basics of programming super fast course



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Made in Poland



Faculty of Wood Technology The Faculty of Wood Technology of the Warsaw University of Life Sciences is the oldest European academic faculty dealing with the entirety of wood industry, established nearly 70 years ago.







About me

Interests:

- Electronics and programming
- Mountain hiking

Subjects I teach:

- engineeringi
- Automatics

 - Programming





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• Basics of electronics with
 elements of electrical
 - Logic, pneumatics, PLC
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About me

My diplomas:

- Ph. D. at Faculty of Wood Technology (2020)
- Bechelor of computer science and econometrics (2014)
- Automaticks postgraduate studies (2021)
- Pedagogical Preparation postgraduate studies (2021)





Programming - why do You need it?







The Course

What will we do together:

- Electronic basics
- Microcomputers basics
- Programming
- Our first program

- Make the microcomputer perform simple operations
- Make microcomputer communicate with computer
- Make computer communicate with other devices



- What You will do at Your own:
- Learn basic instructions

Let's start!



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Buttons and diodes

Aka binary informations



Tactical swich:

- 1 means on (pushed down)
- 0 means off









LED – Light emitting diode 1 – light on 0 – light off





Microcomputers



Arduino

- Flash memory: 32 KB
- SRAM: 2 KB
- Clock speed: 16 MHz



_	
File	E
Ø	X
Α	nc
	1
	2
	3
	4
	5
	6
	7
	8
	9
1	0

60





Programming in pseudocode simplified

- As long as condition is true, repeat code a loop that will execute code over and over again as long as a certain condition is met,
- If condition then do code1 a conditional statement that will execude code1 (once) only when a specific condition condition is met. This instruction may be followed by an additional instruction otherwise code2, which will be executed if the previous condition is not met or *otherwise*, *if* another condition then do code3.
- Use pin as input/output if we want to use one of the pins, we must set it as input or output,
- *Read pin logical value* allows us to read whether a given input is logical 0 or 1 (ie.: is button connected to *pin* pressed or not),
- Set output pin as value 1 or 0 allows you to set a given output to 0 or 1,
- Remember that name means value variable that remember some value (ie. number),
- Add, subtract, multiply belowl,
- Wait **time**



Read first two pages of the instruction





Exercise 1: SAFE



RIGHT COMBINATION







Step two \rightarrow translating pseudocode

note, there is an error in the printed instructions in this place ;)

As long as condition is true, repeat code	while(condition){code}
If condition then do code1	if(condition){code}
Use pin as input/output	pinMode(pin,OUTPUT); Or pinMode(pin,INPUT);
Read pin logical value	<pre>digitalRead(pin);</pre>
Set output pin as	digitalWrite(pin, HIGH); Or digitalWrite(pin, LOW);
Remember that it's	variable = 12;
Wait	delay(1000);



Read pages up to 6th of the instruction.



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Pin modes and variables

pinMode(pin, INPUT)





pinMode(pin, OUTPUT)







Variables



variable = 10;

if(variable == 10){ do something }

Now You are ready to work at You own but first, upload the program we wrote and see if it works.



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