

# Advanced Manufacturing Academy

ROBOTICS – 3  
OUTPUTS

College of Engineering and Technology

**East Carolina University**

# Our Robot – Outputs

- Want to use Arduino for control..
- Learn about outputs & programming
- Today's plan.....
  - Arduino – overview - UNO Architecture
  - Arduino programming - IDE
  - Types outputs
  - How to program these outputs
  - Experiment – Try it out

# Arduino Background

- Arduino is an Open Source Controller
- All the information is at
  - [www.arduino.cc](http://www.arduino.cc)
  - 22 styles controller + MANY accessories

## BOARDS (Compare Specs)



Arduino Uno



Arduino Leonardo



Arduino Due



Arduino Yún



## SHIELDS



Arduino GSM Shield



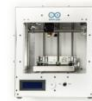
Arduino Ethernet Shield



## KITS



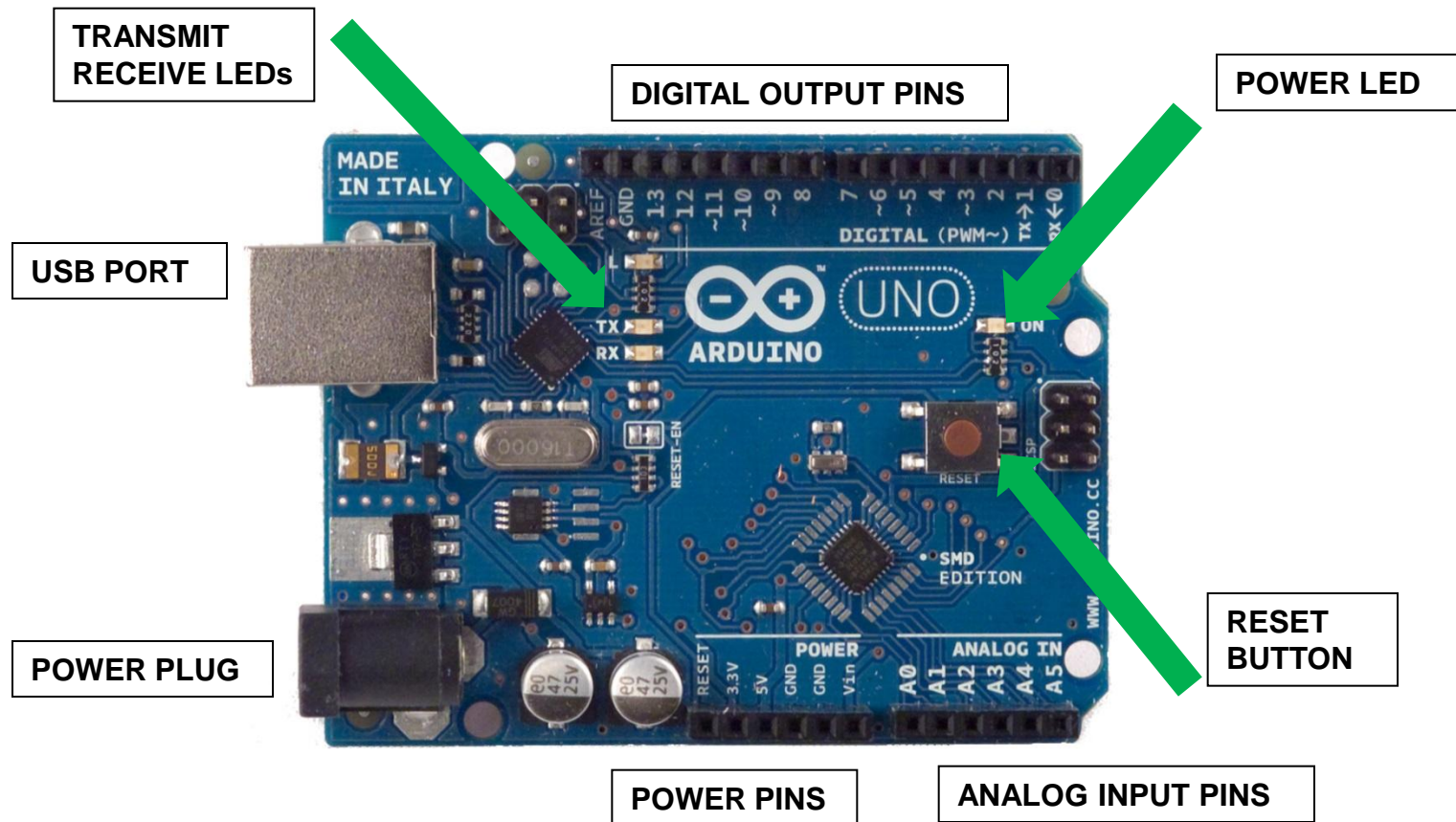
The Arduino Starter Kit



Arduino Matera 101

# The Arduino Uno - Parts

- Architecture - Layout



# Outputs – Two Options

- Pins 3 – 13 – Output Pins
