

ARDUINO

Activity

The main aim of this project is to light some leds of different colors located in letters which are hold in a board. This letters form the phrase "ICT WORLD". We are going to control these leds using an Arduino board in addition we will use Bitblog and Arduino ID in order to control it.

Objectives

- Objective 1:
Familiarize with Arduino environment.
- Objective 2:
Learn how to code turning on and turning off leds.
- Objective 3:
Control the basic concepts of Arduino.

Otros puntos

- Punto 1
- Punto 2

First Activity (Introduction video)

WEBMINAR: On Wednesday you will watch our video tutorial in the Technology classroom, therefore you will start to comprehend how Arduino works. In this video we are going to teach you the basic concepts of Arduino, as for instance coding Arduino for turning on and turning off the leds inside the ICT WORLD letters.

ID Arduino

```
sketch_oct05a Arduino 1.6.11
Archivo Editar Programa Herramientas Ayuda

sketch_oct05a $

/** Global variables and function definition */
const int amarillo = 12;
const int rojo = 9;

/** Setup */
void setup() {
  pinMode(amarillo, OUTPUT);
  pinMode(rojo, OUTPUT);
}

/** Loop */
void loop() {
  digitalWrite(yellow, HIGH); //this command turns on the yellow leds
  delay(1500); //this command sends the order of indicating how long the yellow leds are turned on
  digitalWrite(red, HIGH); //this command turns on the red leds
  delay(500); //this command sends the order of indicating how long the red leds are turned on
  digitalWrite(yellow, LOW); //this command turns off the yellow leds
  delay(1000); //this command sends the order of indicating how long the yellow leds are turned off
  digitalWrite(yellow, HIGH); //this command turns on the yellow leds
  delay(1000); //this command sends the order of indicating how long the yellow leds are turned on
  digitalWrite(red, LOW); //this command turns off the red leds
  delay(500); //this command sends the order of indicating how long the red leds are turned off
}
```

*This is how we code
arduino*

*And these are the
functions which each
command execute*

sketch_oct05a | Arduino 1.6.1

File Edit Sketch Tools Window Help

sketch_oct05a

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Click on tools

And finally select
Arduino/Genuino
Uno

Aut...
Archiv...
Fix Encod...
Serial Monit...
Serial Plotter...
WiFi101 Firmware Updater
Board: "Arduino/Genuino Uno"
Port
Get Board Info
Programmer: "AVRISP mkII"
Burn Bootloader

Boards Manager...
Arduino AVR Boards
Arduino Yún
• Arduino/Genuino Uno
Arduino Duemilanove or Diecimila
Arduino Nano
Arduino/Genuino Mega or Mega 2560
Arduino Mega ADK
Arduino Leonardo
Arduino/Genuino Micro
Arduino Esplora
Arduino Mini
Arduino Ethernet
Arduino Fio
Arduino BT
LilyPad Arduino USB
LilyPad Arduino
Arduino Pro or Pro Mini
Arduino NG or older
Arduino Robot Control
Arduino Robot Motor
Arduino Gemma

