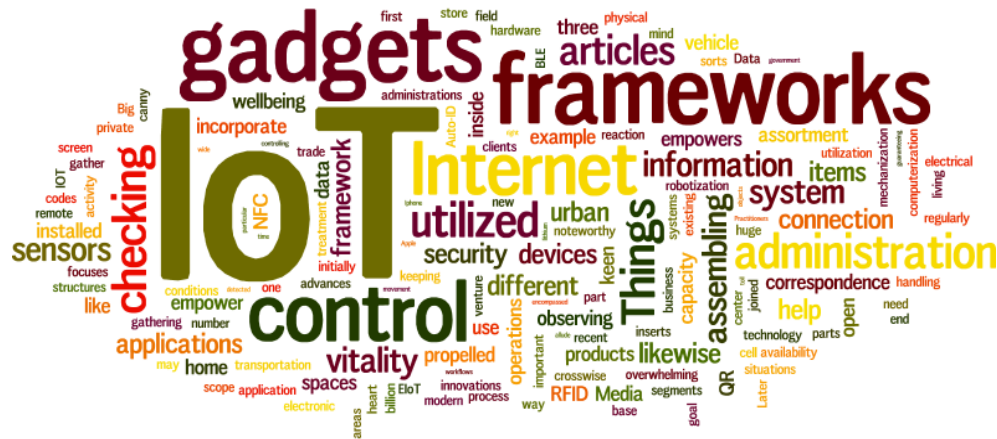


CS578: Internet of Things



Introduction to Arduino Programming



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“If you want peace of mind, do not find fault with others. Rather learn to see your own faults.” – Ma Sarada Devi

Introduction



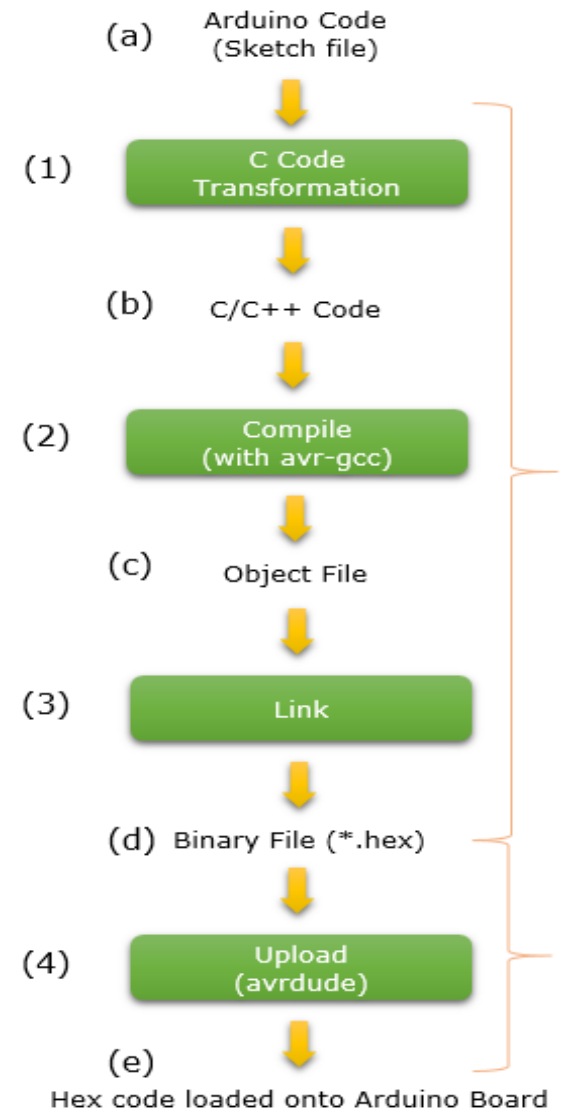
- The Arduino Software (IDE) allows you to write programs (i.e. **sketches**) and upload them to your board.
- A sketch is consists of two **mandatory** functions:
 - ✓ **Setup()** -- it is executed **once**
 - ✓ **Loop()** -- it is executed **repeatedly**
- **Setup()** is used for
 - ✓ initialization of serial communication
 - ✓ defining pinMode
 - ✓ declaring variables
- **Loop()** is used for
 - ✓ writing the main code which has to execute continuously.
 - ✓ e.g. reading inputs from the sensors, triggering outputs to the external device, etc.

```
sketch_jul11a
1 void setup() {
2   // put your setup code here, to run once:
3
4 }
5
6 void loop() {
7   // put your main code here, to run repeatedly:
8
9 }
```

Cont...



