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Contact us

Tel: +86-755-8981 8866 Fax: +86-755-8427 6832

Email & Skype: info@chipsmall.com Web: www.chipsmall.com

Address: A1208, Overseas Decoration Building, #122 Zhenhua RD., Futian, Shenzhen, China





DFRduino Beginner Kit For Arduino V3 SKU:DFR0100



Contents

- 1 Introduction
- 2 Getting Started with Arduino
- 3 Tutorial
 - 3.1 Blinking a LED
 - 3.2 SOS Beacon
 - 3.3 Traffic Light
 - 3.4 Fading Light
 - 3.5 RGB LED
 - 3.6 Alarm
 - 3.7 Temperature Alarm
 - 3.8 Detecting vibration

- 3.9 Ambient Light controlled LED
- 3.10 Moving a Servo
- 3.11 Interact with Servo
- 3.12 RGB Light Dimmer
- 3.13 Motor Fan
- 3.14 Infrared controlled Light
- 3.15 Infrared controlled LED Matrix

- 4 FAQ

Introduction

Welcome to the electronic interaction world! DFRobot proudly presents the Arduino beginner kit for those who are interested in learning about Arduino. Starting from basic LED control to more advanced IR remote control, this kit will guide you through the world of microcontrollers and physical computing.

A DFRduino UNO R3 (Compatible with Arduino Uno), the most stable and commonly used Arduino processor, together with DFRobot's best selling prototype shield are included in this kit.

Getting Started with Arduino

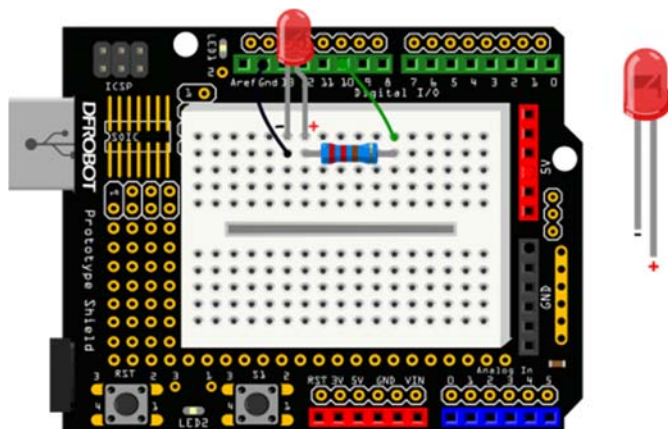
Introduction: What Arduino is and why you'd want to use it.

Installation: Step-by-step instructions for setting up the Arduino software and connecting it to an Arduino Uno.

Windows Mac OS X

Environment: Description of the Arduino development environment and how to change the default language.

Libraries: Using and installing Arduino libraries.



Tutorial

Blinking a LED

```

/*
 # Description:
 # Turns on an LED on for one second, then off for one second, repeatedly.
*/
int ledPin = 10;
void setup() {
    pinMode(ledPin, OUTPUT);
}
void loop() {
    digitalWrite(ledPin, HIGH);
    delay(1000);
    digitalWrite(ledPin, LOW);
    delay(1000);
}

```

SOS Beacon

The connection diagram is the same with Blinking a LED tutorial.

```

/*
 # Description:
 # Send SOS Beacon by led
*/
int ledPin = 10;
void setup() {
    pinMode(ledPin, OUTPUT);
}
void loop() {

    // S(...) three dot
    for(int x=0;x<3;x++){

```

```
    digitalWrite(ledPin, HIGH);
    delay(150);
    digitalWrite(ledPin, LOW);
    delay(100);
}

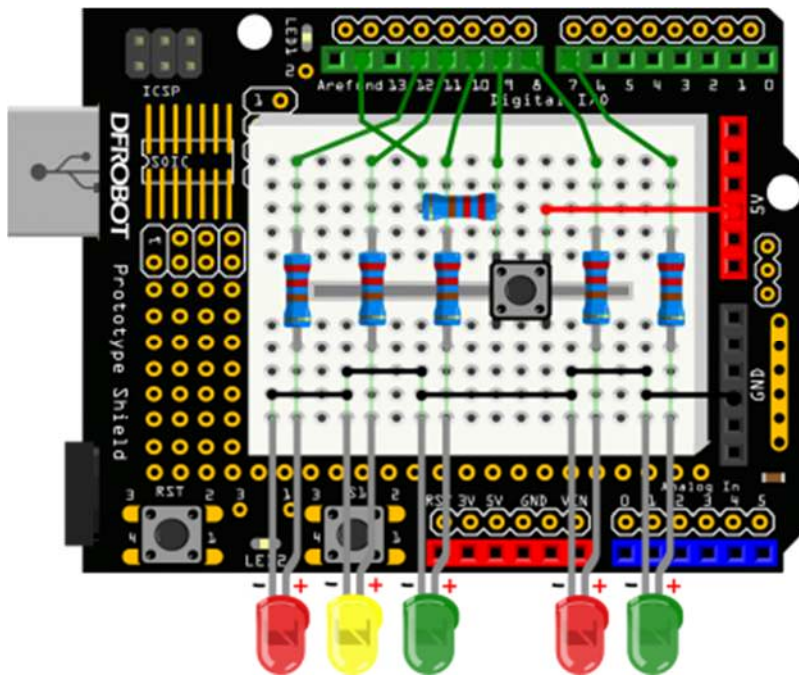
    delay(100);
// O(---) three dash
for(int x=0;x<3;x++){
    digitalWrite(ledPin, HIGH);
    delay(400);
    digitalWrite(ledPin, LOW);
    delay(100);
}

    delay(100);

//S(...) three dot
for(int x=0;x<3;x++){
    digitalWrite(ledPin, HIGH);
    delay(150);
    digitalWrite(ledPin, LOW);
    delay(100);
}

    delay(5000);
}
```

