

tangible

DIGITAL INPUT

Tangible Matrix

Context	DIGITAL	ANALOG
INPUTS	BUTTON	POTENTIOMETER photoCell
OUTPUTS	LED BLINK	LED FADE

Digital INPUT

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INPUTS	BUTTON	POTENTIOMETER
OUTPUTS	LED BLINK	LED FADE

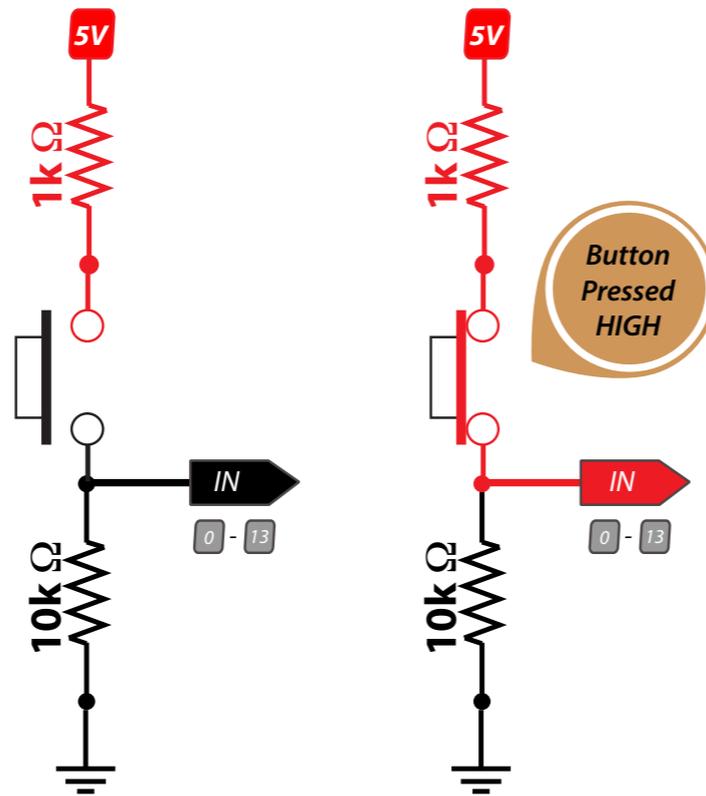
REFERENCE

Digital Input

CONTEXT

	Digital	Analog
Input		
Output		

CIRCUIT



COMMAND

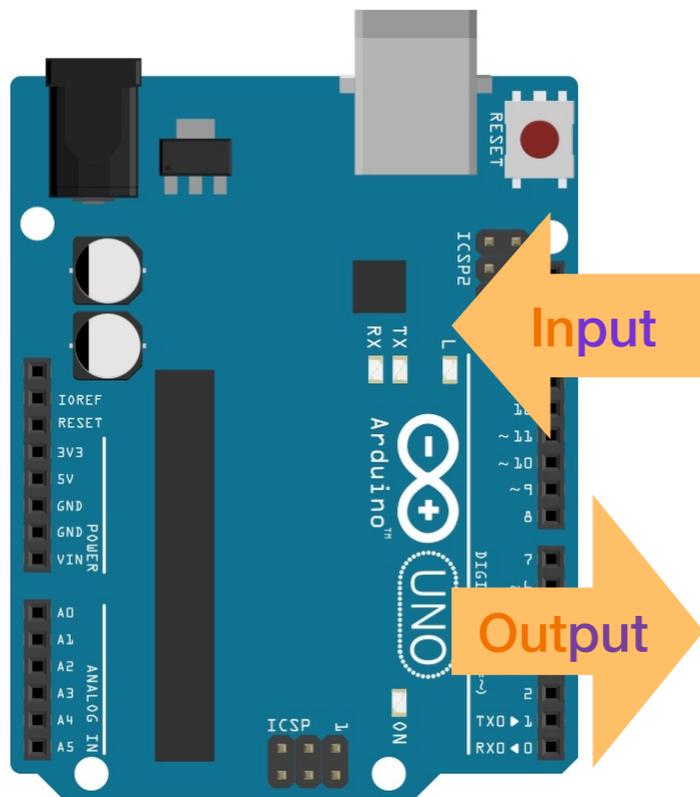
```
int state = digitalRead ( pin );  
  
pin = 0-13  
state = 1(HIGH, 5V) , 0 (LOW, GND)
```

CODE

```
int buttonPIN = 2;  
int state = 0;  
  
void setup() {  
    pinMode( buttonPIN, INPUT );  
    Serial.begin(9600);  
}  
  
void loop() {  
    state = digitalRead( buttonPIN );  
    Serial.println(state);  
    delay(50);  
}
```

INPUT / OUTPUT

When we discuss **INPUT** and **OUTPUT** we mean relative to our **ARDUINO**.



