



Arduino Learning Guide For Beginners

MAKER UNO



Hi

I'm Eng Tong from Cytron Technologies. I wrote this guide with you in mind - a student (or teacher), learning Arduino for the first time.

When I first started learning Arduino, I discovered that there were lots of documents, learning guides and tutorials available on the Internet - and ironically, that was my biggest problem! There were simply too many that I had no idea where to start and which one to refer to.

And many of the learning guides that claim to be crafted for beginners are just too superficial - most of the time, they only show you the schematics, give you the sample code and tell you what to expect but they do not explain how it works.

It's very frustrating for people like me who do not have C-programming background. Although I can achieve the expected outcomes by following the schematic and copying the code given, I'm pretty sure I will not be able to create my own projects even after I've completed all the lessons.

Furthermore, I observed that most of the learning guides were written by techies who tend to assume certain things to be understood. In other words, foundational knowledge is not covered and what is presented is too technical for a beginner to understand.

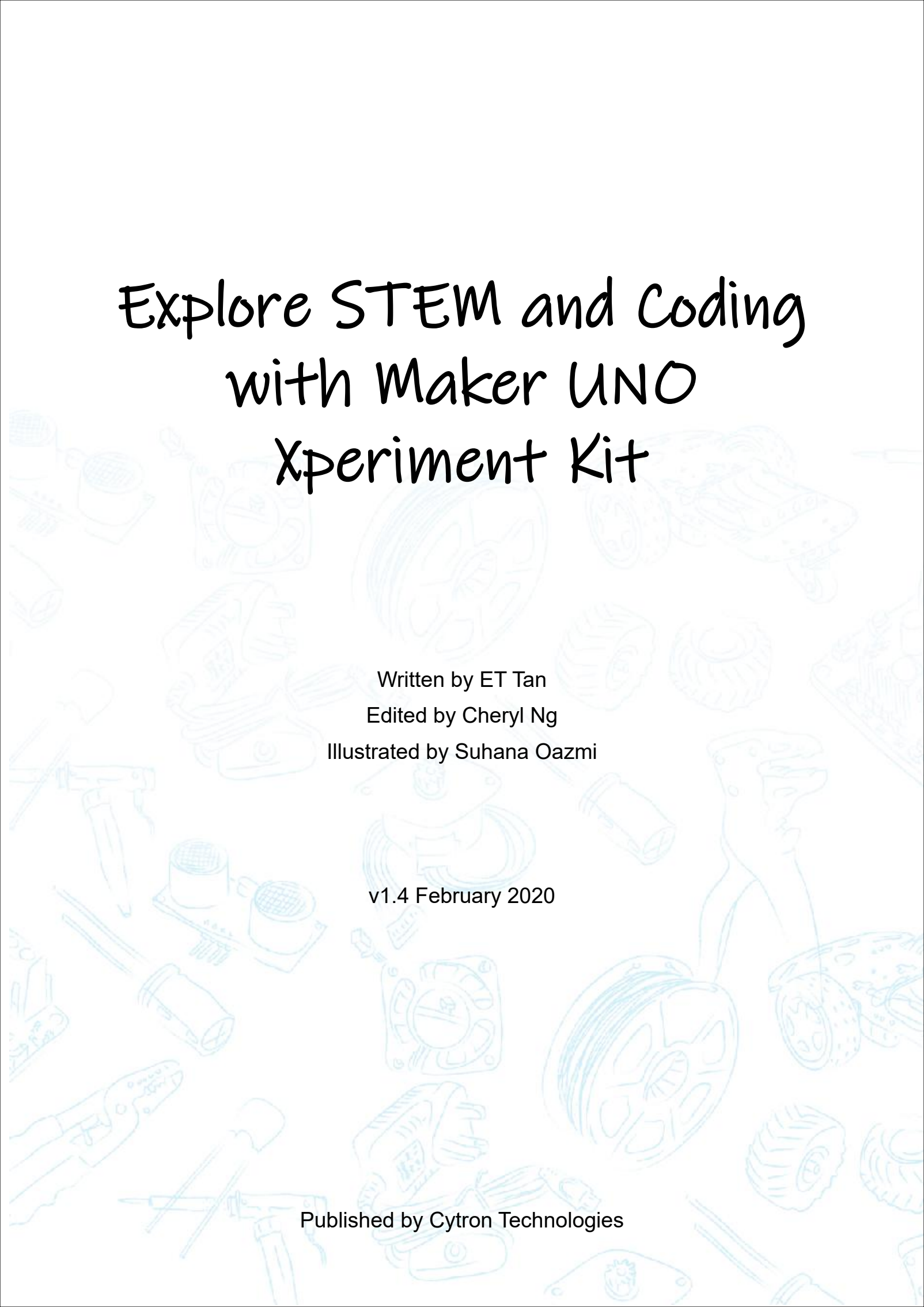
There's nothing special with the projects in this learning guide. Basically, I just added explanation on some aspects that I initially struggled with and I also simplified the technical part for better understanding. I sincerely hope that beginners can benefit from this learning guide and enjoy learning Arduino.

Cheers,



Tan Eng Tong
Co-founder and CEO
Cytron Technologies





Explore STEM and Coding with Maker UNO Xperiment Kit

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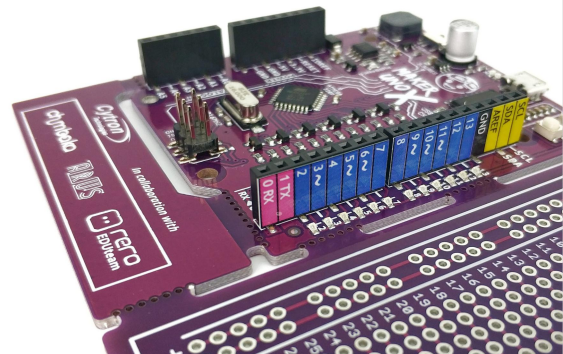
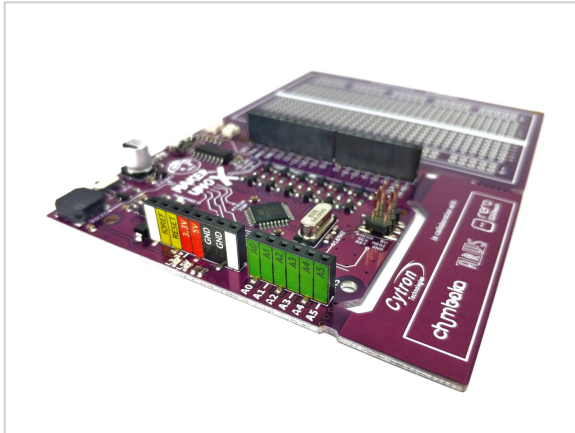
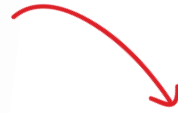
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LESSON 0
SETTING UP
HARDWARE
& SOFTWARE

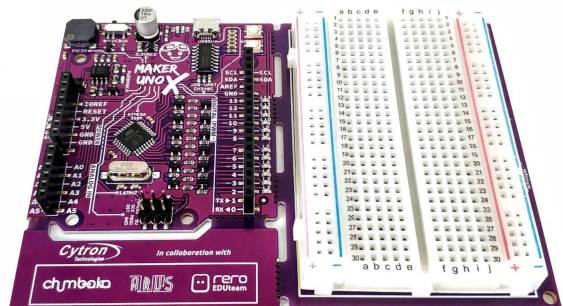
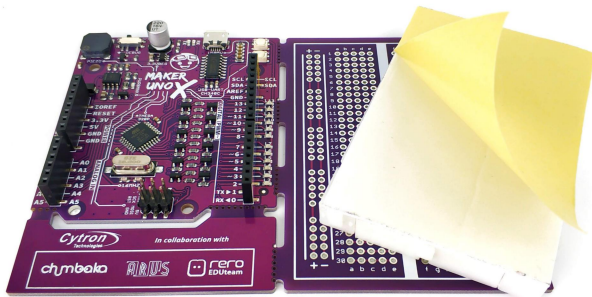


Part 1: Labelling Stickers and Breadboard

1. Peel off the labelling stickers and attach them to the pin headers as shown below.



2. Take out the breadboard, remove the adhesive backing and then attach it to the Maker UNO X board.

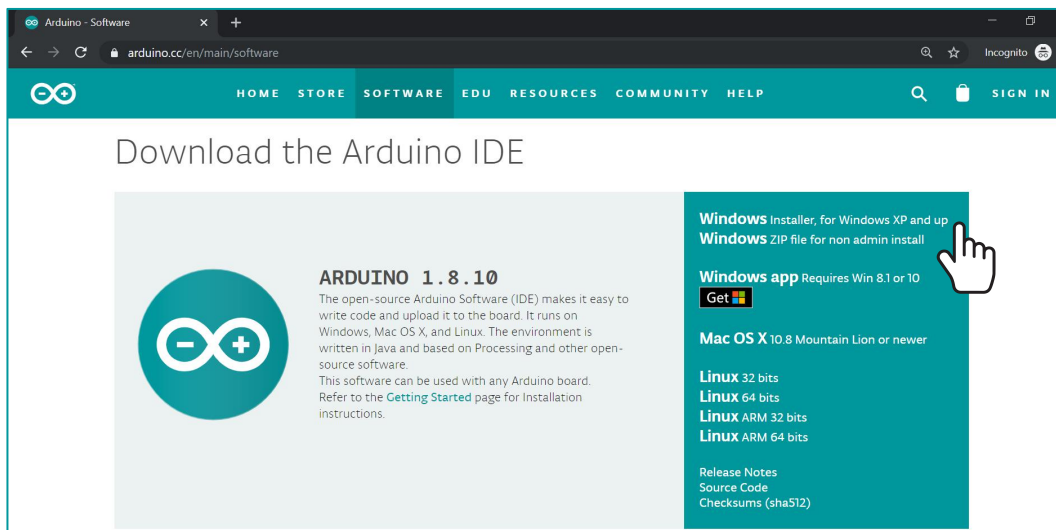


3. Connect Maker UNO X to your PC with a micro USB cable.



Part 2: Download & Install Arduino IDE

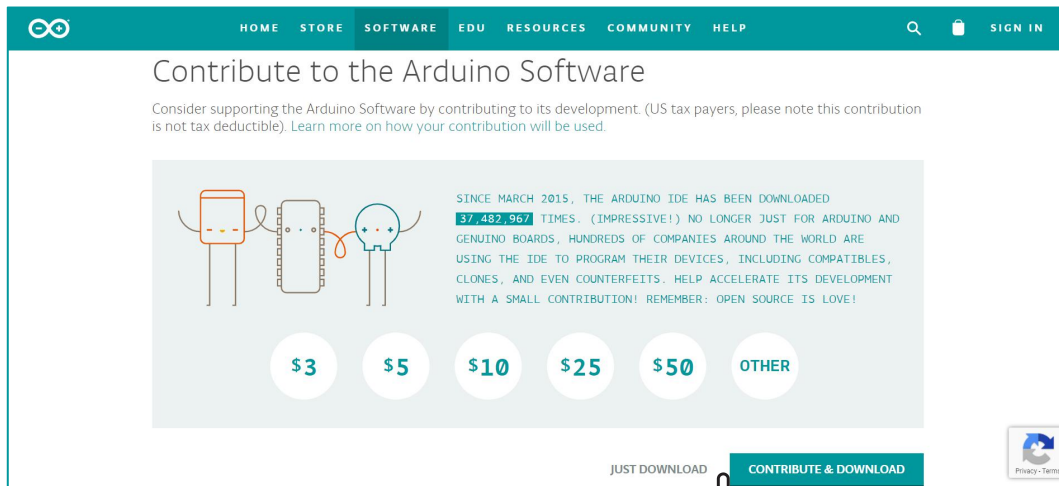
1. Go to <https://www.arduino.cc/en/main/software>.
2. Choose your OS to proceed.



For Windows Users, it is recommended to select **Windows Installer, for Windows XP and up**.



3. Arduino IDE is an open source software. Click **“JUST DOWNLOAD”** button to download and use for free.



Note: Users are encouraged to make a monetary contribution to help them to continue funding the development.



4. Double click on the downloaded file to proceed.



5. Once installation is completed, the Arduino icon will appear. Double click the icon to launch Arduino IDE.



Arduino



Part 3: Download & Install Driver

For Windows Users:

1. Download the driver here:

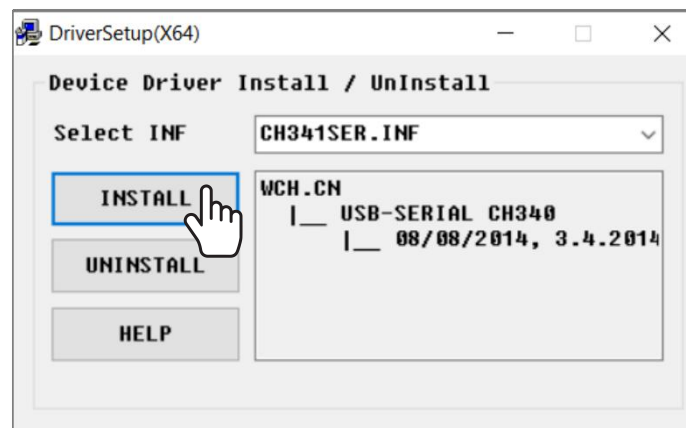
<https://cdn.cytron.io/makeruno/CH341SER.EXE>

2. Double click the “CH341SER” file to begin installation.

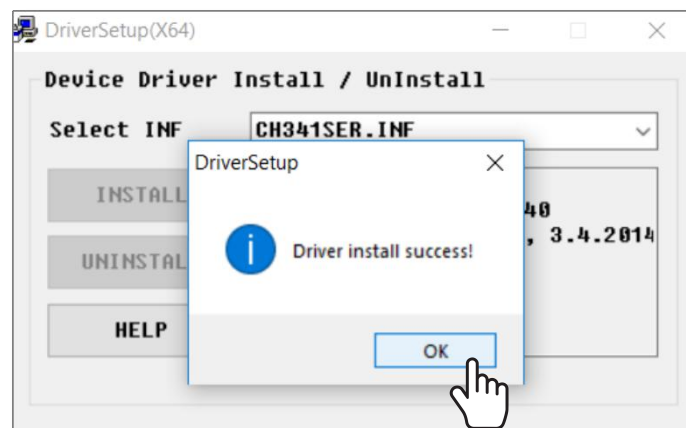



CH341SER

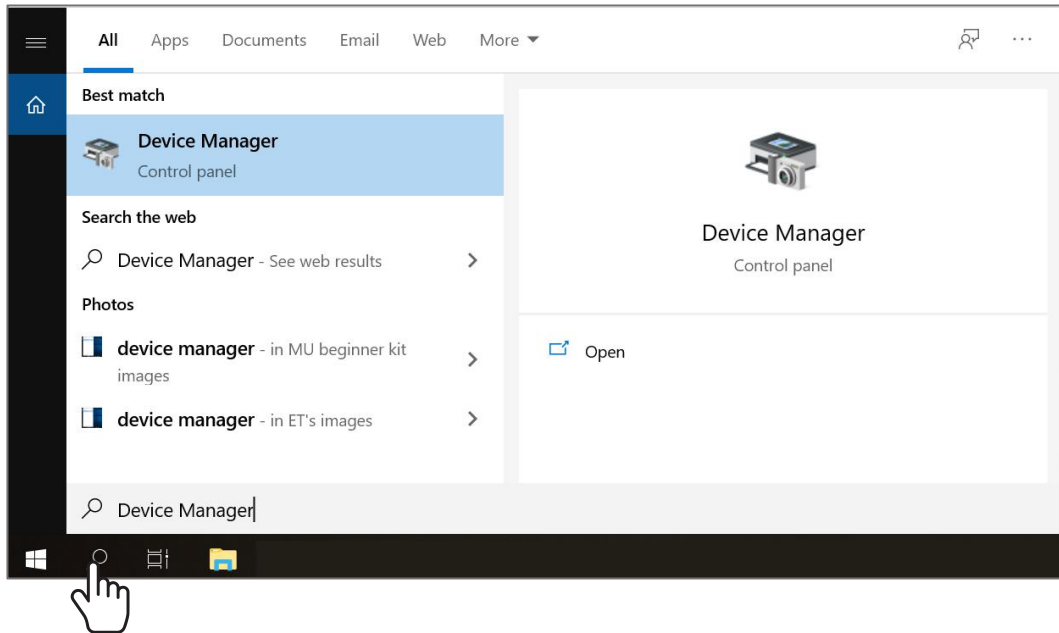
3. Click “INSTALL”.



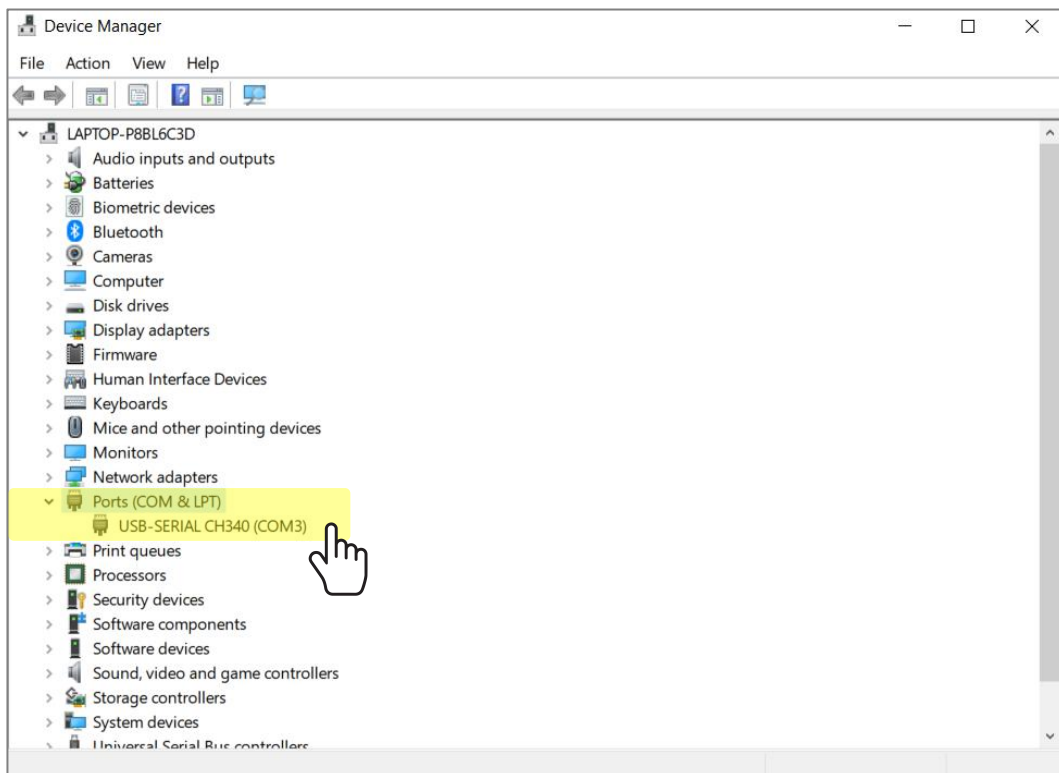
4. Click “OK”.