- Two Options
  - Digital – On/Off
  - PWM – Pulse Width Modification
- 3 – 13 can all be digital outputs
- PWM on Pins 3,5,6,9,10,11
- What does “Digital” mean?
- What does “PWM” mean?

# Digital Outputs

- Digital Outputs - Send signal out
  - Can set pins 3 – 13 to outputs
  - Digital is “ON / OFF”
  - No in between
  - On is 5 volts – Off is 0 volts
- Maximum Power output is 40 mA
- What can we do with 5Vdc at 40mA?
  - Lots! But we’ll have to learn some electronics.

# Loading Code – Getting Started

- Time to start talking to the Arduino
- Need to use the Arduino Programming Language
  - Programming IDE (Integrated Development Environment)
  - Free download from [arduino.cc](http://arduino.cc)
  - LOW Overhead
  - Easy to use
  - **DON'T PANIC!**



# Start Your Software

- Find this Icon on the desktop and click..





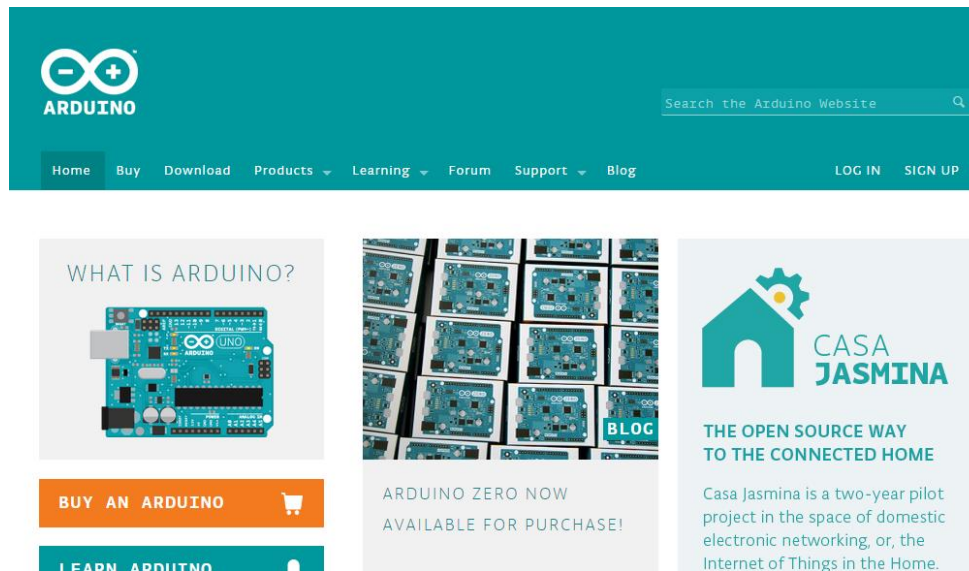
# Start Your Software (2)

- Let it start up – It should look like this..



