

# CLASS 3

DIGITAL I/O, ANALOG OUTPUT

# PLAN FOR CLASS 3

## Review

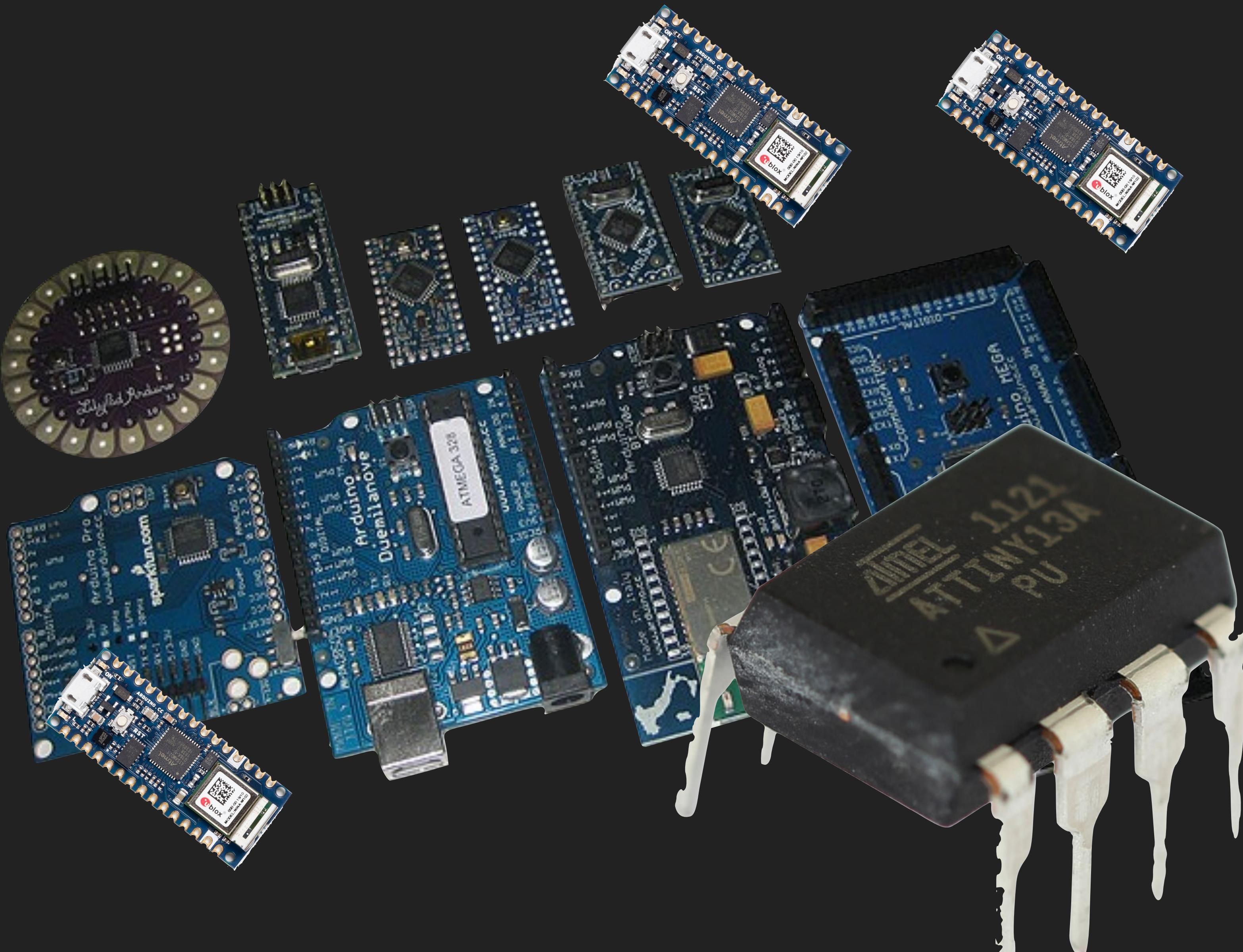
- ▶ AMA, Class 2, partial quiz review

## 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

