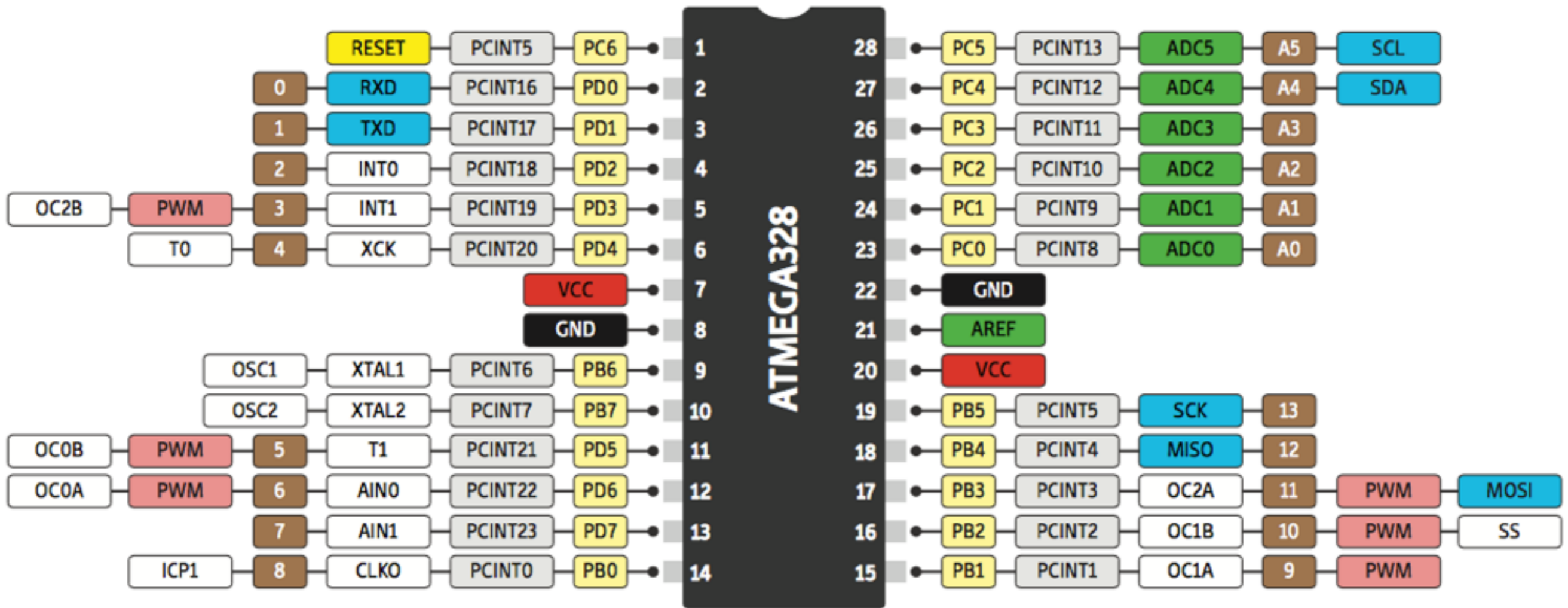


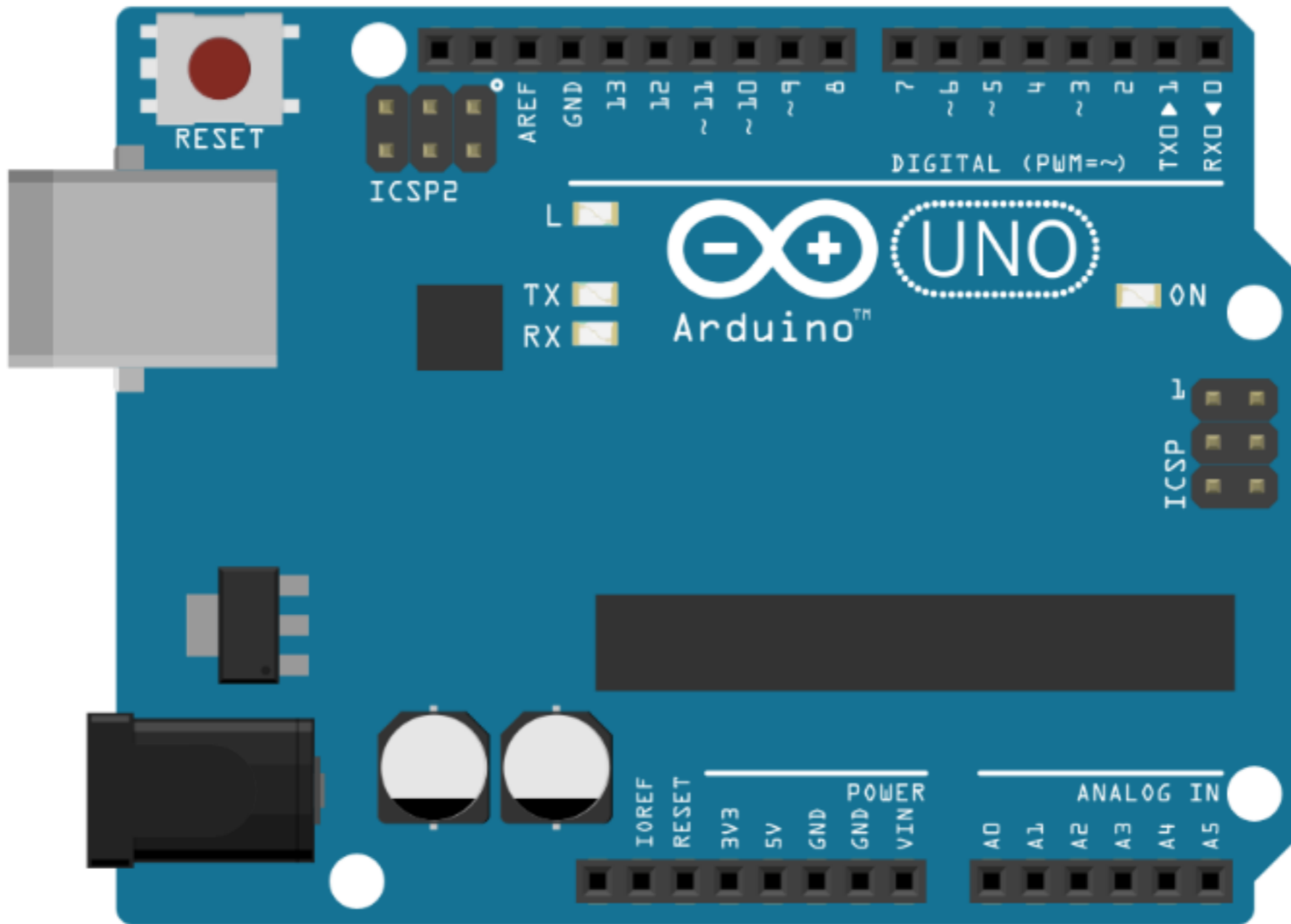
Arduino

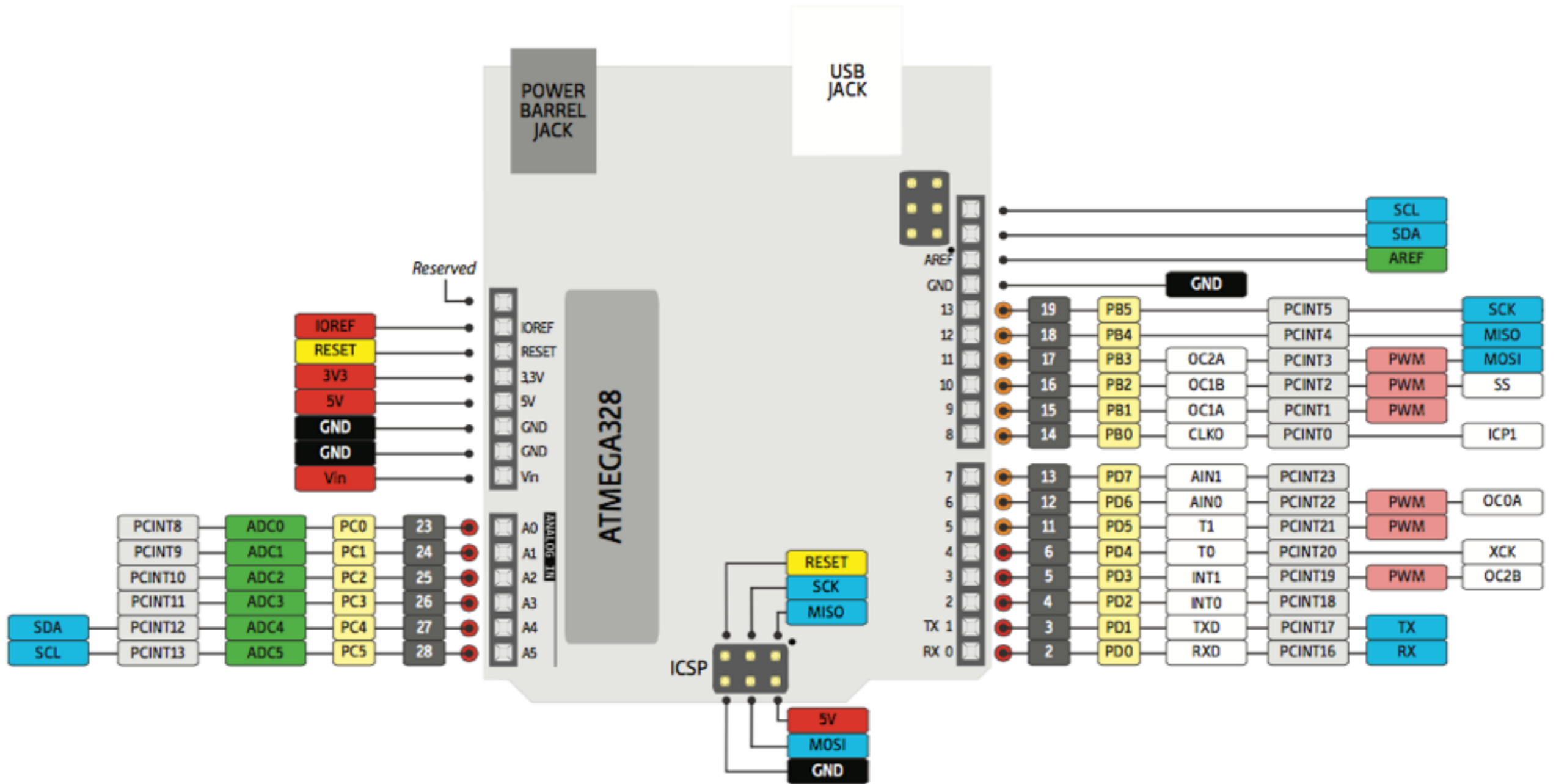
Workshop für Einsteiger













The image shows a screenshot of the Arduino IDE interface. The title bar reads "Blink | Arduino 1.6.1". The top toolbar contains icons for a checkmark, a right arrow, a document, an up arrow, a down arrow, and a search icon. Below the toolbar, a tab labeled "Blink" is active. The main text area contains the following code and comments:

```
/*  
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.  

```

At the bottom of the window, the status bar shows "20" on the left and "Arduino Uno on /dev/cu.usbmodemfa131" on the right.