INPUT

Electric **SIGNAL** that moves **IN** to the **Arduino**

OUTPUT

Electric **SIGNAL** that moves **OUT** of the **Arduino**

DIGITAL

Refers to **SIGNALS**, **CIRCUITS** or **LOGICAL** systems that

have

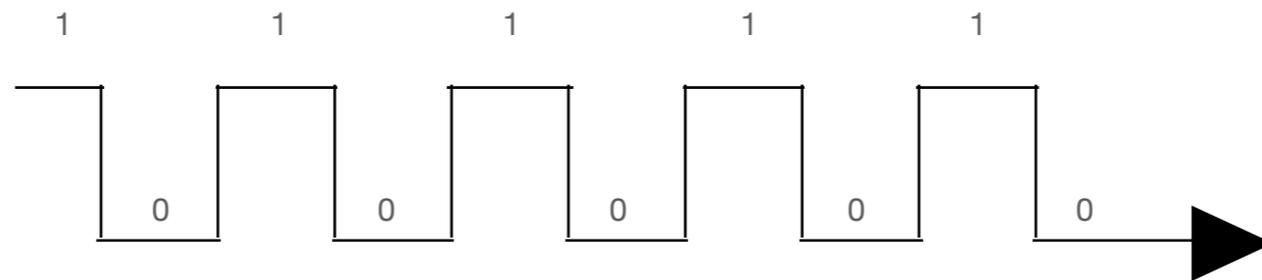
ONLY TWO STATES

DIGITAL

Refers to **SIGNALS**, **CIRCUITS** or **LOGICAL** systems that
have

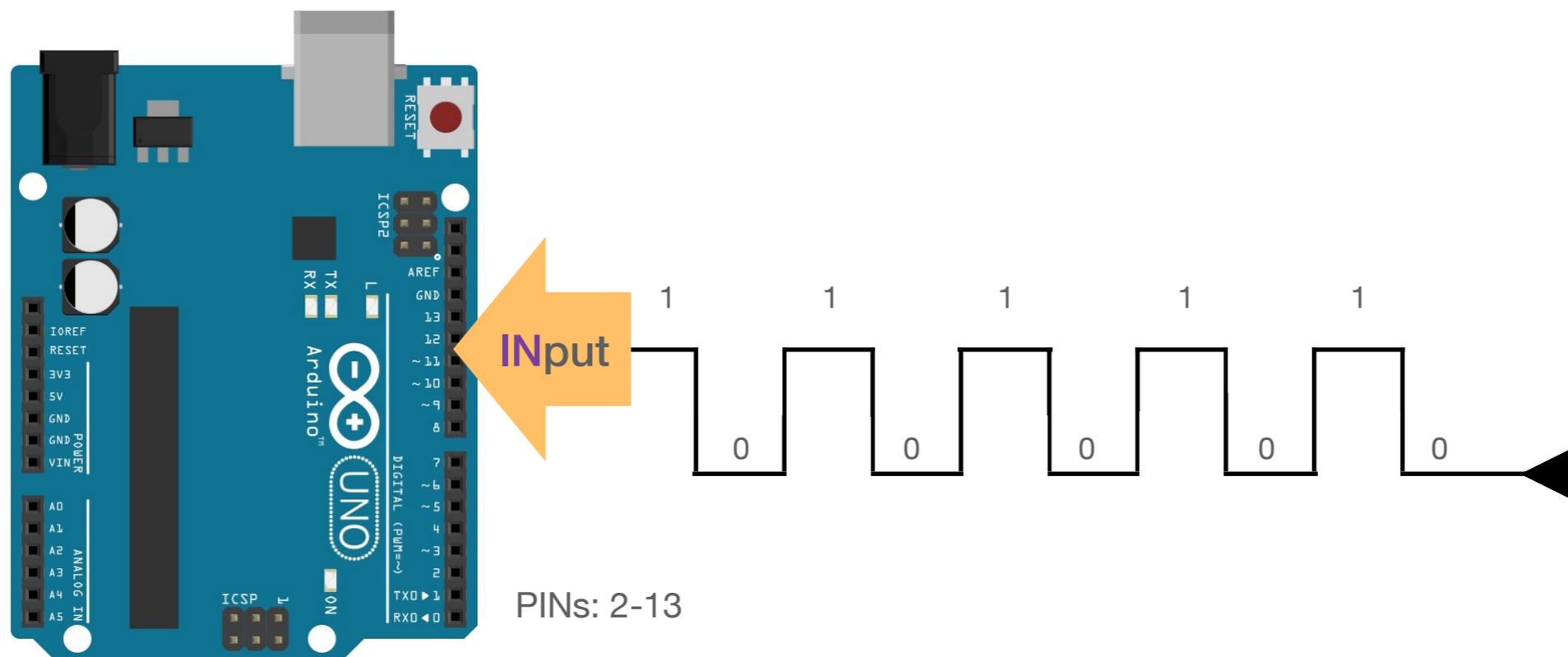
ONLY TWO STATES
(0,1)

An **ON/OFF** SIGNAL.



