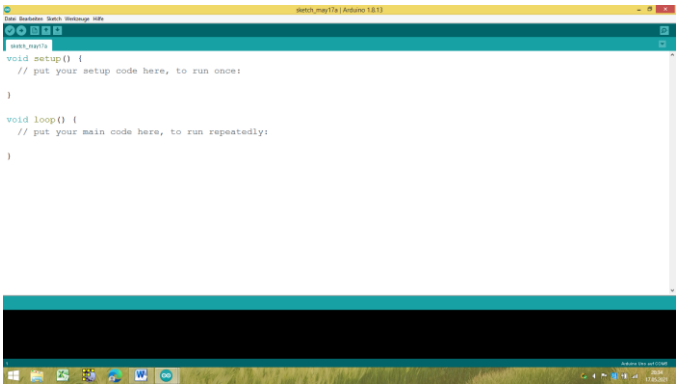
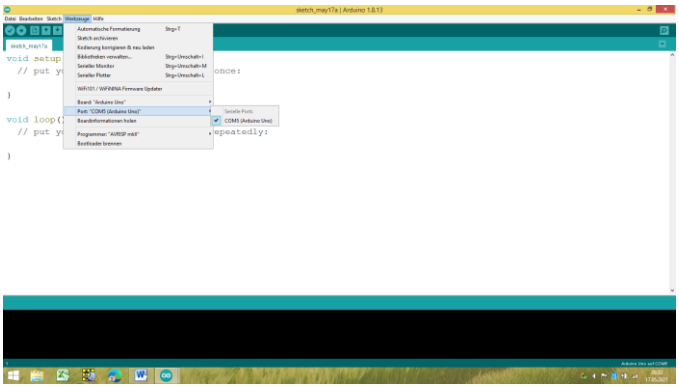
ARDUINO UNO

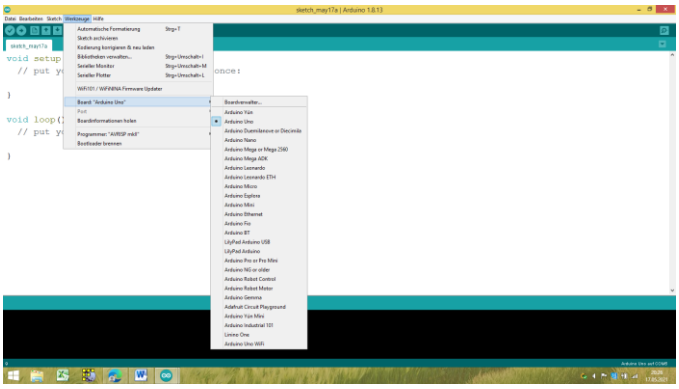
	Auszug aus Datenblatt Arduino Uno R3
Microcontroller	ATmega328
Betriebsspannung	5 VDC
Digital I/O Pins	14 davon 6 als PWM Output nutzbar
PWM Output PIN	2, 5, 6, 9, 10 und 11, 8 Bit PWN (255)
Analoge Eingänge	6, 10 Bit (1023)
16 MHz Keramik Resonator	1
USB-Verbindung	1
Gleichstrom Ausgang pro PIN	20 mA
Gleichstrom Ausgang gesamt	100 mA
Flash Memmory	32 KB
SRAM	2 KB
EEPROM	1 KB
Spannungsversorgung Ext.	5 VDC max. 50 mA
Spannungsversorgung Ext.	3,3 VDC max. 50 mA
Erdung	GND