5. Click on Windows Search icon  and search for “**Device Manager**”.



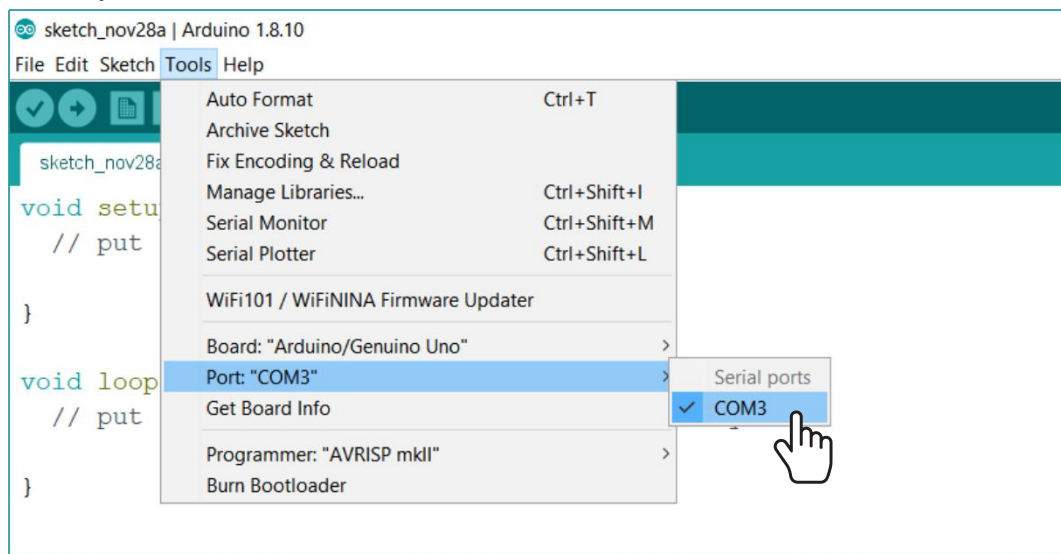
6. Click to expand “**Ports (COM & LPT)**”. Check which port the CH340 driver has been assigned to. Take note of the COM number (for example, the driver is linked to my COM3).



Your Maker UNO X needs to be connected to your PC.



7. Launch Arduino IDE. Go to **Tools > Ports > COM_** Select the right COM port.

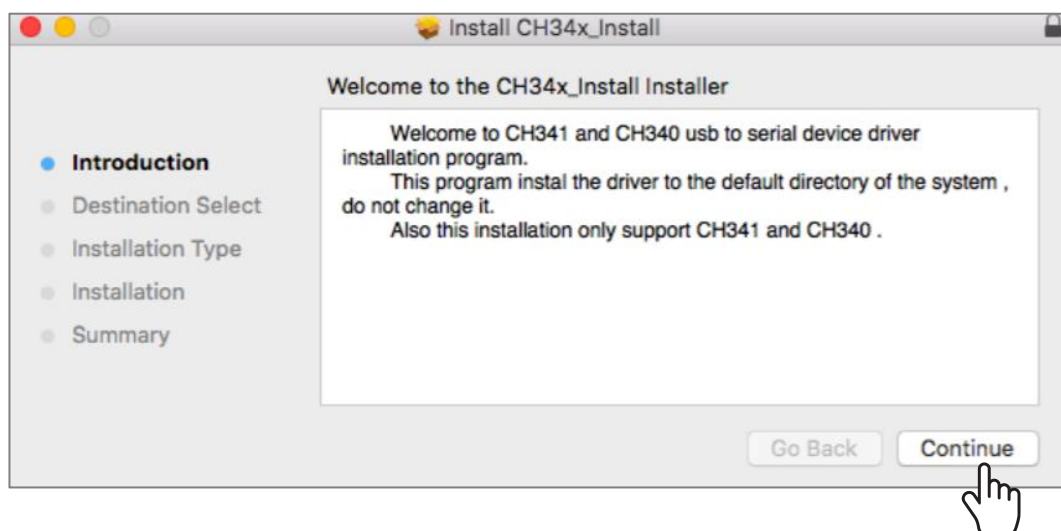


For Mac users:

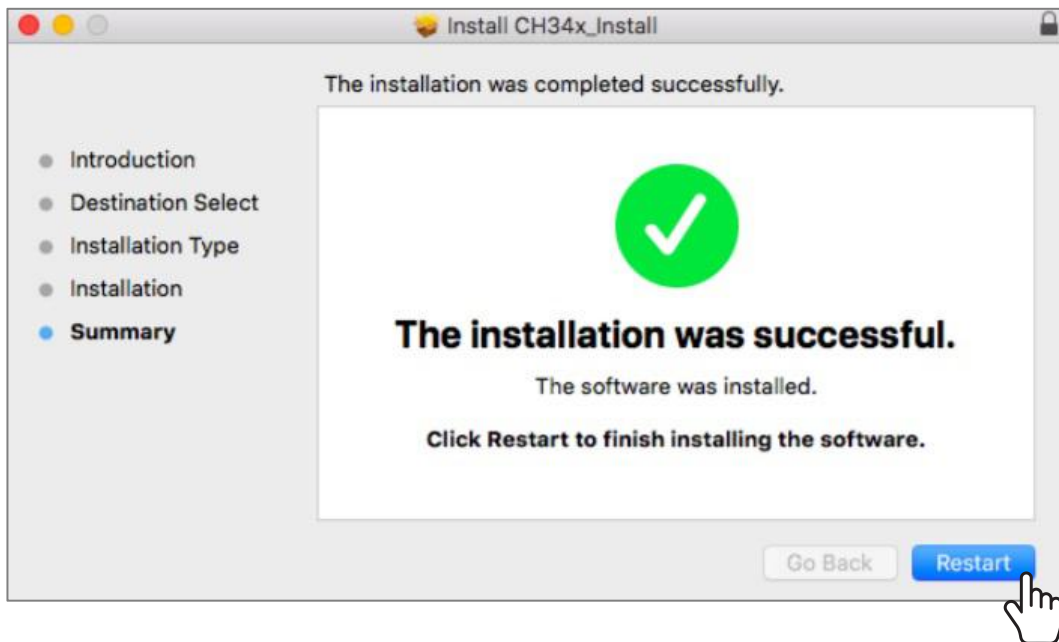
1. Download the driver here:
https://cdn.cytron.io/makeruno/CH341SER_MAC.ZIP
2. Double click the zip file, open the unzipped folder and then double click the pkg file.



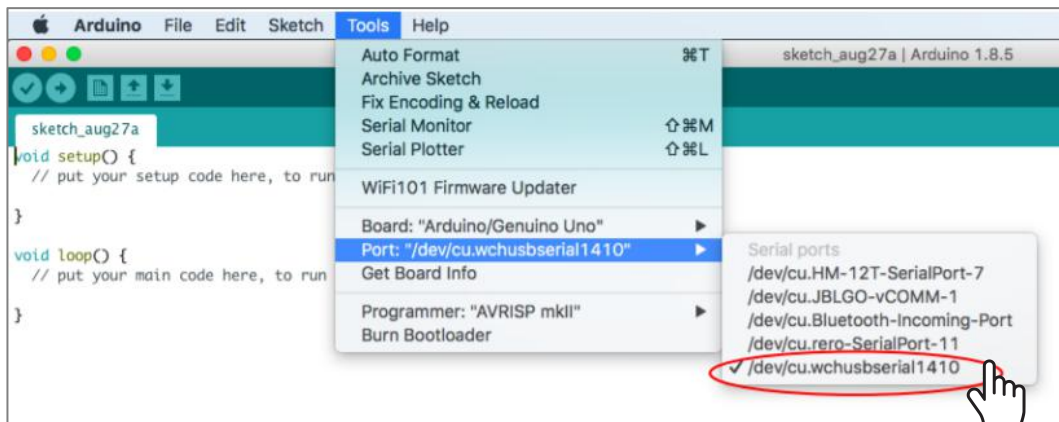
3. Click **"CONTINUE"** to begin installation.



- Once done, click **Restart**.



- After you've restarted your Mac, launch Arduino IDE. Go to **Tools > Port > /dev/cu.wchusbserial1410**



Note: If you have problems installing the driver, please follow the troubleshooting steps here: https://cdn.cytron.io/makeruno/Troubleshooting_CH431_Driver_For_Mac.pdf



LESSON 1

DIGITAL OUTPUT



Project 1: Turn On An LED


1. Connect your Maker UNO X to your PC with a micro USB cable.

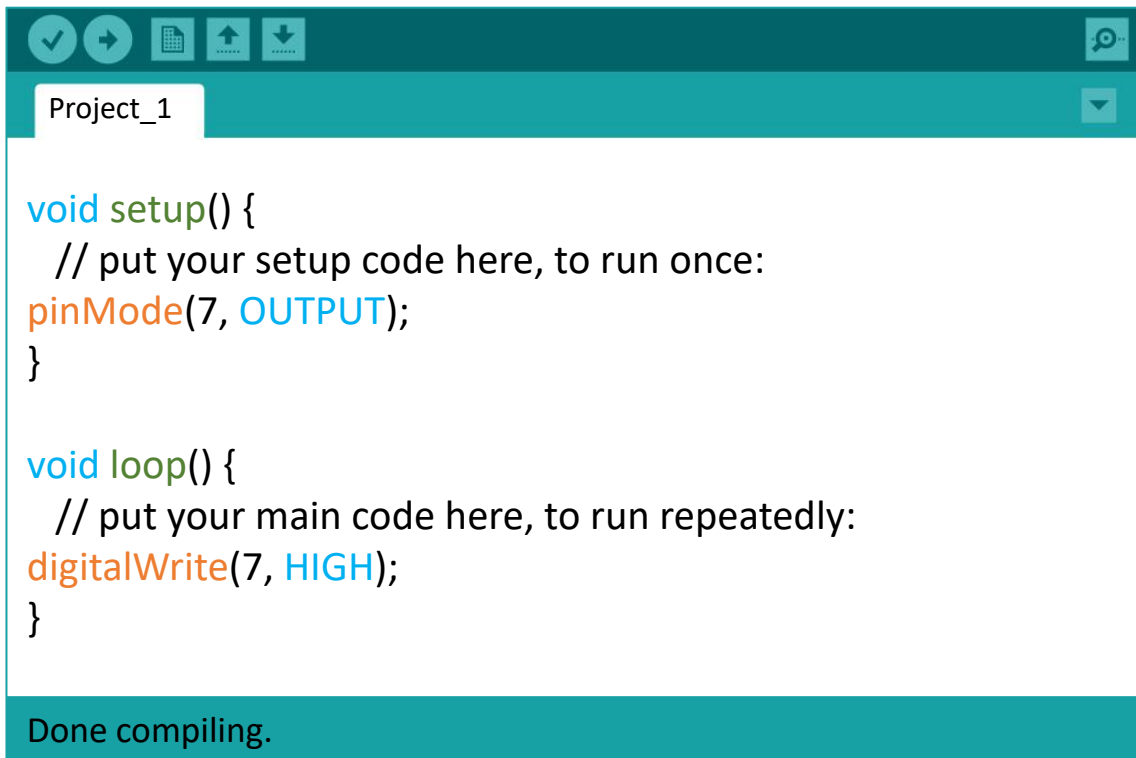


2. Launch Arduino IDE and you will see the following new sketch.

```
sketch_dec03a | Arduino 1.8.10
File Edit Sketch Tools Help
[Icons: Checkmark, Run, Erase, Upload, Download, Search]
sketch_dec03a
void setup() {
  // put your setup code here, to run once:
}

void loop() {
  // put your main code here, to run repeatedly:
}
```

3. Write this code into your sketch and then click this button  to compile your code. Wait for a few seconds until you see “**Done Compiling**” appear at the bottom of the sketch.



```
void setup() {  
  // put your setup code here, to run once:  
  pinMode(7, OUTPUT);  
}  
  
void loop() {  
  // put your main code here, to run repeatedly:  
  digitalWrite(7, HIGH);  
}
```

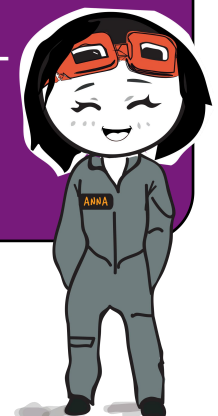
Done compiling.




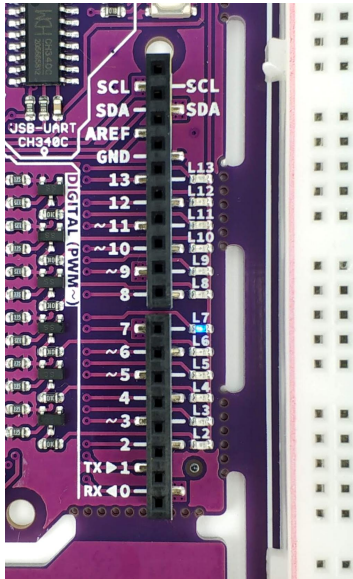
Troubleshooting

If error occurs, check and correct your code line by line, and then compile again.

- ✓ Arduino is case sensitive - make sure you use uppercase for **OUTPUT** and camel case for **pinMode** and **digitalWrite** (i.e. use capital letters for M and W).
- ✓ Check to make sure you have not missed out any signs - ; , () and { } .
- ✓ Do not mix up normal brackets () with curly braces { } .



- Next, click  button to upload. Uploading will start immediately. Once completed, you will see “**Done Uploading**” appear at the bottom of the sketch.
- Slide the switch to turn on the “Debug” mode. Check your result.

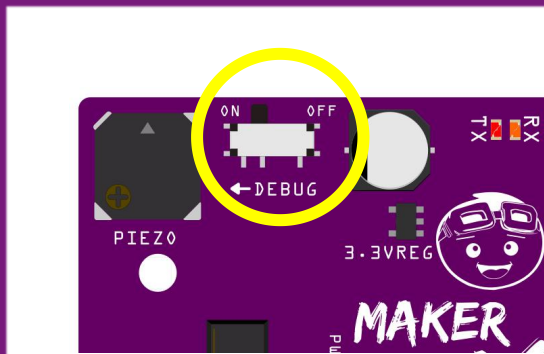


You can see that LED 7 is lighted up while the rest of the LEDs are off.



Troubleshooting

- If error occurs while uploading, please ensure that your Maker UNO X is connected to your PC and the correct port is selected (Tools > Port > COM_).
- Remember to turn on the “Debug” mode to enable the built-in LEDs on Maker UNO X.





How it works

```
Project_1  
  
void setup() {  
  // put your setup code here, to run once:  
  pinMode(7, OUTPUT);  
}  
  
void loop() {  
  // put your main code here, to run repeatedly:  
  digitalWrite(7, HIGH);  
}
```

This line tells the board to set pin 7 as output.

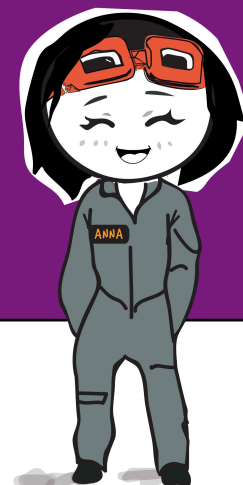
This line tells the board to set pin 7 to HIGH (i.e. to turn on).



Good To Know

ARDUINO FUNCTION

1. To set a pin as input or output:
pinMode (pin, mode)
pin: the number of the pin you are setting
mode: INPUT, OUTPUT, or INPUT_PULLUP
2. To set a digital pin to HIGH (on) or LOW (off)
digitalWrite(pin, value)
pin: the number of the pin you are setting
value: HIGH or LOW





Project 2: Blink An LED

1. Modify your code in Project 1 to the following:

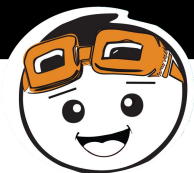
```
void setup() {  
  // put your setup code here, to run once:  
  pinMode(7, OUTPUT);  
}  
  
void loop() {  
  // put your main code here, to run repeatedly:  
  digitalWrite(7, HIGH);  
  delay (100);  
  digitalWrite(7, LOW);  
  delay (100);  
}
```

2. Compile and upload your code to your Maker UNO X.
3. Check your result.

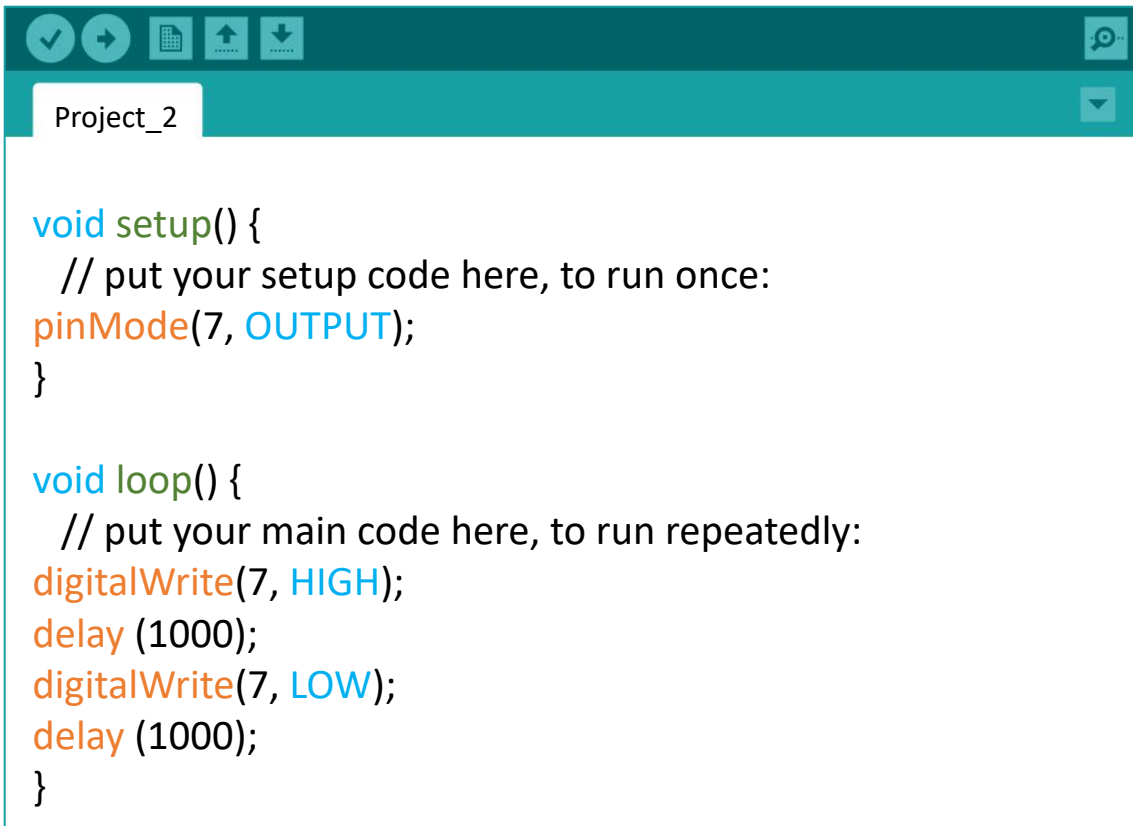
[Click here or scan QR code to watch the demo video.](#)



LED 7 will be blinking continually while the rest of the LEDs are off.



4. Change the delay value to 1000 and then upload to your board again.



```
void setup() {
  // put your setup code here, to run once:
  pinMode(7, OUTPUT);
}

void loop() {
  // put your main code here, to run repeatedly:
  digitalWrite(7, HIGH);
  delay (1000);
  digitalWrite(7, LOW);
  delay (1000);
}
```

5. Observe the result and compare with the previous program. Can you tell the difference?



How it works

```
Project_2

void setup() {
  // put your setup code here, to run once:
  pinMode(7, OUTPUT);
}

void loop() {
  // put your main code here, to run repeatedly:
  digitalWrite(7, HIGH);
  delay (1000);

  digitalWrite(7, LOW);
  delay (1000);
}
```

This line tells the board to set pin 7 as output.

Turn on LED 7
Hold for 1000ms

Turn off LED 7
Hold for 1000ms

The program will continue to loop endlessly.



Good To Know

ARDUINO FUNCTION

1. To hold or pause the program
delay(ms)
ms: the number of milliseconds to pause



Project 3: Blink the LEDs in Sequence

In this project, we want to blink LED 2, LED 3, LED 4, LED 5, LED 6 and LED 7 in sequence.

1. Modify your previous code to the following:

```
Project_3
void setup() {
  pinMode(2, OUTPUT);
  pinMode(3, OUTPUT);
  pinMode(4, OUTPUT);
  pinMode(5, OUTPUT);
  pinMode(6, OUTPUT);
  pinMode(7, OUTPUT);
}

void loop() {
  digitalWrite(2, HIGH);
  digitalWrite(3, HIGH);
  digitalWrite(4, HIGH);
  digitalWrite(5, HIGH);
  digitalWrite(6, HIGH);
  digitalWrite(7, HIGH);
  delay (1000);
  digitalWrite(2, LOW);
  digitalWrite(3, LOW);
  digitalWrite(4, LOW);
  digitalWrite(5, LOW);
  digitalWrite(6, LOW);
  digitalWrite(7, LOW);
  delay (1000);
}
```

2. Compile and upload your code to your Maker UNO X.

3. Check your result. Is it the desired outcome?

[Click here or scan QR code to watch the demo video.](#)



LED 2 to LED 7 turn on and then turn off together; which is NOT the effect that we want. Why?