# FREE Software

- Don't know how to program?
- Don't worry
- We're going to borrow code
- Go to Arduino.cc – click on Learning



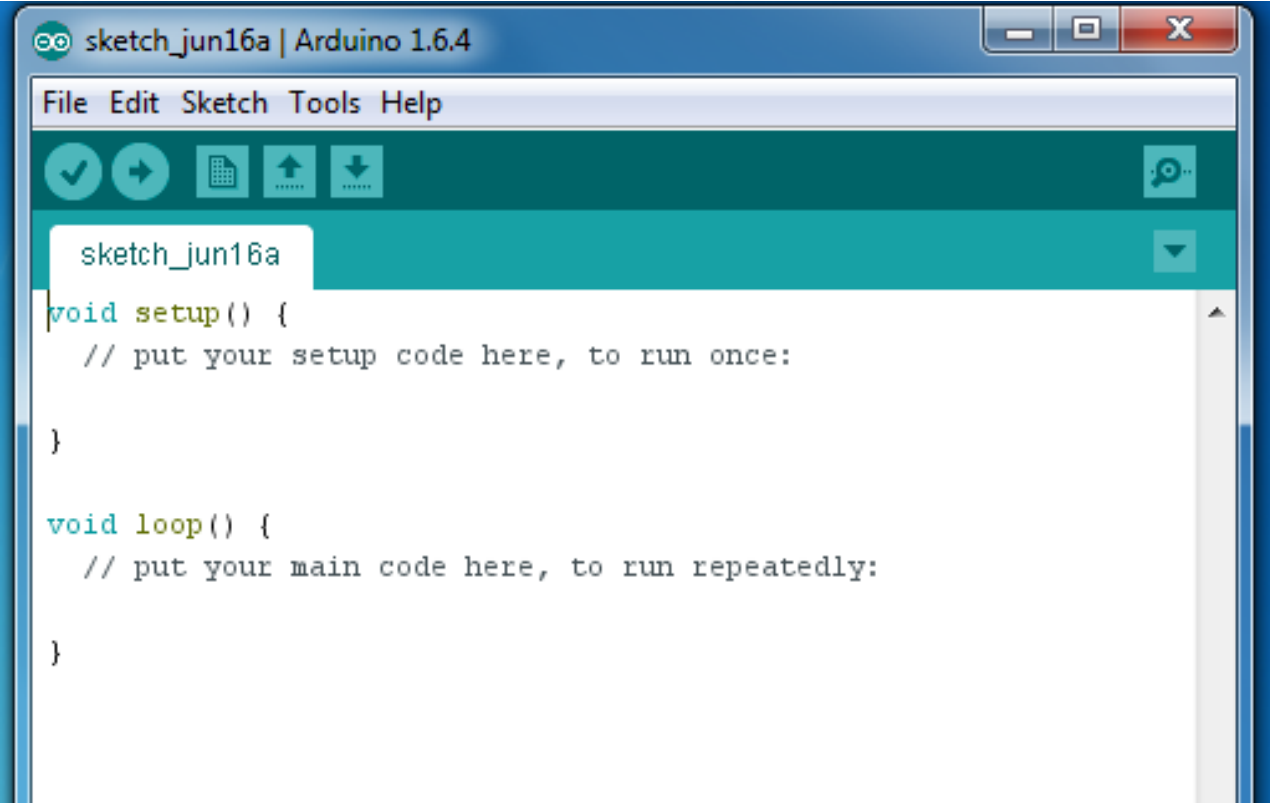
# LEARNING AT Arduino.cc

- Go to “Learning” – Click on Examples
- They give us very nice instructions
- AND.....
  - Sample code..
- Tweak/Use the examples!

```
/*  
  Blink  
  Turns on an LED on for one second, then off for one second, repeatedly.  
  
  This example code is in the public domain.  
  */  
  
// Pin 13 has an LED connected on most Arduino boards.  
// give it a name:  
int led = 13;  
  
// the setup routine runs once when you press reset:  
void setup() {  
  // initialize the digital pin as an output.  
  pinMode(led, OUTPUT);  
}  
  
// the loop routine runs over and over again forever:  
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  
}
```

# CODE DETAILS – Blank Code

- The Code... lets explore



The image shows a screenshot of the Arduino IDE interface. The window title is "sketch\_jun16a | Arduino 1.6.4". The menu bar includes "File", "Edit", "Sketch", "Tools", and "Help". Below the menu bar is a toolbar with icons for a checkmark, a right arrow, a document, an up arrow, a down arrow, and a speech bubble. The main editing area shows the following code:

```
sketch_jun16a
void setup() {
  // put your setup code here, to run once:
}

void loop() {
  // put your main code here, to run repeatedly:
}
```

