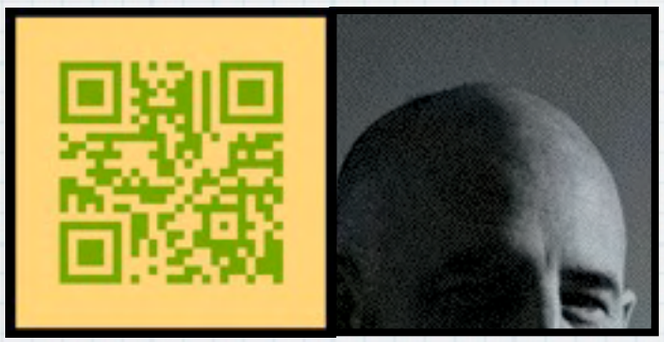
Arduino

Physical Computing

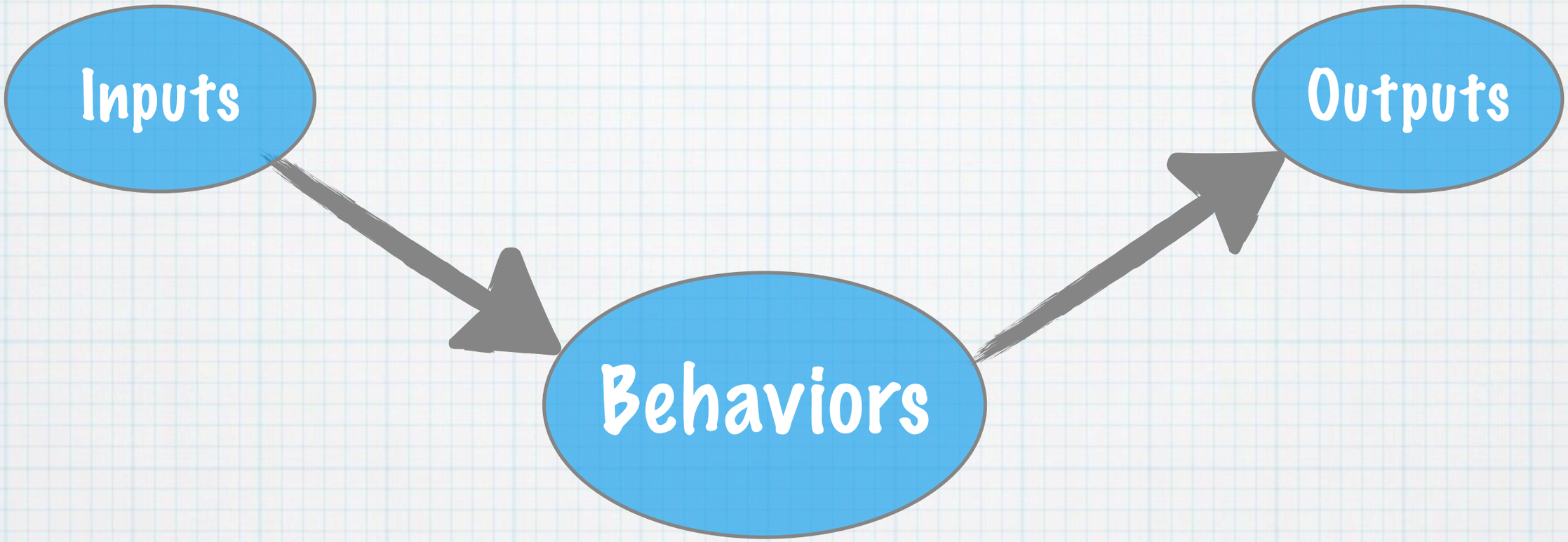


Physical Computing

System Model

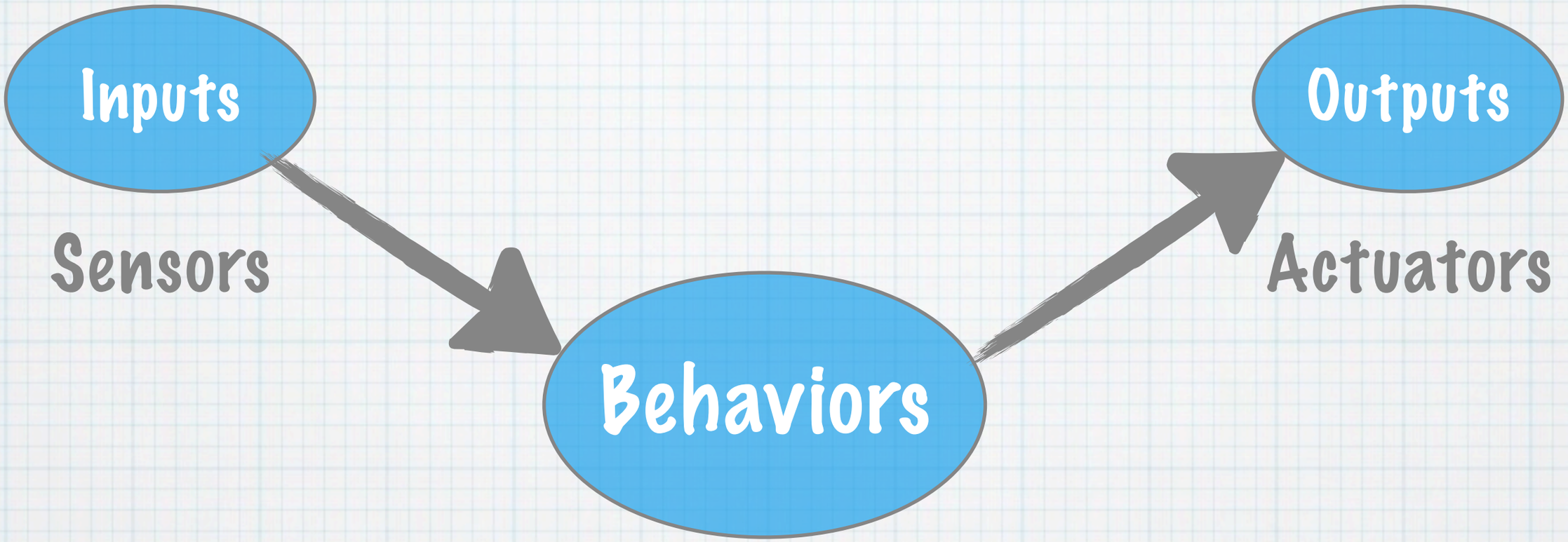
Physical Computing

System Model



Physical Computing

