



Tony Swanwick  
STEM Ambassador  
BSc MEng CEng MIET



*What Are Arduino's?...*

Issue: 1.0

Released: 29/09/2015 **TechKnowTone**

# What Are Arduinos

?



# A Family Of Microcontrollers:

UNO



£5.99 - £22.19

YUN



£53.80 - £56.94

FIO



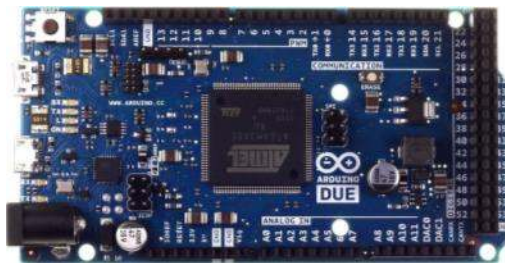
£19.61

NANO



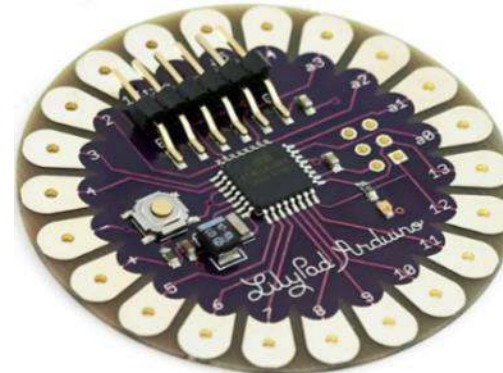
£1.99 - £13.00

DUE



£38.50 - £54.00

LilyPad



£13.00 - £24.30

LEONARDO



£9.62 - £24.99

GAMEBUINO



£25.99 - £53.99

MEGA



£8.94 - £34.07

Amazon.UK Prices – March'15



# A Family Of Microcontrollers:

UNO



£5.99 - £21.99

YUN



£53.80 - £56.94

FIO



£19.61

NANO



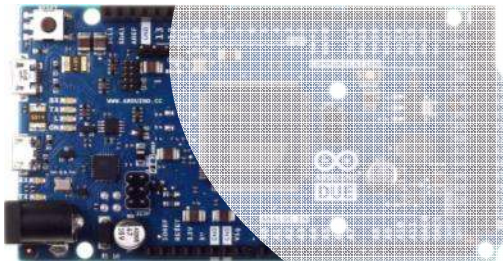
£1.99 - £13.00

LEONARDO



£9.62 - £24.99

DUE



£38.50 - £54.00

amazon.com®

ebay™

The electronics specialist

maplin

£13.00 - £24.30

MEGA



£8.94 - £34.07

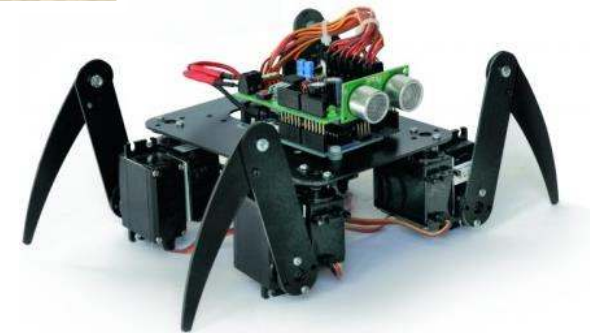
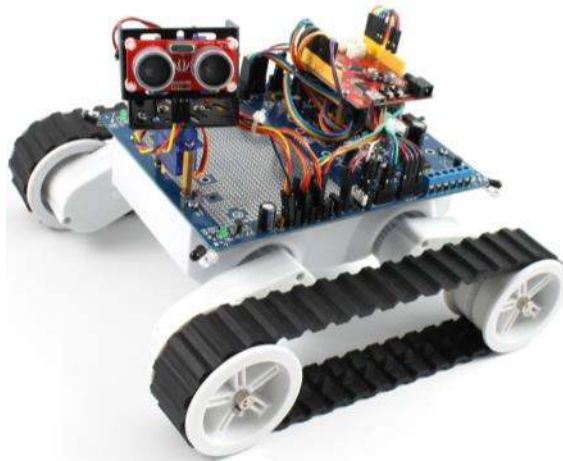


£25.99 - £53.99

Amazon.UK Prices – March'15

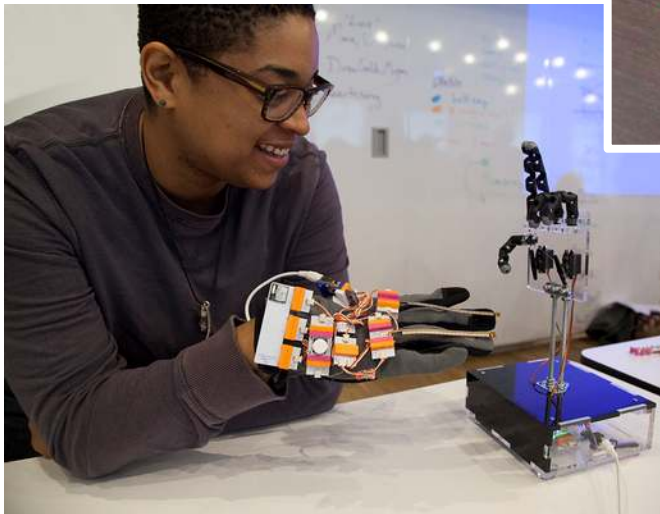
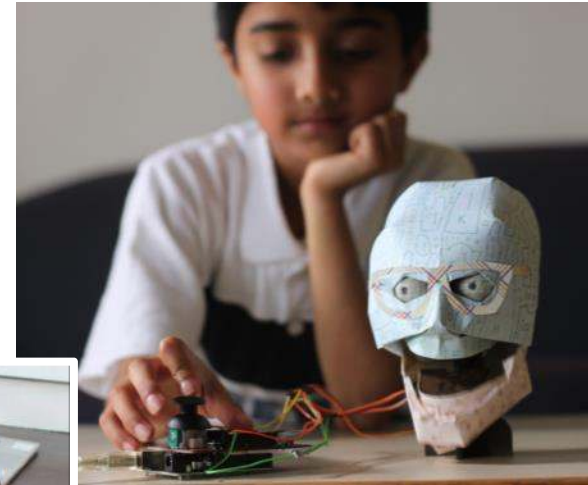