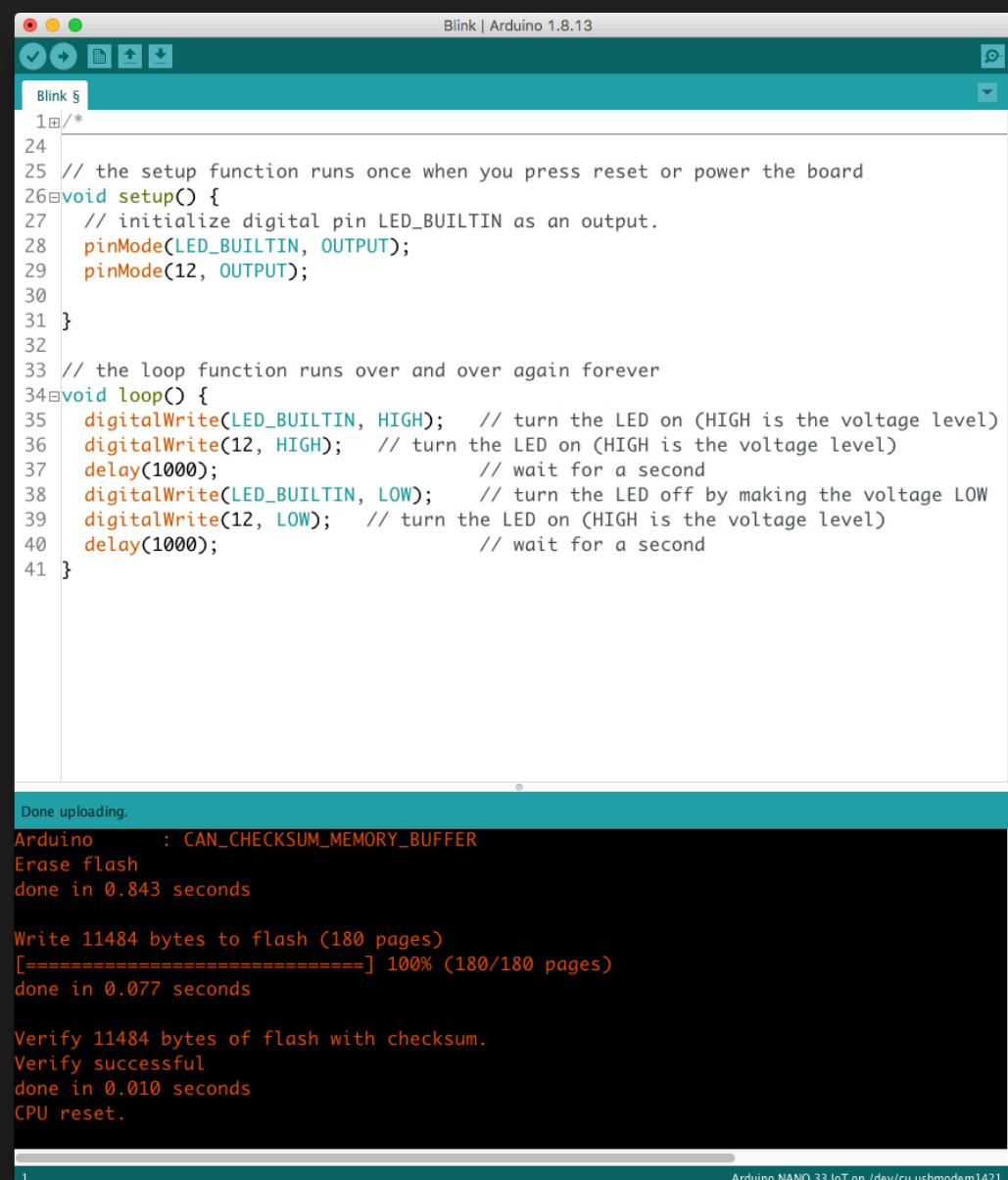
- ▶ = , ==, ! , && , ||

Learn other reserved words

# PCOMP ENVIRONMENT

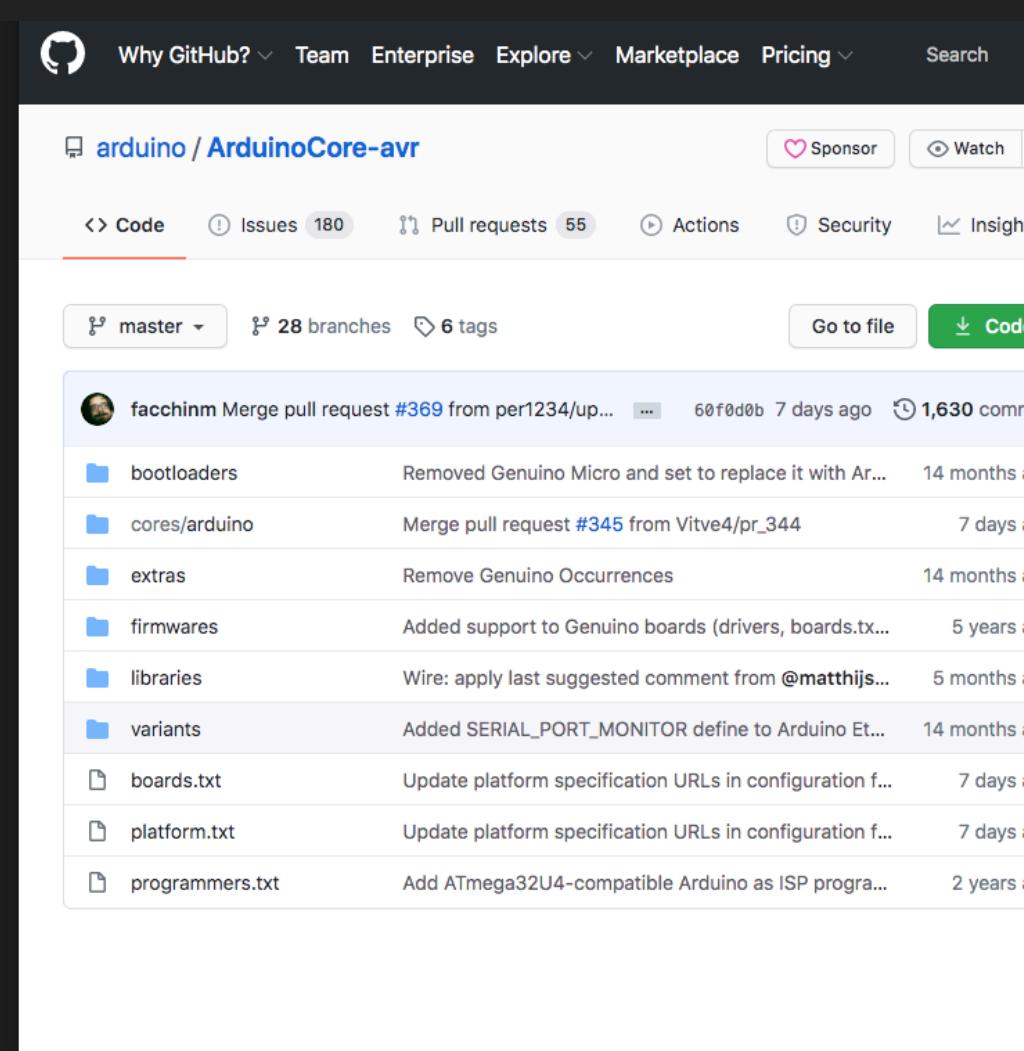
Most development environments will have similar elements

