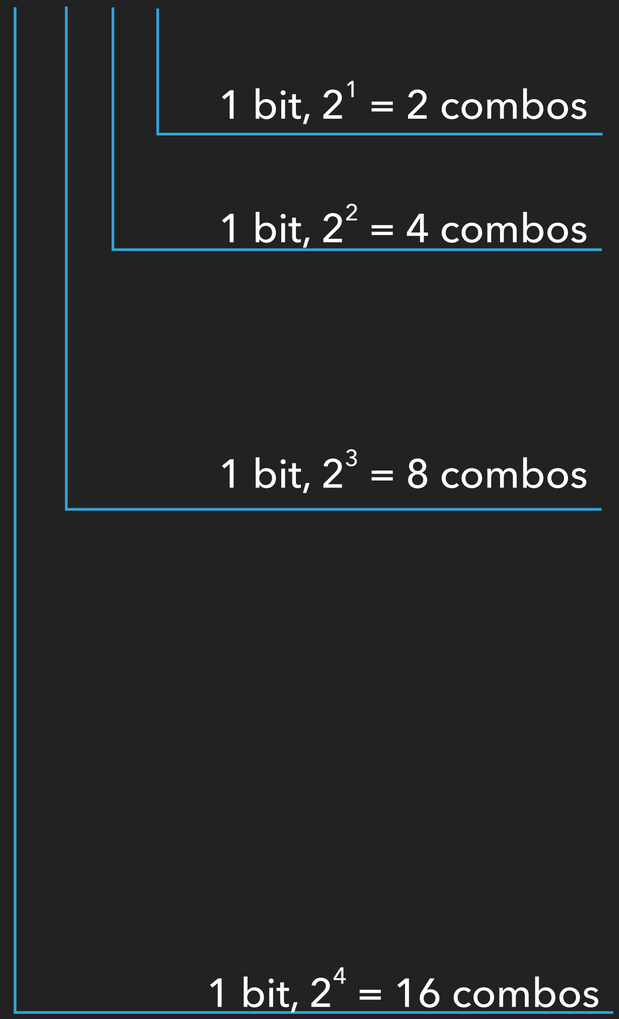
Previous states, plus Heads

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
2	0 0 1 0
3	0 0 1 1
4	0 1 0 0
5	0 1 0 1
6	0 1 1 0
7	0 1 1 1
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



BINARY

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

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

…and 10-bit analog input resolution*:

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

* by default