Workshop: Arduino and my pocket money

Material
➢ Connection wires;
➢ Board;
➢ Resistor;
➢ Led;
➢ Keyboard;
➢ Hooter
➢ Potentiometer.

In this Workshop, you will use an Arduino connected to a PC through a USB port. With the development tool, we will code some simple applications of the Arduino platform, after being mounted on a connection board.

1st Use a digital output signal to turn on / off an LED (2 seconds on, 2 seconds off);

2nd Use a potentiometer (10 kΩ) to adjust the brightness of the LED used in the previous example. Use the Arduino's supply voltage and the analog I/O functions;

3rd Copy the code from annex A to the Arduino application and connect the keyboard to the Arduino about pocket money simulation.

Functions:

- pinMode(pin number; mode) – INPUT or OUTPUT;
- digitalWrite (pin number, value) – HIGH or LOW;
- delay(time ms);
- value – digitalRead(pin number);

Attention:

Always connect the LED in series with a resistor (150 Ω - 330 Ω).

YOUNG ENTREPRENEURS IN ACTION