

Arduino Tutorial Common Syntax Serial Monitor Output

`Serial.begin (9600);` : Connects the program to the serial monitor

`Serial.print`: Prints text in the dialogue box. Used for output readings from the Arduino board.

`Serial.println()`: Drops cursor down to the next line on the serial monitor

`Serial.parseInt()` or `Serial.parseFloat()`: Allows user to read either integer or real numbers for input

`Serial.flush ()` : Waits for transmission of outgoing data to be complete

`Serial.available ()` : Waits until the input buffer has a character **Digital/Analog Commands**

`digitalWrite` or `analogWrite`: Write code to the Arduino board (I.E `digitalWrite (13, HIGH)` = Turns LED light linked to Pin 13 On) `digitalRead` or `analogRead`: Reads information from the Arduino Board. Typically used with a

switch or sensor to determine if contact is being made (I.E `digitalRead (5, Low)` = Switch/Sensor linked to Pin 5 on the Arduino board is not making contact)

`Serial.read`: Reads and Output information from a specified pin on the Arduino Board or keyboard (NOTE Keyboard input will always read as character variable (even numbers) **Power**

Transfer/Wait Time

HIGH: Power transferred or switch will read in contact (On)

LOW: Power is not transferred or switch will read not in contact (Off)

`delay()`: Will pause the program for x number of milliseconds (NOTE: 1000 milliseconds = 1 second) **Pin**

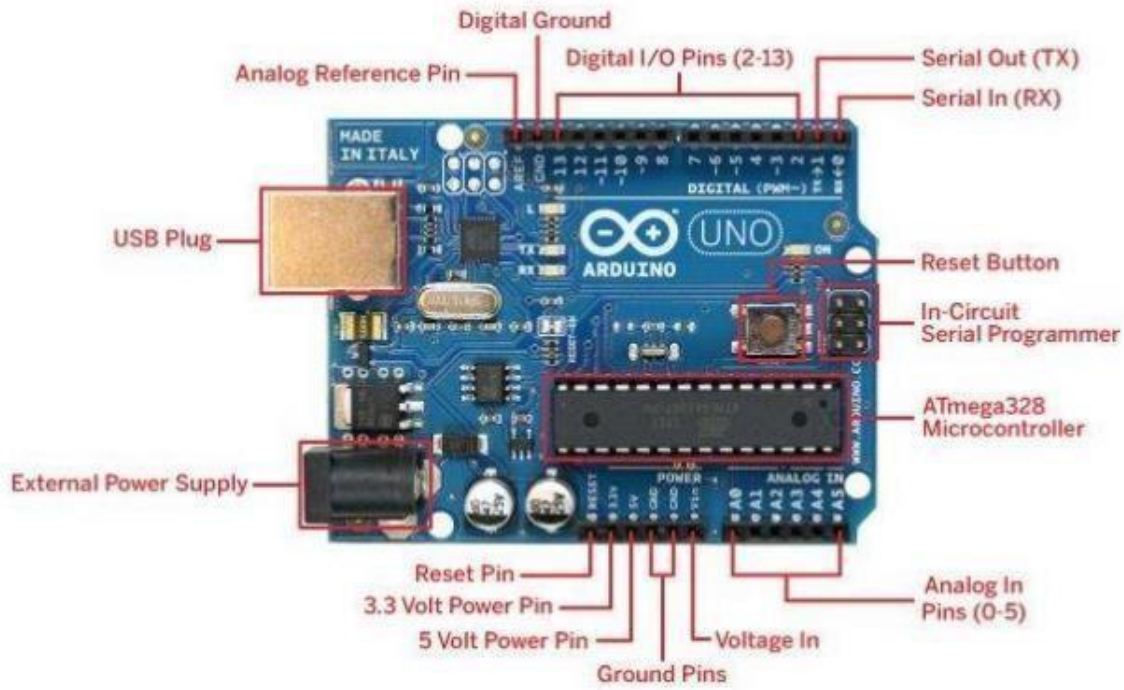
Declaration

`pinMode ()`: Declares the numbered pin to be either input or output (I.E `pinMode (13, INPUT)`;
or

`pinMode (13, OUTPUT)`

NOTE: All Loops (for, while, do/while), if/then, if/else syntax is the same as learned in previous lessons

Basic Anatomy of the Arduino Board



Breadboard Setup