Traffic Light



```
/*
  Traffic Light
  This code copied from the book Beginning-Arduino.
*/
int carRed = 12; //assign the car lights
int carYellow = 11;
int carGreen = 10;
int button = 9; //button pin
int pedRed = 8; //assign the pedestrian lights
int pedGreen = 7;
int crossTime =5000; //time for pedestrian to cross
unsigned long changeTime;//time since button pressed

void setup() {
  pinMode(carRed, OUTPUT);
  pinMode(carYellow, OUTPUT);
  pinMode(carGreen, OUTPUT);
```

```

    pinMode(pedRed, OUTPUT);
    pinMode(pedGreen, OUTPUT);
    pinMode(button, INPUT);
    digitalWrite(carGreen, HIGH); //turn on the green lights
    digitalWrite(pedRed, HIGH);
}

void loop() {
    int state = digitalRead(button);
    //check if button is pressed and it is over 5 seconds since last butt
on press
    if(state == HIGH && (millis() - changeTime)> 5000){
        //call the function to change the lights
        changeLights();
    }
}

void changeLights() {
    digitalWrite(carGreen, LOW); //green off
    digitalWrite(carYellow, HIGH); //yellow on
    delay(2000); //wait 2 seconds

    digitalWrite(carYellow, LOW); //yellow off
    digitalWrite(carRed, HIGH); //red on
    delay(1000); //wait 1second till its safe

    digitalWrite(pedRed, LOW); //ped red off
    digitalWrite(pedGreen, HIGH); //ped green on

    delay(crossTime); //wait for preset time period

    //flash the ped green
    for (int x=0; x<10; x++) {
        digitalWrite(pedGreen, HIGH);
    }
}

```

```

        delay(250);
        digitalWrite(pedGreen, LOW);
        delay(250);
    }

    digitalWrite(pedRed, HIGH); //turn ped red on
    delay(500);

    digitalWrite(carRed, LOW); //red off
    digitalWrite(carYellow, HIGH); //yellow on
    delay(1000);
    digitalWrite(carYellow, LOW); //yellow off
    digitalWrite(carGreen, HIGH);

    changeTime = millis(); //record the time since last change of lights
    //then return to the main program loop
}

```

Fading Light

The connection diagram is the same with Blinking a LED tutorial.

```

/*
  Fading Light

  This example shows how to fade an LED on pin 10 using the analogWrite() fu
  nction.
*/
int ledPin = 10;      // the pin that the LED is attached to

void setup() {
  // declare pin 9 to be an output:
  pinMode(ledPin, OUTPUT);
}

