



**LaACES
Student
Ballooning
Course**

Installing and Navigating the Arduino IDE



What is an IDE

- An **integrated development environment** (IDE) is software designed to increase productivity by integrating useful tools into one application
- These tools vary between different IDEs, but commonly include a source code editor, compiler, and debugger



Source Code Versus Machine Code

- **Source code** is designed for human readability and uses textual syntax that is translated into machine code
- **Machine code** is low-level binary data written for a computer that does not need additional translation



Source Code Editor

- A text editor designed specifically for editing code
- Features:
 - Syntax highlighting and brace matching
 - Automatic indentation
 - Auto-complete word prediction that fills in common words or phrases as the programmer is typing

```
void loop ) { ←  
    // run repeatedly  
} ←
```

- Brace matching: Clicking beside a brace puts a box around its counterpart (orange arrows)
- Syntax highlighting groups elements by color; void is a data type and loop is a function (red box)



Compiler

- Used to convert one language into another language
- Converts the source code into machine code for the computer to read



Debugger

- Software designed for testing the source code
- Oftentimes, the debugger will offer suggestions based on expectations to help the programmer identify and resolve issues



Common IDEs

- Arduino
- Visual Studio
- Eclipse
- Komodo
- Android Studio
- NetBeans
- Atom
- BlueJ



The Arduino IDE

- Arduino software is open source and can be downloaded for free at <https://www.arduino.cc/en/Main/Software>
- Compatible with Windows, Mac OS X and Linux systems





Choosing the Correct Package

- Select download link for the appropriate operating system, recommend installer vs app

Download the Arduino IDE



ARDUINO 1.8.8
The open-source Arduino Software (IDE) makes it easy to write code and upload it to the board. It runs on Windows, Mac OS X, and Linux. The environment is written in Java and based on Processing and other open-source software.
This software can be used with any Arduino board. Refer to the [Getting Started](#) page for Installation instructions.



Windows Installer, for Windows XP and up
Windows ZIP file for non admin install

Windows app Requires Win 8.1 or 10
Get 

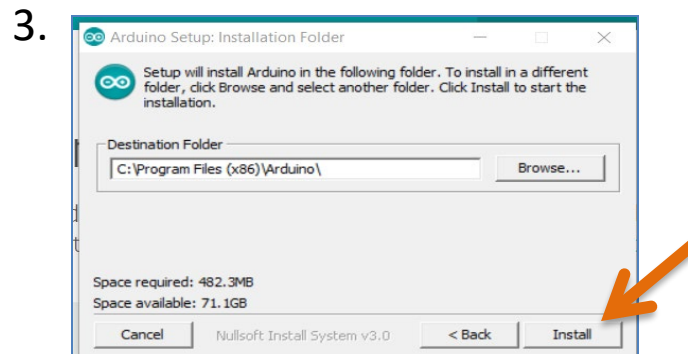
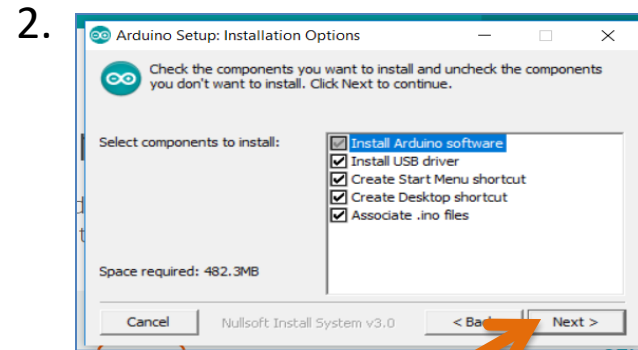
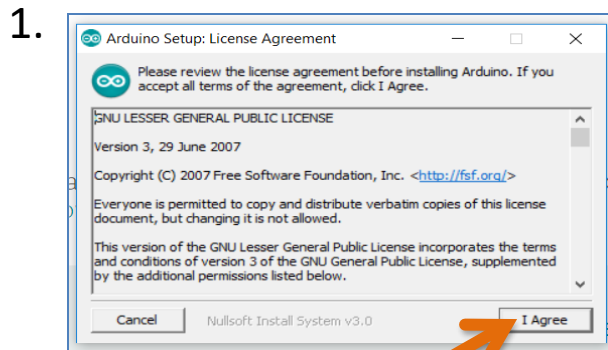
Mac OS X 10.8 Mountain Lion or newer

Linux 32 bits
Linux 64 bits
Linux ARM

Release Notes
Source Code
Checksums (sha512)

Installation

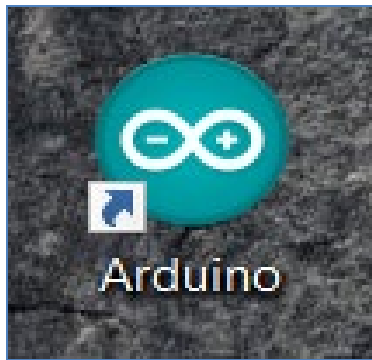
- Follow on-screen instructions to run the installation software (example is for Windows)



