



Software

Arduino IDE

The screenshot shows the Arduino Software (IDE) interface. On the left, there's a sidebar with links for Home, Buy, Download, Products, Learning, Forum, Support, and Blog. Below this is a large button labeled "ARDUINO 1.6.3" with a teal background and white text. The main area has a teal header bar with the menu: File, Edit, Sketch, Tools, Help. A toolbar below the header contains icons for upload, refresh, and other functions. The code editor window is open with a sketch named "sketch_apr26a". The code is as follows:

```
void setup() {
  // put your setup code here, to run once:
}

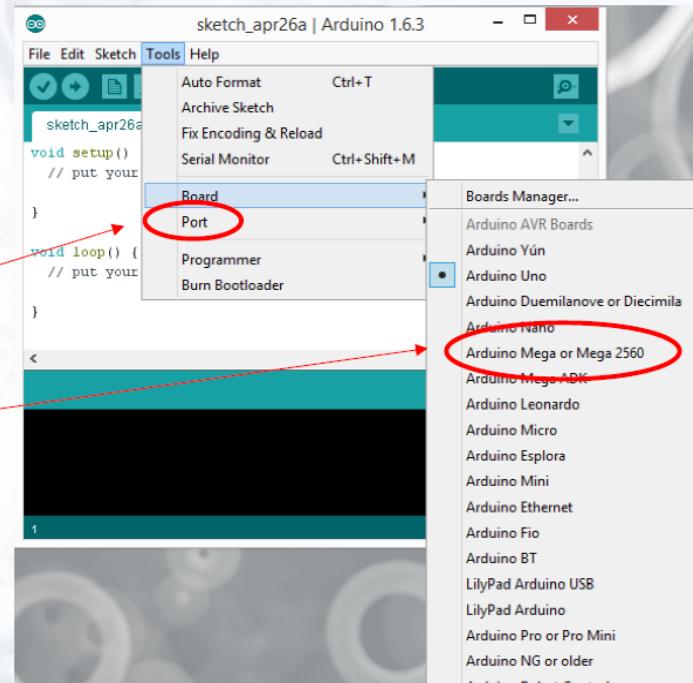
void loop() {
  // put your main code here, to run repeatedly:
}
```

Below the code editor is the "Serial Monitor" window, which is currently empty. At the bottom right of the monitor window, it says "Arduino Uno on COM1".

