

SNS COLLEGE OF TECHNOLOGY



Coimbatore-35 An Autonomous Institution

Accredited by NBA – AICTE and Accredited by NAAC – UGC with 'A++' Grade
Approved by AICTE, New Delhi & Affiliated to Anna University,
Chennai

DEPARTMENT OF ELECTRONICS & COMMUNICATION ENGINEERING

19ECT213- IOT SYSTEM ARCHITECTURE

II ECE / IV SEMESTER

UNIT 2 – MICROCONTROLLER AND INTERFACING TECHNIQUES FOR IoT

DEVICES

TOPIC 1 -Introduction to Arduino



WHAT IS ARDUINO?



- Open-source physical computing platform which is a small microcontroller board with a USB plug
- Based on a simple i/o board and a development environment that implements the processing/writing language
- Arduino can be used to develop stand-alone interactive objects or can be connected to software on computer
- Easy-to-use hardware and software



WHAT IS ARDUINO?



- It's intended for students, artists, designers, hobbyists and anyone who tinker with technology.
- It is programmed in Arduino Programming Language (APL) similar to
 C/C++
- More easy to program compared to other microcontroller packages
- The Arduino is a microcontroller development platform (not a microcontroller....)



WHY ARDUINO?



- It is open source, both in terms of Hardware and Software
- It is cheap
- USB Connectivity
- More powerful than a BASIC stamp
- Simple and easy to use



Arduino Boards

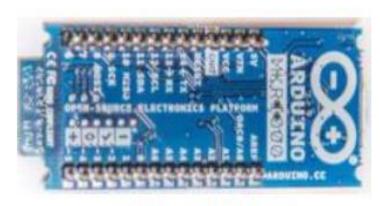




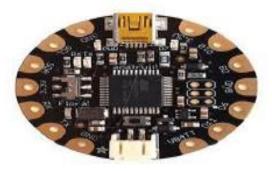
Arduino Mega



Arduino Micro



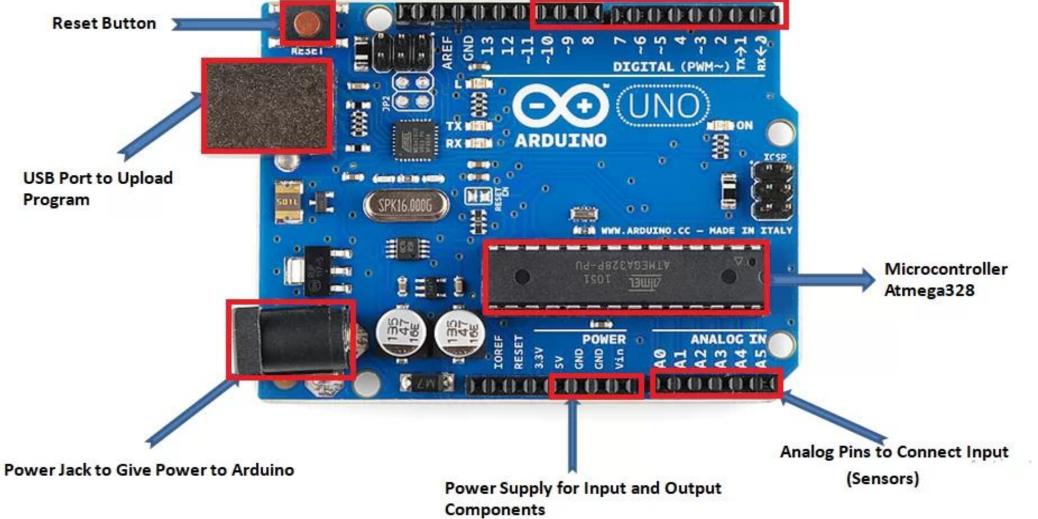
ArduinoMKR1000



Flora



Digital Pins to Connect ((LED, LCD, Relay, etc)





The hardware structure of Arduino Uno



- Microcontroller
- 14 Digital Pin
- 6 Analog Pins
- Power Supply
- Power Jack
- USB Port
- Reset Button



The hardware structure of Arduino Uno



Microcontroller: Microcontroller is the central processing unit of Arduino Uno.