# Fun Projects:



**Hundreds Of Examples On Line!**

# More...

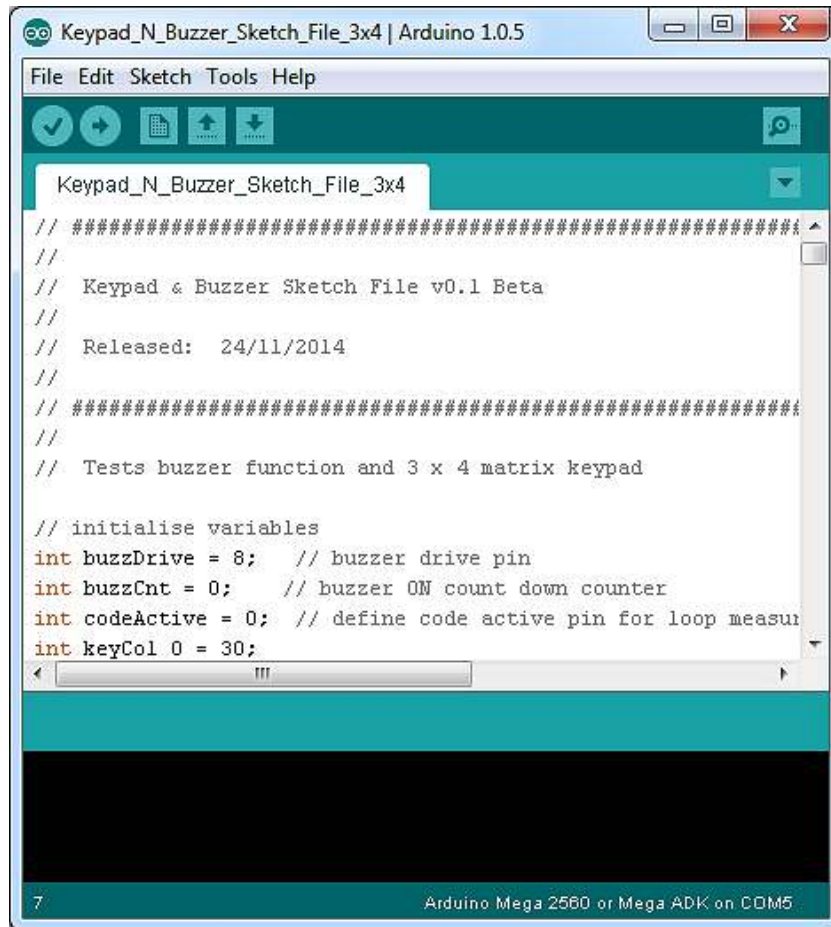


# Where Do I Start

?



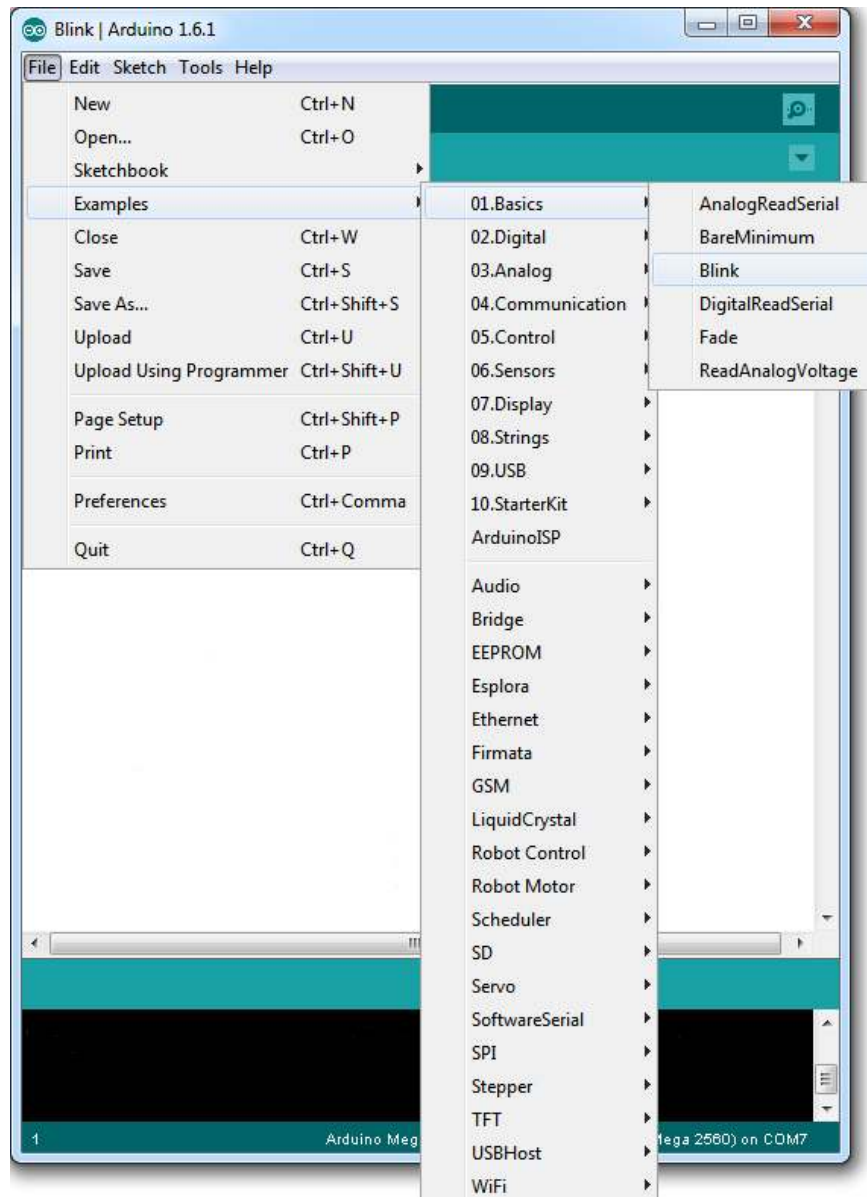
# Install The IDE... IT's FREE!