## I.D.E.



The screenshot shows the Arduino IDE interface. The code editor contains the classic 'Blink' sketch. The terminal window at the bottom shows the upload process: 'Done uploading.', followed by the Arduino boot loader output: 'Arduino : CAN\_CHECKSUM\_MEMORY\_BUFFER', 'Erase flash', 'done in 0.843 seconds', 'Write 11484 bytes to flash (180 pages)', 'done in 0.077 seconds', 'Verify 11484 bytes of flash with checksum.', 'Verify successful', 'done in 0.010 seconds', and finally 'CPU reset.'

## LIBRARIES

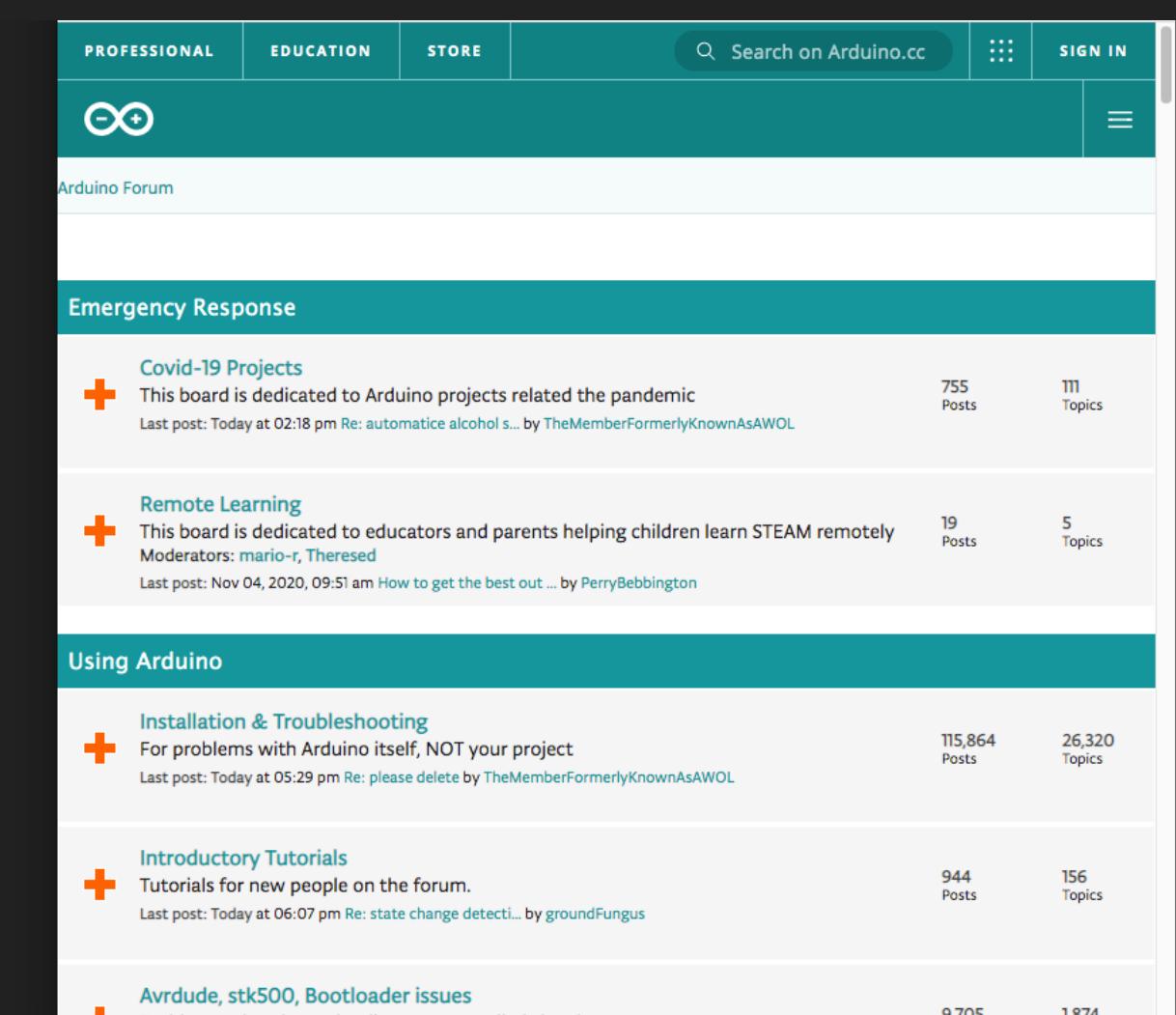