LED1



S1



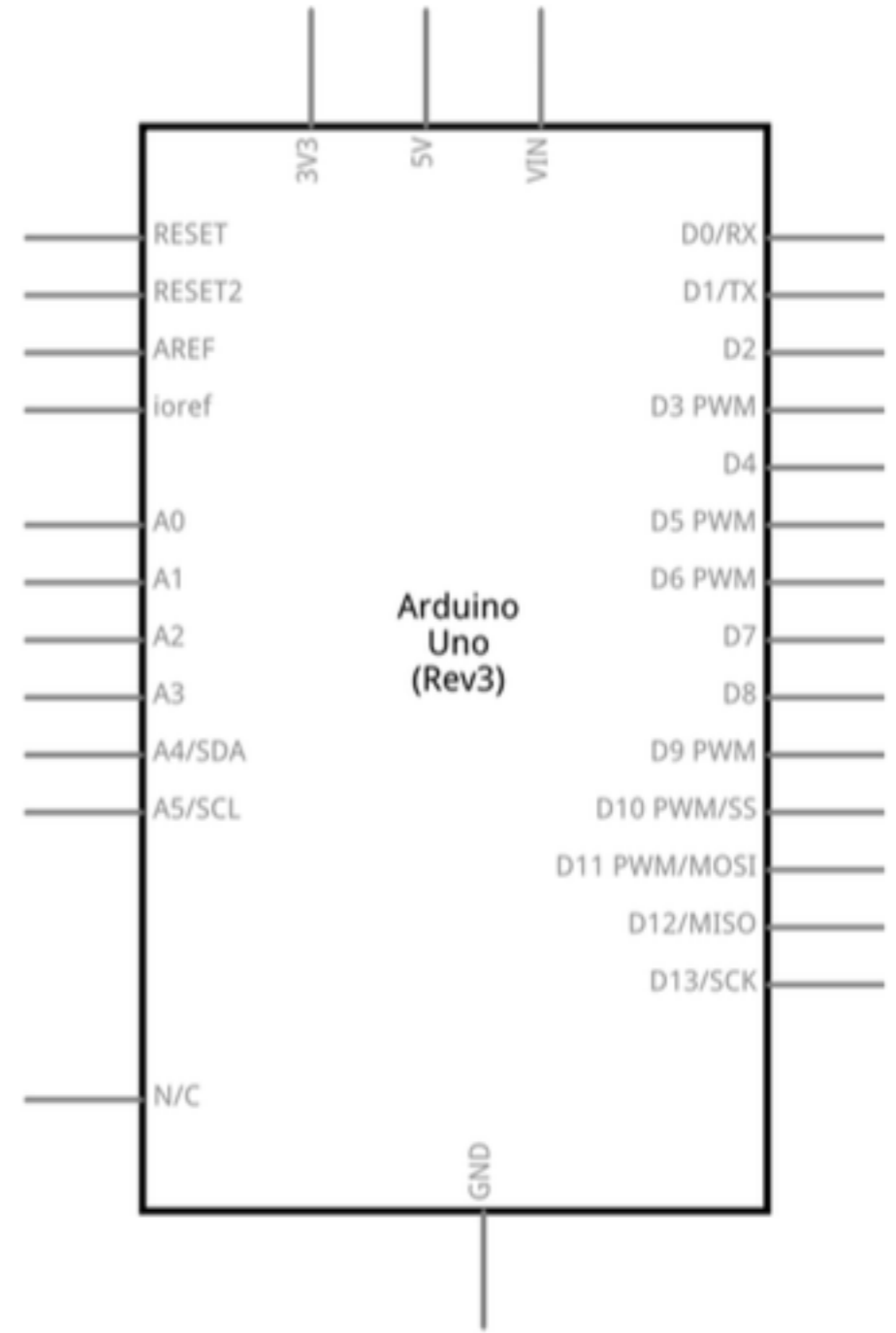
R1
220Ω

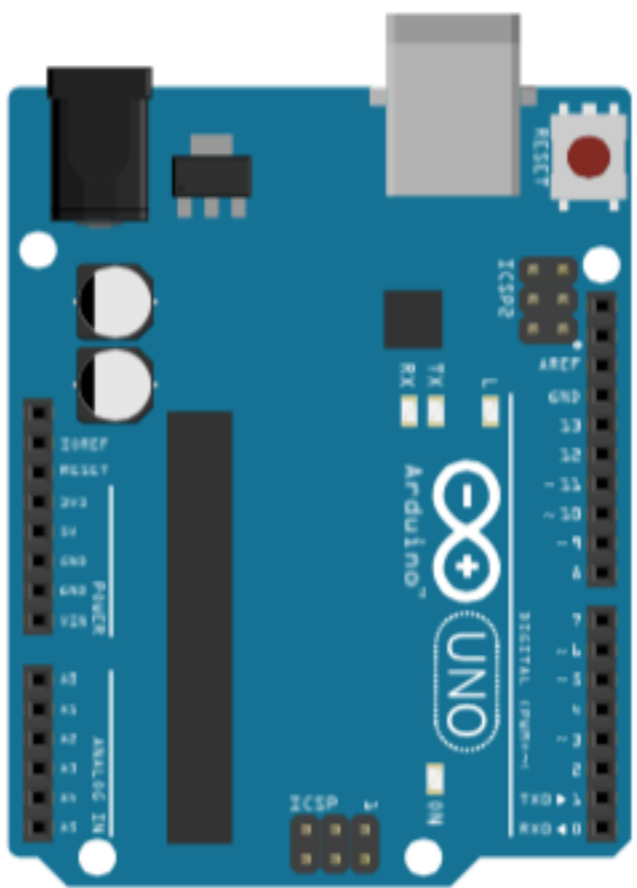
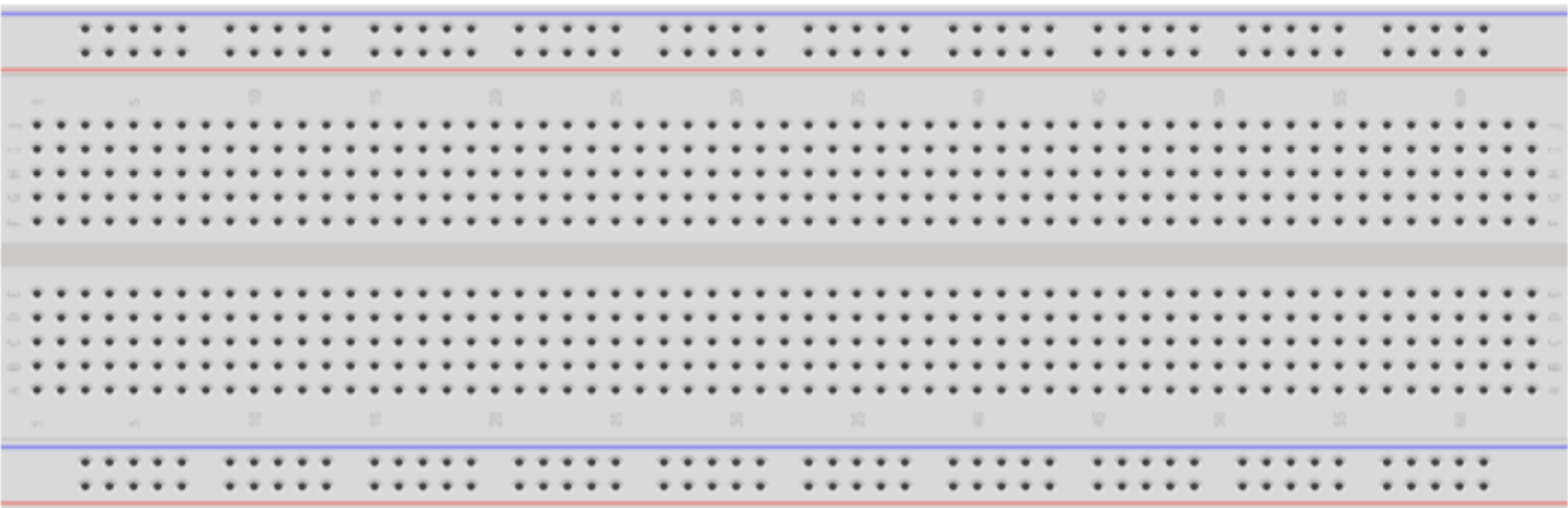


