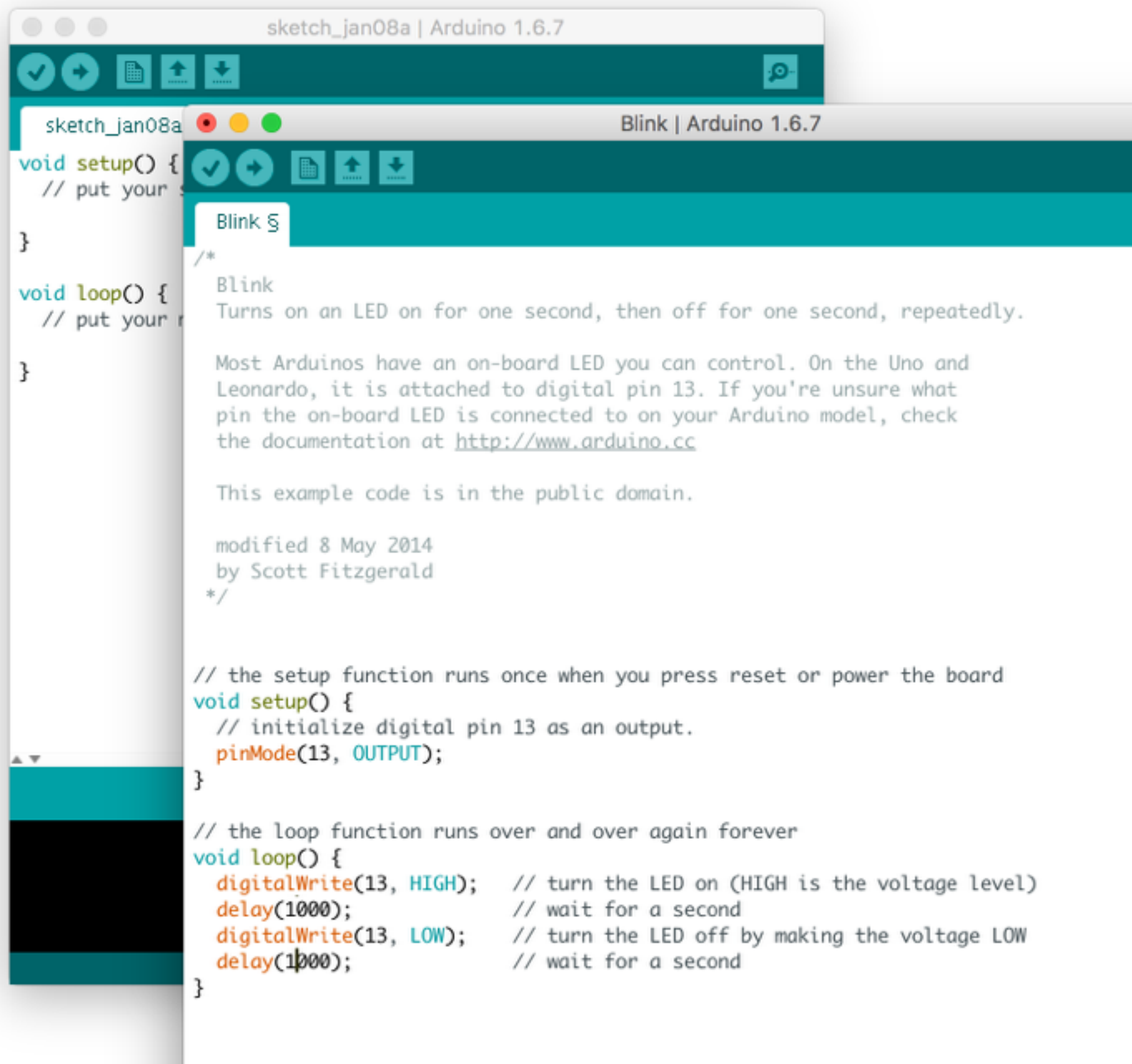


Arduino Software (IDE), integrierte Entwicklungsumgebung
Programmcode (sketch) für integrierte Beispielprojekte auswählen