- Buy an Arduino board ( £5 - £15 )
- Go to the Arduino web site  
<http://www.arduino.cc/>
- Download and install the Arduino IDE
- Runs on Windows, Mac iOS, Linux
- Install USB port drivers
  
- Open a sample Sketch program
- Send it to your Arduino via USB
- Test the code



# Lots Of FREE code!



- **Over 260 examples to try:**
  - **Flashing LED's**
  - **Play tunes**
  - **Reading Joysticks**
  - **Driving Displays**
  - **GSM comms**
  - **Etc...**
- **Try the code**
- **Study the code**
- **Learn from the experts**



# Just Blink!

```
Blink | Arduino 1.6.1
File Edit Sketch Tools Help
Blink
/*
 * Blink
 * Turns on an LED on for one second, then off for one second, repeatedly.
 *
 * Most Arduinos have an on-board LED you can control. On the Uno and
 * Leonardo, it is attached to digital pin 13. If you're unsure what
 * pin the on-board LED is connected to on your Arduino model, check
 * the documentation at http://arduino.cc
 *
 * This example code is in the public domain.
 *
 * modified 8 May 2014
 * by Scott Fitzgerald
 */

// the setup function runs once when you press reset or power the board
void setup() {
  // initialize digital pin 13 as an output.
  pinMode(13, OUTPUT);
}

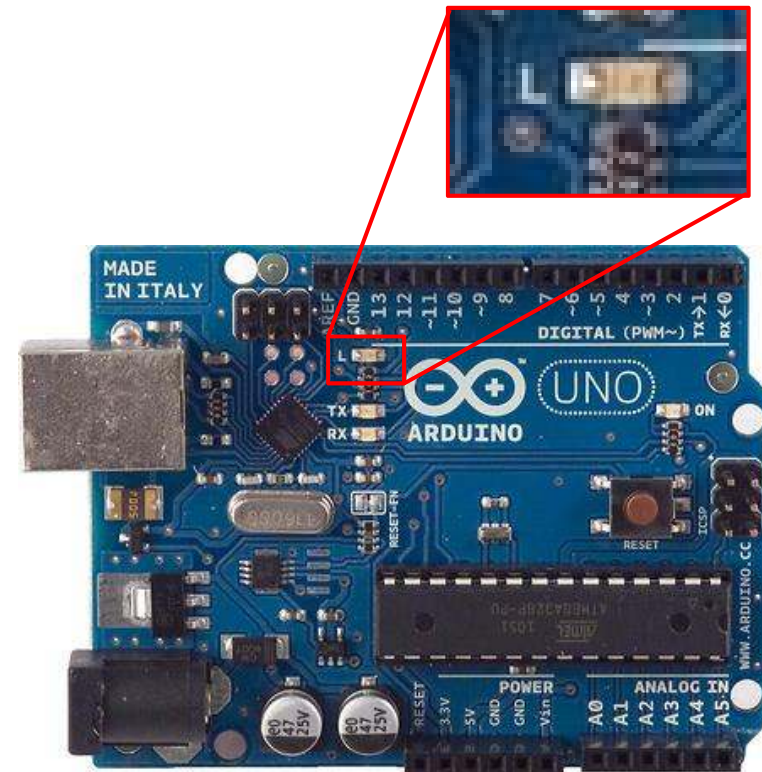
// the loop function runs over and over again forever
void loop() {
  digitalWrite(13, HIGH); // turn the LED on (HIGH is the voltage level)
  delay(1000);           // wait for a second
  digitalWrite(13, LOW); // turn the LED off by making the voltage LOW
  delay(1000);           // wait for a second
}

Done compiling.
Global variables use 9 bytes (0%) of dynamic memory, leaving 8,183 bytes
for local variables. Maximum is 8,192 bytes.

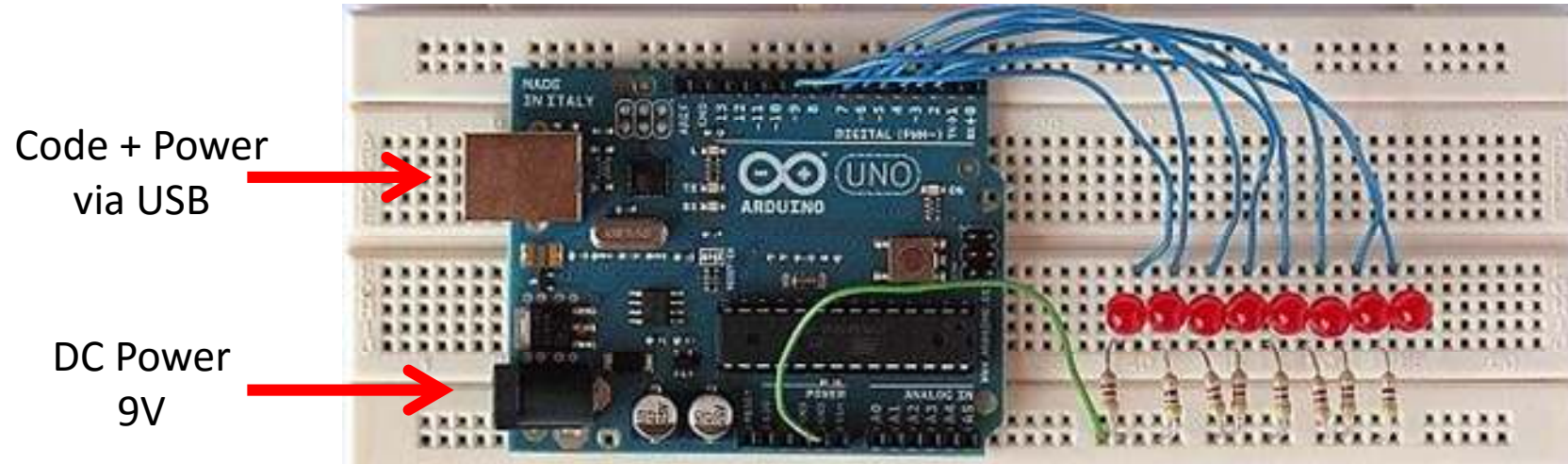
1 Arduino Mega or Mega 2560, ATmega2560 (Mega 2560) on COM7
```

- Built in test LED
- Make code adjustments
  - Frequency
  - Cadence (ON/OFF)