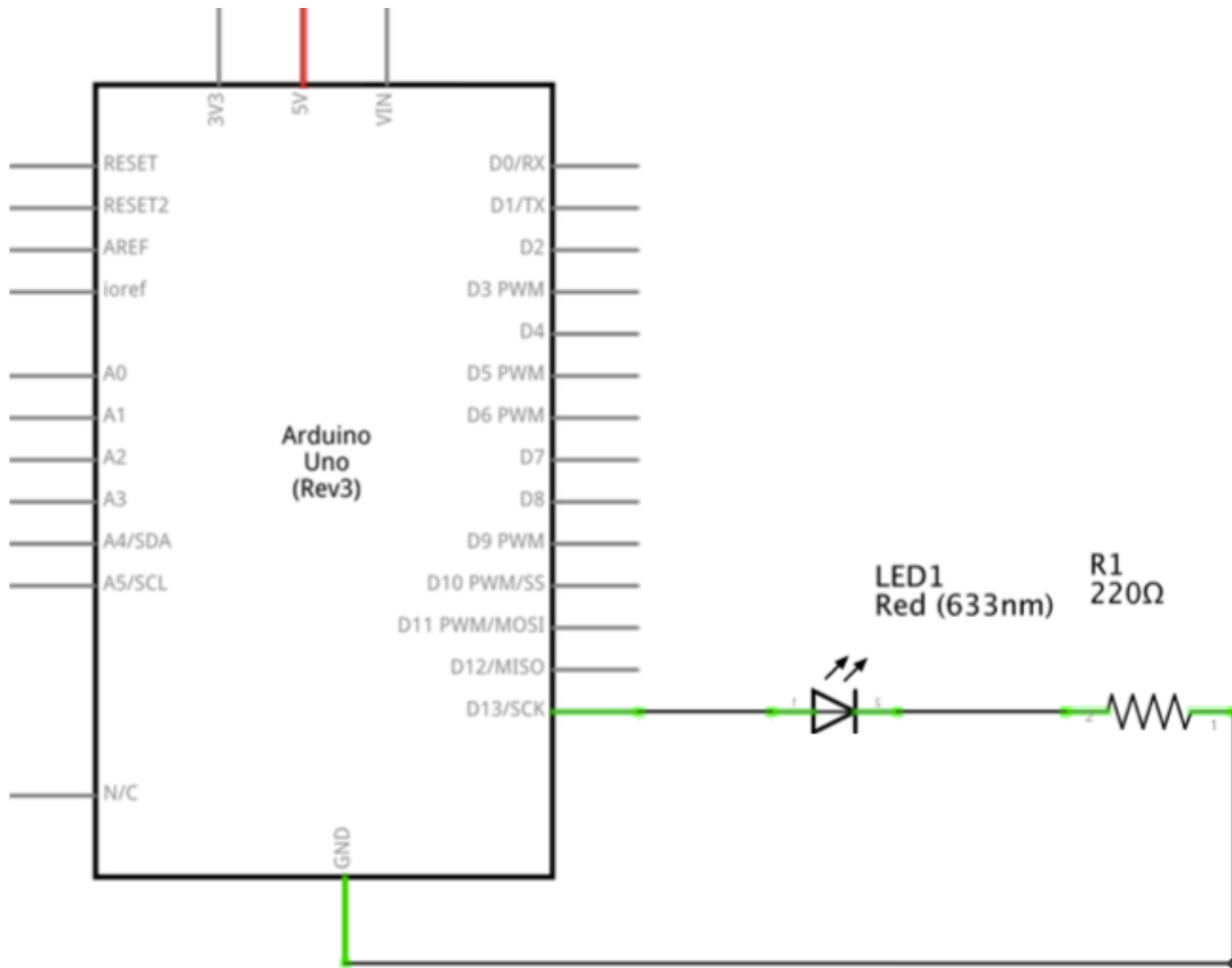
R2
10kΩ



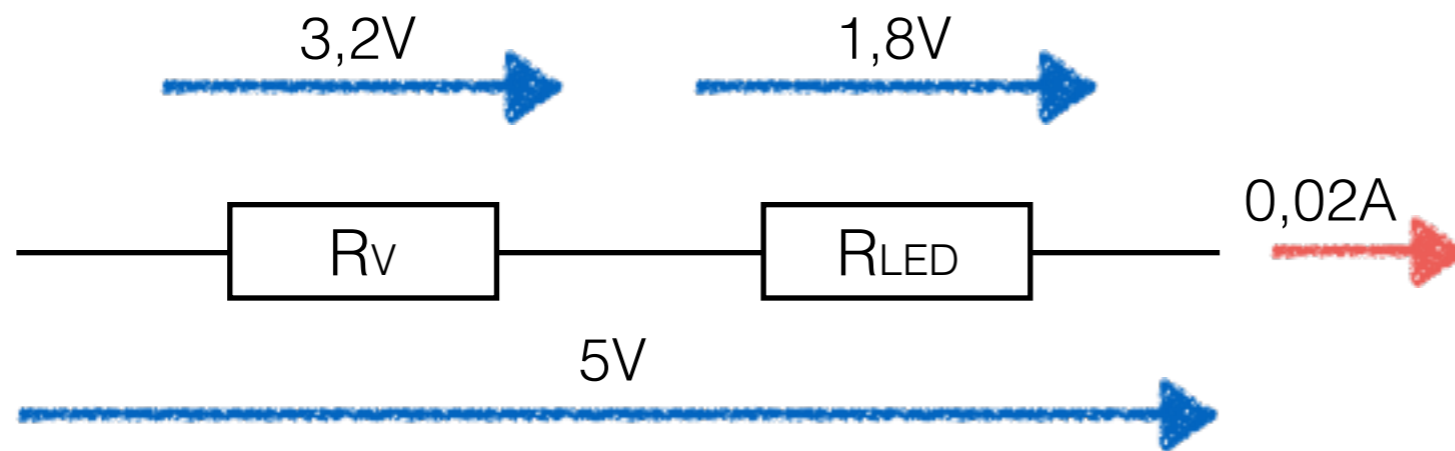
R3
4.7kΩ







LED Vorwiderstand

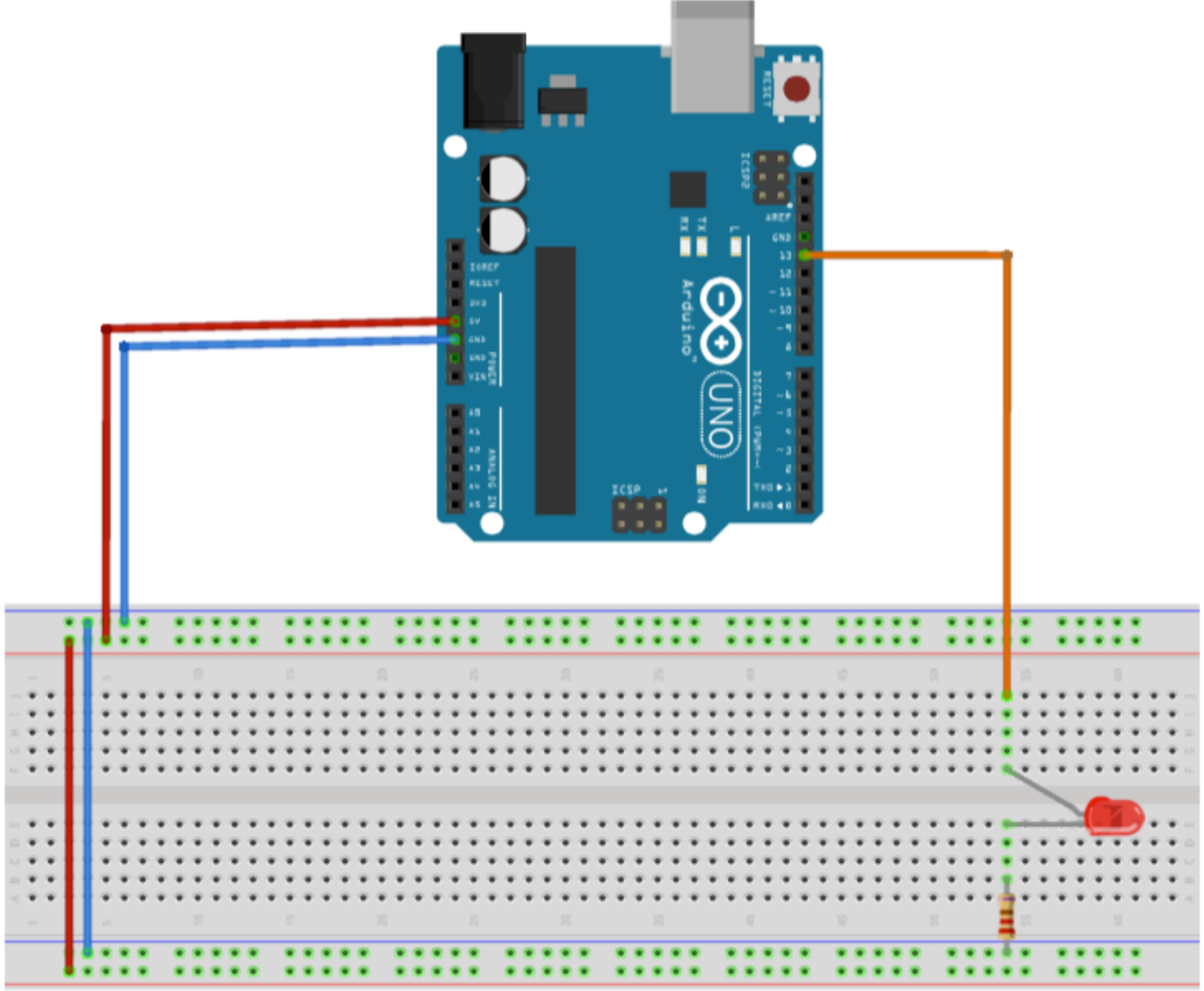


LED	Spannung
rot	1,8 V
gelb	2,0 V
grün	2,2 V

- Berechnung

$$R_V = V_{CC} - U_{LED} / I_{LED}$$

