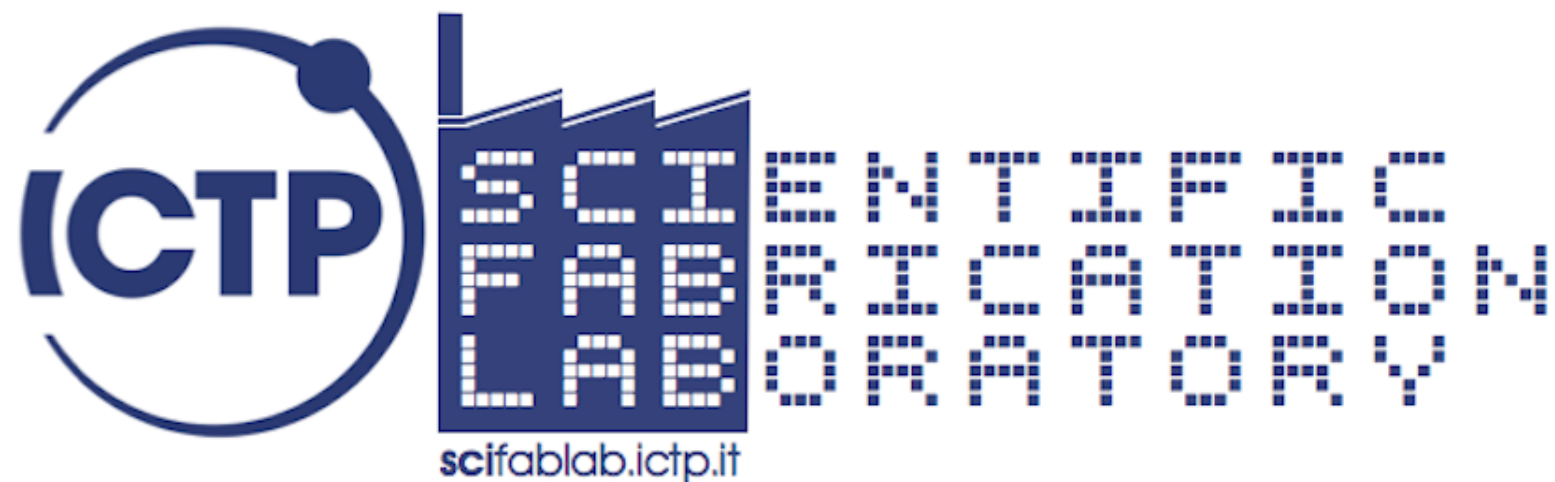
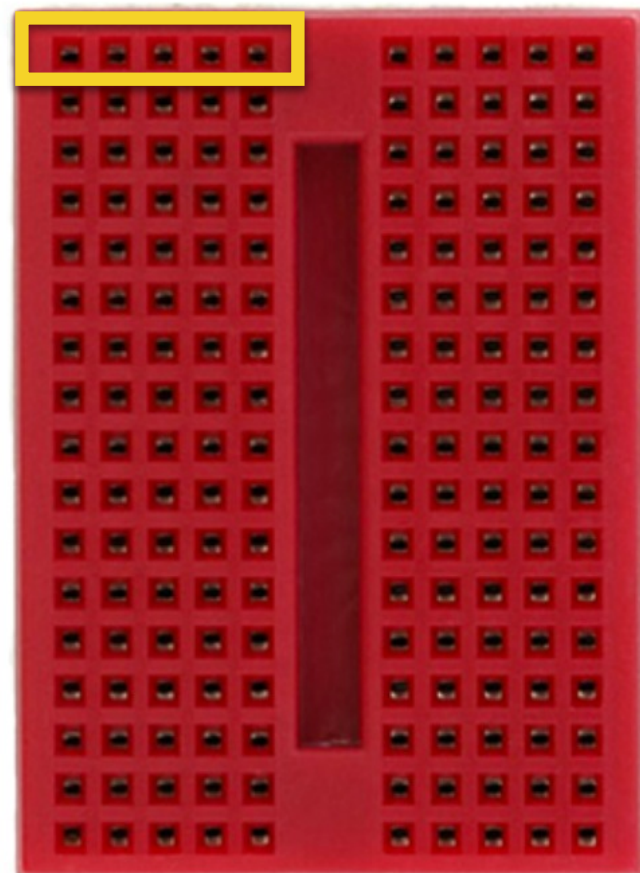
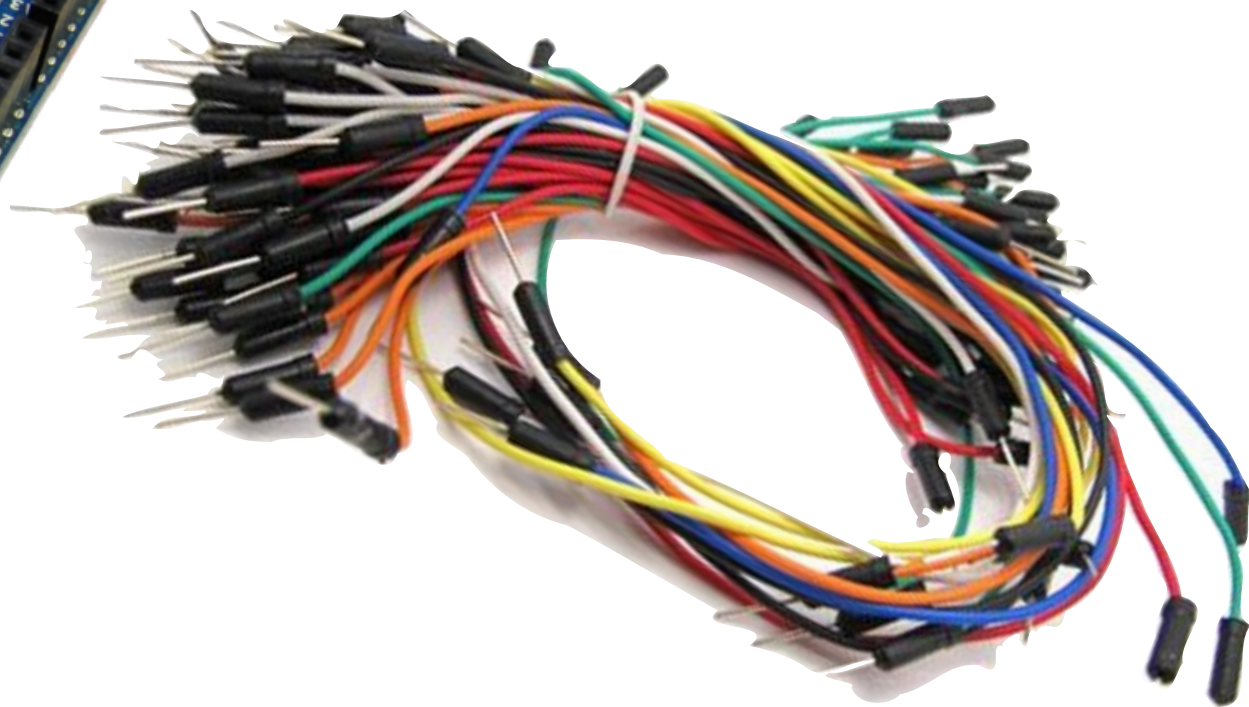
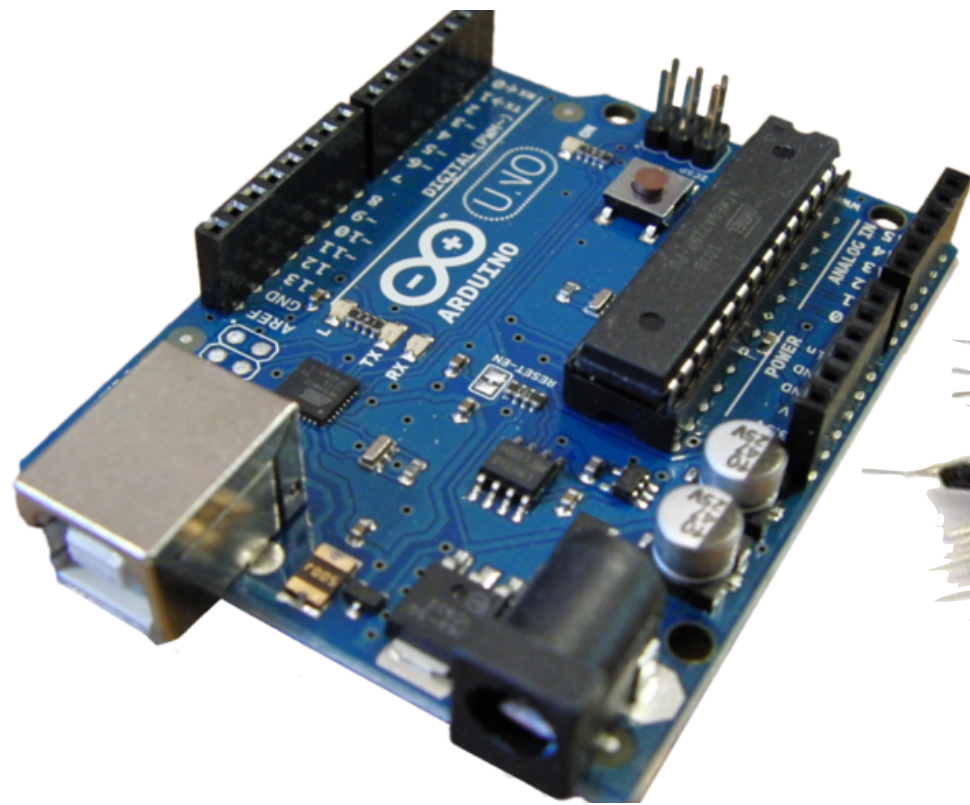