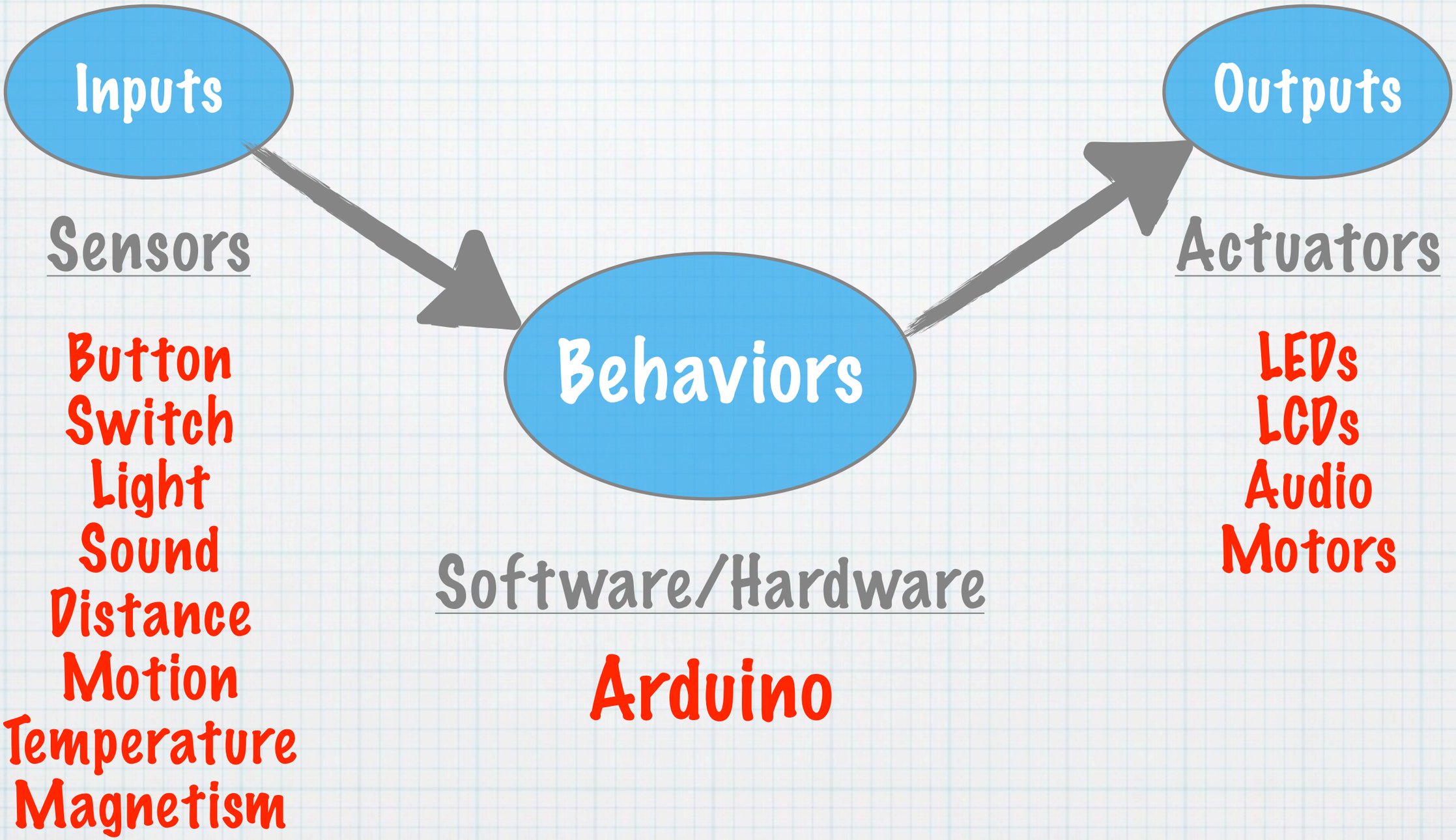
System Model



Software/Hardware

Physical Computing

System Model



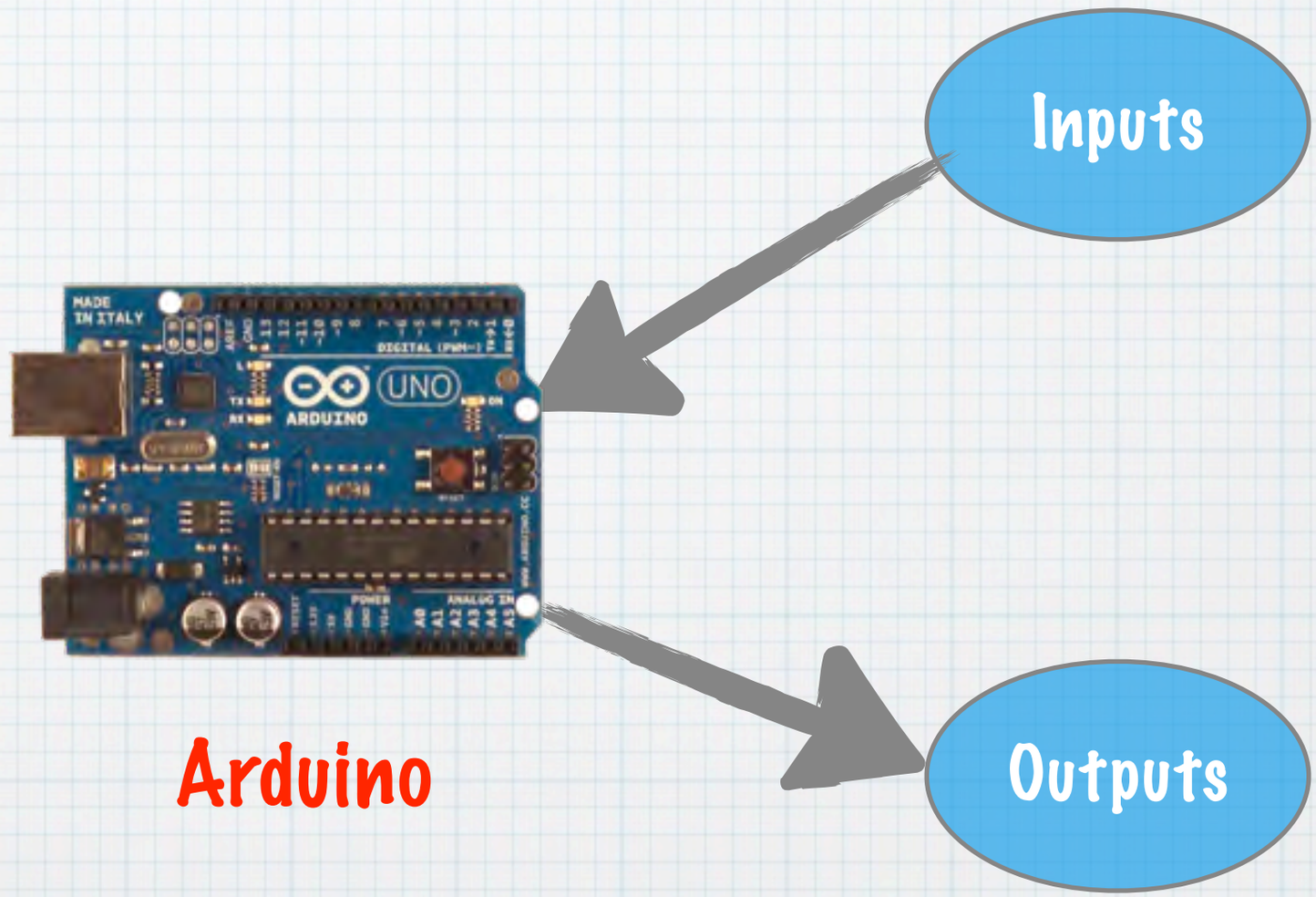
Arduino

System Diagram

Arduino

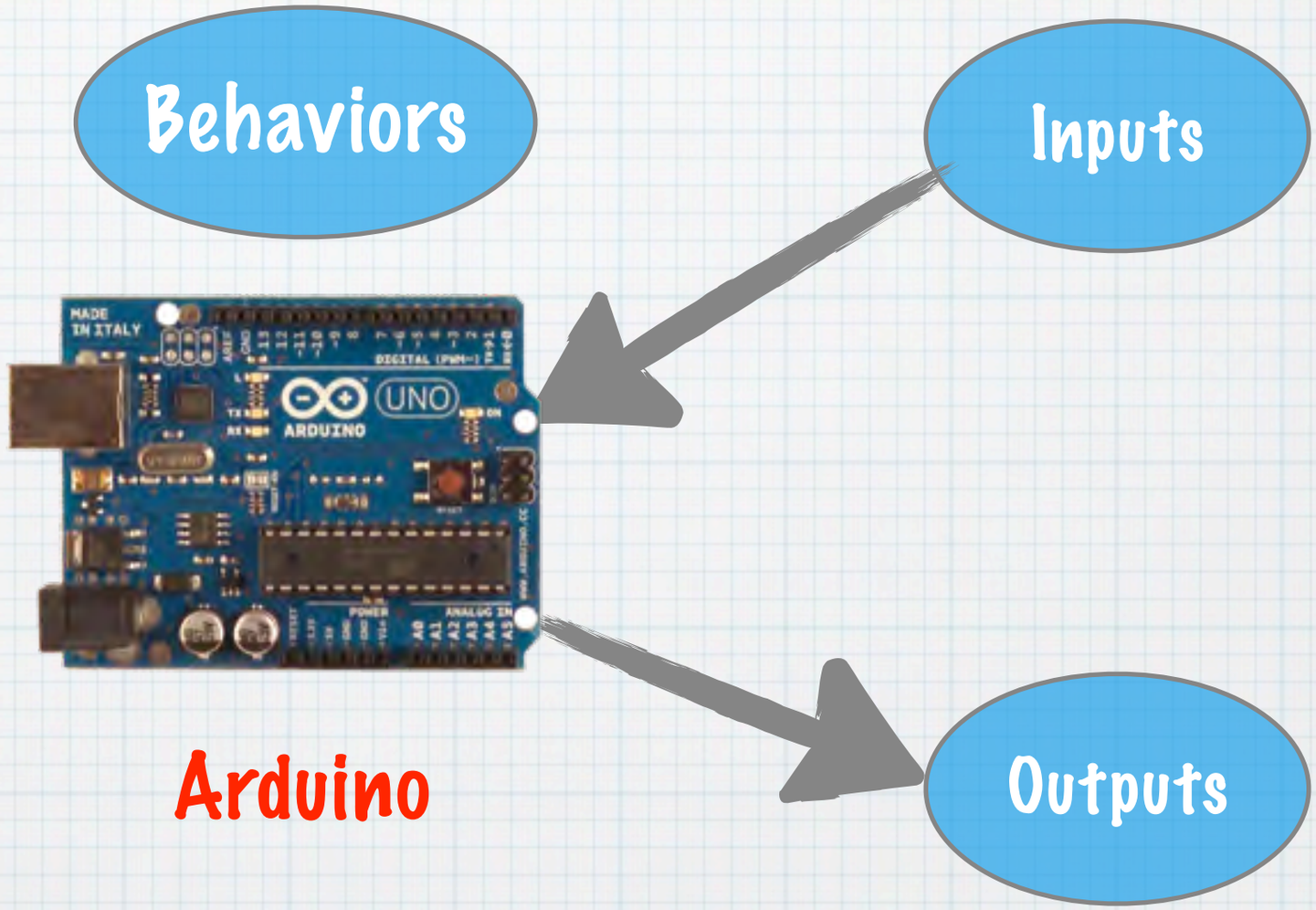
Arduino

System Diagram



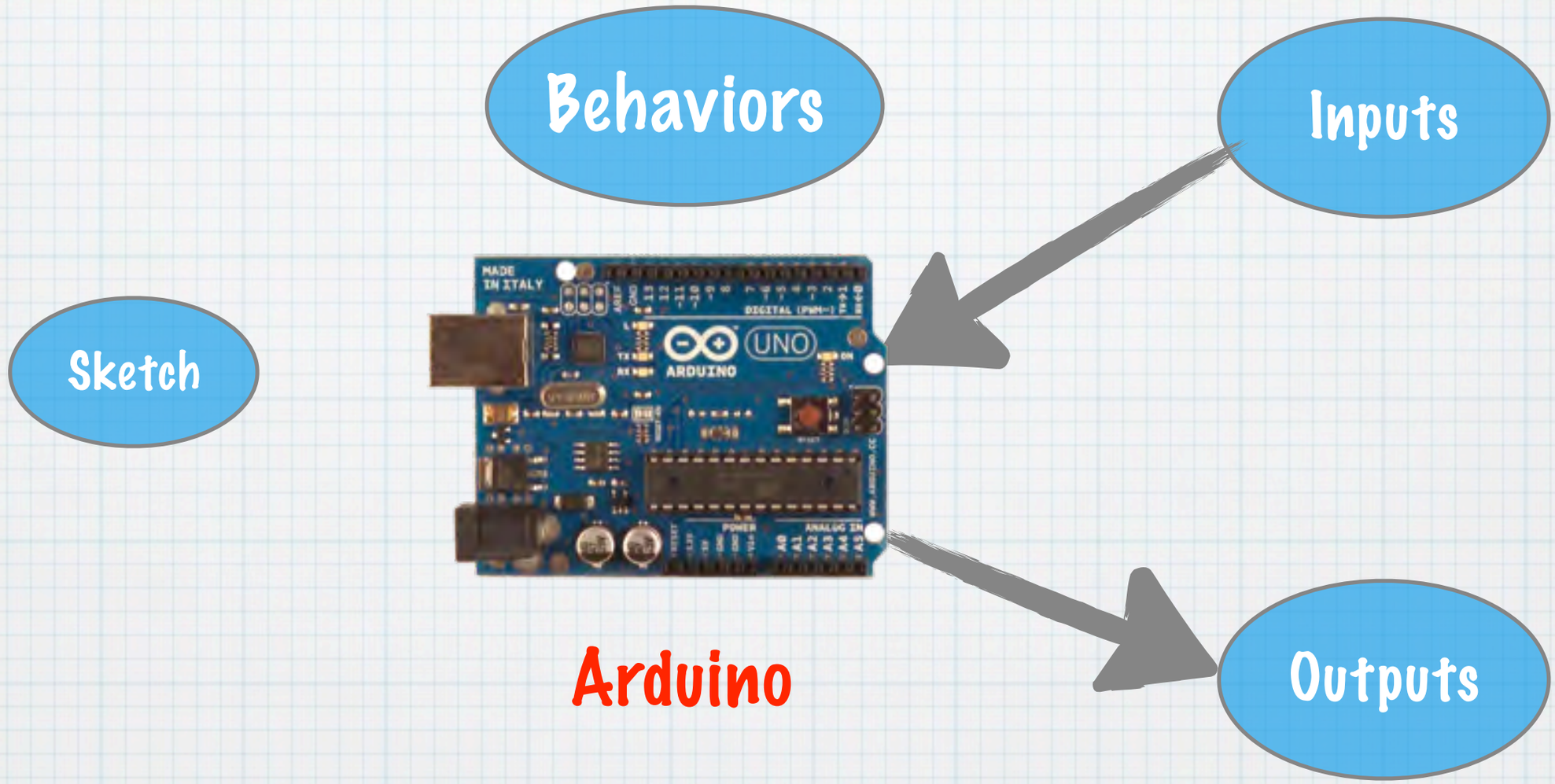