How it works

```
Project_3
void setup() {
  pinMode(2, OUTPUT);
  pinMode(3, OUTPUT);
  pinMode(4, OUTPUT);
  pinMode(5, OUTPUT);
  pinMode(6, OUTPUT);
  pinMode(7, OUTPUT);
}
void loop() {
  digitalWrite(2, HIGH);
  digitalWrite(3, HIGH);
  digitalWrite(4, HIGH);
  digitalWrite(5, HIGH);
  digitalWrite(6, HIGH);
  digitalWrite(7, HIGH);
  delay(1000);
  digitalWrite(2, LOW);
  digitalWrite(3, LOW);
  digitalWrite(4, LOW);
  digitalWrite(5, LOW);
  digitalWrite(6, LOW);
  digitalWrite(7, LOW);
  delay(1000);
}
```

Set Pin 2 to Pin 7 as output.

Turn on LED 2 to LED 7

Hold for 1000ms.

Turn off LED 2 to LED 7

Hold for 1000ms.

4. Modify your code to the following.



```
void setup() {
  pinMode(2, OUTPUT);
  pinMode(3, OUTPUT);
  pinMode(4, OUTPUT);
  pinMode(5, OUTPUT);
  pinMode(6, OUTPUT);
  pinMode(7, OUTPUT);
}

void loop() {
  digitalWrite(2, HIGH);
  delay (1000);
  digitalWrite(3, HIGH);
  delay (1000);
  digitalWrite(4, HIGH);
  delay (1000);
  digitalWrite(5, HIGH);
  delay (1000);
  digitalWrite(6, HIGH);
  delay (1000);
  digitalWrite(7, HIGH);
  delay (1000);
  digitalWrite(2, LOW);
  delay (1000);
  digitalWrite(3, LOW);
  delay (1000);
  digitalWrite(4, LOW);
  delay (1000);
  digitalWrite(5, LOW);
  delay (1000);
  digitalWrite(6, LOW);
  delay (1000);
  digitalWrite(7, LOW);
  delay (1000);
}
```

3. Check your result. Is it the desired outcome?

[Click here or scan QR code to watch the demo video.](#)



Now the LEDs will turn on one by one and then turn off one by one.



Good To Know

```
void loop() {  
  digitalWrite(2, HIGH);  
  digitalWrite(3, HIGH);  
  digitalWrite(4, HIGH);  
  digitalWrite(5, HIGH);  
  digitalWrite(6, HIGH);  
  digitalWrite(7, HIGH);  
  delay (1000);  
}
```

Version 1

```
void loop() {  
  digitalWrite(2, HIGH);  
  delay (1000);  
  digitalWrite(3, HIGH);  
  delay (1000);  
  digitalWrite(4, HIGH);  
  delay (1000);  
  digitalWrite(5, HIGH);  
  delay (1000);  
  digitalWrite(6, HIGH);  
  delay (1000);  
  digitalWrite(7, HIGH);  
  delay (1000);  
}
```

Version 2

Although both versions of the code will turn on the LEDs, the results are different. In Version 1, you will see as though all the LEDs light up at the same time. This is because **the lines are executed line by line in quick succession** (in less than 1 micro second).

To get the LEDs to light up one by one in sequence, we need to add a delay after lighting up each LED (as in version 2 code).





Challenge

Task: Program LED 2 to LED 13 to execute the blinking pattern as shown in the demo video below.

[Click here or scan QR code to watch the demo video.](#)



CONGRATULATIONS! You have completed Lesson 1 and learnt the following:

1. How to set pin as digital output
2. How to set a digital output pin to HIGH and LOW
3. How to use delay function



LESSON 2

DIGITAL INPUT



Project 4: On-Board Push Button Switch

In this project, we want to control an LED using the on-board push button switch.

1. Open a new sketch and then write the following code.

```
Project_4

void setup() {
  pinMode(4, OUTPUT);
  pinMode(2, INPUT_PULLUP);
}

void loop() {
  if (digitalRead(2) == LOW) {
    digitalWrite(4, HIGH);
  }
  else {
    digitalWrite(4, LOW);
  }
}
```

2. Compile and upload the program. Check your result.

[Click here or scan QR code to watch the demo video.](#)



LED 4 will light up when the push button is pressed.





How it works

```
Project_4
void setup() {
  pinMode(4, OUTPUT);
  pinMode(2, INPUT_PULLUP);
}

void loop() {
  if (digitalRead(2) == LOW) {
    digitalWrite(4, HIGH);
  }
  else {
    digitalWrite(4, LOW);
  }
}
```

Set Pin 4 as output.
Set Pin 2 as on-board switch input.

Read Pin 2. If it is LOW (switch is pressed), set Pin 4 to HIGH (turn on LED 4).

Else (switch is not pressed), set Pin 4 to LOW (turn off LED 4).



Good To Know

ARDUINO FUNCTION

1. To use the on-board push button switch, we need to set it as internal pullup input.
pinMode(2, INPUT_PULLUP);
2. The on-board LED at Pin 2 can act as an input indicator when you turn on Debug mode. LED 2 will be turned off whenever the on-board switch is pressed.
3. The on-board switch is internally connected to Pin 2. Meaning it is occupied and cannot be connected to any other external components when it is in use.

CODING SYNTAX

1. To use the “if-else” statement

```
if (condition 1) {  
  // do thing A  
}  
else if (condition 2) {  
  // do thing B  
}  
else {  
  // do thing C  
}
```

2. We can use // (two adjacent slashes) to leave a reminder or comment while programming. Anything written after this sign will be ignored by the program and will not be executed.

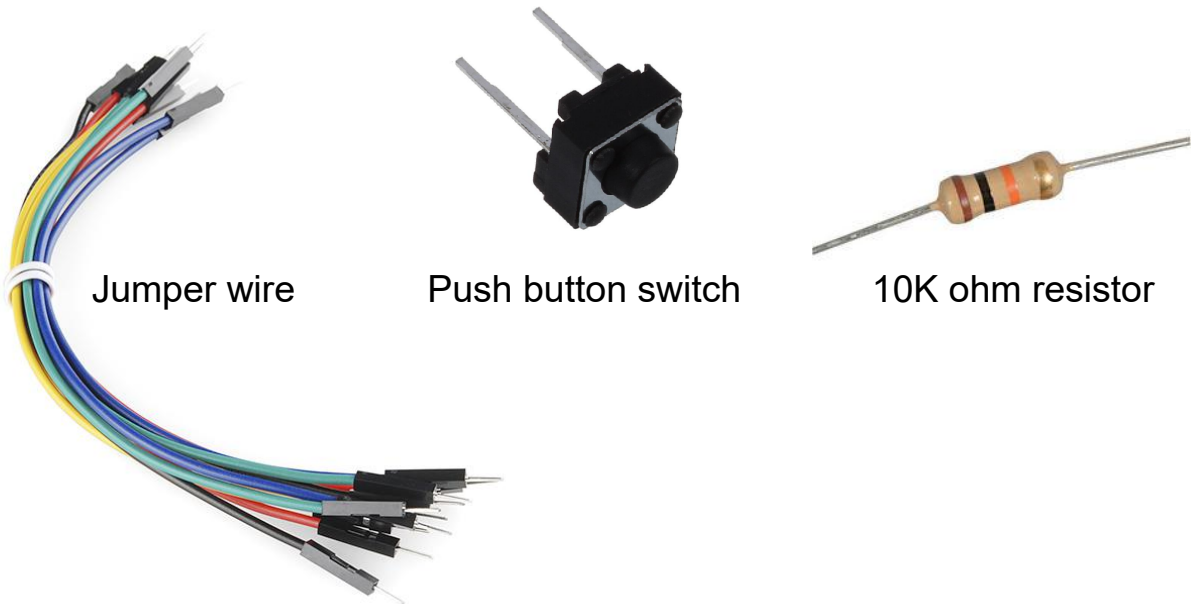
```
// your comments here
```



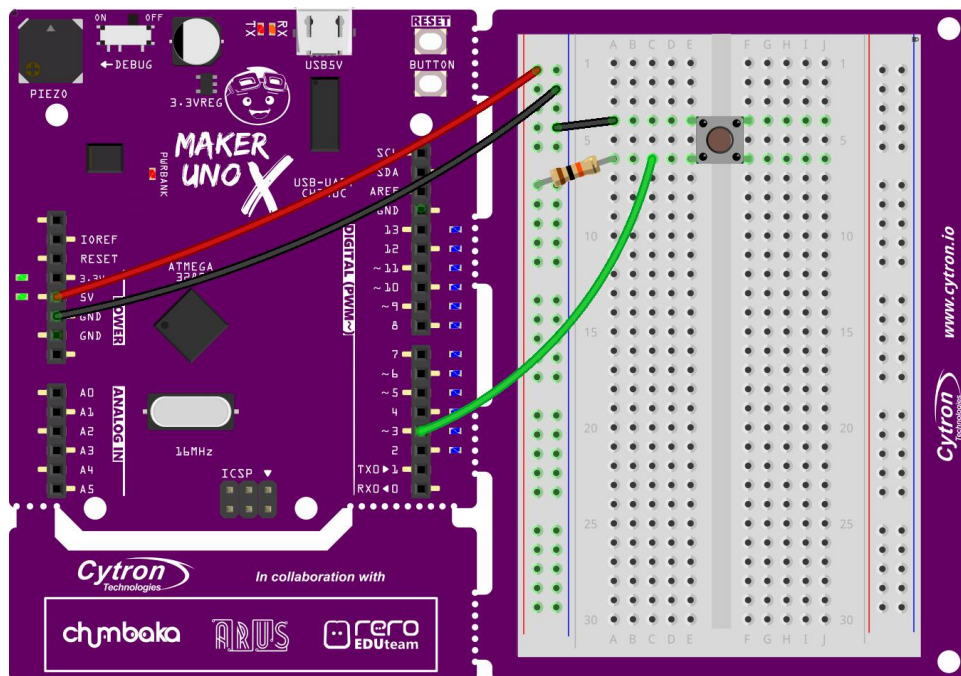
Project 5: External Push Button Switch

In this project, we want to construct a basic circuit of an external push button switch.

1. Get these components.

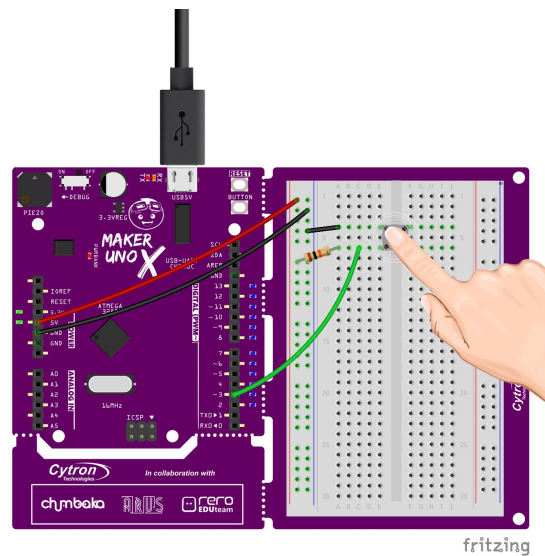


2. Construct the circuit as shown below.



fritzing

3. Press the external push button switch. Observe LED 3 whether it is on before you press the switch and goes off when the switch is pressed. If it is not working, please fix your circuit before you proceed to the next step.



4. Modify your Project 4 code to the following, and then upload to your Maker Uno X.

```
Project_5

void setup() {
  pinMode(4, OUTPUT);
  pinMode(3, INPUT);
}

void loop() {
  if (digitalRead(3) == LOW) {
    digitalWrite(4, HIGH);
  }
  else {
    digitalWrite(4, LOW);
  }
}
```

3. Check your result.

[Click here or scan QR code to watch the demo video.](#)



When the external push button switch is pressed, LED 4 will turn on.



How it works

```
Project_5

void setup() {
  pinMode(4, OUTPUT);
  pinMode(3, INPUT);
}

void loop() {
  if (digitalRead(3) == LOW) {
    digitalWrite(4, HIGH);
  }
  else {
    digitalWrite(4, LOW);
  }
}
```

Set Pin 4 as output.
Set Pin 3 as input.

Read Pin 3. If it is LOW (switch is pressed), set Pin 4 to HIGH (turn on LED 4).

Else (switch is not pressed), set Pin 4 to LOW (turn off LED 4).



Good To Know

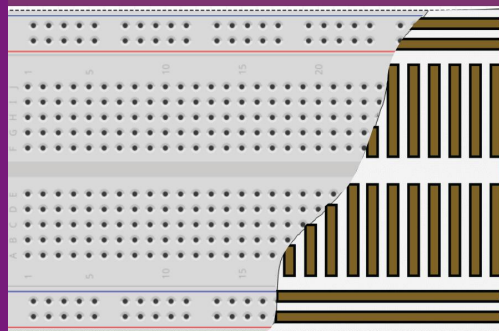
ARDUINO FUNCTION

1. Switch is an input device; you need to set that pin as input before you can use it.

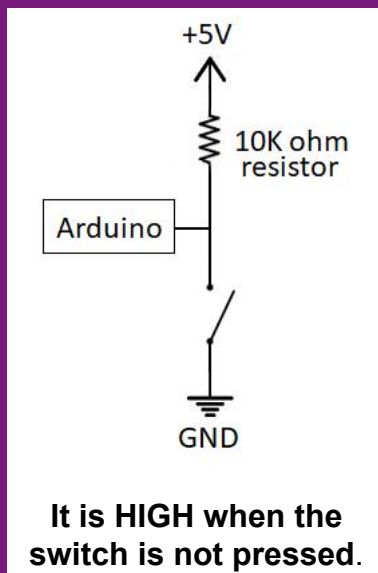
`pinMode(pin, INPUT);`

BASIC ELECTRONICS

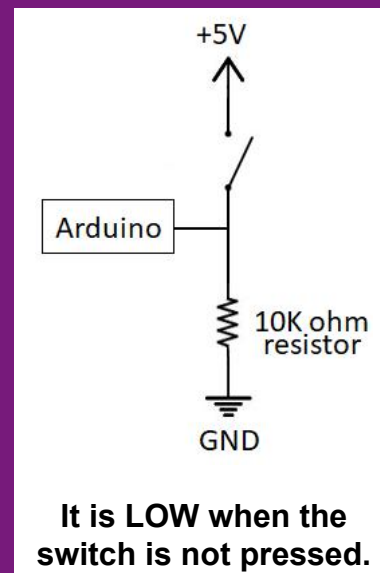
1. Breadboard's internal connectivity.



2. For any digital input, you can make it as a “pull-up” or “pull-down” circuit.



VS



In this project, we used “pull-up” circuit. You can choose to use either type of circuit for your future projects but remember to change the code accordingly.



Challenge

Task: Use both on-board and external switches. When both switches are not pressed, both LED 4 and LED 5 will be on. If the on-board switch is pressed, LED 4 goes off. If external switch is pressed, LED 5 goes off.

[Click here or scan QR code to watch the demo video.](#)



CONGRATULATIONS! You have completed Lesson 2 and learnt the following:

1. How to read digital input signal.
2. How to control an LED using a switch.
3. How to construct a simple pull-up / pull-down circuit.
4. How to use if-else statement.



LESSON 3

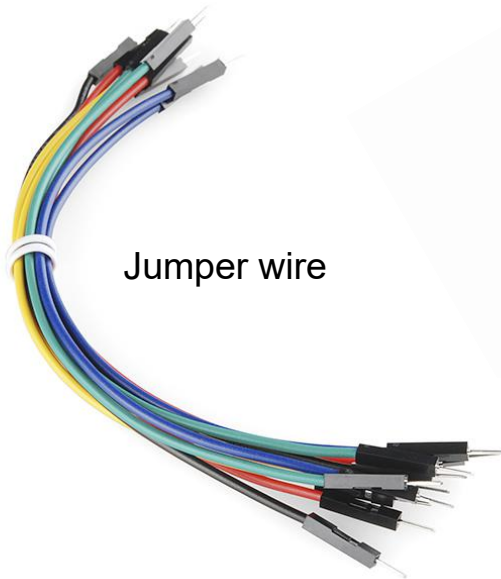
ANALOG OUTPUT



Project 6: Construct an LED Circuit

In this project, we are going to construct a simple circuit with one LED.

1. Get these components.



Jumper wire

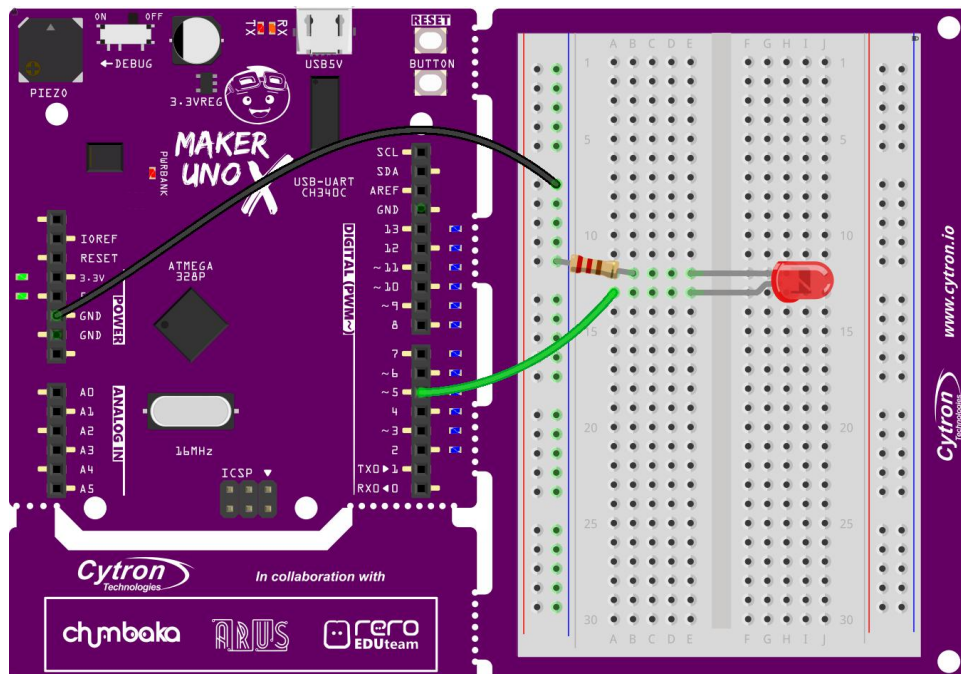


LED



220 ohm resistor

2. Construct the circuit as shown below.



fritzing

3. Write and upload the following code to your board.

```
Project_6

void setup() {
  pinMode(2, INPUT_PULLUP);
  pinMode(5, OUTPUT);
}

void loop() {
  if (digitalRead(2) == LOW)
    while (1) {
      digitalWrite(5, HIGH);
      delay(200);
      digitalWrite(5, LOW);
      delay(200);
    }
  else digitalWrite(5, LOW);
}
```

4. Check your result.

[Click here or scan QR code to watch the demo video.](#)



Both on-board LED and the external LED at Pin 5 will blink after the on-board switch is pressed. LED 5 will not stop blinking unless the reset button is pressed.





How it works

```
Project_6

void setup() {
  pinMode(2, INPUT_PULLUP);
  pinMode(5, OUTPUT);
}

void loop() {
  if (digitalRead(2) == LOW)
    while (1){
      digitalWrite(5, HIGH);
      delay(200);
      digitalWrite(5, LOW);
      delay(200);
    }
  else digitalWrite(5, LOW);
}
```

Set Pin 2 as pull-up input switch. Set Pin 5 (connected to external LED) as output.

Read Pin 2. If it is LOW (switch is pressed), set Pin 5 to HIGH for 200ms and then LOW for 200ms.