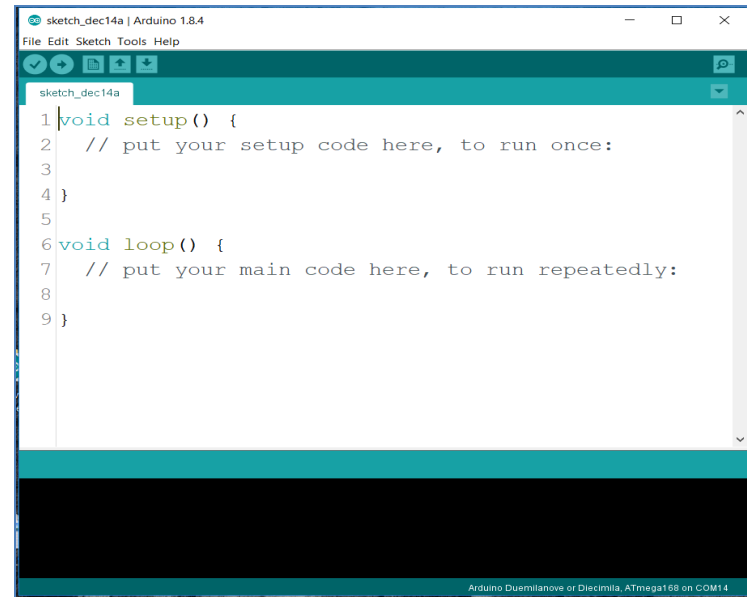


Opening the IDE

- Locate the Arduino icon on your desktop and double click to open the program



Clicking this



Should give you this



Navigation

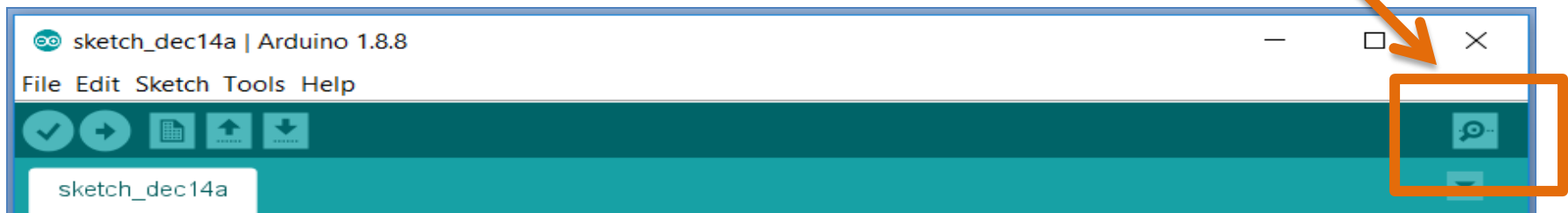
- The toolbar at the top of the IDE contains functions for file, edit, sketch, tools, and help
- The next line gives shortcuts for verify, upload, new, open, and save
- The tab at the bottom shows the name of the current sketch





The Serial Monitor

- The icon of the magnifying glass in the top right-hand corner opens the **serial monitor**
- This is a pop-up window that allows the programmer to see interactions as the code runs





