

Arduino Cheat Sheet

Most information from the Arduino Language Reference:
<http://arduino.cc/en/Reference/HomePage>

Structure & Flow

Basic Program Structure

```
void setup() {  
  // runs once when sketch starts  
}  
void loop() {  
  // runs repeatedly  
}
```

Control Structures

```
if (x < 5) { ... } else { ... }  
while (x < 5) { ... }  
do { ... } while ( x < 5);  
for (int i = 0; i < 10; i++) { ... }  
break; // exit a loop immediately  
continue; // go to next iteration  
switch (myVar) {  
  case 1:  
    ...  
    break;  
  case 2:  
    ...  
    break;  
  default:  
    ...  
}  
return x; // or "return;" for voids
```

Operators

General Operators

= (assignment operator)
+ (add) - (subtract)
* (multiply) / (divide)
% (modulo)
== (equal to) != (not equal to)
< (less than) > (greater than)
<= (less than or equal to)
>= (greater than or equal to)
&& (and) || (or) ! (not)

Compound Operators

++ (increment)
-- (decrement)
+= (compound addition)
-= (compound subtraction)
*= (compound multiplication)
/= (compound division)
&= (compound bitwise and)
|= (compound bitwise or)

Bitwise Operators

& (bitwise and) | (bitwise or)
^ (bitwise xor) ~ (bitwise not)
<< (shift left) >> (shift right)

Built-in Functions

Digital I/O

pinMode(pin, [INPUT, OUTPUT])
digitalWrite(pin, value)
int digitalRead(pin)
// Write HIGH to inputs to use
// pull-up resistors

Analog I/O

analogReference([DEFAULT,
INTERNAL, EXTERNAL])
int analogRead(pin)
// Call twice if switching pin
// from a high-Z source
analogWrite(pin, value) // PWM

Advanced I/O

tone(pin, freqhz)
tone(pin, freqhz, duration_ms)
noTone(pin)
shiftOut(dataPin, clockPin,
[MSBFIRST,LSBFIRST], value)
unsigned long pulseIn(pin,
[HIGH,LOW])

Time

unsigned long millis()
// overflow at 50 days
unsigned long micros()
// overflow at 70 minutes
delay(ms)
delayMicroseconds(us)

Math

min(x, y) max(x, y) abs(x)
sin(rad) cos(rad) tan(rad)
sqrt(x) pow(base, exponent)
constrain(x, minval, maxval)
map(val, fromL, fromH, toL, toH)

Random Numbers

randomSeed(seed) // long or int
long random(max)
long random(min, max)

Bits and Bytes

lowByte(x) highByte(x)
bitRead(x, bitn)
bitWrite(x, bitn, bit)
bitSet(x, bitn)
bitClear(x, bitn)
bit(bitn) // bitn: 0=LSB 7=MSB

Conversions

char() byte()
int() word()
long() float()

External Interrupts

attachInterrupt(interrupt, func,
[LOW, CHANGE, RISING, FALLING])
detachInterrupt(interrupt)
interrupts()
noInterrupts()

Libraries

Serial (communicate with PC or via RX/TX)
begin(long Speed) // set bits/sec
end()
int available()
byte read()
byte peek()
flush()
print(myData)
println(myData)
write(myBytes)
flush()

EEPROM (#include <EEPROM.h>)
byte read(intAddr)
write(intAddr, myByte)

Servo (#include <Servo.h>)
attach(pin, [min_uS, max_uS])
write(angle) // 0, 180
writeMicroseconds(uS)
// 1000-2000; 1500 is midpoint
read() // 0 - 180
attached() // returns boolean
detach()

SoftwareSerial (serial comm. on any pins)
(#include <softwareSerial.h>)
SoftwareSerial(rxPin, txPin)
// select rx and tx pins
begin(long Speed) // up to 9600
char read() // blocks till data
print(myData)
println(myData)

Wire (I²C comm.) (#include <Wire.h>)
begin() // join a master
begin(addr) // join a slave @ addr
requestFrom(address, count)
beginTransmission(addr) // Step 1
send(myByte) // Step 2
send(char * mystring)
send(byte * data, size)
endTransmission() // Step 3
byte available() // Num of bytes
byte receive() // Return next byte
onReceive(handler)
onRequest(handler)

Variables, Arrays, and Data

Data types

void
boolean (0, 1, true, false)
char (e.g. 'a' -128 to 127)
int (-32768 to 32767)
long (-2147483648 to 2147483647)
unsigned char (0 to 255)
byte (0 to 255)
unsigned int (0 to 65535)
word (0 to 65535)
unsigned long (0 to 4294967295)
float (-3.4028e+38 to 3.4028e+38)
double (currently same as float)

Qualifiers

static // persists between calls
volatile // use RAM (nice for ISR)
const // make read only
PROGMEM // Use flash

Arrays

```
int myInts[6]; // array of 6 ints  
int myPins[]={2, 4, 8, 3, 6};  
int mySensVals[6]={2, 4, -8, 3, 2};  
myInts[0]=42; // assigning first  
// index of myInts  
myInts[6]=12; // ERROR! Indexes  
// are 0 though 5
```