*Once Pin 2 is pressed, the LED will blink continually and it will not stop unless the reset button is pressed.

Else if switch is not pressed, set Pin 5 to LOW (LED connected to Pin 5 will not light up).

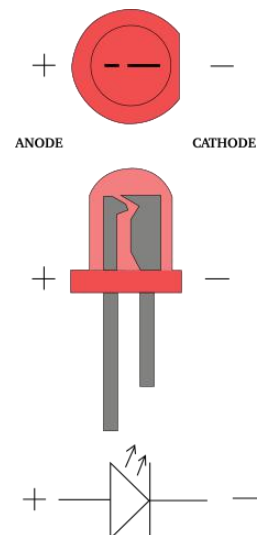


Good To Know

BASIC ELECTRONICS

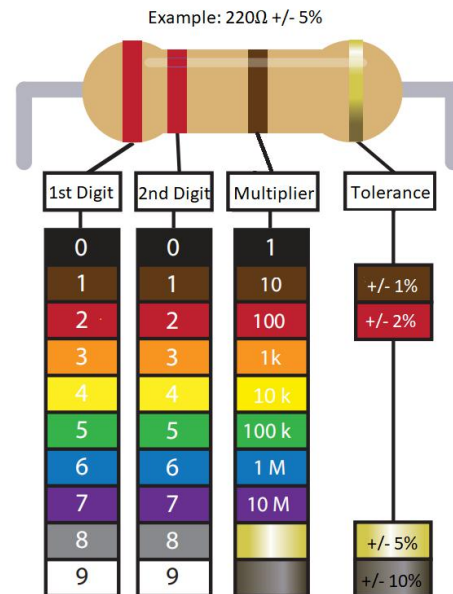
1. Light emitting diode (LED) has 2 legs. You need to connect the longer leg to the + terminal and the shorter leg (flat edge on the casing) to the - terminal.

An LED is polarised. It must be connected in the right direction; otherwise, it will not work.



2. A resistor is not polarised, thus you can connect the pins in any direction.

3. The colour bands on a resistor tell us its value. You can refer to this chart to understand how to read the value.



CODING SYNTAX

A while loop will loop continuously, and infinitely, until the expression inside the parenthesis () becomes false.

```
while (condition)
{
  // do something
}
```

Example:

1. Do something for 200 times.

```
var = 0;
while (var < 200)
{
  // do something
  var++;
}
```

2. Do something endlessly.

```
while (1)
{
  // do something
}
```





Project 7: Fade An LED

1. Using the same circuit as Project 6, write and upload the following code to your board.

```
Project_7

void setup() {
  pinMode(5, OUTPUT);
}

void loop() {
  analogWrite(5, 60);
  delay (200);
  analogWrite(5, 50);
  delay (200);
  analogWrite(5, 40);
  delay (200);
  analogWrite(5, 30);
  delay (200);
  analogWrite(5, 20);
  delay (200);
  analogWrite(5, 10);
  delay (200);
  analogWrite(5, 0);
  delay (1000);
}
```


2. Check your result.

[Click here or scan QR code to watch the demo video.](#)



You will notice that the LED lights up and then the brightness diminishes gradually until they are completely off. This cycle keeps repeating until you turn off the power.



How it works

```
Project_7

void setup() {
  pinMode(5, OUTPUT);
}

void loop() {
  analogWrite(5, 60);
  delay (200);
  analogWrite(5, 50);
  delay (200);
  analogWrite(5, 40);
  delay (200);
  analogWrite(5, 30);
  delay (200);
  analogWrite(5, 20);
  delay (200);
  analogWrite(5, 10);
  delay (200);
  analogWrite(5, 0);
  delay (1000);
}
```

Set Pin 5 (connected to external LED) as output.

Light up LED at brightness 60 for 200ms.

Light up LED at brightness 50 for 200ms.

Light up LED at brightness 40 for 200ms.

Light up LED at brightness 30 for 200ms.

Light up LED at brightness 20 for 200ms.

Light up LED at brightness 10 for 200ms.

Turn off LED (brightness = 0) for 1s..

3. There is an easier way to achieve the same result. Modify your code to the following and then upload to your board.

```
Project_7a

int brightness = 60
void setup() {
  pinMode(5, OUTPUT);
}

void loop() {
  analogWrite(5, brightness);
  delay (200);
  if (brightness == 0) {
    delay (1000);
    brightness = 60;
  }
  else {
    brightness = brightness-10;
  }
}
```

4. Check your result.

[Click here or scan QR code to watch the demo video.](#)



Do you get the same result as earlier?





How it works

```
Project_7a

int brightness = 60

void setup() {
  pinMode(5, OUTPUT);
}

void loop() {
  analogWrite(5, brightness);
  delay (200);

  if (brightness == 0) {
    delay (1000);
    brightness = 60;
  }
  else {
    brightness = brightness-10;
  }
}
```

Define a variable (brightness) and assign an initial value of 60 to it.

Set Pin 5 (external LED) as output.

Light up LED at the current value assigned to the variable 'brightness'. Hold for 200ms.

Check if the variable 'brightness' is equals to 0 (LED is turned off), then wait for 1000ms and then reassign 'brightness' value to 60.

Else if brightness value is not 0, then update the variable 'brightness' value to current value minus 10 (dim the brightness of the LED).



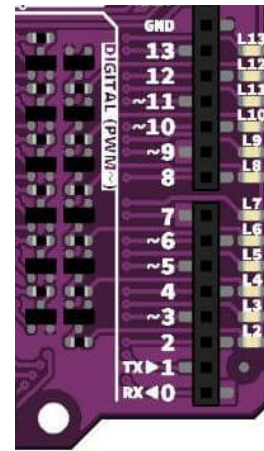
Good To Know

ARDUINO FUNCTION

1. There are 2 types of outputs - digital and analog. A digital output has only two possible values, either **0 (LOW)** or **1 (HIGH)**. The value for analog output can range from **0** to **255**. You can use the following function to control the analog output:

analogWrite (pin, value);

2. However, not every pin on the board can be used for analog output. Only pins 3, 5, 6, 9, 10 and 11 (indicated with the ~ sign) have analog output functionality.



CODING SYNTAX

1. The beauty of coding is allowing the programmer to simplify a very long instruction into a few lines of code that execute the same task.
2. Reducing the number of lines also helps to reduce the processing time, thus it is very important to always optimize your code.
3. In this project, we want to reduce the LED brightness every 200ms. So we define it as an integer variable at the beginning of the program. “Brightness” is just a variable name; you can choose to name it anything you like.
4. The following are comparison commands that you can use in your code.

$x == y$ (x is equal to y)
 $x != y$ (x is not equal to y)
 $x < y$ (x is less than y)
 $x > y$ (x is greater than y)
 $x <= y$ (x is less than or equal to y)
 $x >= y$ (x is greater than or equal to y)





Challenge

Task: Fade LED 5 only when the on-board switch is pressed.

[Click here or scan QR code to watch the demo video.](#)



CONGRATULATIONS! You have completed Lesson 3 and learnt the following:

1. How to construct a basic LED circuit.
2. How to use while loop.
3. The difference between digital output and analog output.
4. The importance of reducing the number of lines of code.



LESSON 4
MELODY TONE



Project 8: Compose Basic Tones

1. Open a new sketch, write the following code and then upload to your board.

```
void setup() {
  pinMode(8, OUTPUT);
}

void loop() {
  tone (8, 262, 250);
  delay (325);
  tone (8, 294, 250);
  delay (325);
  tone (8, 330, 250);
  delay (325);
  tone (8, 349, 250);
  delay (325);
  tone (8, 392, 250);
  delay (325);
  tone (8, 440, 250);
  delay (325);
  tone (8, 494, 250);
  delay (325);
  tone (8, 523, 250);
  delay (1000);
}
```

2. Check your result.

[Click here or scan QR code to watch the demo video.](#)



The buzzer will keep playing the basic tones “Do Re Mi Fa So La Ti Do” repetitively.



How it works

Project_8	
<pre>void setup() { pinMode(8, OUTPUT); }</pre>	Set Pin 8 (connected to on-board piezo buzzer) as output.
<pre>void loop() { tone(8, 262, 250); delay(325);</pre>	Play tone “Do” 262Hz for 250ms.
<pre> tone(8, 294, 250); delay(325);</pre>	Play tone “Re” 294Hz for 250ms.
<pre> tone(8, 330, 250); delay(325);</pre>	Play tone “Me” 330for 250ms.
<pre> tone(8, 349, 250); delay(325);</pre>	Play tone “Fa” 392Hz for 250ms.
<pre> tone(8, 392, 250); delay(325);</pre>	Play tone “So” 392Hz for 250ms.
<pre> tone(8, 440, 250); delay(325);</pre>	Play tone “La” 440Hz for 250ms.
<pre> tone(8, 494, 250); delay(325);</pre>	Play tone “Ti” 494Hz for 250ms.
<pre> tone(8, 523, 250); delay(1000); }</pre>	Play tone “High Do” 523Hz for 1000ms.

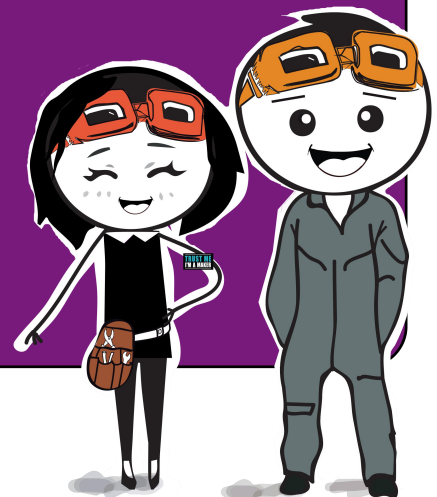
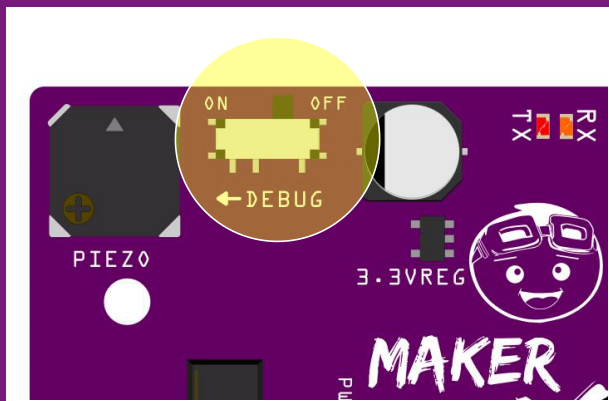


ARDUINO FUNCTION

1. To get the piezo buzzer to play a tone.
tone (pin, frequency, duration);
pin: the pin that is connected to the piezo buzzer
frequency: frequency of the note in hertz (Hz)
duration: the duration of the note in milliseconds (ms)
2. To distinguish the different notes in a melody, we need to add a delay between the notes. The delay has to be 30% longer than the note duration to fully play out the note. For example, if the note duration is 250ms, we should add a delay of 325ms (250ms + 75ms).

MAKER UNO X'S FEATURE

1. The on-board piezo buzzer is connected to Pin 8. You need to switch on the DEBUG mode to activate the piezo buzzer.
2. If you want to connect Pin 8 to another I/O device, remember to switch off the DEBUG mode to deactivate the piezo buzzer.

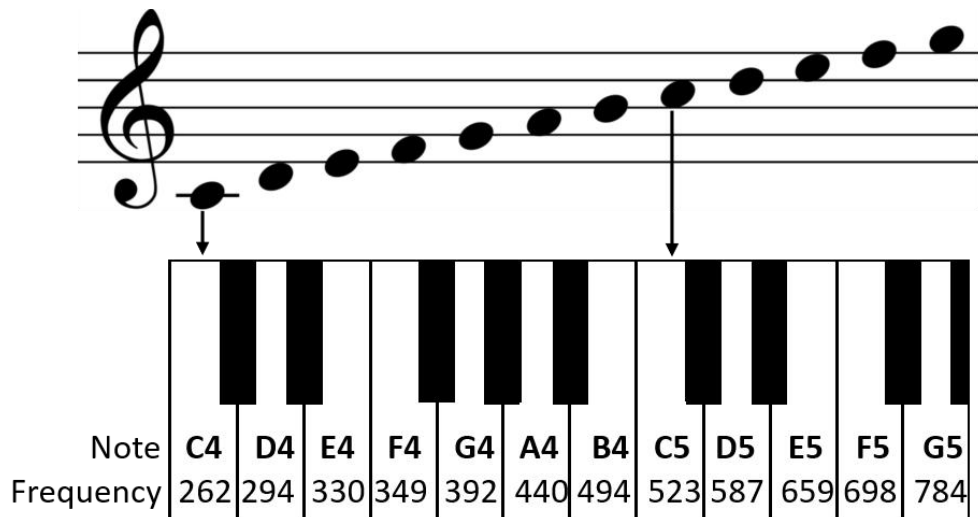




Good To Know

READING MUSIC SHEET

- The position of a music note on the staff (i.e. the five horizontal lines) determines its tone. The higher the note sits on the staff, the higher the frequency of the sound and vice versa. You can refer to the following link to get the frequencies for all 88 keys on the piano : <https://www.arduino.cc/en/Tutorial/ToneMelody>



- Different musical notations are used to tell us the duration (i.e. how long) a note is to be played. In Arduino tone library, the duration to play a quarter note (1 beat) is 250ms; assuming that one whole note is played for 1 second.

Notes					
Rests					
Relative Length	Whole Note	Half Note	Quarter Note	Eighth Note	Sixteenth Note
Beat(s)	4	2	1	1/2	1/4
Duration(ms)	1000	500	250	125	63



Project 9: Compose "Happy Birthday" Melody

Let's compose the first line of "Happy Birthday" tune.



Note	Hap- G4	-py G4	Birth- A4	-day G4	To C5	You B4
Frequency (Hz)	392	392	440	392	523	494
Duration (ms)	125	125	250	250	250	500

1. Modify your previous code into the following and then upload to your board.

```
Project_9

void setup() {
  pinMode(8, OUTPUT);
  tone (8, 392, 125);
  delay (163);
  tone (8, 392, 125);
  delay (163);
  tone (8, 440, 250);
  delay (325);
  tone (8, 392, 250);
  delay (325);
  tone (8, 523, 250);
  delay (325);
  tone (8, 494, 500);
  delay (650);
}
```

2. Check your result.

[Click here or scan QR code to watch the demo video.](#)



The buzzer will play the first line of “Happy Birthday” tune one time.



How it works

```
Project_9

void setup() {
  pinMode(8, OUTPUT);
  tone (8, 392, 125);
  delay (163);
  tone (8, 392, 125);
  delay (163);
  tone (8, 440, 250);
  delay (325);
  tone (8, 392, 250);
  delay (325);
  tone (8, 523, 250);
  delay (325);
  tone (8, 494, 500);
  delay (650);
}
```

Set Pin 8 (connected to on-board piezo buzzer) as output.

Play tone 'G4' 392Hz for 125ms.

Play tone 'G4' 392Hz for 125ms.

Play tone 'A4' 440Hz for 250ms.

Play tone 'G4' 392Hz for 250ms.

Play tone 'C5' 523Hz for 250ms.

Play tone 'B4' 494Hz for 500ms.

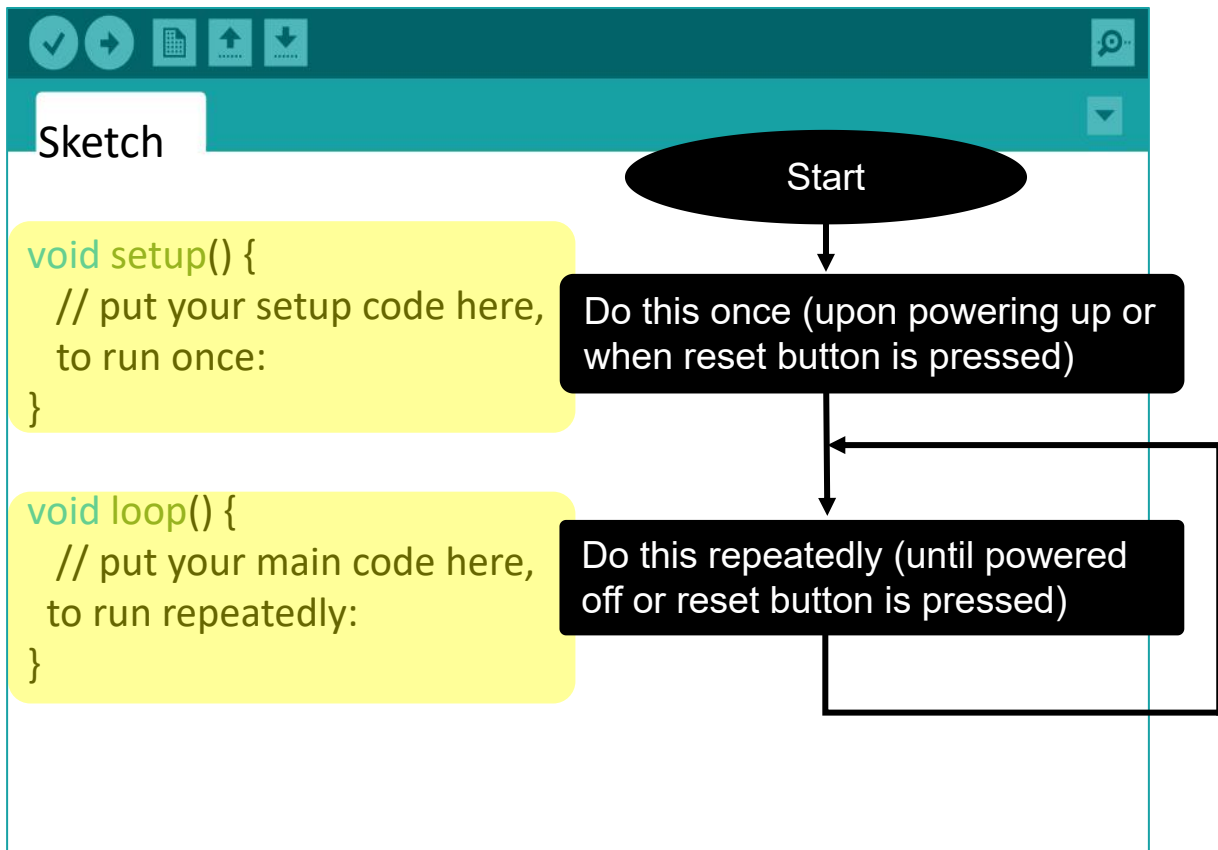


Good To Know

CODING SYNTAX

1. Did you notice that Project_9 melody only plays once and it doesn't keep repeating like in the previous project?

This is because the entire code is written under `void setup()` instead of `void loop()`. In other words, the code will be executed line by line upon powering up Maker UNO X and will not be repeated again unless the reset button is pressed.