Arduino

System Diagram



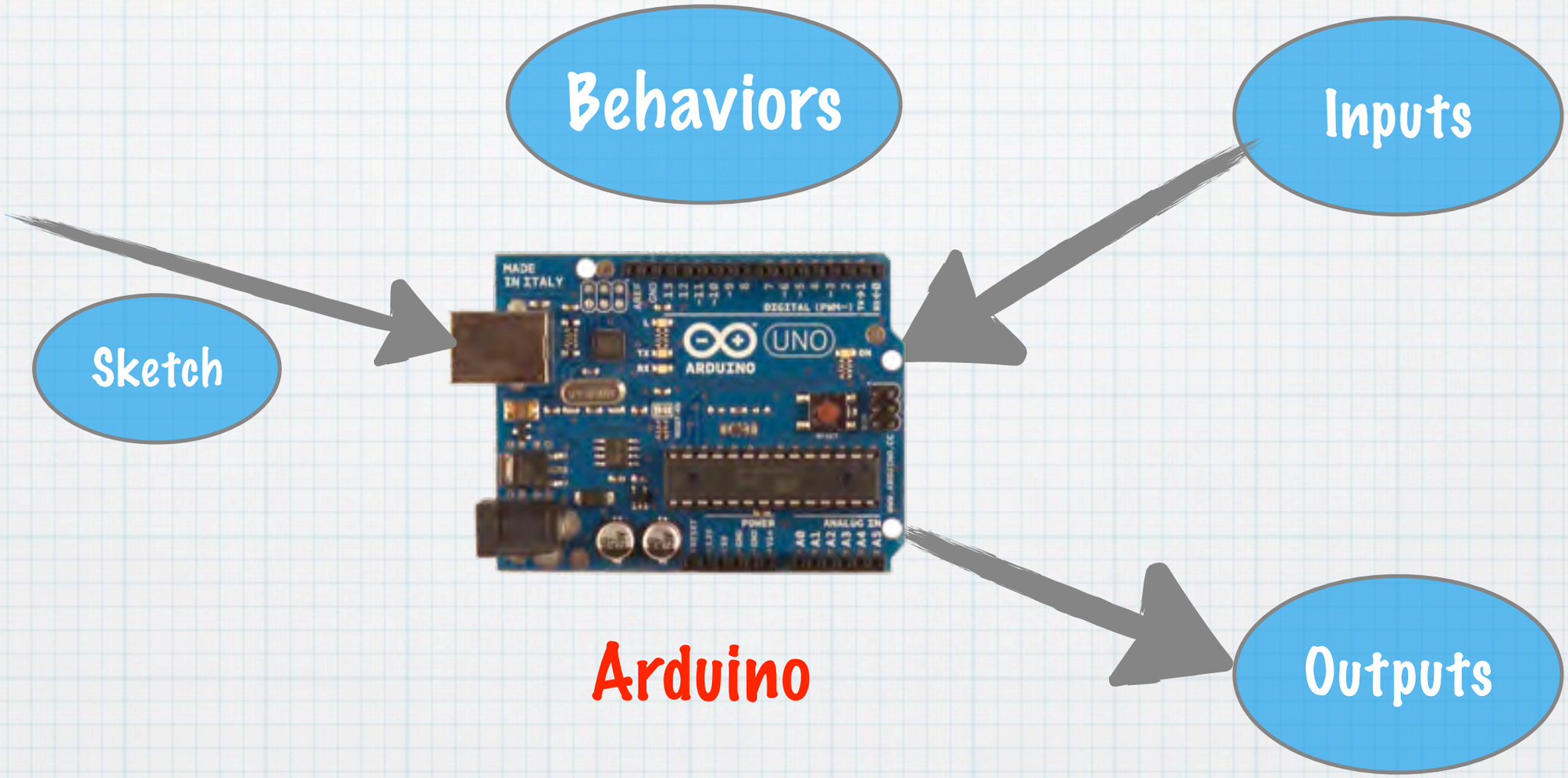
Arduino

System Diagram



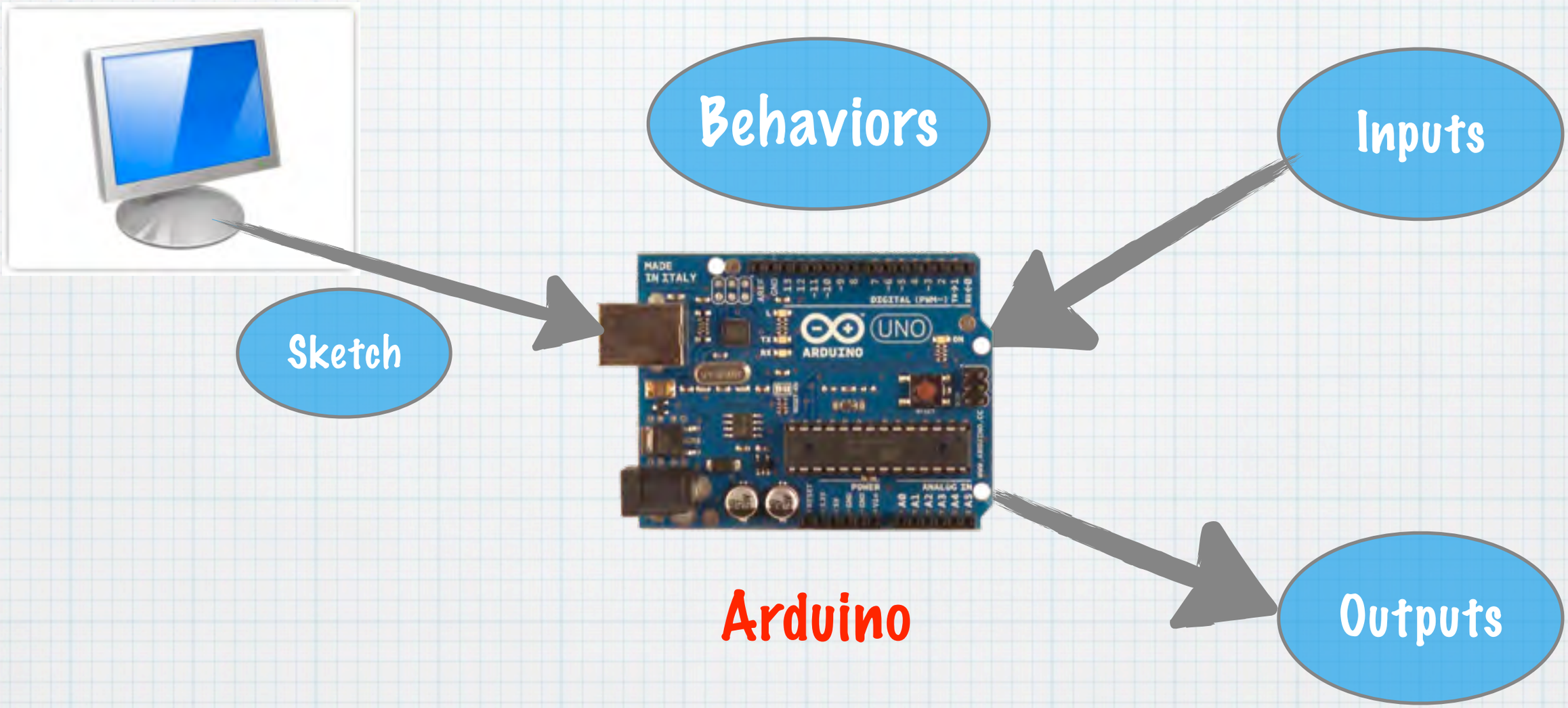
Arduino

System Diagram



Arduino

System Diagram



Arduino

System Diagram

Arduino IDE

Behaviors

Inputs

