

# ARDUINO LESSONS - Summary

So what have we learned?

- the basic skill to run an Arduino program: get a PC, connect the Arduino via USB, upload a program, watch it run.
- basic breadboarding skills: using a breadboard. Power and Ground. Jumper wires.
- basic digitalWrite: any pin (0 thru 13) can write HIGH or LOW, turn a thing ON or OFF, such as LEDs (with resistors).
- basic analogRead: any Analog pin (A0 thru A5) can read a number (in the range of 0 to 1023) from any variable resistance device, eg: pot, pressure/light/temp sensors, etc. (sometimes you have to add a resistor!)
- basic servo: how to connect, how to set angle.
- very basic programming: Serial.print, if ( x > 200), etc.

My belief is that with just the above you have a foundation in the basic skills, and can now learn lots more ON YOUR OWN. There are zillions of Arduino projects on the internet. I've given you some mass to get you started. Now GO FORTH AND BUILD!

Things to check out:

- [arduino.cc](http://arduino.cc) - look at their "Examples", "Reference", and "Libraries" pages.
- [instructables.com](http://instructables.com) - LOTS of Arduino projects. Just search "Arduino".

Where to buy stuff:

- [sparkfun.com](http://sparkfun.com), [adafruit.com](http://adafruit.com), and lots more! These sites sell Arduinos and various sensors and motors and lights and all kinds of stuff! Check out their catalog and be amazed at the stuff you can get (eg, heart rate sensors, sewable Arduinos, etc).

AND HAVE FUN!