```



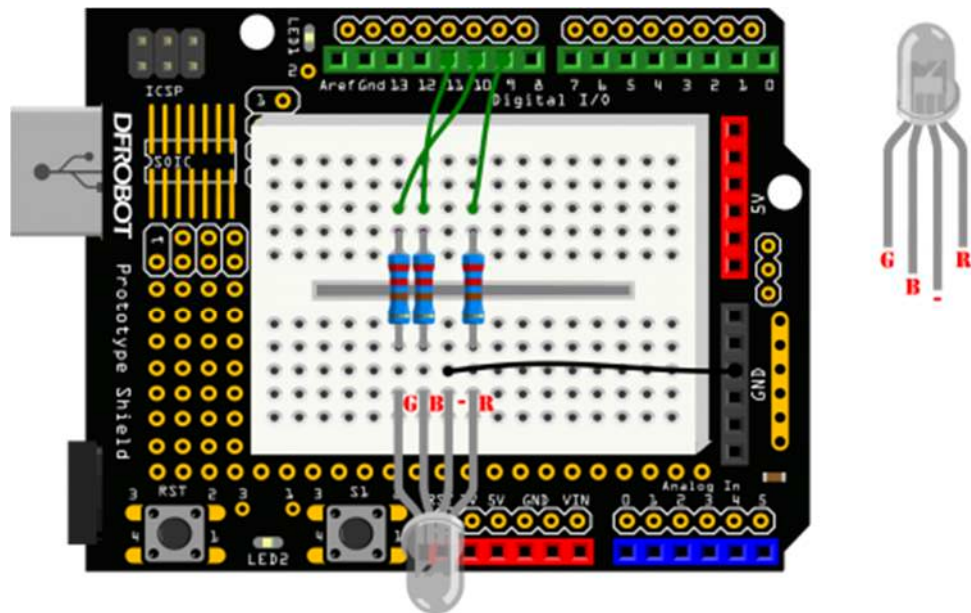
```
    // initialize serial communication at 9600 bits per second:
    Serial.begin(9600);
}

void loop(){
    fadeOn(1000,5);
    fadeOff(1000,5);
}

void fadeOn(unsigned int time,int increament){
    //change the brightness by FOR statement
    for (byte value = 0 ; value < 255; value+=increament){
        // print out the value:
        Serial.println(value);
        // set the brightness of pin 10:
        analogWrite(ledPin, value);
        delay(time/(255/5));
    }
}

void fadeOff(unsigned int time,int decreament){
    //change the brightness by FOR statement
    for (byte value = 255; value >0; value-=decreament){
        Serial.println(value);
        analogWrite(ledPin, value);
        delay(time/(255/5));
    }
}
```

RGB LED



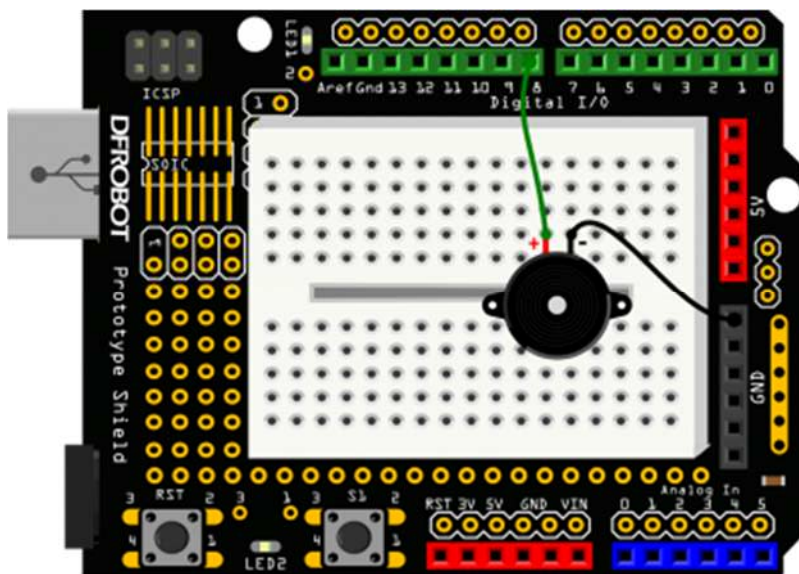
```
/*  
  RGB LED  
*/  
int redPin = 9;    // the pin that the red LED is attached to  
int greenPin = 10; // the pin that the green LED is attached to  
int bluePin = 11; // the pin that the blue LED is attached to  
  
void setup() {  
  pinMode(redPin, OUTPUT);  
  pinMode(greenPin, OUTPUT);  
  pinMode(bluePin, OUTPUT);  
  
}  
void loop() {  
  // call the function to change the colors of LED randomly.  
  colorRGB(random(0,255), random(0,255), random(0,255)); //R:0-255 G:0-255 B:  
0-255  
  delay(1000);  
}
```

```

void colorRGB(int red, int green, int blue){
  analogWrite(redPin, constrain(red, 0, 255));
  analogWrite(greenPin, constrain(green, 0, 255));
  analogWrite(bluePin, constrain(blue, 0, 255));
}

```

Alarm



```

/*
  Alarm
*/
float sinVal;
int toneVal;

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