File

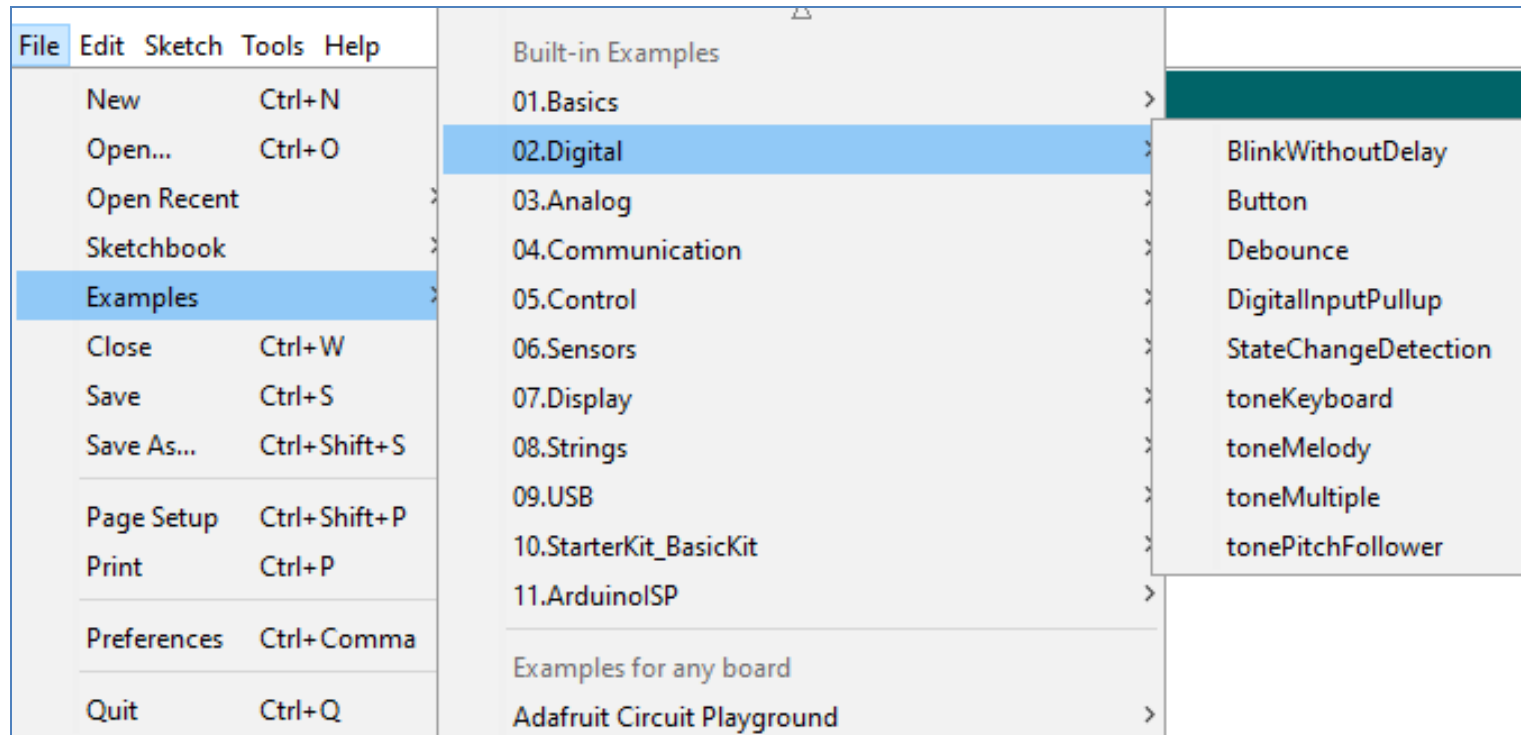
- The **file** folder contains features such as new, open, save, and print
- The **sketchbook** subfolder contains a collection of code written by the programmer
- The **examples** subfolder contains fully functional code written for the programmer to assist with common tasks

File	Edit	Sketch	Tools	Help
New			Ctrl+N	
Open...			Ctrl+O	
Open Recent				>
Sketchbook				>
Examples				>
Close			Ctrl+W	
Save			Ctrl+S	
Save As...			Ctrl+Shift+S	
Page Setup			Ctrl+Shift+P	
Print			Ctrl+P	
Preferences			Ctrl+Comma	
Quit			Ctrl+Q	



File: Examples

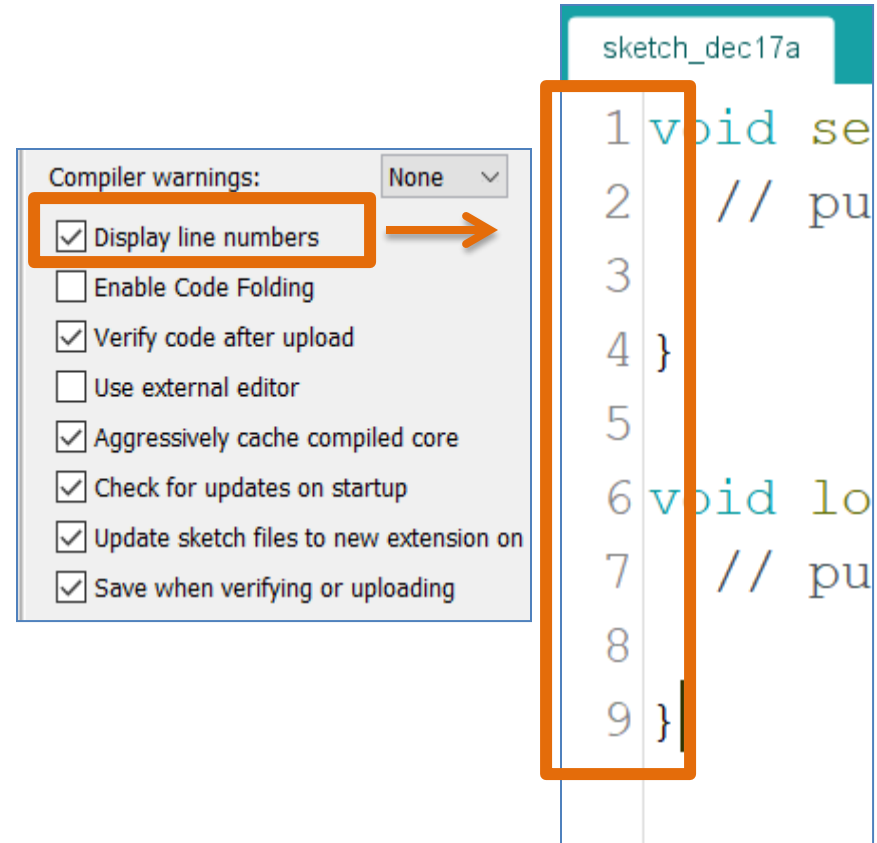
- The **examples** subfolder covers a wide range of processes