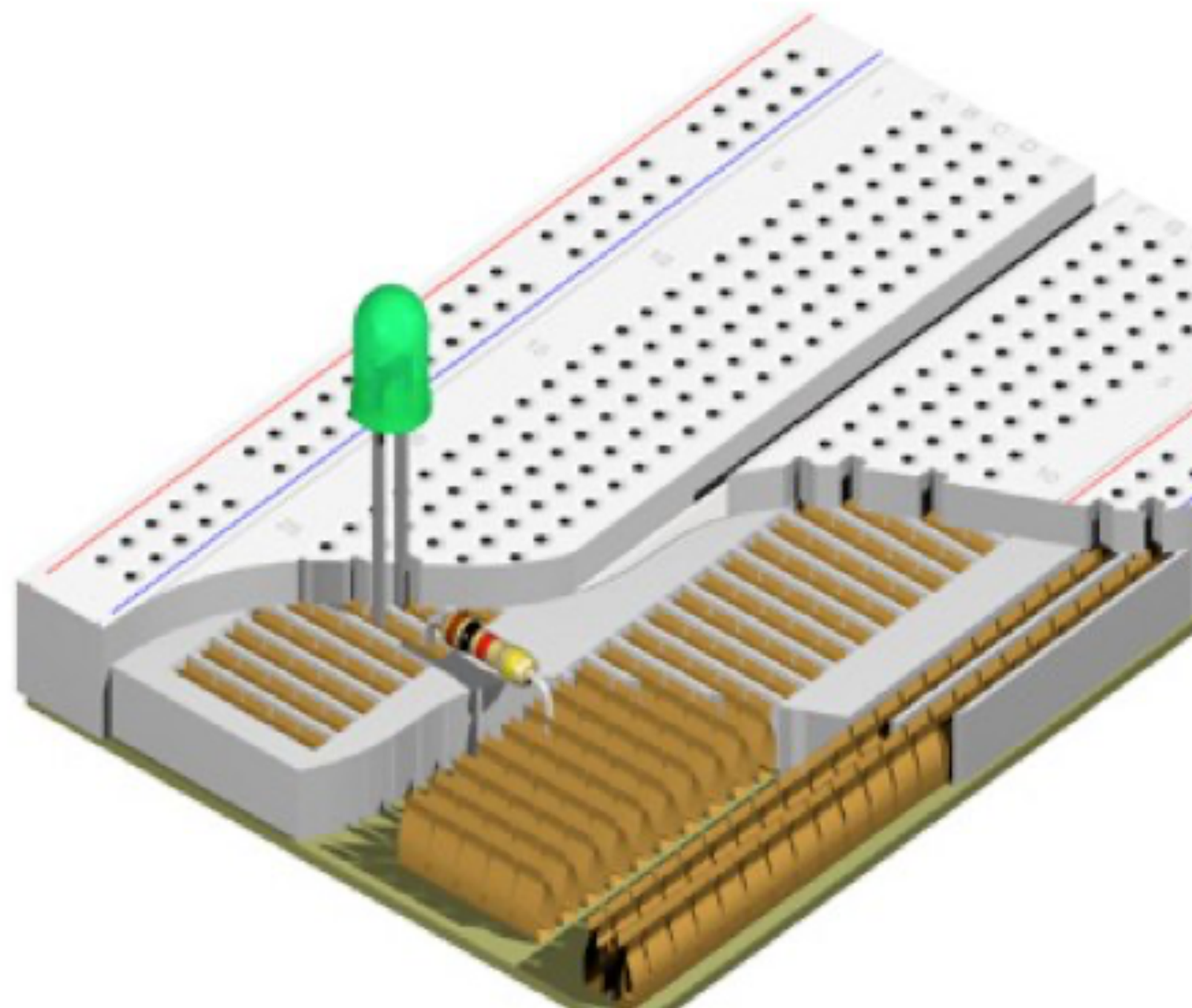
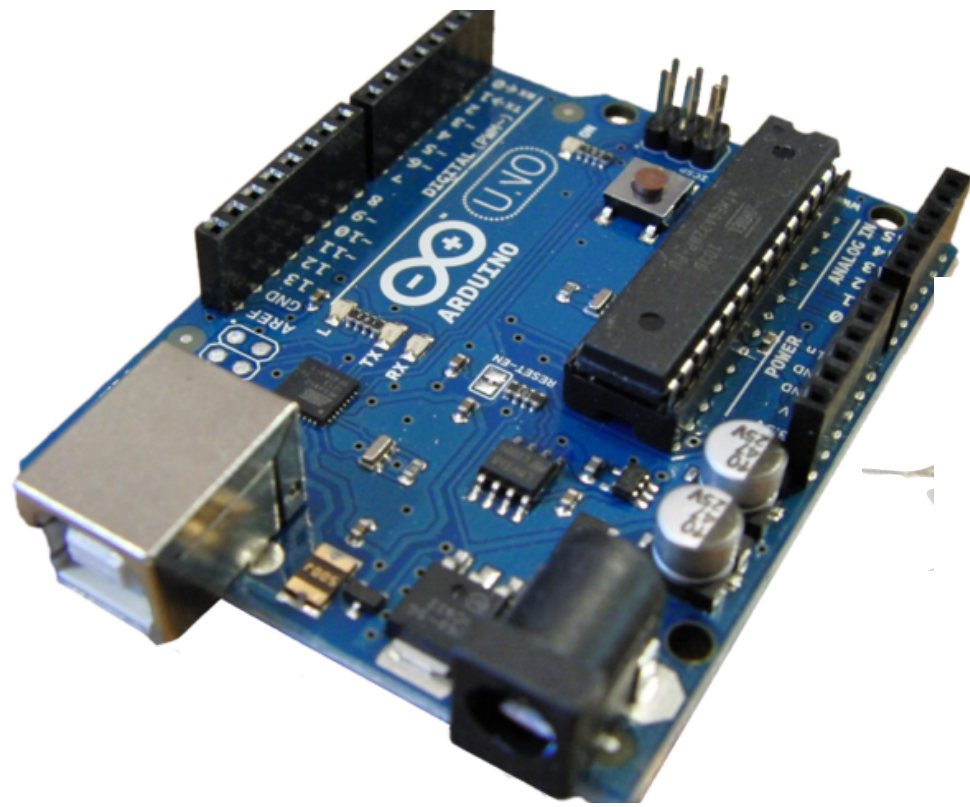
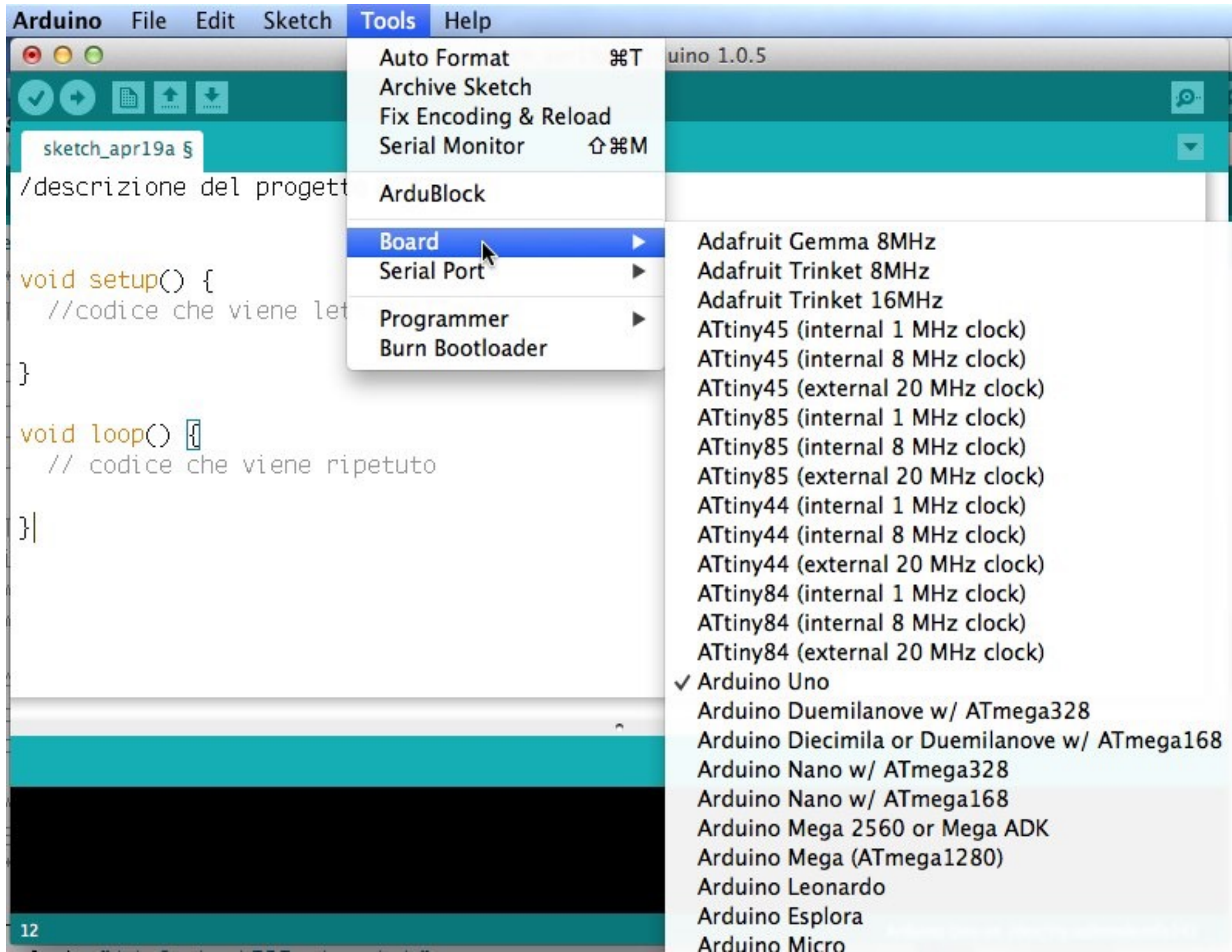


