

Reading Analog Data

`int variable_name = analogRead(analog_pin);`

var type should be int
variable name to store value in
function to read data
pin to read (A0-A5)

This will be between 0-1023

analog 5V = 1023
analog 0V = 0

create linear function from reading to analog voltage ($y = mx + b$)
slope = $\frac{5-0}{1023-0} = \frac{5}{1023}$ y-intercept = 0

so voltage = $\frac{5}{1023}$ (sensor reading)

```
arduino_analog_minimum | Arduino 1.0.5
arduino_analog_minimum
/*-----
arduino_basic_analog.ino
Bare minimum to get analog data and print to serial monitor
http://arduino.cc/en/Tutorial/ReadAnalogVoltage
Created: 09/03/13 - Joshua Vaughan - joshua.vaughan@louisiana.edu
Modified:
*
-----*/

// This is always run once when the sketch starts
// Use to initialize variables, pin modes, libraries, communication, etc
void setup() {
  // initialize serial communication at 9600 bits per second:
  Serial.begin(9600);
}

// the loop routine runs over and over again forever:
void loop() {
  // read the input on analog pin 0:
  int sensorValue = analogRead(A0);

  // Convert the analog reading (which goes from 0 - 1023) to a voltage (0 - 5V):
  float voltage = sensorValue * (5.0 / 1023.0);

  // print out the value you read:
  Serial.println(voltage);
}

Done Saving.
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```

Writing Analog Data (actually PWM)

`pinMode(digital_pin, INPUT);` or `pinMode(digital_pin, OUTPUT);`

Variable for pin #

Defines digital_pin as an INPUT

Defines digital_pin as an OUTPUT

`analogWrite(digital_pin, duty_cycle);`

function name

pin to control must be OUTPUT

duty cycle \rightarrow 0-255 = 0-100%

☆ Only available on PWM pins (3,5,6,9,10,11 on the RedBoard) ☆

```
arduino_analogWrite_minimum | Arduino 1.0.5
arduino_analogWrite_minimum
/*-----*/
arduino_analogWrite_minimum.ino
Basic setup for analog writing. It actually uses PWM.
From: http://arduino.cc/en/Reference/AnalogWrite
This example code is in the public domain.
Modified:
* 09/03/13 - Joshua Vaughan - joshua.vaughan@louisiana.edu
- added our class boilerplate header
- updated commenting to make consistent with our earlier examples
-----*/

// Assume Pin 9 has an LED connected
// name it led to make your code easier to read
int ledPin = 9; // an LED connected to digital pin 9 } must be pin 3,5,6,9,10, or 11

// This is always run once when the sketch starts
void setup()
{
  pinMode(ledPin, OUTPUT); // sets the pin as output
}

// This runs immediately after setup, looping indefinitely
void loop()
{
  byte duty_cycle = 200; // the duty cycle, between 0-255 (0-100%)
  // analogWrite duty_cycle values from 0 to 255 correspond to duty cycles 0-100%
  analogWrite(ledPin, duty_cycle);
}

Done Saving.
avrdude done. Thank you.
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```

Reading Digital Data

`pinMode(digital_pin, INPUT);` or *Defines digital_pin as an INPUT*

`pinMode(digital_pin, OUTPUT);` *Defines digital_pin as an OUTPUT*

`int variable_name = digitalRead(digital_pin);`
name to store value in *function to read digital* *pin number or variable defined as pin number*

★ This pin must previously have been defined as an INPUT ★

The screenshot shows the Arduino IDE interface with a code editor window titled 'arduino_digital_minimum'. The code is for a sketch named 'arduino_readDigital.ino'. The code includes a header comment, a setup function that initializes serial communication and sets pin 2 as an input, and a loop function that reads the digital value of pin 2 and prints it to the serial monitor. Handwritten annotations in blue and red ink explain the code: 'define a variable for the digital pin number' points to 'int pushButton = 2;'; 'Setup comm. with Serial Monitor' points to 'Serial.begin(9600);'; 'Define pin 2 as an INPUT' points to 'pinMode(pushButton, INPUT);'; 'so pin 2 is an INPUT' points to the 'INPUT' parameter; 'Read the value of pin 2' points to 'digitalRead(pushButton)'; and 'print the value of pin 2 to the Serial Monitor' points to 'Serial.println(buttonState);'. The IDE status bar at the bottom shows 'Done Saving.', '31', and 'Arduino Uno on /dev/tty.usbserial-A601EGPS'.