- **Sketches are compiled** by `avr-gcc / avr-g++`
 - It is based on C/C++ programming language
- So, the program **syntax** is almost similar to C/C++
 - Supported data types
 - Variables
 - Constants
 - Control structure
 - Looping structure
 - Arrays
 - Strings
 - Function
- One **important extension** is : **Arduino Libraries**
 - Libraries are a collection of code that makes it easy for you to connect to a sensor, display, module, etc.



Variables



Constants

HIGH | LOW

INPUT | OUTPUT | INPUT_PULLUP

LED_BUILTIN

true | false

Floating Point Constants

Integer Constants

Conversion

(unsigned int)

(unsigned long)

byte()

char()

float()

int()

long()

word()

Data Types

array

bool

boolean

byte

char

double

float

int

long

short

size_t

string

String()

unsigned char

unsigned int

unsigned long

void

word

Variable Scope & Qualifiers

const

scope

static

volatile

Utilities

PROGMEM

sizeof()

Operators & Structures



Sketch

loop()
setup()

Control Structure

break
continue
do...while
else
for
goto
if
return
switch...case
while

Further Syntax

#define (define)
#include (include)
/* */ (block comment)
// (single line comment)
; (semicolon)
{ } (curly braces)

Arithmetic Operators

% (remainder)
* (multiplication)
+ (addition)
- (subtraction)
/ (division)
= (assignment operator)

Comparison Operators

!= (not equal to)
< (less than)
<= (less than or equal to)
== (equal to)
> (greater than)
>= (greater than or equal to)

Boolean Operators

! (logical not)
&& (logical and)
|| (logical or)

Pointer Access Operators

& (reference operator)
* (dereference operator)

Bitwise Operators

& (bitwise and)
<< (bitshift left)
>> (bitshift right)
^ (bitwise xor)
| (bitwise or)
~ (bitwise not)

Compound Operators

%= (compound remainder)
&= (compound bitwise and)
*= (compound multiplication)
++ (increment)
+= (compound addition)
-- (decrement)
-= (compound subtraction)
/= (compound division)
^= (compound bitwise xor)
|= (compound bitwise or)

Few Built-in Functions



<https://www.arduino.cc/reference/en/>

- **pinMode(pin, mode)**

- It configures the specified pin to behave either as input or as output
- By default the digital pins in Arduino function as input.
- **pin**: is the number of the pin whose mode needs to be set
- **mode**: can be INPUT, OUTPUT, INPUT_PULLUP.

`pinMode(9,OUTPUT);`

- **digitalReadPin(pin)**

- Reads the value from a specified digital pin, either HIGH or LOW.

`val = digitalRead(inPin);`

- **digitalWrite(pin, value)**

- Used for output by using the LOW/HIGH logic level (i.e. 0V / 5V)
- **value**: LOW / HIGH

`digitalWrite(10,HIGH);`

- **analogRead(pin)**

- Access and gets value from a particular Analog pin having 10-bit resolution (i.e. 10-bit ADC)
- Returns: 0-1023 (integer)
- Arduino UNO yields a resolution between readings of: 5 volts / 1024 units. It will map input voltages between 0 and the operating voltage(5V or 3.3V) into integer values between 0 and 1023.
- The input range can be changed using [analogReference\(\)](#)

`val = analogRead(A3);`

- **analogWrite(pin, value)**

- Write the analog value (PWM wave) to a pin
- **value**: it is the duty cycle value between 0 and 255 (as 6 pins).
- Note: analogRead values go from 0 to 1023, analogWrite values from 0 to 255

`analogWrite(9, val / 4);`

Cont...