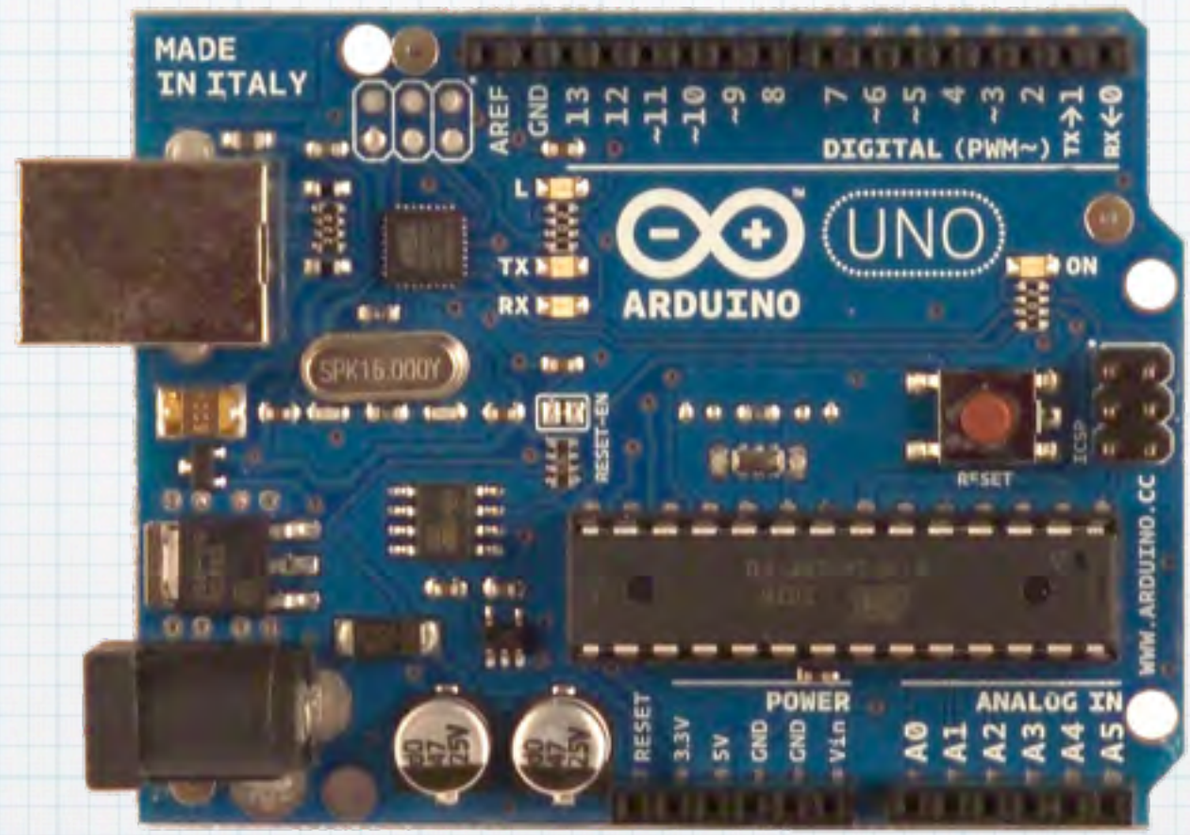
Sketch

Arduino Board

Outputs

Arduino

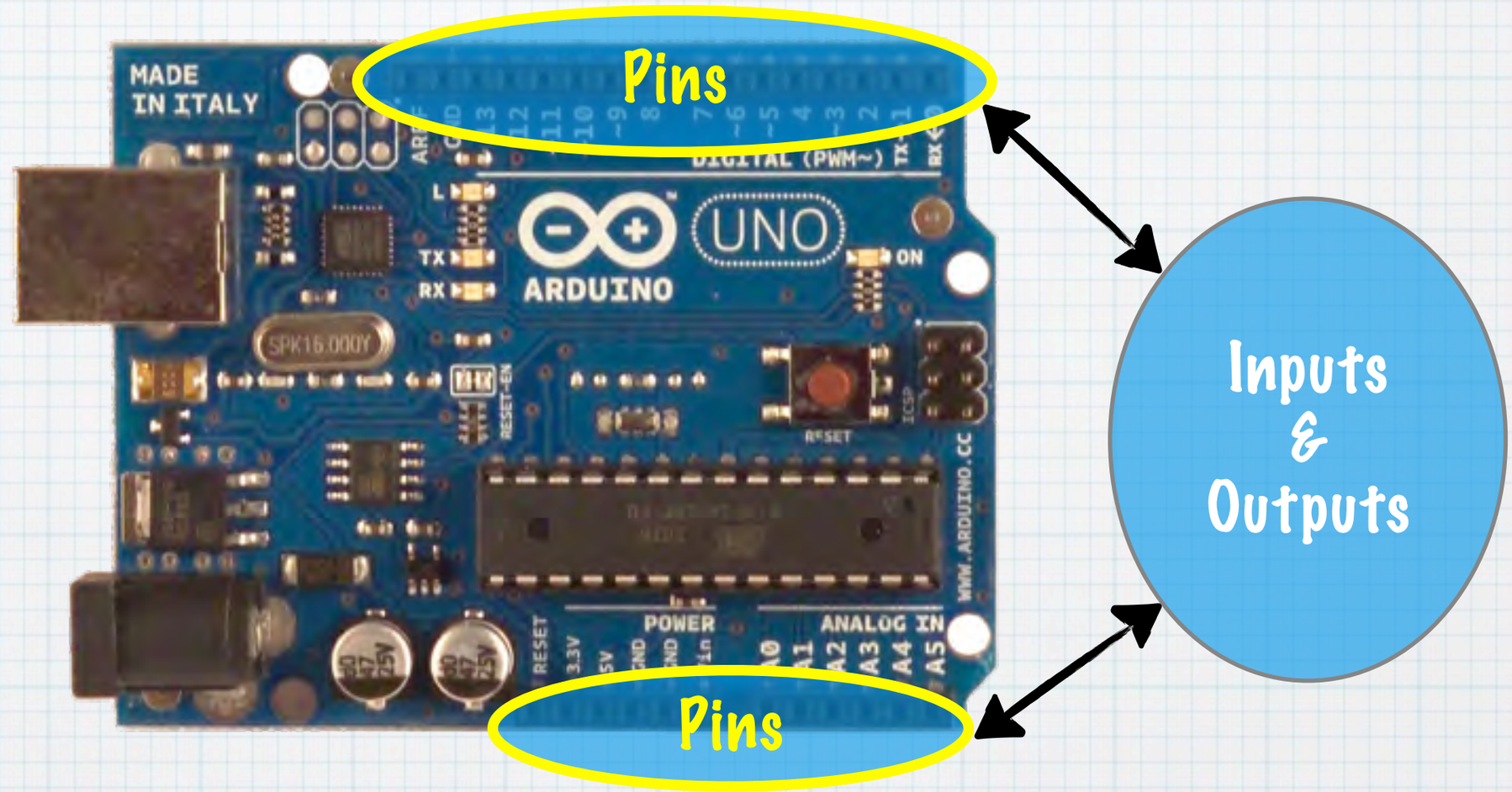
Board Details



Arduino
Uno

Arduino

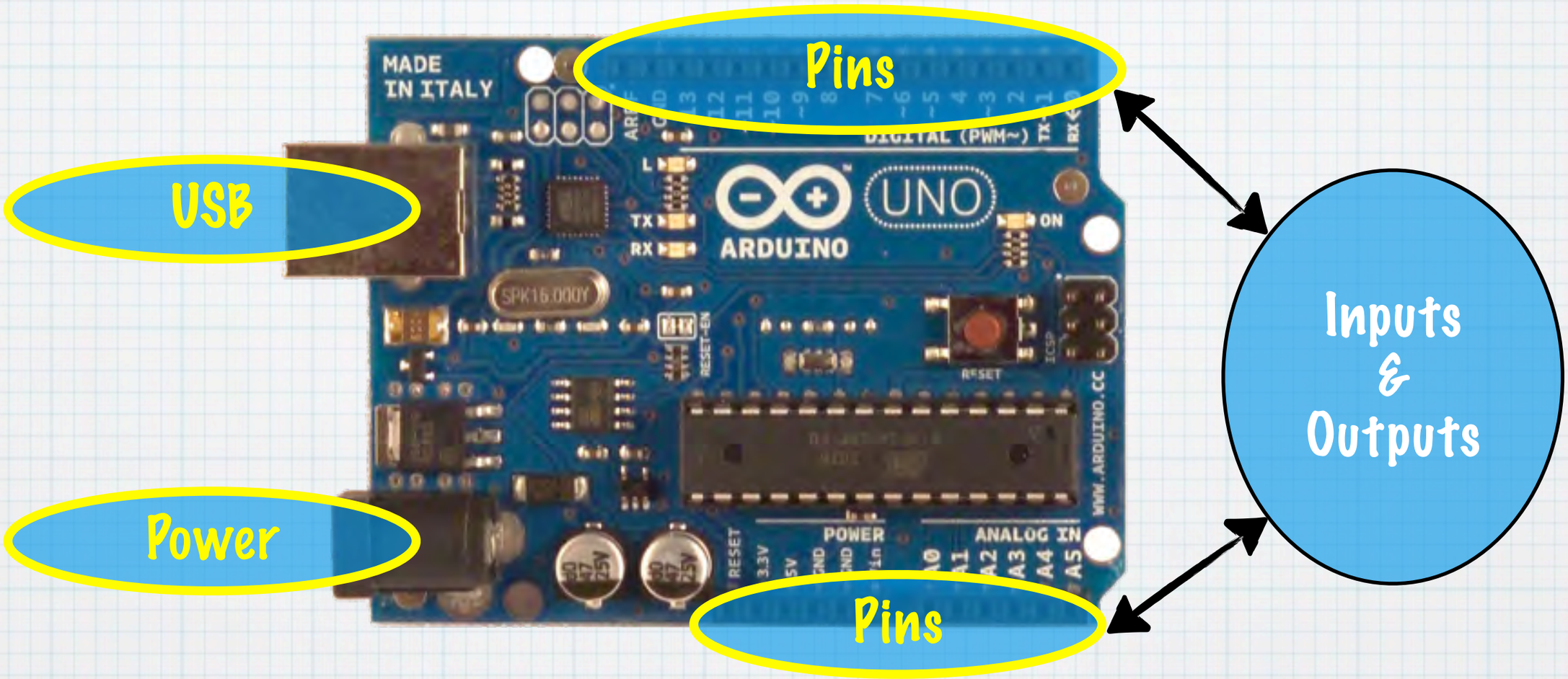
Board Details



Arduino Uno

Arduino

