

tinkercad.com
ile
Arduino Kodluyorum

tinkercad.com | Arduino Kodluyorum

tinkercad.com/things/fo1h7L8Mf2T-neat-duup-rottis/editel?tenant=circuits

fen 10 13ekim

Tüm değişiklikler kaydedildi

Kod Simülasyonu Başlat Gönder

Blok + Metin

Çıkış Giriş Gösterim Kontrol Matematik Değişkenler

başlangıçta

süresiz

10 kere tekrarla

tekrarla: iken

Seri Monitör

9 pinini YÜKSEK değerine ayarla

9 pinini ALÇAK değerine ayarla

```
1 // C++ code
2 //
3 void setup() //1 kez çalıştırılır
4 {
5   pinMode(9, OUTPUT);
6 }
7
8 void loop() //sürekli çalıştırılır
9 {
10  digitalWrite(9, HIGH);
11  delay(1000); // Wait for 1000 millisecond(s)
12  digitalWrite(9, LOW);
13  delay(1000); // Wait for 1000 millisecond(s)
14 }
```

Arduino'yu Blok Kodlama ile programlıyoruz.

1-Tasarım 2-Komutlar 3-Yazdığımız program

The screenshot displays the Tinkercad Arduino IDE interface. On the left, a circuit design is shown with an Arduino Uno R3 board connected to a USB Type-A cable. A red LED is connected to digital pin 13 (VCC) and a 220Ω resistor is connected to pin 13 (GND). A yellow arrow labeled '1' points to the circuit design. In the center, a block code editor is visible, showing a sequence of blocks for controlling the LED. A yellow arrow labeled '2' points to the block code editor. On the right, a simulation window is open, showing the execution of the code. A yellow arrow labeled '3' points to the simulation window. The simulation window shows the LED turning on and off, with a 'hello world' message displayed in the serial monitor.

