

IR Receiver

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```
int IRrx = 3;
int Yellow = 7;

void setup() {
  pinMode(IRrx, INPUT);
  pinMode(Yellow, OUTPUT);
}

//The IR receiver pulls the output LOW when it
//receives a signal, so it works "inverted".

void loop() {
  while(digitalRead(IRrx) == HIGH){
    digitalWrite(Yellow, LOW);
  }
  digitalWrite(Yellow, HIGH);
}
```

IR Transmitter

```
int RedLED = 10;
int IRLED = 11;
int Button = A0;

void setup() {
  pinMode(RedLED, OUTPUT);
  pinMode(IRLED, OUTPUT);
  pinMode(Button, INPUT);
}

void loop() {
  if(digitalRead(Button) == HIGH){
    digitalWrite(RedLED, 1);
    tone(IRLED, 38000);
  }
  if(digitalRead(Button) == LOW){
    digitalWrite(RedLED, 0);
    noTone(IRLED);
  }
}
```