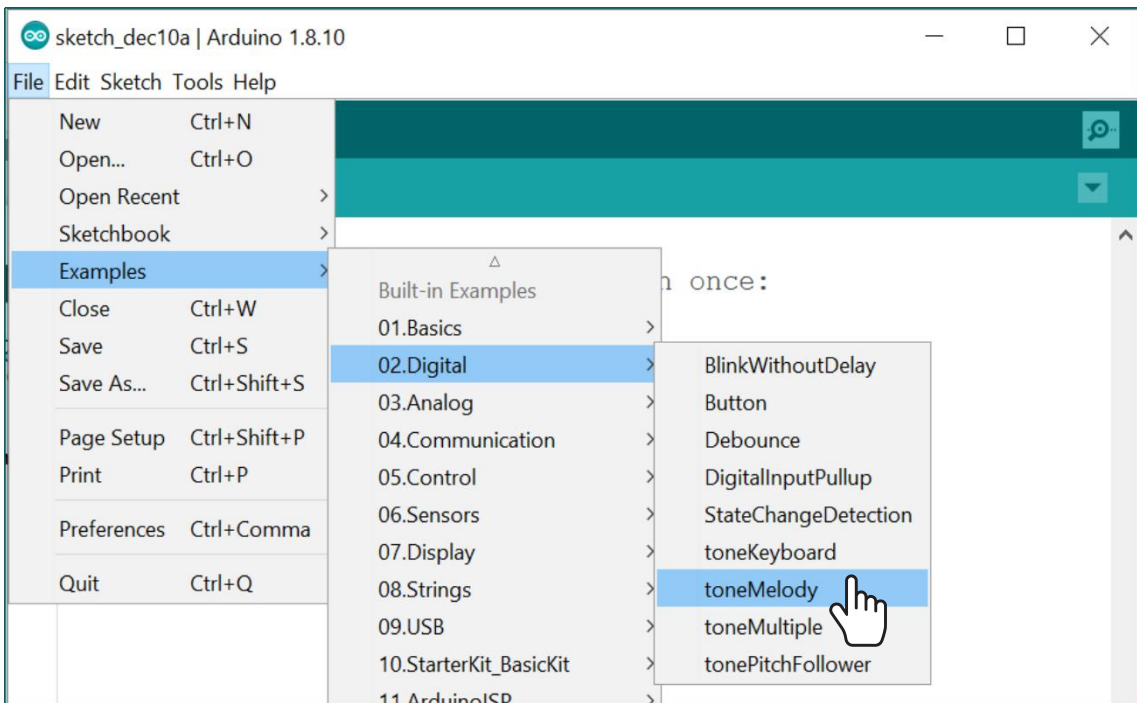




Project 10: Optimize Your Code

Instead of manually keying in the note frequencies and durations line by line, we can optimize our code using a given sample code. This allows us to compose a long melody easily.

1. To open the toneMelody sample code, go to **File > Examples > 02 Digital > toneMelody**



In the example given, every note's frequency is predefined from note B0 to DS8. You can click on **pitches.h** tab to view the predefined note frequencies.



```
toneMelody pitches.h

#include "pitches.h"

// notes in the melody:
int melody[] = {
  NOTE_C4, NOTE_G3, NOTE_G3, NOTE_A3, NOTE_G3, 0, NOTE_B3,
  NOTE_C4
};

// note durations: 4 = quarter note, 8 = eighth note, etc.:
int noteDurations[] = {
  4, 8, 8, 4, 4, 4, 4, 4
};

void setup() {
  // iterate over the notes of the melody:
  for (int thisNote = 0; thisNote < 8; thisNote++) {

    // to calculate the note duration, take one second divided by the
    note type.
    //e.g. quarter note = 1000 / 4, eighth note = 1000/8, etc.
    int noteDuration = 1000 / noteDurations[thisNote];
    tone(8, melody[thisNote], noteDuration);

    // to distinguish the notes, set a minimum time between them.
    // the note's duration + 30% seems to work well:
    int pauseBetweenNotes = noteDuration * 1.30;
    delay(pauseBetweenNotes);
    // stop the tone playing:
    noTone(8);
  }
}

void loop() {
  // no need to repeat the melody.
}
```

This is the sample toneMelody sketch created by Tom Igoe. Upload this code to your Maker UNO X and you will hear the catchy ending of the song "Shave and a Haircut, Two Bits".



- Modify the sample sketch to play the first line of “Happy Birthday” tune - replace the notes in the melody, their corresponding note durations, and the total number of notes to play, as follows:

NOTE_	Hap- G4	-py G4	Bir-th- A4	-day G4	To C5	You B4
noteDurations	8	8	4	4	4	2

```

Project 10 pitches.h
#include "pitches.h"

// notes in the melody:
int melody[] = {
  NOTE_G4, NOTE_G4, NOTE_A4, NOTE_G4, NOTE_C5, NOTE_B4
};

// note durations: 4 = quarter note, 8 = eighth note, etc.:
int noteDurations[] = {
  8, 8, 4, 4, 4, 4, 2
};

void setup() {
  // iterate over the notes of the melody:
  for (int thisNote = 0; thisNote < 6; thisNote++) {


```

- Compile and upload your code. Check your result.

[Click here or scan QR code to watch the demo video.](#)



Similar to Project 9, the buzzer will play the first line of “Happy Birthday” tune one time.





How it works

```
toneMelody pitches.h
```

```
#include "pitches.h"
```

Import all the pitch values for typical notes as defined in pitches.h

```
int melody[] = {  
  NOTE_G4, NOTE_G4, NOTE_A4, NOTE_G4, NOTE_C5, NOTE_B4  
};
```

Define melody[] array with the notes to be played in sequence.

```
int noteDurations[] = {  
  8, 8, 4, 4, 4, 4, 2  
};
```

Define noteDurations [] array with the corresponding note durations.

```
void setup() {  
  for (int thisNote = 0; thisNote < 6; thisNote++) {
```

For loop to get the program to play each note in sequence. 6 here refers to the number of notes to be played.

```
    int noteDuration = 1000 / noteDurations[thisNote];  
    tone(8, melody[thisNote], noteDuration);  
    int pauseBetweenNotes = noteDuration * 1.30;  
    delay(pauseBetweenNotes);
```

Similar to Project_9 code, this tells the program to play each tone and then hold for 30% longer of the note duration.

```
  }  
  noTone(8);  
}
```

Stop playing any tone.



CODING SYNTAX

1. To use “for” statement:

```
for (initialization; condition; increment)
{
//statement(s)
}
```

Example:

```
void loop() {
digitalWrite(2,HIGH);
delay (1000);
digitalWrite(3,HIGH);
delay (1000);
digitalWrite(4,HIGH);
delay (1000);
digitalWrite(5,HIGH);
delay (1000);
digitalWrite(6,HIGH);
delay (1000);
digitalWrite(7,HIGH);
delay (1000);
}
```

These lines of code from Project_3 can be shortened into just three lines using **for** statement, as shown below:

```
for (int i=2; i<8; i++)
{
digitalWrite (i , HIGH);
delay (1000);
}
```

2. When we have many variables of the same data type, we can use an array and introduce all the variables using only one line of code. To use an “array”:

```
type arrayName [ ] = { list of variables}
type: data type, e.g. int, char ,
arrayName = any name which identifies the array
```

Example:

```
int melody[ ] = { NOTE_C4, NOTE_D4, NOTE_E4 }
```



Challenge

Task: Program your Maker UNO X to play a complete “Happy Birthday” tune when the on-board switch is pressed.



[Click here or scan QR code to watch the demo video.](#)



CONGRATULATIONS! You have completed Lesson 4 and learnt the following:

1. How to program Maker UNO X to play tones.
2. How to compose a simple melody using Maker UNO X.
3. How to load a sample program from Arduino library.
4. How to use for statement.



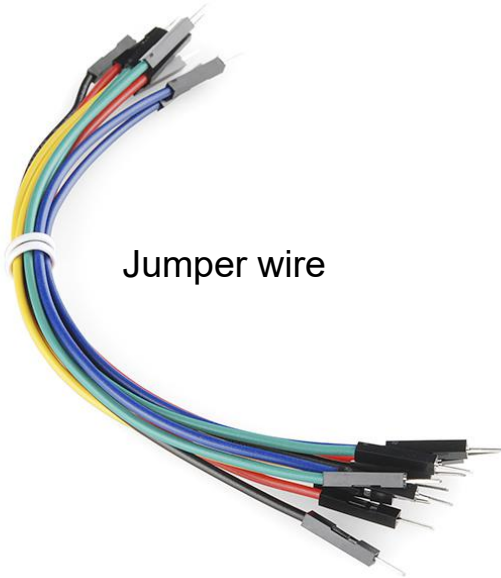
LESSON 5

ANALOG INPUT



Project 11: Display Analog Value on Serial Monitor

1. Get ready these components.

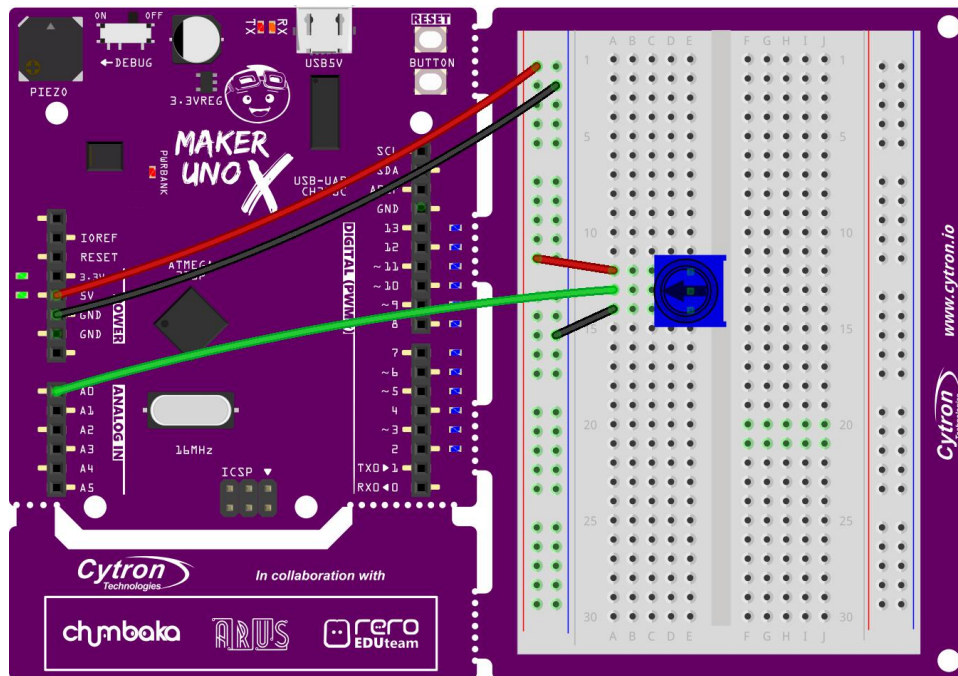


Jumper wire



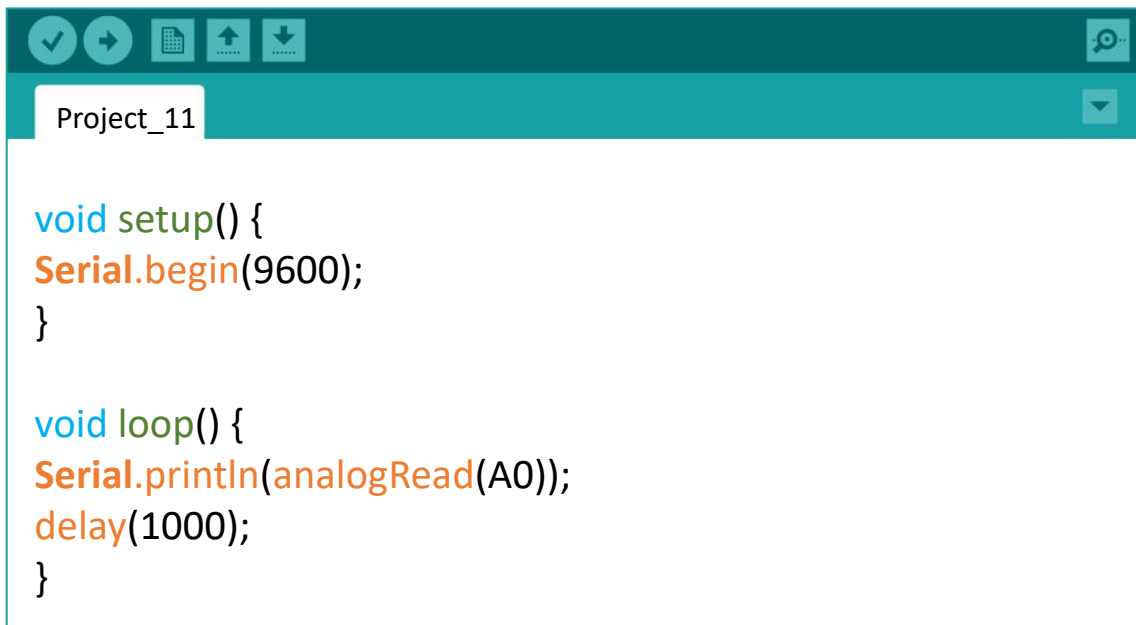
Potentiometer

2. Construct the circuit as shown below.



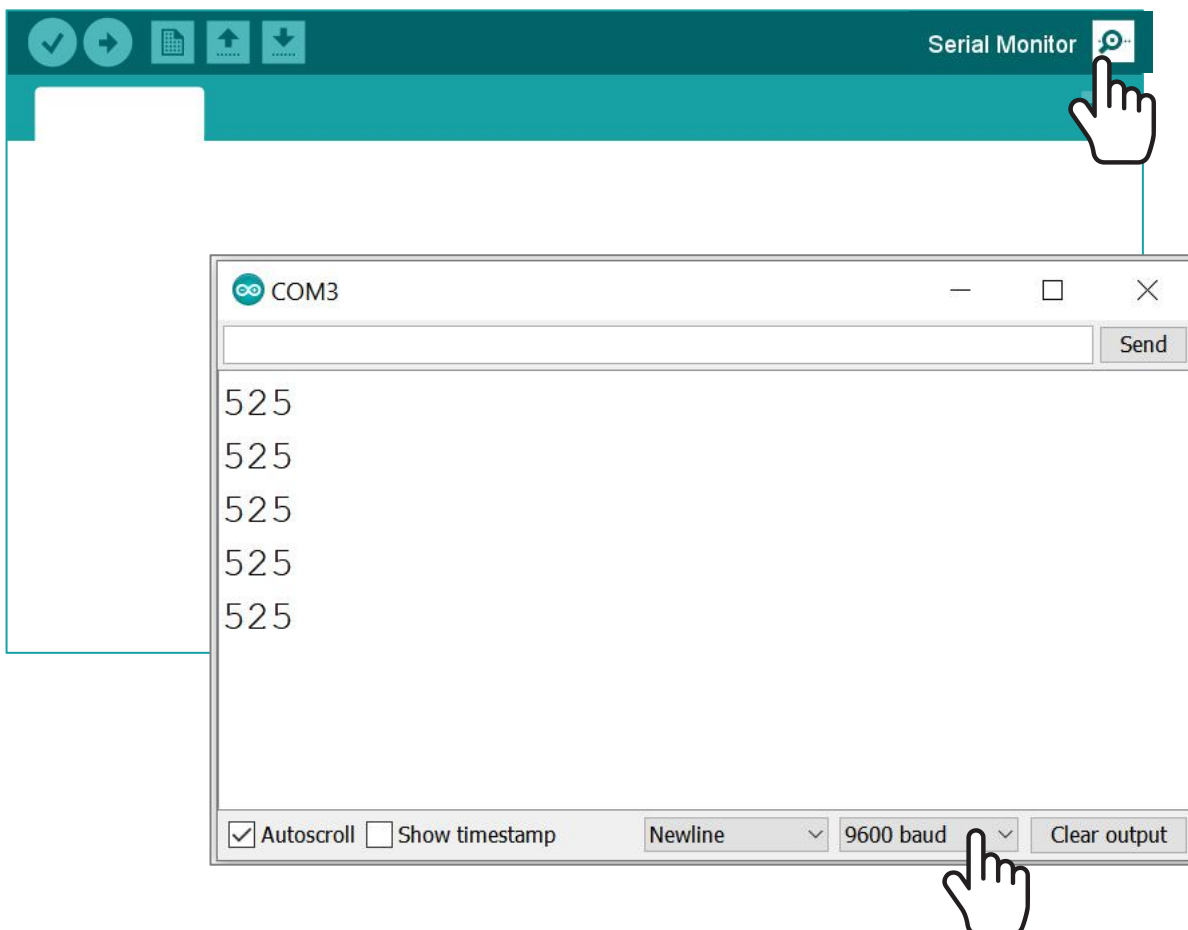
fritzing

3. Write and upload the following code to your board.

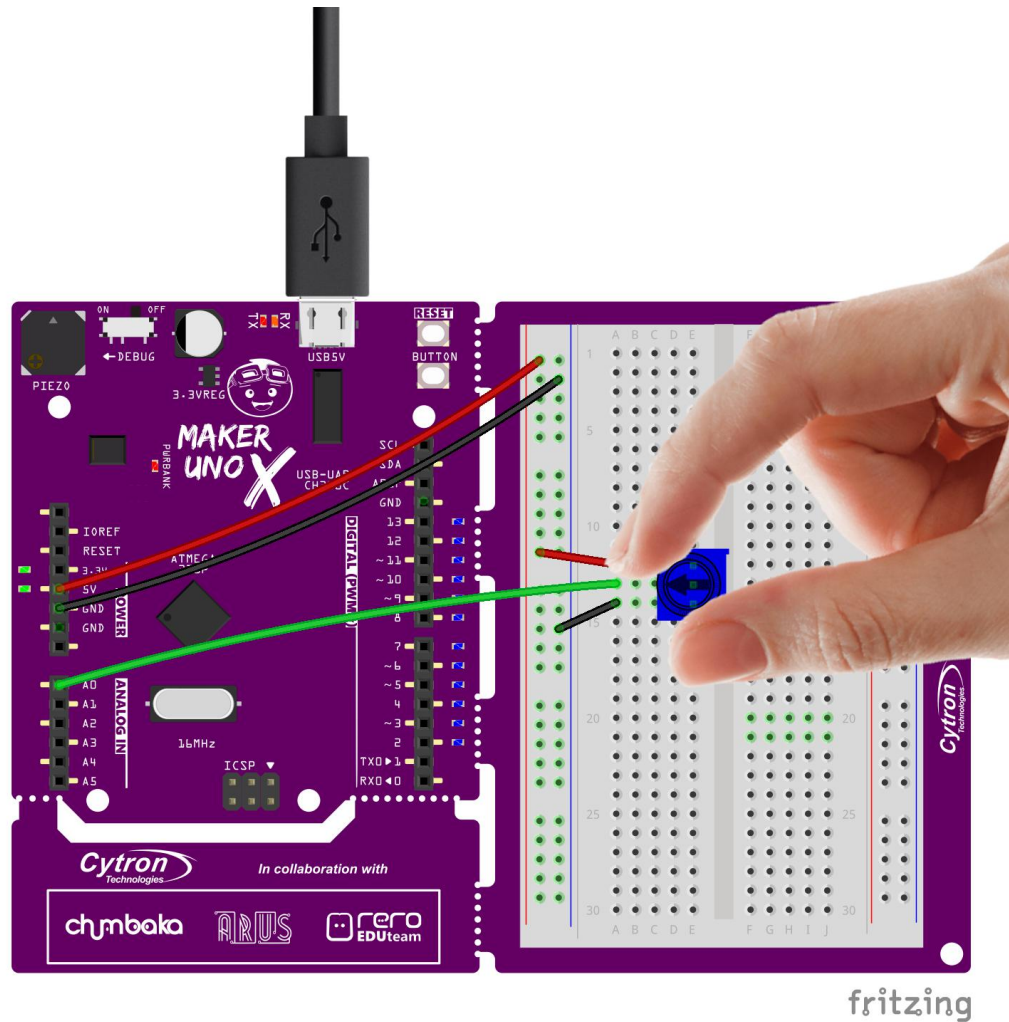


```
void setup() {  
  Serial.begin(9600);  
}  
  
void loop() {  
  Serial.println(analogRead(A0));  
  delay(1000);  
}
```

4. Once uploaded, click on the serial monitor button on the toolbar. A new window will pop up on your screen. Make sure that the baud rate is set to 9600 baud.



5. Observe the value displayed on the serial monitor window as you turn the potentiometer clockwise, and then counter clockwise.



6. Check your result.

[Click here or scan QR code to watch the demo video.](#)



The values displayed on the serial monitor are the analog readings provided by the potentiometer.





How it works

```
Project_11  
  
void setup() {  
  Serial.begin(9600);  
}  
  
void loop() {  
  Serial.println(analogRead(A0));  
  
  delay(1000);  
}
```

Setup serial communication

Read the analog value of pin A0 and display the value in the serial monitor window.

Wait for 1 second.



