# Arduino Programming Part 2

EAS 199A Lecture 6 Fall 2011

### Overview

- Variable types
  - int
  - float
- Loops
- for loops
- while loops (another day)

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# Assigning and Using Variables

### Arduino web site

- http://arduino.cc/en/Reference/HomePage
- http://www.arduino.cc/en/Tutorial/Variables
- http://arduino.cc/en/Tutorial/Foundations

### The more common variable types are

- integers:
  - int, long, unsigned int, unsigned long
- floating point values: (numbers with fractional parts
  float, double
- \* characters and character strings
  - char, string, String
- ✤ arrays





Use an int for most common tasks requiring integers

```
    Use an int for most loop counters:
```

int i, n=16; for ( i=0; i<n; i++) { // loop body }

\* An int is returned by a built-in functions, e.g. analogRead

```
int val, photo_pin=4;
val = analogRead(photo_pin);
```

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# Practical usage of int and long

Use a long when the range of values is very large, e.g. measuring the system time in milliseconds

```
long start_time, current_time;
long wait_time = 86400000; // one day
void setup() {
  start_time = millis();
  Serial.begin(9600);
}
void loop() {
  current_time = millis();
  if ( (current_time - start_time) > wait_time ) {
    Serial.println("24 hours has passed");
    start_time = current_time;
  }
}
```

# Floating point numbers are used for computing with fractional values float • numbers with fractional part • values in the range -3.4028235 × 10<sup>38</sup> to 3.4028235 × 10<sup>38</sup> Practical advice • Loat an boxery large or small • floating point math involves small rounding errors

# Integer and floating point variables use different arithmetic rules

### Integer math: Division rounds to nearest int

### Floating point math

float x, y, z; x = 4.0; // Include "point zero" to reinforce y = 3.0; // that x and y are floats z = x/z; // Value of 1.3333333 is stored in z

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Use conversion functions to change type

Convert to an integer:

a = int(x);

### Convert to a floating point value:

x = float(i);

### Practical Advice

Use explicit type conversion functions to convey your intent

# Defining and Using Variables

- \* All variables must be declared before use
- \* Declaration consists of a type specification and the variable name
- \* A declaration may also include an assignment
- Use meaningful variable names
- \* Add comments to further clarify meaning

### Examples

int red\_pin; 11 declaration only int blue\_pin = 5; // declaration and assignment greenPin = 0; int // Voltage of the input signal float voltage: float maxVoltage = 5.0; // Maximum range of analog input sensorVal = analogRead(sensorPin); // get reading // convert to floating point voltage voltage = float(sensorVal)\*maxVoltage/float(range); Arduino Programming Part 2: EAS 199A

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- for loops
- need a counter
- while loops
  - need an escape

int i; // declare counter for ( i=0; i<=12; i++ ) { // standard structure</pre> Serial.println(i); // send value of i to serial monitor }

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## Loops

### Common loop: increment by one

for ( i=0; i<=12; i++ ) { // increment by one
 ... code block goes here
}</pre>

### Common loop: increment by two

for ( i=0; i<=12; i+=2 ) { // increment by two
 ... code block goes here
}</pre>

### Decrement by one

```
for ( i=12; i>=0; i-- ) { // decrement by one
   ... code block goes here
}
```

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### Change nave

- Increase nave from 5 to 10, 50, 100, 500
- \* Why is the reading negative for large nave?
- How can you fix this by changing the variable type for sensorSum?

### Add print statements inside the averaging loop

```
Serial.print("\t Reading = ");
Serial.println(sensorVal);
```