Constants

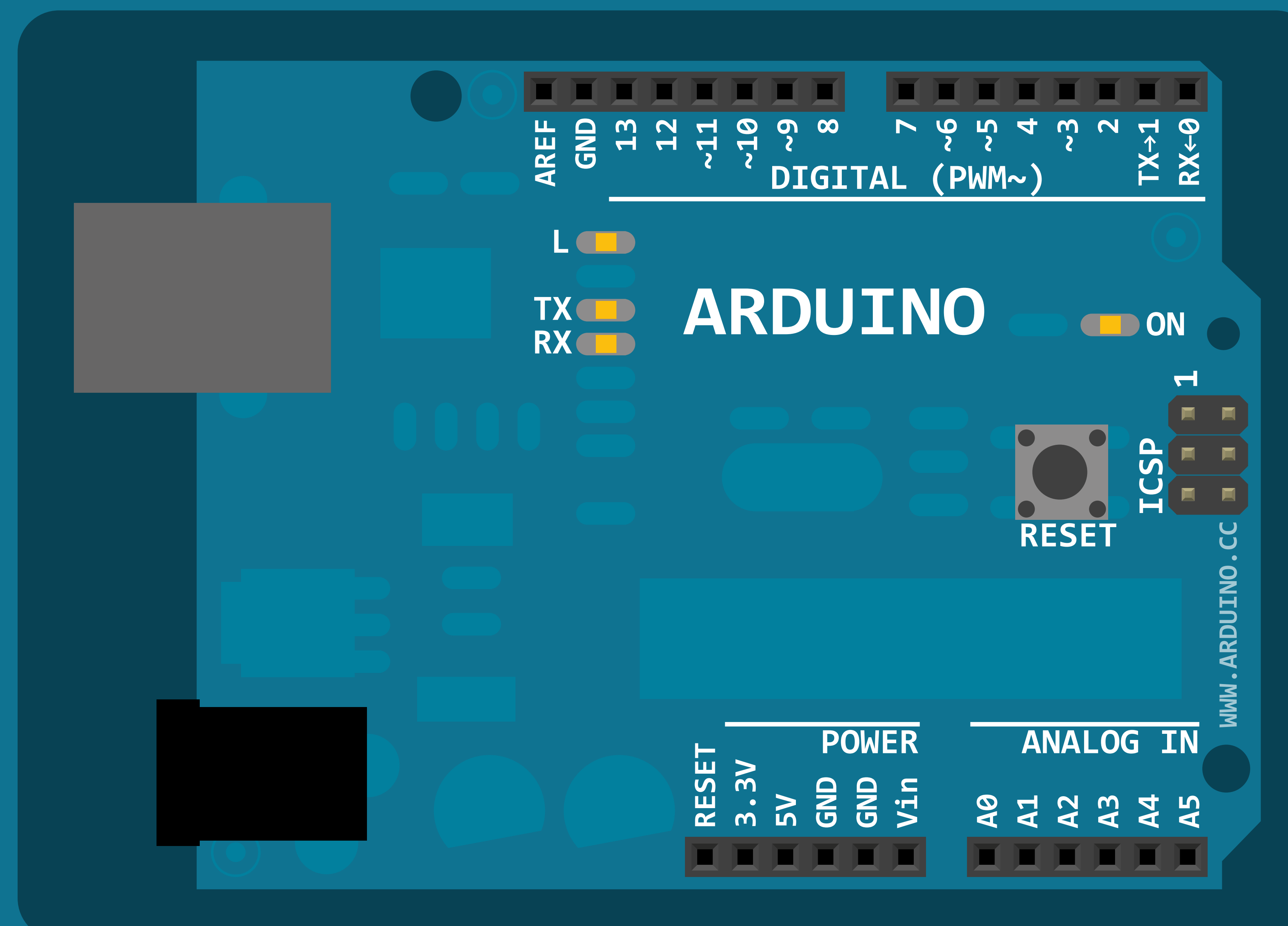
HIGH | LOW
INPUT | OUTPUT
true | false
143 // Decimal
0173 // Octal (leading 0)
0b11011111 // Binary
0x7B // Hex (hexadecimal)
7U // force unsigned
10L // force long
15UL // force long unsigned
10.0 // force floating point
2.4e5 // 240000

Pointer Access

& (reference: get a pointer)
* (dereference: follow a pointer)

Strings

```
char S1[8] =  
{ 'A', 'r', 'd', 'u', 'i', 'n', 'o' };  
// unterminated string; may crash  
char S2[8] =  
{ 'A', 'r', 'd', 'u', 'i', 'n', 'o', '\0' };  
// includes \0 null termination  
char S3[]="arduino";  
char S4[8]="arduino";
```



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Adapted from:

- Original by Gavin Smith
- SVG version by Frederic Dufourg
- Arduino board drawing original by Fritzing.org