## Other IDE's available!



# Breadboard Circuits



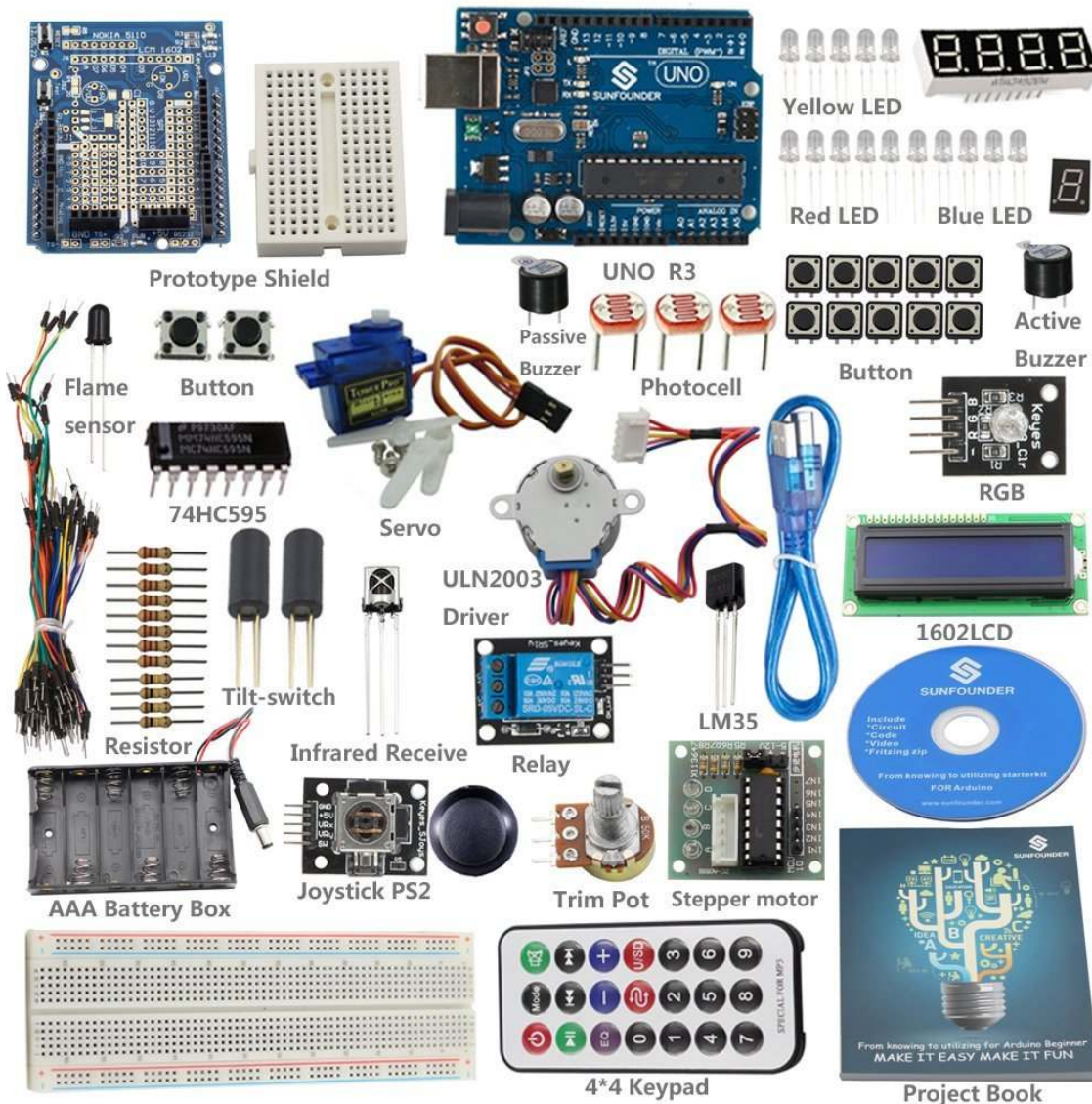
£1.99

- Circuit diagrams on the internet
- YouTube Videos too
- Helpful descriptions - How Things Work

