

#### Introduction to Arduino IDE and getting started with the ESP32 microcontroller

#### Introduction

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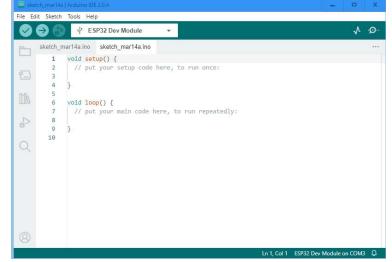
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#### Introduction

- This one-hour webinar is aimed at providing an introduction to:
  - 1. Using the Arduino Integrated Development Environment (IDE) with the ESP32 microcontroller.
  - 2. Investigate specific Input/Output (I/O) supported by the microcontroller that can be used to connect to external peripheral devices.
- Arduino IDE 2 (any version) will be used:
  - <u>https://www.arduino.cc/en/software</u>













#### Don't panic

- We will cover a lot of material in the one-hour.
- It is not necessary to immediately understand everything covered.
- It is a progressive learning experience.
- Take time to understand and ... don't panic
  - With reference to the Hitchhiker's Guide to the Galaxy







- Basics of the Arduino IDE:
  - 1. Getting started with the Arduino IDE.
  - 2. Using the ESP32 with the Arduino IDE.
  - 3. Walkthrough example: on-board LED "Hello world".





- Developing Arduino sketches with multiple files:
  - 1. The basics of an Arduino sketch.
  - 2. Folder and file structure.
  - 3. Managing a project: folders and files. Importance of commenting and formatting code.
  - 4. Walkthrough example: developing an Arduino sketch with multiple files.





- Summary of the different pins on the microcontroller (power supply, digital GPIO, analogue I/O, UART/USART, SPI, I<sup>2</sup>C,) and their uses:
  - 1. Connecting the microcontroller to external peripherals:
    - a) Power supply.
    - b) Digital GPIO (General Purpose I/O).
    - c) Analogue I/O ... including PWM (Pulse Width Modulation).
    - d) UART (Universal asynchronous receiver/transmitter) / USART (Universal Synchronous/Asynchronous Receiver/Transmitter).
    - e) SPI (Serial Peripheral Interface).
    - f) I<sup>2</sup>C (Inter-Integrated Circuit (IC)).
  - 2. I/O pins on the ESP32:
    - a) The available I/O pins.
    - b) Serial communications: using the UART.





- Receiving strings from the computer and string manipulation to extract values from the string. Walk-through example.
- Send the extracted values back to the PC:
  - 1. The microcontroller receiving and sending serial data using serial communications (UART).
  - 2. The microcontroller receiving strings.
  - 3. The microcontroller extracting values from a string.
  - 4. The microcontroller formatting and transmitting data.
  - 5. Walkthrough example using the Arduino IDE Serial Monitor and then in Python.





- Performing a calculation within a calculation function using values received from the serial port and transmitting the results back to the PC.
- Student exercise to modify the walkthrough example developed in part 4.

• Video example of using Python instead of the Arduino Serial Monitor.









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# Any questions?