The screenshot shows a GitHub repository page for 'arduino / ArduinoCore-avr'. The code repository is visible, and a list of pull requests is shown, including one from 'facchinm' with a detailed description, 1,630 commits, and a timestamp of 7 days ago.

## HARDWARE



## SUPPORT



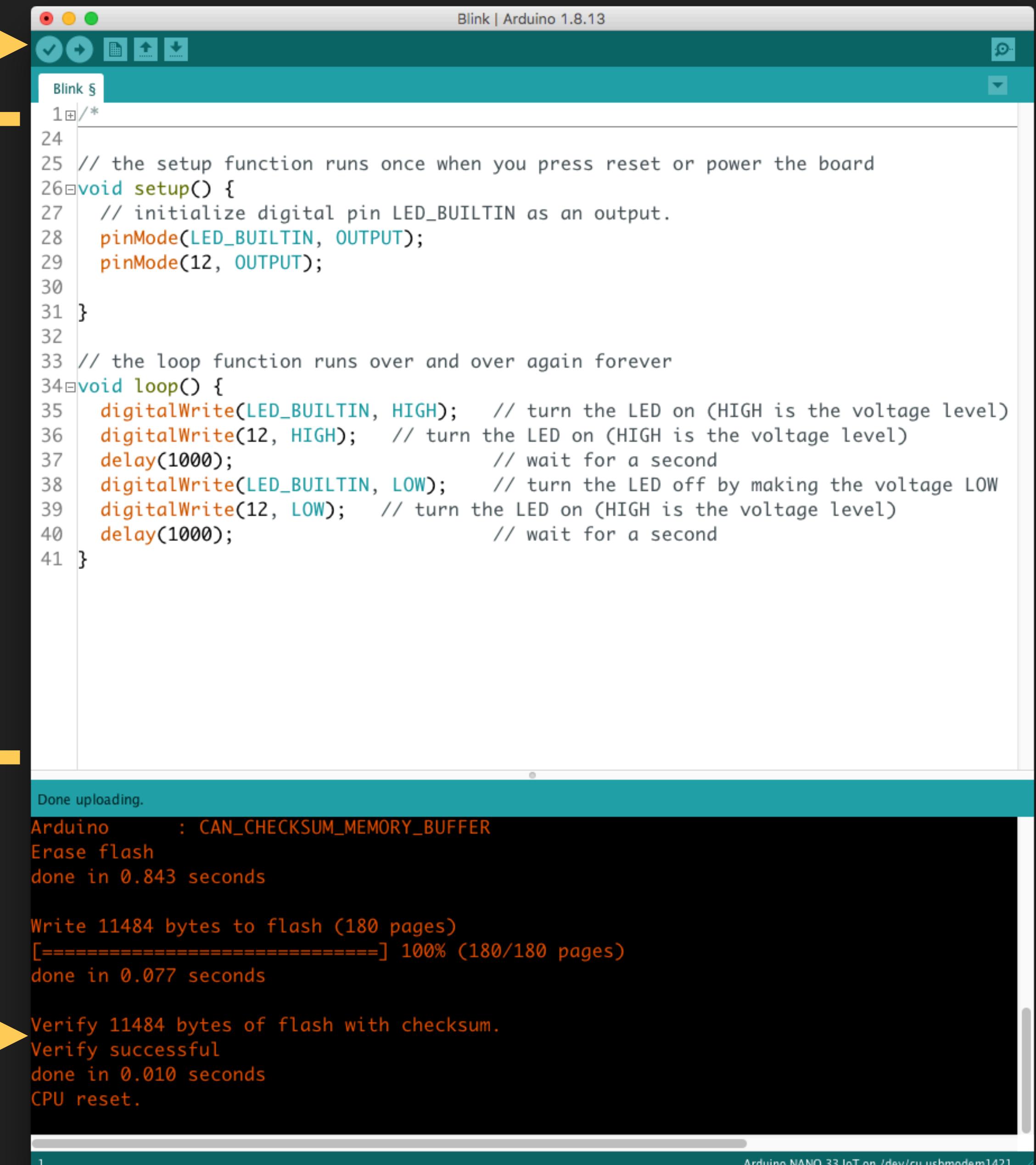
The screenshot shows the Arduino.cc website. The top navigation bar includes 'PROFESSIONAL', 'EDUCATION', 'STORE', and a search bar. Below the navigation, there are sections for 'Emergency Response' (including 'Covid-19 Projects' and 'Remote Learning'), 'Using Arduino' (including 'Installation & Troubleshooting' and 'Introductory Tutorials'), and 'Avrdude, stk500, Bootloader issues'.

