Arduino

Overview of Arduino:

Arduino is a prototype platform (open-source) based on an easy-to-use hardware and software. It consists of a circuit board, which can be programed (referred to as a microcontroller) and a ready-made software called Arduino IDE (Integrated Development Environment), which is used to write and upload the computer code to the physical board.

The key features are

- Arduino boards are able to read analog or digital input signals from different sensors and turn it into an output such as activating a motor, turning LED on/off, connect to the cloud and many other actions.
- You can control your board functions by sending a set of instructions to the microcontroller on the board via Arduino IDE (referred to as uploading software).
- Unlike most previous programmable circuit boards, Arduino does not need an extra piece of hardware (called a programmer) in order to load a new code onto the board. You can simply use a USB cable.
- Additionally, the Arduino IDE uses a simplified version of C++, making it easier to learn to program.
- Finally, Arduino provides a standard form factor that breaks the functions of the micro-controller into a more accessible package.

Board Types

Various kinds of Arduino boards are available depending on different microcontrollers used. However, all Arduino boards have one thing in common: they are programed through the Arduino IDE.

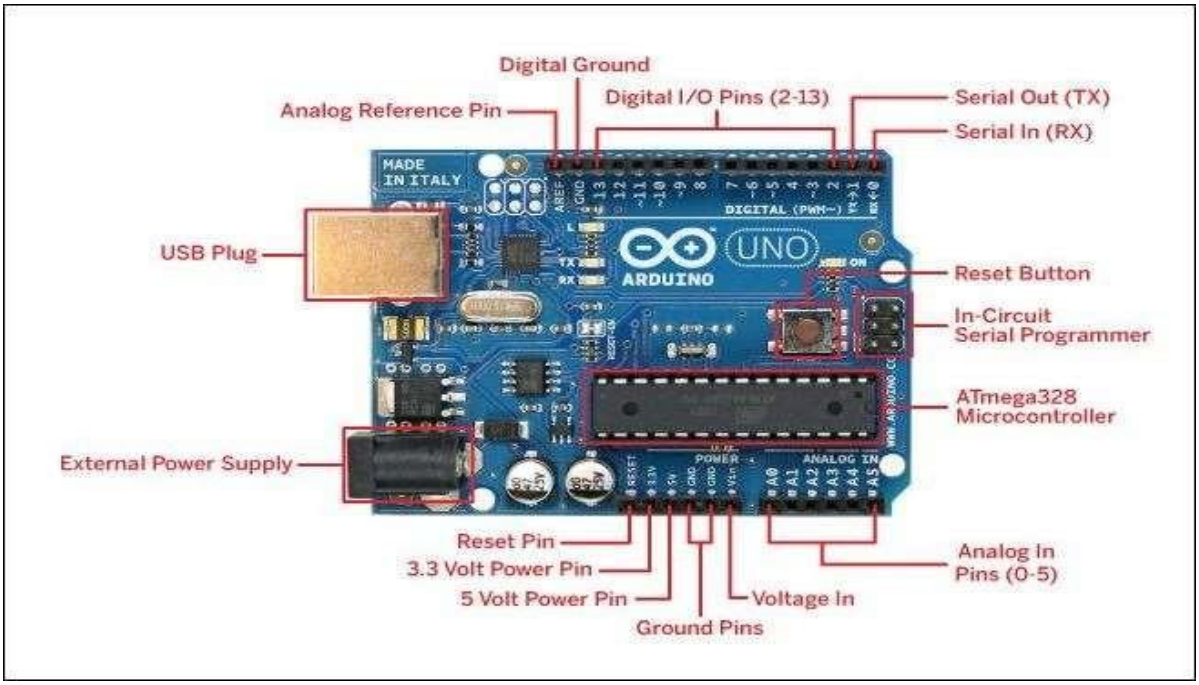
The differences are based on the number of inputs and outputs (the number of sensors, LEDs, and buttons you can use on a single board), speed, operating voltage, form factor etc. Some boards are designed to be embedded and have no programming interface (hardware), which you would need to buy separately. Some can run directly from a 3.7V battery, others need at least 5V.

Arduino UNO

Arduino UNO is a basic and inexpensive Arduino board and is the most popular of all the Arduino boards with a market share of over 50%. Arduino UNO is considered to be the best prototyping board for beginners in electronics and coding.

Arduino UNO comes with different features and capabilities. As mentioned earlier, the microcontroller used in UNO is ATmega328P, which is an 8-bit microcontroller based on the AVR architecture.

UNO has 14 digital input – output (I/O) pins which can be used as either input or output by connecting them with different external devices and components. Out of these 14 pins, 6 pins are capable of producing PWM signal. All the digital pins operate at 5V and can output a current of 20mA.

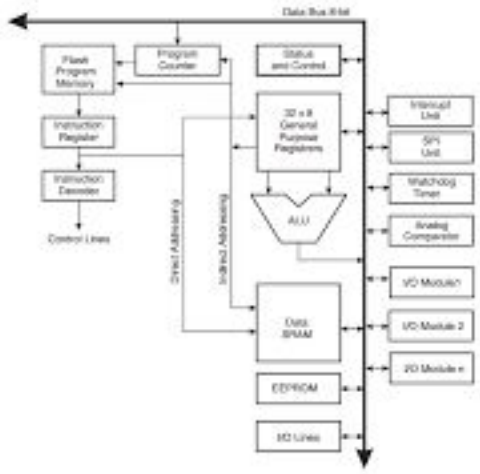


Arduino hardware is a PCB-mounted microcontroller that you can program and use for simple daily tasks, mathematical computations, and prototyping and testing. An **Arduino development board** consists of the core microcontroller with its supplementary components and the necessary circuitry to communicate with the PC which we will be using for both communications as well as programming the microcontroller.

