

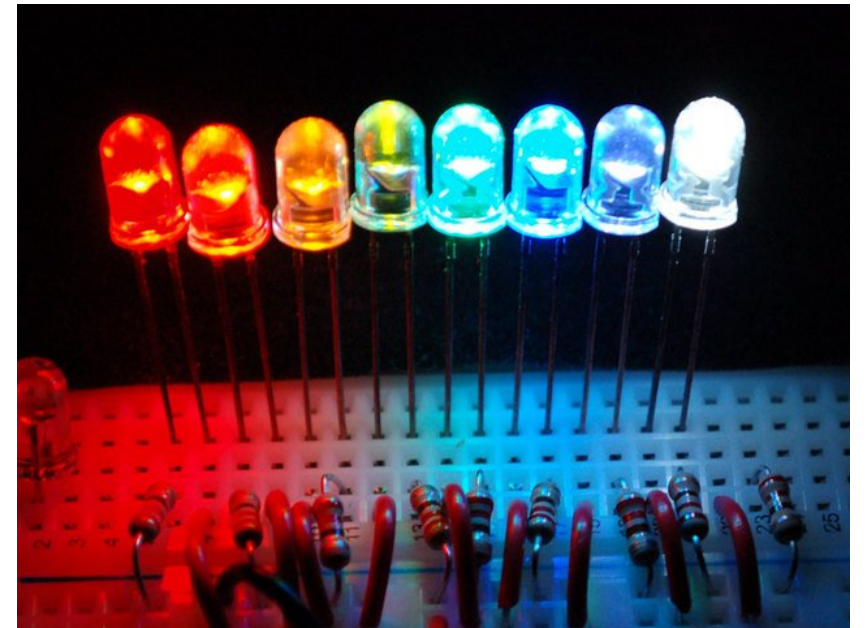


Module 2-4

SETTING UP THE ARDUINO IDE: Writing Our First Programs

The Power Of Blink

- Sanity check for our system
 - Communication with USB is okay
 - Downloading code to board is okay
 - System is powered and functional



A Simple Program - Blink

- “If you can blink an LED, you can control anything”
- Functions
 - **pinMode**(pin, mode)
 - Pin = Pin Number
 - Mode = INPUT, OUTPUT
 - **digitalWrite**(pin, value)
 - Pin = Pin Number
 - Value = LOW, HIGH
 - **delay**(delay_in_milliseconds)
 - Delay_in_milliseconds = number of milliseconds we will wait

```
void setup()
{
    pinMode(13, OUTPUT);
    digitalWrite(13, LOW);
}

void loop()
{
    digitalWrite(13, HIGH);
    delay(1000);
    digitalWrite(13, LOW);
    delay(1000);
}
```

The image shows a WildLogger module housed in a white plastic enclosure. The module's internal components, including a microcontroller board and various connectors, are visible. A black battery pack is connected to the module via red and black wires. Several other cables, including a blue ribbon cable and a multi-pin connector, are also attached to the module. The background is a dark grey gradient.

COMING UP
Module 3
Programming The WildLogger