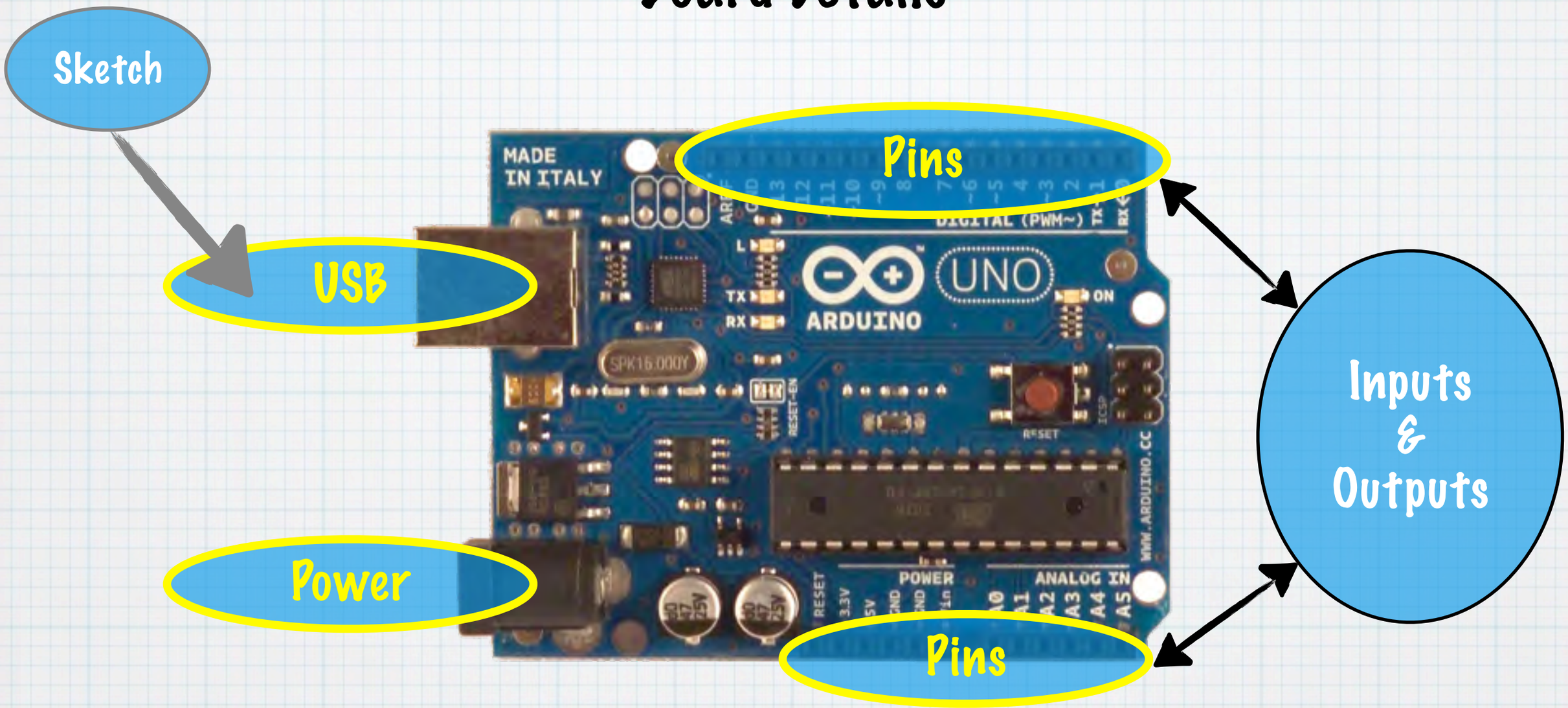
Board Details



Arduino
Uno

Arduino

Board Details



Arduino
Uno

Arduino

System Diagram

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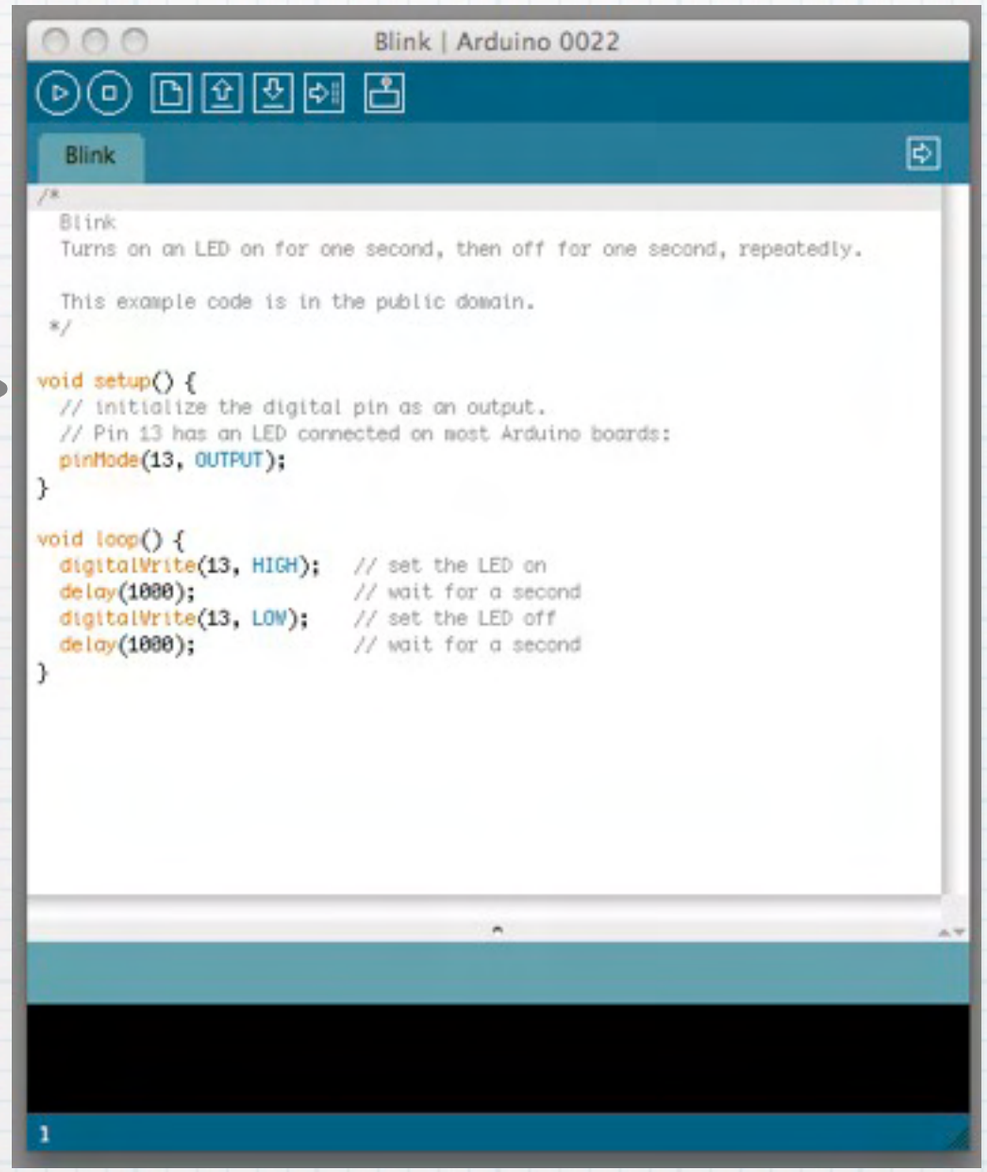
System Diagram

Arduino IDE

Arduino

IDE Details