Using proxy DIRECT
Using proxy DIRECT
Using proxy DIRECT
Using proxy DIRECT

Búsqueda en Windows



Arduino/Genuino Uno on COM

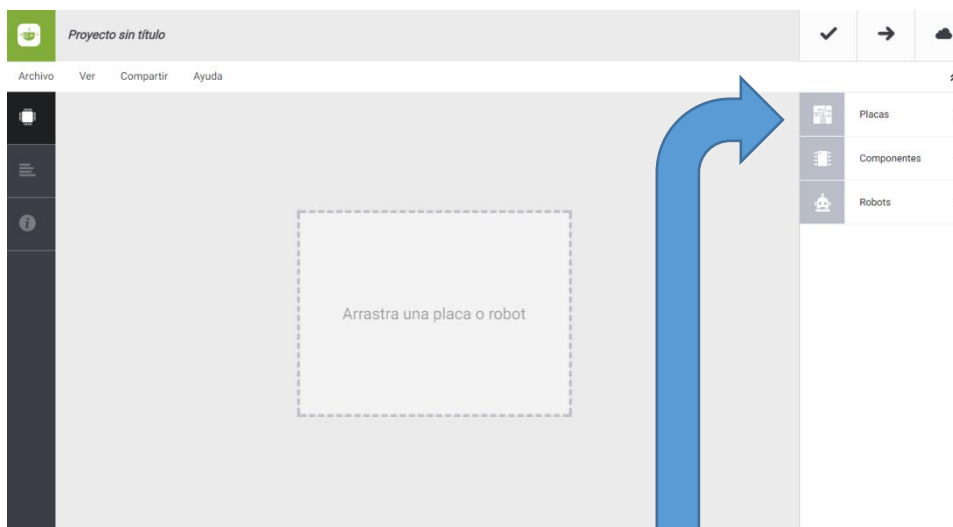
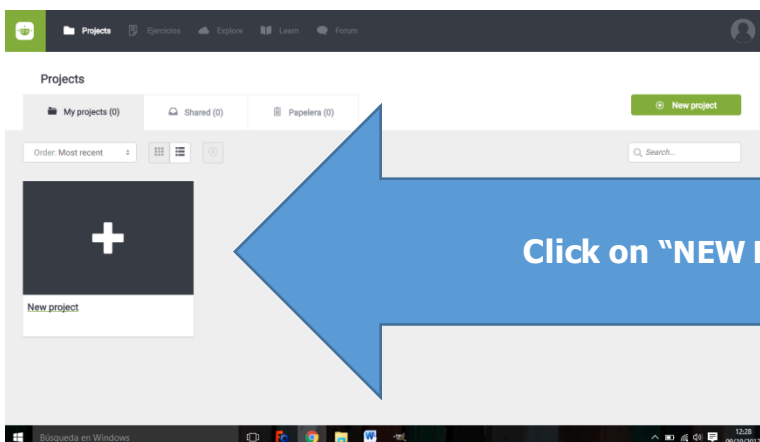
9:19
06/11/20

Second Activity (Project)

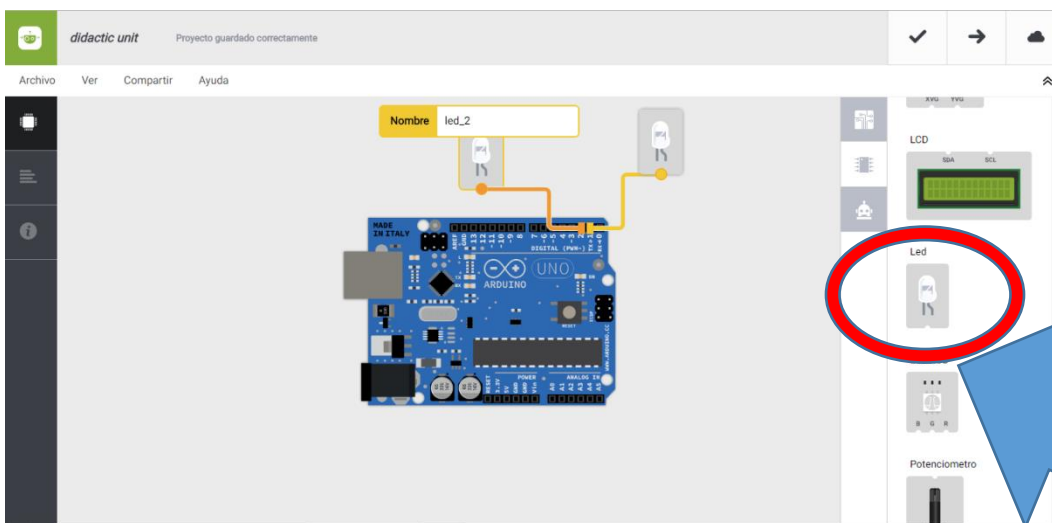
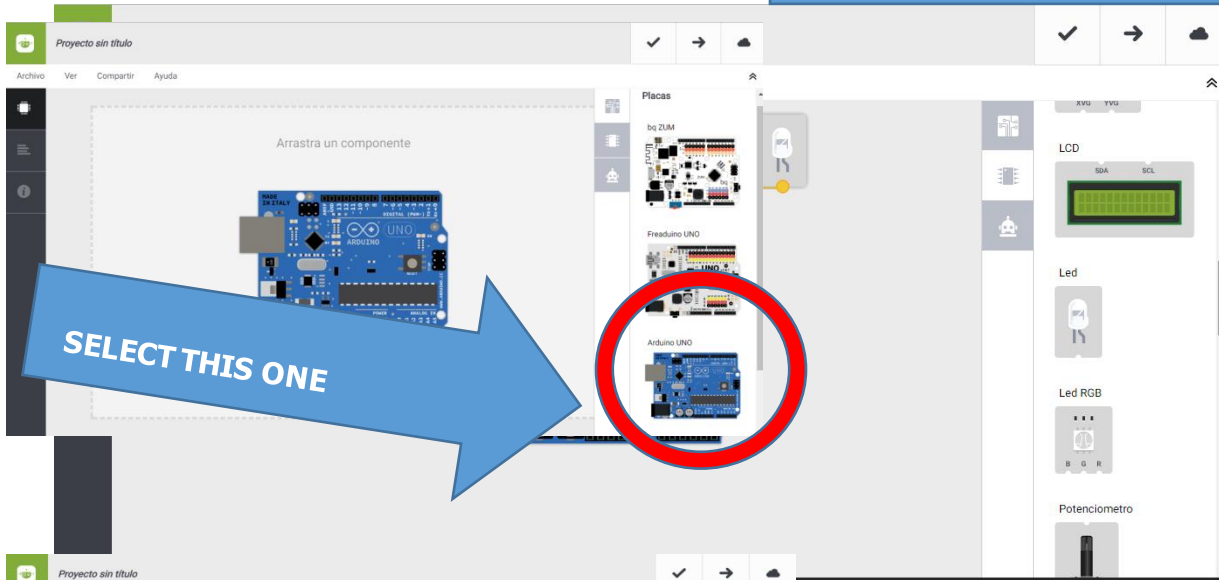
In this workshop we will be using bitbloq and arduino ID. Firstly you will be using your email accounts to log in bitbloq. Here you have got the link to register on Bitbloq: <http://bitbloq.bq.com/#/register>