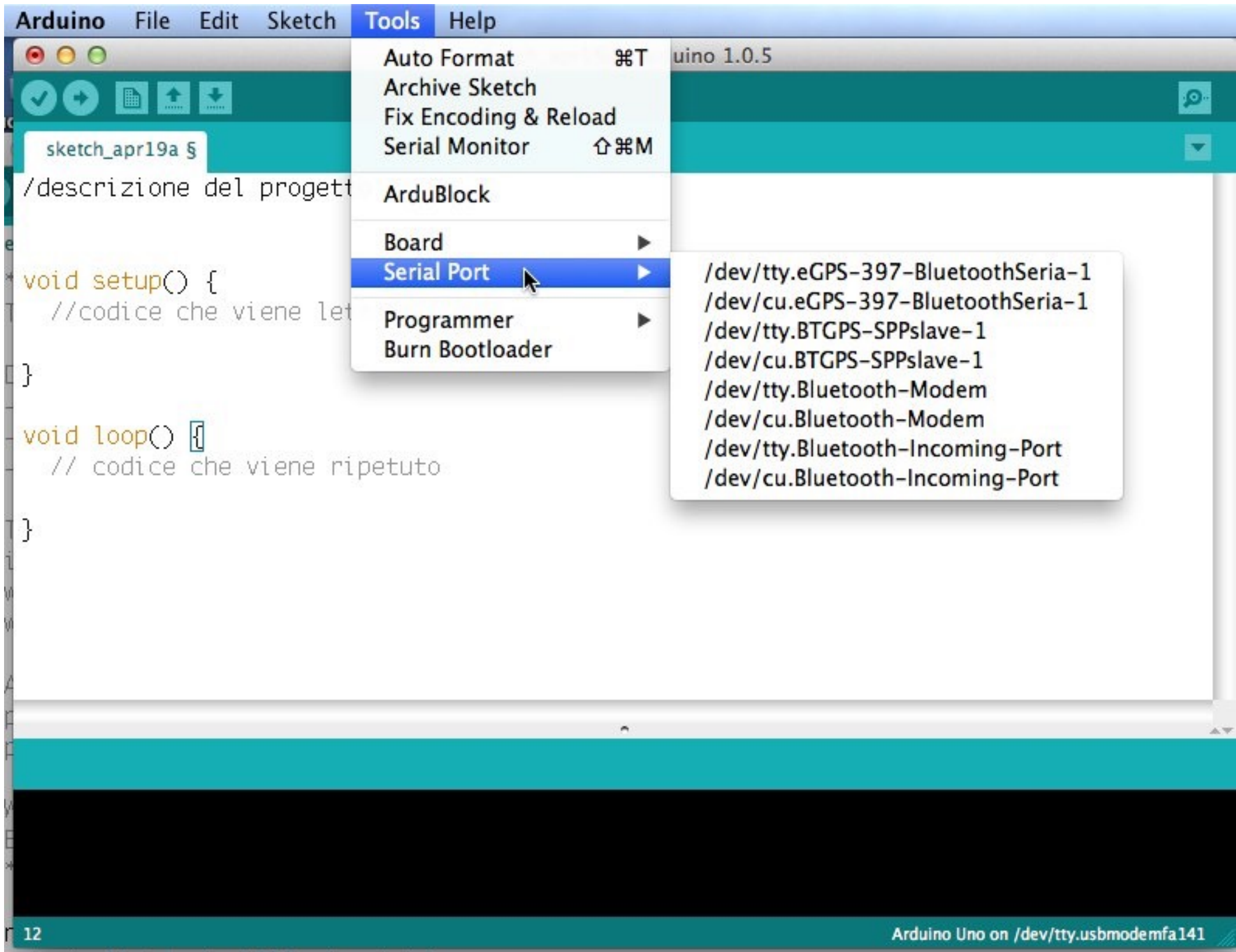


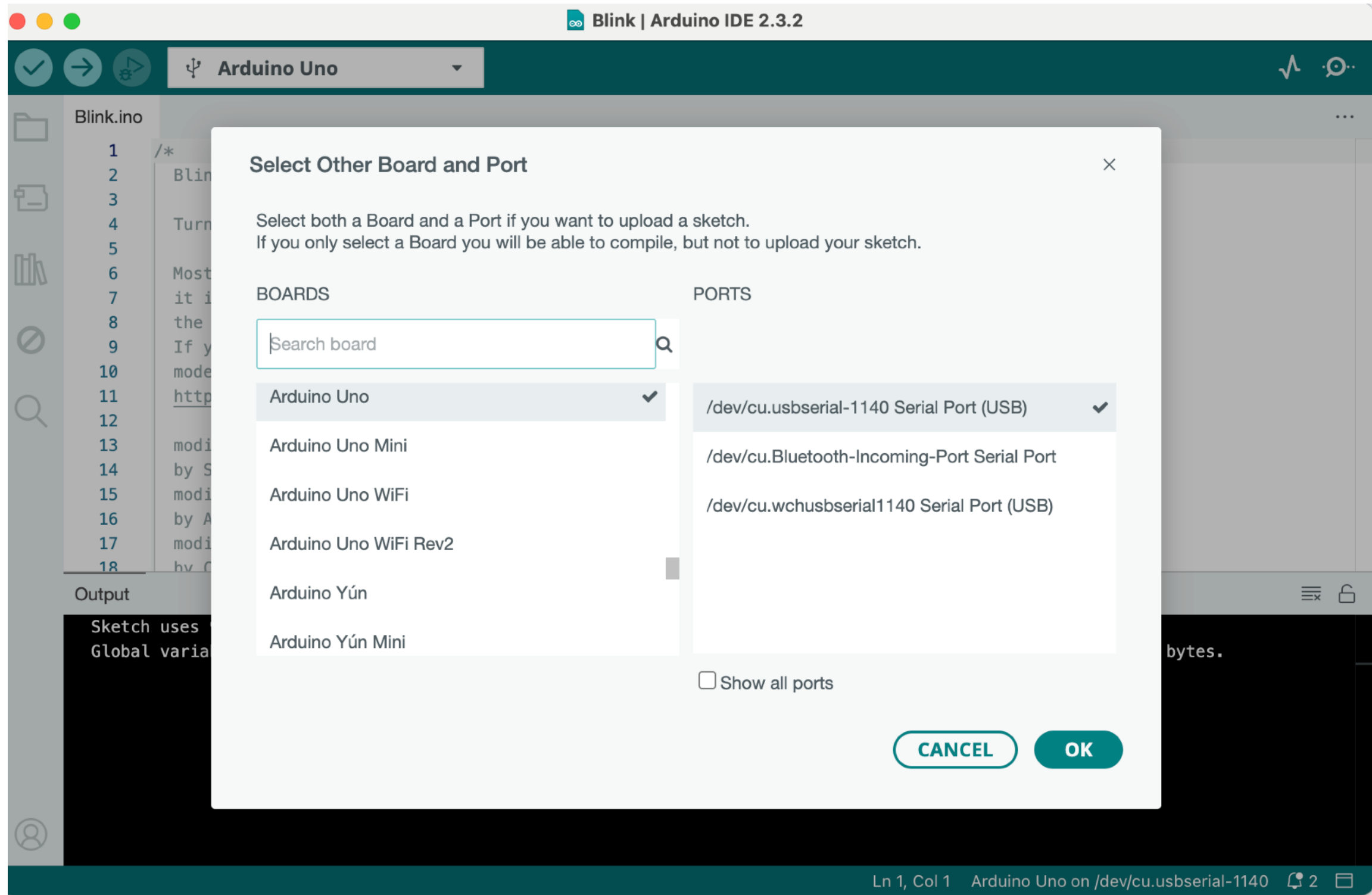
1 2 3 ARDUINO











CH341 Driver (Windows 10)

CH341 Driver (Mac OS)

<https://www.cytron.io/p-maker-uno-simplifying-arduino-for-education>

Blink

/*

Turns an LED

Most Arduino
it is attach
the correct
If you want
model, check the technical specs or
<https://www.arduino.cc/en/Main/Prod>

modified 8 May 2014
by Scott Fitzgerald
modified 2 Sep 2016
by Arturo Guadalupi
modified 8 Sep 2016
by Colby Newman

This example code is in the public

<http://www.arduino.cc/en/Tutorial/B>

*/

```
// the setup function runs once when
void setup() {
  // initialize digital pin LED_BUILTIN
  pinMode(LED_BUILTIN, OUTPUT);
}
```

1

- New ⌘ N
- Open... ⌘ O
- Open Recent >
- Sketchbook >
- Examples >
- Close ⌘ W
- Save ⌘ S
- Save As... ⇧ ⌘ S
- Page Setup ⇧ ⌘ P
- Print ⌘ P

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 >
- Bridge >
- Esplora >
- Ethernet >
- Firmata >
- GSM >
- LiquidCrystal >
- Robot Control >
- Robot Motor >
- SD >
- Servo >
- SpacebrewYun >
- Stepper >
- Temboo >
- RETIRED >

Examples for Arduino Uno

- EEPROM >
- SoftwareSerial >
- SPI >
- Wire >

- AnalogReadSerial
- BareMinimum
- Blink
- DigitalReadSerial
- Fade
- ReadAnalogVoltage

Arduino Uno on /dev/cu.Bluetooth-Incoming-Port



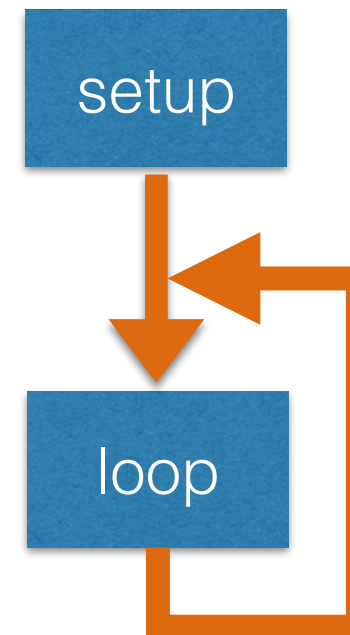
BareMinimum \$

```
/*descrizione del progetto  
fine descrizione  
*/
```

```
//definizione delle variabili
```

```
void setup() {  
  // codice che viene eseguito una volta all'avvio  
}
```

```
void loop() {  
  // codice che viene eseguito ripetutamente  
}
```



Digital I/O



```
pinMode(pinNumber, pinState);
```

0-13

OUTPUT
INPUT

Digital I/O



```
digitalWrite(pinNumber, pinState);
```

0-13

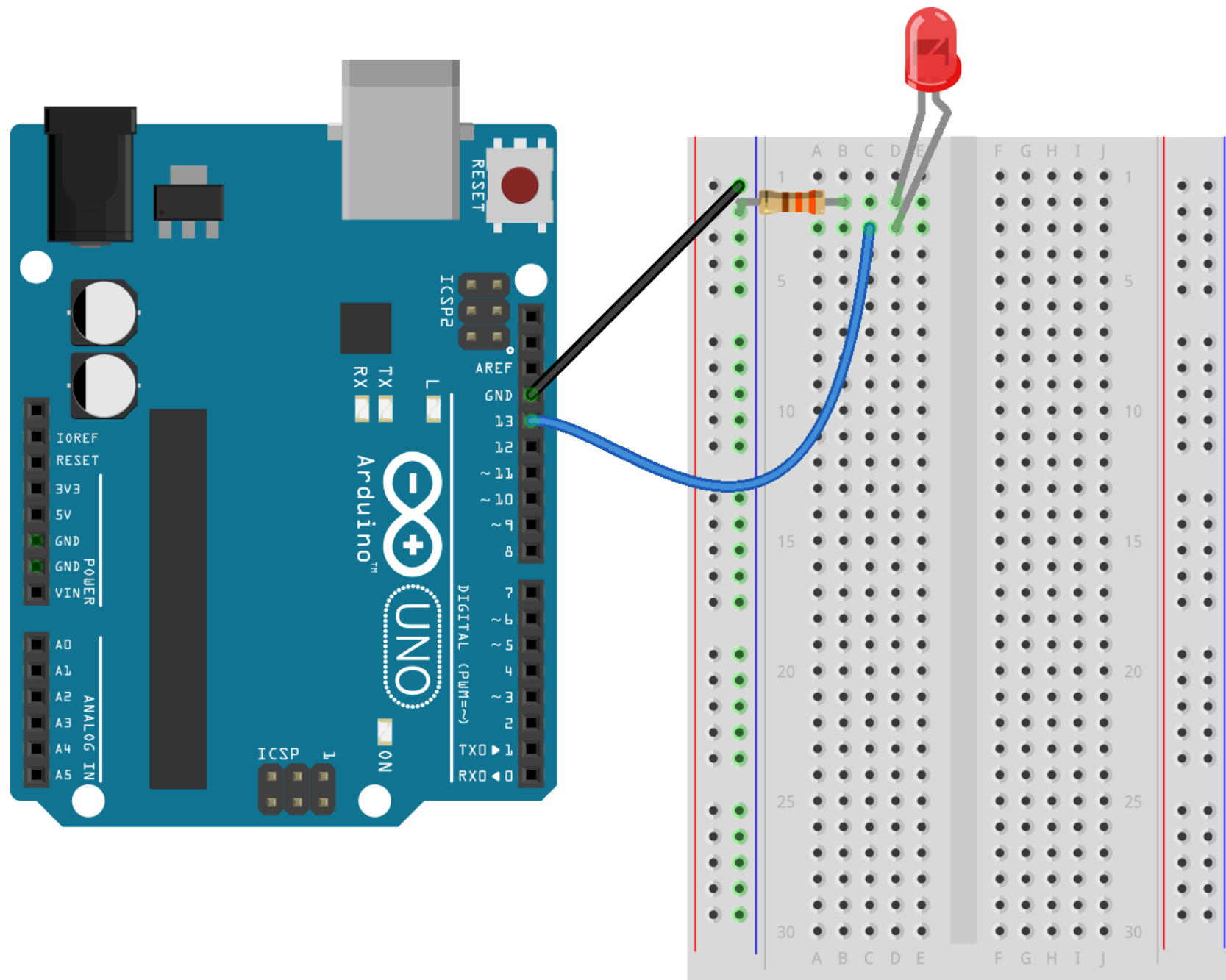
HIGH
LOW

DIGITAL I/O

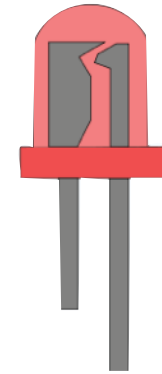


```
/*  
  Blink  
  */  
  
int led = 13;  
  
void setup() {  
  pinMode(led, OUTPUT);  
}  
  
void loop() {  
  digitalWrite(led, HIGH); // turn the LED on  
  delay(1000);             // wait for a second  
  digitalWrite(led, LOW);  // turn the LED off  
  delay(1000);             // wait for a second  
}
```