# USE THE BLINK CODE

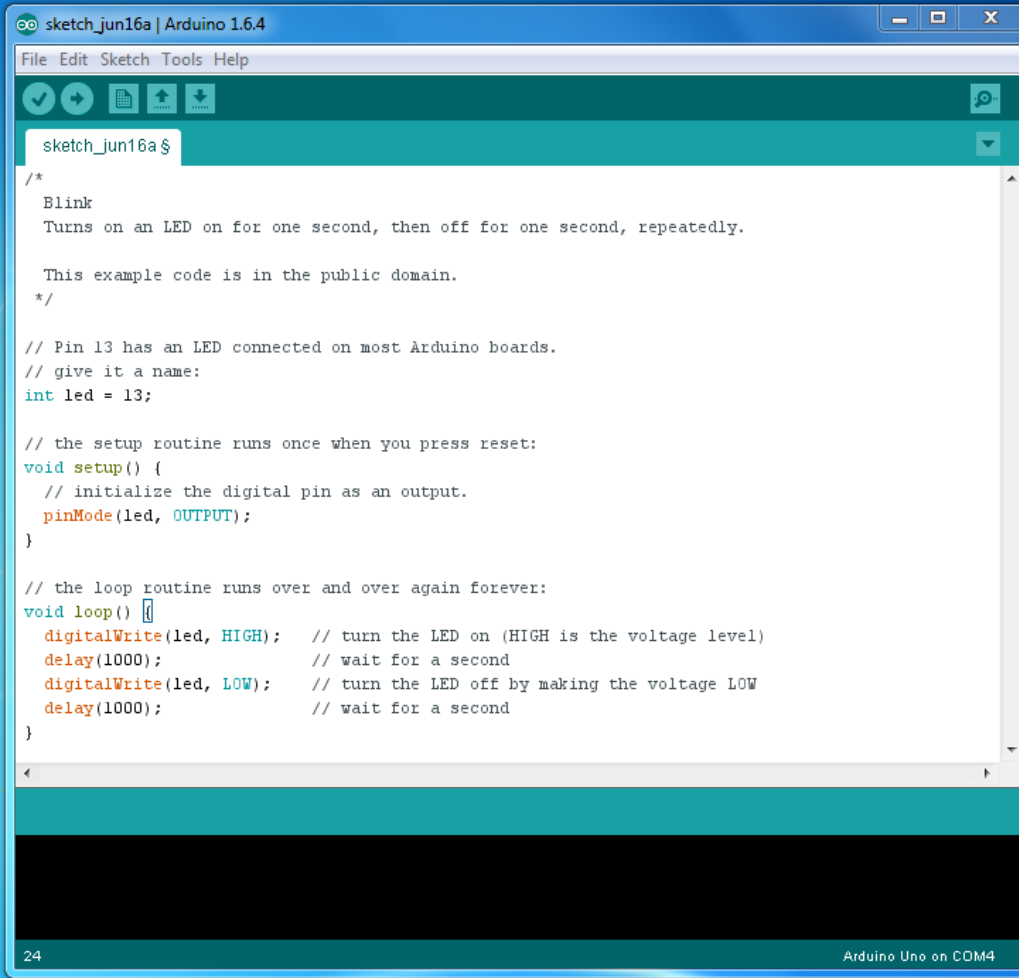
- We will use the blink code provided!
- Navigate to [arduino.cc](http://arduino.cc)
- Go to Learning => Examples
- Go to “Basics” and click on BLINK

# USE THE BLINK CODE (2)

- We will use the blink code provided!
  - Highlight `blink_example`
  - Paste into Arduino Software
  - Get all the braces!

# USE THE BLINK CODE (3)

- Should see this in your window

A screenshot of the Arduino IDE window titled "sketch\_jun16a | Arduino 1.6.4". The window shows the standard menu bar (File, Edit, Sketch, Tools, Help) and a toolbar with icons for check, run, upload, and download. The main text area contains the following code:

```
sketch_jun16a $  
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  Blink  
  Turns on an LED on for one second, then off for one second, repeatedly.  
  
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  delay(1000);             // wait for a second  
}
```

The status bar at the bottom of the window shows "24" on the left and "Arduino Uno on COM4" on the right.

# CODE DETAILS – Blink (1)

- The Code... lets explore

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/*  
  Blink  
  Turns on an LED on for one second, then off for one second, repeatedly.  
  