All for FREE – open source

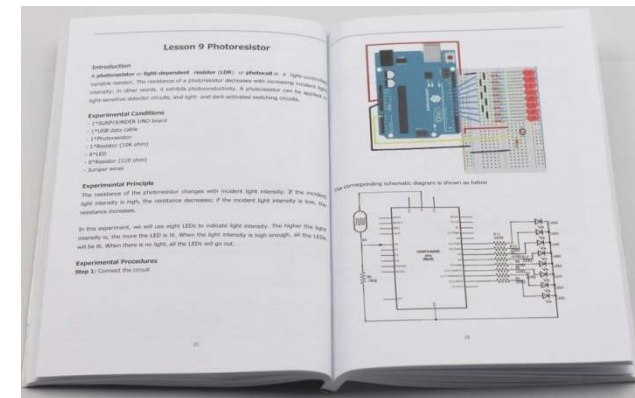


# Arduino Kits: £17.93 - £83.75

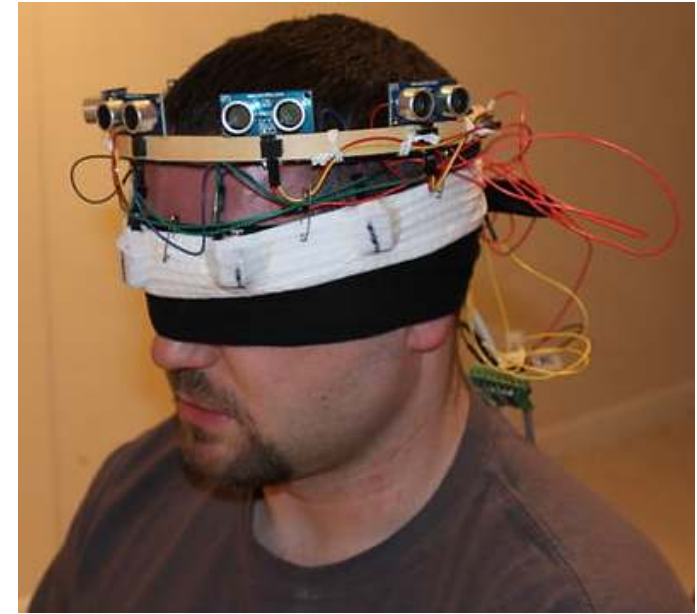


## Contents:

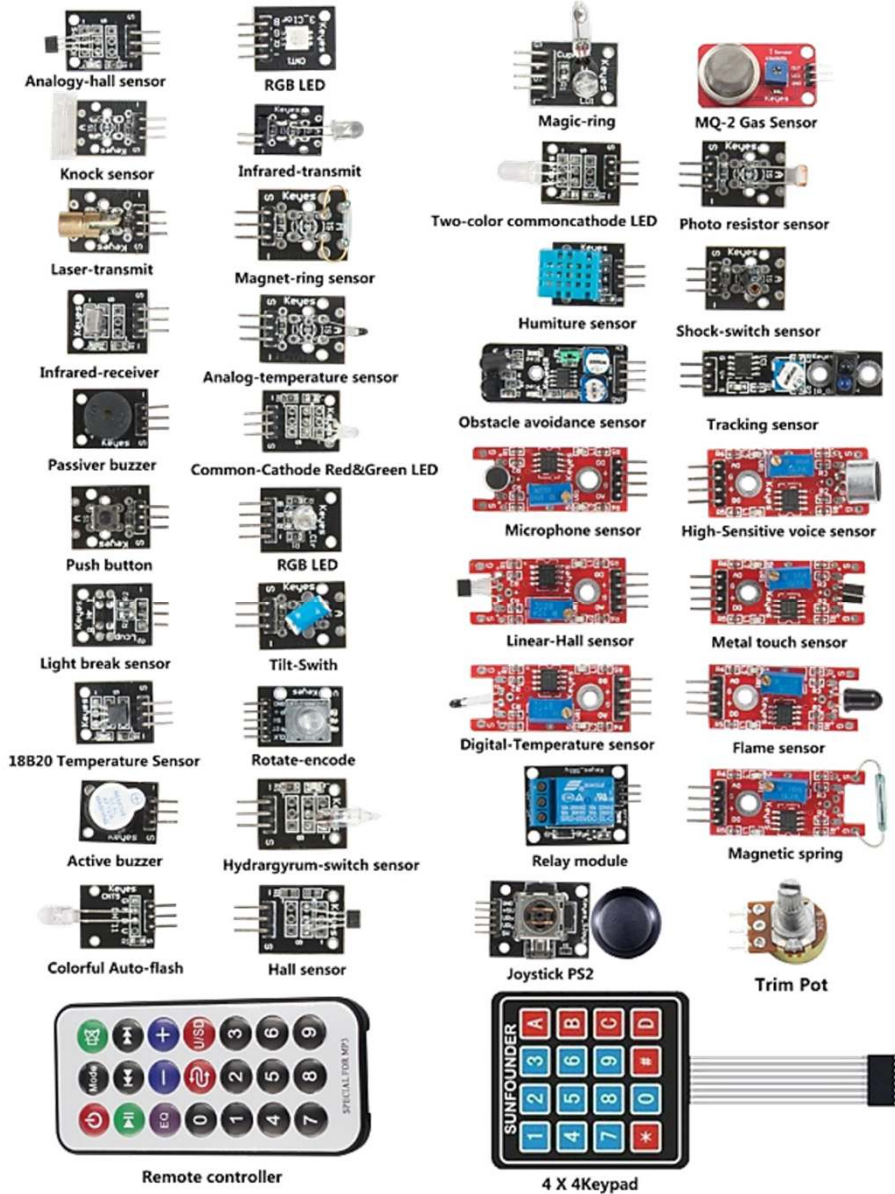
- Arduino UNO
- Prototype Shield
- LCD display
- LEDs & 7-Segment
- LDR's & Buzzers
- Switches & Relays
- Servo
- Keypad
- Project Book
- CD - Sketches



# What About Complex Projects



# Use Arduino Shields:

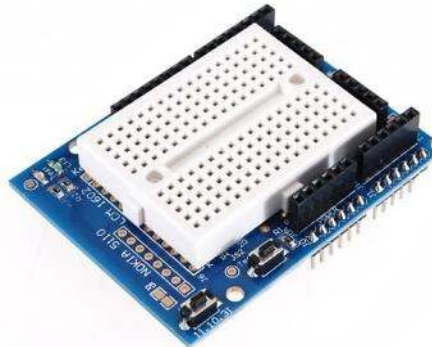
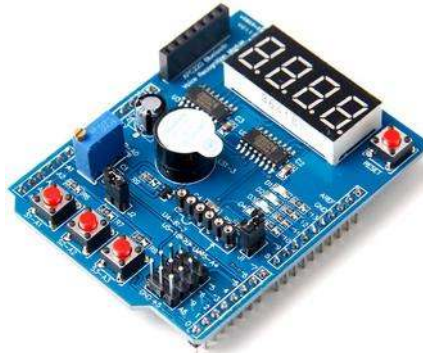
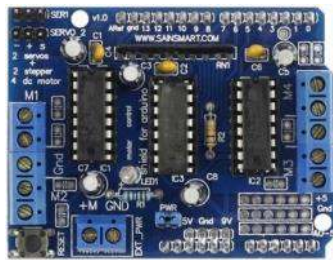
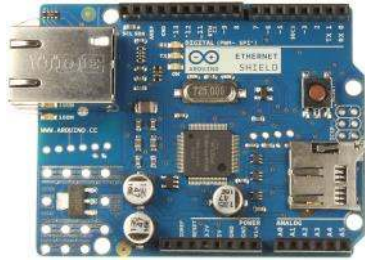


## Examples:

- Distance (Ultrasonic)
- Acceleration
- Temperature
- Humidity
- Shock & Tilt
- Light
- Current (Hall)
- Obstacle
- Tracking
- Infrared Tx & Rx
- Keypad
- Touch
- Joysticks
- Rotary Encoders
- Rain Detector

And...

# Use Arduino Shields:

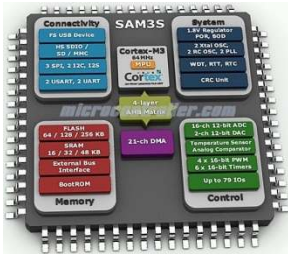


## Examples:

- Prototyping
- Relay modules
- Keypads
- Motor Drive
- LCD Displays
- Ethernet
- Multi-function
- MP3 Players
- GPS
- 2.4 GHz WiFi
- GSM
- Etc...