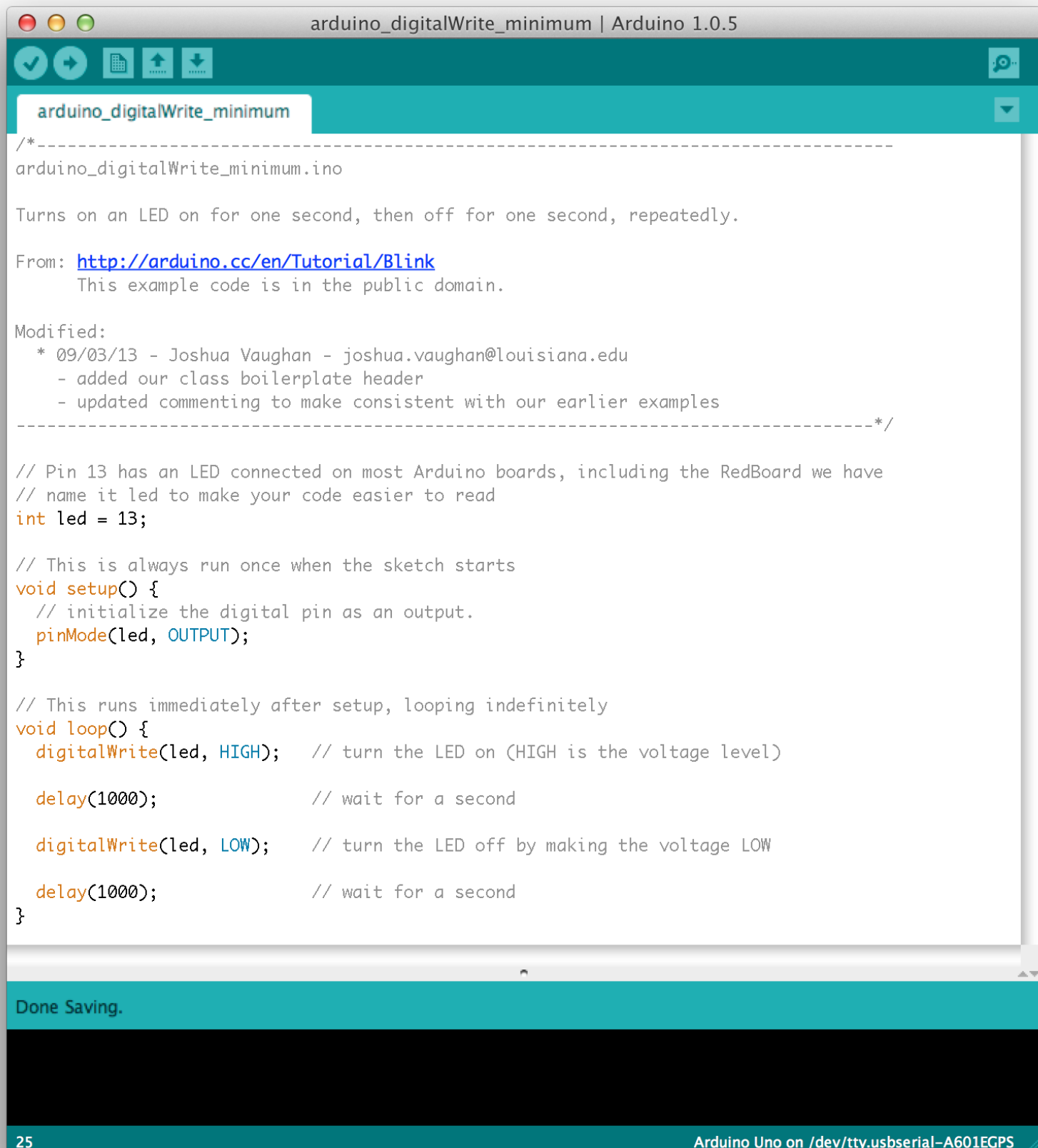
```
/*-----  
arduino_readDigital.ino  
Reads the status of a switch attached to pin 2  
From: http://arduino.cc/en/Tutorial/DigitalReadSerial  
This example code is in the public domain.  
Modified:  
* 09/03/13 - Joshua Vaughan - joshua.vaughan@louisiana.edu  
- added our class boilerplate header  
- updated commenting to make consistent with our earlier examples  
-----*/  
  
// digital pin 2 has a pushbutton attached to it.  
// It's good practice to assign a name, to make your code easier to read  
int pushButton = 2; // This is now global in scope  
  
// This is always run once when the sketch starts  
void setup() {  
  // initialize serial communication at 9600 bits per second  
  Serial.begin(9600);  
  
  // Remember that the digital pins can be in or out, so...  
  // We need to define the digital pin as an INPUT  
  pinMode(pushButton, INPUT);  
}  
  
// the loop routine runs over and over again forever:  
void loop() {  
  // read the value of the pin  
  int buttonState = digitalRead(pushButton);  
  
  // print out the state of the button  
  Serial.println(buttonState);  
  
  delay(1); // delay 1ms between reads for stability  
}
```

Writing Digital Data - Just On/Off

`digitalWrite(digital_pin, HIGH);` or ← HIGH is on (5V - high voltage)