**WRITE HERE YOUR EMAIL ACCOUNT
GIVEN BY IES LOS CERROS**

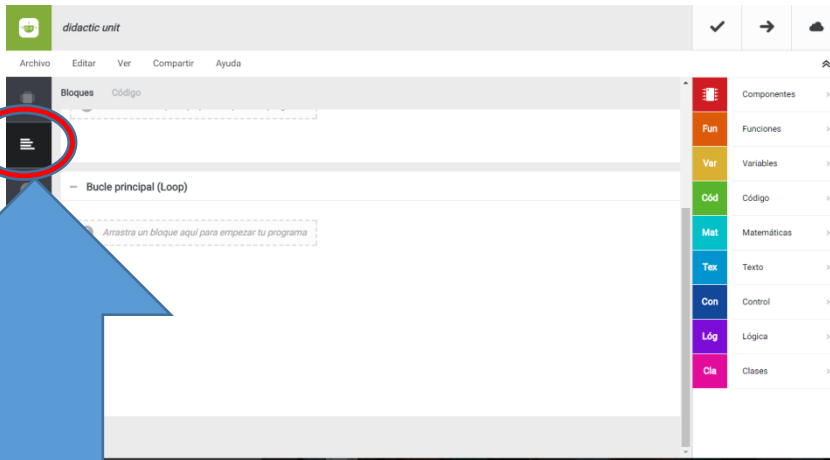
In addition there is an offline version which we will be using in our workshop.



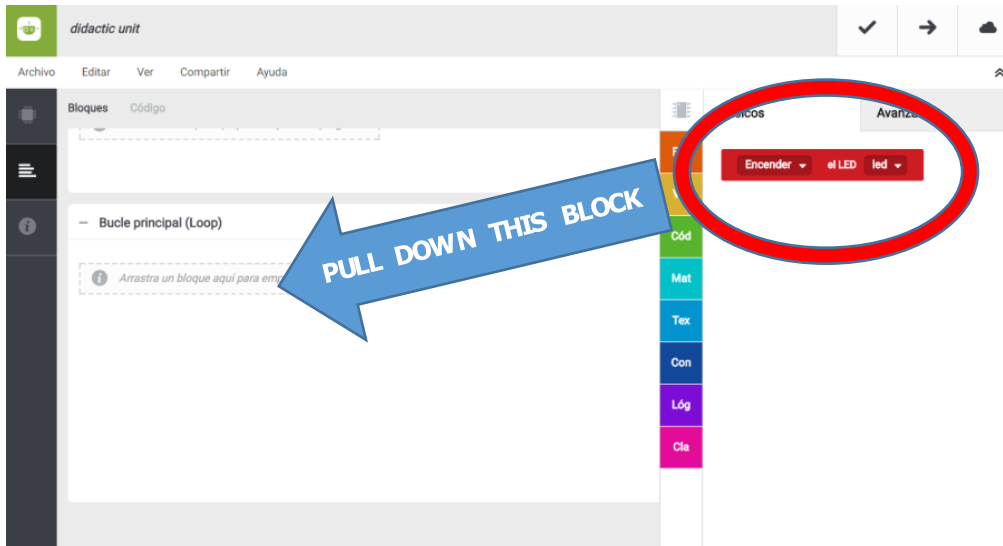
Click on "Boards"