Arduino IDE



Arduino

IDE Details

Arduino

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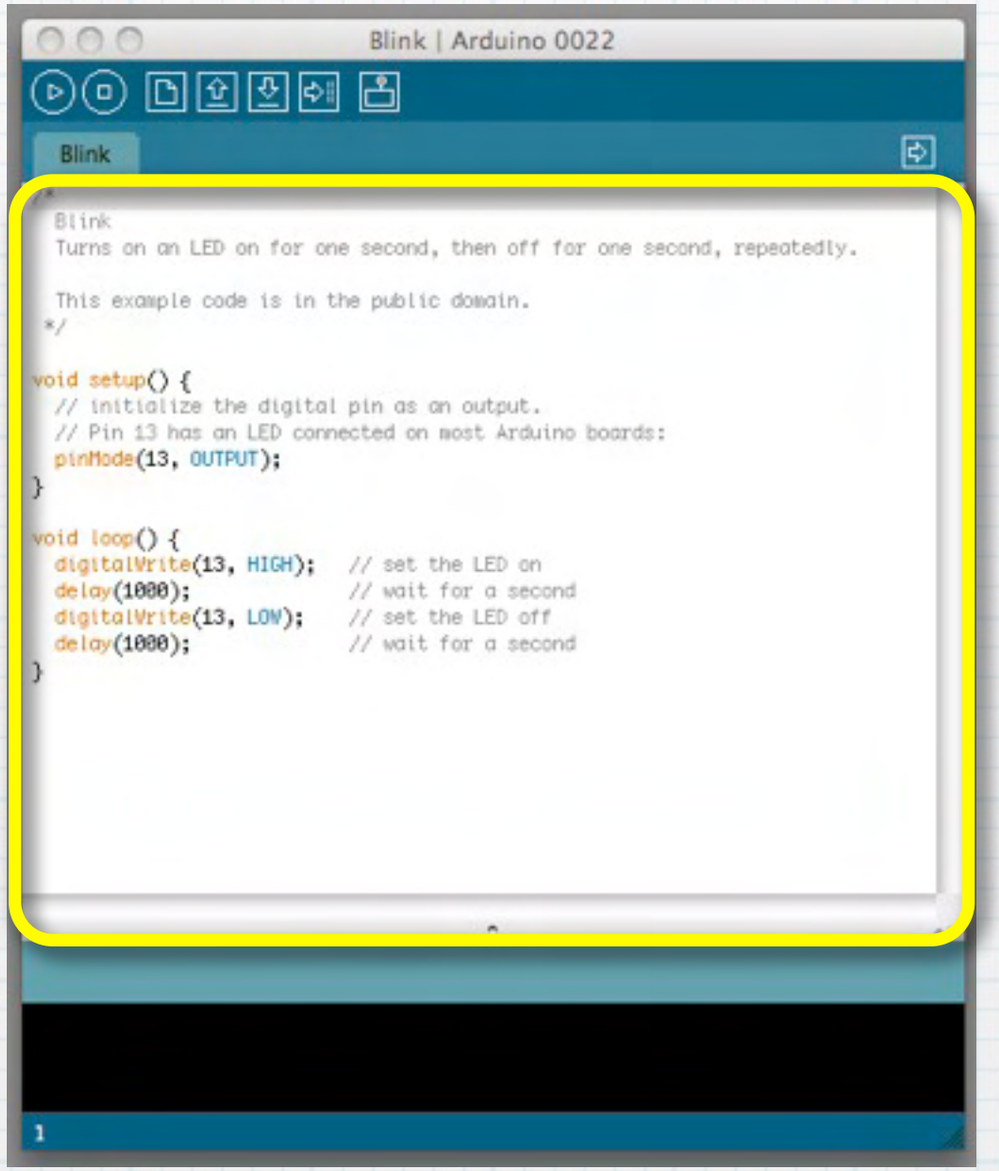

Arduino

IDE Details

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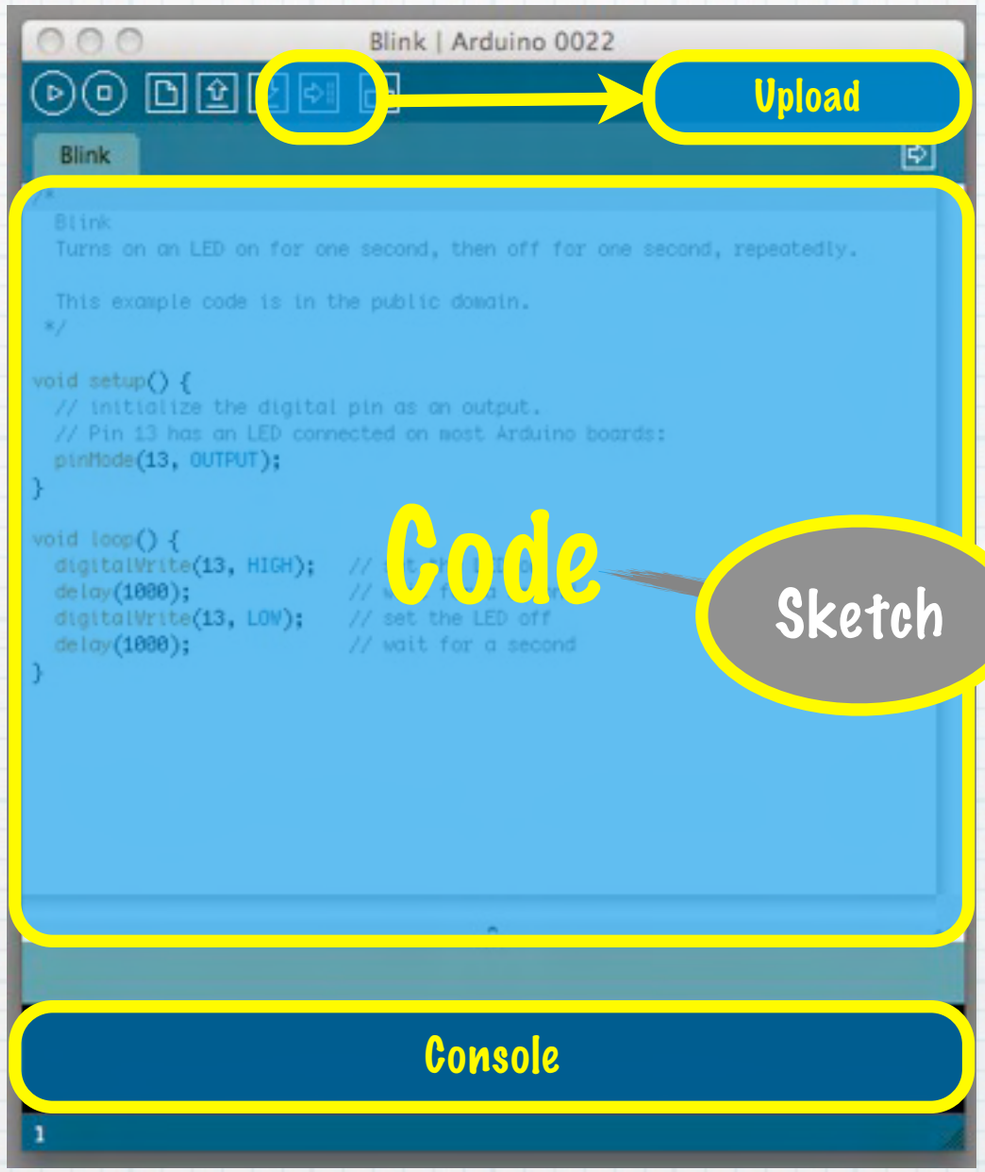

