Arduino Scavenger Hunt

Corresponding Material

Intro to Arduino, Lesson 1: Welcome to Arduino

Discussion

In this course, we'll be running programs on an Arduino device. Before we dive into building circuits and writing programs, let's take a minute to explore our device and a sample program.

Class Exercise

A program has been downloaded to your device by your teacher. Once you plug the battery pack into the device, the program will run automatically. Answer the following questions about the program that is running as the device itself.

1. What happens on your Arduino when the board is plugged into the computer? (Give as much detail as possible!)

2. What happens when you click the only button on the device?

3. In general, what do you think this button does?

4. What are the 5 ports, or pins, that are grouped in the **POWER** section of the board? What are they labeled?

5. How many ports are grouped in the **ANALOG IN** section of the board? What are they labeled?

6. How many pins are grouped in the **DIGITAL (PWM~)** section of the board? What are they labeled?

7. How many of these **DIGITAL** pins have **PWM** capability? (How many have a ~ symbol?) What are they labeled?