File: Preferences

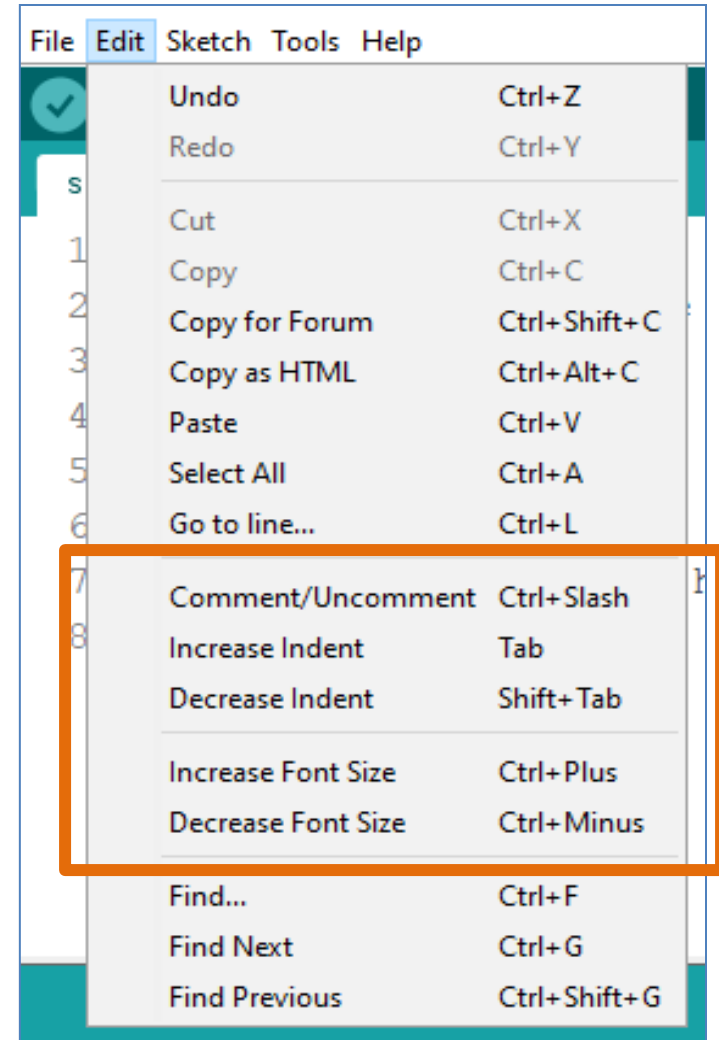
- The **preferences** subfolder allows you to customize the IDE
- **Display line numbers** is a popular feature that adds or removes line numbers from the source code





Edit

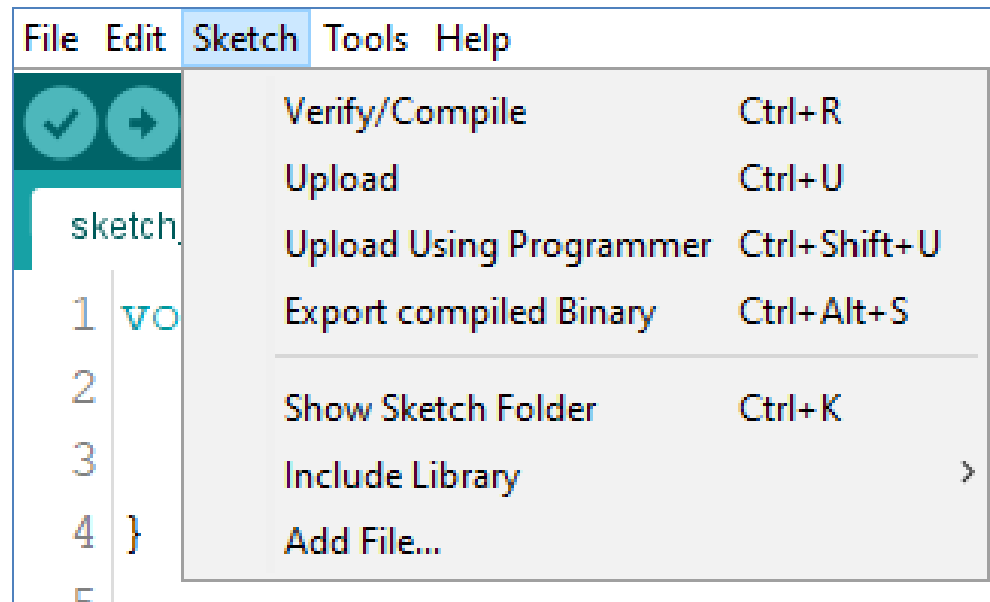
- **Edit** provides shortcuts for useful features such as undo, redo, cut, copy, and paste
- You can increase or decrease indentions as well as font size
- A simple shortcut lets you comment or uncomment an entire section of highlighted code