Good To Know

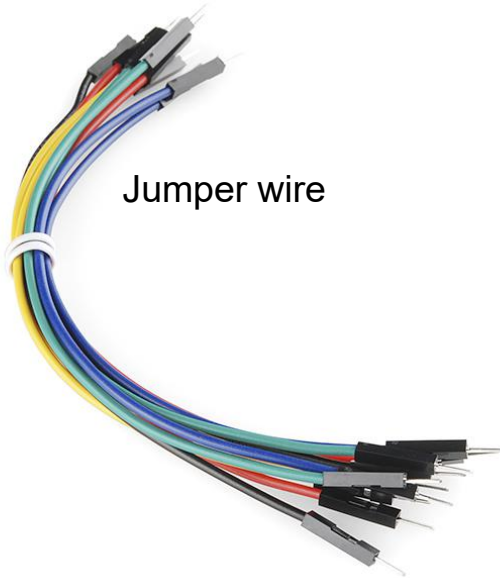
ARDUINO FUNCTION

1. Only pins A0, A1, A2, A3, A4 and A5 have analog input function. Hence, we need to connect analog sensors to these pins if we want to get analog input values.
2. Digital input has only 2 possible values; either 0 (LOW) or 1 (HIGH). Analog input values range from 0 to 1023.

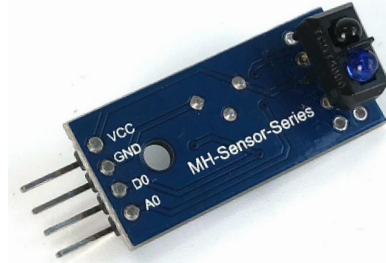


Project 12: Read Analog IR Sensor

1. Get ready these components.

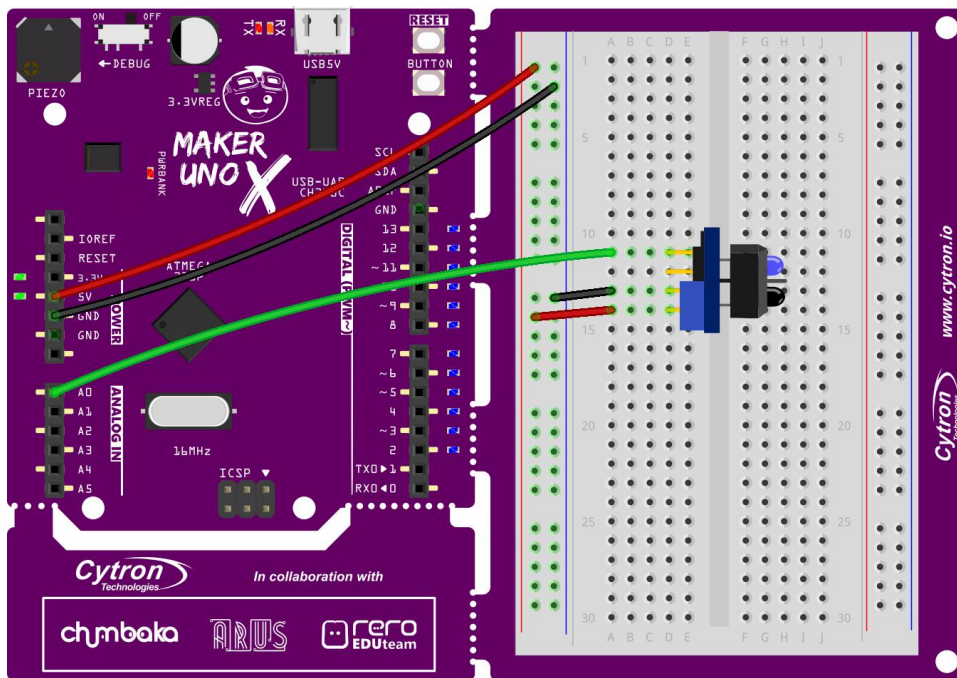


Jumper wire



IR Sensor

2. Construct the circuit as shown below.



fritzing

IR Sensor	VCC	GND	D0	A0
Maker UNO X	5V	GND	--	A0

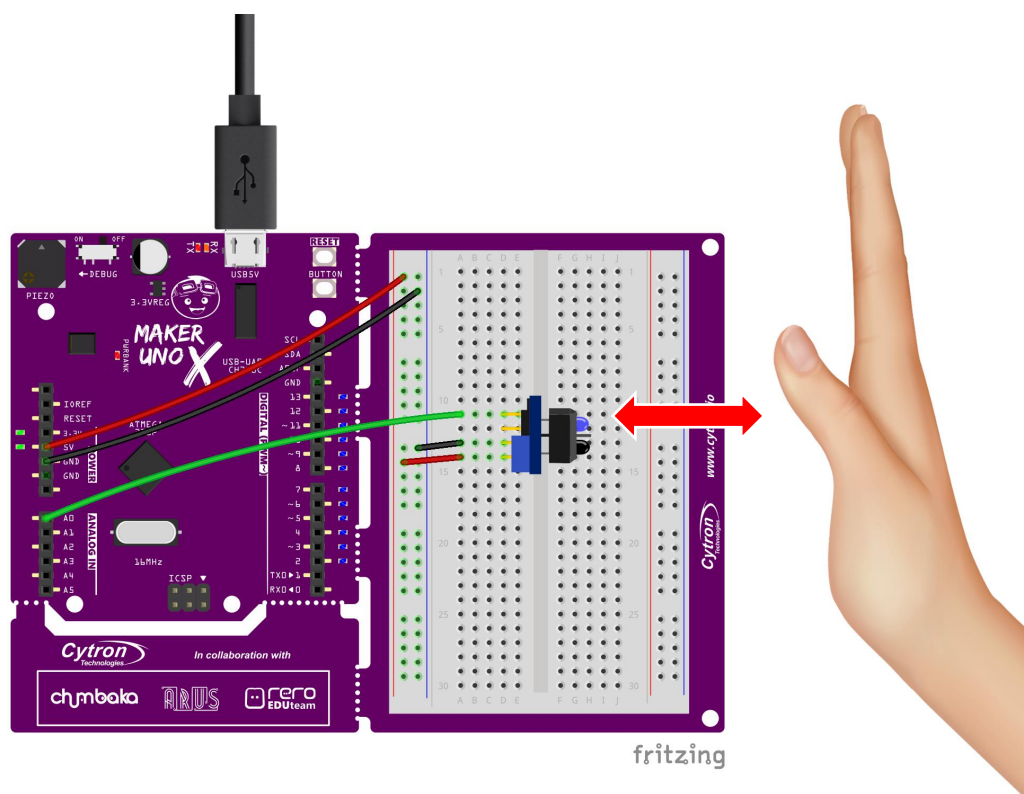
3. Upload the same program used in Project_11 to your board.

```
Project_12

void setup() {
  Serial.begin(9600);
}

void loop() {
  Serial.println(analogRead(A0));
  delay(1000);
}
```

4. Once uploaded, click on the serial monitor button. Place your hand in front of the sensor. Observe the value displayed on the serial monitor window as you move your palm towards the IR sensor, and then away from it.



5. Check your result.

[Click here or scan QR code to watch the demo video.](#)



What do you observe? Does the IR reading increase or decrease as you move the box towards the sensor? What is the reading when you remove the box (no obstacle)?

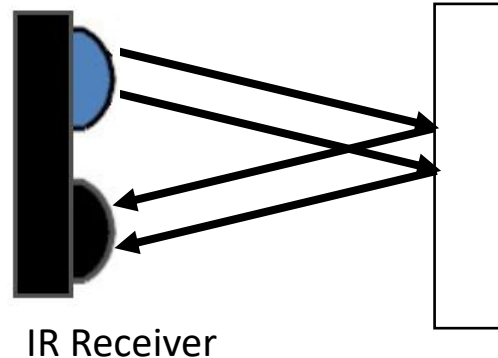


Good To Know

Infrared (IR) Sensor

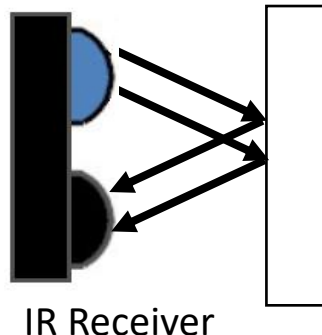
1. An infrared (IR) sensor consists of two parts - IR transmitter (IR LED) and IR receiver (photodiode).
2. When powered up, the transmitter will emit IR light. If there is an object placed in front of the sensor, the IR light will be reflected back to the receiver.
3. The intensity of the IR light detected by the receiver is then converted into an analog value which you can observe in the serial monitor window.
4. The IR reading changes in proportion to the distance between the object and the IR sensor.

IR Transmitter



Distance: FAR - IR Reading: HIGH

IR Transmitter

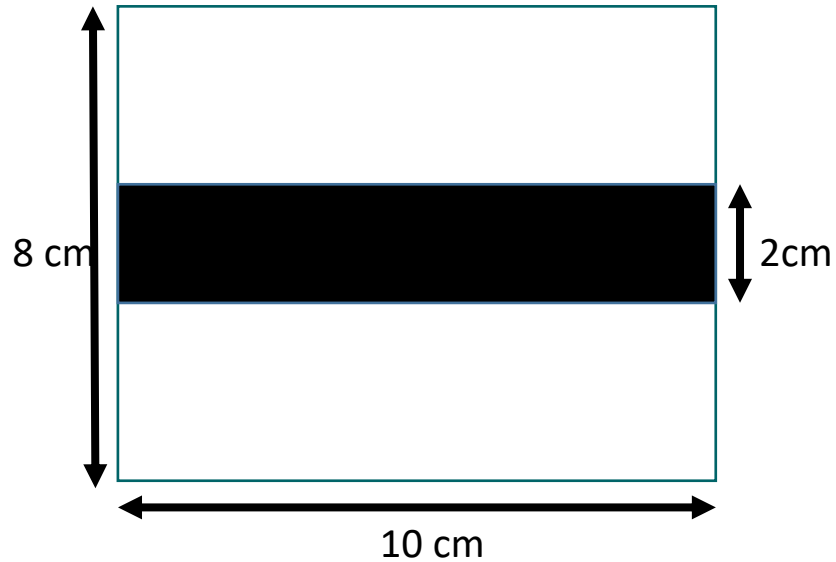


Distance: NEAR - IR Reading: LOW

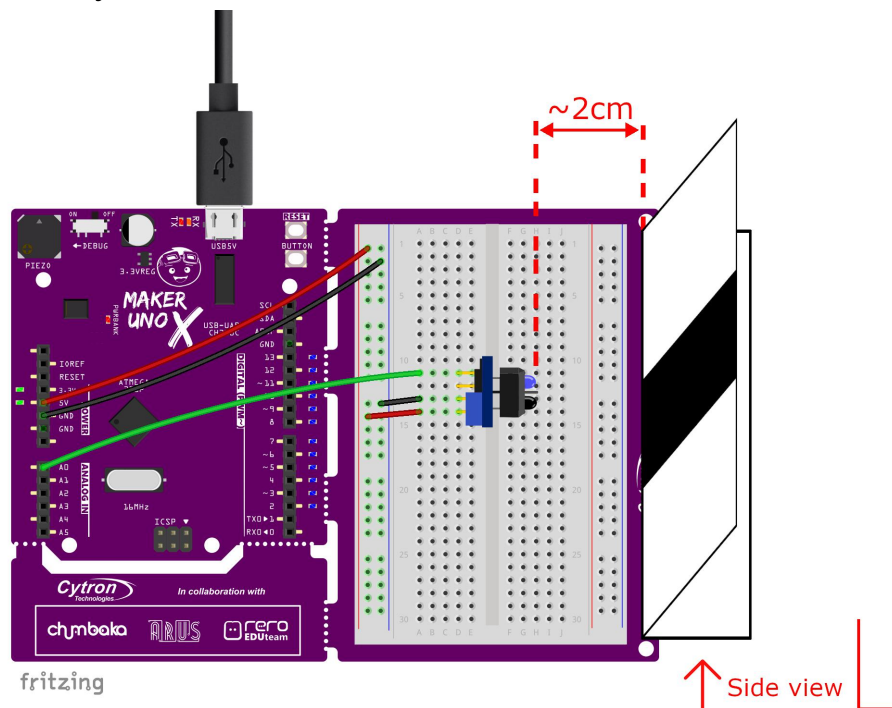


Project 13 : IR Sensor to Detect Black Line

1. Get ready a piece of white cardboard and a black marker pen. Use the black marker pen to draw a thick black line (about 2cm in width) across the centre of the cardboard as shown below.



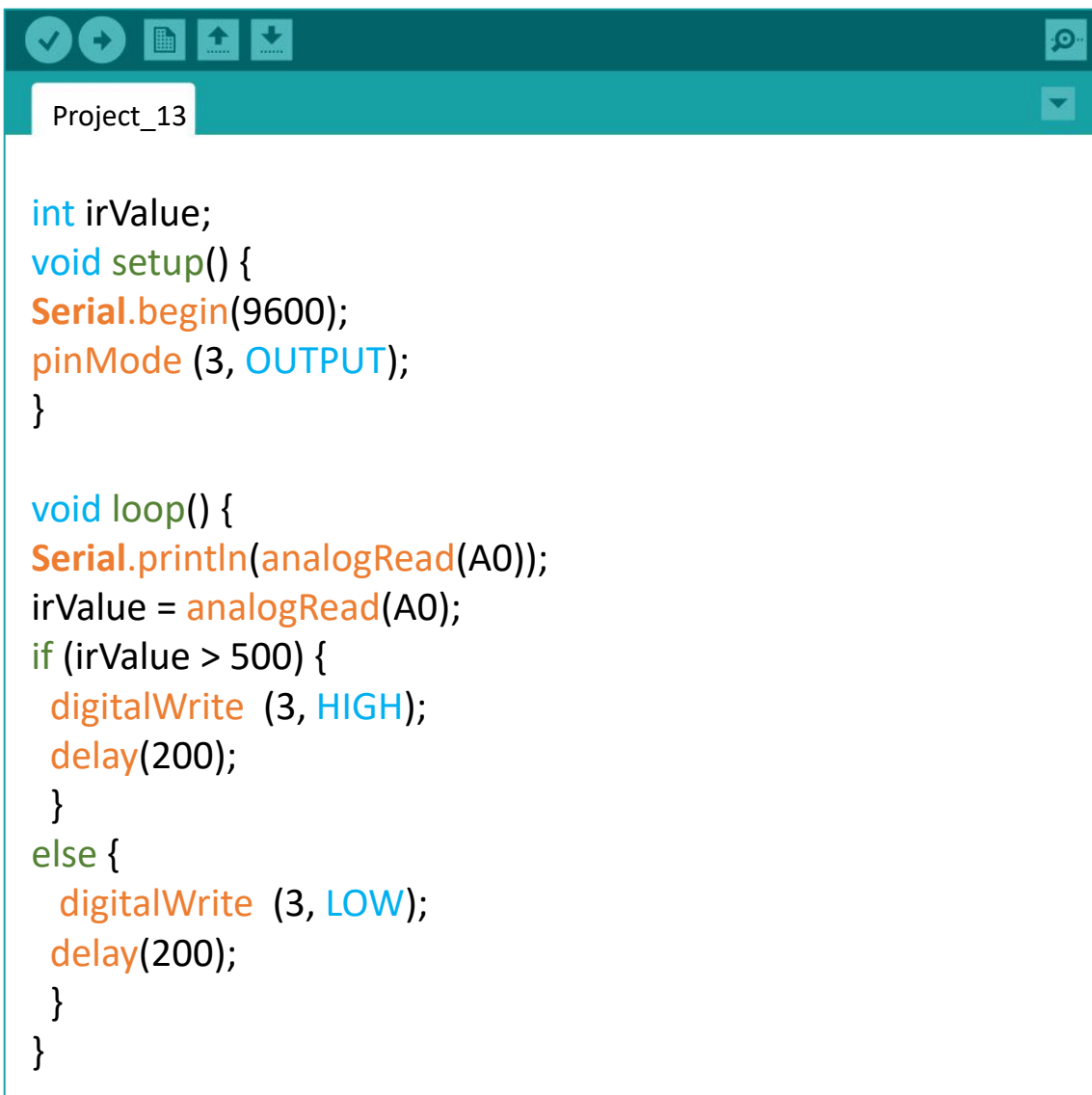
2. Fold the cardboard and place it in front of the IR sensor as shown below. Fix the distance between the cardboard and the sensor at approximately 2cm.



- Slide the cardboard horizontally, from one end to the other. Observe and record the IR readings from the serial monitor when the IR sensor is facing the white surface, and then the black line.

Condition	IR Reading
White Surface	
Black Line	

- Write the following code into a new sketch and then upload to your board.



```
int irValue;
void setup() {
  Serial.begin(9600);
  pinMode (3, OUTPUT);
}

void loop() {
  Serial.println(analogRead(A0));
  irValue = analogRead(A0);
  if (irValue > 500) {
    digitalWrite (3, HIGH);
    delay(200);
  }
  else {
    digitalWrite (3, LOW);
    delay(200);
  }
}
```

5. Check your result.

[Click here or scan QR code to watch the demo video.](#)



Did LED 3 light up when the black line is detected? And go off when the white surface is detected?



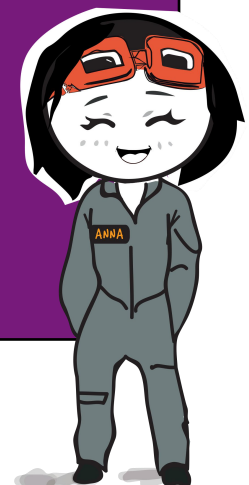
Troubleshooting

“irValue > 500” is the threshold for my case. You may need to change the threshold value according to your readings in Step 4. You can pick any value between the two conditions but it is good practice to set the threshold value at midpoint.

You can use this formula to determine a suitable threshold value.

Threshold Value =

$$\frac{\left(\text{IR Reading when facing WHITE surface} + \text{IR Reading when facing BLACK line} \right)}{2}$$





How it works

```
Project_13
```

```
int irValue;
```

Define a variable - "irValue"

```
void setup() {  
  Serial.begin(9600);  
  pinMode (3, OUTPUT);  
}
```

Setup serial communication.
Set Pin 3 as output.

```
void loop() {  
  Serial.println(analogRead(A0));
```

Read analog value of pin A0 and display in serial monitor.

```
  irValue = analogRead(A0);
```

Assign analog input of pin A0 to variable irValue.

```
  if (irValue > 500) {  
    digitalWrite (3, HIGH);  
    delay(200);  
  }
```

Check irValue:
IF irValue > 500 (i.e. black line is detected), turn on LED 3.
Hold for 200ms.

```
  else {  
    digitalWrite (3, LOW);  
    delay(200);  
  }  
}
```

Else, turn off LED 3.
Hold for 200ms.

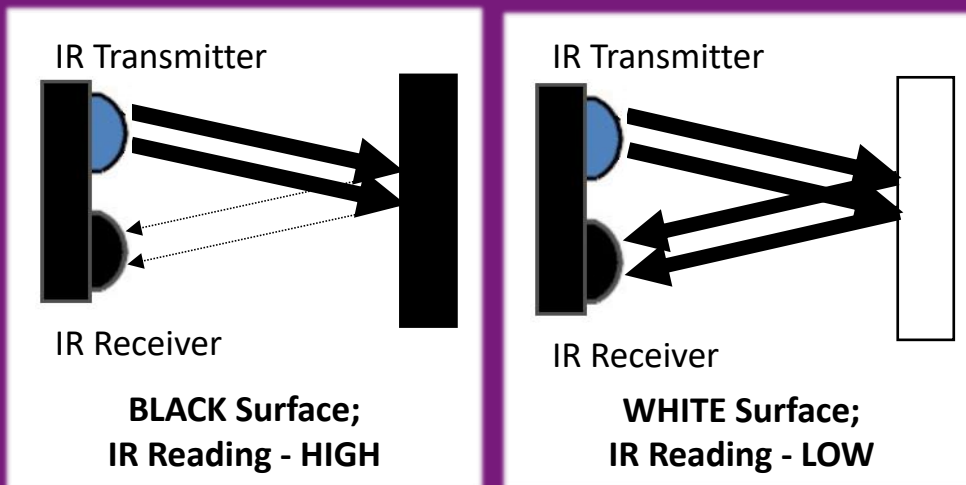


Good To Know

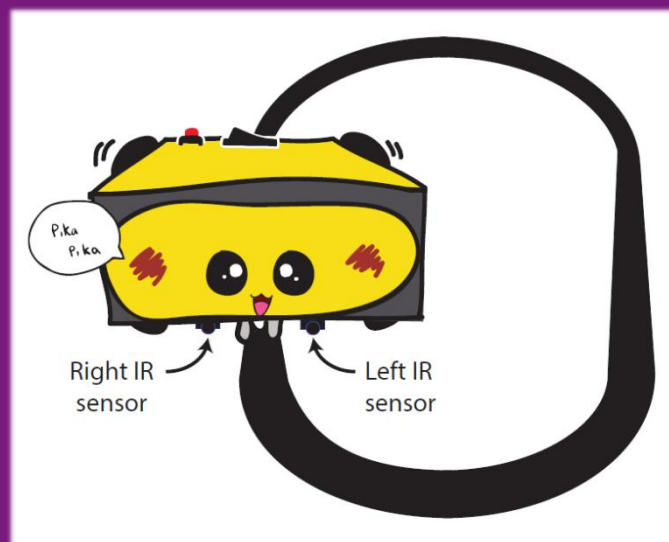
Infrared (IR) Sensor

IR sensors are commonly used to detect obstacles and measure distances. Besides that, we can also use IR sensors to differentiate black and white surfaces.