- **delay(ms)**
 - Pause the program for the amount of time (in millisecond) specified by **ms**

```
delay(1000); // wait for a second
```
- **Serial.begin(speed)**
 - It sets the **speed** in bps (baud rate) for serial data transmission from computer to Arduino board

```
Serial.begin(9600);
```
- **Serial.available ()**
 - Returns: the number of bytes (characters) available to read

```
if (Serial.available() > 0) { }
```
- **Serial.print(value)**
 - Print data to the serial port as human-readable ASCII text
 - **Numbers** are printed using ASCII character for each digit
 - **Floats** are printed as ASCII digits (upto 2 decimal places)
 - **Bytes** are send as a single character
 - **Characters** and **Strings** are sent as is.

```
Serial.print("I received: ");
```
- **Serial.print(value, format)**
 - The optional 2nd argument specifies the base (format) to use
 - **format:** BIN / OCT / DEC / HEX

```
Serial.print(i,DEC);  
// Print Decimal value of number i
```
- **Serial.println(value) , Serial.println(value, format)**
 - Additionally it returns the number of bytes written

Cont...



- **Serial.read()**
 - Reads incoming serial data.
- **Serial.write(val) or .write(str) or .write(buf, len)**
 - Writes binary data to the serial port.
 - This data is sent as a byte or series of bytes; to send the characters representing the digits of a number use the [print\(\)](#) function instead.
- **Trigonometry:**
 - `cos()`
 - `sin()`
 - `tan()`
- **Math:**
 - `abs()`
 - `max()`
 - `min()`
 - `pow()`
 - `sq()`
 - `sqrt()`
 - `random()`
 - `randomSeed()`

```
incomingByte = Serial.read();
```

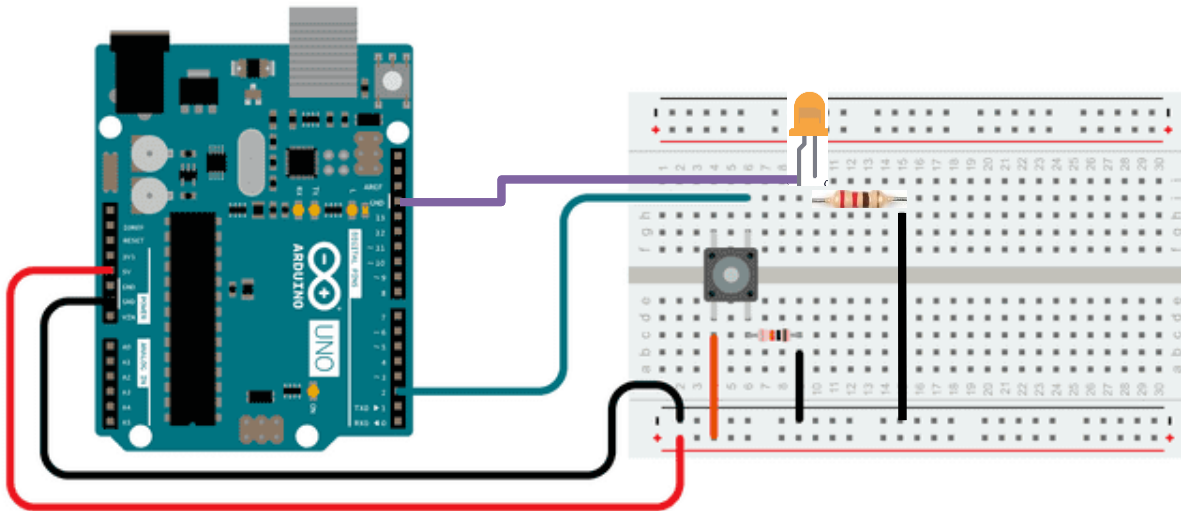
```
Serial.write(45); // send a byte with the value 45
```

```
int bytesSent = Serial.write("hello"); //send the  
string "hello" and return the length of the string.
```


Example 1: Digital Read-Write

- Objective:

- Turns on and off a LED connected to digital pin 13, when pressing a pushbutton attached to pin 2.



- The circuit:

- LED attached from pin 13 to ground through 220 ohm resistor
- One leg of the Pushbutton attached to pin 2
- That same leg of the button connects through a pull-down resistor (here 10K ohm) to ground.
- The other leg of the button connects to the 5 volt supply.

Cont...