LED X 1



fritzing

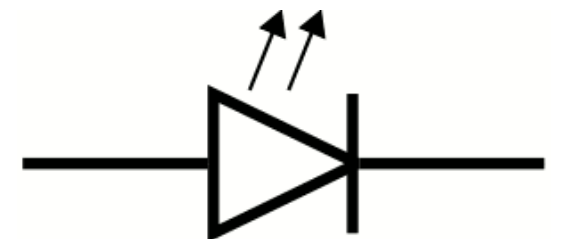


arancio 3

arancio 3

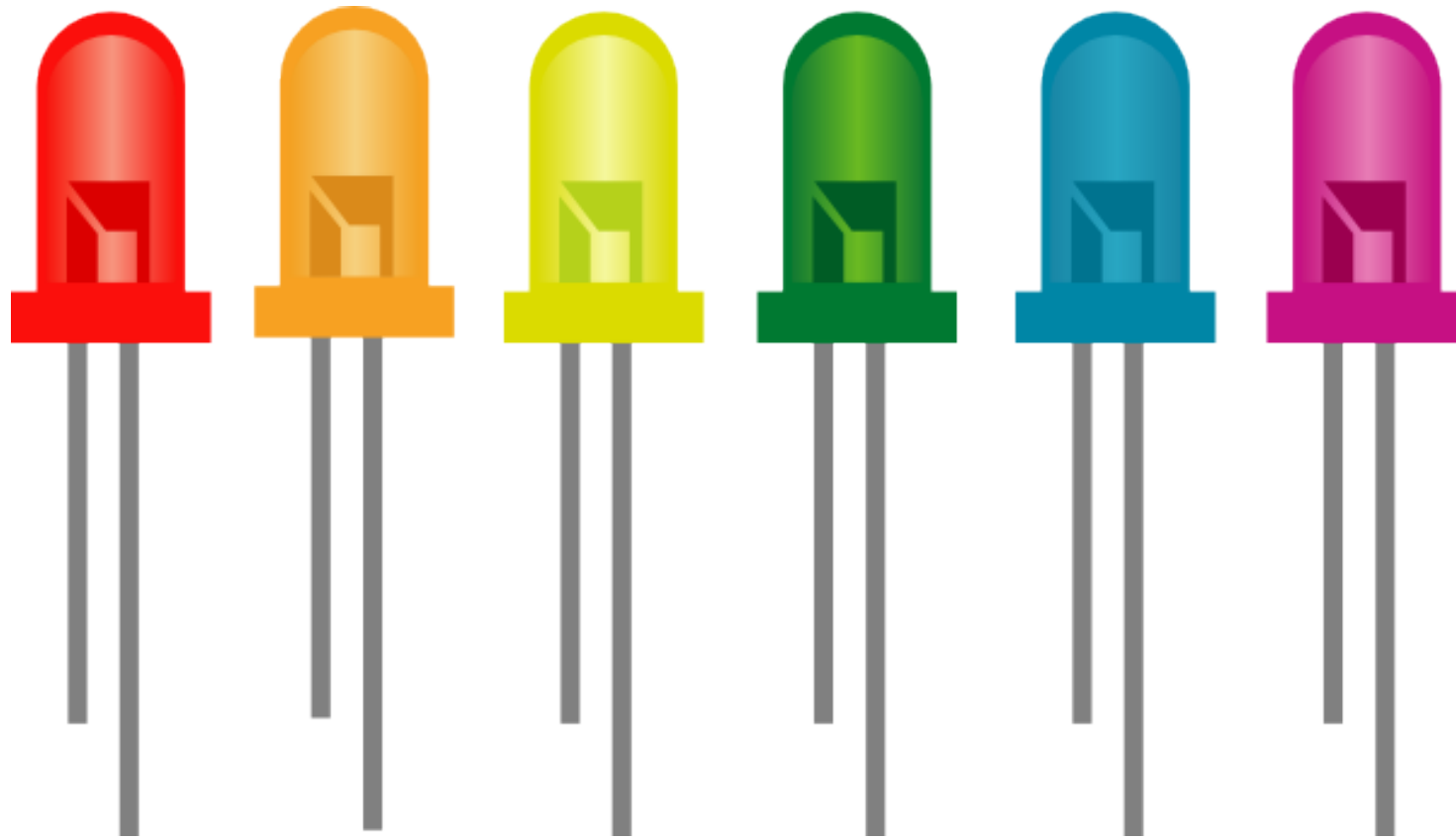
marrone x10

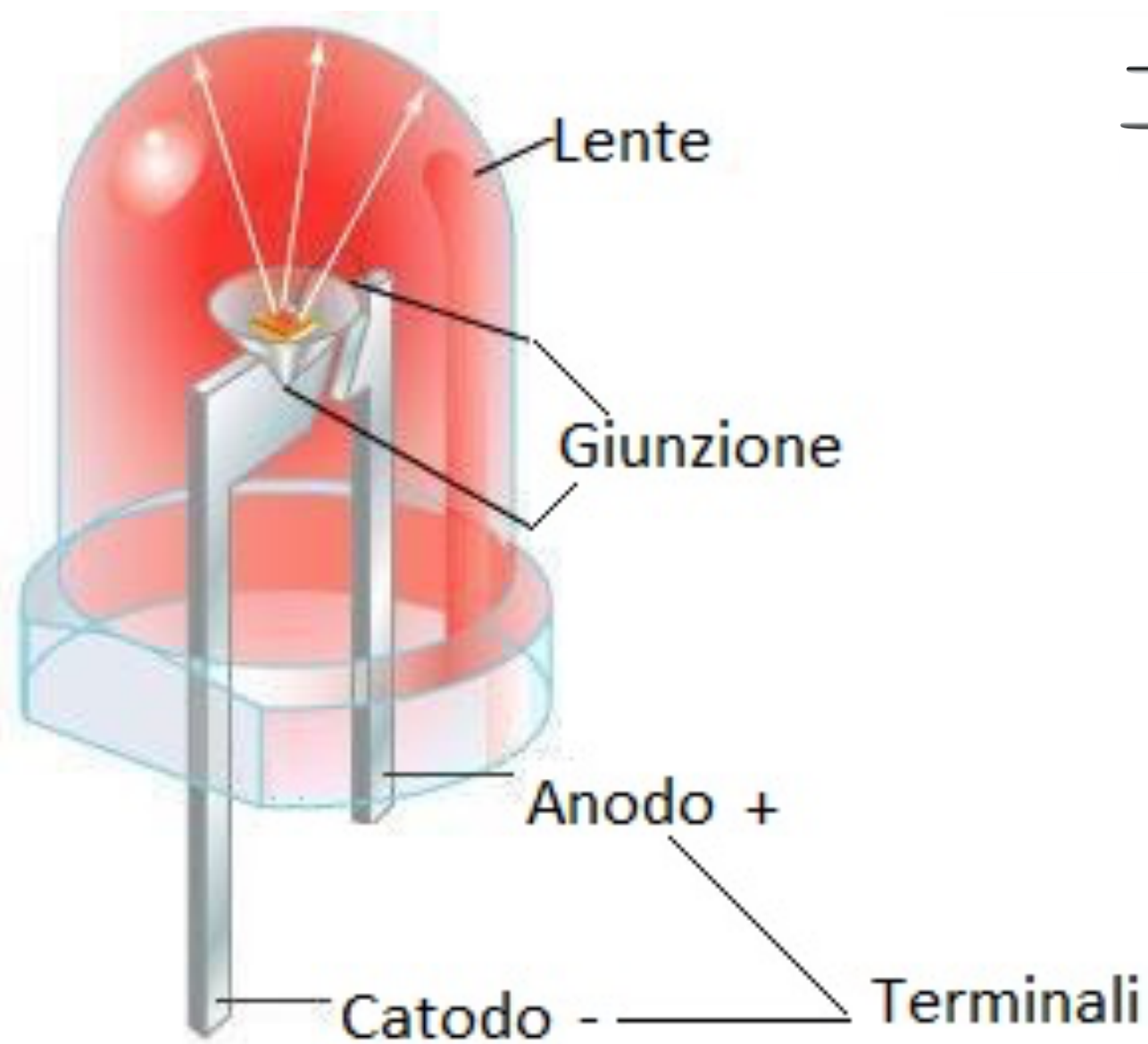
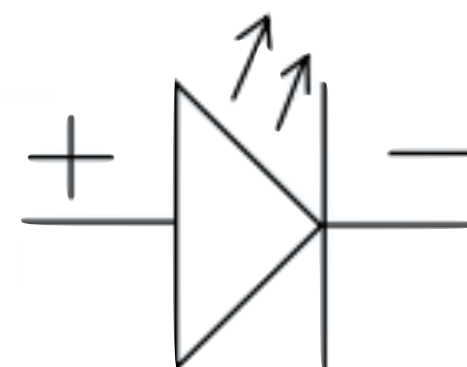
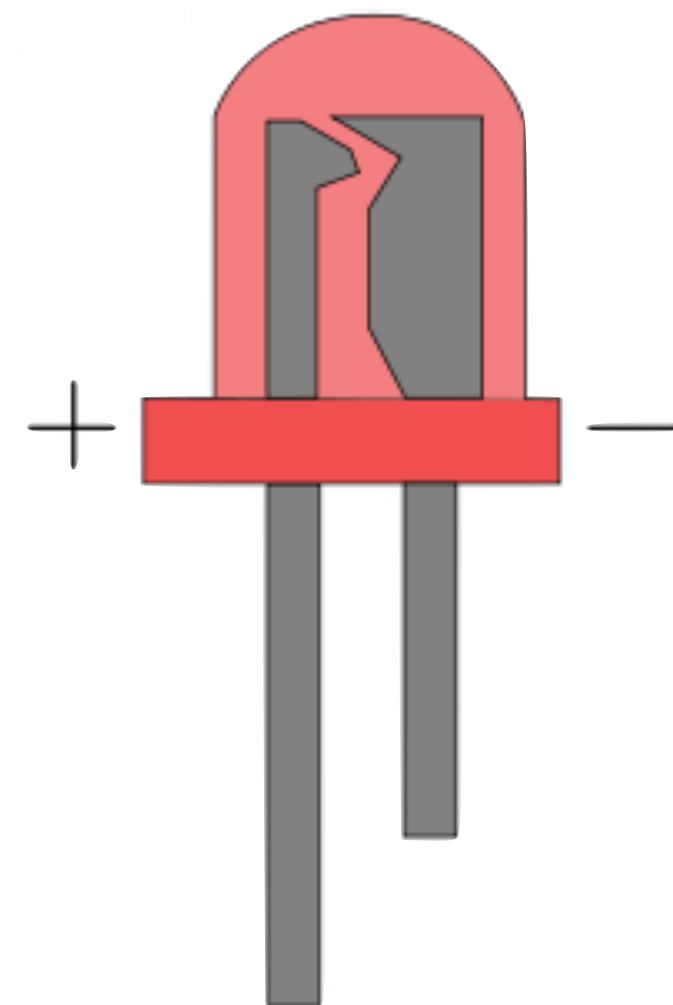
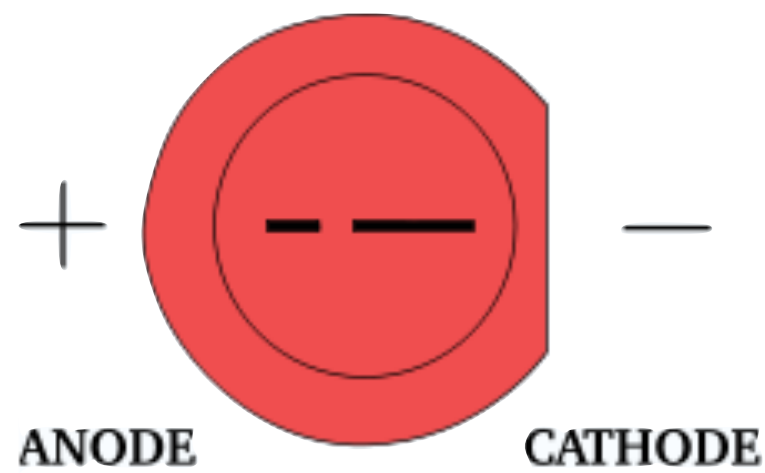
oro $\pm 5\%$