```



```

void setup(){
    pinMode(8, OUTPUT);
    Serial.begin(9600);
}

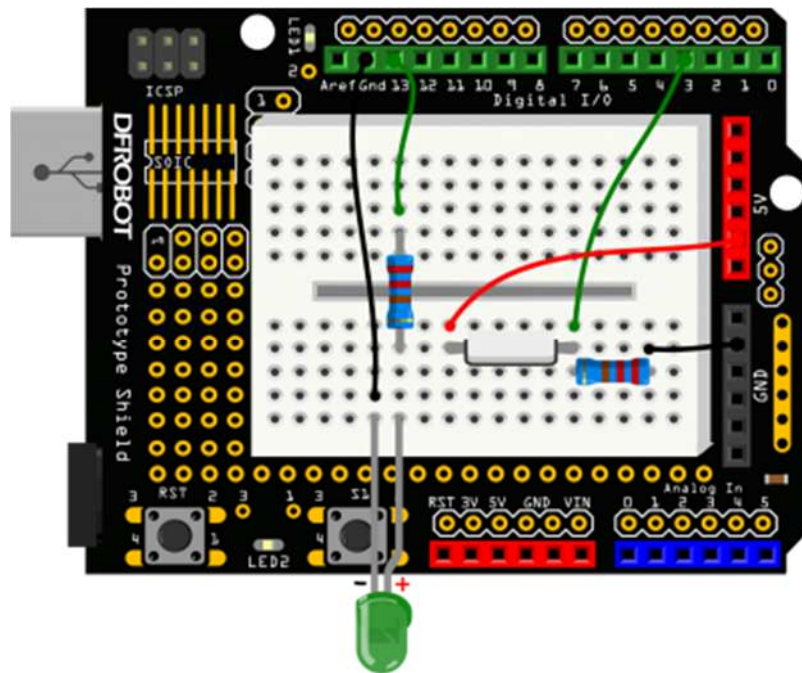
void loop(){
    int val;
    double data;
    val=analogRead(0);
    data = (double) val * (5/10.24); // convert the voltage to temperture

    if(data>27){ // If the temperture is over 27 degree, buzzer will a
larm.
        for(int x=0; x<180; x++){
            sinVal = (sin(x*(3.1412/180)));
            toneVal = 2000+(int(sinVal*1000));
            tone(8, toneVal);
            delay(2);
        }
    } else { // If the temperturn is below 27 degree, buzzer will not alar
m
        noTone(8);
    }

    if(millis() - tepTimer > 500){ // output the temperture value per 500
ms
        tepTimer = millis();
        Serial.print("temperature: ");
        Serial.print(data);
        Serial.println("C");
    }
}

```

Detecting vibration



```
/*  
  Detecting vibration  
*/  
  
int SensorLED = 13;      //LED PIN  
int SensorINPUT = 3;    //Connect the sensor to digital Pin 3 which is Interrupts 1  
unsigned char state = 0;  
  
void setup() {  
  pinMode(SensorLED, OUTPUT);  
  pinMode(SensorINPUT, INPUT);  
  
  // Trigger the blink function when the falling edge is detected  
  attachInterrupt(1, blink, RISING);  
}  
  
void loop(){
```

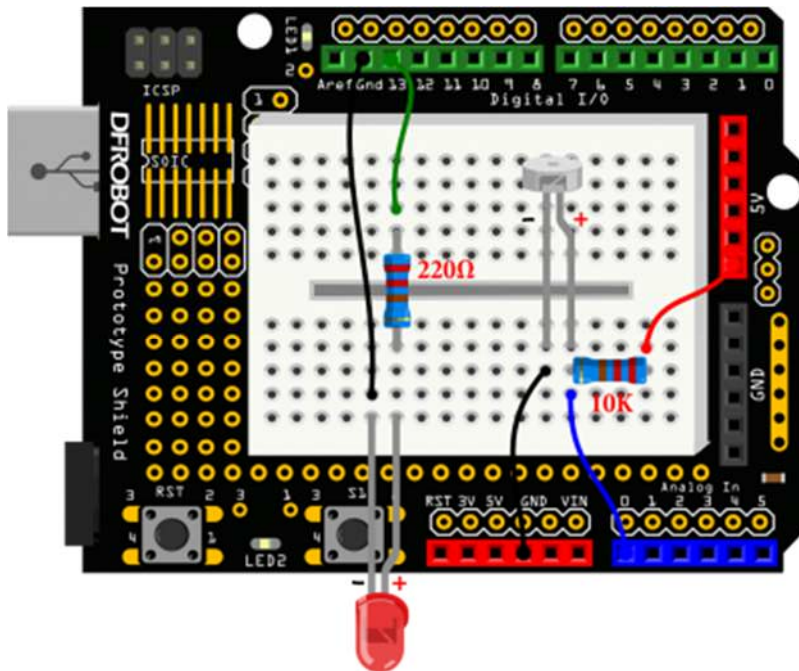
```

    if(state!=0){
        state = 0;
        digitalWrite(SensorLED,HIGH);
        delay(500);
    }
    else
        digitalWrite(SensorLED,LOW);
}

void blink(){
    //Interrupts function
    state++;
}