# IDE

Compile +  
upload to board

Code

Stats and status



The image shows a screenshot of the Arduino IDE. The top part displays the code for the 'Blink' sketch, which toggles an LED on pin 13. The bottom part shows the serial monitor output during the upload process, indicating the Arduino is in 'CAN\_CHECKSUM\_MEMORY\_BUFFER' mode, erasing flash, writing 11484 bytes to flash, verifying the flash, and performing a CPU reset.

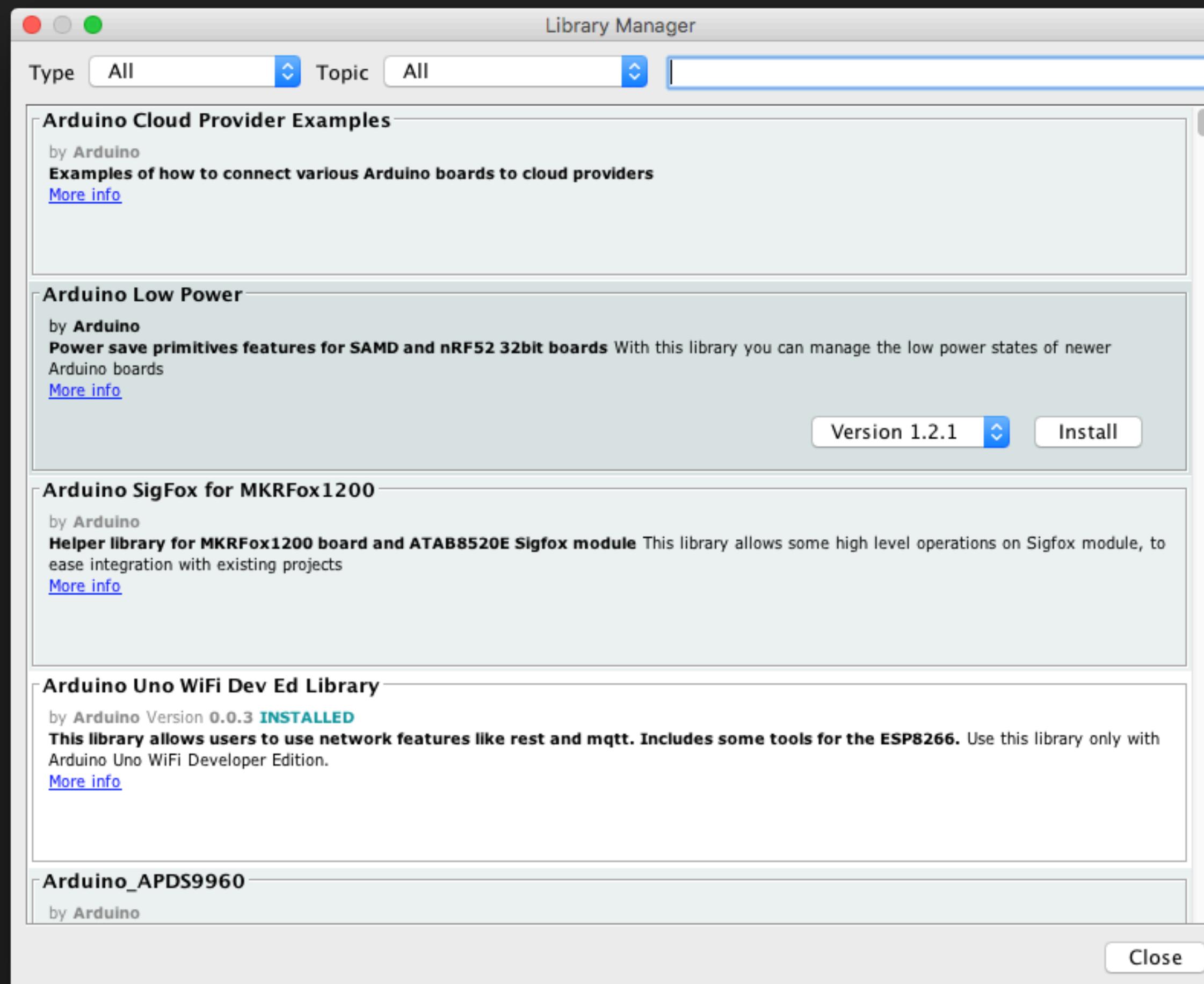
```
1/*  
24  
25 // the setup function runs once when you press reset or power the board  
26void setup() {  
27     // initialize digital pin LED_BUILTIN as an output.  
28     pinMode(LED_BUILTIN, OUTPUT);  
29     pinMode(13, OUTPUT);  
30 }  
32  
33 // the loop function runs over and over again forever  
34void loop() {  
35     digitalWrite(LED_BUILTIN, HIGH);    // turn the LED on (HIGH is the voltage level)  
36     digitalWrite(13, 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(13, 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.