Button | Arduino 1.8.19 (Windows Store 1.8.57.0)

File Edit Sketch Tools Help



```
// constants won't change. They're used here to set pin numbers:
const int buttonPin = 2;    // the number of the pushbutton pin
const int ledPin = 13;     // the number of the LED pin

// variables will change:
int buttonState = 0;       // variable for reading the pushbutton status

void setup() {
  // initialize the LED pin as an output:
  pinMode(ledPin, OUTPUT);
  // initialize the pushbutton pin as an input:
  pinMode(buttonPin, INPUT);
}

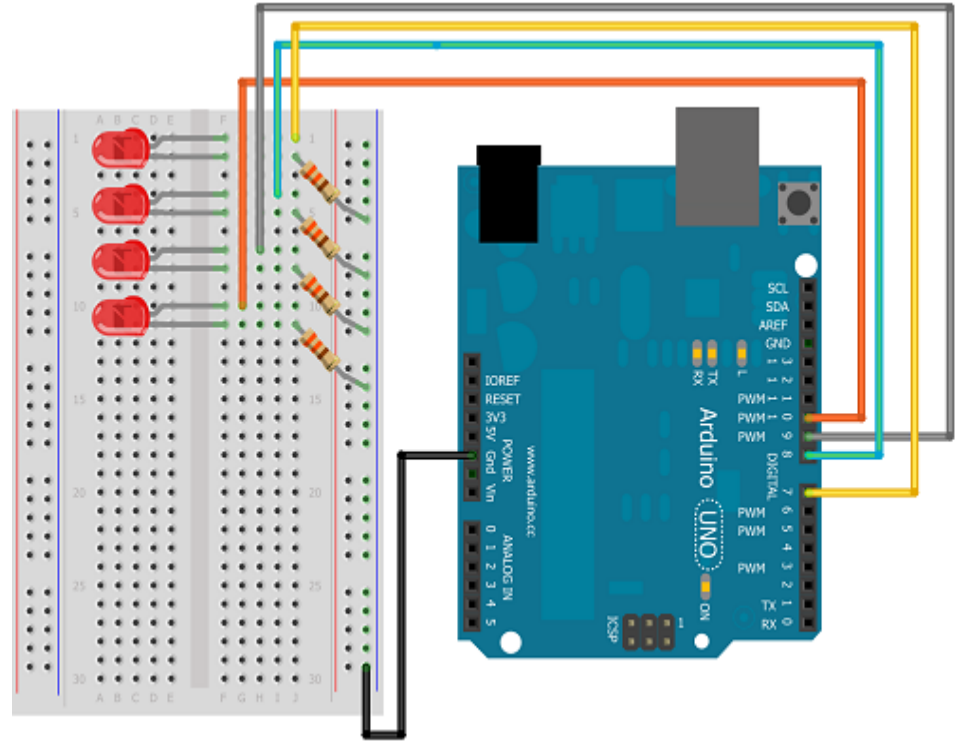
void loop() {
  // read the state of the pushbutton value:
  buttonState = digitalRead(buttonPin);

  // check if the pushbutton is pressed. If it is, the buttonState is HIGH:
  if (buttonState == HIGH) {
    // turn LED on:
    digitalWrite(ledPin, HIGH);
  } else {
    // turn LED off:
    digitalWrite(ledPin, LOW);
  }
}
```

- When the pushbutton is open (**unpressed**)
 - there is no connection between the two legs of the pushbutton, so the pin is connected to ground (through the pull-down resistor) and **we read a LOW**.
- When the button is closed (**pressed**)
 - it makes a connection between its two legs, connecting the pin to 5 volts, so that **we read a HIGH**.

Example 2: Binary Counter in LED

- Requirements:
 - Arduino UNO
 - USB connector
 - Breadboard
 - 4 piece LEDs
 - 4 piece 1K ohm resistor
 - Arduino IDE
- Connection:
 - Place the LED and resistor on breadboard
 - Connect the breadboard power with Arduino
 - Connect the LED with Arduino
 - Connect the Arduino board with PC/Laptop
- Arduino Programming
 - Install IDE in PC/Laptop
 - Run the IDE
 - Select the Arduino board in IDE
 - Select the connected COM port
 - Start writing new sketch