Arduino

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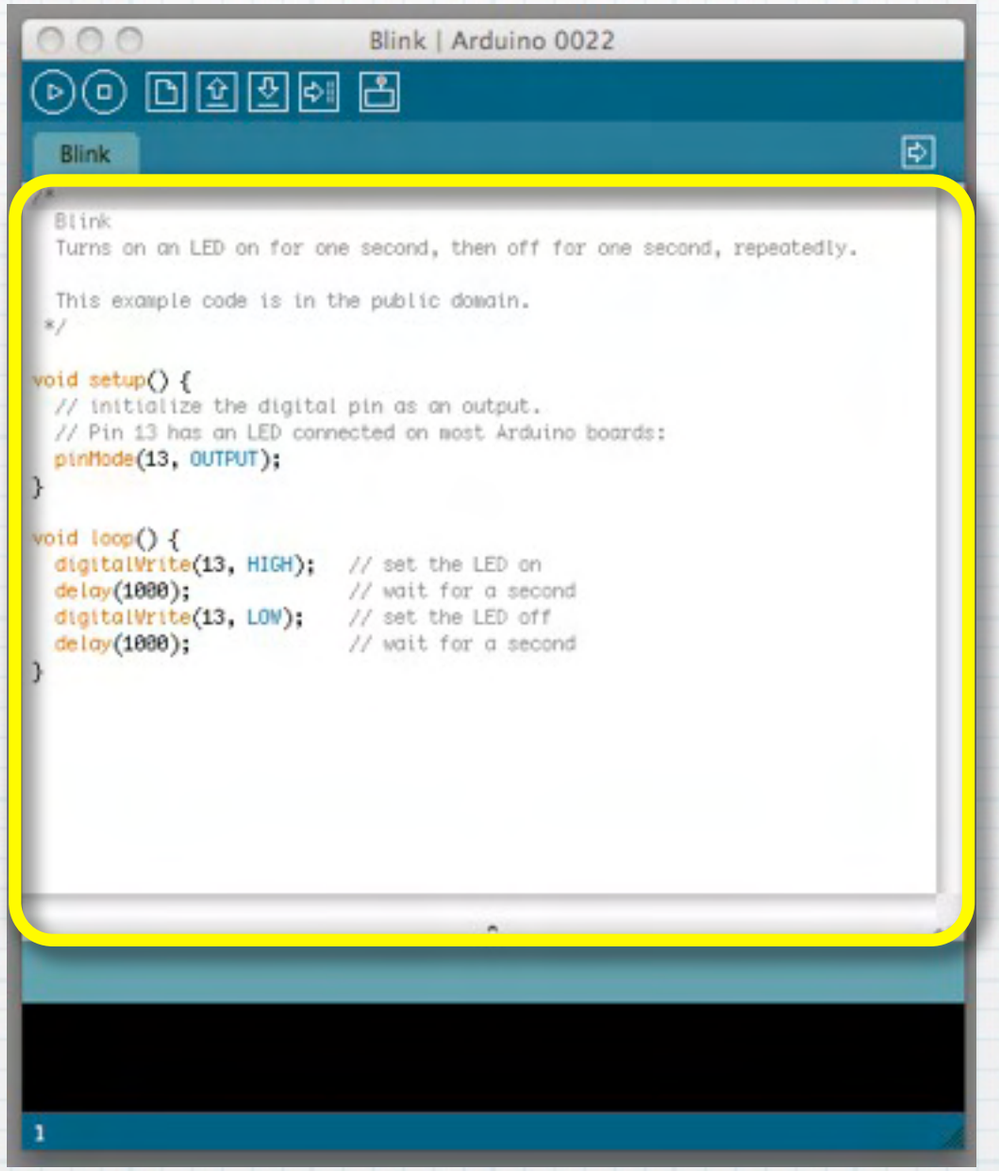
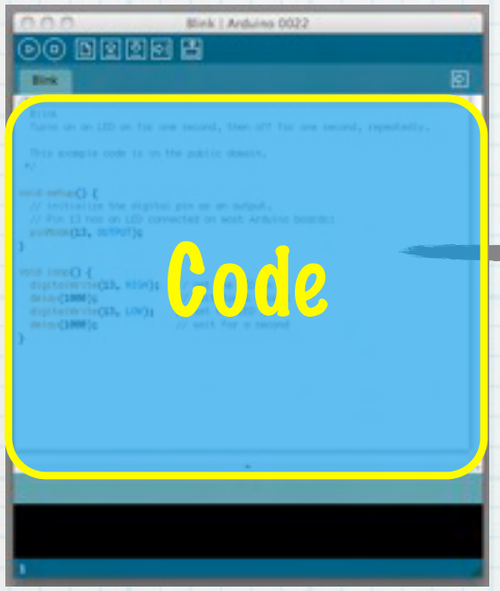