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int led = 13;
```



# CODE DETAILS – Blink (2)

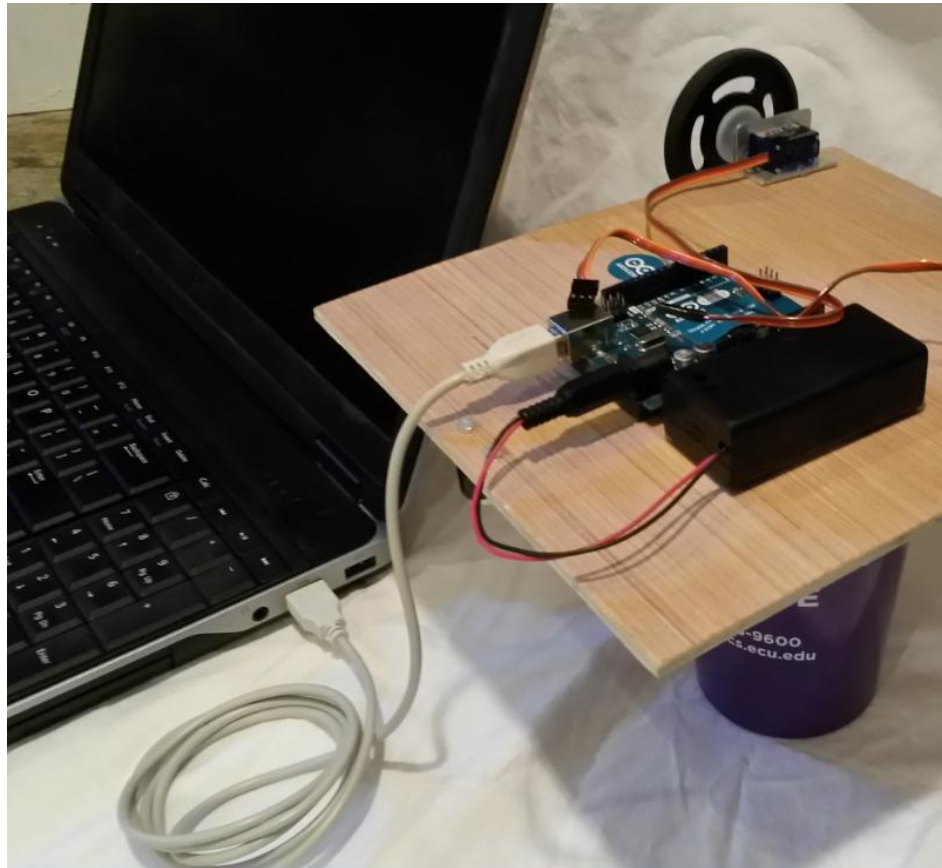
- The Code... lets explore

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

# How to connect your Robot

- Plug USB into PC
- Plug USB into Arduino

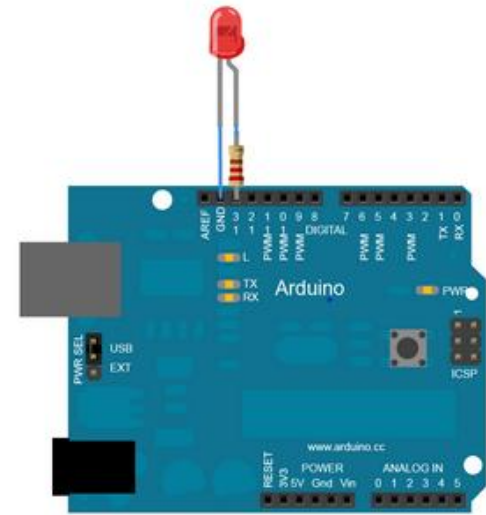


# Blink Experiments

- Load and operate the blink code
- Alter the blink code to change blink pattern – Faster? Slower?

# Blink Experiments 2

- Add External LED as shown.
- Operate external LED
- What is an LED?
- Why do you need the resistor?



# Blink Experiments 3

- Move external LED to pin 8
- Modify code to operate external LED on pin 8
- Additional code practice activities
  - Make both lights blink
  - Make lights blink together
  - Make lights alternate