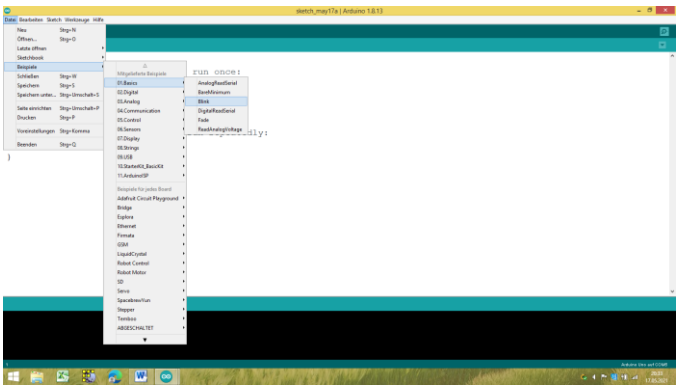
Arduino Programm

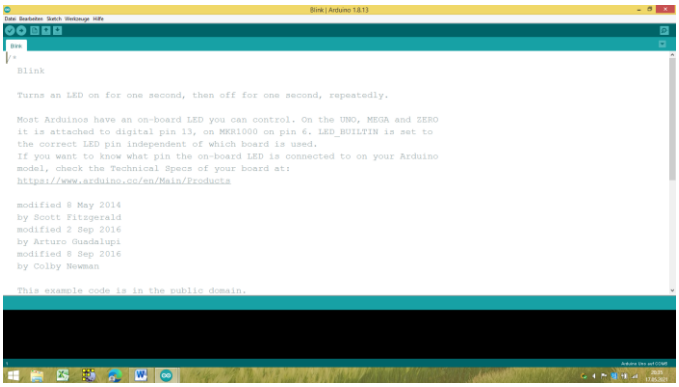
Öffnen Datei Arduino auf dem Desktop










Blink | Arduino 1.8.13
Datei Bearbeiten Sketch Werkzeuge Hilfe
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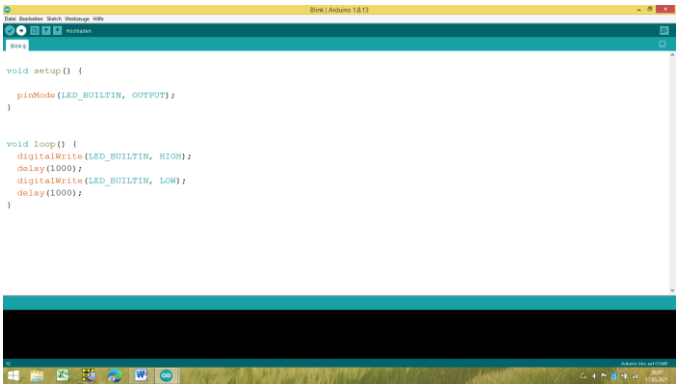
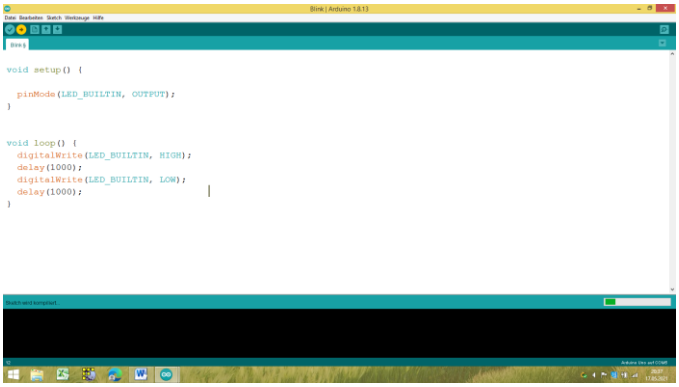
/*
Blink
Turns an LED on for one second, then off for one second, repeatedly.
Most Arduinos have an on-board LED you can control. On the UNO, MEGA and ZERO
it is attached to digital pin 13, on MKR1000 on pin 6. LED_BUILTIN is set to
the correct LED pin independent of which board is used.
If you want to know what pin the on-board LED is connected to on your Arduino
model, check the Technical Specs of your board at:
https://www.arduino.cc/en/Main/Products
modified 8 May 2014
by Scott Fitzgerald
modified 2 Sep 2016
by Arturo Guadalupi
modified 8 Sep 2016
by Colby Newman
This example code is in the public domain.


Blink | Arduino 1.8.13
Datei Bearbeiten Sketch Werkzeuge Hilfe
Hochladen
Blink §
void setup() {
pinMode(LED_BUILTIN, OUTPUT);
}
void loop() {
digitalWrite(LED_BUILTIN, HIGH);
delay(1000);
digitalWrite(LED_BUILTIN, LOW);
delay(1000);
}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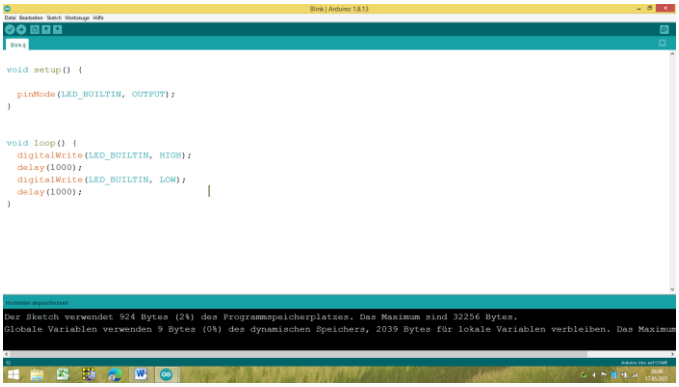
}
Sketch wird kompiliert.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void loop() {
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delay(1000);
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delay(1000);
}
Hochladen abgeschlossen.
Der Sketch verwendet 924 Bytes (2%) des Programmspeicherplatzes. Das Maximum sind 32256 Bytes.
Globale Variablen verwenden 9 Bytes (0%) des dynamischen Speichers, 2039 Bytes für lokale Variablen verbleiben. Das Maximum