

# **Experiment 1.4**

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### 1. Aim/Overview of the practical:

Program to interface the Arduino/Raspberry Pi with LED and blinking application.

#### 2. Apparatus / Simulator Used:

Components Required:

- You will need the following components  $-1 \times Breadboard$
- 1 × Arduino Uno R3
- 1 × LED
- $1 \times 330\Omega$  Resistor
- $2 \times Jumper$

## 3. Objective:

- 1. Learn about interfacing.
- 2. Learn about IoT programming.

### 4. Theory:

LEDs are small, powerful lights that are used in many different applications. To start, we will work on blinking an LED, the Hello World of micro controllers.

It is as simple as turning a light on and off. Establishing this important baseline will giveyou a solid foundation as we work towards experiments that are more complex.

Arduino is a project, open-source hardware, and software platform used to design andbuild electronic devices. It designs and manufactures microcontroller kits and single- board interfaces for building electronics projects.

The Arduino boards were initially created to help the students with the non-technicalbackground.

The designs of Arduino boards use a variety of controllers and microprocessors.

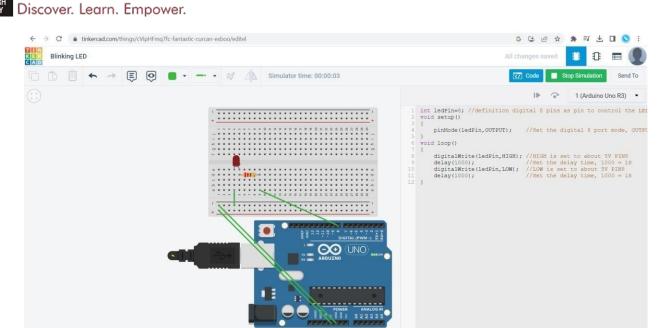
The Arduino board consists of sets of analog and digital I/O (Input / Output) pins, which are further interfaced to breadboard, expansion boards, and other circuits.

Such boards feature the model, Universal Serial Bus (USB), and serial communication interfaces, which are used for loading programs from the computers.

- Step 1: Start a new sketch in the Arduino IDE. Start a new sketch in the Arduino IDE.
- Step 2: Set the pin Mode for Pin 3.
- Step 3: Set Pin 3 HIGH.
- Step 4: Compile the code.
- Step 5: Upload the code to Arduino.

## Code:-

#### **Output:-**



Serial Monitor