Digital Pins: There are 14 digital pins on Arduino Uno which can be connected to components like LED, LCD, etc.

Analog Pins: There are 6 analog pins on the Uno. These pins are generally used to connect sensors because all the sensors generally have analog values. Most of the input components are connected here.

Power Supply: The power supply pins are IOREF, GND, 3.3V, 5V, Vin are used to connecting sensors because all the sensors generally have analog values. Most of the input components are connected here.



The hardware structure of Arduino Uno



Power Jack: Uno board can be powered both by external supply and via USB cable.

USB Port: This port function is to program the board or to upload the program. The

program can be uploaded to the board with the help of Arduino IDE and USB cable.

Reset Button: This is used to restart the uploaded program

Voltage 16MHz regulator crystal 7 to 12VDC input

IOREF

RESET

5V

GND

GND

ATmega16U2 microcontroller IC/USB controller





Reset button

ICSP for USB interface

(I2C) SCL - Serial clock

(I2C) SDA - Serial data

Pin-13 LED

(SPI) SCK - Serial clock

(SPI) MISO - Master-in, slave-out

(SPI) MOSI - Master-out, slave-in

(SPI) SS - Slave select

Note: Pins denoted with "~" are PWM supported

Input voltage Vin T

Analog pin 0 -> A0 Analog pin 1 ->

Analog pin 2 -

Analog pin 3

Not connected

3.3V Output

5V Output

Ground

Ground

Reset

I/O Reference voltage

2.1mm x 5.5mm

Male center positive

(I2C) SDA

(I2C) SCL ·

ATmega328 microcontroller IC

ICSP for

VCC MOSI

rx+1

ex <-0

GND

13

12

~11

~10

~9

8

SCK

RESET

ATmega328 GND MISO
BASICS OF IoT/19ECT213 IoT SYSTEM ARCHITECTURE / Dr.R.Kanmani/ECE/SNSCT

Interrupt 1

Interrupt 2

TXD

RXD

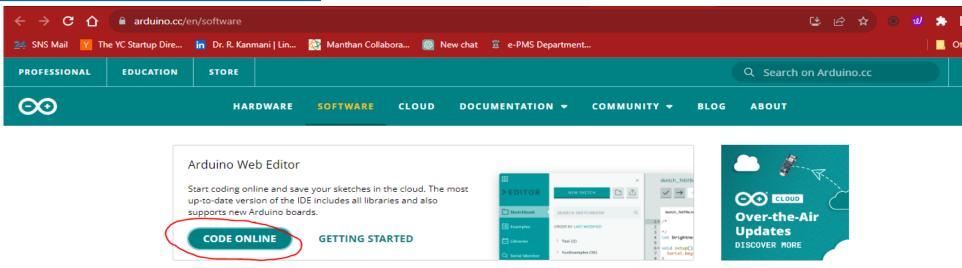
Arduino



Arduino IDE



https://www.arduino.cc/en/software