IN PRINCIPIO ERA IL LED

LIGHT **E**MITTING **D**IODES



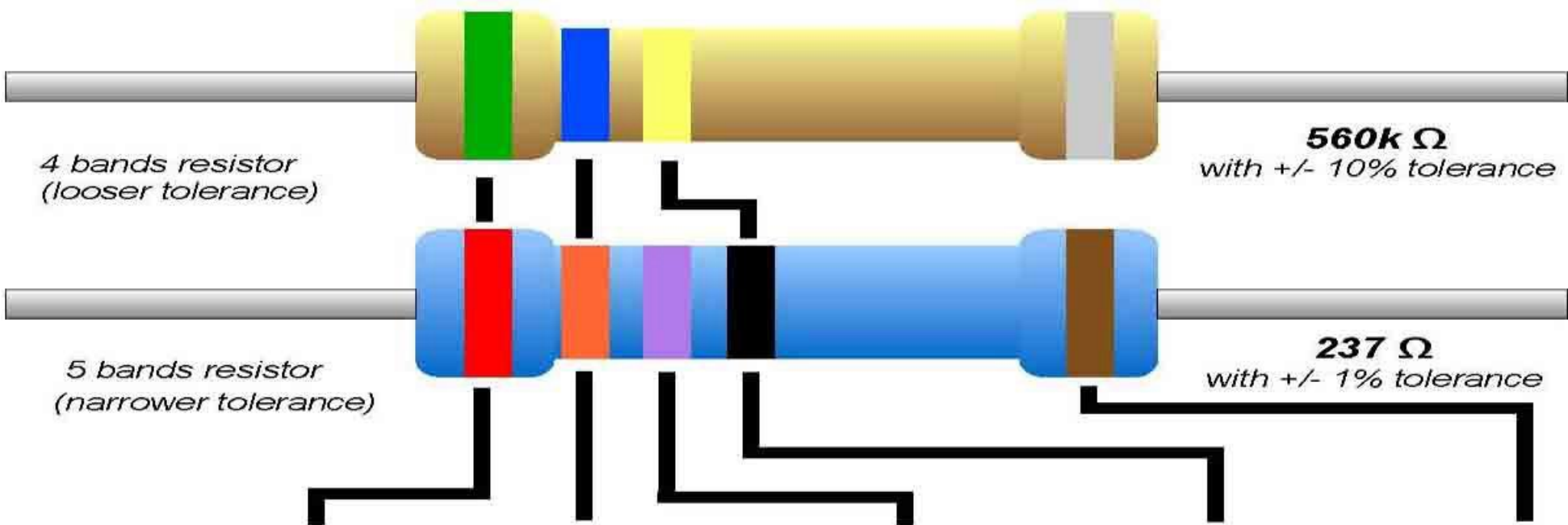


	Lunghezza d'onda (nm)	Nome colore	Tensione diretta (Vf @ 20ma)	Intensity 5mm LEDs	Viewing Angle	LED Dye Material
	940	Infrared	1.5	16mW @50mA	15°	GaAIAs/GaAs -- Gallium Aluminum Arsenide/Gallium Arsenide
	880	Infrared	1.7	18mW @50mA	15°	GaAIAs/GaAs -- Gallium Aluminum Arsenide/Gallium Arsenide
	850	Infrared	1.7	26mW @50mA	15°	GaAIAs/GaAs -- Gallium Aluminum Arsenide/Gallium Aluminum Arsenide
	660	Ultra Red	1.8	2000mcd @50mA	15°	GaAIAs/GaAs -- Gallium Aluminum Arsenide/Gallium Aluminum Arsenide
	635	High Eff. Red	2.0	200mcd @20mA	15°	GaAsP/GaP - Gallium Arsenic Phosphide / Gallium Phosphide
	633	Super Red	2.2	3500mcd @20mA	15°	InGaAIP - Indium Gallium Aluminum Phosphide
	620	Super Orange	2.2	4500mcd @20mA	15°	InGaAIP - Indium Gallium Aluminum Phosphide
	612	Super Orange	2.2	6500mcd @20mA	15°	InGaAIP - Indium Gallium Aluminum Phosphide
	605	Orange	2.1	160mcd @20mA	15°	GaAsP/GaP - Gallium Arsenic Phosphide / Gallium Phosphide
	595	Super Yellow	2.2	5500mcd @20mA	15°	InGaAIP - Indium Gallium Aluminum Phosphide
	592	Super Pure Yellow	2.1	7000mcd @20mA	15°	InGaAIP - Indium Gallium Aluminum Phosphide
	585	Yellow	2.1	100mcd @20mA	15°	GaAsP/GaP - Gallium Arsenic Phosphide / Gallium Phosphide
	4500K	"Incandescent" White	3.6	2000mcd @20mA	20°	SiC/GaN -- Silicon Carbide/Gallium Nitride
	6500K	Pale White	3.6	4000mcd @20mA	20°	SiC/GaN -- Silicon Carbide/Gallium Nitride
	8000K	Cool White	3.6	6000mcd @20mA	20°	SiC/GaN - Silicon Carbide / Gallium Nitride
	574	Super Lime Yellow	2.4	1000mcd @20mA	15°	InGaAIP - Indium Gallium Aluminum Phosphide
	570	Super Lime Green	2.0	1000mcd @20mA	15°	InGaAIP - Indium Gallium Aluminum Phosphide
	565	High Efficiency Gr een	2.1	200mcd @20mA	15°	GaP/GaP - Gallium Phosphide/Gallium Phosphide
	560	Super Pure Green	2.1	350mcd @20mA	15°	InGaAIP - Indium Gallium Aluminum Phosphide
	555	Pure Green	2.1	80mcd @20mA	15°	GaP/GaP - Gallium Phosphide/ Gallium Phosphide
	525	Aqua Green	3.5	10,000mcd @20mA	15°	SiC/GaN - Silicon Carbide / Gallium Nitride
	505	Blue Green	3.5	2000mcd @20mA	45°	SiC/GaN - Silicon Carbide / Gallium Nitride
	470	Super Blue	3.6	3000mcd @20mA	15°	SiC/GaN - Silicon Carbide / Gallium Nitride
	430	Ultra Blue	3.8	100mcd @20mA	15°	SiC/GaN - Silicon Carbide / Gallium Nitride

E LA SUA RESISTENZA



R1
470Ω

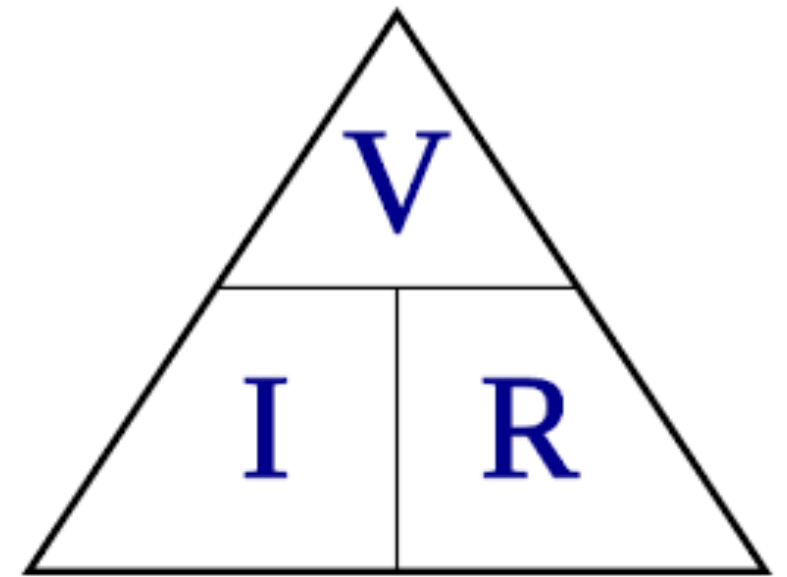


Color	1 st Band	2 nd Band	3 rd Band	Multiplier	Tolerance
Black	0	0	0	x 1 Ω	
Brown	1	1	1	x 10 Ω	+/- 1%
Red	2	2	2	x 100 Ω	+/- 2%
Orange	3	3	3	x 1K Ω	
Yellow	4	4	4	x 10K Ω	
Green	5	5	5	x 100K Ω	+/- 5%
Blue	6	6	6	x 1M Ω	+/- 25%
Violet	7	7	7	x 10M Ω	+/- .1%
Grey	8	8	8		+/- .05%
White	9	9	9		
Gold				x .1 Ω	+/- 5%
Silver				x .01 Ω	+/- 10%

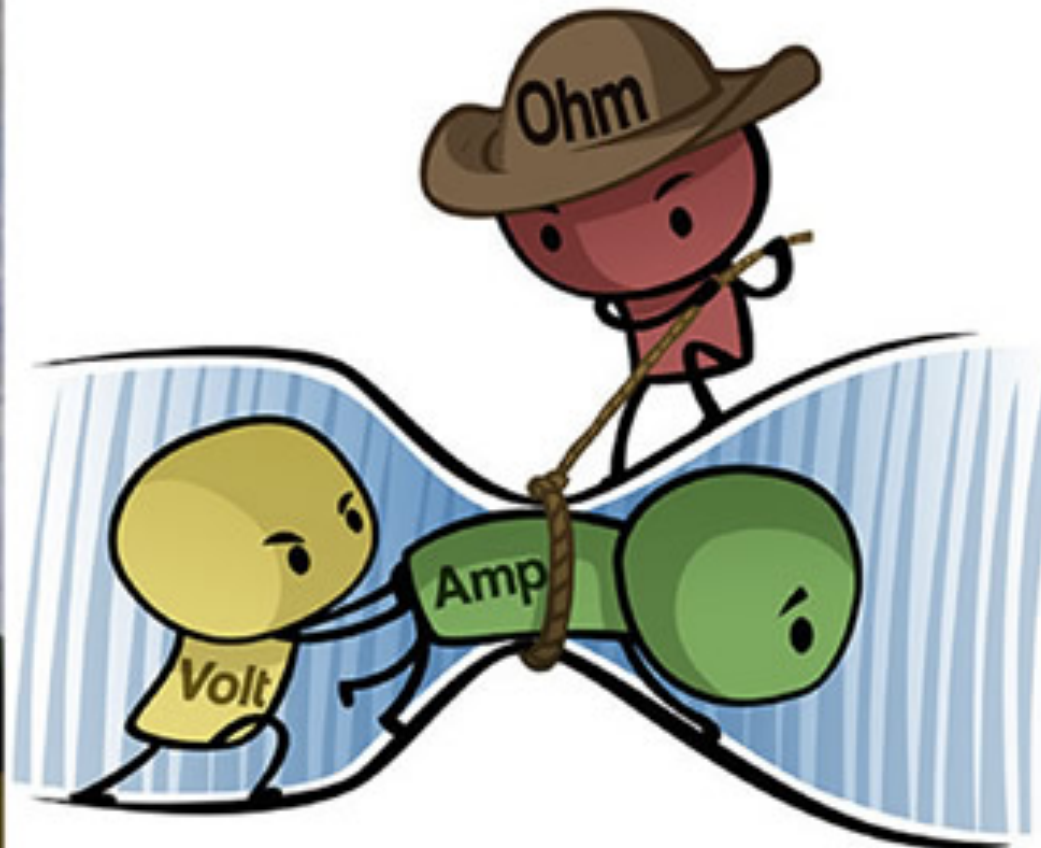
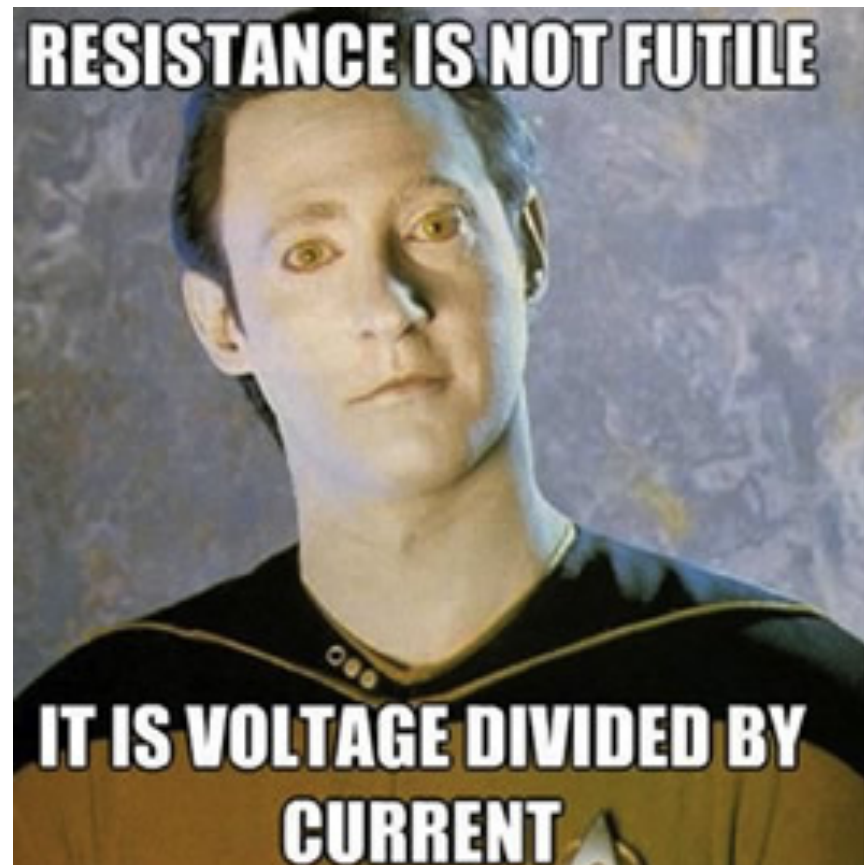
Legge di Ohm: $V = i \cdot R$ $R = \frac{V}{i}$

Se la batteria ha 5V, e il LED 2V / 20mA

$$R = \frac{V_{batteria} - V_{LED}}{A_{LED}}$$



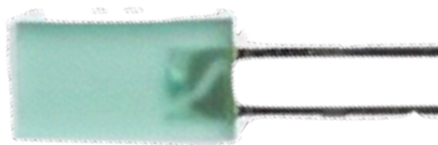
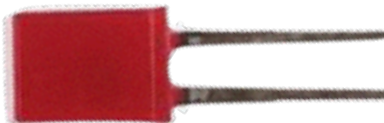
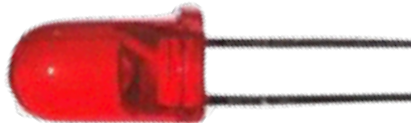
150 Ohm



CHANGE THE CODE!

