

Ardublock projects

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It is recommended that the projects are done in the number order to get used to the concepts and conventions.

After the first two projects, the “setup” phase is not necessarily shown, but needs to be worked out by looking at the diagram of the Arduino and allocating the inputs and outputs, then put into the program.

Troubleshooting.

Check that it is plugged in and turned on.

Check all of the typing. Make sure all the spelling is consistent and that capitals are not being used in different places. Make sure there are no spaces in the integer names, and they do not start with a numeral.

Check the wiring. Make sure that the signals, the negatives and the positives are all in the right places. Recheck the allocation of the signal pins.

Do not forget to **SAVE YOUR WORK** regularly.

When uploading to the Arduino, do not forget to select the Port number from the Tools menu, then re-upload the program.