DIGITAL INPUT

An **ON/OFF** SIGNAL that moves **INTO** the Arduino



The CODE

Digital **Input** (Read a Button)

```
int state = digitalRead( pin );
```

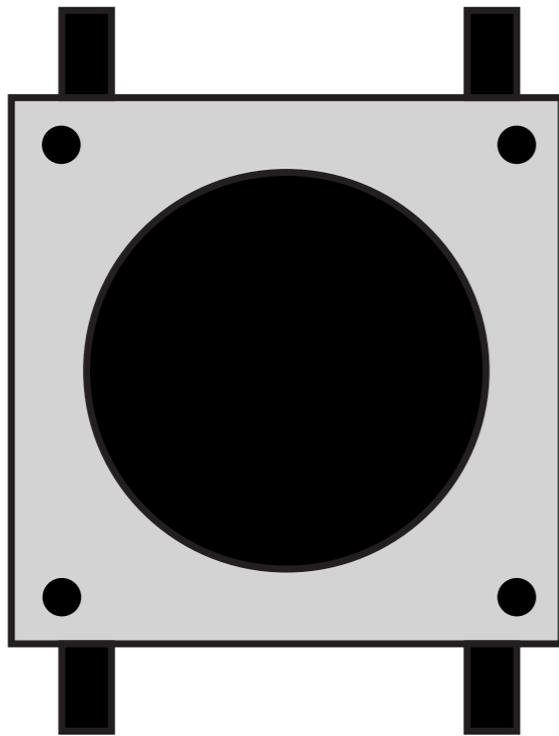
Digital **Output** (Write to an LED)

```
digitalWrite( pin, state );
```