$$R_V = 5V - 1,8V / 0,02A = 160 \text{ Ohm}$$



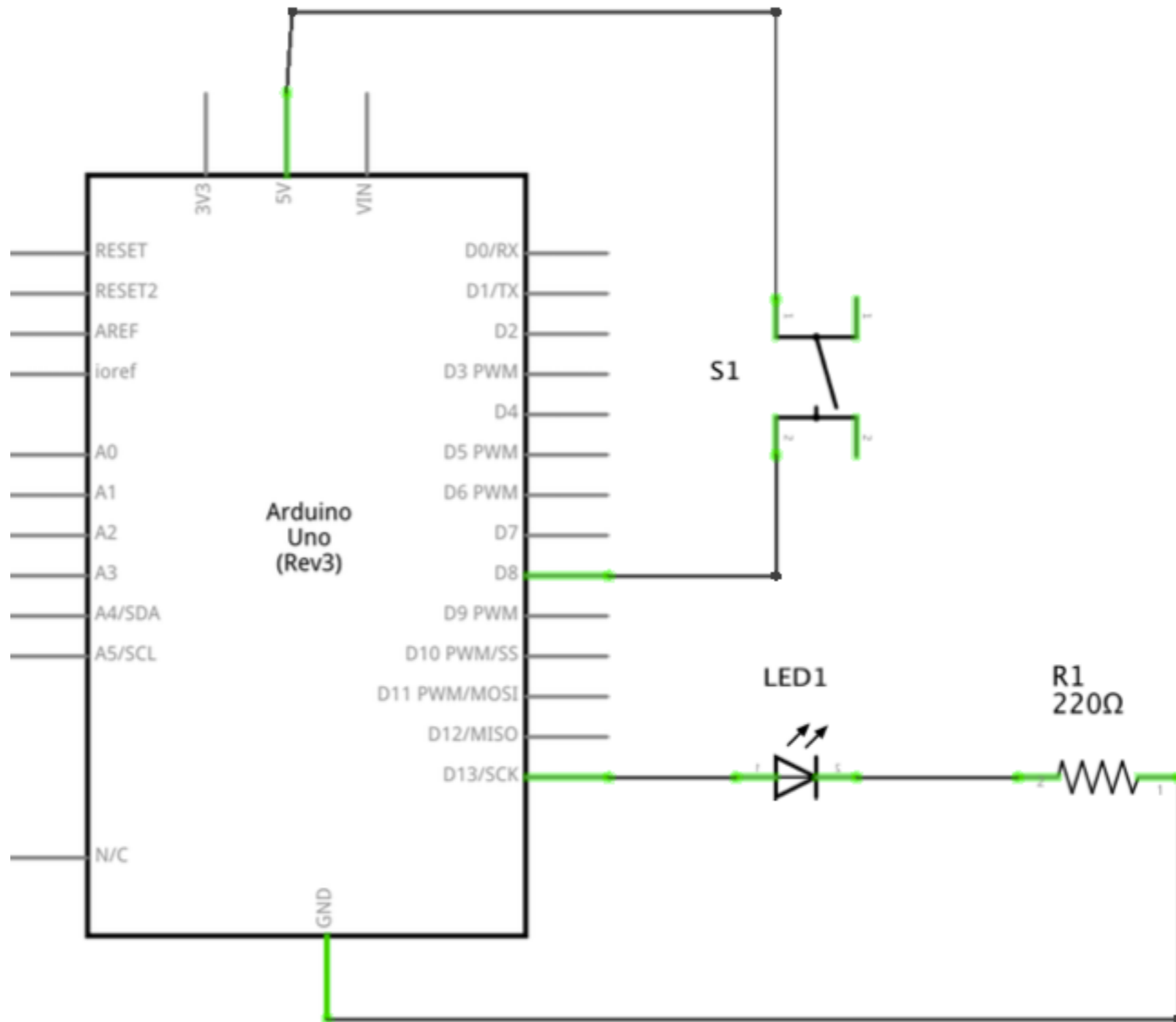
led | Arduino 1.6.1

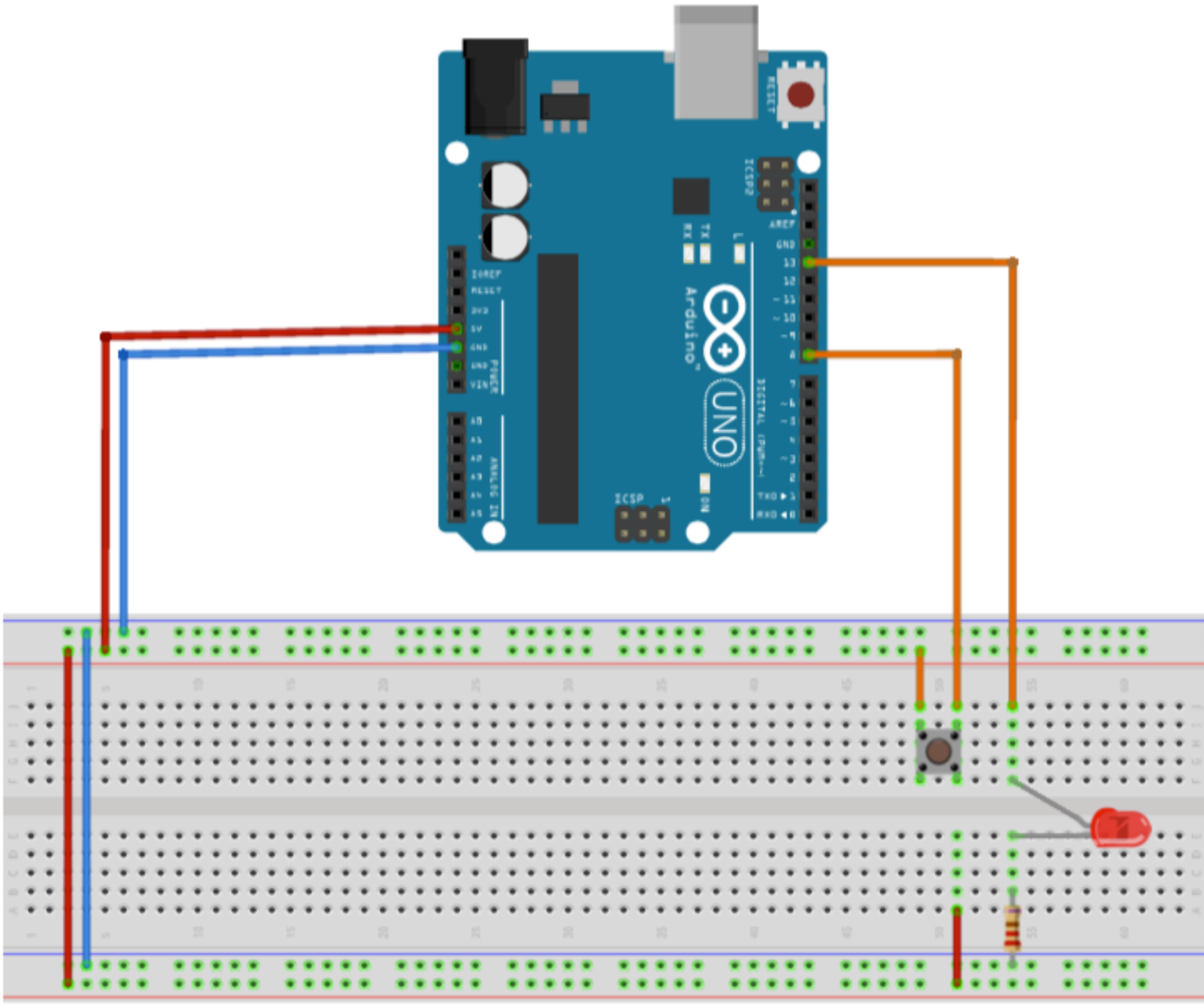
```
led  
  
const int ausgangPin = 13;  
  
void setup() {  
  pinMode(ausgangPin, OUTPUT);  
}  
  
void loop() {  
  
  digitalWrite(ausgangPin, HIGH);  
  delay(1000);  
  
  digitalWrite(ausgangPin, LOW);  
  delay(1000);  
  
}
```

Speichern abgeschlossen.

sind 32.256 Bytes.
Globale Variablen verwenden 9 Bytes (0%) des dynamischen Speichers, 2.039 Bytes für lokale Variablen verbleiben. Das Maximum sind 2.048 Bytes.