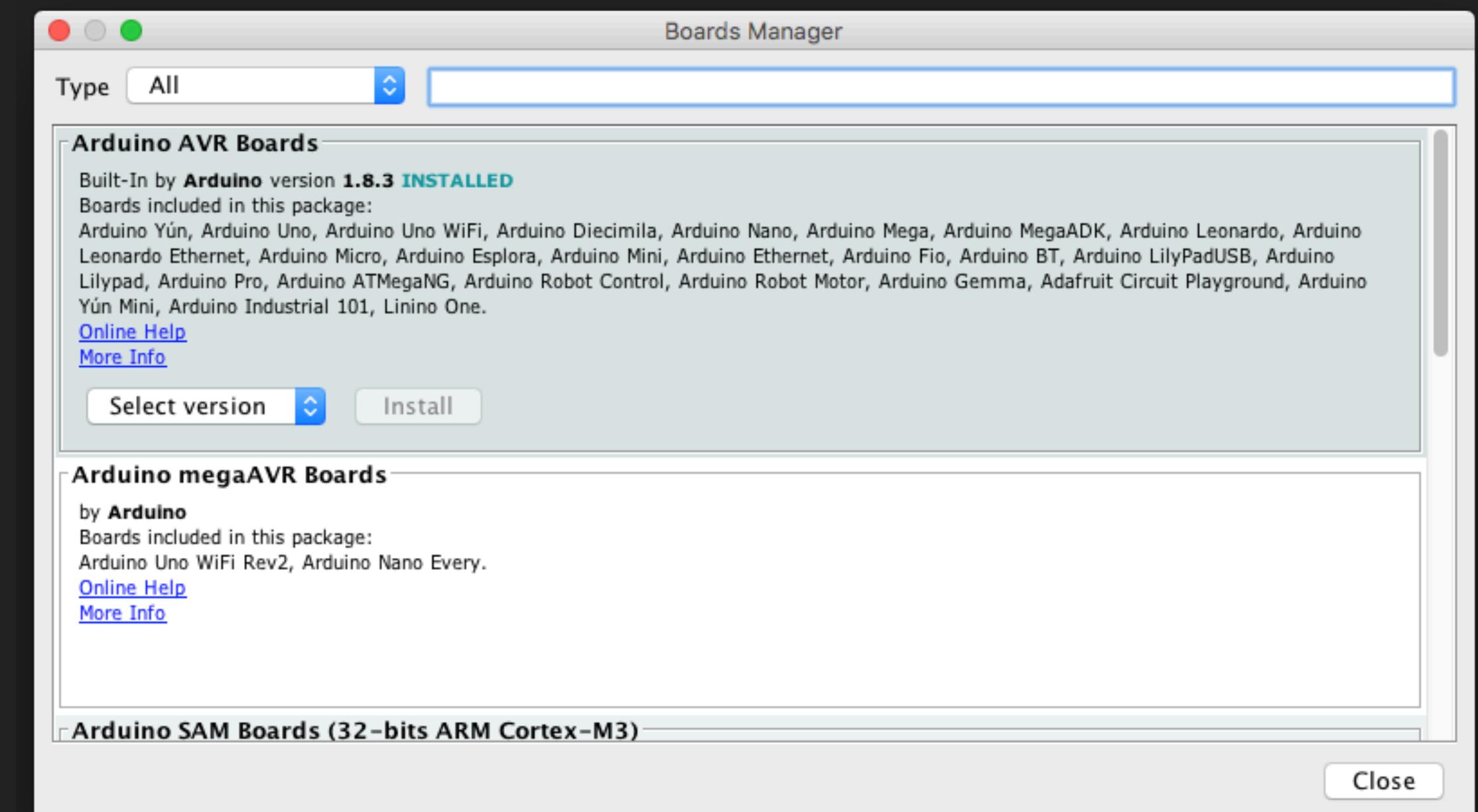
**Integrated Development Environment** links your code with core libraries, compiler, and uploading tool chains.

# IDE

## Library Manager



## Board Manager



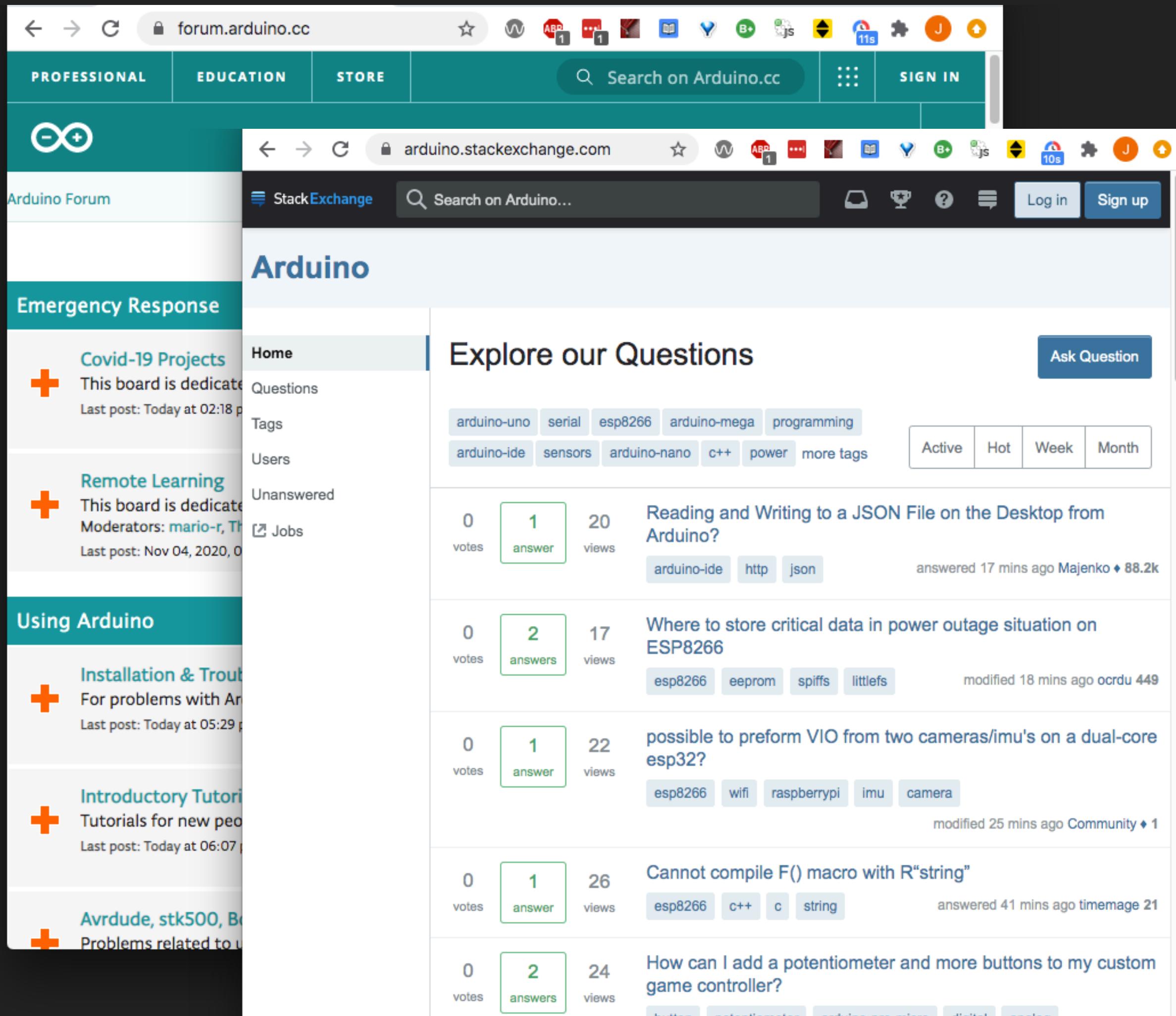
Install software modules for additional functionality

Install hardware definitions to talk to other microcontrollers

# SUPPORT

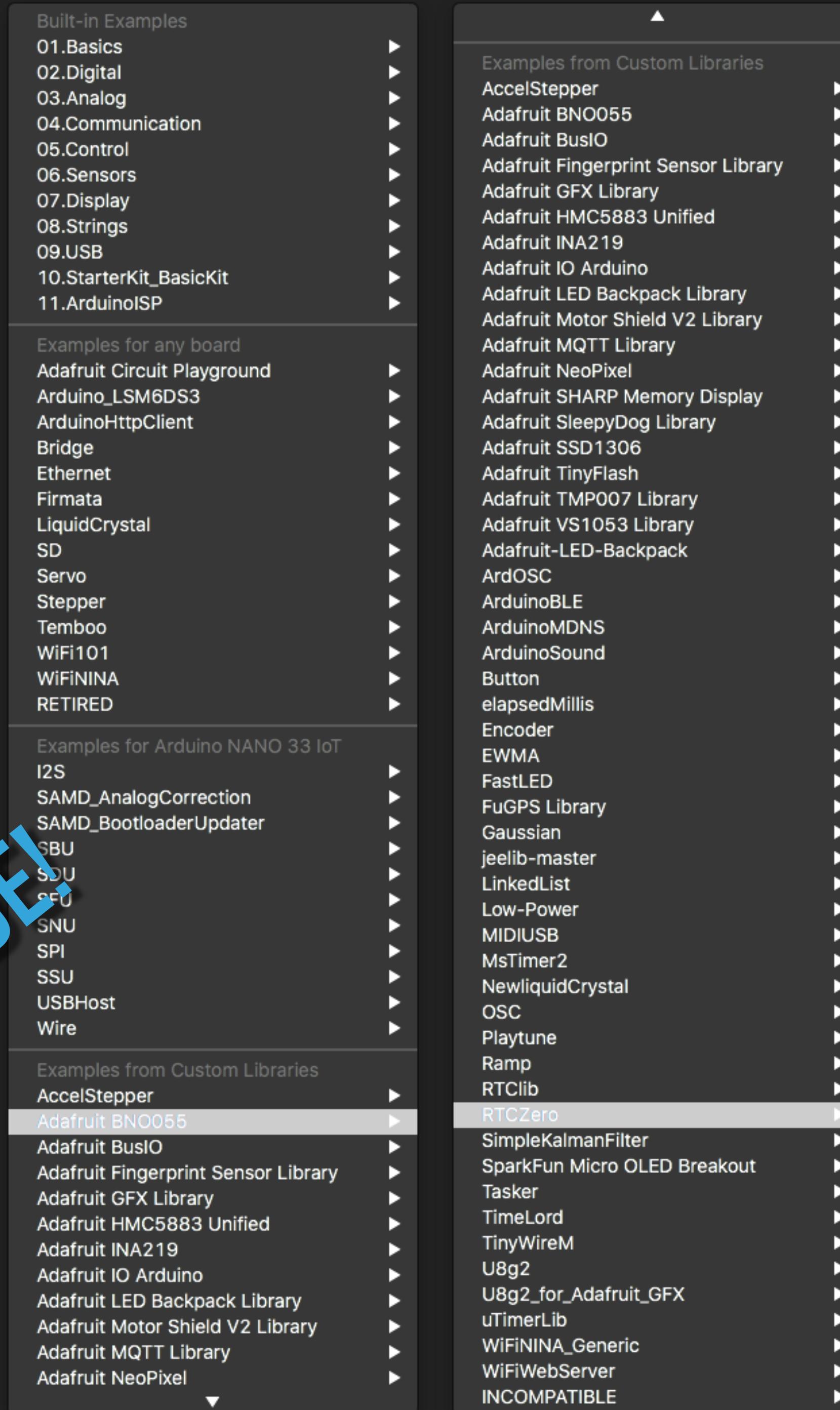
In addition to PCOMP syllabus

## Forums (lots!)



The image shows two side-by-side screenshots of Arduino-related forums. The left screenshot is the Arduino Forum on forum.arduino.cc, featuring sections for Emergency Response (Covid-19 Projects, Remote Learning), Using Arduino (Installation & Troubleshooting, Introductory Tutorials, Avrdude, stk500, Board), and a main content area with a sidebar for Arduino Forum. The right screenshot is the Stack Exchange Arduino page on arduino.stackexchange.com, showing a list of questions under 'Explore our Questions' with tags like arduino-uno, serial, esp8266, arduino-mega, programming, arduino-ide, sensors, arduino-nano, c++, power, and