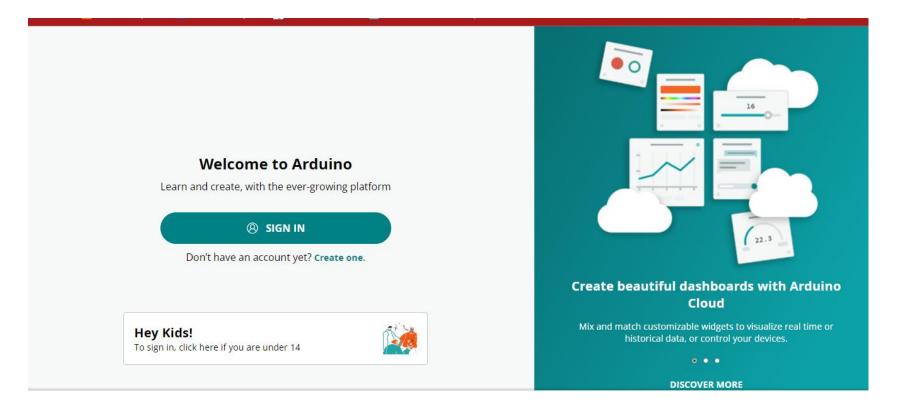
Downloads







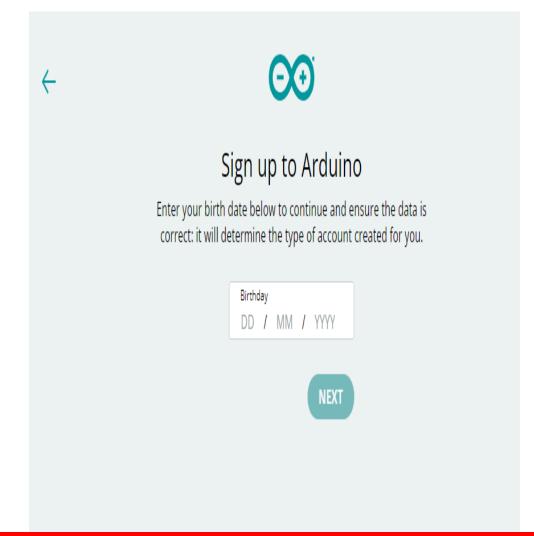
Step 1: First Click Create One





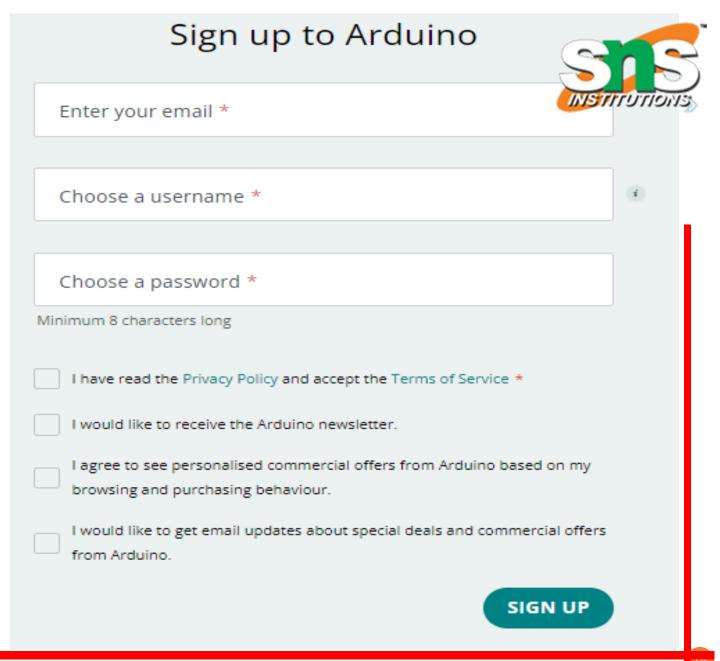


Step 2: Fill your Birthday





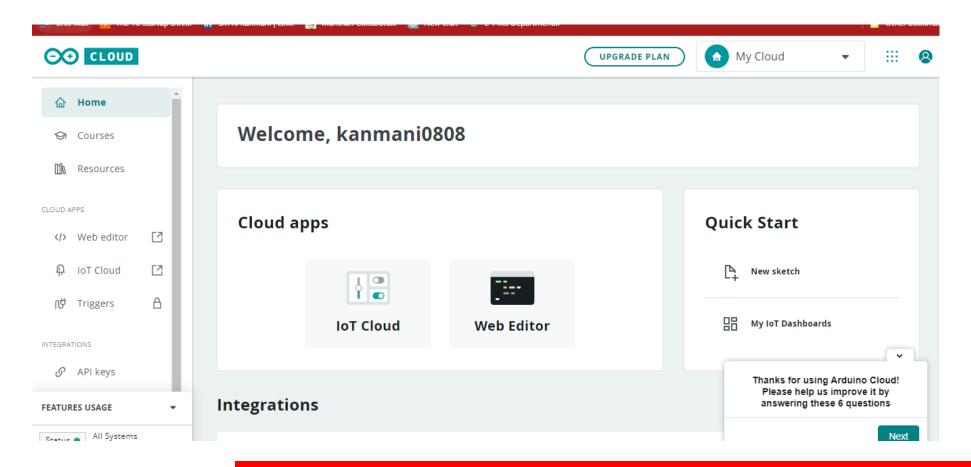
Step 3: Fill up the Sign up







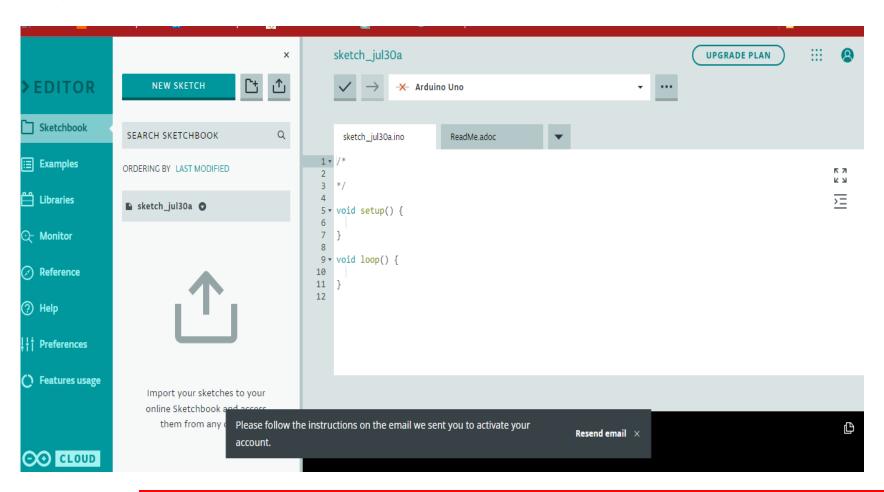
Step 4 : Login Page Open







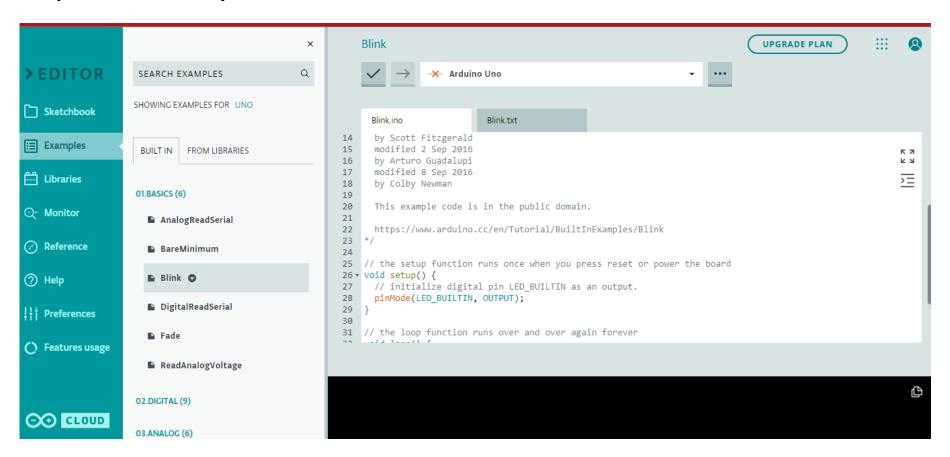
Step 5: Click Web editor







Step 6 : Click Examples -> Basic-> Blink





Blink Example Programme



```
void setup() // initialize digital pin LED_BUILTIN as an output.
pinMode(LED_BUILTIN, OUTPUT);
// the loop function runs over and over again forever
void loop()
digitalWrite(LED_BUILTIN, HIGH); // turn the LED on (HIGH is the voltage level)
delay(1000);
                        // wait for a second
digitalWrite(LED_BUILTIN, LOW); // turn the LED off by making the voltage LOW
delay(1000);
                       // wait for a second
```