# What Products Use



# Tech



# Products:



# Products:



# Products:



**VEX**  
ROBOTICS



**LEGO MINDSTORMS**

Issue: 1.0

Released: 29/09/2015

TechKnowTone

# Are Related To





**Brain**



**Motor**



**Gyro**



**Distance**



**Color**



**Touch LED**



**Bumper Switch**



**Brain**



**Motor**



**Gyro**



**Distance**



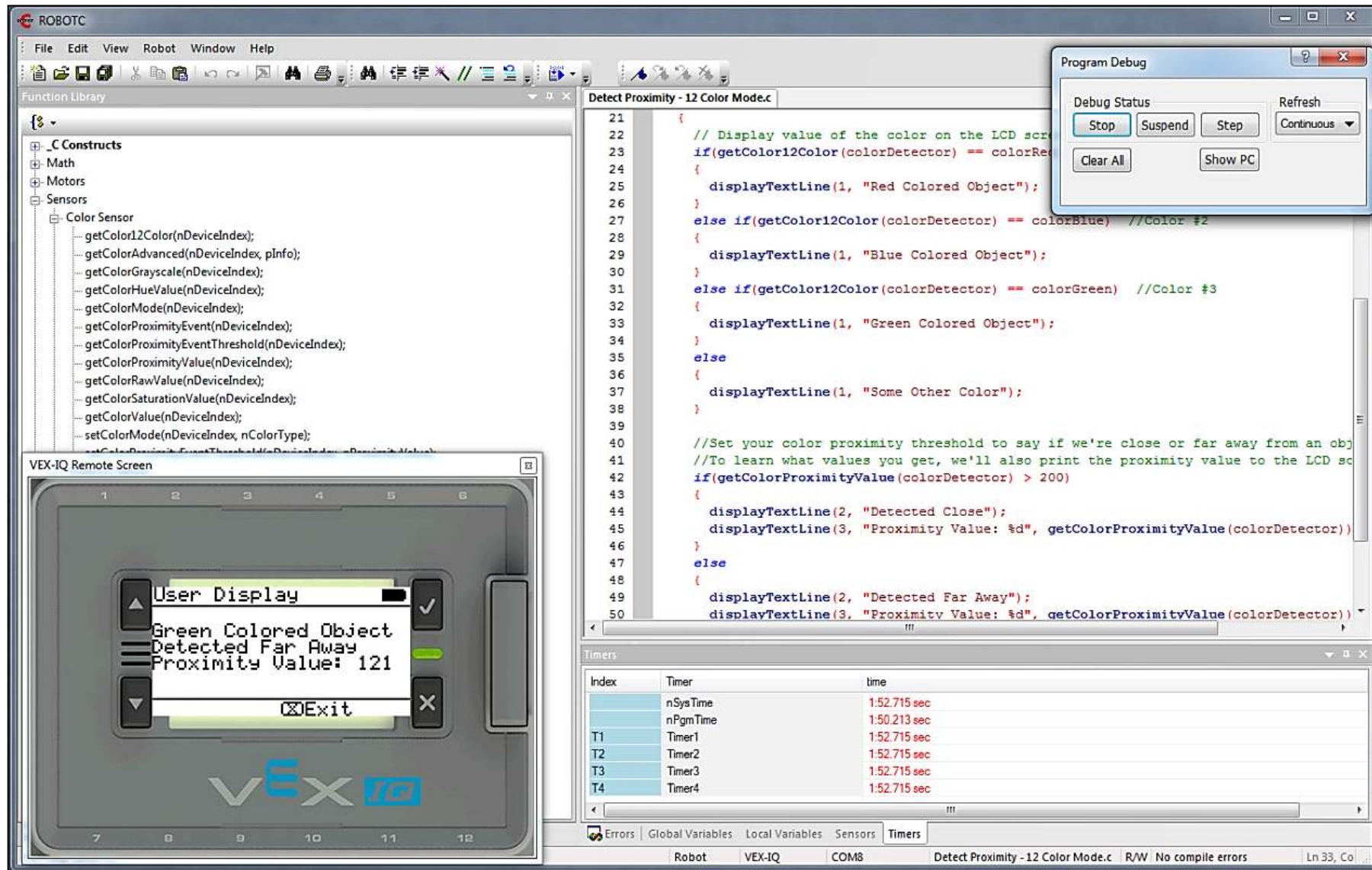
**Color**



**Touch LED**



**Bumper Switch**



The screenshot displays the ROBOTC IDE interface. On the left is the Function Library, and in the center is the code editor for 'Detect Proximity - 12 Color Mode.c'. A 'Program Debug' window is open in the top right, and a 'VEX-IQ Remote Screen' window is open in the bottom left.

**Code Editor Content:**

```

21 {
22     // Display value of the color on the LCD screen
23     if(getColor12Color(colorDetector) == colorRed)
24     {
25         displayTextLine(1, "Red Colored Object");
26     }
27     else if(getColor12Color(colorDetector) == colorBlue) //Color #2
28     {
29         displayTextLine(1, "Blue Colored Object");
30     }
31     else if(getColor12Color(colorDetector) == colorGreen) //Color #3
32     {
33         displayTextLine(1, "Green Colored Object");
34     }
35     else
36     {
37         displayTextLine(1, "Some Other Color");
38     }
39
40     //Set your color proximity threshold to say if we're close or far away from an object
41     //To learn what values you get, we'll also print the proximity value to the LCD screen
42     if(getColorProximityValue(colorDetector) > 200)
43     {
44         displayTextLine(2, "Detected Close");
45         displayTextLine(3, "Proximity Value: %d", getColorProximityValue(colorDetector));
46     }
47     else
48     {
49         displayTextLine(2, "Detected Far Away");
50         displayTextLine(3, "Proximity Value: %d", getColorProximityValue(colorDetector));
51     }
52 }

```

**Program Debug Window:**

Debug Status: Stop, Suspend, Step, Refresh (Continuous)

Clear All, Show PC

**VEX-IQ Remote Screen:**

User Display

Green Colored Object

Detected Far Away

Proximity Value: 121

Exit

**Timers Window:**

Index	Timer	time
	nSysTime	1:52.715 sec
	nPgmTime	1:50.213 sec
T1	Timer1	1:52.715 sec
T2	Timer2	1:52.715 sec
T3	Timer3	1:52.715 sec
T4	Timer4	1:52.715 sec

Robot: VEX-IQ COM8 Detect Proximity - 12 Color Mode.c R/W No compile errors Ln 33, Col 1



C/C++ - TestProject/main.cpp - Eclipse

File Edit Source Refactor Navigate Search Project AVR Run Window Help

Project Explorer

- ArduinoCore
- TestProject

```
// Build and flashed to Duemilanove board from Eclipse by following the instructions at:
// http://horrorcoding.altervista.org/arduino-development-with-eclipse-a-step-by-step-tutorial-to-th
// (Minor updates left in the comments section at that web address.)
// 17 April 2012, Ed Skinner

// TODO Figure out how to create new projects from this one (clone it) xxxxxxxx

#include <Arduino.h>

int ledPin = 13; // LED connected to digital pin 13
int cycleTime = 250; // Quarter second period

// The setup() method runs once, when the sketch starts
void setup() {
    // Initialize the digital pin as an output:
    pinMode(ledPin, OUTPUT);
}

// The loop() method runs over and over again,
// as long as the Arduino has power

void loop() {
    digitalWrite(ledPin, HIGH); // Set the LED on
    delay(cycleTime>>1); // Wait a half cycle
    digitalWrite(ledPin, LOW); // Set the LED off
    delay(cycleTime>>1); // Wait a half cycle
}

int main(void) {
    init();
    setup();

    while(true) {
        loop();
    }
}
```

Properties

CDT Build Console [ArduinoCore]

```
-tpack-struct -fshort-enums -funsigned-char -funsigned-bitfields -fno-exceptions -mmcu=atmega328p -DF_CPU=16000000UL -MD -MP
-MF"CDC.d" -MT"CDC.d" -c -o "CDC.o" "E:/arduino-1.0.1/hardware/arduino/cores/arduino/CDC.cpp"
Finished building: E:/arduino-1.0.1/hardware/arduino/cores/arduino/CDC.cpp

Building file: E:/arduino-1.0.1/hardware/arduino/cores/arduino/HID.cpp
Invoking: AVR C++ Compiler
avr-g++ -I"E:/arduino-1.0.1/hardware/arduino/cores/arduino" -I"E:/arduino-1.0.1/hardware/arduino/variants/standard" -Wall -Os
-fpack-struct -fshort-enums -funsigned-char -funsigned-bitfields -fno-exceptions -mmcu=atmega328p -DF_CPU=16000000UL -MD -MP
-MF"HID.d" -MT"HID.d" -c -o "HID.o" "E:/arduino-1.0.1/hardware/arduino/cores/arduino/HID.cpp"
```