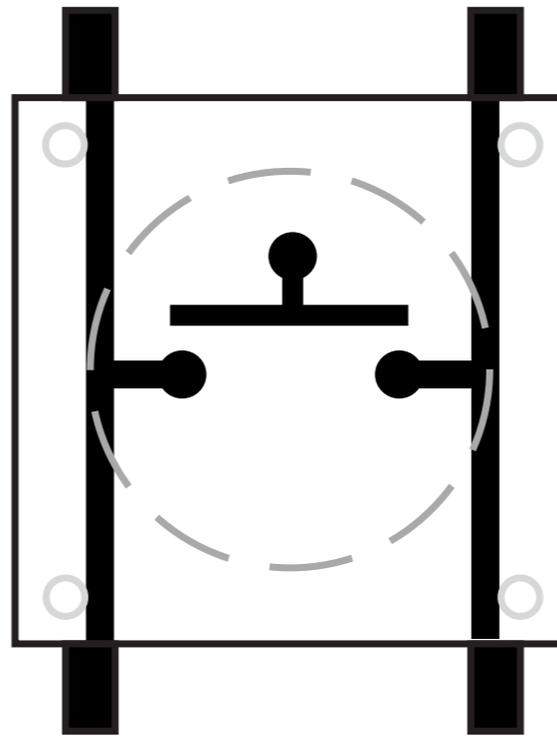
The Circuit

The BUTTON

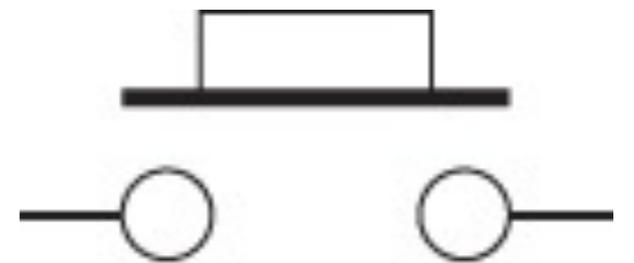
Diagram



X-Ray

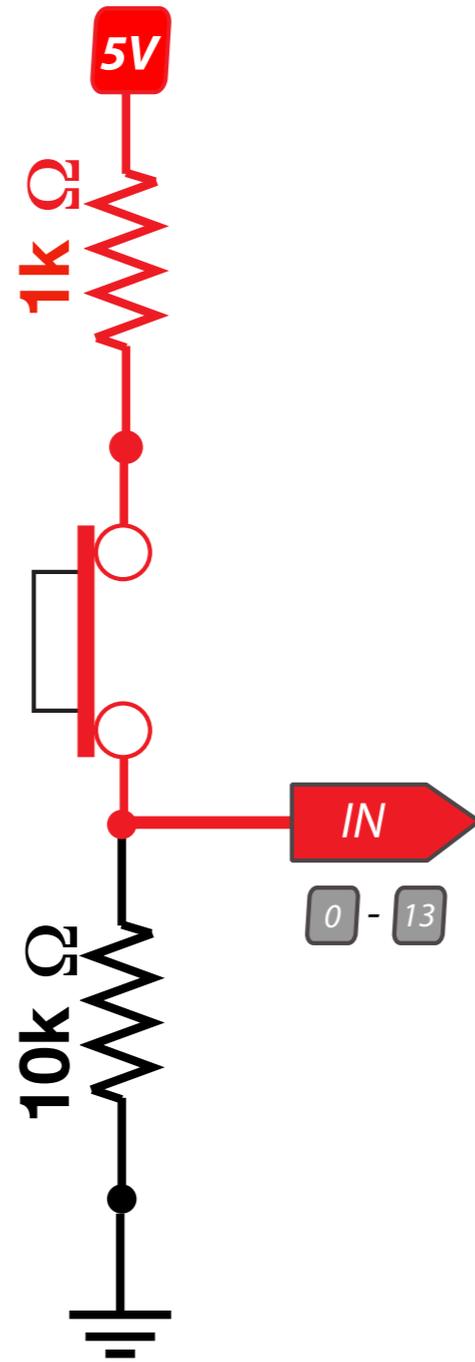