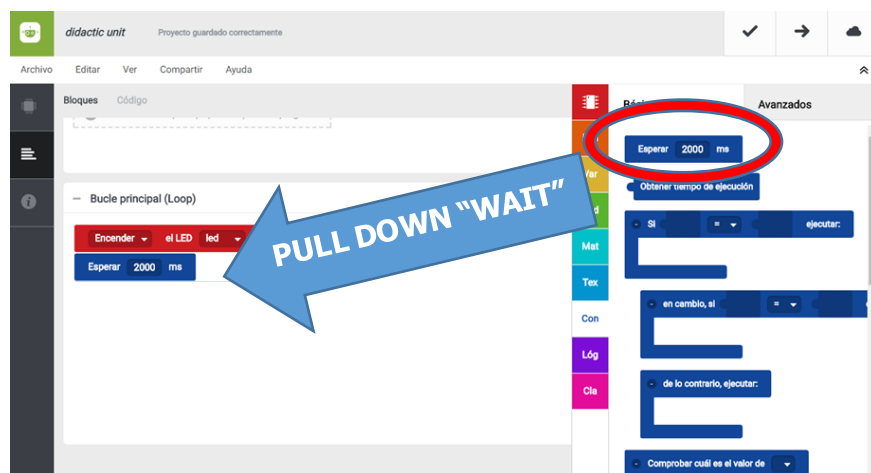
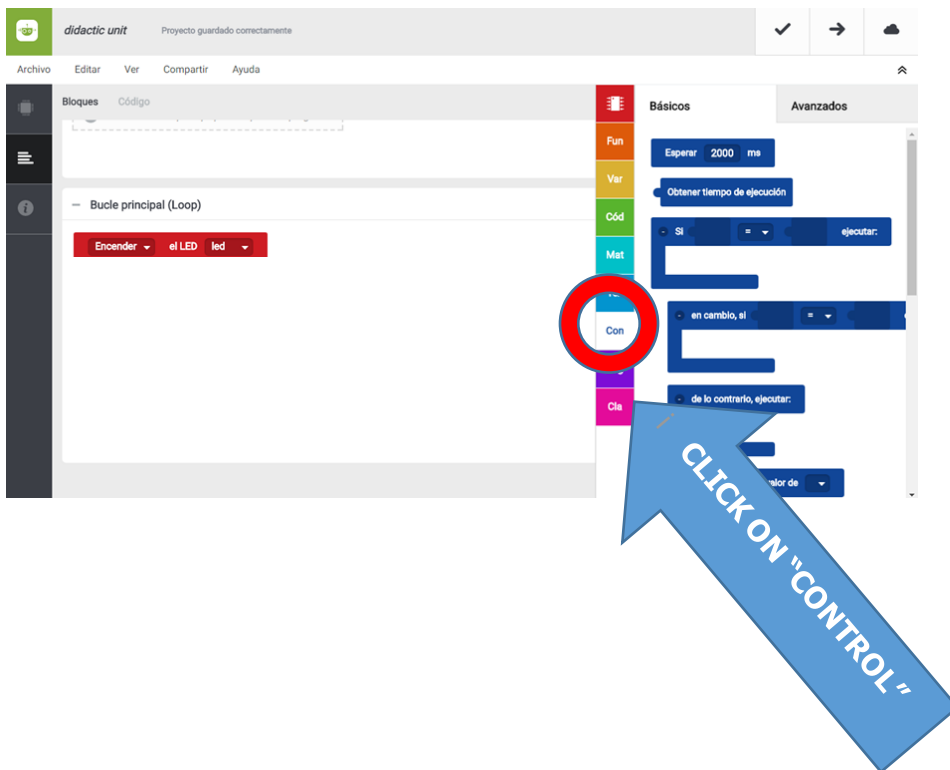
**DON'T FORGET TO SELECT TWO
LEDS!!!!!!!!!!!!**