Sketch of Binary Counter



```
BinaryCountInLED

int animationSpeed = 0;
int ledPin10 = 10;
int ledPin11 = 11;
int ledPin12 = 12;
int ledPin13 = 13;

void setup() { // put your setup code here, to run once:
  Serial.begin(9600); //initialize serial communication
  int i=0;
  int ledPin = 10;
  for (i=0;i<4;i++)
  {
    pinMode(ledPin,OUTPUT);
    digitalWrite(ledPin,LOW); // make LED1 to LED4 OFF
    ledPin = ledPin + 1;
  }
  Serial.println("Binary count in LEDs");
  Serial.println("On the serial monitor");
}

void loop() { // put your main code here, to run repeatedly:
  animationSpeed = 4000;
  int i; int number = 0;
  Serial.println("Decimal and Equivalent Binary");
  for (i=0;i<16;i++) {
    Serial.print('\t');
    Serial.print(i,DEC); // Print Decimal number
    Serial.print('\t');
    Serial.print(i,BIN); // Print Binary number
  }
}
```

```
sketch_sep17a$

Serial.println(i,BIN); // Print binary equivalent

number = i&1; //check if bit 1 is 1 by ANDing with 1
if(number)
  digitalWrite(ledPin10,HIGH);
else
  digitalWrite(ledPin10,LOW);

number = i&2; //check if bit 2 is 1 by ANDing with 2
if(number)
  digitalWrite(ledPin11,HIGH);
else
  digitalWrite(ledPin11,LOW);

number = i&4; //check if bit 3 is 1 by ANDing with 4
if(number)
  digitalWrite(ledPin12,HIGH);
else
  digitalWrite(ledPin12,LOW);

number = i&8; //check if bit 4 is 1 by ANDing with 8
if(number)
  digitalWrite(ledPin13,HIGH);
else
  digitalWrite(ledPin13,LOW);
delay(animationSpeed);
}
```

Demo on Binary Counter in LED



Live Demo



- See the live demo on
 - Connecting 4 LEDs with Arduino
 - Sketch writing, compiling, uploading and execution

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Dr. Manas Khatua

10



Read Analog Voltage

- ADC provide digital output which is proportional to analog value.
- To know what is input analog value, we need to convert the received digital value back to analog value through program.

$$A_{out} = \text{digital value} * (V_{ref}/2^n - 1)$$

- **Example:**
 - digital value = 512 and ADC is 10-bit with 5V Vref.
 - What analog voltage is giving the respective digital value?

$$A_{out} = 512 * (5 \text{ V} / 1023) = 2.5 \text{ V}$$

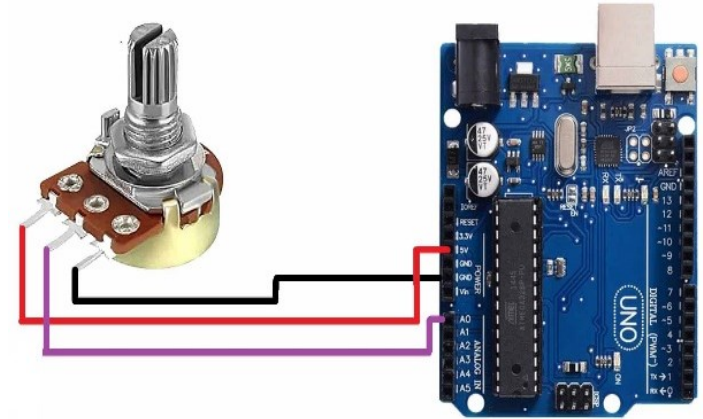
digitalValue = analogRead (pin)

pin - number of analog pin which we want to read

digitalValue: 0 – 1023

Example: Read Analog Voltage

```
// select the input pin for the potentiometer
int sensorPin = A0;
// variable to store the value coming from the sensor
int digitalValue = 0;
float analogVoltage = 0.00;
void setup() {
    Serial.begin(9600);
}
void loop() {
    // read the value from the analog channel
    digitalValue = analogRead(sensorPin);
    Serial.print("digital value = ");
    //print digital value on serial monitor
    Serial.print(digitalValue);
    //convert digital value to analog voltage
    analogVoltage = (digitalValue * 5.00)/1023.00;
    Serial.print(" analog voltage = ");
    Serial.println(analogVoltage);
    delay(1000);
}
```