Arduino

Code Basics




```
/* Blink
   Turns on an LED on for one second,
   then off for one second, repeatedly.

   This example code is in the public domain.
*/

void setup() {
  // initialize the digital pin as an output.
  // Pin 13 has an LED connected on most Arduino boards:
  pinMode(13, OUTPUT);
}

void loop() {
  digitalWrite(13, HIGH);   // set the LED on
  delay(1000);              // wait for one second
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setup

loop

Arduino

Code Basics

ONCE

setup

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FOREVER

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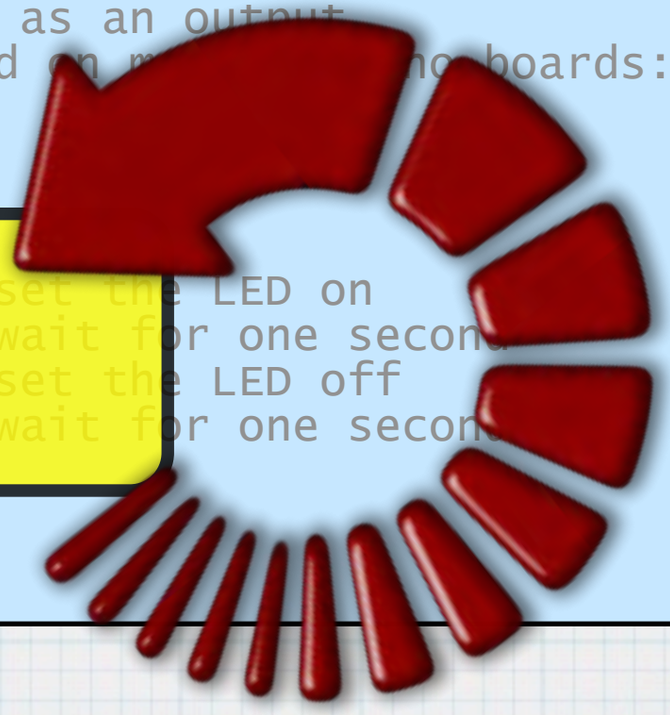
FOREVER

loop



Arduino

Code Basics

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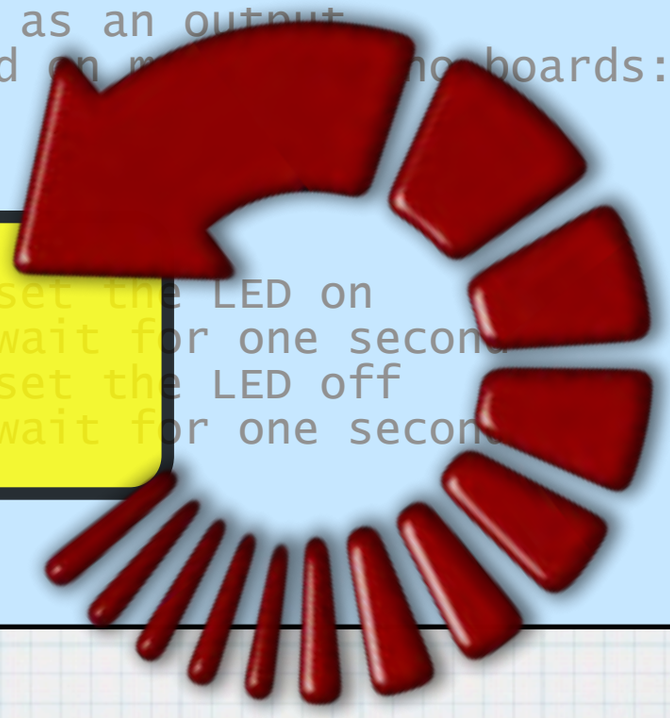
setup

loop



Arduino

"Hello World!"

Try It!

Blink

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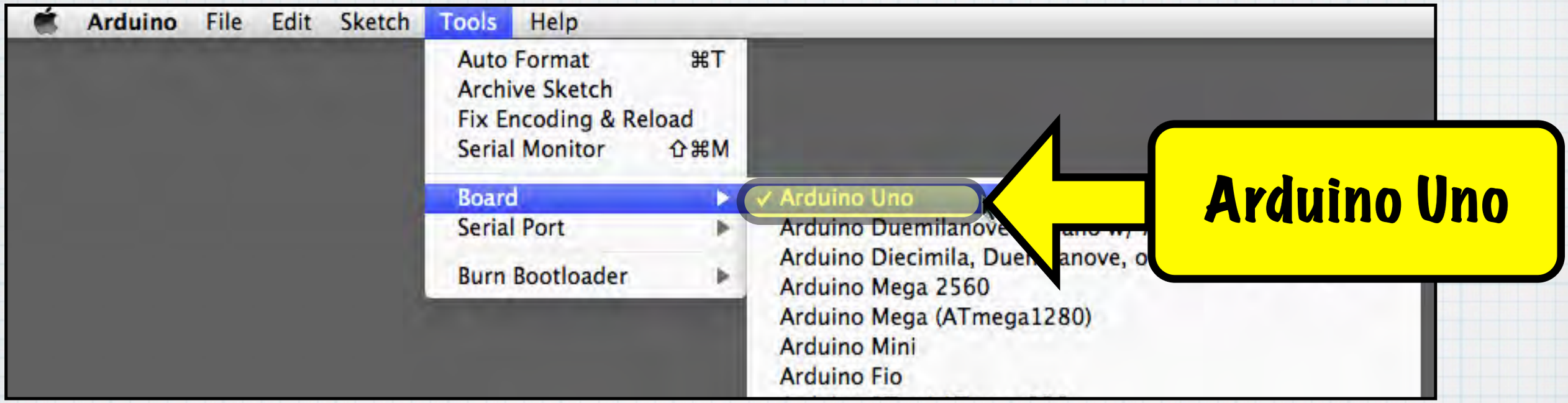
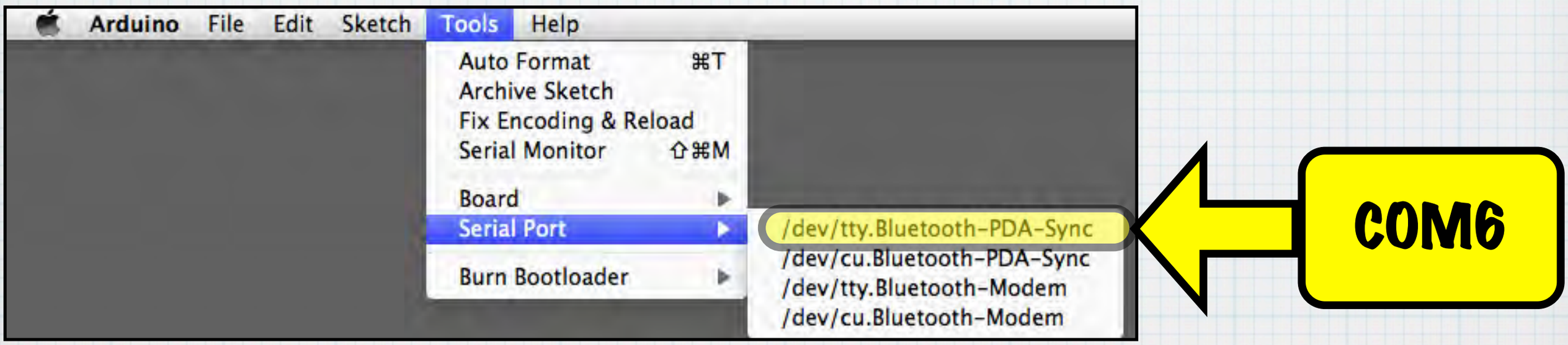
Arduino

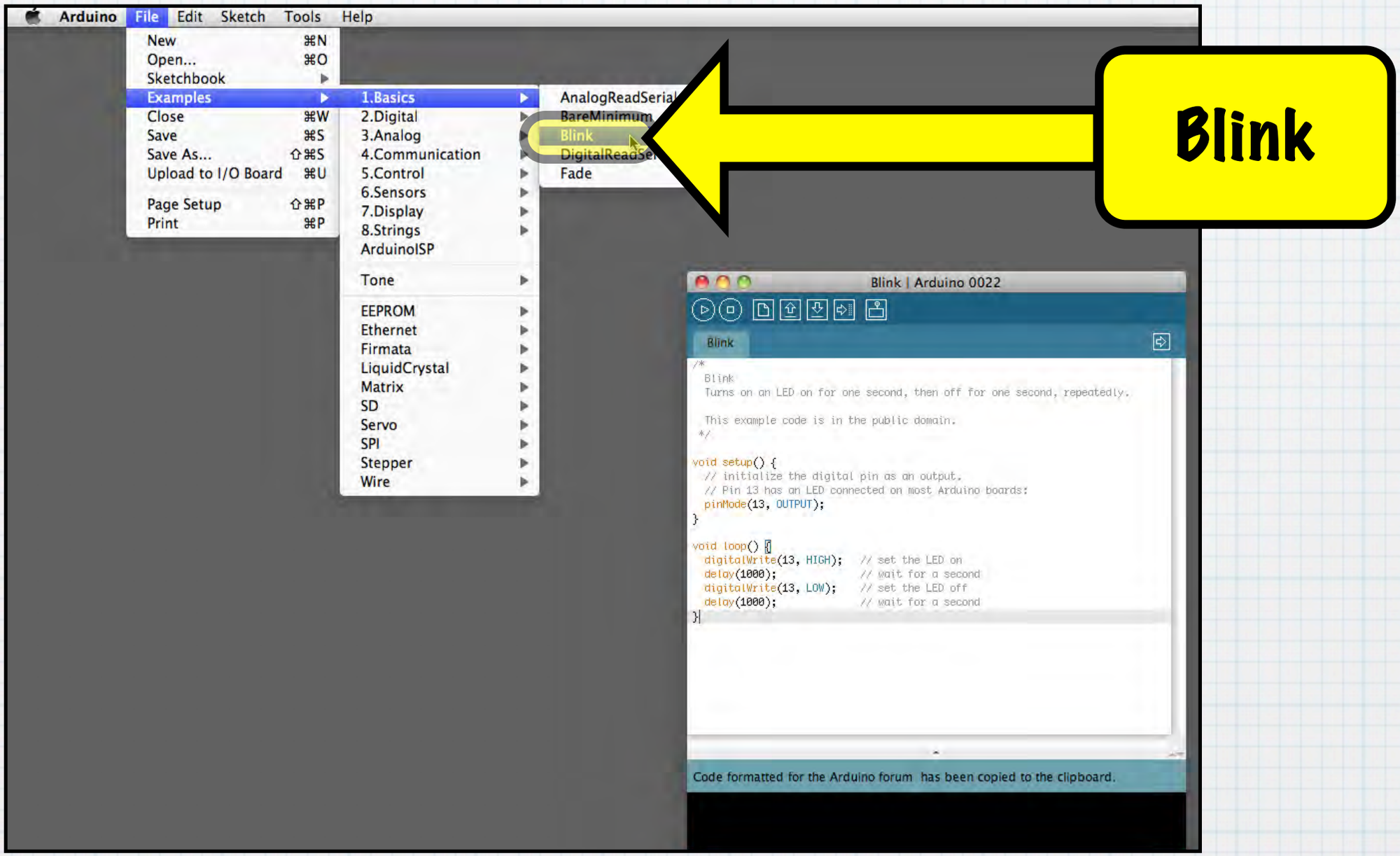
"Hello World!"





Arduino

"Hello World!"



Blink

Arduino

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