

RGB LED

Objective: SWBAT create a digital display using an Arduino and a RGB LED.

Materials:

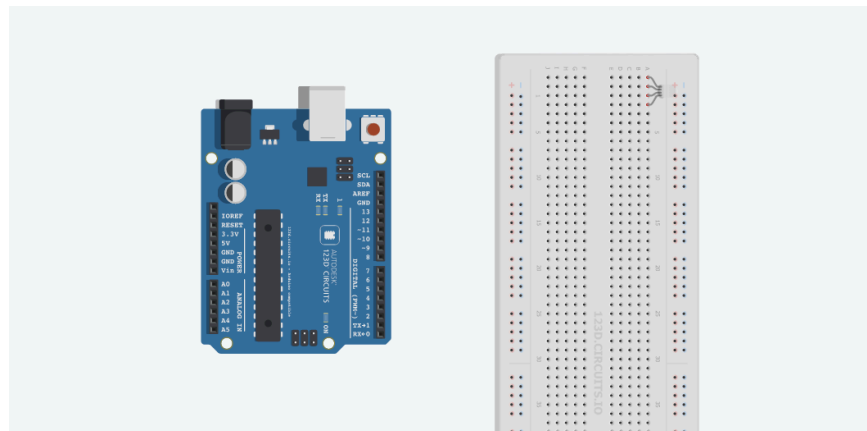
- Arduino Board
- RGB LED
- 3 220 Ohm Resistors
- Jumper Wires
- USB Cable
- Goggles
- Computer with Arduino Software Installed

Preparation:

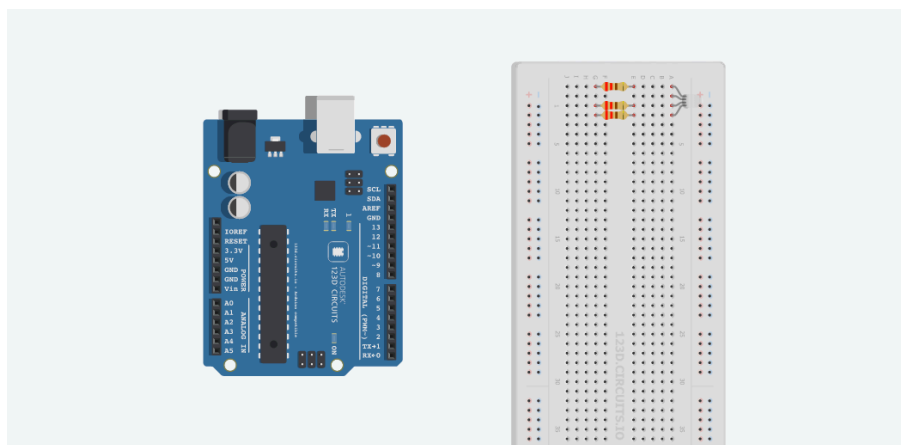
- Ensure that you have a computer with the Arduino software downloaded. See the 'Introduction to Arduino' section (pages 28-29) for more information on how to do this.
- Review safety procedures with students before beginning this activity.

What to do:

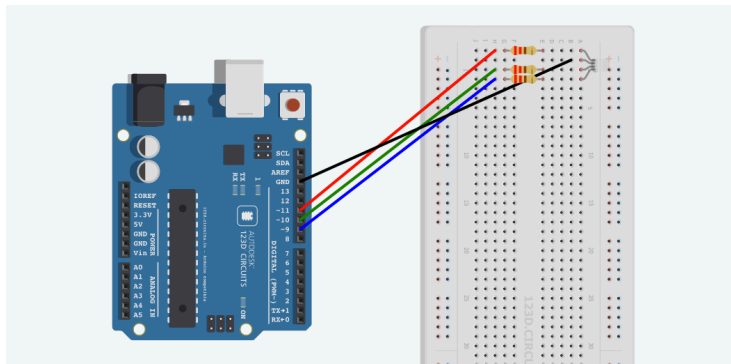
- 1) **Place RGB LED:** Place the four-pronged RGB LED onto your breadboard as shown.



- 2) **Place Resistors:** Place the 3 220-Ohm Resistors on the breadboard as shown below.



- 3) **Connect Wires:** Connect three of the jumper wires from the rows with resistors to pins 9, 10 and 11. Then, connect a wire for the second row to the ground port of your Arduino. See below picture for more detailed information.



- 4) **Upload the Code:** Connect your Arduino board to your computer and upload the following code to your device. See the ‘Introduction to the Arduino’ section (pages 28-29) for more information on how to do this. (This code is also contained on the flash drive included in your kit.)

rgb.led.ino

```

/*
Adafruit Arduino - Lesson 3. RGB LED
*/
int redPin = 11;
int greenPin = 10;
int bluePin = 9;
//uncomment this line if using a Common Anode LED
#define COMMON_ANODE
void setup()
{
  pinMode(redPin, OUTPUT);
  pinMode(greenPin, OUTPUT);
  pinMode(bluePin, OUTPUT);
}
void loop()
{
  setColor(255, 0, 0); // red
  delay(1000);
  setColor(0, 255, 0); // green
  delay(1000);
  setColor(0, 0, 255); // blue
  delay(1000);
  setColor(255, 255, 0); // yellow
  delay(1000);
  setColor(80, 0, 80); // purple
  delay(1000);
  setColor(0, 255, 255); // aqua
  delay(1000);
}
void setColor(int red, int green, int blue)
{
  #ifdef COMMON_ANODE
    red = 255 - red;
    green = 255 - green; blue = 255 - blue;
  #endif
  analogWrite(redPin, red);
  analogWrite(greenPin, green);
  analogWrite(bluePin, blue);
}

```

Note: Any line starting with // is a comment and does not affect the code.

- 5) **Observe your Finished Project:** Once the code is uploaded you will see the LED flash the indicated colors.

Extra Challenge: Have students research RGB colors and then program their Arduino and RGB LED to display even more colors!