↑
Pin must be OUTPUT

`digitalWrite(digital_pin, LOW);` ← LOW is off (0V - low voltage)



```
arduino_digitalWrite_minimum | Arduino 1.0.5
arduino_digitalWrite_minimum
/*-----
arduino_digitalWrite_minimum.ino

Turns on an LED on for one second, then off for one second, repeatedly.

From: http://arduino.cc/en/Tutorial/Blink
      This example code is in the public domain.

Modified:
 * 09/03/13 - Joshua Vaughan - joshua.vaughan@louisiana.edu
   - added our class boilerplate header
   - updated commenting to make consistent with our earlier examples
-----*/

// Pin 13 has an LED connected on most Arduino boards, including the RedBoard we have
// name it led to make your code easier to read
int led = 13;

// This is always run once when the sketch starts
void setup() {
  // initialize the digital pin as an output.
  pinMode(led, OUTPUT);
}

// This runs immediately after setup, looping indefinitely
void loop() {
  digitalWrite(led, HIGH); // turn the LED on (HIGH is the voltage level)

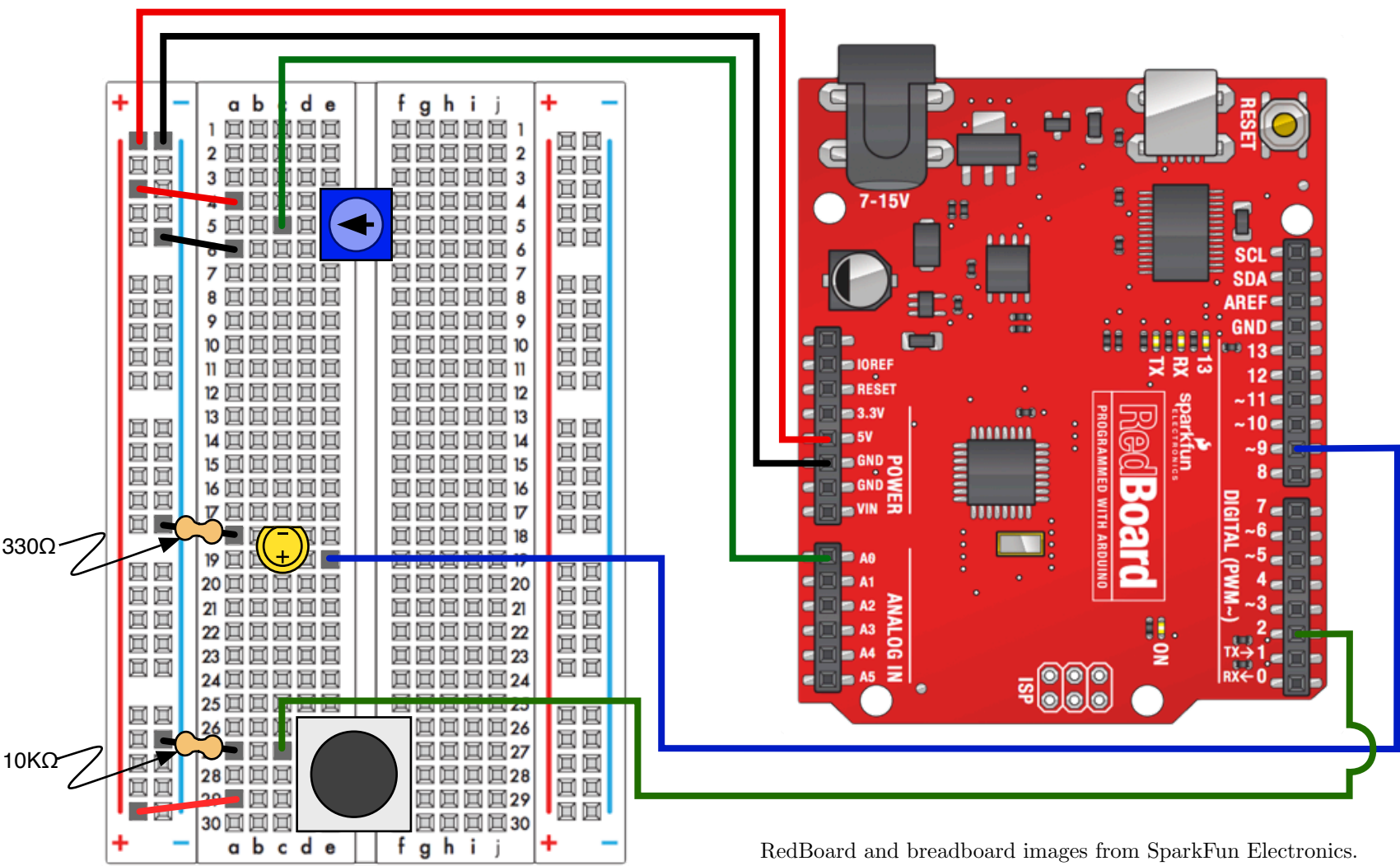
  delay(1000);             // wait for a second

  digitalWrite(led, LOW); // turn the LED off by making the voltage LOW

  delay(1000);            // wait for a second
}

Done Saving.

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```



RedBoard and breadboard images from SparkFun Electronics.