2 Arduino Uno on /dev/cu.usbmodemfa131





taster | Arduino 1.6.1

```
const int eingangPin = 8;
const int ausgangPin = 13;

int eingang = 0;

void setup() {
  pinMode(eingangPin, INPUT);
  pinMode(ausgangPin, OUTPUT);
}

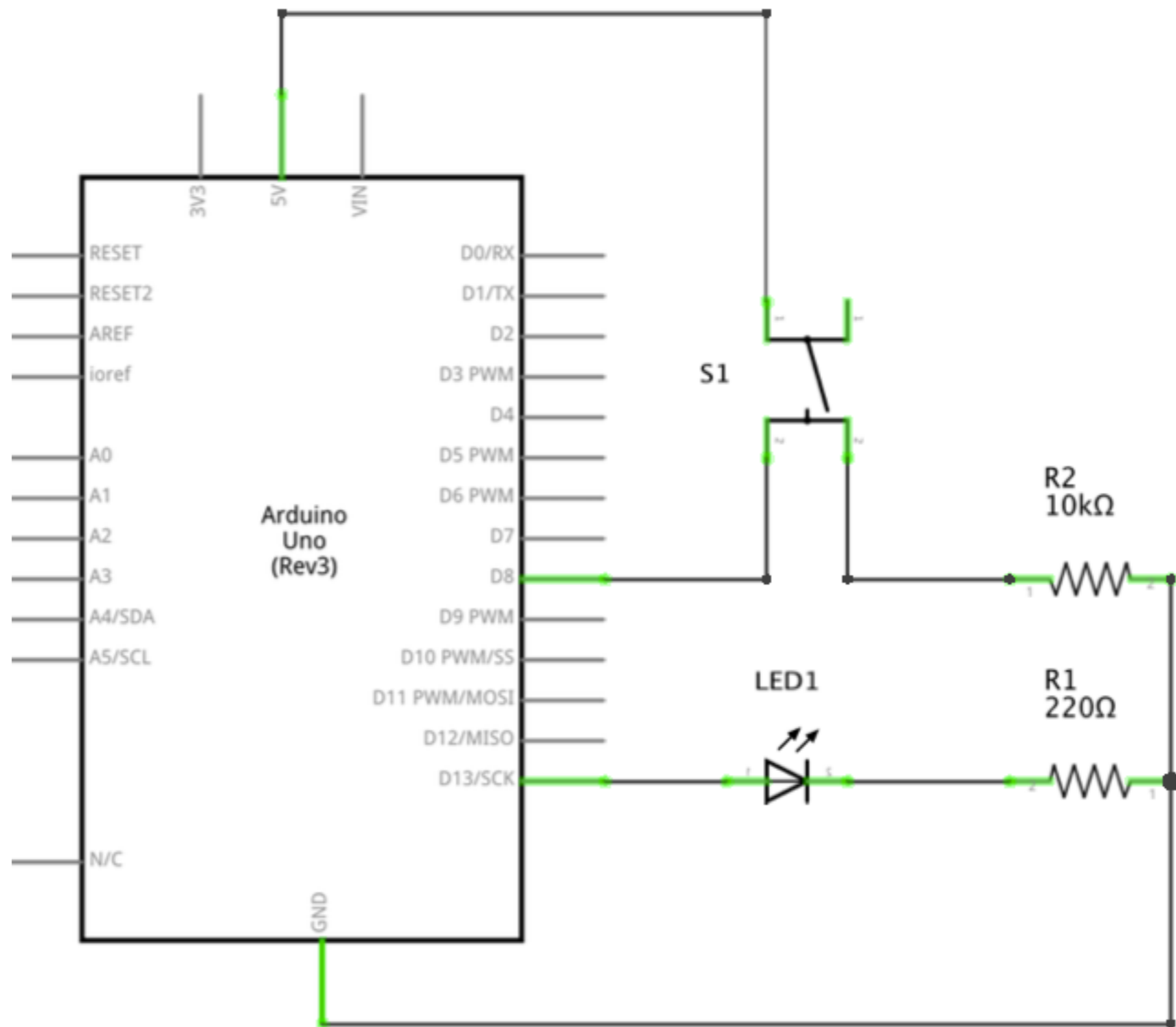
void loop() {