more tags. The questions include: 'Reading and Writing to a JSON File on the Desktop from Arduino?' (1 answer, 20 views), 'Where to store critical data in power outage situation on ESP8266' (2 answers, 17 views), 'possible to preform VIO from two cameras/imu's on a dual-core esp32?' (1 answer, 22 views), 'Cannot compile F() macro with R"string"' (1 answer, 26 views), and 'How can I add a potentiometer and more buttons to my custom game controller?' (2 answers, 24 views).

## Examples (lots!)



The image shows a sidebar titled 'Examples' on the Arduino IDE. It lists various examples categorized into sections: 'Built-in Examples' (01.Basics, 02.Digital, 03.Analog, 04.Communication, 05.Control, 06.Sensors, 07.Display, 08.Strings, 09.USB, 10.StarterKit\_BasicKit, 11.ArduinoISP), 'Examples for any board' (Adafruit Circuit Playground, Arduino\_LSM6DS3, ArduinoHttpClient, Bridge, Ethernet, Firmata, LiquidCrystal, SD, Servo, Stepper, Temboo, WiFi101, WiFiNINA, RETIRED), 'Examples for Arduino NANO 33 IoT' (I2S, SAMD\_AnalogCorrection, SAMD\_BootloaderUpdater, SBU, SDU, SFU, SNU, SPI, SSU, USBHost, Wire), 'Examples from Custom Libraries' (AccelStepper, Adafruit BNO055, Adafruit BusIO, Adafruit Fingerprint Sensor Library, Adafruit GFX Library, Adafruit HMC5883 Unified, Adafruit INA219, Adafruit IO Arduino, Adafruit LED Backpack Library, Adafruit Motor Shield V2 Library, Adafruit MQTT Library, Adafruit NeoPixel), and 'INCOMPATIBLE' (SimpleKalmanFilter, SparkFun Micro OLED Breakout, Tasker, TimeLord, TinyWireM, U8g2, U8g2\_for\_Adafruit\_GFX, uTimerLib, WiFiINA\_Generic, WiFiWebServer). A large blue watermark 'IN IDE!' is diagonally across the sidebar.

# 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:

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



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	
4	0 1 0 0	1 bit, $2^2 = 4$ combos
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 bits,  $2^8 = 256$  combos = [0...255]

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

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