- ▶ Test different patterns
- ▶ Send an SoS
... - - - ...
- ▶ Heartbeat mode 
- ▶ Try 10msec for both values

1,2,3 AND SO ON



esp2_3LedaPWM

```
int led_1 = 13;
int led_2 = 12;
int led_3 = 11;

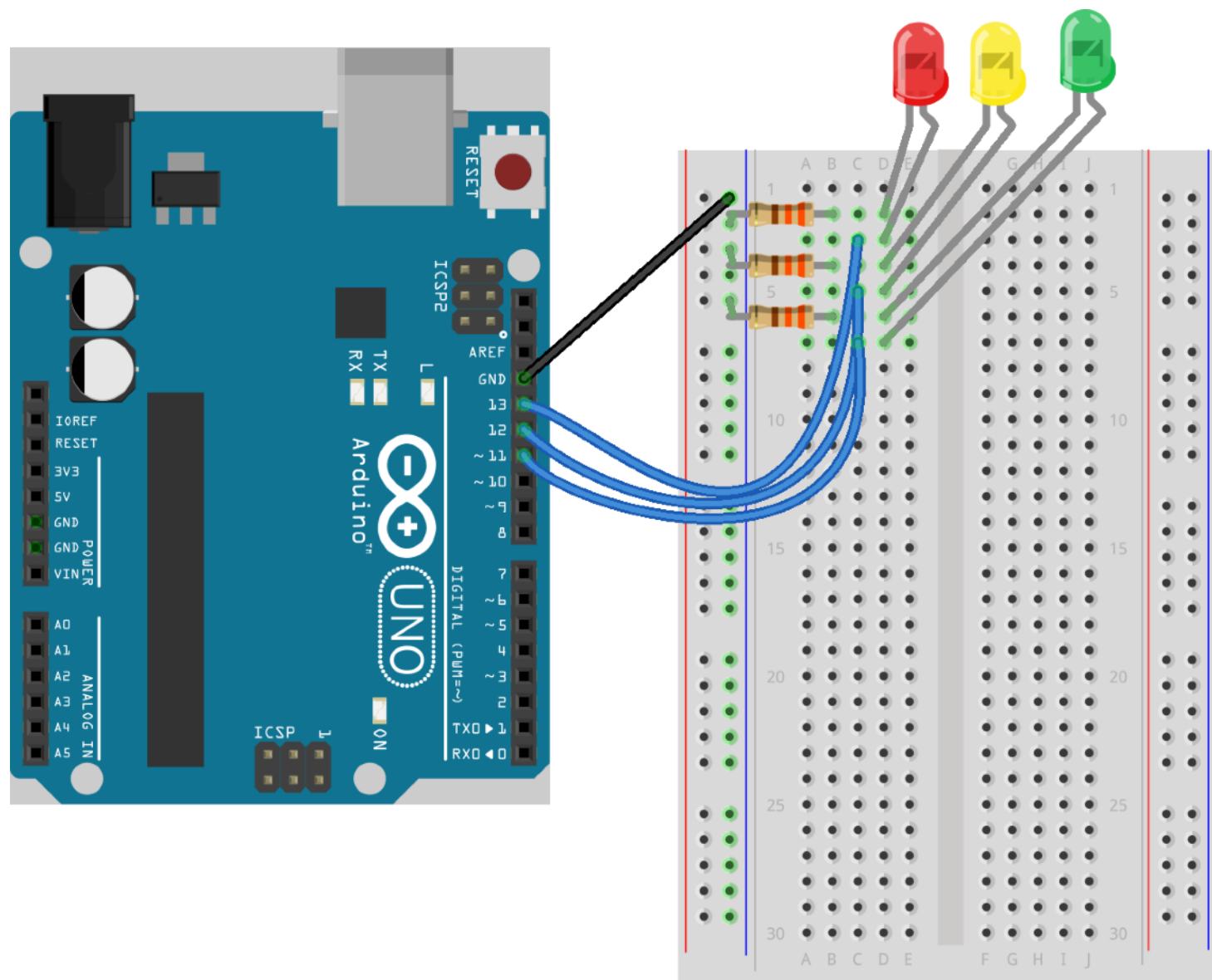
void setup()
{
  pinMode(led_1, OUTPUT);
  pinMode(led_2, OUTPUT);
  pinMode(led_3, OUTPUT);
}

void loop()
{
  digitalWrite(led_1, HIGH);
  digitalWrite(led_2, LOW);
  digitalWrite(led_3, LOW);
  delay(1000);

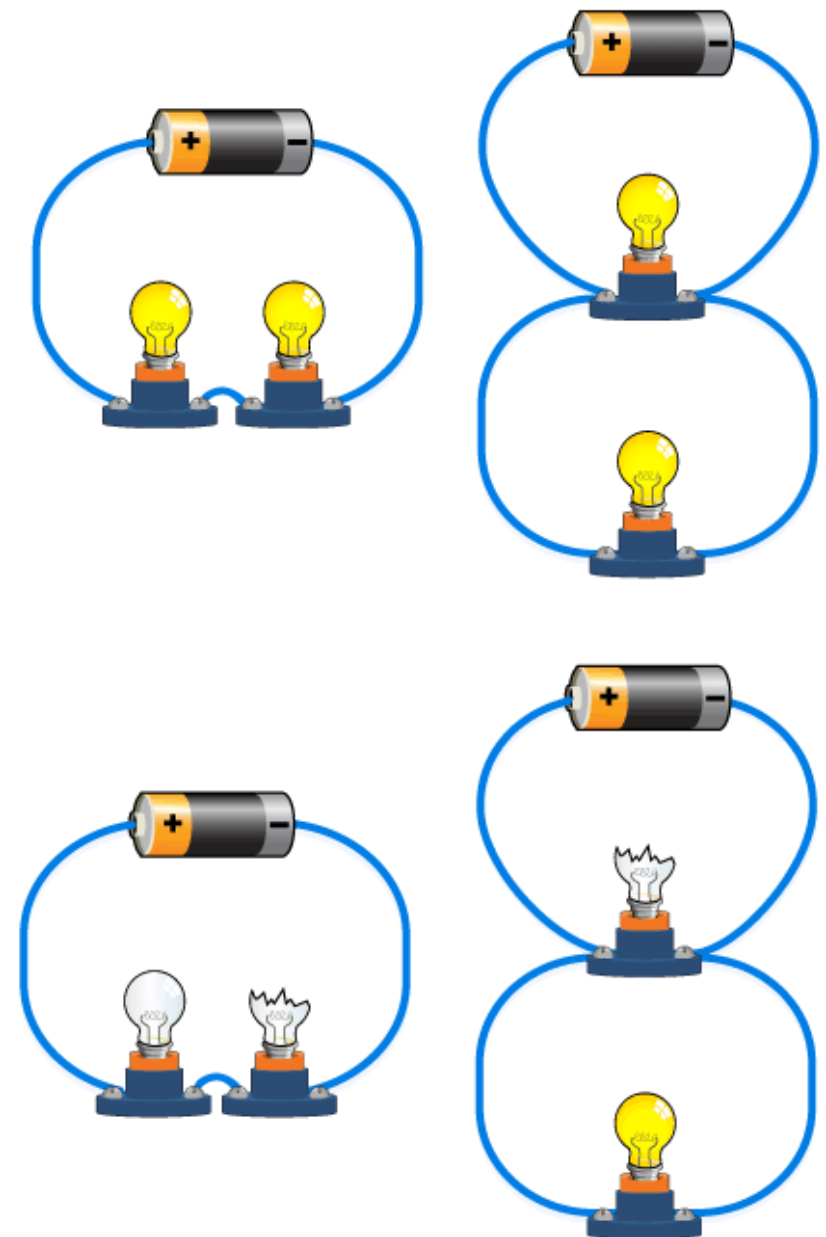
  digitalWrite(led_1, LOW);
  digitalWrite(led_2, HIGH);
  digitalWrite(led_3, LOW);
  delay(1000);

  digitalWrite(led_1, LOW);
  digitalWrite(led_2, LOW);
  digitalWrite(led_3, HIGH);
  delay(1000);
}
```

1,2,3 AND SO ON



fritzing



K.I.T.T.

```
void setup(){
  pinMode(13, OUTPUT);
  pinMode(12, OUTPUT);
  pinMode(11, OUTPUT);
  pinMode(10, OUTPUT);
  pinMode(9, OUTPUT);
  pinMode(8, OUTPUT);
}
```



```
void loop(){
  digitalWrite(13,HIGH);
  delay(200);
  digitalWrite(13,LOW);
  digitalWrite(12,HIGH);
  delay(100);
  digitalWrite(12,LOW);
  digitalWrite(11,HIGH);
  delay(100);
  digitalWrite(11,LOW);
  digitalWrite(10,HIGH);
  delay(100);
  digitalWrite(10,LOW);
  digitalWrite(9, HIGH);
  delay(100);
  digitalWrite(9,LOW);
  digitalWrite(8, HIGH);
  delay(200); // tempo di accensione più lungo sul pin 1
  digitalWrite(8, LOW);
  digitalWrite(9,HIGH);
  delay(100);
  digitalWrite(9,LOW);
  digitalWrite(10,HIGH);
  delay(100);
  digitalWrite(10,LOW);
  digitalWrite(11,HIGH);
  delay(100);
  digitalWrite(11,LOW);
  digitalWrite(12,HIGH);
  delay(100);
  digitalWrite(12,LOW);
  digitalWrite(13,HIGH);
  delay(100);
}
```


for (int i = 1; i <= 10; i++) {...}

```
esp2_3Ledfor
//Loop

int timer = 100;          // tempo

void setup() {
    // inizializza tutti i pin come OUTPUT
    for (int LEDpin = 10; LEDpin <= 13; LEDpin++) {
        pinMode(LEDpin, OUTPUT);
    }
}

void loop() {
    // loop dal primo all'ultimo
    for (int LEDpin = 10; LEDpin <= 13; LEDpin++) {
        // accende
        digitalWrite(LEDpin, HIGH);
        delay(timer);
        // spegne
        digitalWrite(LEDpin, LOW);
    }

    // loop dall'ultimo al primo
    for (int LEDpin = 13; LEDpin >= 10; LEDpin--) {
        // accende
        digitalWrite(LEDpin, HIGH);
        delay(timer);
        // spegne
        digitalWrite(LEDpin, LOW);
    }
}
```