```

Ambient Light controlled LED



```

/*
  Ambient Light controlled LED

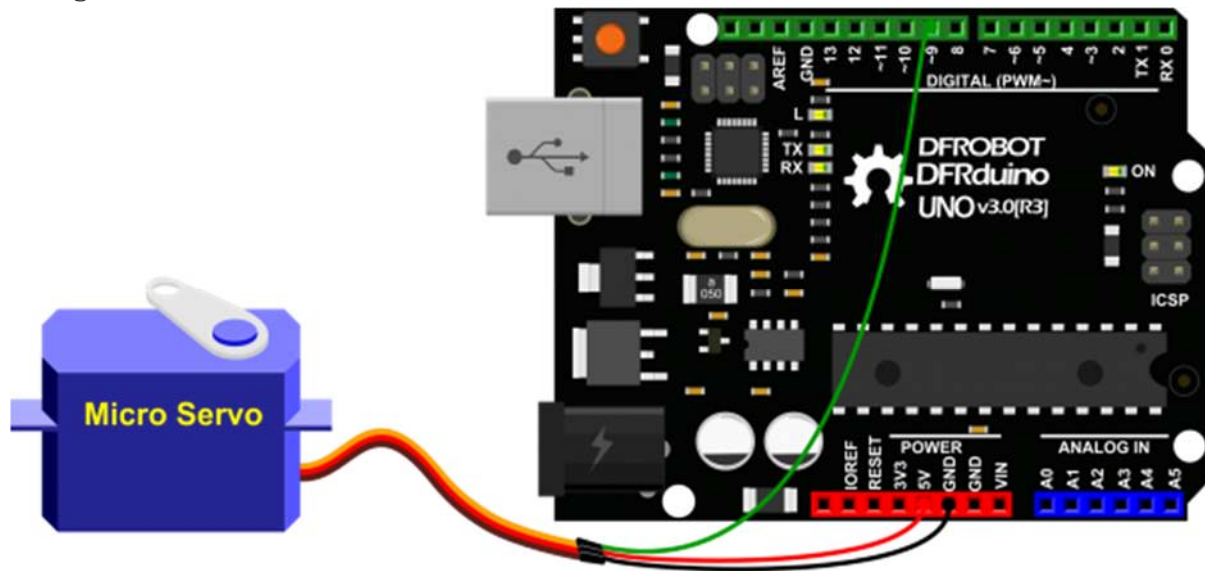
```

```
*/
int LED = 13;           //Led pin
int val = 0;

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

void loop(){
    val = analogRead(0);    // read voltage value
    Serial.println(val);
    if(val<1000){          // if the value is less than 1000, LED turns
off
        digitalWrite(LED,LOW);
    }else{                 // if the value is more than 1000, LED turn
s on
        digitalWrite(LED,HIGH);
    }
    delay(10);
}
```


Moving a Servo



```
// Moving a Servo
// by BARRAGAN <http://barraganstudio.com>
// This example code is in the public domain.

#include <Servo.h>
Servo myservo;          // create servo object to control a servo
                        // a maximum of eight servo objects can be created
int pos = 0;           // variable to store the servo position

void setup() {
  myservo.attach(9);   // attaches the servo on pin 9 to the servo object
}

void loop() {
  for(pos = 0; pos < 180; pos += 1){ // goes from 0 degrees to 180 degrees
    // in steps of 1 degree
    myservo.write(pos);              // tell servo to go to position in variable 'pos'
    delay(15);                       // waits 15ms for the servo to reach the position
  }
}
```