Software

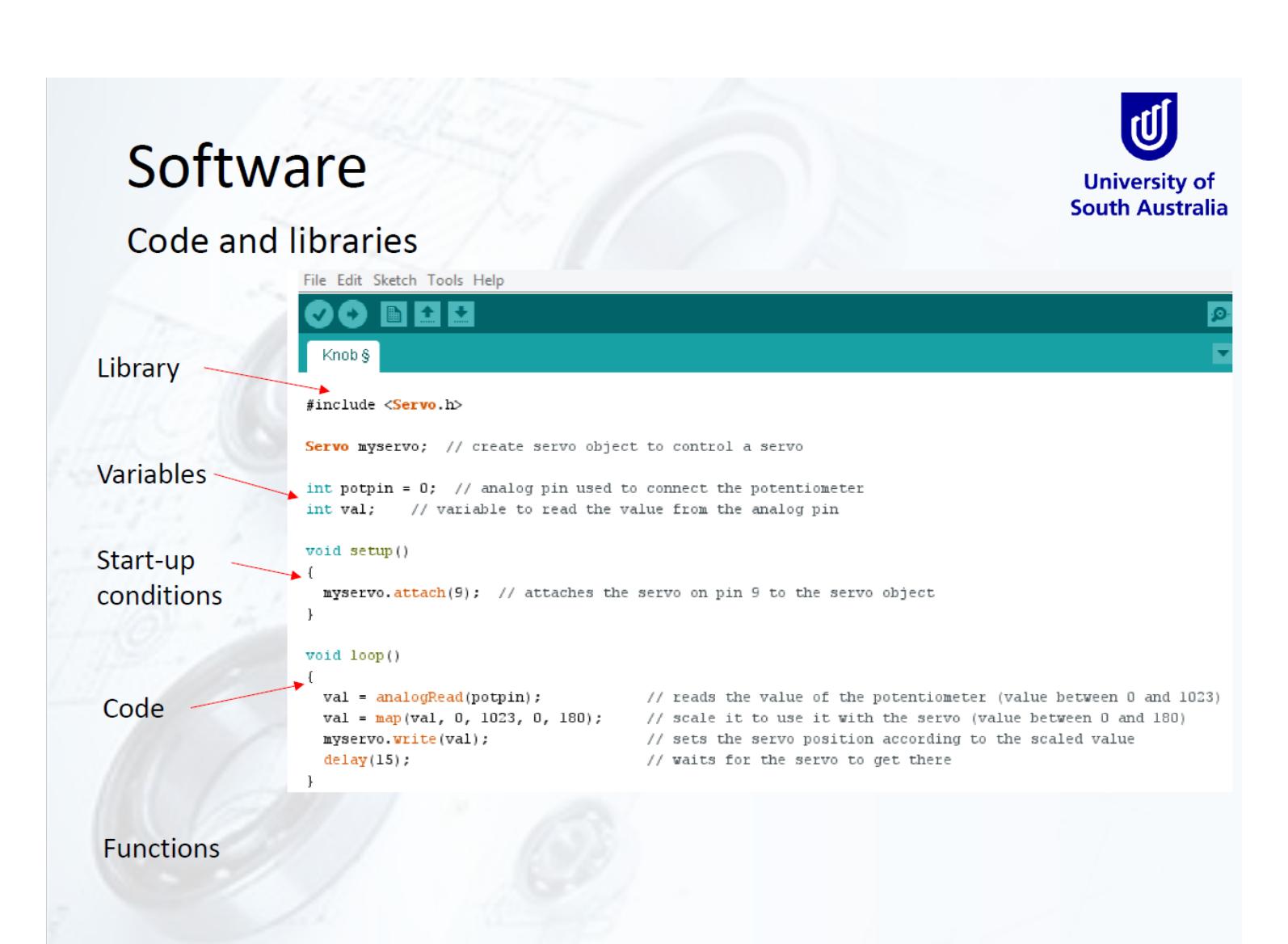
Arduino IDE

- Plug in your Arduino via USB
- Select the Port
- Select the board



Software

Code and libraries



The image shows a screenshot of the Arduino IDE. A red arrow points from the word 'Library' to the 'Knob §' entry in the 'Sketch > Library Manager' menu. Another red arrow points from the word 'Variables' to the declaration of 'potpin' and 'val'. A third red arrow points from 'Start-up conditions' to the 'setup()' function. A fourth red arrow points from 'Code' to the 'loop()' function. The code itself is as follows:

```
File Edit Sketch Tools Help
Knob §
#include <Servo.h>

Servo myservo; // create servo object to control a servo
int potpin = 0; // analog pin used to connect the potentiometer
int val; // variable to read the value from the analog pin

void setup()
{
    myservo.attach(9); // attaches the servo on pin 9 to the servo object
}

void loop()
{
    val = analogRead(potpin); // reads the value of the potentiometer (value between 0 and 1023)
    val = map(val, 0, 1023, 0, 180); // scale it to use it with the servo (value between 0 and 180)
    myservo.write(val); // sets the servo position according to the scaled value
    delay(15); // waits for the servo to get there
}
```

