

Build Your Own Data Logger

Module 8: In the Field

Field Equipment & Troubleshooting

Terminology Starter Guide

Video	8-0
Bootloader	<p>On power-up or reset, a bootloader is a section of program memory that runs before the main code runs.</p> <p>It can be used to setup the microcontroller or provide limited ability to update the main program's code.</p>
Arduino Bootloader Programmer	<p>The Arduino bootloader supports re-programming the program memory (or Flash) over serial. The bootloader should always be available, even if the Arduino sketch malfunctions.</p> <p>This bootloader is located in a restricted area of memory that can only be accessed by special hardware, hence it can't be overwritten by a malfunctioning sketch.</p>
Breadboard	<p>A plastic board in rectangular shape that has lots of small holes in it to allow you to place different components to build an electronic circuit.</p> <p>You do not need to solder wires and components to make a circuit while using a breadboard.</p> <p>A breadboard is a widely used tool to design temporary circuits for testing, or to try out an idea.</p>
Jumper cable / Jumper wire	<p>An electrical wire (or group of them in a cable), with a connector or pin at each end.</p>

	Normally used to interconnect the components of a breadboard or other prototype or test circuit, internally or with other equipment or components, without soldering.
Signal cables	A cable used to transfer data such as sensor data or control signals.