This is because a white (or light coloured) surface is able to reflect most of the light from the IR transmitter, while a black (or dark coloured) surface tends to absorb the light. Hence the IR receiver will detect comparatively more light reflected from a white surface than a black surface.



Applying this concept, we can use multiple IR sensors arranged in a straight line to build a line follower robot.





Good To Know

CODING SYNTAX

In this project, the analog input value from the IR sensor keeps changing depending on the colour of the object it is currently facing. We need to store the value to a certain place and only summon it when needed. To do that, we can assign a variable.

int variableName = value; OR int variableName;

variableName can be any word EXCEPT those already used as keywords in Arduino IDE. You are encouraged to use descriptive names, such as “irValue” or “distance”, so that you (or anyone reading your code) can easily understand what the variable represents.



Challenge

Task: Utilise the analog values from a potentiometer to change the blinking speed for LED 3.

[Click here or scan QR code to watch the demo video.](#)



CONGRATULATIONS! You have completed Lesson 5 and learnt the following:

1. How to read analog input.
2. How to use serial monitor.
3. IR sensor and how it works.
4. How to assign variable numbers.



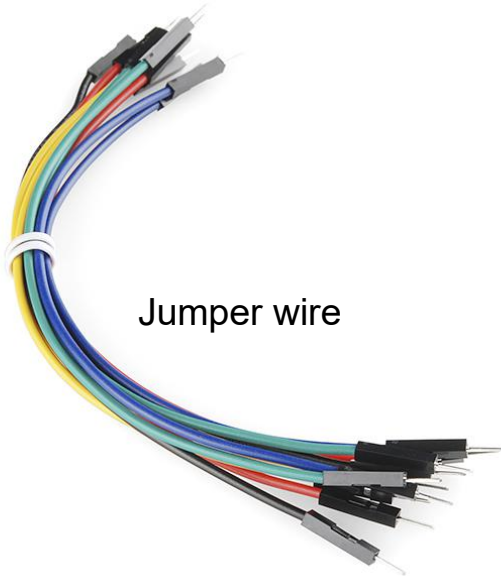
LESSON 6

DC MOTOR

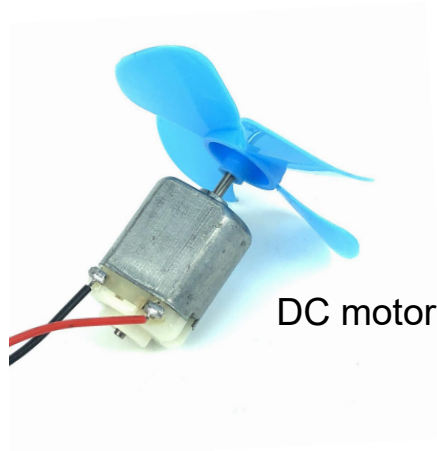


Project 14: Control a DC Motor

1. Get ready these components.



Jumper wire



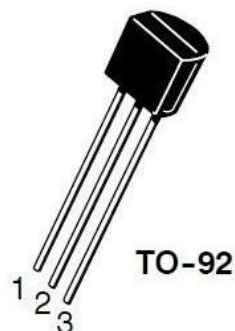
DC motor with blade



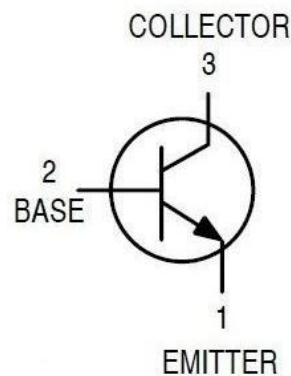
Diode
The terminal with a white stripe should connect to the positive wire (red)



220 ohm resistor

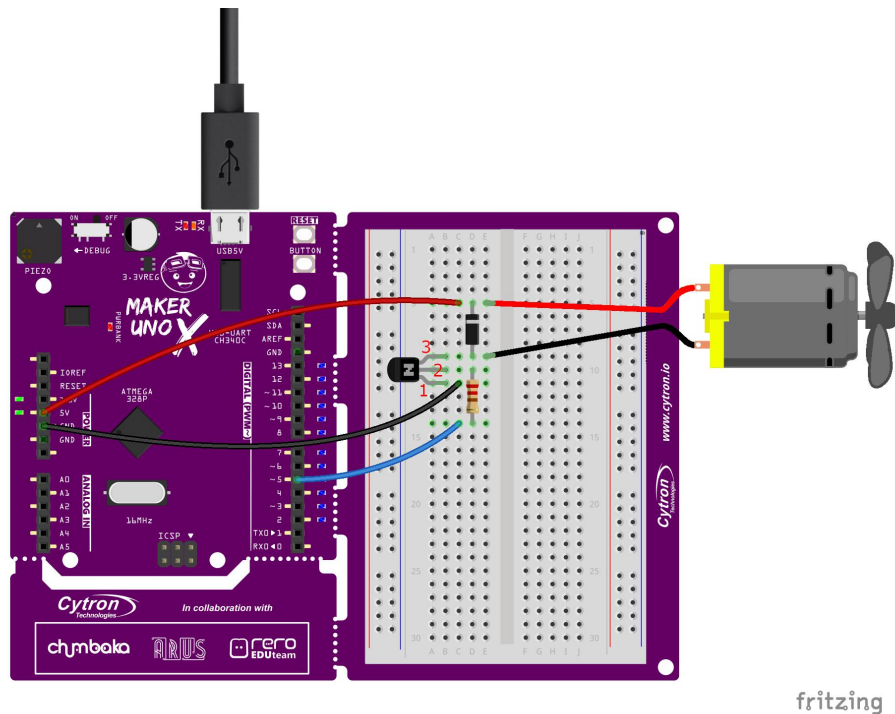


TO-92



2N2222 Transistor

2. Construct the circuit as shown below:



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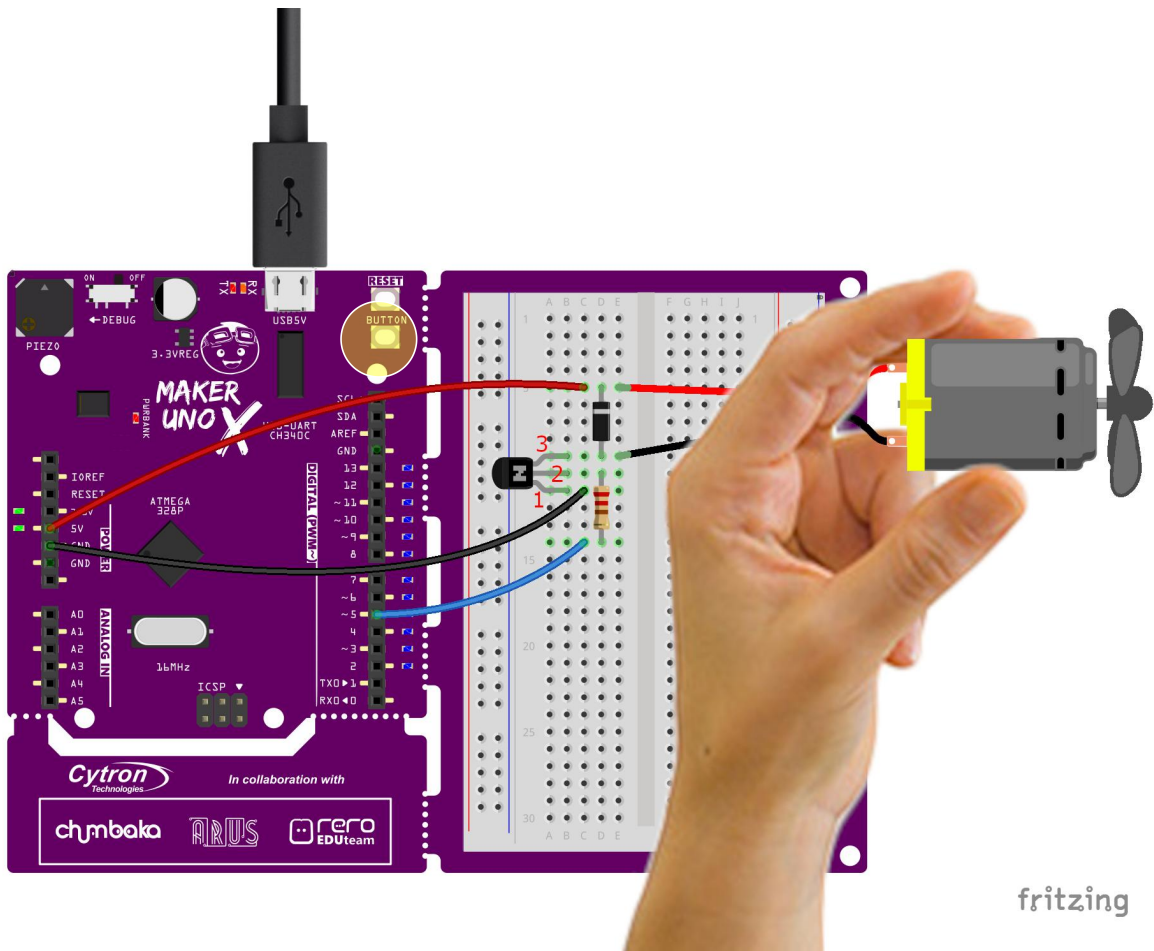
3. Write and upload the following code to your board.

```
Project_14

void setup() {
  pinMode(2, INPUT_PULLUP);
  pinMode(5, OUTPUT);
}

void loop() {
  if (digitalRead(2)==LOW) {
    while(1) {
      analogWrite(5, 255);
      delay(3000);
      analogWrite(5, 80);
      delay(3000);
    }
  }
  else digitalWrite(3, LOW);
}
```

- Once uploaded, press the on-board switch and observe the result.



[Click here or scan QR code to watch the demo video.](#)



When you press the switch, do you see the motor starting to spin? It will continue to spin continually, at full speed and then medium speed alternately, until you power off or press the reset button.





How it works

```
Project_14
void setup() {
  pinMode(2, INPUT_PULLUP);
  pinMode(5, OUTPUT);
}

void loop() {
  if (digitalRead(2)==LOW) {
    while(1) {
      analogWrite(5, 255);
      delay(3000);
      analogWrite(5, 80);
      delay(3000);
    }
  }
  else digitalWrite(5, LOW);
}
```

Set Pin 2 as input_pullup (switch).
Set Pin 5 as output.

Check Pin 2 value. IF Pin 2 value = LOW (i.e. switch is pressed), always set Pin 5 to 255 (motor spins at max speed) for 3 seconds, then set Pin 5 to 80 (motor spins at medium speed) for 3 seconds.

Else set Pin 5 to LOW (motor is turned off; not spinning).



Troubleshooting

1. Make sure the DC motor is supported. The motor may not have sufficient torque to spin if the blades are resting on a surface.
2. Turn on the Debug mode and observe the built-in LED at Pin 5. After the switch is pressed, the LED should alternately light up at full brightness for 3 seconds and then dim for another 3 seconds.
3. If #2 above is working but the motor is still not spinning, you need to check your circuit and make sure that all components are connected correctly.

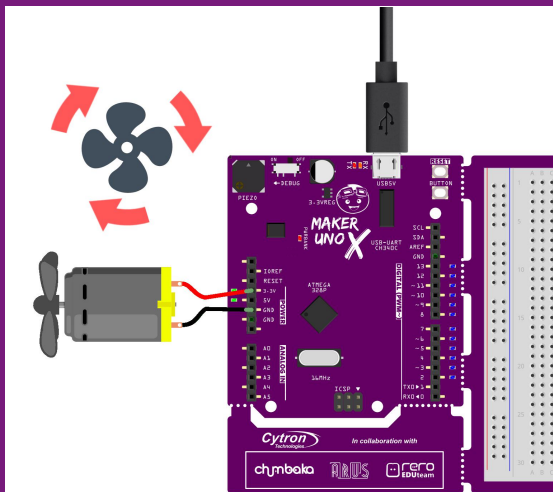




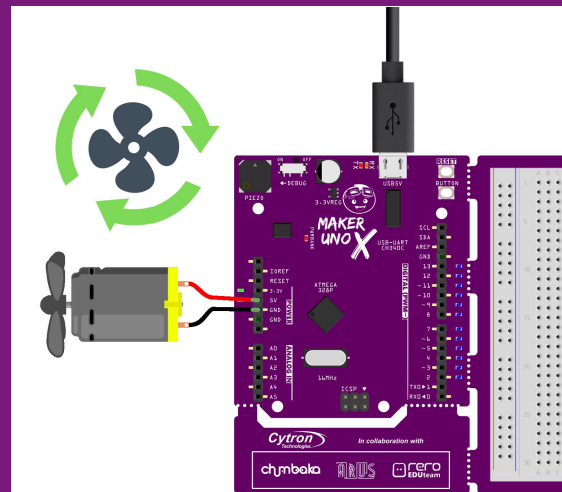
How to Control a DC Motor Speed?

To get a DC motor to spin, you need to apply suitable input voltage to it. The typical input voltages for DC motors are 3V, 6V and 12V. The motor manufacturer will usually indicate the recommended input voltage in the product specifications.

Nevertheless, motors can still work even when you apply lesser or greater voltage than recommended. For the DC motor that we are using in this project, the recommended voltage is 3-6V. Let's try to apply 3.3V and 5V and see what happens.



Black wire is connected to GND and red wire to 3.3V pin.



Black wire is connected to GND and red wire to 5V pin.

We can observe that the speed of the DC motor changes with the input voltage. The higher the input voltage, the faster the motor spins. Thus in Project 14, when we set pin 5 value to 255, the motor spins at full speed and then it slows down when pin 5 value is set to 80.

WARNING! Applying high voltage to a motor (beyond the recommended voltage) will shorten a motor's life cycle in the long run.

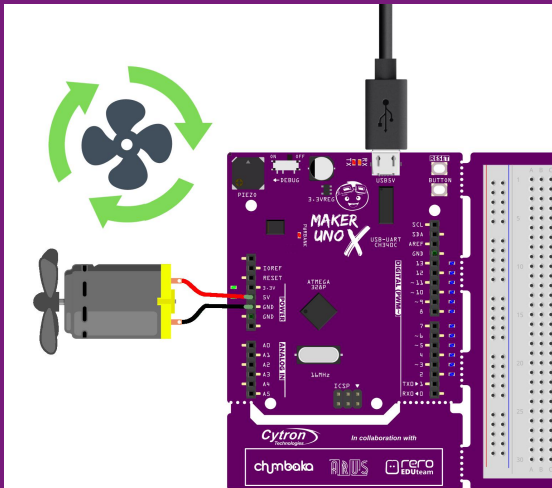




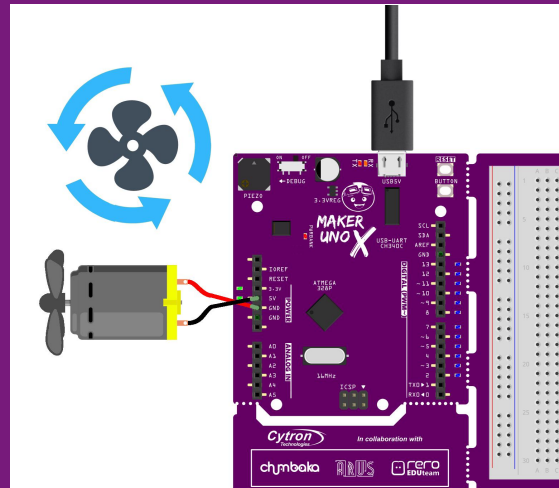
Good To Know

How to Control a DC Motor's Spinning Direction?

To change the spinning direction is easy - simply reverse the polarity of the motor by switching the red wire and black wire connections.



Black wire is connected to GND and red wire to 5V pin.

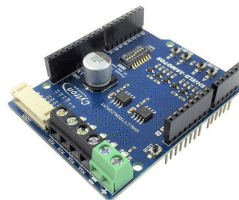
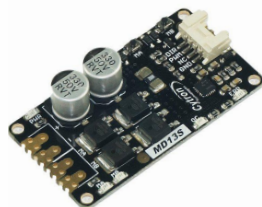
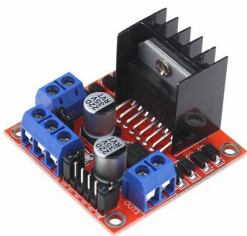


Black wire is connected to 5V pin and red wire to GND.

Do you observe that the motor spins in the opposite direction when we switch the wire connection?



Nevertheless, it is impractical to manually switch the wire connections each time you want to change the spinning direction. In order to easily control both the spinning direction and speed of a DC motor (without modifying the circuit), we can use a motor driver, such as the following.





Project 15: Controlling Motor Speed Using A Pushbutton

1. Write the following code and upload to your board.

```
Project_15

int mode = 0;
void setup() {
  pinMode(2, INPUT_PULLUP);
  pinMode(5, OUTPUT);
}

void loop() {
  switch(mode) {
    case 0:
      analogWrite (5, 0);
      break;

    case 1:
      analogWrite (5, 100);
      break;

    case 2:
      analogWrite (5, 255);
      break;

    default:
      mode = 0;
      break;
  }

  if (digitalRead(2)==LOW) {
    while(digitalRead(2)==LOW);
    mode++;
    if (mode==3)
      mode=0;
  }
}
```

3. Once uploaded, press the on-board switch and observe the result. Repeat several times and observe changes to the motor speed each time the switch is pressed.

[Click here or scan QR code to watch the demo video.](#)



When you press the switch, the motor starts spinning. And if you press again, the motor spins faster (at full speed). The third time you press the switch, the motor stops spinning.





How it works

```
Project_15

int mode = 0;

void setup() {
  pinMode(2, INPUT_PULLUP);
  pinMode(5, OUTPUT);
}

void loop() {
  switch(mode) {
    case 0;
      analogWrite (5, 0);
      break;

    case 1:
      analogWrite (5, 100);
      break;

    case 2:
      analogWrite (5, 255);
      break;

    default:
      mode = 0;
      break;
  }

  if (digitalRead(2)==LOW) {
    while(digitalRead(2)==LOW);
    mode++;
  }

  if (mode==3)
    mode=0;
}
}
```

Define a variable named “mode” and set the initial value as 0.

Set Pin 2 as input_pullup (switch).
Set Pin 5 as output.

Set conditions for various cases and statements to be executed when each condition is met.

If mode = 0, motor at pin 5 runs at speed 0 (i.e. not spinning)

If mode = 1, motor at pin 5 runs at speed 100 (i.e. spinning slowly)

If mode = 2, motor at pin 5 runs at speed 255 (spinning at full speed)

If mode is neither 0,1 or 2, set mode to 0.

If Pin 2 switch is pressed, check Pin 2 switch again and wait until it is released.
Update mode value by +1.