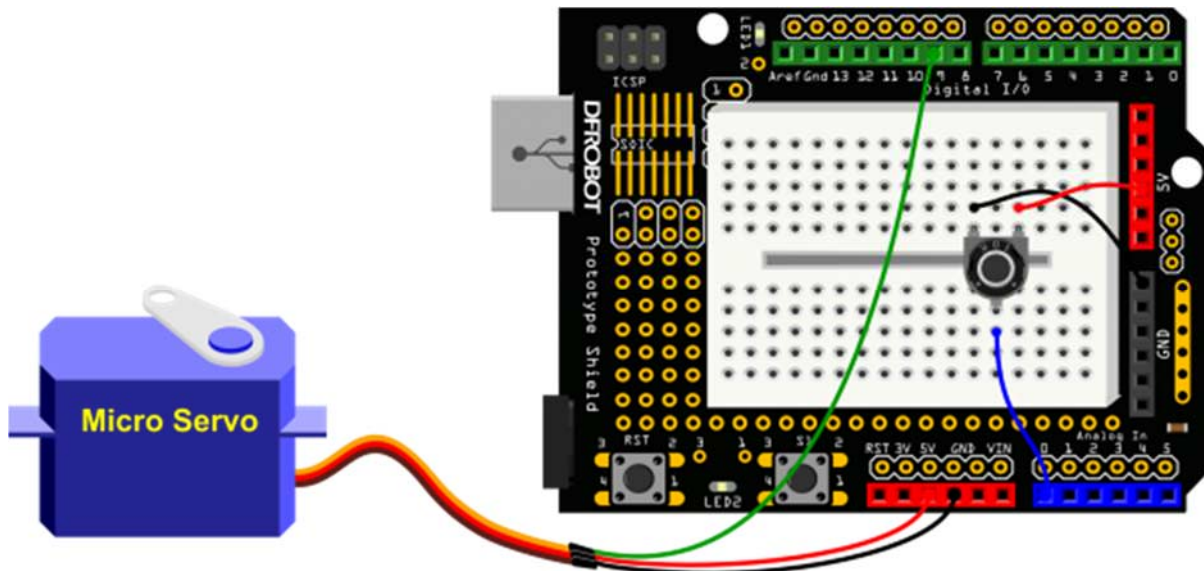
```

    }

    for(pos = 180; pos>=1; pos-=1) { // goes from 180 degrees to 0 degree
s
        myservo.write(pos); // tell servo to go to position in v
variable 'pos'
        delay(15); // waits 15ms for the servo to reach
the position
    }
}

```

Interact with Servo



```

/*
  Interact with Servo
  Controlling a servo position using a potentiometer (variable resistor)
  by Michal Rinott <http://people.interaction-ivrea.it/m.rinott>
  */

#include <Servo.h>

```

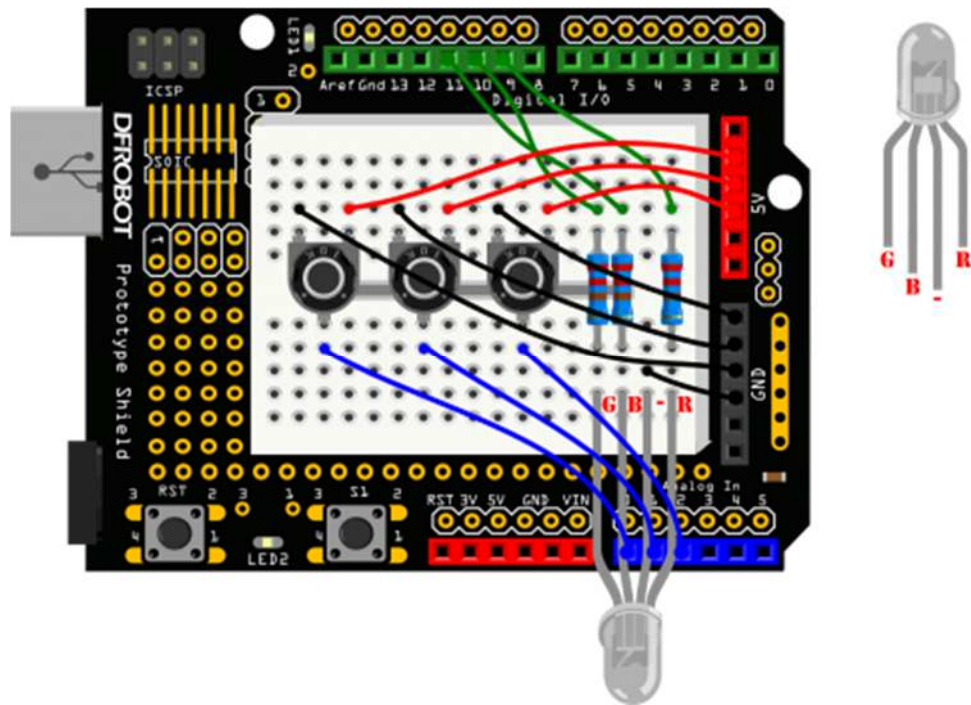
```
Servo myservo;           // create servo object to control a servo

int potpin = 0;         // analog pin used to connect the potentiometer
int val;               // variable to read the value from the analog pin

void setup() {
  myservo.attach(9);    // attaches the servo on pin 9 to the servo object
}

void loop() {
  val = analogRead(potpin); // reads the value of the potentiometer (value between 0 and 1023)
  val = map(val, 0, 1023, 0, 179); // scale it to use it with the servo (value between 0 and 180)
  myservo.write(val);     // sets the servo position according to the scaled value
  delay(15);             // waits for the servo to get there
}
```