Sketch

- **Sketch** provides shortcuts for verifying, compiling, and uploading code
- It allows you to include libraries or incorporate files into the code as needed





Verifying and Uploading Code

- **Verifying** checks for problems
- **Uploading** verifies and sends the code to a microcontroller
- It is recommended to verify often as it is easier to locate mistakes from a short line of code as opposed to an entire script



Libraries

- **Libraries** are a collection of precompiled modules that use keywords to activate functions
- The example below uses a library named pitches.h for its preset melody, duration, and notes without the need for additional code

```
#include "pitches.h"
```

```
int melody[] = {NOTE_C4, NOTE_G3, NOTE_G3, NOTE_A3, NOTE_G3, 0, NOTE_B3, NOTE_C4};
```

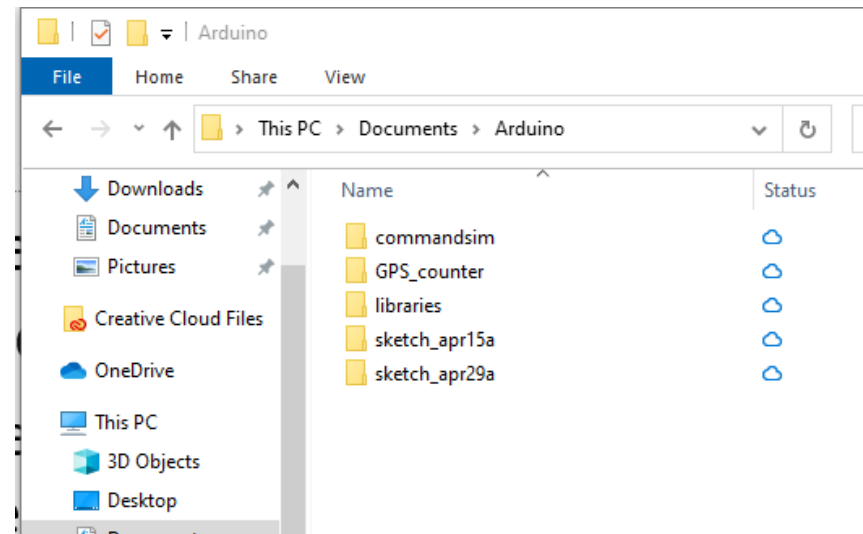
```
int noteDurations[] = {4, 8, 8, 4, 4, 4, 4, 4};
```

```
tone(8, melody[thisNote], noteDuration);
```



A few notes on libraries

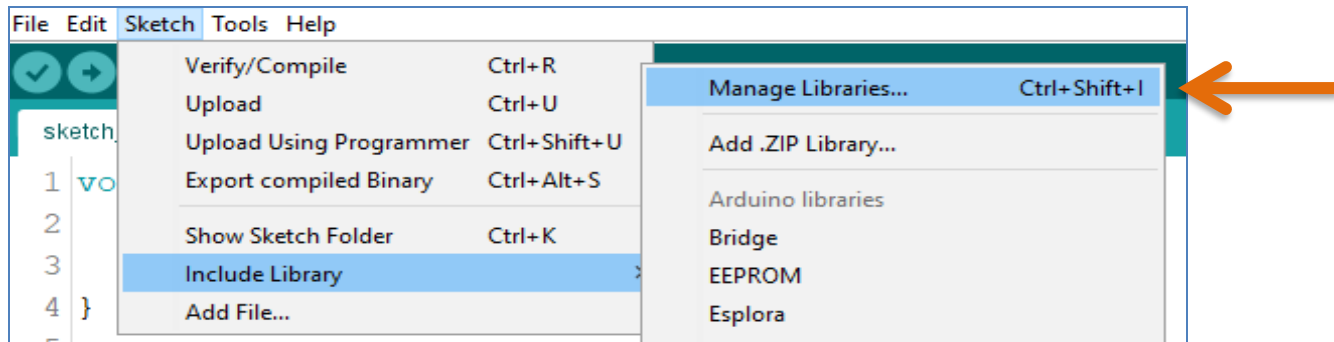
- There are actually a few places libraries are stored
 - The default libraries (like SPI.h, wire.h, etc.) are in the Arduino IDE install directory
 - User installed libraries go to a folder named libraries inside the sketchbook folder
 - The sketchbook folder is set in the preferences menu option