The screenshot shows the Arduino IDE interface. The title bar reads "Blink | Arduino 1.6.7". The menu bar includes "File", "Edit", "Tools", and "Help". The toolbar contains icons for opening, saving, uploading, and downloading. The main text area displays the Blink sketch code, which includes a multi-line comment describing the sketch, the setup function, and the loop function. The status bar at the bottom indicates "29" and "Arduino/Genuino Uno on /dev/cu.usbmodem1411".

```
/*
Blink
Turns on an LED on for one second, then off for one second, repeatedly.

Most Arduinos have an on-board LED you can control. On the Uno and
Leonardo, it is attached to digital pin 13. If you're unsure what
pin the on-board LED is connected to on your Arduino model, check
the documentation at http://www.arduino.cc

This example code is in the public domain.

modified 8 May 2014
by Scott Fitzgerald
*/

// the setup function runs once when you press reset or power the board
void setup() {
  // initialize digital pin 13 as an output.
  pinMode(13, OUTPUT);
}

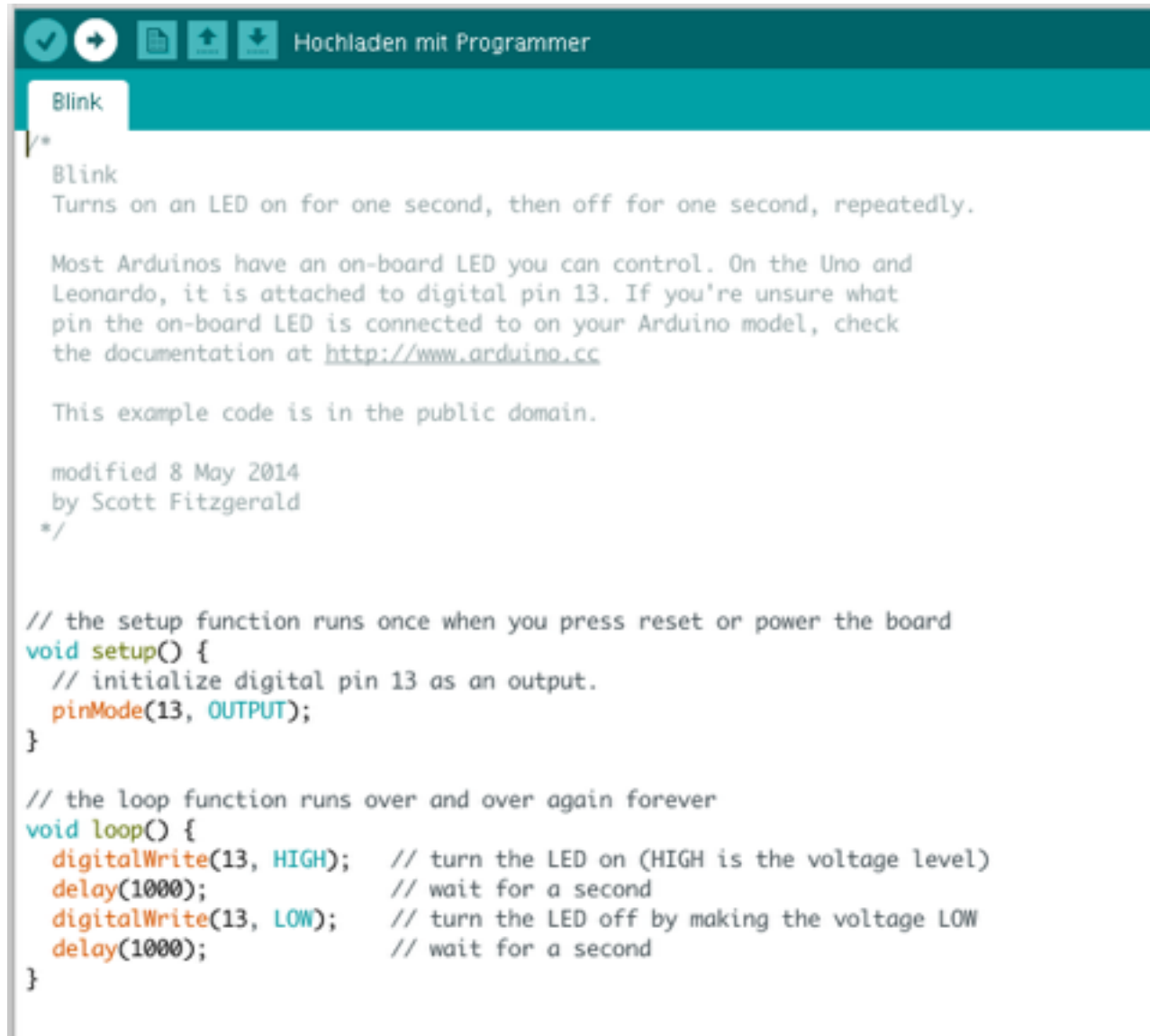
// the loop function runs over and over again forever
void loop() {
  digitalWrite(13, HIGH); // turn the LED on (HIGH is the voltage level)
  delay(1000);            // wait for a second
  digitalWrite(13, LOW);  // turn the LED off by making the voltage LOW
  delay(1000);            // wait for a second
}
```

Kompilieren abgeschlossen.

Der Sketch verwendet 1.030 Bytes (3%) des Programmspeicherplatzes. Das Maximum sind 32.256 B.
Globale Variablen verwenden 9 Bytes (0%) des dynamischen Speichers, 2.039 Bytes für lokale V.

