

Use the Direct Solution Format for all problems on this assignment. Use a word processor to include the source code for problems 1, 3 and 4. The first sheet of your solution should have your name, the assignment number and the date. The first page does not need to be a separate cover sheet. The problem number and name of the Arduino sketch should be clearly labeled for each problem. In other words, do not just print the source code on otherwise unlabeled sheets of paper. Print the word-processor file and include it with any other sheets of paper you submit as part of your assignment. Do not email the document to your instructor.

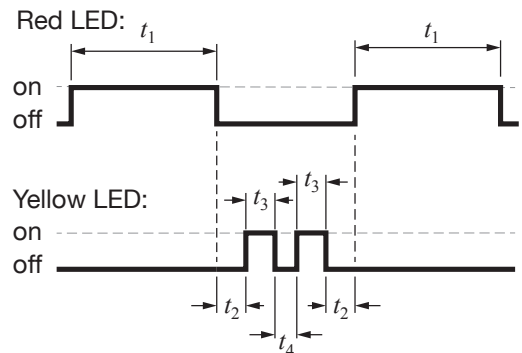
Here is a suggestion for problems 2 and 3. You should be able to work out the answers by hand, but you can always check your work by writing Arduino programs to evaluate the code.

Refer to <http://arduino.cc/en/Reference/> for any new Arduino expressions or functions that you encounter in this assignment.

1. (5 points) Your kit comes with red and yellow LEDs. Build a circuit on your breadboard that can independently turn on one yellow LED and one red LED. Note that there is more than one way to build this circuit but be sure that each LED circuit includes a current-limiting resistor to protect the LED.

Write a program that causes the LEDs to be turned on and off in the pattern depicted in the diagram to the right. In your program, use $t_1 = 1.2$ s, $t_2 = 0.4$ s, $t_3 = 0.3$ s, and $t_4 = 0.15$ s.

Print out the program listing and have your Arduino running this program at the start of class on the due date. Keep your homework at your desk and open to your program listing. The instructor will check the function of your blinking LED program and circuit, make a note on your paper, and collect your homework at that point.



Appearance:



Gray indicates no light is on

2. (3 points) What are the values of i , j , k , and n at the end of each of the following code blocks? Ignore any variables that do not appear in the code block. For example, do not list values of j or k for code block b.

a. `int i,j,k,n;`

```
i = 5;
j = 2*i/3;
k = i - j;
n = 2*k;
```

b. `int i,n;`

```
i = 2;
i = 4*i + i;
n = i - 3;
i += 1;
```

c. `int i,j,n;`

```
i = sqrt(5);
j = sqrt(5);
n = i*j;
```

3. (3 points) What are the values of x , y and z at the end of each of the following code blocks? Ignore any variables that do not appear in a code block.

a.	<pre>float x,y,z; x = sqrt(5); y = sqrt(5); z = x*y;</pre>	b.	<pre>int i,n; float x,y,z; i = 5; n = i/2; x = n; y = i/2.0; z = float(i)/2;</pre>	c.	<pre>float a,b,w,x,y,z; a = 9; b = 3; w = log(a); x = log(b); y = w/x; z = exp(y)</pre>
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4. (7 points) The resistance of a photoresistor can be modeled as

$$R = c_1 L^{c_2}$$

where R is the resistance of the photoresistor in ohm, L is the light intensity in Lux, and c_1 and c_2 are constants.

- Use algebra to rearrange the preceding equation to obtain a formula for $L = f(c_1, c_2, R)$.
 - Write an Arduino program to evaluate L for $c_1 = 1680$, $c_2 = 1.08$. Write the Arduino code to evaluate L for $R = 0.95 \text{ k}\Omega$ and print the value of R . Your solution should involve definitions for the variables, c_1 , c_2 , R and L . In other words, define Arduino variables for all symbols that appear in the equation for $L = f(c_1, c_2, R)$.
5. (7 points) Build the breadboard circuit and write an Arduino program that uses a potentiometer to change the rate of blinking of an LED. The wiper pin of the potentiometer is connected to an analog input pin. On each pass through the `loop` function, the code should
- Read and store the voltage at the potentiometer wiper.
 - Turn on an LED.
 - Wait a number of milliseconds equal to the reading of the potentiometer voltage. (Use the raw reading on the 10-bit scale returned by `analogRead`.)
 - Turn off the LED.
 - Wait a number of milliseconds equal to the reading of the potentiometer.

What is the maximum possible duration that the LED is on? Write a second version of the code so that the LED is on for a minimum of 0.1 seconds and a maximum of 3 seconds. In other words, the extreme positions of the potentiometer correspond to blink half-cycles of 0.1 seconds and 3 seconds. Include printouts of both versions of the code and a sketch of the electrical circuit.