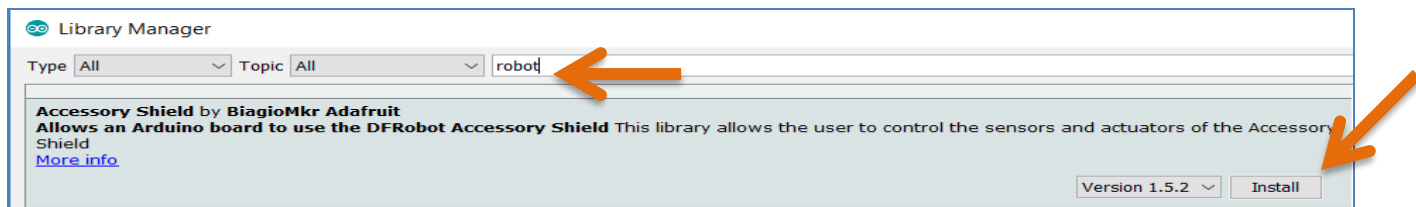


Add a Library via IDE

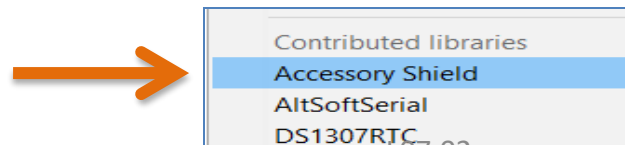
- Select **Manage Libraries** subfolder



- Type **keyword** to locate a library and select install to download



- Locate and select new library in **include library** subfolder





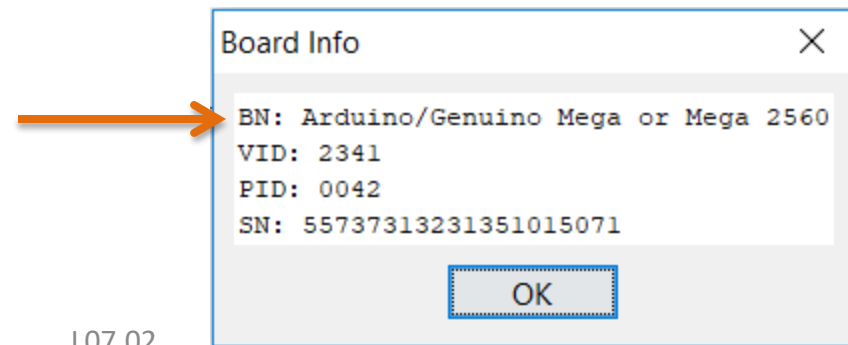
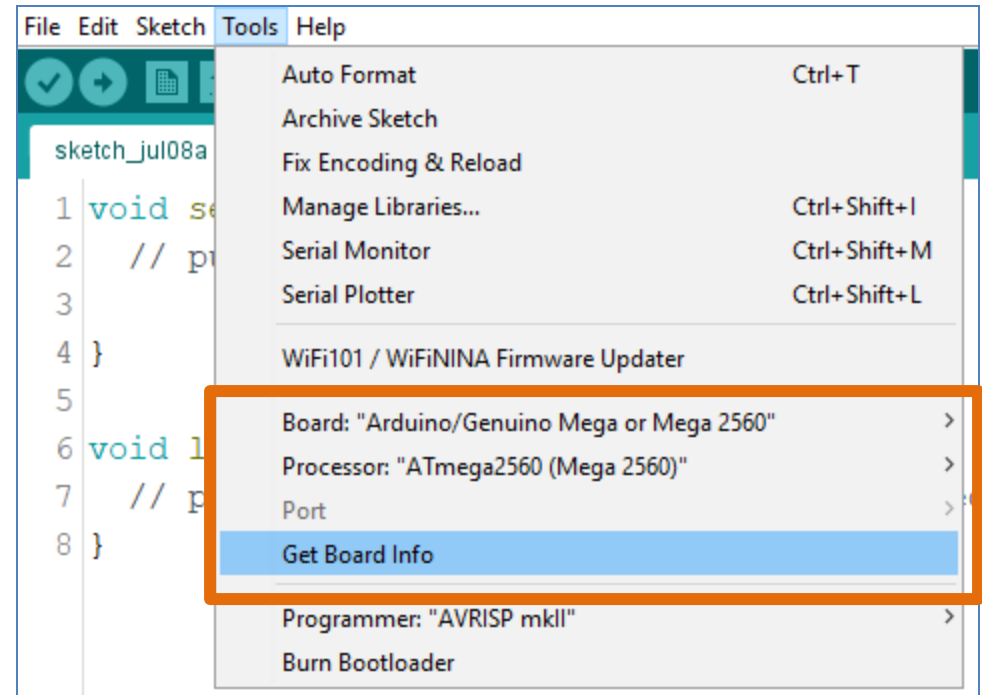
Library naming

- Libraries can also be installed by just copying the folder into the libraries folder (we will do this in a later activity)
- The name of the folder must match the .h file
 - ie. Folder named SD-master containing SD.h will not work, must rename the folder to just SD
- User libraries (those inside the sketchbook folder) will override default libraries with the same name



Tools

- **Tools** is where the board and processor are selected
 - Code will not run properly if this does not match your equipment
- Use '**Get Board Info**' if you are unsure about the microcontroller being used