Schematic



The BUTTON

Create a digital input.



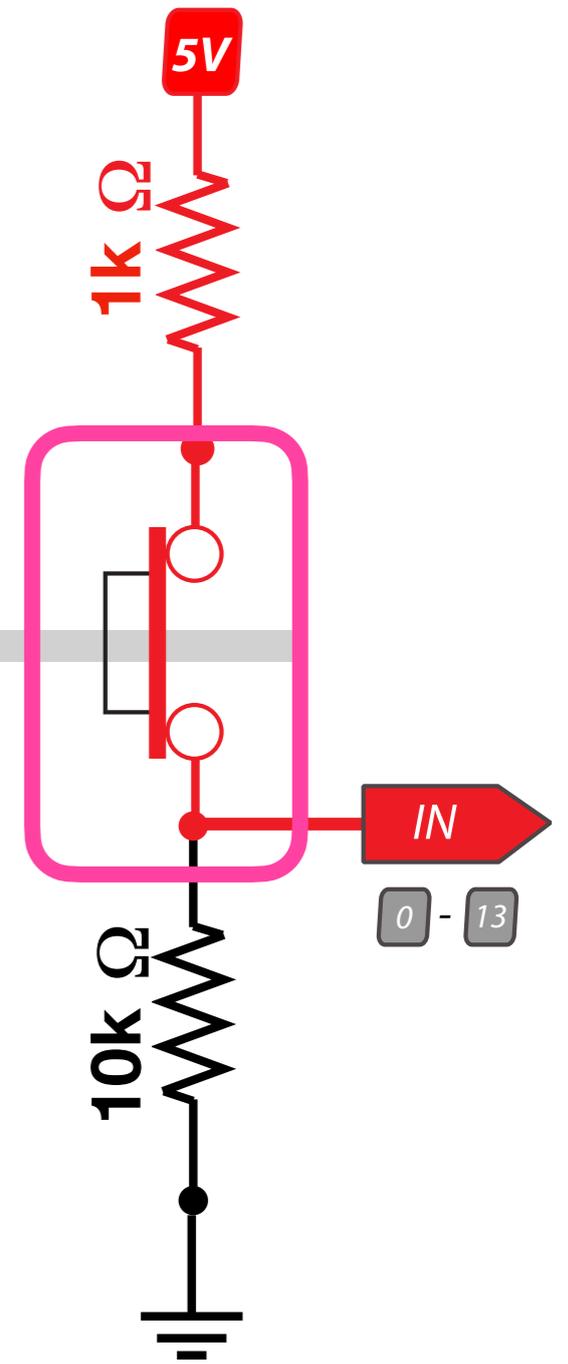
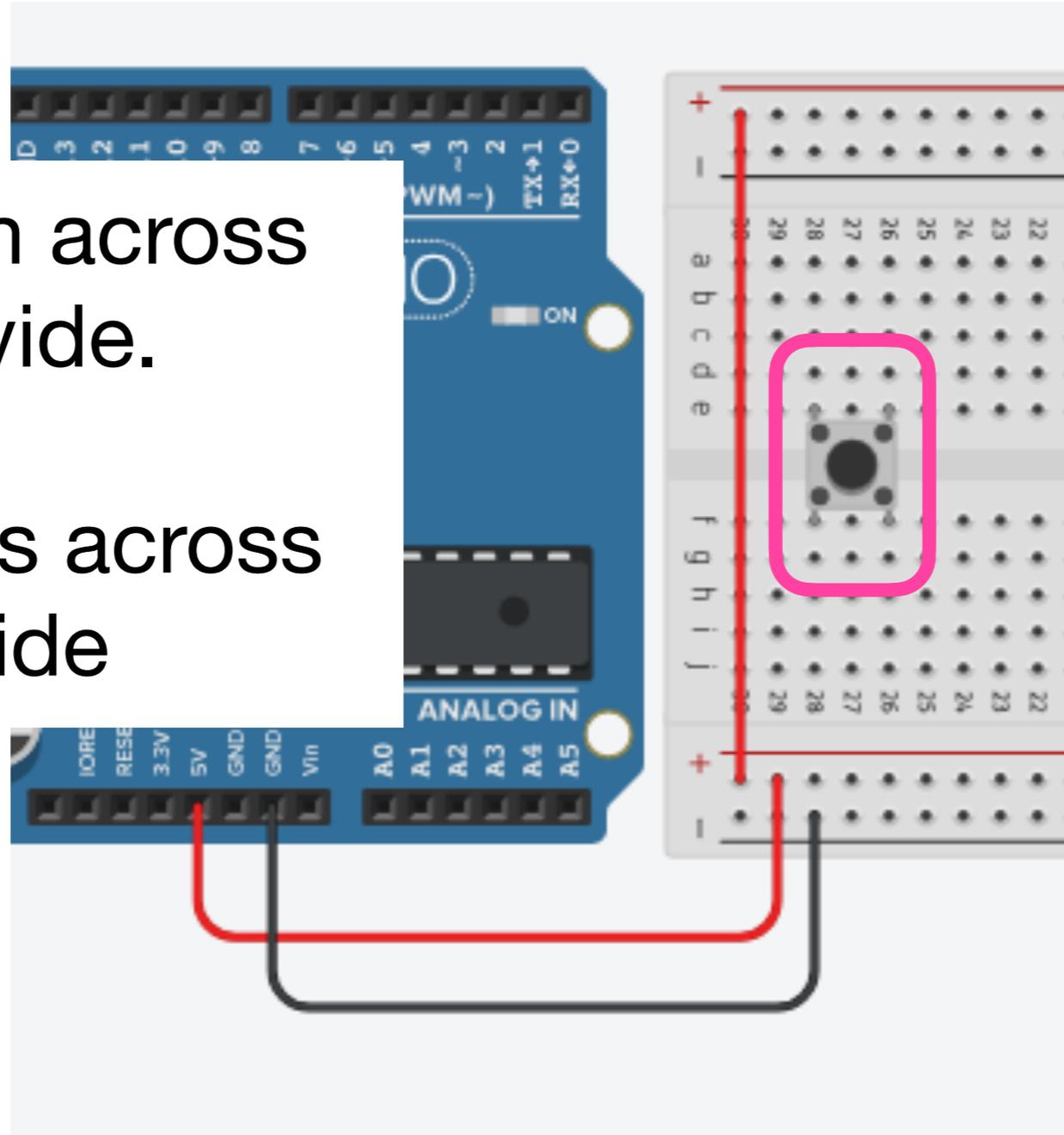
This is the schematic for a button.