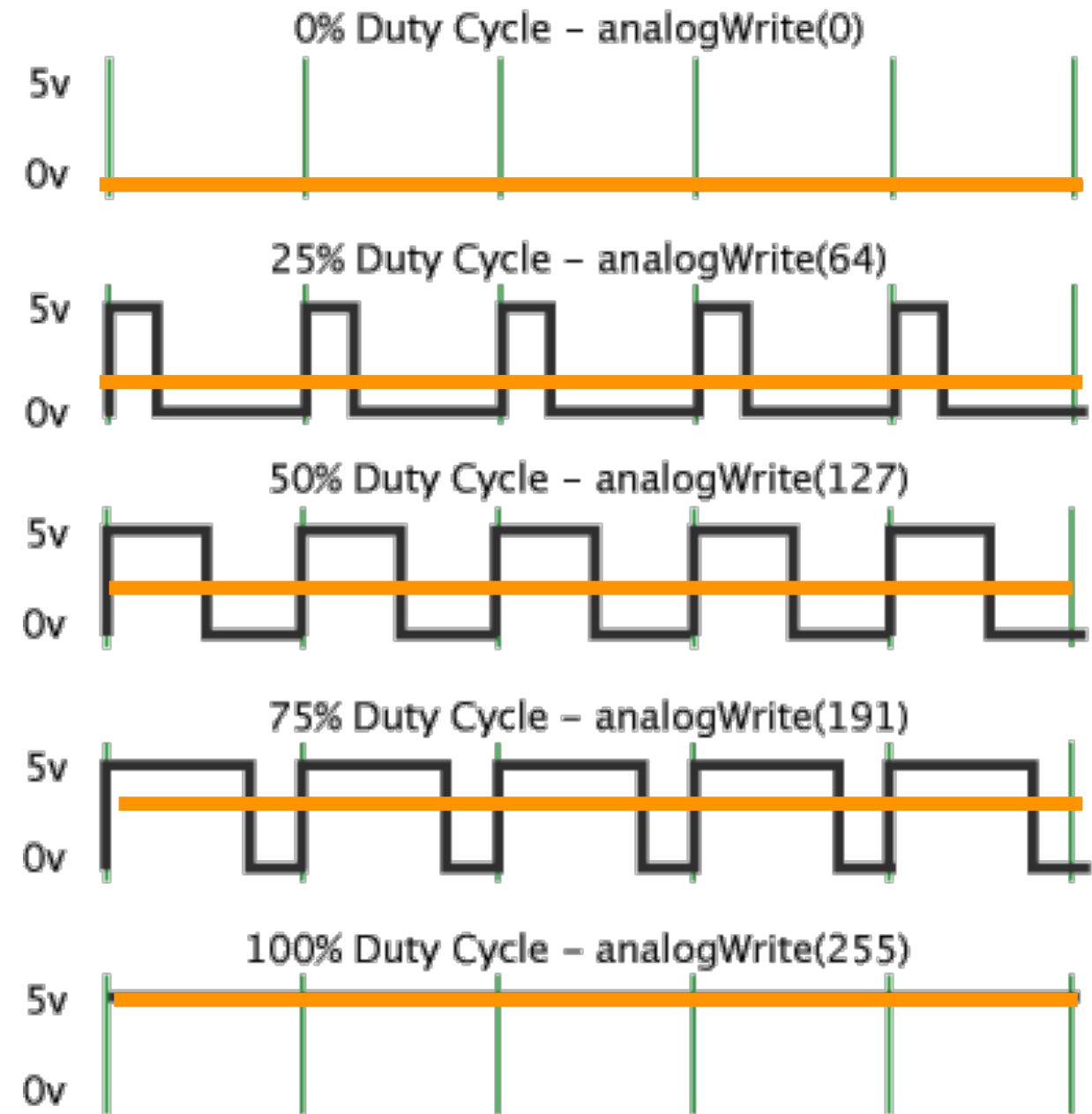
PWM

It can emulate an analog signal on a digital port

`analogWrite(PWMpin, 0-255);`



Pulse Width Modulation



To vary LED brightness using POV effect

To change the speed of rotation of a motor

As an analog output, filtering it you obtain a voltage between 0 and 5V

for (int i = 1; i <= 10; i++) {...}

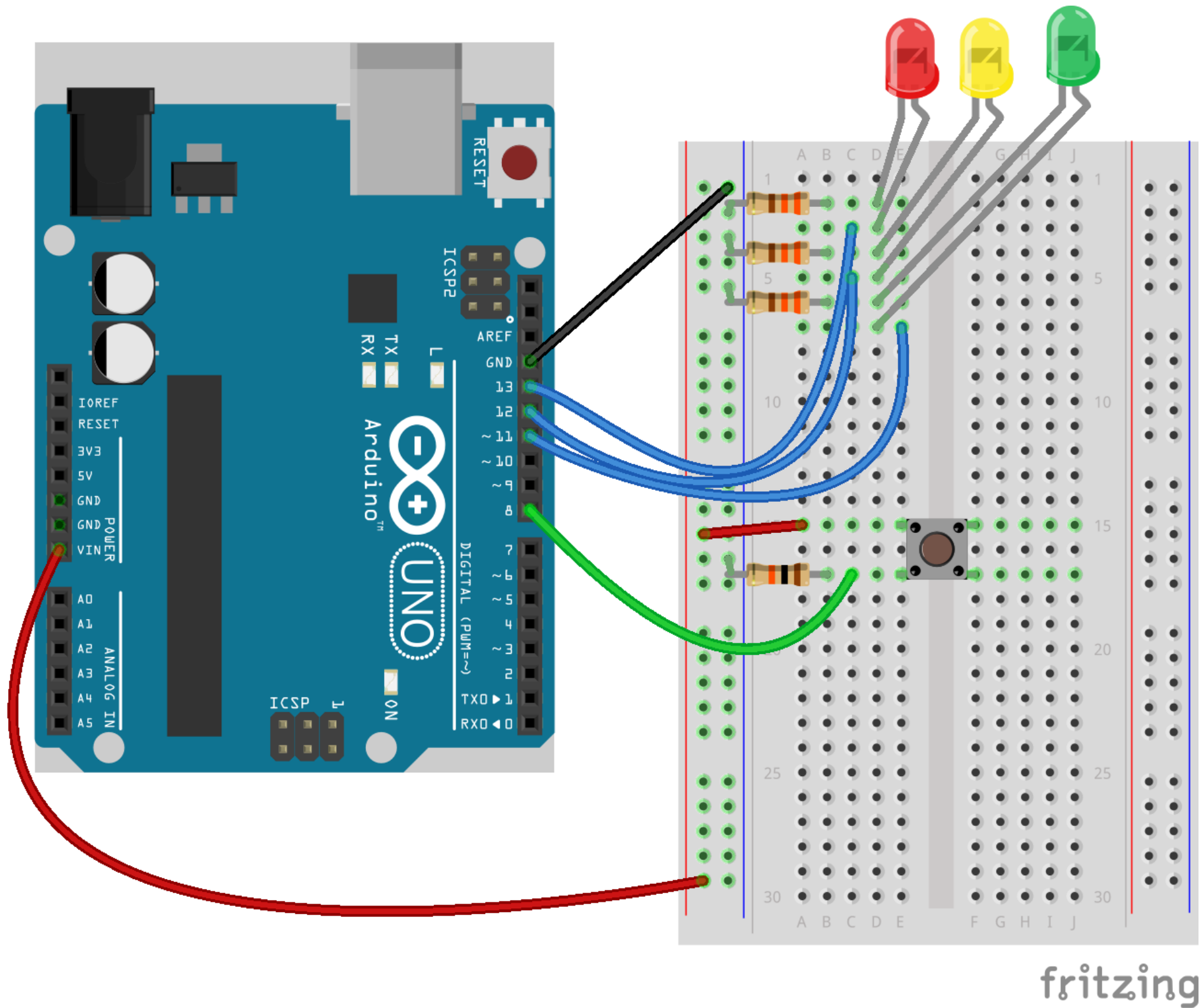
```
esp2_3Ledb
//pulsazione
int ledPin = 11;
int luminosita = 0;
int timer = 10;           // tempo

void setup() {
}

void loop() {
    for (int luminosita = 0; luminosita <= 255; luminosita++) {
        analogWrite(ledPin, luminosita);
        delay(timer);
    }

    for (int luminosita = 255; luminosita >= 0; luminosita--) {
        analogWrite(ledPin, luminosita);
        delay(timer);
    }
}
```

1,2,3 AND SO ON

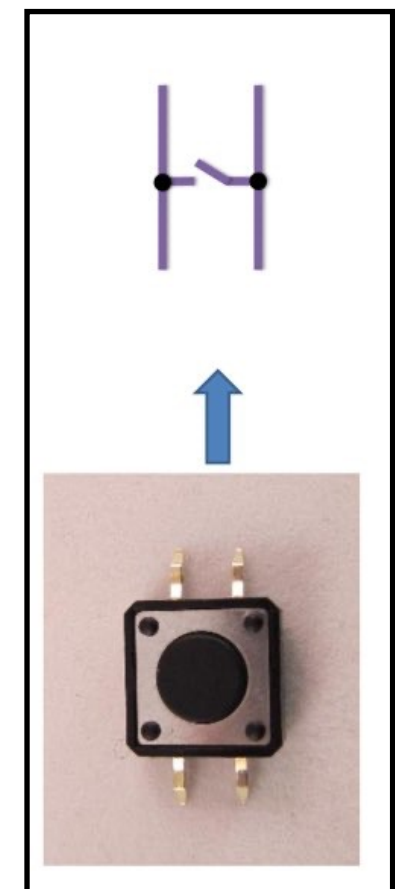


OFF:

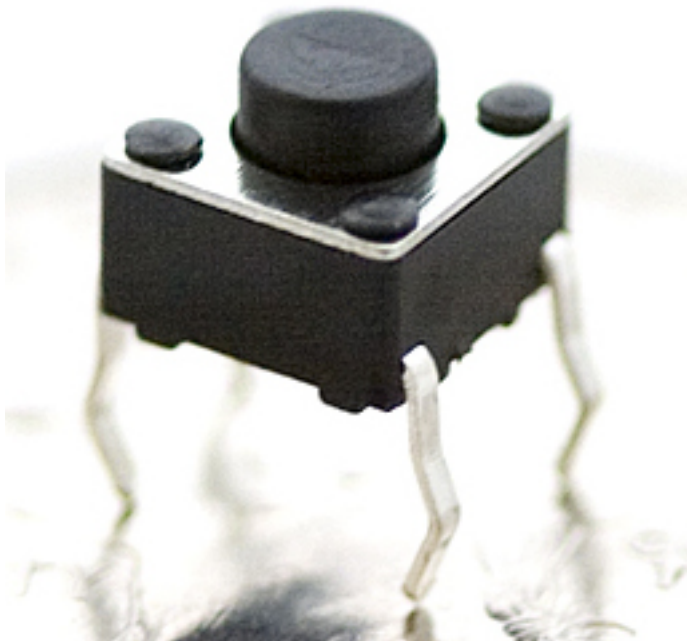
pin8>resistenza>Ground

ON:

pin8>5V>Ground



LED pulsante



```
if (switchstate == LOW) {...}  
else {...}
```

```
esp3_button  
  
int led1 = 13;  
int led2 = 12;  
int led3 = 11;  
int bottone = 8;  
int switchstate = 0; //variabile di stato del bottone  
  
void setup(){  
    pinMode(led1, OUTPUT);    //led1  
    pinMode(led2, OUTPUT);    //led2  
    pinMode(led3, OUTPUT);    //led3  
    pinMode(bottone, INPUT);  //bottone  
}  
  
void loop(){  
  
    switchstate = digitalRead(bottone); //legge lo stato del bottone  
  
    // se il bottone NON è premuto  
    if (switchstate == LOW) {  
        digitalWrite(led1, HIGH); // accende il led1  
        digitalWrite(led2, HIGH); // accende il led2  
        digitalWrite(led3, HIGH); // accende il led3  
    }  
    // se il bottone è premuto  
    else {  
        digitalWrite(led1, LOW); //spegne il led1  
        digitalWrite(led2, LOW); //spegne il led2  
        digitalWrite(led3, LOW); //spegne il led3  
    }  
}
```

Fading

```
/*  
Fading  
*/  
  
int ledPin = 11;  
  
void setup() {  
  
}  
  
void loop() {  
  analogWrite(ledPin, 250);  
}
```

Done Saving.

analogWrite(PWMpin, 0-255);

E_pulsazione

```
//pulsazione  
int ledPin = 11;  
int luminosita = 0;  
int timer = 3;           // tempo  
  
void setup() {  
  
}  
  
void loop() {  
  for (int luminosita = 0; luminosita <= 255; luminosita++) {  
    analogWrite(ledPin, luminosita);  
    delay(timer);  
  }  
  
  for (int luminosita = 255; luminosita >= 0; luminosita--) {  
    analogWrite(ledPin, luminosita);  
    delay(timer);  
  }  
  
}
```

Done Saving.