For communication or programming purposes, we will be using a **USB to TTL converter**, which will be embedded within the Arduino board.

Arduino block diagram shows the important modules on an Arduino UNO board.

In the UNO board, the main component is the **ATMega328P**. It is the heart of the Arduino UNO.



Arduino block diagram

Arduino UNO-Pin diagram

Arduino UNO BoardDescription:

Power USB

Arduino board can be powered by using the USB cable from your computer. All you need to do is connect the USB cable to the USB connection (1).

Power (Barrel Jack)

Arduino boards can be powered directly from the AC mains power supply by connecting it to the Barrel Jack (2).

Voltage Regulator

The function of the voltage regulator is to control the voltage given to the Arduino board and stabilize the DC voltages used by the processor and other elements.

Crystal Oscillator

The crystal oscillator helps Arduino in dealing with time issues. How does Arduino calculate time? The answer is, by using the crystal oscillator. The number printed on top of the Arduino crystal is 16.000H9H. It tells us that the frequency is 16,000,000 Hertz or 16 MHz.

Arduino Reset

You can reset your Arduino board, i.e., start your program from the beginning. You can reset the UNO board in two ways. First, by using the reset button (17) on the board. Second, you can connect an external reset button to the Arduino pin labeled RESET (5).

Pins (3.3, 5, GND, Vin)

3.3V (6) − Supply 3.3 output volt

5V (7) − Supply 5 output volt

Most of the components used with Arduino board works fine with 3.3 volt and 5 volt.

GND (8)(Ground) − There are several GND pins on the Arduino, any of which can be used to ground your circuit.

Vin (9) − This pin also can be used to power the Arduino board from an external power source, like AC mains power supply.

Analog pins

The Arduino UNO board has six analog input pins A0 through A5. These pins can read the signal from an analog sensor like the humidity sensor or temperature sensor and convert it into a digital value that can be read by the microprocessor.

Main microcontroller

Each Arduino board has its own microcontroller (11). You can assume it as the brain of your board. The main IC (integrated circuit) on the Arduino is slightly different from board to board. The microcontrollers are usually of the ATMEL Company. You must know what IC your board has before loading up a new program from the Arduino IDE. This information is available on the top of the IC.

ICSP pin

Mostly, ICSP is an AVR, a tiny programming header for the Arduino consisting of MOSI, MISO, SCK, RESET, VCC, and GND. It is often referred to as an SPI (Serial Peripheral Interface), which could be considered as an "expansion" of the output. Actually, you are slaving the output device to the master of the SPI bus.

Power LED indicator

This LED should light up when you plug your Arduino into a power source to indicate that your board is powered up correctly. If this light does not turn on, then there is something wrong with the connection.

TX and RX LEDs

On your board, you will find two labels: TX (transmit) and RX (receive). They appear in two places on the Arduino UNO board. First, at the digital pins 0 and 1, to indicate the pins responsible for serial communication. Second, the TX and RX led (13). The TX led flashes with different speed while sending the serial data. The speed of flashing depends on the baud rate used by the board. RX flashes during the receiving process.

Digital I/O

The Arduino UNO board has 14 digital I/O pins (of which 6 provide PWM (Pulse Width Modulation) output. The pins 0 to 13 are used as a digital input or output for the Arduino board. These pins can be configured to work as input digital pins to read logic values (0 or 1) or as digital output pins to drive different modules like LEDs, relays, etc.

External Interrupt Pins: This pin of the Arduino board is used to produce the External interrupt and it is done by pin numbers 2 and 3.

PWM Pins: This pins of the board is used to convert the digital signal into an analog by varying the width of the Pulse. The pin numbers 3,5,6,9,10 and 11 are used as a PWM pin.

SPI Pins: This is the Serial Peripheral Interface pin, it is used to maintain SPI communication with the help of the SPI library. SPI pins include:

SS: Pin number 10 is used as a Slave Select

MOSI: Pin number 11 is used as a Master Out Slave In

MISO: Pin number 12 is used as a Master In Slave Out

SCK: Pin number 13 is used as a Serial Clock

AREF Pin: This is an analog reference pin of the Arduino board. It is used to provide a reference voltage from an external power supply.

Introduction to ATMEGEA 328P:

ATMEGA328P is high performance, low power controller from Microchip. ATMEGA328P is an 8-bit microcontroller based on AVR RISC architecture. It is the most popular of all AVR controllers as it is used in ARDUINO boards.

Applications

There are hundreds of applications for ATMEGA328P:

- Used in ARDUINO UNO, ARDUINO NANO and ARDUINO MICRO boards.
- Industrial control systems.
- SMPS and Power Regulation systems.
- Digital data processing.
- Analog signal measuring and manipulations.
- Embedded systems like coffee machine, vending machine.
- Motor control systems.
- Display units.
- Peripheral Interface system.