RGB Light Dimmer



```
/*
  RGB Light Dimmer
*/
int redPin = 9;           // R - digital 9
int greenPin = 10;       // G - digital 10
int bluePin = 11;        // B - digital 11
int potRedPin = 0;       // potentiometer 1 - analog 0
int potGreenPin = 1;     // potentiometer 2 - analog 1
int potBluePin = 2;      // potentiometer 3 - analog 2

void setup() {
  pinMode(redPin, OUTPUT);
  pinMode(greenPin, OUTPUT);
  pinMode(bluePin, OUTPUT);
  Serial.begin(9600);
}
```

```
void loop() {
    int potRed = analogRead(potRedPin);
    int potGreen = analogRead(potGreenPin);
    int potBlue = analogRead(potBluePin);

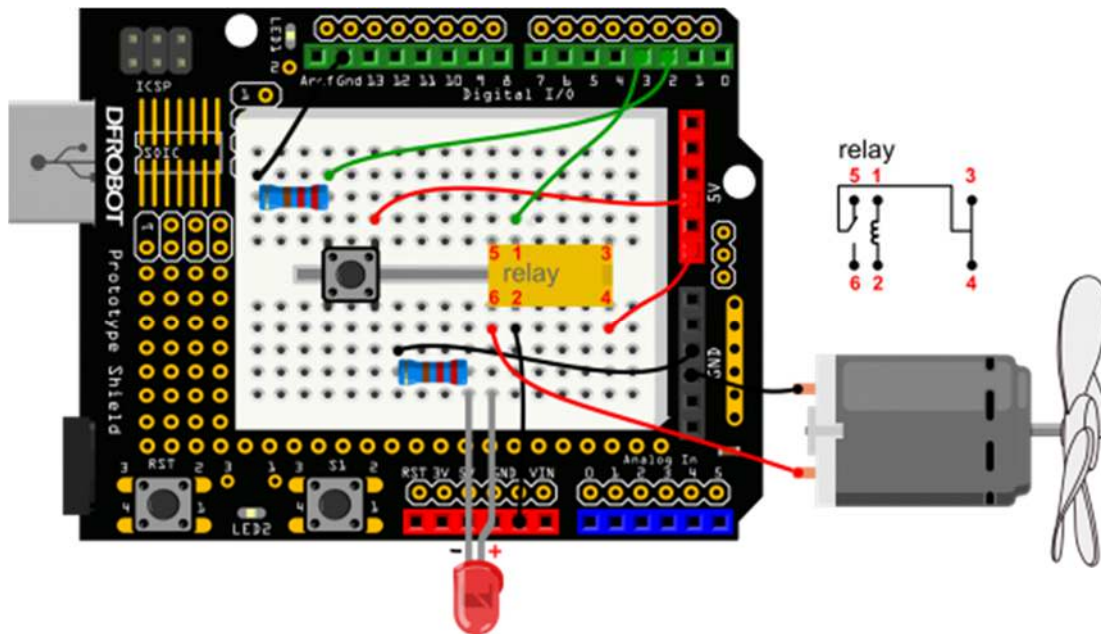
    int val1 = map(potRed, 0, 1023, 0, 255);
    int val2 = map(potGreen, 0, 1023, 0, 255);
    int val3 = map(potBlue, 0, 1023, 0, 255);

    Serial.print("Red:");
    Serial.print(val1);
    Serial.print("Green:");
    Serial.print(val2);
    Serial.print("Blue:");
    Serial.println(val3);

    colorRGB(val1, val2, val3);
}

void colorRGB(int red, int green, int blue) {
    analogWrite(redPin, constrain(red, 0, 255));
    analogWrite(greenPin, constrain(green, 0, 255));
    analogWrite(bluePin, constrain(blue, 0, 255));
}
```