29 Arduino/Genuino Uno on /dev/cu.usbmodem1411

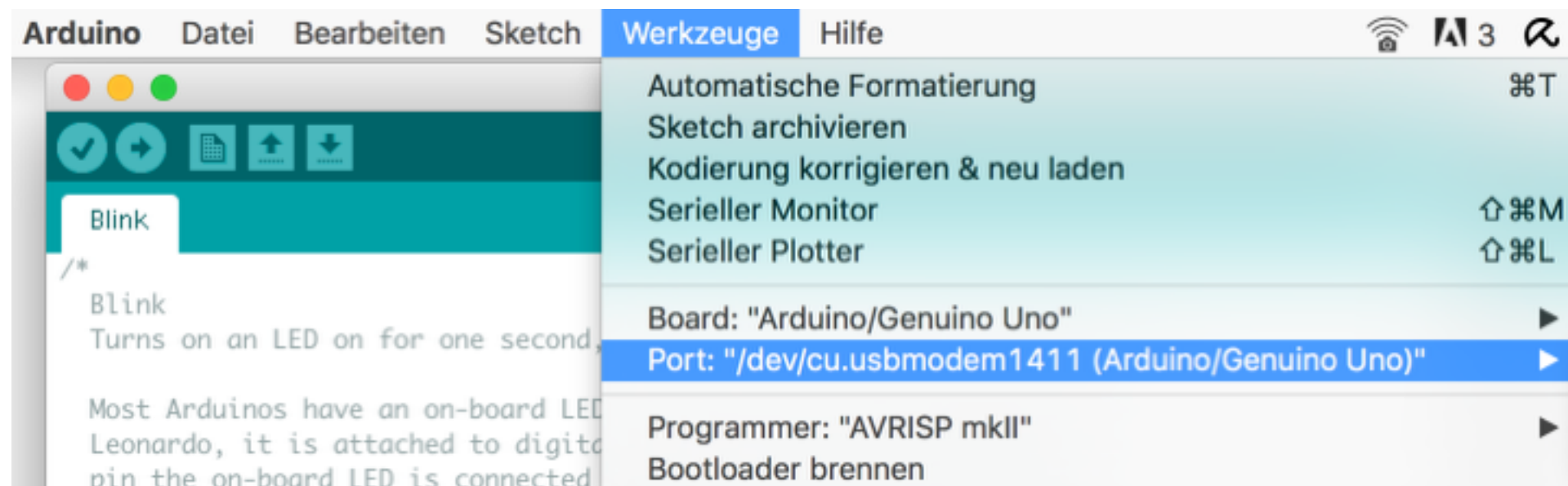
Überprüfen des Programmcodes



The screenshot shows the Arduino IDE interface. At the top, there is a toolbar with icons for checking, uploading, and downloading, followed by the text 'Hochladen mit Programmer'. Below the toolbar, a tab labeled 'Blink' is selected. The main text area contains the following code:

```
/*  
  Blink  
  Turns on an LED on for one second, then off for one second, repeatedly.  
  
  Most Arduinos have an on-board LED you can control. On the Uno and  
  Leonardo, it is attached to digital pin 13. If you're unsure what  
  pin the on-board LED is connected to on your Arduino model, check  
  the documentation at http://www.arduino.cc  
  
  This example code is in the public domain.  
  
  modified 8 May 2014  
  by Scott Fitzgerald  
  */  
  
// the setup function runs once when you press reset or power the board  
void setup() {  
  // initialize digital pin 13 as an output.  
  pinMode(13, OUTPUT);  
}  
  
// the loop function runs over and over again forever  
void loop() {  
  digitalWrite(13, HIGH);  // turn the LED on (HIGH is the voltage level)  
  delay(1000);             // wait for a second  
  digitalWrite(13, LOW);   // turn the LED off by making the voltage LOW  
  delay(1000);             // wait for a second  
}
```

Übertragen des Programmcodes
auf das Arduinoboard



Falls beim Hochladen des sketches eine Fehlermeldung kommt: Richtigen Port auswählen



```
// the setup function runs once when you press reset or power the board
void setup() {
  // initialize digital pin 13 as an output.
  pinMode(13, OUTPUT);
}

// the loop function runs over and over again forever
void loop() {
  digitalWrite(13, HIGH); // turn the LED on (HIGH is the voltage level)
  delay(1000);            // wait for a second
  digitalWrite(13, LOW);  // turn the LED off by making the voltage LOW
  delay(1000);            // wait for a second
}
```

Hochladen abgeschlossen.

Der Sketch verwendet 1.030 Bytes (3%) des Programmspeicherplatzes. Das Maximum für Globale Variablen verwenden 9 Bytes (0%) des dynamischen Speichers, 2.039 Bytes für lokale Variablen.

Nach erfolgreichem Hochladen wird das Programm auf dem Arduino ausgeführt.

Programmcode kann verändert werden