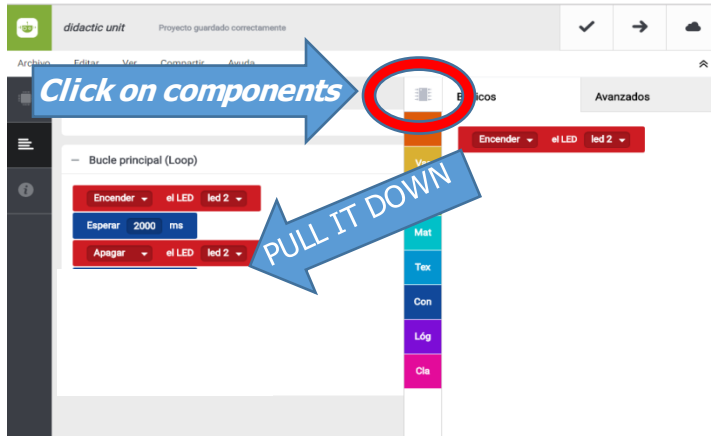


CLICK ON "SOFTWARE"



PULL DOWN THIS BLOCK





Now you have to click on "components". Once you have pulled it down, then you have to select the first block, change it and select "turn off" the led.



And now you have to do repeat the same process but changing the "led 2" for "led"

Manufacturing the amusing 3D printed letters

Once you have coded your Arduino board, you will have to put the leds in the letters, so they light and make amazing effects.

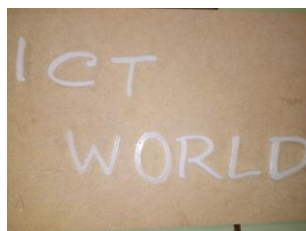
These letters have been modeled with FreeCad and printed with our own 3D printers, then we have putted the leds inside and in addition you will have to install the different components on the Arduino board.



Here we are drilling the 3D letters



Here we are putting the leds inside

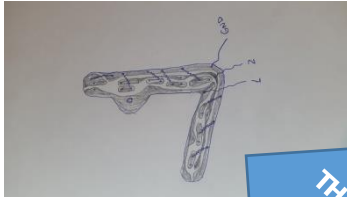


Here we are cutting the paperboard letters



Here we are perforating the letters



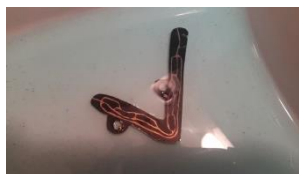
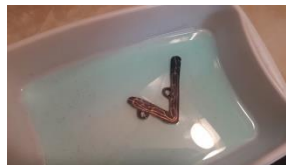


THIS IS THE DESIGN OF THE
CIRCUIT FOR THE
LETTERS



THIS IS THE LETTERS FROM
ONE SIDE AND THE OTHER
SIDE

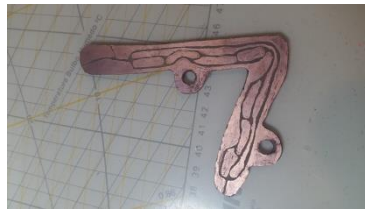
HERE WE ARE DRAWING THE CIRCUIT



WE ARE APPLYING A
CHEMICAL ATTACK



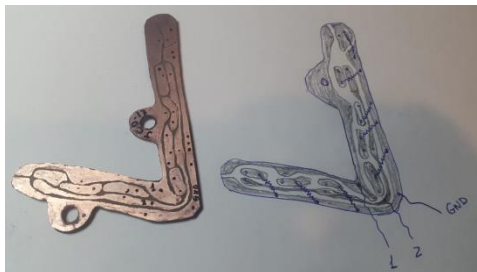
BEFORE



AFTER



HERE WE ARE DRILLING



HERE WE ARE COMPARING THE
REAL LETTER WITH THE
DESIGN



HERE THE CIRCUIT IS
INSTALLED IN THE
LETTER



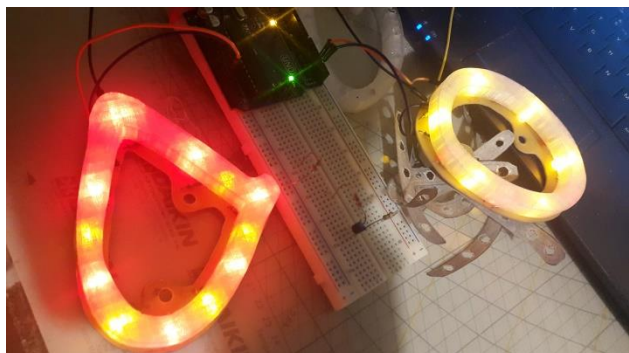
IN THIS PICTURE THE LEDS ARE
PLACED IN THE LETTERS