Pin 1 & 3 of Potentiometer:
connect them to Vcc and GND of Arduino

Pin 2 of Potentiometer: Connect with A0 pin of Arduino

Example: Read Analog Voltage



```
// select the input pin for the potentiometer
int sensorPin = A0;
// variable to store the value coming from the sensor
int digitalValue = 0;
float analogVoltage = 0.00;
void setup() {
    Serial.begin(9600);
}
void loop() {
    // read the value from the analog channel
    digitalValue = analogRead(sensorPin);
    Serial.print("digital value = ");
    //print digital value on serial monitor
    Serial.print(digitalValue);
    //convert digital value to analog voltage
    analogVoltage = (digitalValue * 5.00)/1023.00;
    Serial.print(" analog voltage = ");
    Serial.println(analogVoltage);
    delay(1000);
}
```

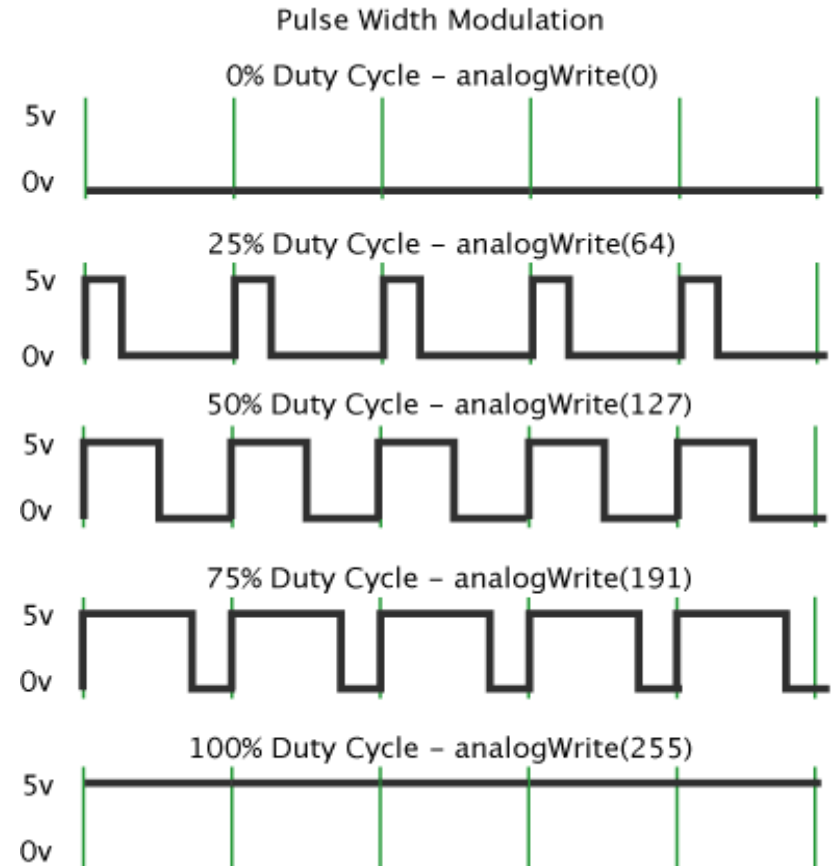
COM4 (Arduino/Genuino Uno)

```
digital value = 0   analog voltage = 0.00
digital value = 0   analog voltage = 0.00
digital value = 30  analog voltage = 0.15
digital value = 66  analog voltage = 0.32
digital value = 171 analog voltage = 0.84
digital value = 275 analog voltage = 1.34
digital value = 331 analog voltage = 1.62
digital value = 400 analog voltage = 1.96
digital value = 459 analog voltage = 2.24
digital value = 475 analog voltage = 2.32
digital value = 482 analog voltage = 2.36
digital value = 502 analog voltage = 2.45
digital value = 517 analog voltage = 2.53
digital value = 543 analog voltage = 2.65
digital value = 588 analog voltage = 2.87
digital value = 595 analog voltage = 2.91
digital value = 598 analog voltage = 2.92
digital value = 736 analog voltage = 3.60
digital value = 939 analog voltage = 4.59
digital value = 974 analog voltage = 4.76
digital value = 998 analog voltage = 4.88
digital value = 1014 analog voltage = 4.96
digital value = 1019 analog voltage = 4.98
digital value = 1022 analog voltage = 5.00
```