The BUTTON

Create a digital input.

Place button across
great divide.

smooth sides across
the divide

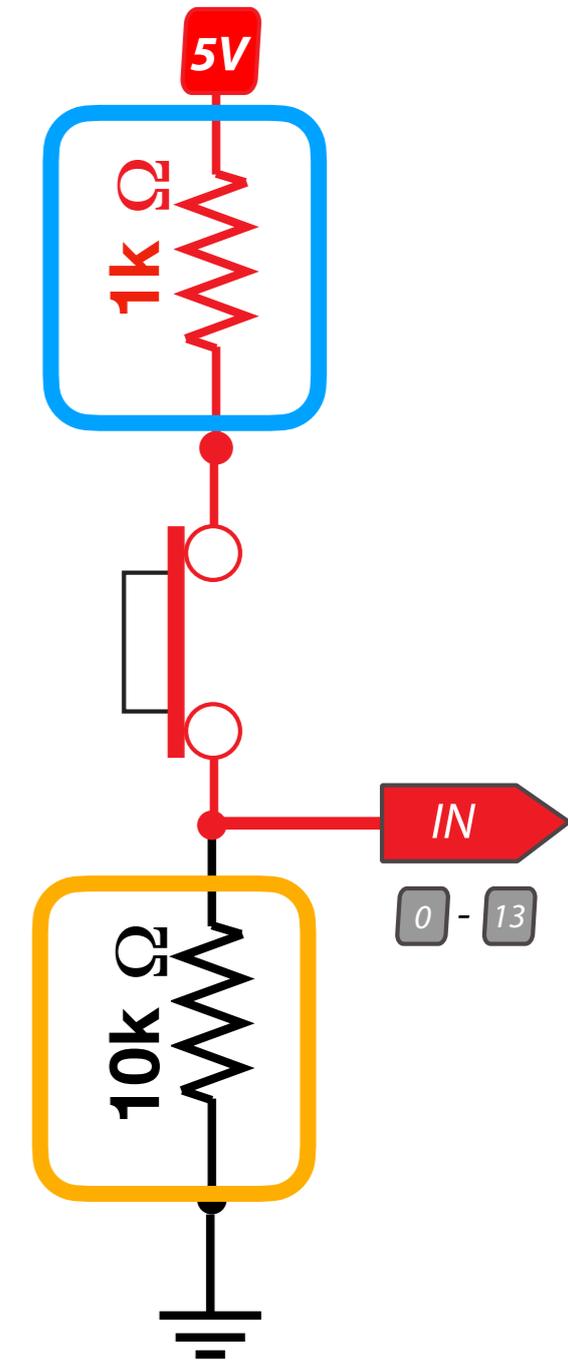
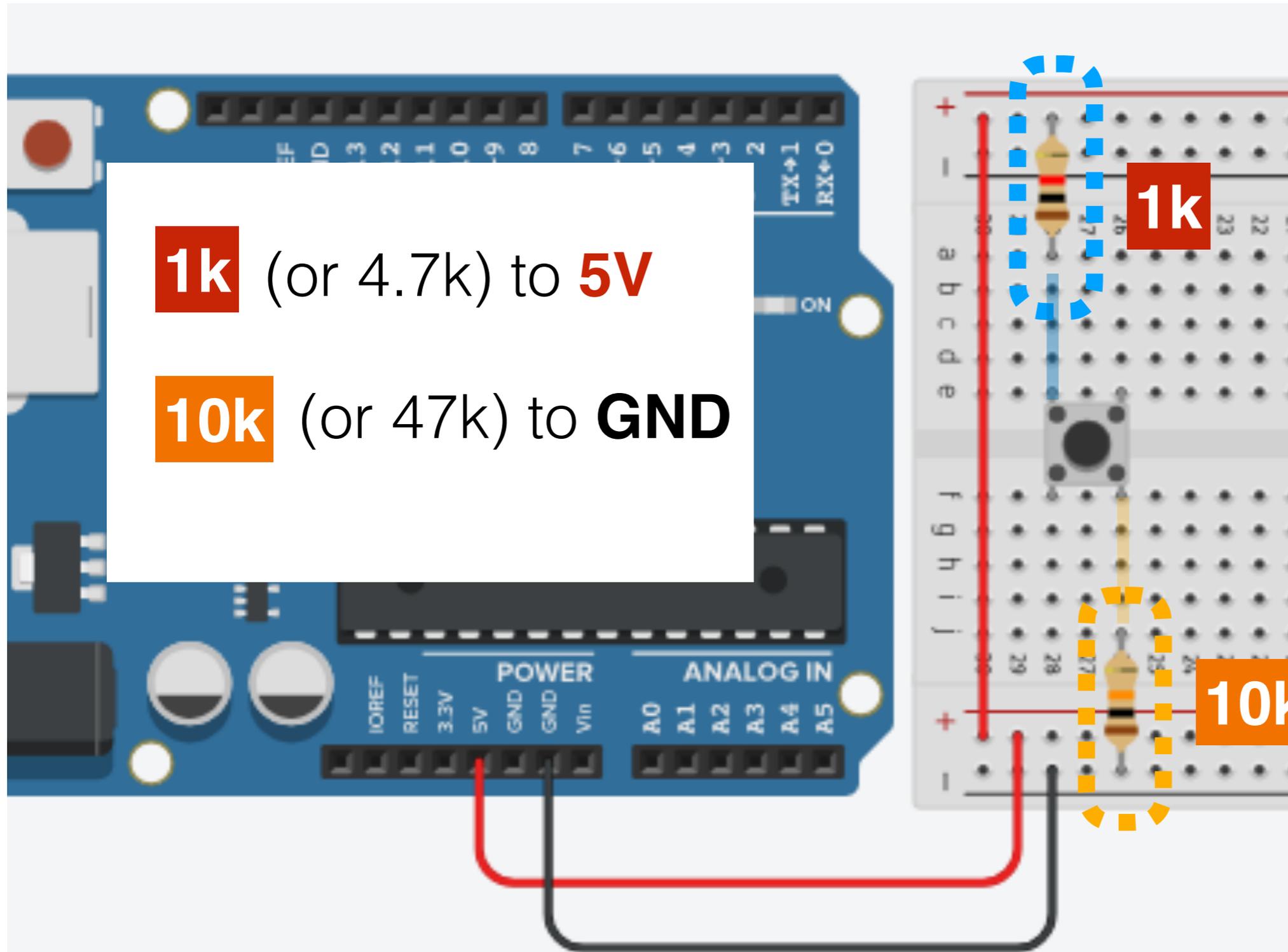


The BUTTON

Create a digital input.

