

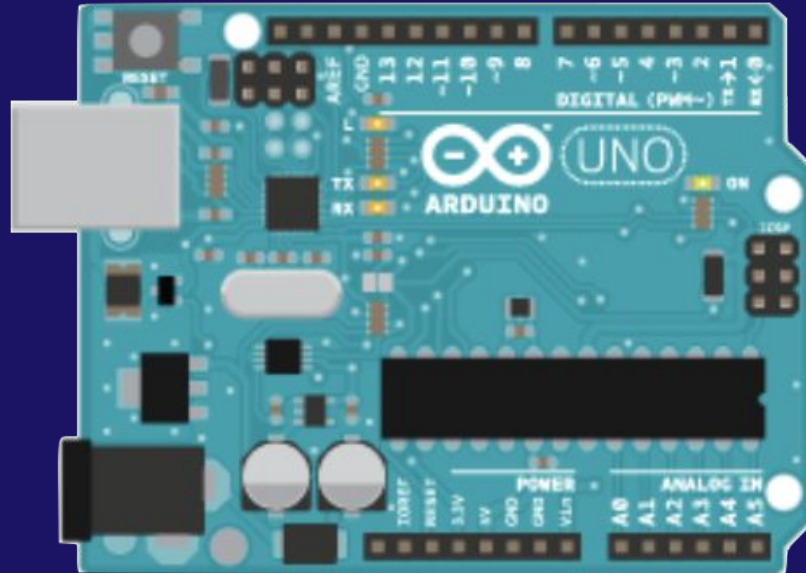


# Arduino

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# What is an Arduino?

- Open source electronic software
- Easy to use hardware
- Reads input
- Produce outputs



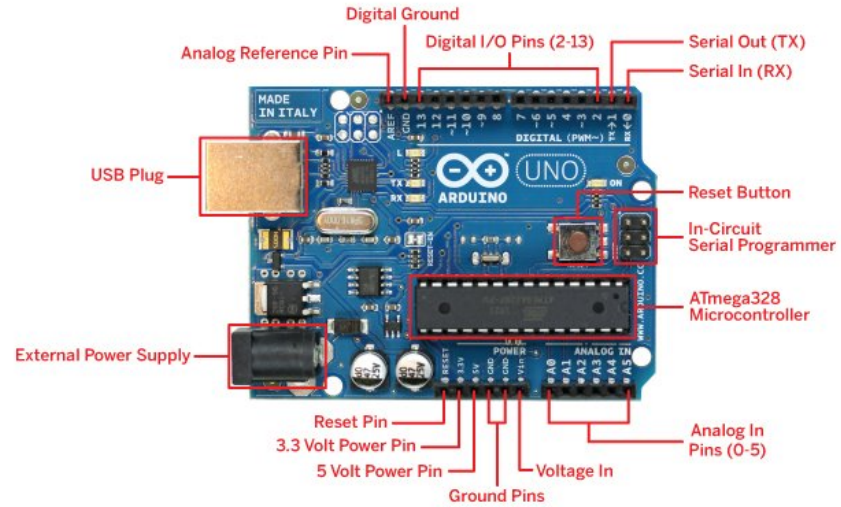
# Components

## Software

- Arduino IDE
- Arduino coding language

## Hardware

- Arduino board
- Microcontroller



# Arduino IDE

- Free software
- Language is derived from C
- Targeted for use in microcontrollers
- Must have `setup()` and `loop()` functions
  - `setup()` sets initial conditions
    - Run only when running code or turning on
  - `loop()` is where code that makes functionality lives

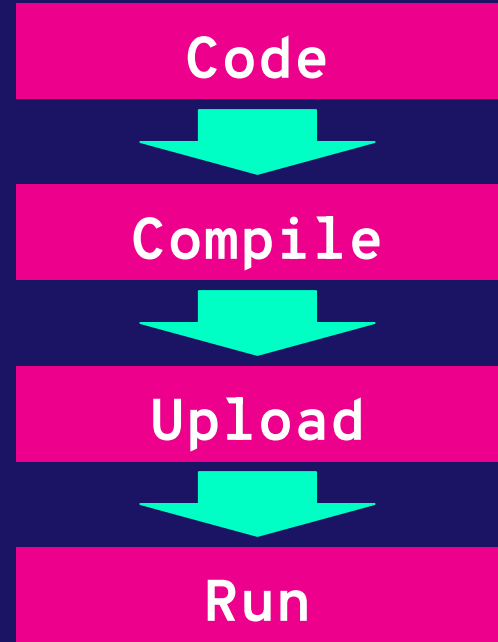
```
5 void setup() {  
6  
7 }  
8  
9 void loop() {  
10  
11 }
```

# Microcontroller

- Simplest form of a computer
  - Take input from world and produce output
- Simple processor – typically only does one task, such as listening to a sensor
- Pins for input and output
  - Other controllers attached to these pins
  - Require power and communications connection

# Running Programs

- Only run one
- No operating system
- To change, must change hardware
- Bootloader used to replace operating system



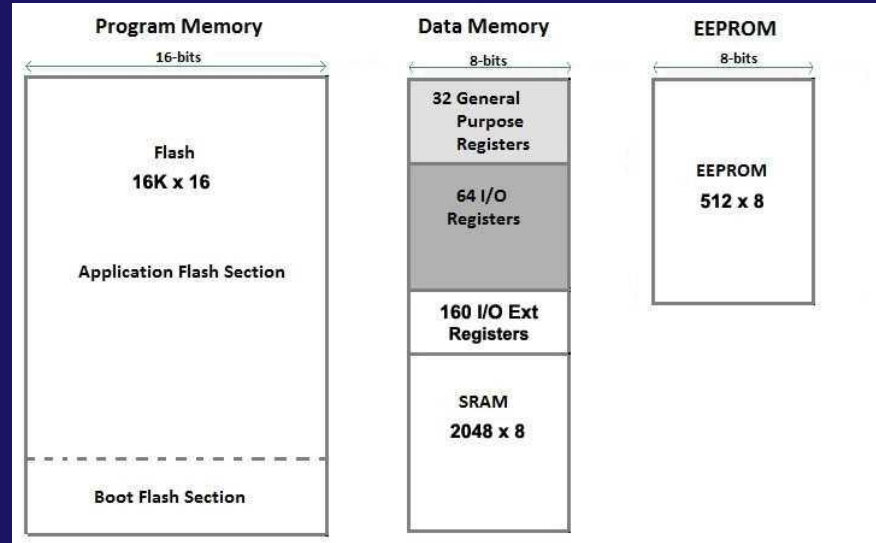
# Bootloader

- Firmware
- In controllers memory
- Can reprogram rest of memory
- Used to program directly from computer to microcontroller
- Allow processors to get new programs outside of dedicated ports



# Arduino “Burn Bootloader”

1. Unlock bootloader section
2. Set fuses on the chip
3. Upload bootloader code
4. Lock bootloader section



# Summary

- Arduino is cheap and great for beginners
- Bootloader replaces operating system
- Idea of operating system still present
  - A layer of abstraction between software and hardware!



# Citations

<https://www.arduino.cc/>

<https://itp.nyu.edu/physcomp/lessons/microcontrollers-the-basics/>

[http://www.cs.binghamton.edu/~tbarten1/CS120\\_Summer\\_2015/Labs/Lab\\_03.html](http://www.cs.binghamton.edu/~tbarten1/CS120_Summer_2015/Labs/Lab_03.html)