  eingang = digitalRead(eingangPin);
  if (eingang == HIGH){
    digitalWrite(ausgangPin, HIGH);
    delay(1000);

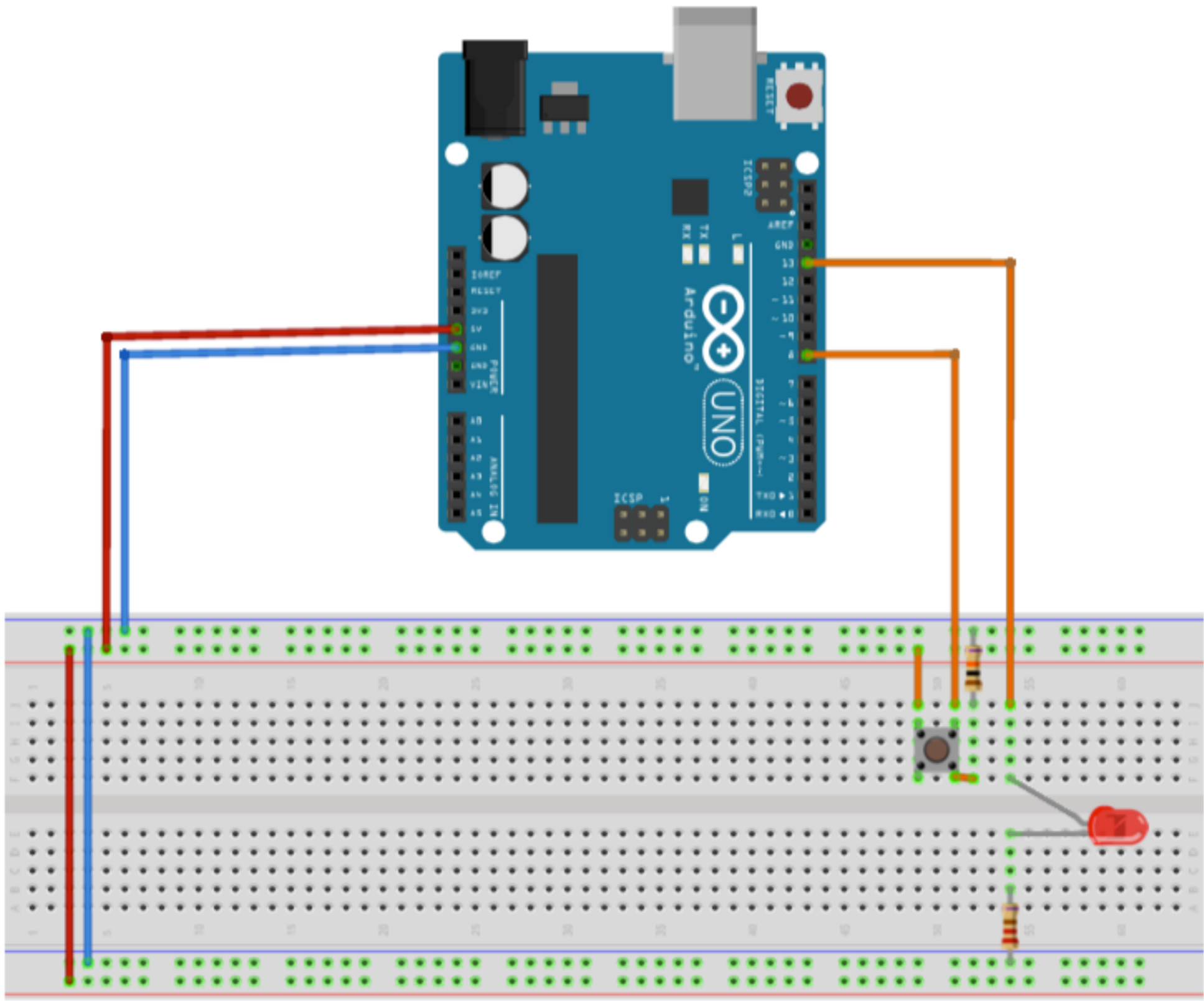
    digitalWrite(ausgangPin, LOW);
    delay(1000);
  }
}
```

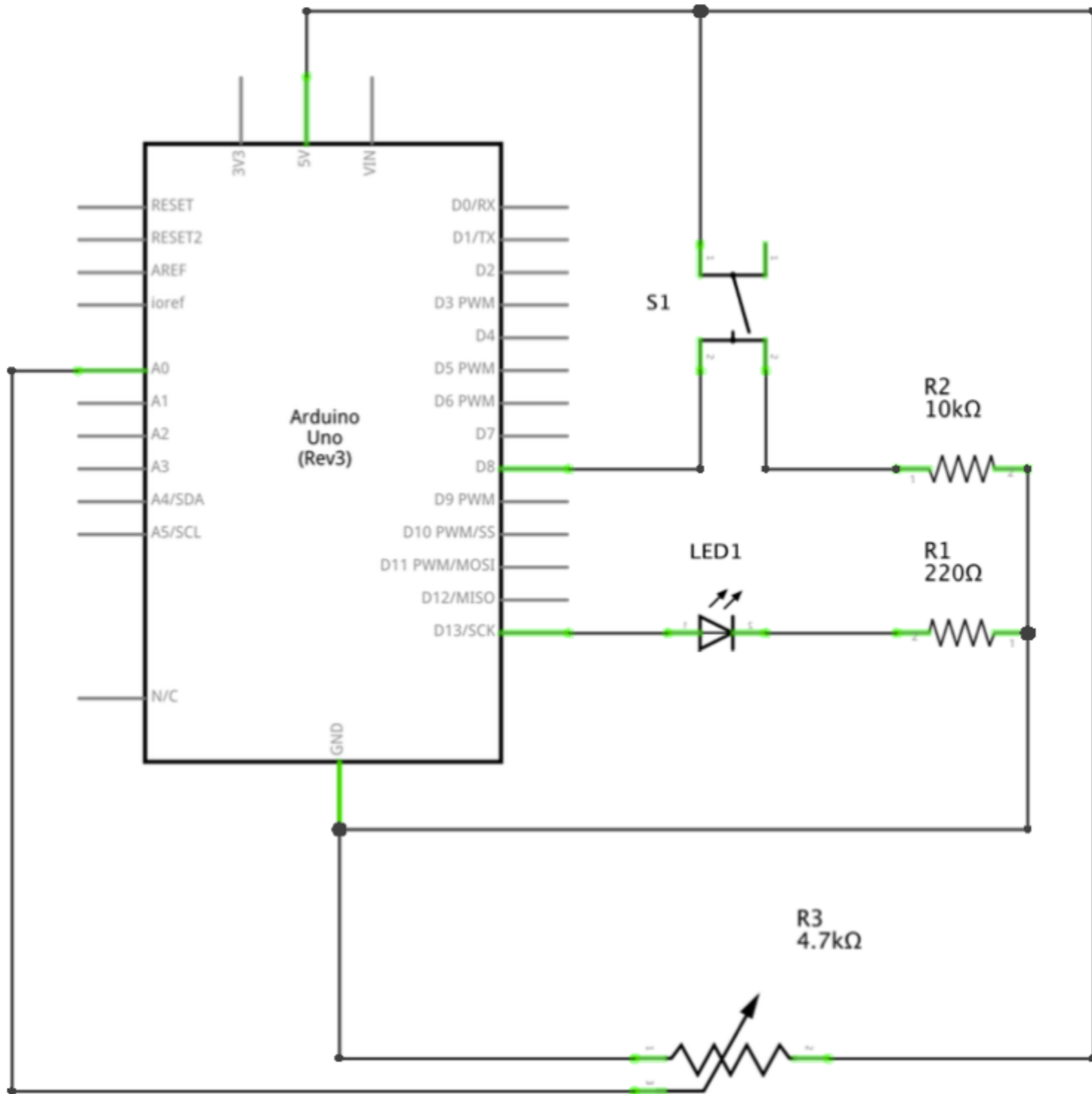
Hochladen abgeschlossen.