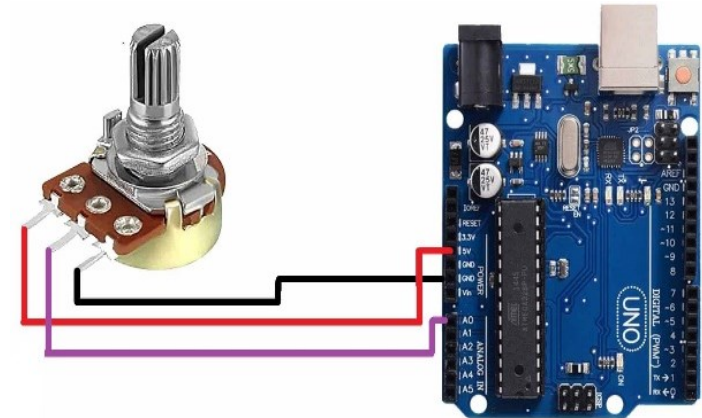
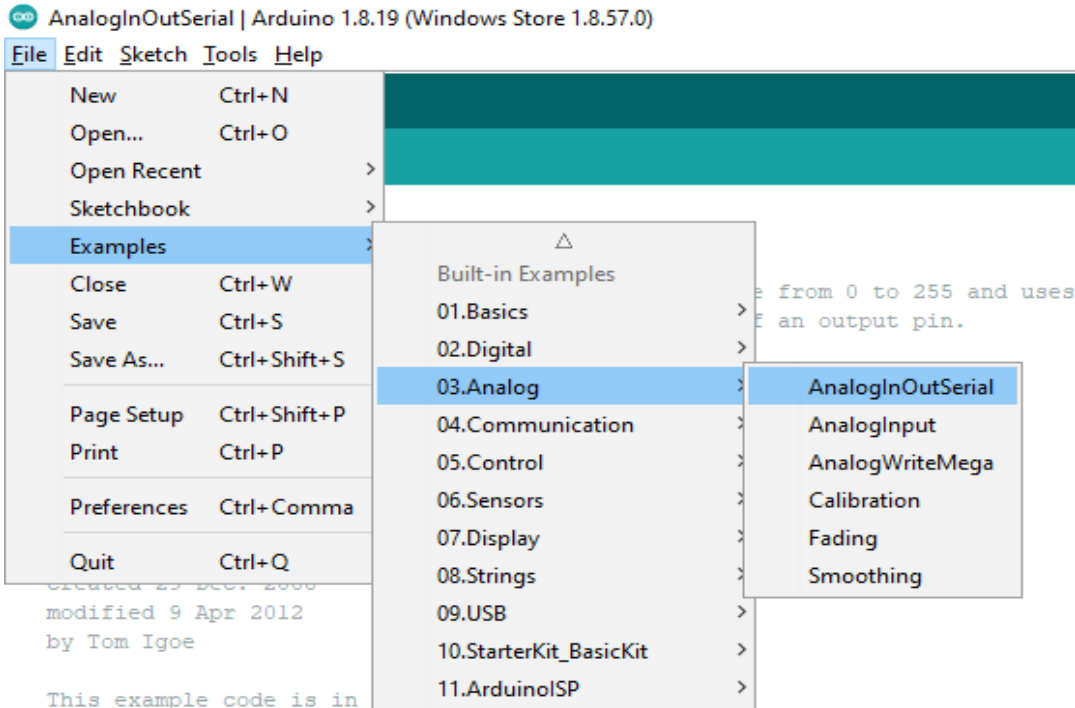
Autoscroll

Write Analog Value

- Digital control is used to create a square wave, a signal switched between ON and OFF.
- This on-off pattern can simulate voltages in between V_{cc} and GND.
 - ✓ by changing the portion of the time the signal spends ON versus the time that the signal spends OFF
- The `analogWrite(value)` is on a scale of 0 – 255.
 - ✓ Zero value means 0% duty cycle, 255 value means 100% duty cycle.



Example: Write Analog Value



Pin 1 & 3 of Potentiometer: connect them to Vcc and GND of Arduino

Pin 2 of Potentiometer: Connect with A0 pin of Arduino

One **LED** connected with digital pin 9 and grounded through 220 ohm or 1 Kohm resistor

OUTPUT: LED Dimming by Potentiometer

Lessons Learned



- ✓ What is Arduino Programming
- ✓ Syntax of Arduino Programming
- ✓ Supporting variable, structures, operators
- ✓ In-Built Arduino Function Library
- ✓ Programming example - LED blink
- ✓ Program and Demo on binary counter in LED
- ✓ Analog Read and Write

Thanks!