1

2

3

Blok

Çıkış Kontrol
Giriş Matematik
Gösterim Değişkenler

Yerleşik LED1 YÜKSEK olarak ayarla

0 pinini YÜKSEK değerine ayarla

3 pinini 0 değerine ayarla

0 pinindeki servoyu 0 derecesine ayarla

0 pininde hoparlörü 60 tonu

0 pinindeki hoparlörü kapat

hello world seri monitörüne şunu

3 3 3 pinlerinde

başlık bloğu açıklaması

yorum

Yerleşik LED1 YÜKSEK olarak ayarla

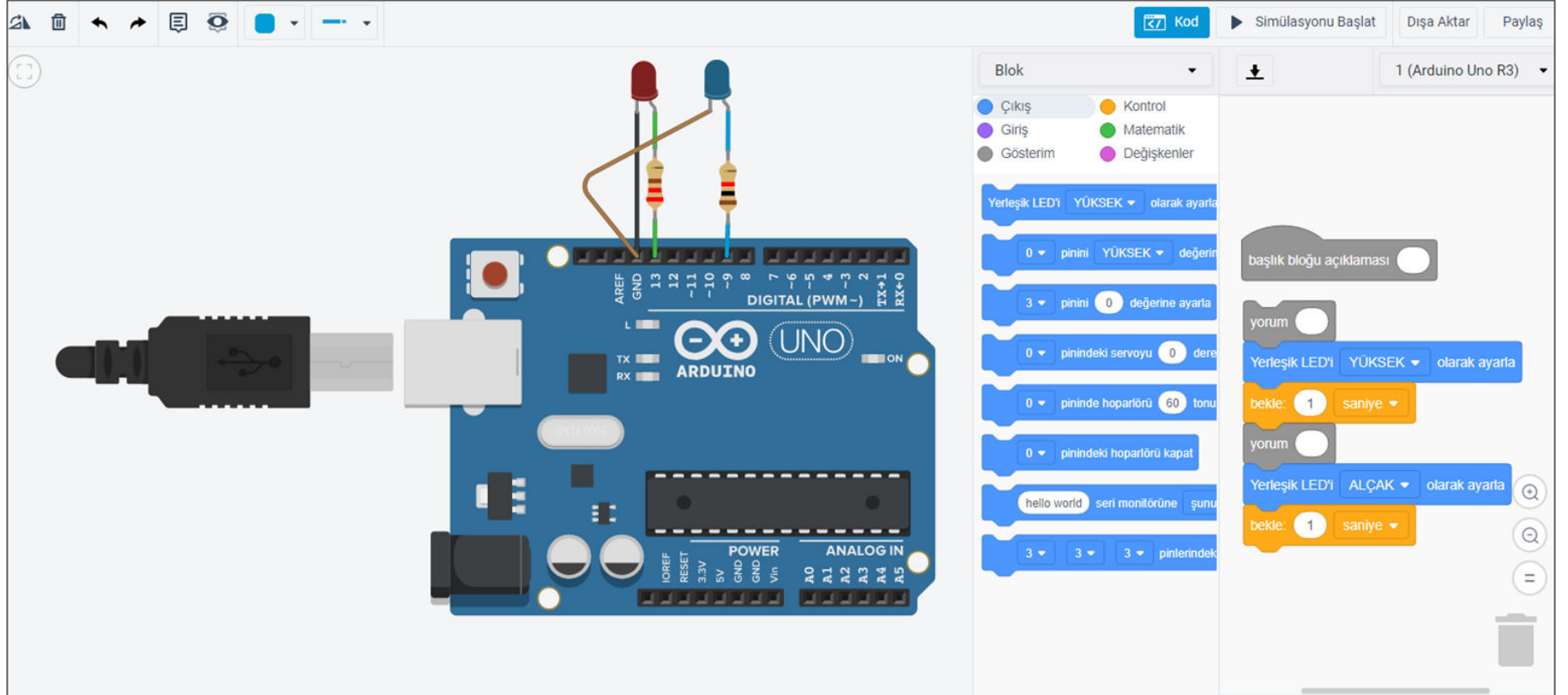
bekle: 1 saniye

yorum

Yerleşik LED1 ALÇAK olarak ayarla

bekle: 1 saniye

Mavi LED yanıp sönüyor. Problemi çözebilir misin?



The screenshot shows the Tinkercad Arduino IDE interface. On the left, a blue Arduino Uno R3 board is connected to a USB Type-C cable. Two LEDs are connected to the digital pins: a red LED to pin 13 and a blue LED to pin 8. Both LEDs have their anodes connected to the positive rail and their cathodes connected to ground. The code block on the right is as follows:

```
Yerleşik LED1 YÜKSEK olarak ayarla
0 pinini YÜKSEK değerine ayarla
3 pinini 0 değerine ayarla
0 pinindeki servoyu 0 derecesine ayarla
0 pininde hoparlörü 60 tonuna ayarla
0 pinindeki hoparlörü kapat
hello world seri monitörüne şunu yazdır
3 3 3 pinlerindeki
```