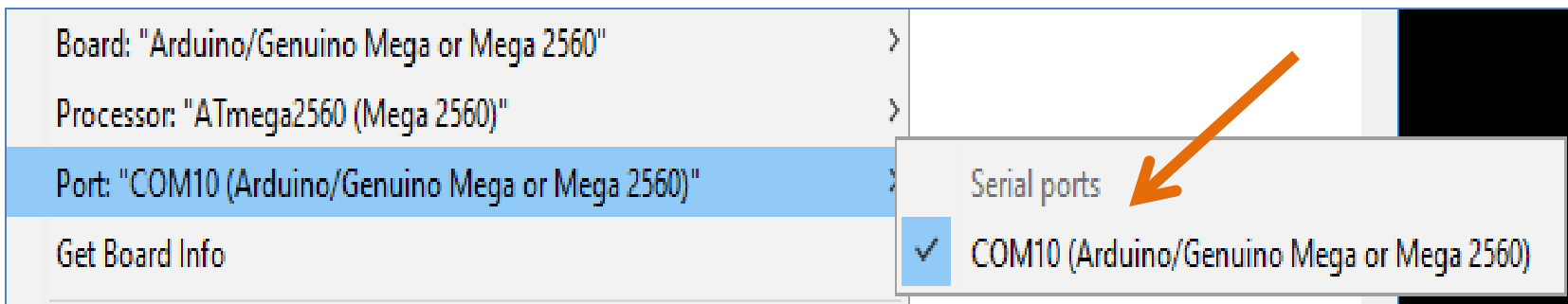




Tools: Port

- The serial port number is determined by the operating system when the USB cable is plugged in
- The following link contains instructions for determining the correct port for Windows, Mac, and Linux:

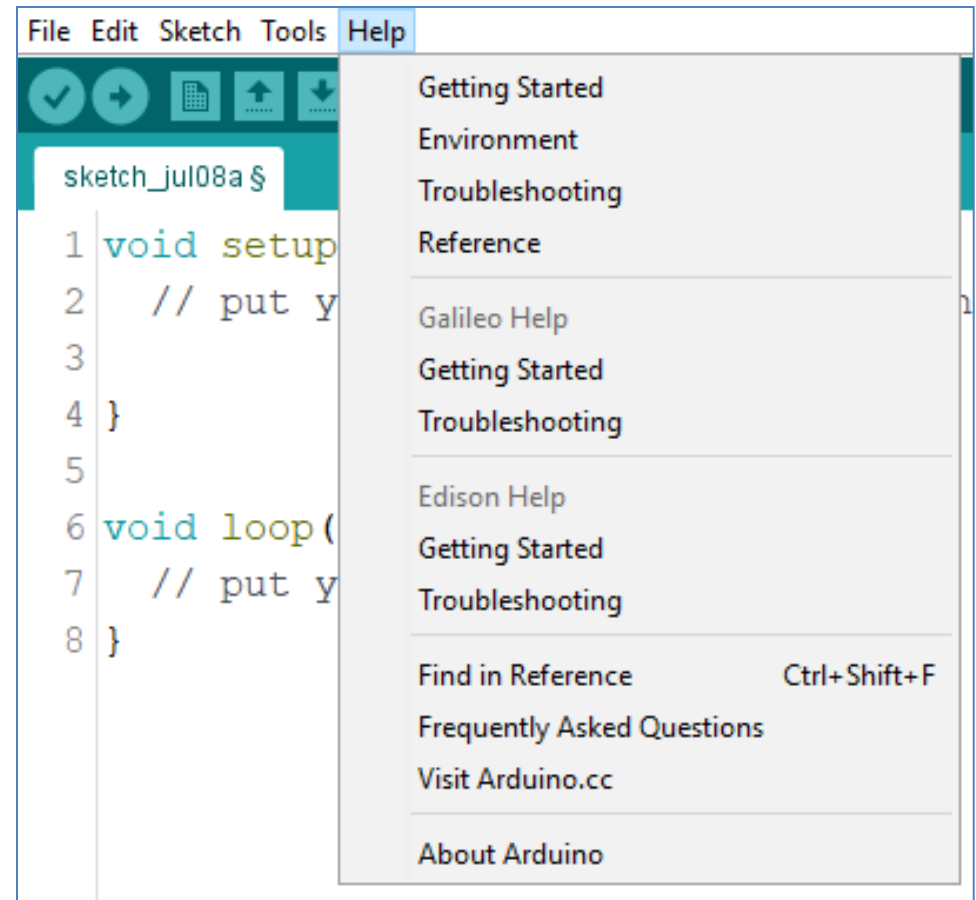
http://www.me.umn.edu/courses/me2011/arduino/technotes/debug/arduino_debug.html





Help

- If ever stuck, **help** offers links for getting started, frequently asked questions, and troubleshooting