1k (or 4.7k) to **5V**

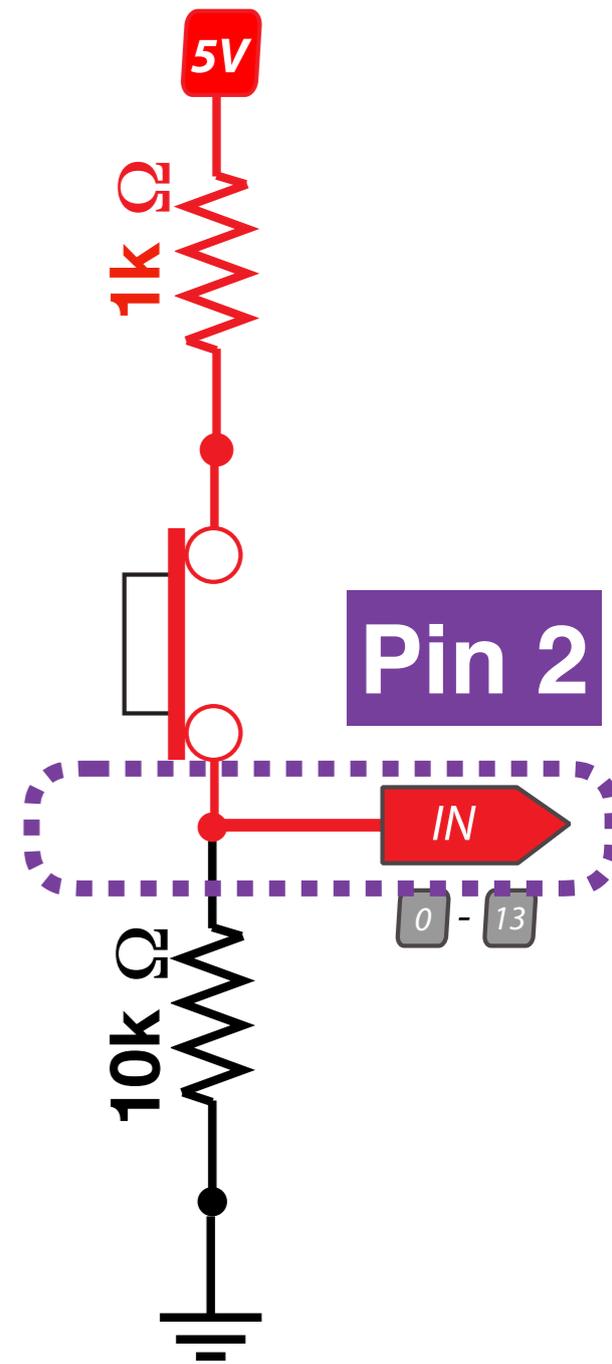
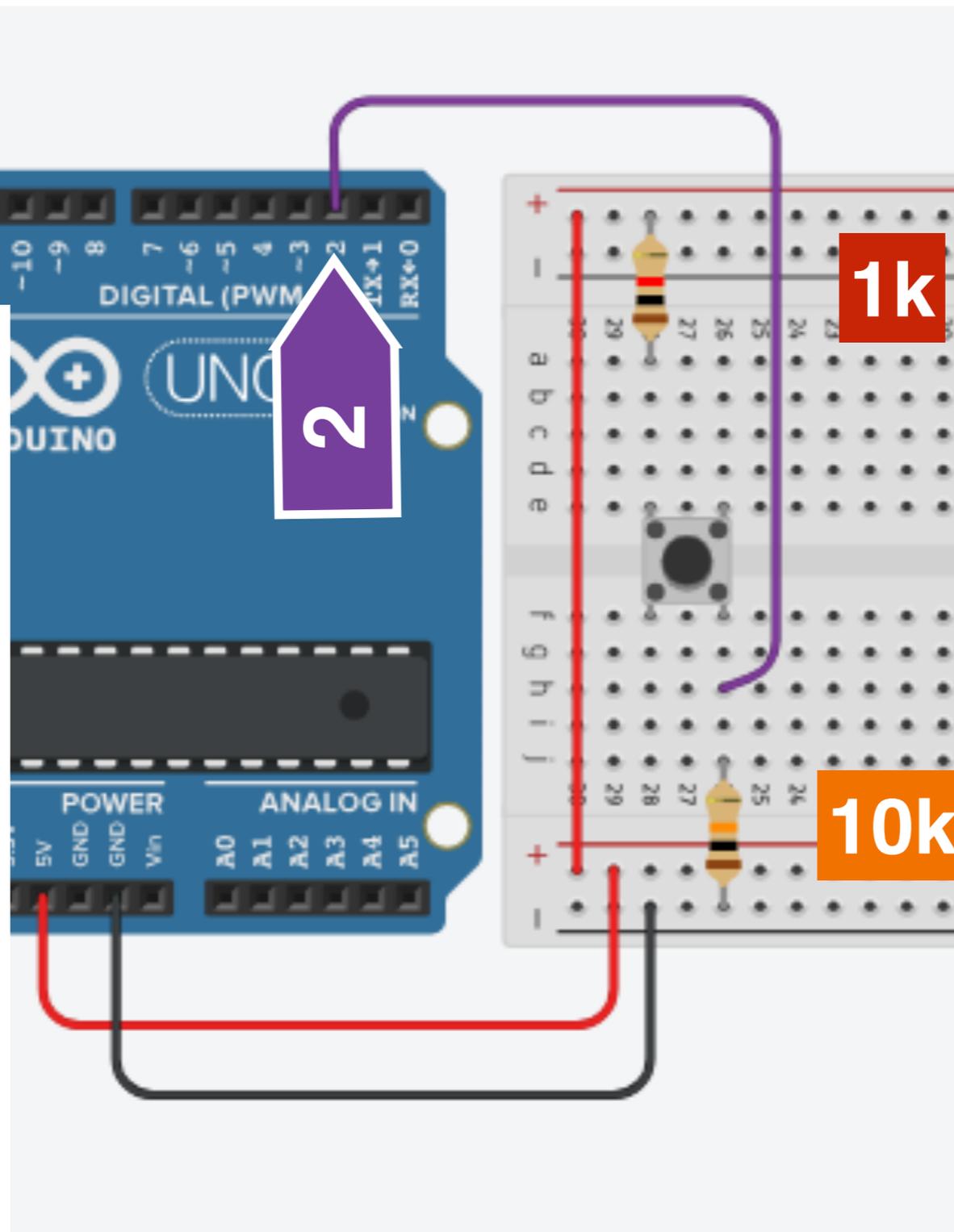
10k (or 47k) to **GND**