The code block is a sequence of blocks that set the state of the LEDs and the speaker. The first block sets the red LED to HIGH. The second block sets the blue LED to HIGH. The third block sets the blue LED to LOW. The fourth block sets the speaker to 0 degrees. The fifth block sets the speaker to 60 tones. The sixth block sets the speaker to 0 tones. The seventh block sets the speaker to 0 tones. The eighth block sets the speaker to 0 tones. The ninth block sets the speaker to 0 tones. The tenth block sets the speaker to 0 tones. The eleventh block sets the speaker to 0 tones. The twelfth block sets the speaker to 0 tones. The thirteenth block sets the speaker to 0 tones. The fourteenth block sets the speaker to 0 tones. The fifteenth block sets the speaker to 0 tones. The sixteenth block sets the speaker to 0 tones. The seventeenth block sets the speaker to 0 tones. The eighteenth block sets the speaker to 0 tones. The nineteenth block sets the speaker to 0 tones. The twentieth block sets the speaker to 0 tones. The twenty-first block sets the speaker to 0 tones. The twenty-second block sets the speaker to 0 tones. The twenty-third block sets the speaker to 0 tones. The twenty-fourth block sets the speaker to 0 tones. The twenty-fifth block sets the speaker to 0 tones. The twenty-sixth block sets the speaker to 0 tones. The twenty-seventh block sets the speaker to 0 tones. The twenty-eighth block sets the speaker to 0 tones. The twenty-ninth block sets the speaker to 0 tones. The thirtieth block sets the speaker to 0 tones. The thirty-first block sets the speaker to 0 tones. The thirty-second block sets the speaker to 0 tones. The thirty-third block sets the speaker to 0 tones. The thirty-fourth block sets the speaker to 0 tones. The thirty-fifth block sets the speaker to 0 tones. The thirty-sixth block sets the speaker to 0 tones. The thirty-seventh block sets the speaker to 0 tones. The thirty-eighth block sets the speaker to 0 tones. The thirty-ninth block sets the speaker to 0 tones. The fortieth block sets the speaker to 0 tones. The forty-first block sets the speaker to 0 tones. The forty-second block sets the speaker to 0 tones. The forty-third block sets the speaker to 0 tones. The forty-fourth block sets the speaker to 0 tones. The forty-fifth block sets the speaker to 0 tones. The forty-sixth block sets the speaker to 0 tones. The forty-seventh block sets the speaker to 0 tones. The forty-eighth block sets the speaker to 0 tones. The forty-ninth block sets the speaker to 0 tones. The fiftieth block sets the speaker to 0 tones. The fifty-first block sets the speaker to 0 tones. The fifty-second block sets the speaker to 0 tones. The fifty-third block sets the speaker to 0 tones. The fifty-fourth block sets the speaker to 0 tones. The fifty-fifth block sets the speaker to 0 tones. The fifty-sixth block sets the speaker to 0 tones. The fifty-seventh block sets the speaker to 0 tones. The fifty-eighth block sets the speaker to 0 tones. The fifty-ninth block sets the speaker to 0 tones. The sixtieth block sets the speaker to 0 tones. The sixty-first block sets the speaker to 0 tones. The sixty-second block sets the speaker to 0 tones. The sixty-third block sets the speaker to 0 tones. The sixty-fourth block sets the speaker to 0 tones. The sixty-fifth block sets the speaker to 0 tones. The sixty-sixth block sets the speaker to 0 tones. The sixty-seventh block sets the speaker to 0 tones. The sixty-eighth block sets the speaker to 0 tones. The sixty-ninth block sets the speaker to 0 tones. The seventieth block sets the speaker to 0 tones. The seventy-first block sets the speaker to 0 tones. The seventy-second block sets the speaker to 0 tones. The seventy-third block sets the speaker to 0 tones. The seventy-fourth block sets the speaker to 0 tones. The seventy-fifth block sets the speaker to 0 tones. The seventy-sixth block sets the speaker to 0 tones. The seventy-seventh block sets the speaker to 0 tones. The seventy-eighth block sets the speaker to 0 tones. The seventy-ninth block sets the speaker to 0 tones. The eightieth block sets the speaker to 0 tones. The eighty-first block sets the speaker to 0 tones. The eighty-second block sets the speaker to 0 tones. The eighty-third block sets the speaker to 0 tones. The eighty-fourth block sets the speaker to 0 tones. The eighty-fifth block sets the speaker to 0 tones. The eighty-sixth block sets the speaker to 0 tones. The eighty-seventh block sets the speaker to 0 tones. The eighty-eighth block sets the speaker to 0 tones. The eighty-ninth block sets the speaker to 0 tones. The ninetieth block sets the speaker to 0 tones. The ninety-first block sets the speaker to 0 tones. The ninety-second block sets the speaker to 0 tones. The ninety-third block sets the speaker to 0 tones. The ninety-fourth block sets the speaker to 0 tones. The ninety-fifth block sets the speaker to 0 tones. The ninety-sixth block sets the speaker to 0 tones. The ninety-seventh block sets the speaker to 0 tones. The ninety-eighth block sets the speaker to 0 tones. The ninety-ninth block sets the speaker to 0 tones. The hundredth block sets the speaker to 0 tones.



GÖREV 01



Bir LED bağla ve yanıp sönmesini kodla

İkinci LED'i bağla

Üçüncü LED'i bağla



GÖREV 02

- ✓ İki farklı renkte LED bağla ve sırayla yanıp sönmesini kodla.
Sırayla yandıktan sonra birlikte yansın/sönsün.

GÖREV 03

- ✓ Üç farklı renkte LED bağla ve sırayla yanıp sönmesini kodla.
Sırayla yandıktan sonra birlikte/sönsün.