Photoresistor

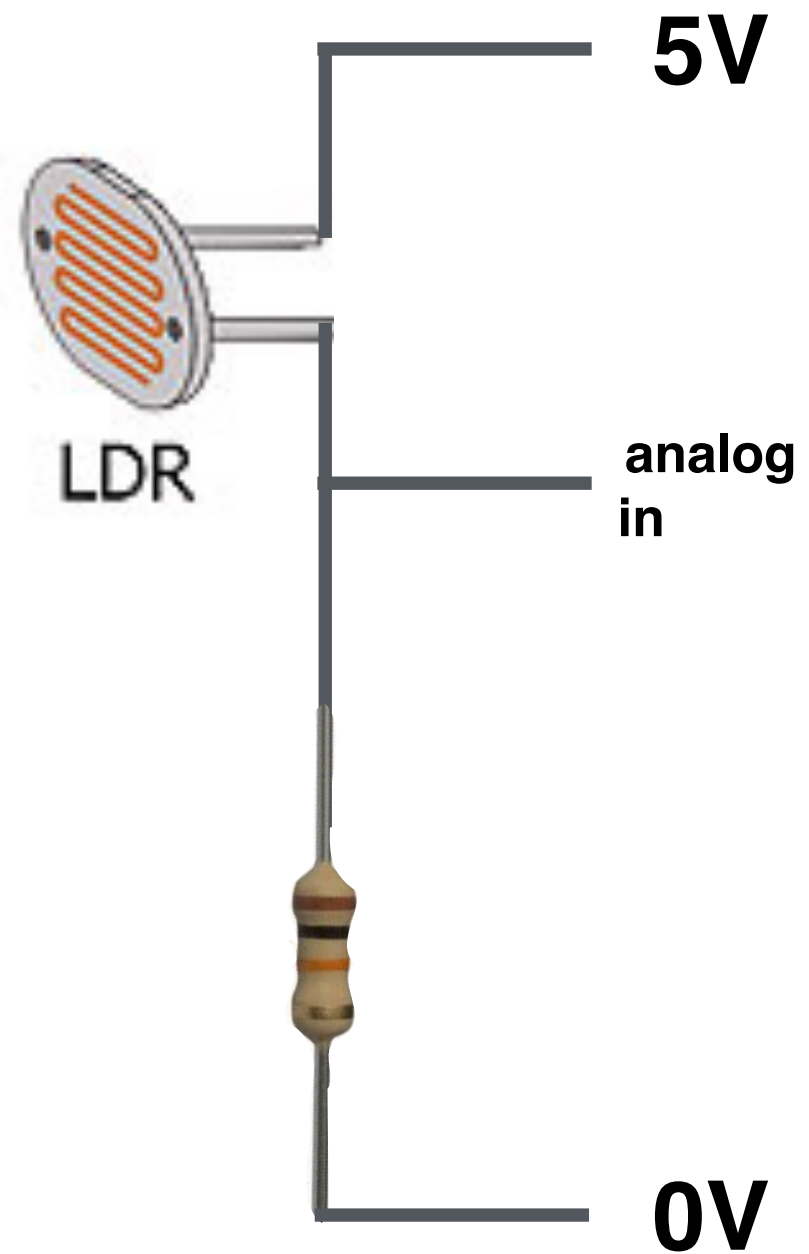


alla luce: $\sim 2\text{K}\Omega$
al buio: $> 2\text{M}\Omega$



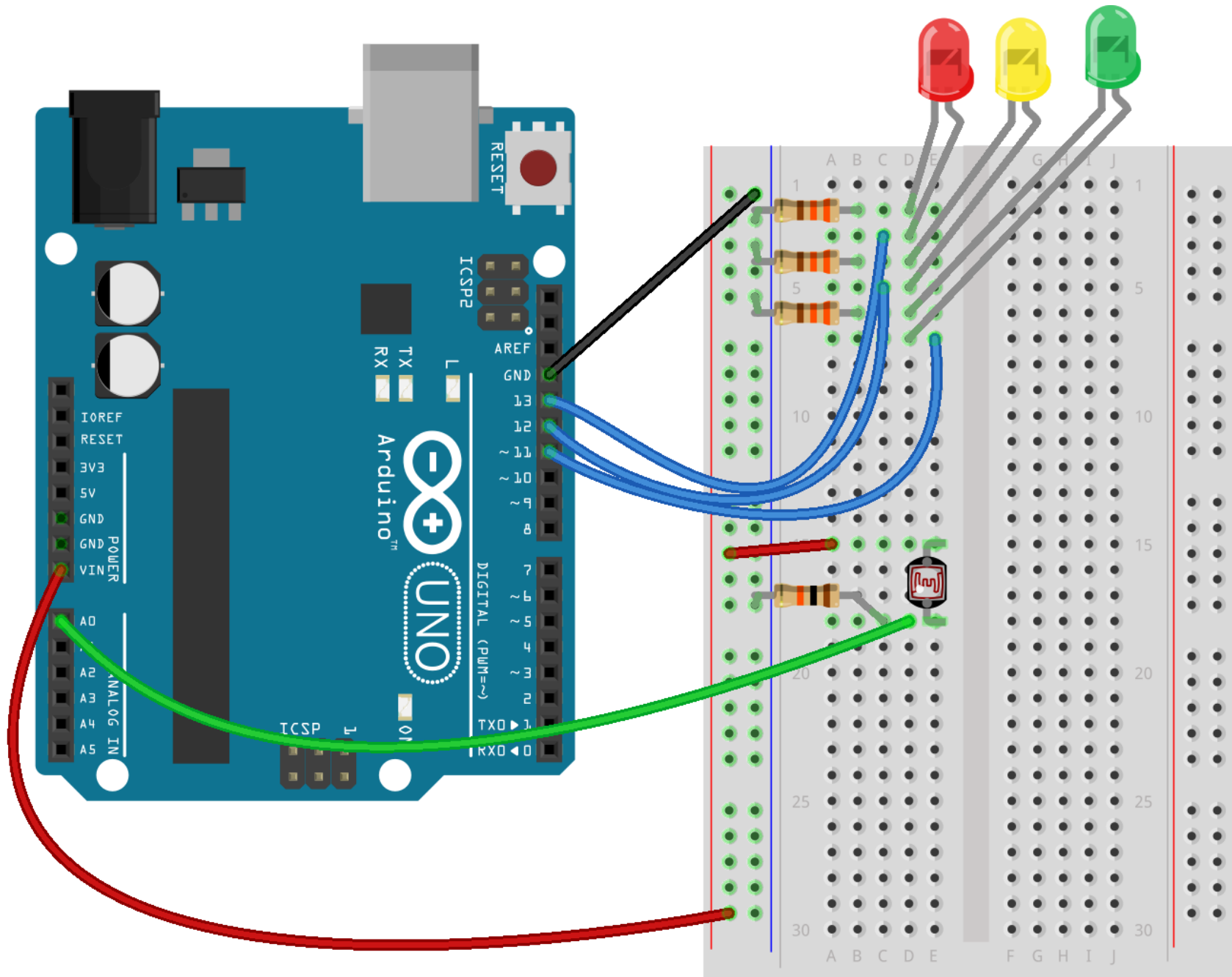
marrone 1
nero 0
arancio $\times 1000$
oro $\pm 5\%$

$10\text{K}\Omega = 10000\Omega$

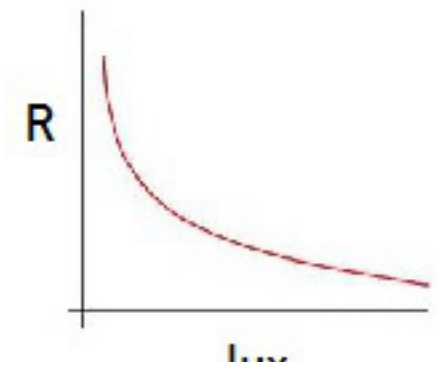
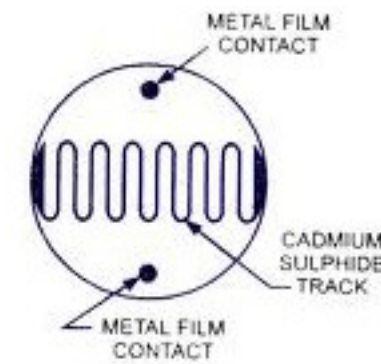
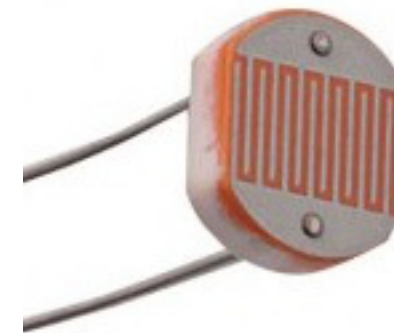


partitore di tensione

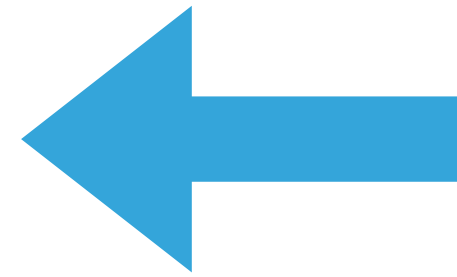
1,2,3 LIGHT AND SHADOW



fritzing



SERIAL MONITOR



```
esp5_LDR1
int sensorPin = A0; // select the input pin for LDR
int sensorValue = 0; // variable to store the value coming from the s

void setup()
{
  Serial.begin(9600); //sets serial port for communication
}
void loop()
{
  sensorValue = analogRead(sensorPin); // read the value from the ser
  Serial.println(sensorValue); //prints the values coming from the se

  delay(100);
}
```

If

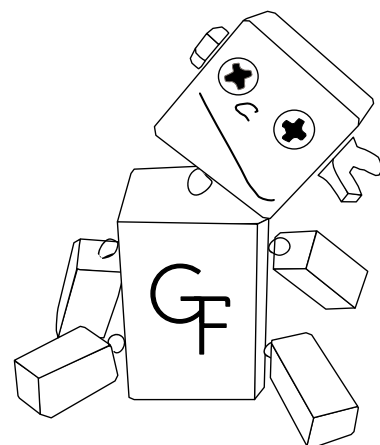
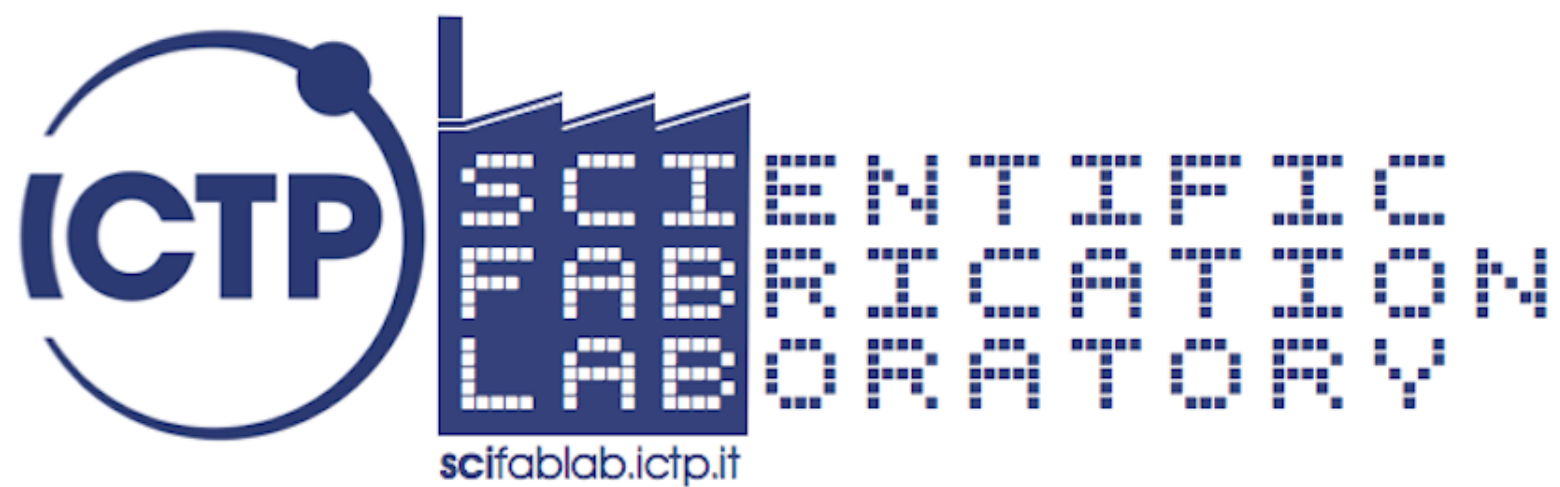
Else

```
esp5_LDRTreshhold
int sensorPin = A0; // select the input pin for ldr
int sensorValue = 0; // variable to store the value coming from the sensor
int Led3 = 11;
void setup() {
  pinMode(Led3, OUTPUT); //pin connected to the relay
  Serial.begin(9600); //sets serial port for communication
}
void loop() {
  // read the value from the sensor:
  sensorValue = analogRead(sensorPin);
  Serial.println(sensorValue); //prints the values coming from the sensor on the screen

  if(sensorValue < 80) //setting a threshold value
    digitalWrite(Led3,HIGH); //turn ON

  else digitalWrite(Led3,LOW); //turn OFF

  delay(100);
}
```



Gaia Fior