The BUTTON

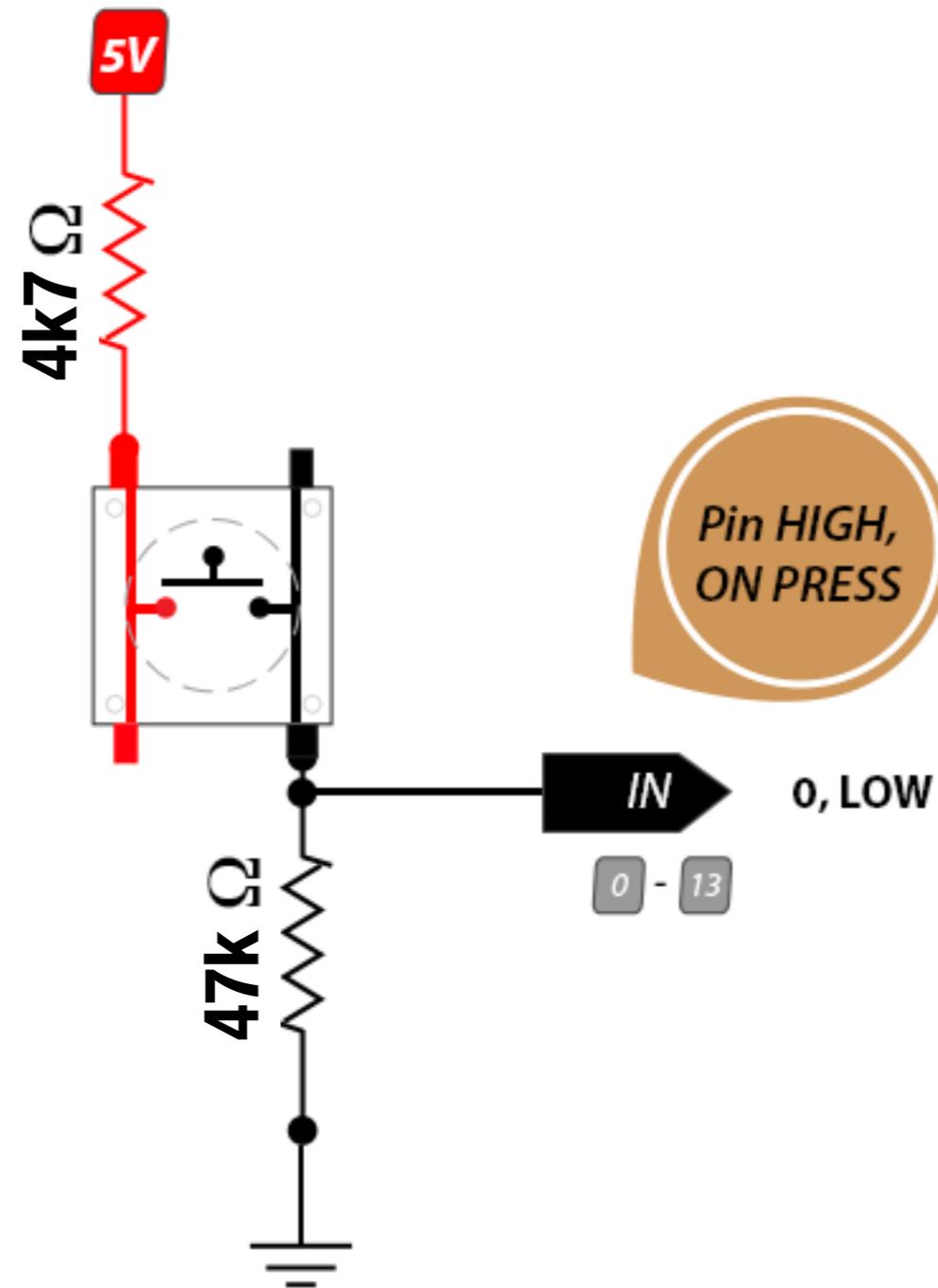
Create a digital input.

Wire from
BUTTON GND
side, to
ARD Pin 2



Add CODE

What's Going ON ?



What's Going ON ?

```
digitalRead(pin); // reads the height of a waterfall.
```