Motor Fan



```
/*  
  Motor Fan  
*/  
  
int buttonPin = 2;           // button pin -- Digital 2  
int relayPin = 3;           // relay pin -- Digital 3  
int relayState = HIGH;  
int buttonState;  
int lastButtonState = LOW;  
long lastDebounceTime = 0;  
long debounceDelay = 50;  
  
void setup() {  
  pinMode(buttonPin, INPUT);  
  pinMode(relayPin, OUTPUT);  
  
  digitalWrite(relayPin, relayState);  
}
```

```
void loop() {
    // read the state of the switch into a local variable:
    int reading = digitalRead(buttonPin);

    // check to see if you just pressed the button
    // (i.e. the input went from LOW to HIGH), and you've waited
    // long enough since the last press to ignore any noise:

    // If the switch changed, due to noise or pressing:
    if (reading != lastButtonState) {
        lastDebounceTime = millis();
    }

    if ((millis() - lastDebounceTime) > debounceDelay) {
        // whatever the reading is at, it's been there for longer
        // than the debounce delay, so take it as the actual current state:

        // if the button state has changed:
        if (reading != buttonState) {
            buttonState = reading;

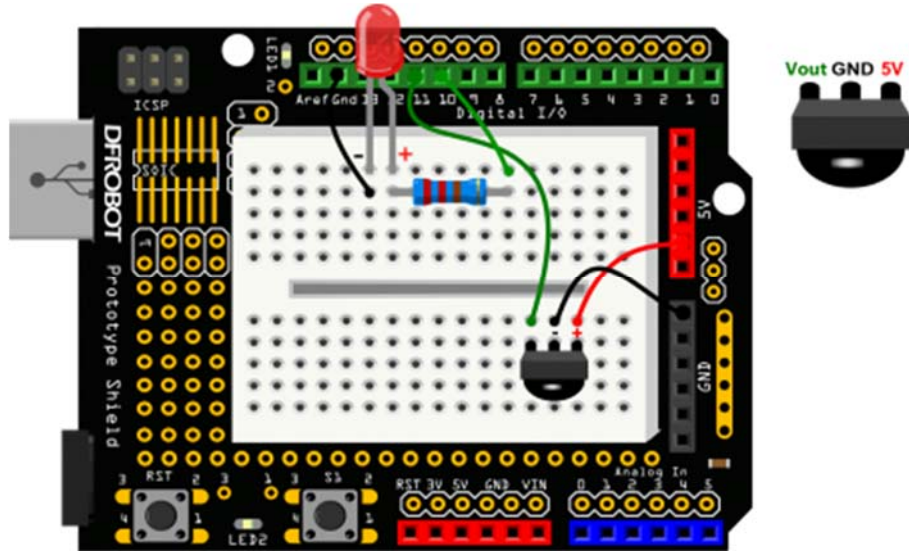
            // only toggle the Relay if the new button state is HIGH
            if (buttonState == HIGH) {
                relayState = !relayState;
            }
        }
    }

    // set the relay:
    digitalWrite(relayPin, relayState);

    // save the reading. Next time through the loop,
    // it'll be the lastButtonState:
    lastButtonState = reading;
}
```

}

Infrared controlled Light



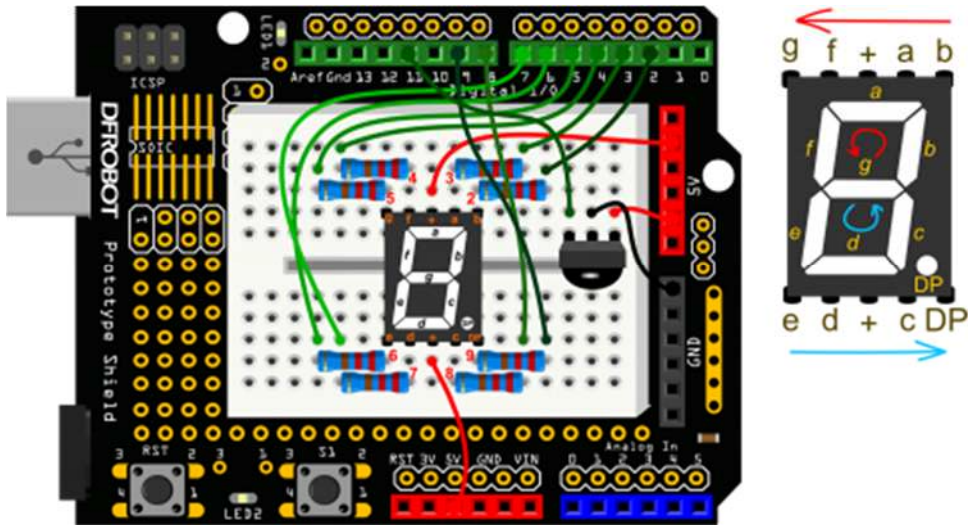

```
/*
    Infrared controlled Light
*/
#include <IRremote.h>
int RECV_PIN = 11;
int ledPin = 10;
boolean ledState = LOW;
IRrecv irrecv(RECV_PIN);
decode_results results;

void setup(){
    Serial.begin(9600);
    irrecv.enableIRIn();
    pinMode(ledPin,OUTPUT);
}

void loop() {
    if (irrecv.decode(&results)) {
        Serial.println(results.value, HEX);

        if(results.value == 0xFD00FF){
            ledState = !ledState;
            digitalWrite(ledPin,ledState);
        }
        irrecv.resume();
    }
}
```

Infrared controlled LED Matrix



```
#include <IRremote.h>\n\nint RECV_PIN = 11;\n\nIRrecv irrecv(RECV_PIN);
```