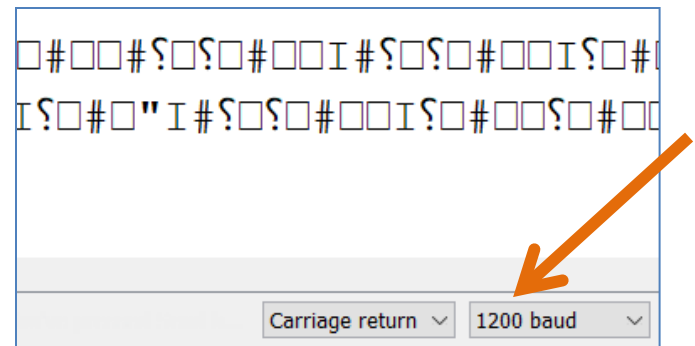
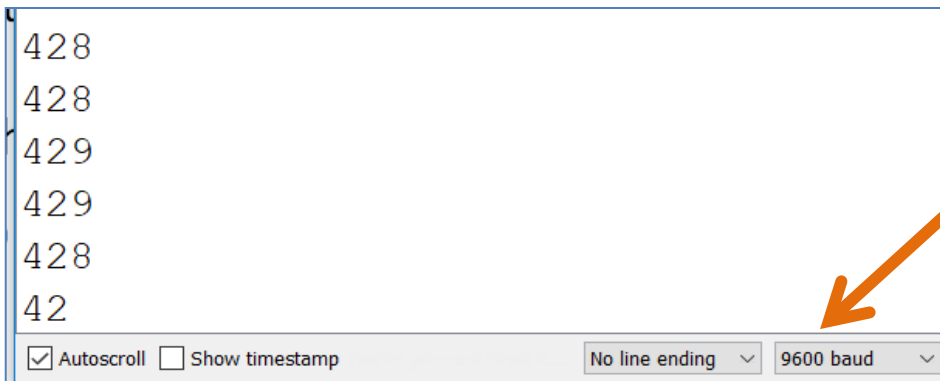




Baud Rates

- The **baud rate** is the rate by which information is transferred
- The serial monitor will display unintended caricature if the baud rate on the monitor is not set to match what is dictated in the code

`Serial.begin(9600);` ←





Debugging Code

- The debug window provides information based on normal expectations
- The example shows two conflicting data types assigned to one variable, int and word
- The debugger highlights the potential error in the text window (top) and alerts the programmer in the debug window (bottom)

```
void loop() {  
  // read the sensor:  
  int word sensorReading = analogRead(A0);  
  // print the sensor reading so you know its range
```

```
expected initializer before 'sensorReading'
```

```
exit status 1  
expected initializer before 'sensorReading'
```



Getting Started

- Arduino breaks the sketch into two parts, void setup () and void loop ()
- Setup runs once whereas loop runs repeatedly

```
sketch_dec17b | Arduino 1.8.8
File Edit Sketch Tools Help
sketch_dec17b
1 void setup() {
2   // put your setup code here, to run once:
3
4 }
5
6 void loop() {
7   // put your main code here, to run repeatedly:
8
9 }
```

Arduino/Genuino Mega or Mega 2560, ATmega2560 (Mega 2560) on COM15



Global Declarations

- Libraries and global variables go outside of the two main functions (setup and loop) and are visible to every line in the code
- The following example defines the **libraries** needed to initiate an SD card reader on lines 2 and 3
- It defines **global variables** on lines 5, 6, and 7

```
1  
2 #include<Wire.h>  
3 #include<SD.h>  
4  
5 const int chipSelect = 10;  
6 int error = 0;  
7 long timeStamp;  
8  
9 void setup() {  
10     Serial.begin(9600);
```



Void Setup

- Functions that only need to run once go under **void setup**
- Can declare **baud rate** and **initialize system checks**
- In the example, the SD card writes via chipSelect (pin 10 defined on slide 28). If it fails to write, it prints an error message in the serial monitor (at a rate of 9600) and stops running the code

```
9 void setup() {  
10     Serial.begin(9600);  
11     Serial.print("Initializing SD card...");  
12  
13     pinMode(chipSelect, OUTPUT);  
14  
15     if (!SD.begin(chipSelect)) {  
16         Serial.println("Card failed, or not present");  
17         error = 1;  
18         return;  
}
```



Void Loop

- Location of the main code that will loop repeatedly
- In the example, the variable `dataString` will store the reading from a sensor (`sensorVal`) with 4 measurements taken and it will create a `timeStamp` that repeats once every millisecond (`millis`); this will repeat indefinitely

```
22 void loop() {  
23     String dataString = "";  
24     timeStamp = millis();  
25  
26     for (int analogPin = 0; analogPin < 4; analogPin ++)  
27     {  
28         int sensorVal = analogRead(analogPin);  
29         dataString += String(sensorVal);  
}
```




Troubleshooting

- Check syntax
 - Missing semicolons, brackets, etc.
- Libraries
 - Proper syntax and keywords; some libraries may conflict with one another
- Correct baud rate
- Case sensitive context
- Correct data types