### Controlling a LED

Code

```
void setup()
pinMode(LED_BUILTIN, OUTPUT);
}

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

**Photo** 

#### What I Learned

Well, this project is cool haw you can vary the time settings to have it do a mini light show. At first I was confused; there are no integers(variables) included in the sketch. But at second glance I realised you can just do manually(without the variables) by typing it directly into were the variable would go otherwise.

## **Controlling 8 LEDs**

### Code

```
int ledCount = 8;
int ledPins[] = { 6, 7, 8, 9, 10, 11, 12, 13 };
int ledDelay = 300;
void setup() {
 for (int thisLed = 0; thisLed < ledCount; thisLed++) {</pre>
  pinMode(ledPins[thisLed], OUTPUT);
 }
}
void loop() {
 for (int thisLed = 0; thisLed < ledCount-1; thisLed++)
  digitalWrite(ledPins[thisLed], HIGH);
  delay(ledDelay);
  digitalWrite(ledPins[thisLed], LOW);
 for (int thisLed = ledCount-1; thisLed > 0; thisLed--) {
  digitalWrite(ledPins[thisLed], HIGH);
  delay(ledDelay);
  digitalWrite(ledPins[thisLed], LOW);
 }
}
```

#### What I learned

Well, first of all I'd like to say that this isn't easy. I thought I killed three LEDs! But actually, the breadboard was malfunctioning and the LED on pin 13 was not working so, I switched out the LED and replaced it with another one and that didn't work. Next I changed out the resistor and no, it still didn't work. Then I modified it so the pin 13 was on a different column. Finally it was working! Other than that it was good. I learn how to debug the hardware and the software.

### Reading Digital (On/Off) Input

### Code

```
int ledCount = 14;
int ledPins[] = { 6, 7, 8, 9, 10, 11, 12, 13, 12, 11, 10, 9, 8, 7 };
int ledDelay = 300;
int buttonPin = 2;
void setup() {
 for (int thisLed = 0; thisLed < ledCount; thisLed++) {
  pinMode(ledPins[thisLed], OUTPUT);
 pinMode(buttonPin, INPUT);
}
void loop() {
 for (int thisLed = 0; thisLed < ledCount-1; thisLed++) {
  digitalWrite(ledPins[thisLed], HIGH);
  delay(ledDelay);
  while(digitalRead(buttonPin) == HIGH) {
   delay(10);
  }
  digitalWrite(ledPins[thisLed], LOW);
 }
}
```

#### What I Learned

Well, the main thing is that the "digitalWrite(ledPins[thisLed], HIGH);" was a bit confusing at first, but now I know that in the "(int thisLed = 0; thisLed < ledCount-1; thisLed++)" that it sets the "int thisLed" to the pin that it is currently has a status of "HIGH" so that if the Momentary pushbutton has an output of 5V and the pin D2 has a reading of high, with in turn signals to the computer what is going on. Once the computer registers the signal, it tells the Arduino to "delay(ledDelay);" with delays the one that is lit to pause until the voltage from D2 registers 0V.

## Reading Analog (Variable) Input

### Code

```
int led = 11;
int lightLevel;
void setup()
 Serial.begin(38400);
 pinMode(led, OUTPUT);
}
void loop()
{
 lightLevel = analogRead(A0);
 Serial.print("Light level: ");
 Serial.println(lightLevel, DEC);
 digitalWrite(led, HIGH);
 delay(lightLevel);
 digitalWrite(led, LOW);
 delay(lightLevel);
}
```

#### What I learned

The whole script makes out to be a bit less gibberish than the last. The main reason is that I've kind of gotten used to the programming language now after reading the book a couple of times and done a couple of experiments. And while I'm writing this I have the serial monitor open and I've seen quite a drop in the light level, I think it's a great module!



# Dimming LEDs with PWM

### Code

```
int led = 11;
int brightness = 0;
int delayTime = 10;
void setup() {
  pinMode(led, OUTPUT);
}

void loop() {
  while(brightness < 255)
  {
    analogWrite(led, brightness);
    delay(delayTime);
    brightness = brightness + 1;
}
  while(brightness > 0)
  {
    analogWrite(led, brightness);
    delay(delayTime);
    brightness = brightness - 1;
}
```

#### What I Learned

The use of PWM is really useful in thing like in car's headlights when you dim them. Other than that it is a neat little experiment. Actually, I don't have much to say about this project, unlike the others.