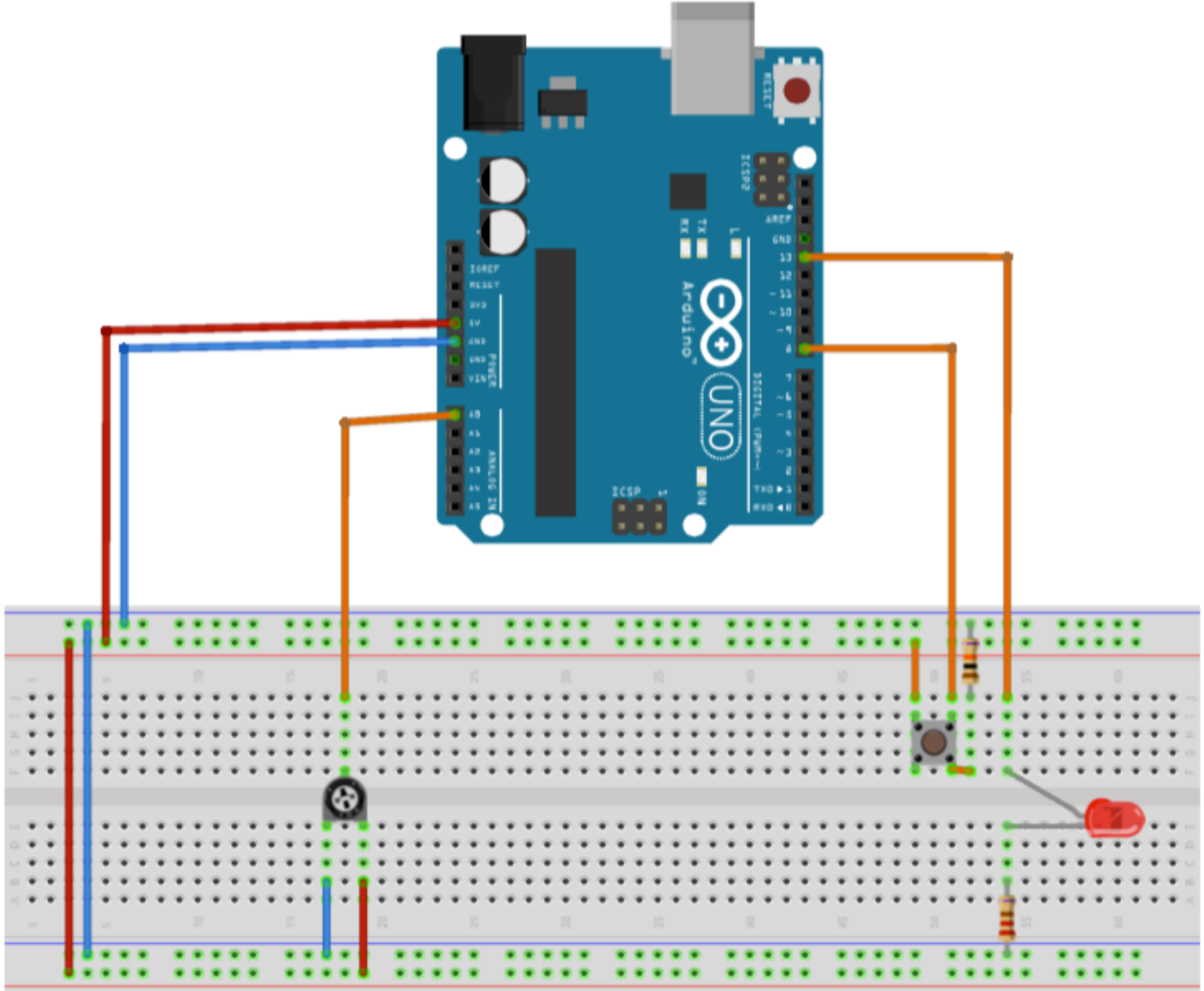
sind 32.256 Bytes.
Globale Variablen verwenden 11 Bytes (0%) des dynamischen Speichers, 2.037 Bytes für lokale Variablen verbleiben. Das Maximum sind 2.048 Bytes.

13 Arduino Uno on /dev/cu.usbmodemfa131









poti | Arduino 1.6.1

```
poti
const int eingangPin = 8;
const int ausgangPin = 13;
const int analogPin = A0;

int eingang = 0;
int analog = 0;

void setup() {
  pinMode(eingangPin, INPUT);
  pinMode(ausgangPin, OUTPUT);
}

void loop() {
  eingang = digitalRead(eingangPin);
  analog = analogRead(analogPin);

  if (eingang == HIGH){
    digitalWrite(ausgangPin, HIGH);
    delay(analog);

    digitalWrite(ausgangPin, LOW);
    delay(analog);
  }
}
```

Hochladen abgeschlossen.

sind 32.256 Bytes.
Globale Variablen verwenden 15 Bytes (0%) des dynamischen Speichers, 2.033 Bytes für lokale Variablen verbleiben. Das Maximum sind 2.048 Bytes.

6 Arduino Uno on /dev/cu.usbmodemfa131