IN THIS PART OF THE PROCESS
THE RESISTORS ARE PLACED
IN THE CIRCUIT WITH THE
LEDS



IN THIS PICTURE WE HAVE
PLACED THE PRINTED
LETTERS JUST ABOVE THE
CIRCUIT WITH THE LEDS

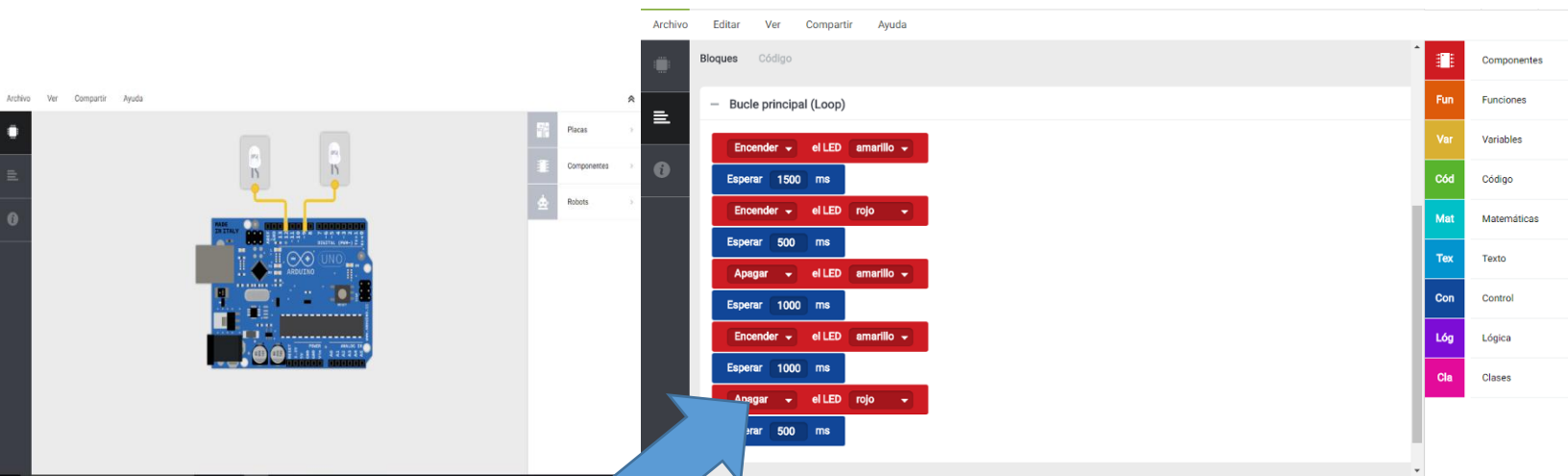


THIS ARE THE LEDS FINISHED

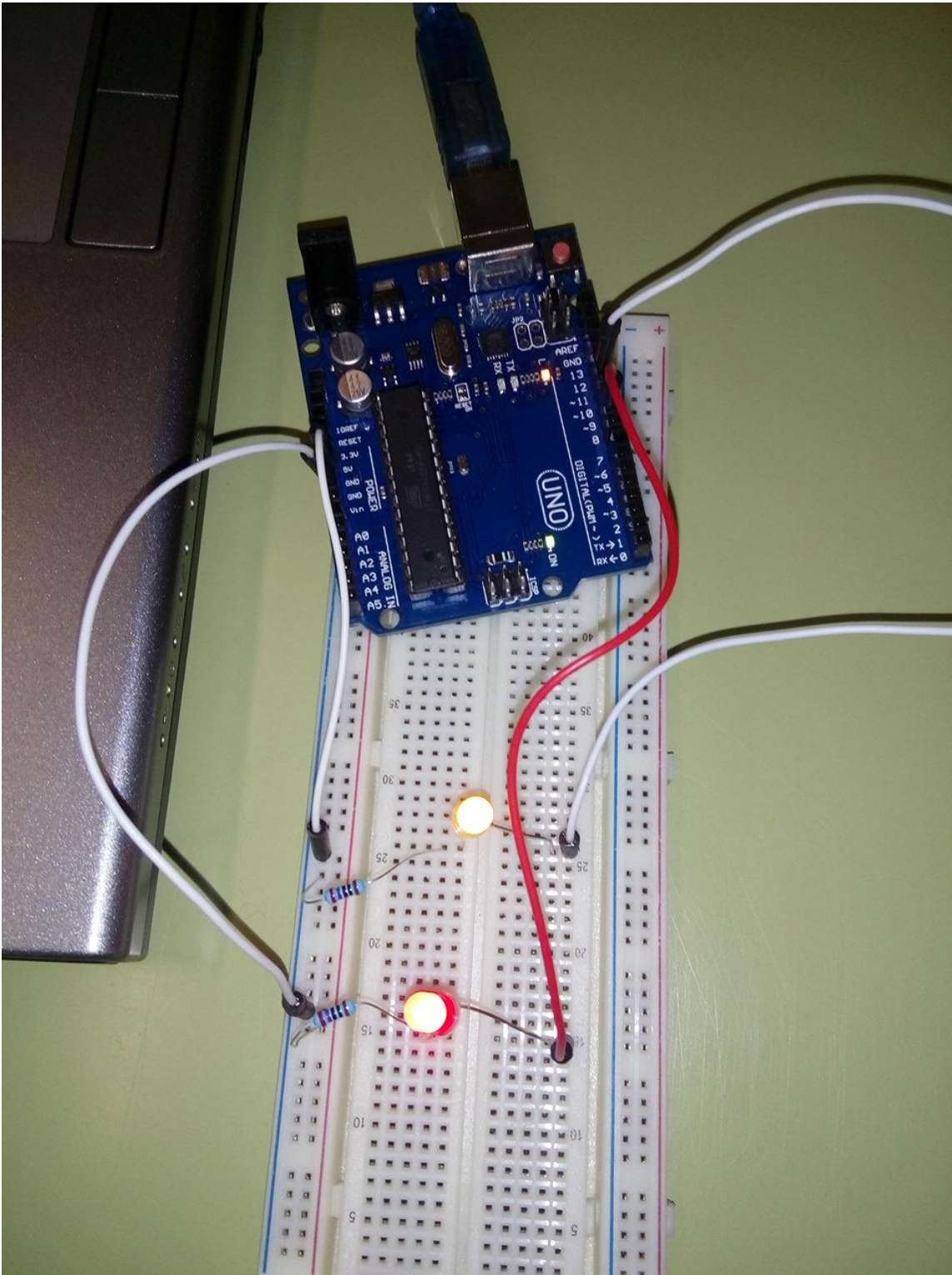


*And this is
our work
finished*

Then you have to code your Arduino like that do not forget to put two leds.



"Encender" means turn on, "apagar" means turn off and "esperar" means wait.



YOUR PROTOBOARD SHOULD BE INSTALLED LIKE THIS.

So now it is your turn!

You will have to code the Arduino board using the instructions we have given you. You are free to make whichever effect you want and later we will join the letters in order to do the sentence "ICT WORLD". So finally we will make an impressive total effect.

ID Arduino

In addition we can code Arduino using first Bitbloq.

The screenshot shows the Bitbloq IDE interface. The top part displays the block-based programming view with a sequence of blocks: 'Encender el LED amarillo', 'Esperar 1500 ms', 'Encender el LED rojo', and 'Esperar 500 ms'. A large blue arrow points to the 'Código' tab, indicating the next step.

The bottom part shows the code-based programming view with the following code:

```

1  /** Included libraries */
2
3
4  /** Global variables and function definition */
5  const int yellow = 12;
6  const int red = 9;
7
8
9
10
11 /** Setup */
12 void setup() {
13   pinMode(yellow, OUTPUT);
14   pinMode(red, OUTPUT);
15 }
16
17
18
19 /** Loop */
20 void loop() {
21   digitalWrite(yellow, HIGH);
22   delay(1500);
23   digitalWrite(red, HIGH);
24   delay(500);
25   digitalWrite(yellow, LOW);
26   delay(1000);

```

A large blue arrow points to the code, indicating that the user should select the code and click on 'CTRL' and 'C' to copy it.

NOW YOU HAVE TO OPEN THE ARDUINO APP.