If mode = 3, update mode value to 0.



CODING SYNTAX

1. Like if statements, switch...case controls the flow of a program by allowing programmers to specify which lines of code to be executed when the set conditions are met. This is useful when you need to use the same switch to execute different sets of program.

```
switch (var) {  
  case 1:  
    //do something when var equals 1  
    break;  
  case 2:  
    //do something when var equals 2  
    break;  
  default:  
    // if nothing else matches, do the default  
    // default is optional  
    break;  
}
```

2. To stop the motor from spinning, you can write either of these:

```
digitalWrite (pin, LOW);
```

or

```
analogWrite (pin, 0);
```



Good To Know

3. Did you notice that we didn't put a semicolon ; after **while(1)** in our previous projects but we added a semicolon after **while(digitalRead(2)==LOW)** in this project?

Without “ ; ”

```
while (condition) {  
//if the condition is true, program will run all lines of code  
inside { }  
}
```

With “ ; ”

```
while (condition) ;  
//if the condition is true, it will only run this line until the  
condition becomes false.
```

Example:

```
while(digitalRead(2)==LOW);  
// If switch 2 is pressed (condition is true), the program will  
stay at this line of code until switch 2 is released (condition  
becomes false). Then, and only then will it move on to execute  
the next line of code.
```



Challenge

Task: Program the motor to run at a constant speed when you press and hold the pushbutton. The motor stops when you release the button. And when you press the pushbutton for the second time, the motor's speed will change.

[Click here or scan QR code to watch the demo video.](#)



CONGRATULATIONS! You have completed Lesson 6 and learnt the following:

1. How to construct a circuit to run a DC motor.
2. How to control a DC motor speed.
3. How to use switch..case statement.

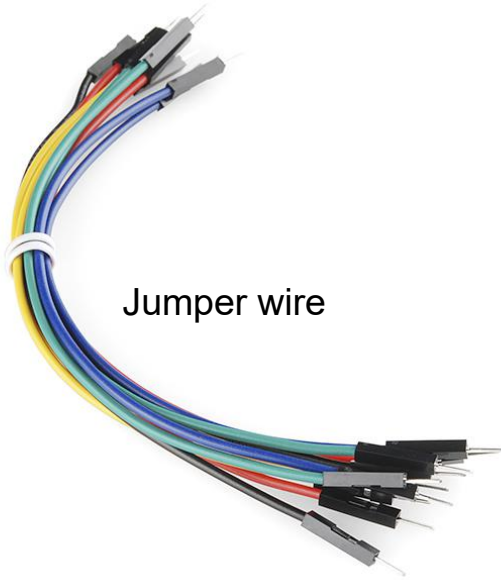


LESSON 7
ULTRASONIC
SENSOR

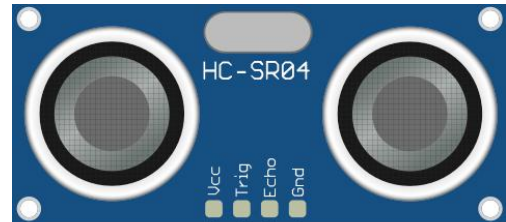


Project 16: Setting Up Ultrasonic Sensor

1. Get ready these components.

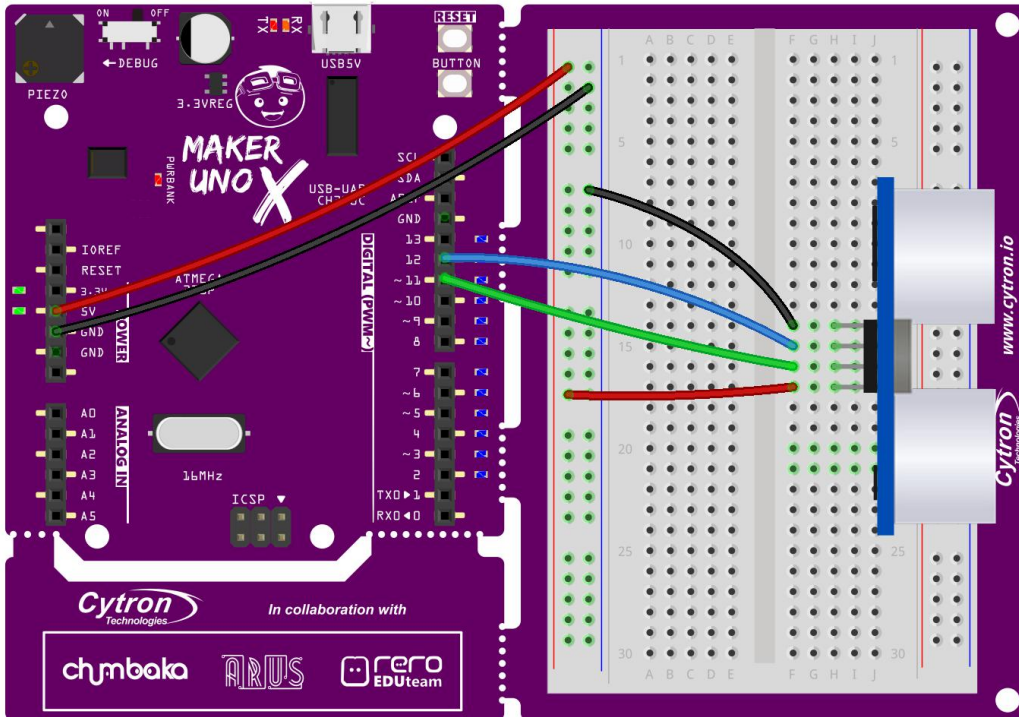


Ultrasonic Sensor



VCC Trig Echo GND

2. Construct the circuit as shown below.



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Ultrasonic Sensor	VCC	TRIG	ECHO	GND
Maker UNO X	5V	PIN 11	PIN 12	GND

Connect the sensor at the edge of the breadboard and ensure that the jumper wires are not blocking the sensor.



3. Write and upload the following code to your board.

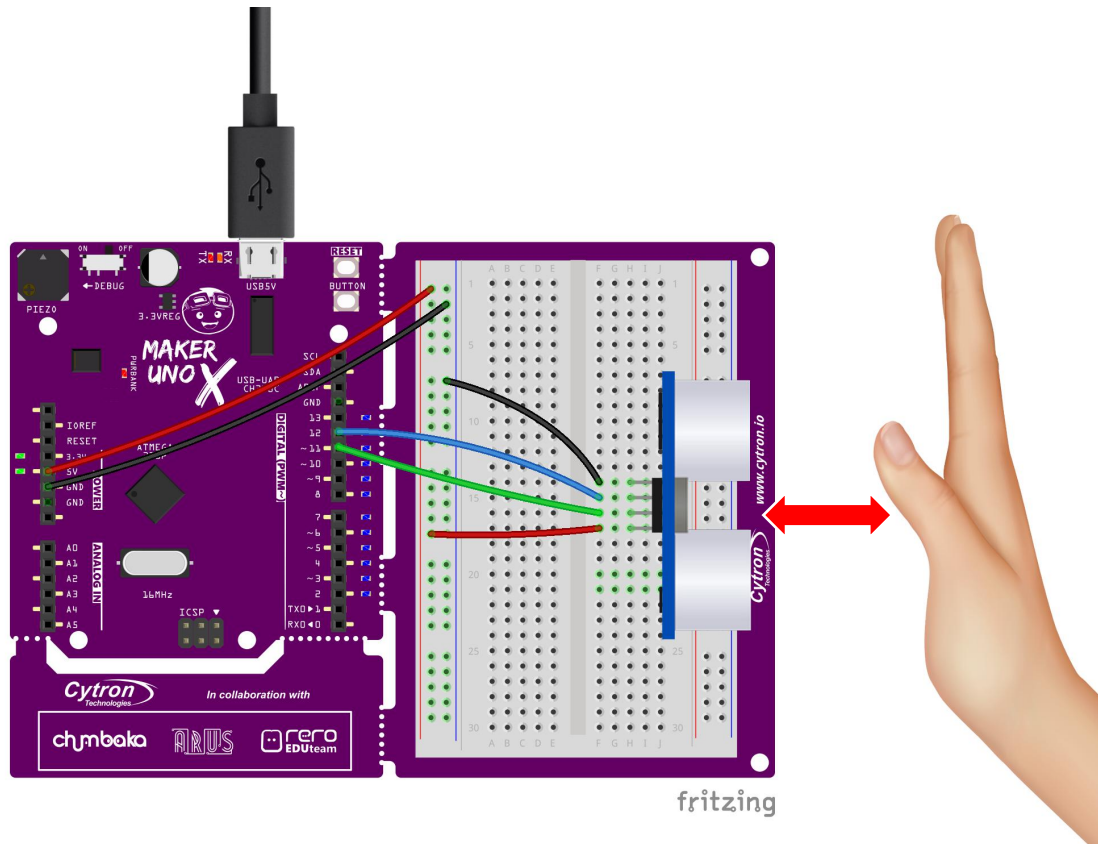
```
Project_16

long duration;
int distance;

void setup() {
  pinMode(11, OUTPUT);
  pinMode(12, INPUT);
  Serial.begin (9600);
}

void loop() {
  digitalWrite(11, LOW);
  delayMicroseconds(2);
  digitalWrite(11, HIGH);
  delayMicroseconds(10);
  digitalWrite(11, LOW);
  duration = pulseIn (12, HIGH);
  distance = duration*0.034/2;
  delay(50);
  Serial.print ("Distance = ");
  Serial.print (distance);
  Serial.println ("cm ");
}
```

- Once uploaded, click on the serial monitor button to view the result. Place your hand in front of the sensor. Observe the value displayed on the serial monitor window as you move your palm towards the ultrasonic sensor, and then away from it.



- Check your result.

[Click here or scan QR code to watch the demo video.](#)



What do you observe? Does the ultrasonic reading increase or decrease as you move the box towards the sensor? What is the reading when you remove the box (i.e. no obstacle)?





How it works

```
Project_16

long duration;
int distance;

void setup() {
  pinMode(11, OUTPUT);
  pinMode(12, INPUT);
  Serial.begin (9600);
}

void loop() {
  digitalWrite(11, LOW);
  delayMicroseconds(2);
  digitalWrite(11, HIGH);
  delayMicroseconds(10);
  digitalWrite(11, LOW);

  duration = pulseIn (12, HIGH);

  distance = duration*0.034/2;
  delay(50);

  Serial.print ("Distance = ");
  Serial.print (distance);
  Serial.println ("cm ");
}
```

Define "duration" as a long variable.
Define "distance" as an integer.

Set Pin 11 (trigger pin) as output.
Set Pin 12 (echo pin) as input.
Set up serial monitor (9600 baud)

Set Pin 11 (trigger pin) to low.
Delay for 2 microseconds.
Set Pin 11 to high (emit signal).
Delay for 10 microseconds.
Set Pin 11 to low again.

Check the pulse duration at Pin 12 (echo pin) and assign that value to variable "duration".

Convert that value of "duration" into distance in cm. Hold for 50ms.

Print "Distance = " in serial monitor window, followed by "distance value" and then "cm".

- Next, let's modify your previous program into the following and then upload to your board again.



```
Project_16a

long duration;
int distance;

void setup() {
  pinMode(11, OUTPUT);
  pinMode(12, INPUT);
  Serial.begin (9600);
}

void loop() {
  ultrasonic ();
  Serial.print ("Distance = ");
  Serial.print (distance);
  Serial.println ("cm ");
}

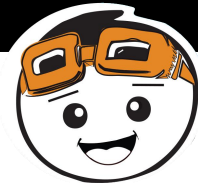
void ultrasonic() {
  digitalWrite(11, LOW);
  delayMicroseconds(2);
  digitalWrite(11, HIGH);
  delayMicroseconds(10);
  digitalWrite(11, LOW);
  duration = pulseIn (12, HIGH);
  distance = duration*0.034/2;
  delay(50);
}
```

7. Check your result.

[Click here or scan QR code to watch the demo video.](#)



You should get the same result as the earlier program.



How it works

```
Project_16a

void loop() {
  ultrasonic ();
  Serial.print ("Distance = ");
  Serial.print (distance);
  Serial.println ("cm ");
}

void ultrasonic() {
  digitalWrite(11, LOW);
  delayMicroseconds(2);
  digitalWrite(11, HIGH);
  delayMicroseconds(10);
  digitalWrite(11, LOW);
  duration = pulseIn (12, HIGH);
  distance = duration*0.034/2;
  delay(50);
}
```

Call the “ultrasonic” function (i.e. execute all the lines of code in the function “ultrasonic”).

These lines of code have been grouped into a function named “ultrasonic”.

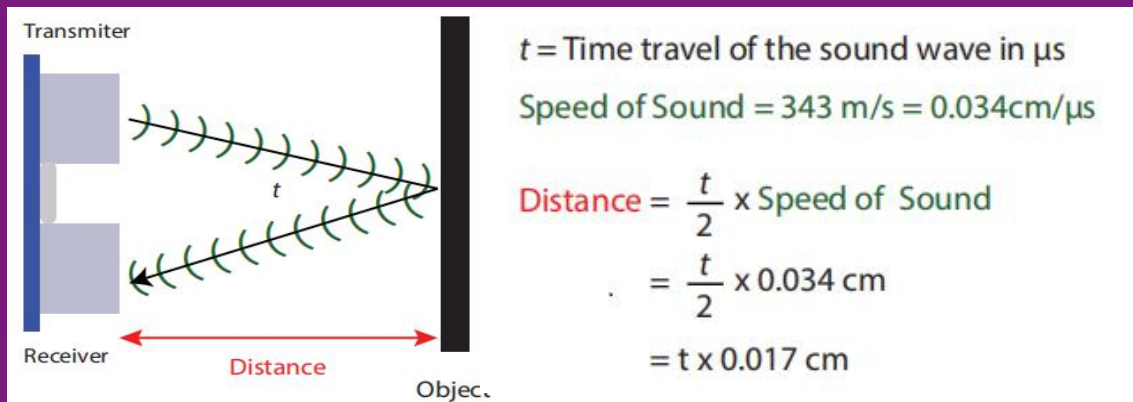


Good To Know

Ultrasonic Sensors

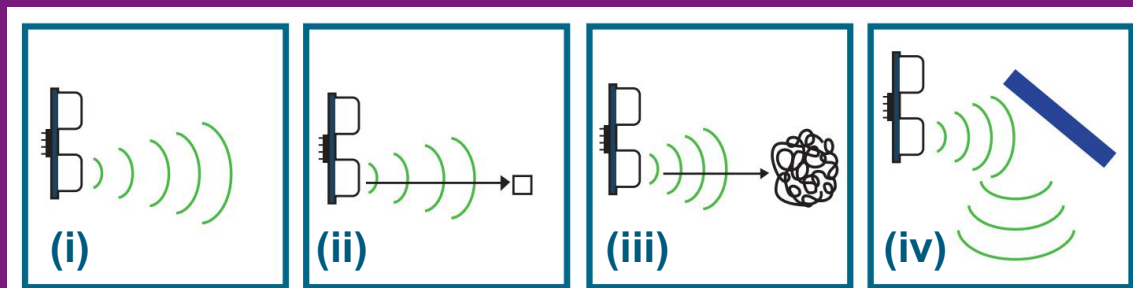
Like IR sensors, ultrasonic sensors are used to detect obstacles and measure distances. The working mechanism is also similar to IR sensors. The transmitter emits an ultrasonic wave, which upon hitting an object in its path, is reflected back and detected by the receiver.

By calculating how long it takes for the reflected wave to be detected, we can determine the distance of the object from the sensor.



Ultrasonic sensors are widely used as car reverse sensors to help drivers to estimate distance and detect obstacles. The advantage of an ultrasonic sensor over an infrared sensor is its insensitivity to the surrounding lighting.

However, ultrasonic sensors may not work as expected if the object is (i) too far away, (ii) too small, (iii) too soft or (iv) the object bounces the sound wave away from the receiver.





ARDUINO FUNCTION

1. You can use this function to read the time cycle of a pulse.

pulseIn (pin, value)

pin: the number of the pin on which you want to read the pulse.

value: type of pulse to read; either HIGH or LOW

If the value is set to HIGH, pulseIn() waits for the pin to go from LOW to HIGH, starts timing, then waits for the pin to go back to LOW and stops timing. It returns the length of the pulse in microseconds.

2. Data type

You may ask why most of the time we use “int” (integer) to define a variable but in this project we are using “long” instead. This is because we need to inform Arduino what kind of number we want to store in the variable - whether it is a small number, a large number, or a number with decimal points, etc. In this project, the number we need to store for 'duration' is large.

Variable	Number Range
char	-128 to 127
int	-32,768 to 32,767
long	-2,147,483,648 to 2,147,483,647
float	3.4028235E+38 to 3.4028235E+38



Project 17: Build a Car Rear Bumper Sensor

1. Modify your code in Project 16 to the following:

```
Project_17
long duration;
int distance;

void setup() {
  pinMode(8, OUTPUT);
  pinMode(11, OUTPUT);
  pinMode(12, INPUT);
}

void loop() {
  ultrasonic ();
  if (distance < 2) {
    tone(8, 349);
  }
  else {
    tone (8, 349);
    delay(50);
    noTone(8);
    delay(distance*10);
  }
}

void ultrasonic() {
  digitalWrite(11, LOW);
  delayMicroseconds(2);
  digitalWrite(11, HIGH);
  delayMicroseconds(10);
  digitalWrite(11, LOW);
  duration = pulseIn (12, HIGH);
  distance = duration*0.034/2;
  delay(50);
}
```

2. Upload the code to Maker UNO X and check your result.

[Click here or scan QR code to watch the demo video.](#)



Does the piezo buzzer beep repeatedly when the sensor detects an obstacle?

Do you notice that the beeping intensifies (i.e. the frequency of the beeping increases) as the sensor is moved nearer towards the object?





How it works

```
Project_17
long duration;
int distance;

void setup() {
  pinMode(8, OUTPUT);
  pinMode(11, OUTPUT);
  pinMode(12, INPUT);
}

void loop() {
  ultrasonic ();

  if (distance < 2) {
    tone(8, 349);
  }
  else {
    tone (8, 349);
    delay(50);
    noTone(8);
    delay(distance*10);
  }
}

void ultrasonic() {
  digitalWrite(11, LOW);
  delayMicroseconds(2);
  digitalWrite(11, HIGH);
  delayMicroseconds(10);
  digitalWrite(11, LOW);
  duration = pulseIn (12, HIGH);
  distance = duration*0.034/2;
  delay(50);
}
```

Set pin 8 (piezo buzzer) as output.

Call the "ultrasonic" function.

If distance is less than 2cm, buzzer will play note F4 (349) continually.

Else, buzzer will beep note F4 (349) at an interval of 'distance x 10' milliseconds. E.g.: When distance = 5cm, the buzzer beeps once every 50ms. When distance = 10cm, the buzzer beeps once every 100ms.



Challenge

Do you know?

“The theremin is an electronic musical instrument controlled without physical contact by the thereminist (performer). It is named after its inventor, Léon Theremin, who patented the device in 1928.”

Source: <https://en.wikipedia.org/wiki/Theremin>



Task: Build a Theremin using your Maker UNO X and the ultrasonic sensor. Divide the ultrasonic sensor's sensing range into a few zones to play different tones.

[Click here or scan QR code to watch the demo video.](#)



[Click here or scan QR code to watch a Theremin show.](#)



CONGRATULATIONS! You have completed Lesson 7 and learnt the following:

1. How an ultrasonic sensor works.
2. How to create self-declared functions.



CONGRATULATIONS!

You've completed all lessons and mastered the basics. We hope that you've had fun along the way.

However, this isn't the end of your journey with Arduino. With the knowledge and skills you've acquired, you're well on your way to building your own projects!

For more project ideas, you can visit our tutorial page or follow us on Facebook. If you need more components, you can explore and get them from Cytron webstore - *free shipping for teachers and students!

Remember to share your creations with us if you'd like to be featured or just drop us a message anytime. We'd love to hear from you!

Cheers~

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NOTES & IDEAS



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MAKER UNO X

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