Build Project: (1%)

# Flowol4 VEX IQ

D:\RobotMesh\flowol4\Examples\ArmbotIQ\Armbot IQ 2.flo\* - Flowol 4

File Settings Edit Help

## VEX IQ Armbot

Using Color Sensor to sort blocks

### VEX IQ Options

VEX IQ Options:

Connection: COM17 (VEX USB serial port)

Joystick options:

- No Joystick
- Use Joystick

Downloaded Program: Slot 1

Connected Program: Slot 4

Run after download

Enable Raw Output and Raw Analog sensors

OK Cancel

VEX IQ	
Connected	
Click to Download	
Detect Sensors	
1	Touch
2	Limit
3	Port 3
4	Port 4
5	Elbow 0
6	Color 7
7	Port 7
8	Port 8
9	Port 9
10	Shoulder 0
11	Turntable 0
12	Claw 0

Global Variables	
Slot A	0
Slot B	0
Slot C	0
Slot D	0
Slot E	0



# Flowol 4 with Arduino

```
graph TD; Start([Start]) --> TurnLEDOn[/Turn LED on/]; TurnLEDOn --> Delay1[Delay 1]; Delay1 --> TurnLEDOff[/Turn LED off/]; TurnLEDOff --> Delay2[Delay 1]; Delay2 --> TurnLEDOn;
```

Output	Val	%
0	Val 0	19.4 %
1	Val 1	19.4 %
2	Val 2	19.4 %
3	Val 3	19.5 %
4	Val 4	19.6 %
5	Val 5	19.5 %

# MODKIT for VEX

The screenshot shows the Modkit for Vex IQ software interface. The title bar reads "Modkit for Vex IQ". The main window has a header with the "MODKIT for VEX" logo, "Hardware" and "Blocks" icons, and a "Untitled Project" field with "Save Project", "Browse", and "Share" buttons. Below the header, there are tabs for "Setup", "Output", and "Input". The "Input" tab is selected, showing a list of input blocks: "current direction", "current velocity", and "current encoder". The "Operators" tab is also visible, showing "+" and "-" blocks. The main workspace contains a block-based program:

```
forever loop
  if (current encoder > 100)
    turn motor CCW
  if (current encoder < -100)
    turn motor CW
```

The screenshot shows the hardware configuration window in the Modkit for Vex IQ software. The title bar reads "Modkit for Vex IQ". The main window has a header with the "MODKIT for VEX" logo, "Hardware" and "Blocks" icons, and a "Untitled Project" field with "Save Project", "Browse", and "Share" buttons. Below the header, there are tabs for "Setup", "Output", and "Input". The "Hardware" tab is selected, showing a list of hardware components: "Motor", "Joystick", "Drivetrain", and "Button". The "Motor" component is highlighted, showing a detailed view of the motor with the label "MOTOR1" and "PORT5".



For  ARDUINO

The screenshot shows the MODKIT Scratch environment. At the top, there's a 'MODKIT' logo, 'Setup Board' and 'Blocks' icons, and a 'Collin: logout' link. The main workspace is titled 'Arduino Diecimila' and contains a 'Knob Threshold' project. The code block is as follows:

```
forever loop
  if (analogRead(A0) < 500)
    digitalWrite(LED_BUILTIN, HIGH);
    delay(1000);
    digitalWrite(LED_BUILTIN, LOW);
    delay(1000);
  digitalWrite(LED_BUILTIN, LOW);
```

The screenshot shows the MODKIT programming device interface. At the top, there's a 'MODKIT' logo, 'Hardware' and 'Blocks' icons, and a 'Programming Device...' window. The main workspace is titled 'Arduino™ Compatible' and contains a 'Programming Device' project. The code block is as follows:

```
Setup
  pinMode(LED_BUILTIN, OUTPUT);

Loop
  digitalWrite(LED_BUILTIN, HIGH);
  digitalWrite(LED_BUILTIN, LOW);
  digitalWrite(LED_BUILTIN, LOW);
```



SCRATCH

bat - Scratch

SCRATCH File Edit Share Help

Motion Control Looks Sensing Sound Operators Pen Variables

Sprite1  
x: -48 y: -23 direction: 5

Scripts Costumes Sounds

when clicked  
 forever loop:  
 move 20 steps  
 turn 40 degrees  
 next costume  
 wait 0.1 secs

when space key pressed  
 say Hello! for 2 secs  
 wait 1 secs  
 say good bye for 2 secs  
 wait 1 secs  
 say Ja! for 2 secs

when up arrow key pressed  
 play note 60 for 0.5 beats  
 play note 61 for 0.5 beats  
 play note 62 for 0.5 beats  
 play note 63 for 0.5 beats

Stage

shane and claire scratch game - Scratch

SCRATCH File Edit Share Help

Motion Control Looks Sensing Sound Operators Pen Variables

Sprite3  
x: 30 y: -124 direction: 90

Scripts Costumes Sounds

when clicked  
 set speed to 2  
 forever loop:  
 move speed steps  
 if on edge, bounce

when clicked  
 hide  
 wait pick random 1 to 2 secs  
 show  
 wait pick random 1 to 3 secs

when Sprite3 clicked  
 hide  
 play drum 57 for 0.2 beats

Stage

shane and claire scratch game

timer 25

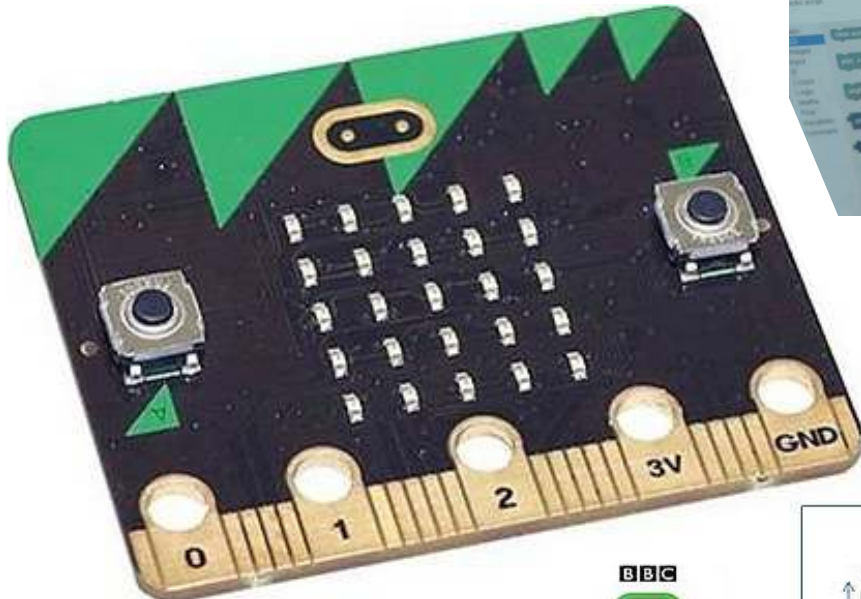
Stage



BBC Micro:bit...

