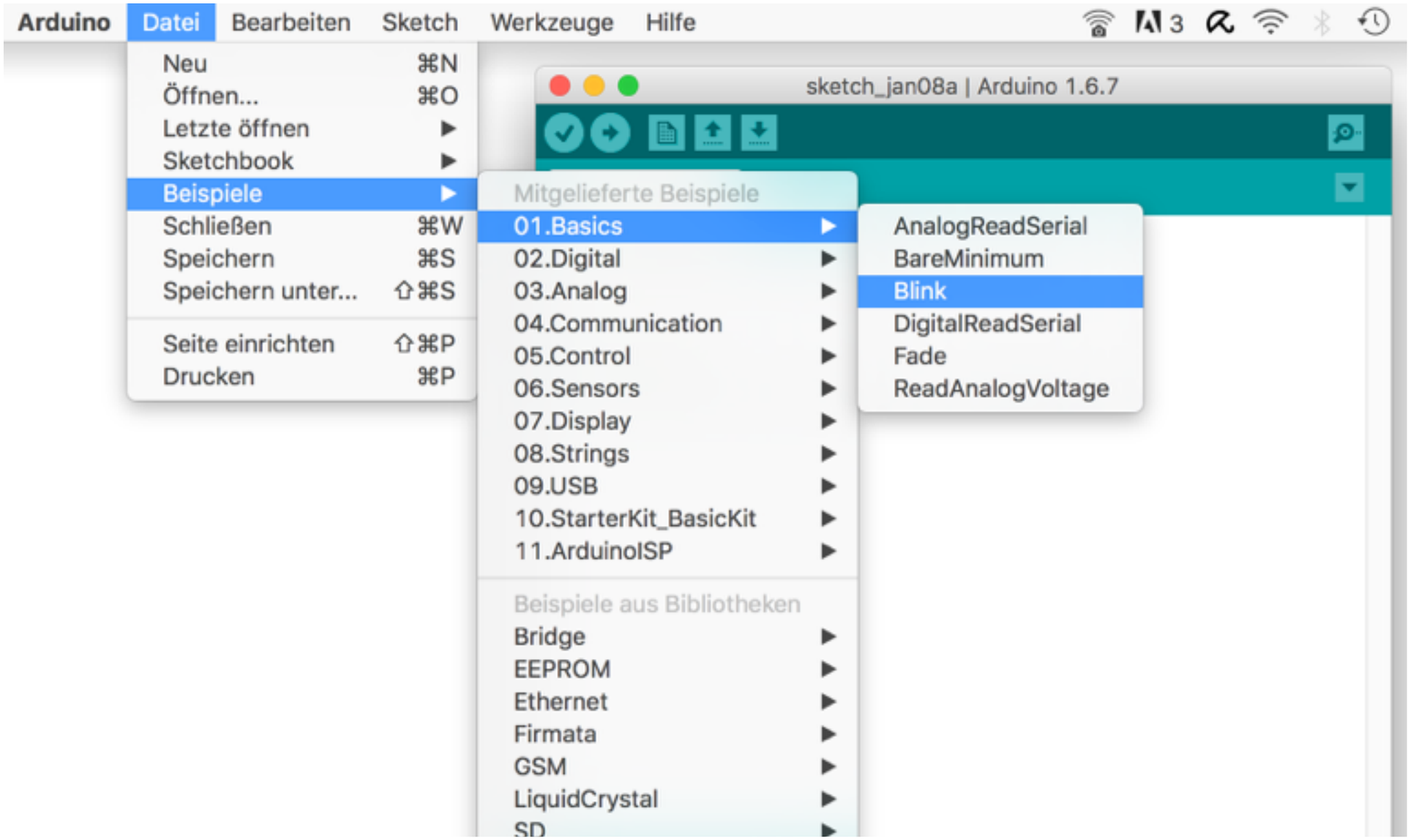

Arduino Software (IDE), integrierte Entwicklungsumgebung
Programmcode (sketch) für integrierte Beispielprojekte auswählen

sketch_jan08a | Arduino 1.6.7

sketch_jan08a

```
void setup() {
  // put your

}

void loop() {
  // put your

}
```

Blink | Arduino 1.6.7

Blink §

```
/*
  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
}
```

Überprüfen des Programmcodes

Hochladen mit Programmer

Blink

```
/*
  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
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  delay(1000);              // wait for a second
}
```
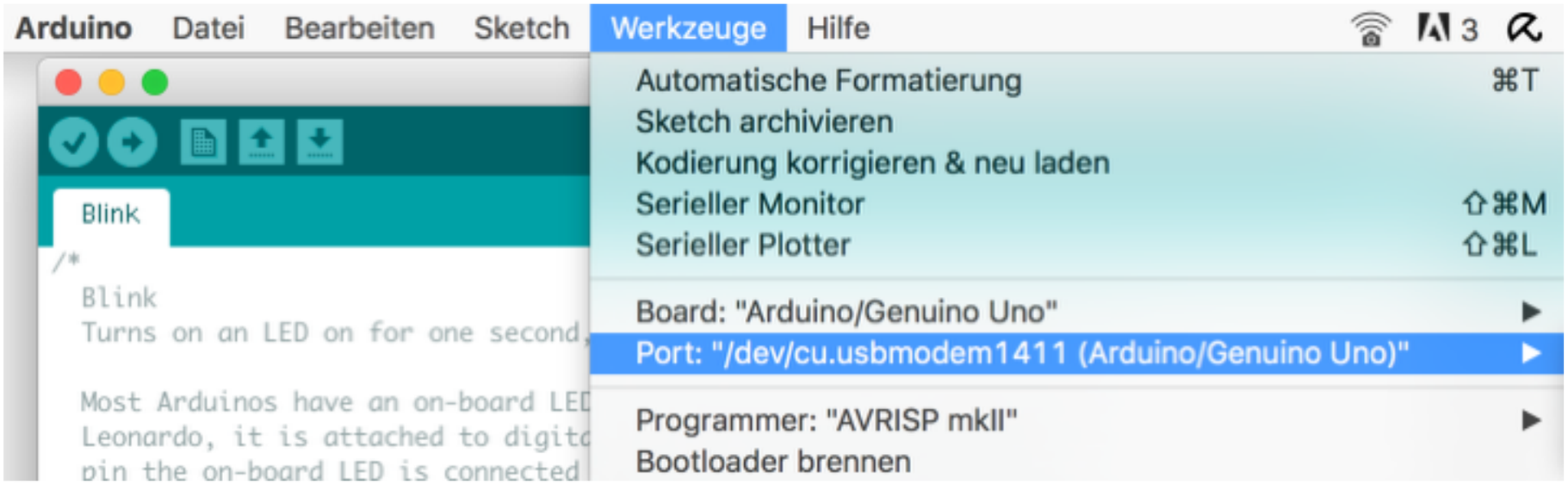

Übertragen des Programmcodes auf das Arduinoboard



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


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

// the loop function runs over and over again forever
void loop() {
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  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 Maxim
Globale Variablen verwenden 9 Bytes (0%) des dynamischen Speichers, 2.039 By
```

Nach erfolgreichem Hochladen wird das Programm auf dem Arduino ausgeführt.

Programmcode kann verändert werden