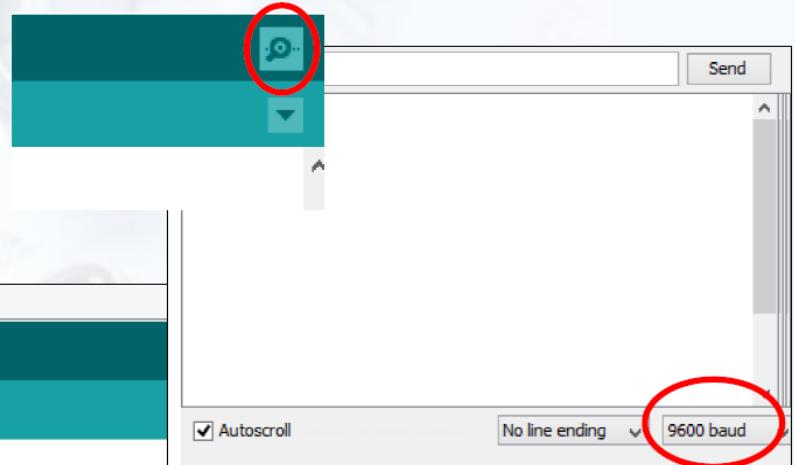
Functions



Software

Serial Monitor - Debugging and troubleshooting

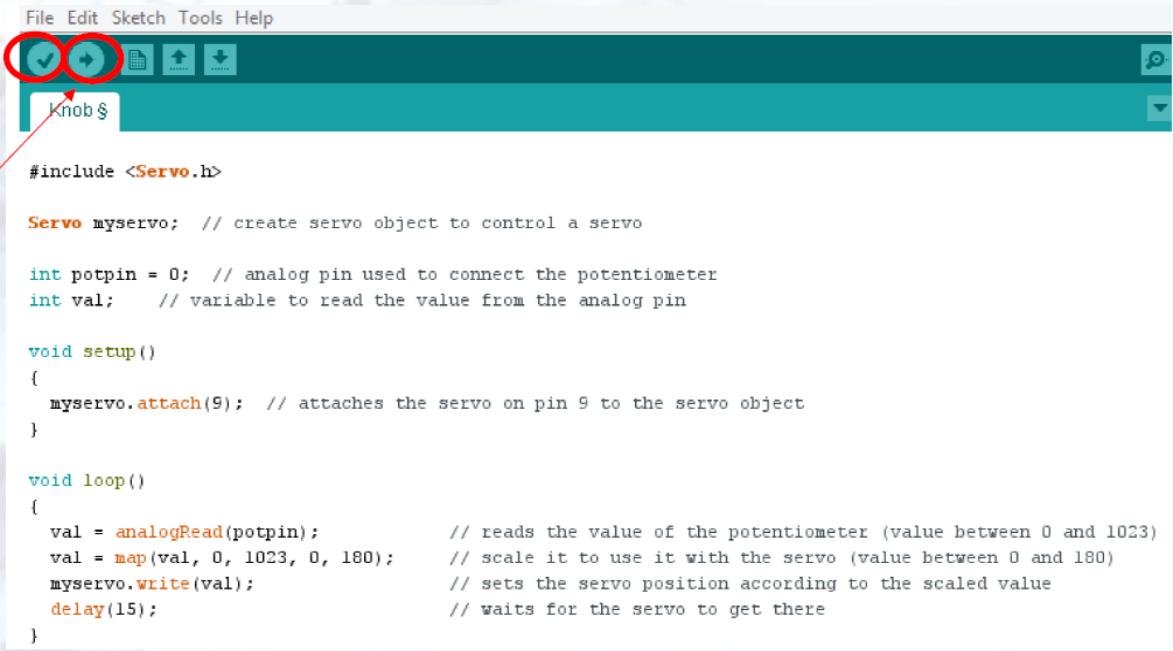
As you code, output the values to the serial Monitor.



```
void setup() {  
    // initialize serial communication at 9600 bits per second:  
    Serial.begin(9600);  
}  
  
void loop() { // read the input on analog pin 0:  
    int sensorValue = analogRead(A0);  
    Serial.println(sensorValue); // print out the value you read:  
    delay(1); // delay in between reads for stability  
}
```

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Verify and Upload



The screenshot shows the Arduino IDE interface. At the top, there's a menu bar with File, Edit, Sketch, Tools, and Help. Below the menu is a toolbar with several icons. Two specific icons are circled in red: the 'Verify' icon (a checkmark) and the 'Upload' icon (an upward arrow). Red arrows from the left side of the image point to these two icons. The main area of the IDE displays a sketch titled 'Knob §'. The code in the sketch is as follows:

```
#include <Servo.h>

Servo myservo; // create servo object to control a servo
int potpin = 0; // analog pin used to connect the potentiometer
int val; // variable to read the value from the analog pin

void setup()
{
    myservo.attach(9); // attaches the servo on pin 9 to the servo object
}

void loop()
{
    val = analogRead(potpin); // reads the value of the potentiometer (value between 0 and 1023)
    val = map(val, 0, 1023, 0, 180); // scale it to use it with the servo (value between 0 and 180)
    myservo.write(val); // sets the servo position according to the scaled value
    delay(15); // waits for the servo to get there
}
```