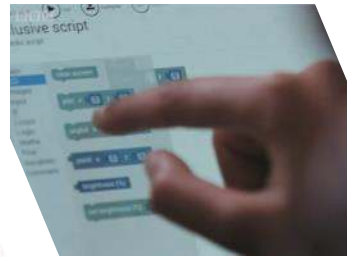
# Make it Digital

## BBC launches flagship UK-wide initiative to inspire a new generation with digital technology



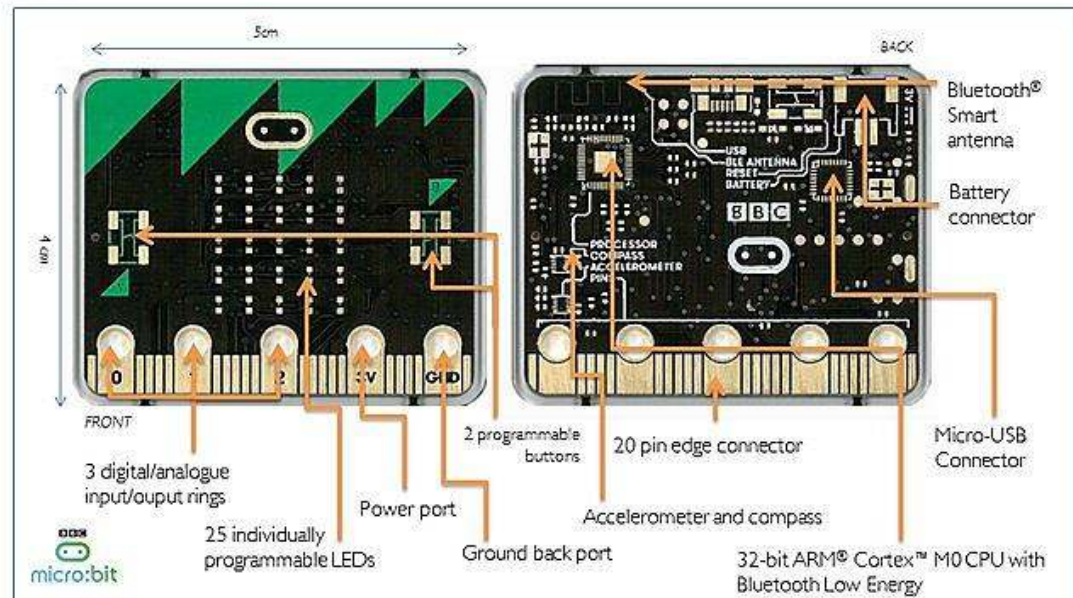
A wearable device that is easy to code.

Complimentary to the Arduino and Raspberry Pi.

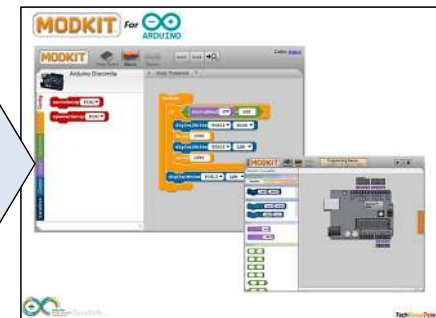
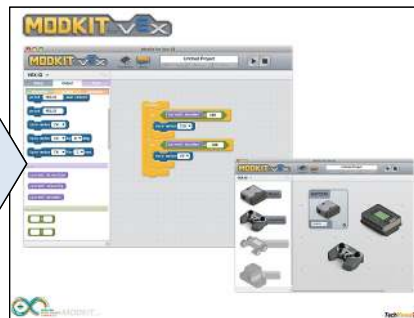
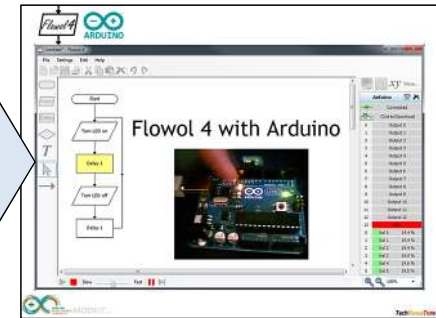
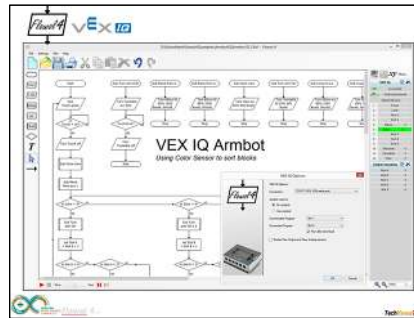
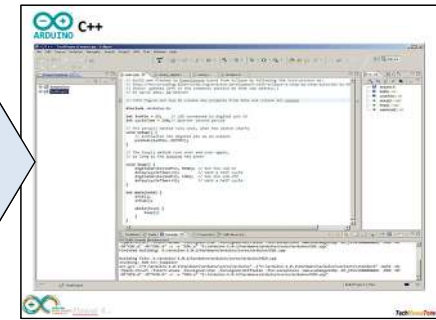
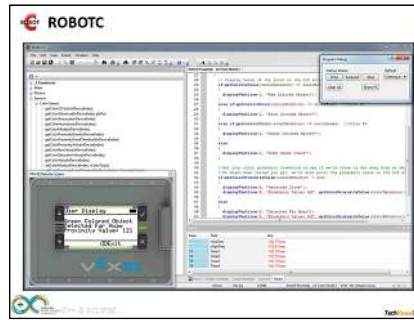


BBC will give a personal coding device free to every child in year 7 across the country - 1 million devices in total – in autumn 2015.

**BBC**  
**three** will be launching a talent show called '*Girls Can Code*'.



# Fully Transferrable STEM Skills!



# Arduino Benefits:

- Very Low Cost & easy to acquire
- Reusable, over and over
- Use at School and at Home
- You Learn:
  - How To Apply STEM Skills
  - About Microcontrollers
  - How To Code In C++
  - About Electronic Circuits
  - How To Specify & Test ideas
  - About Constraints & Budgets
- Create Unique Solutions
- Develop Engineering Skill
- Skills that are very transferrable



## You Have Fun!

