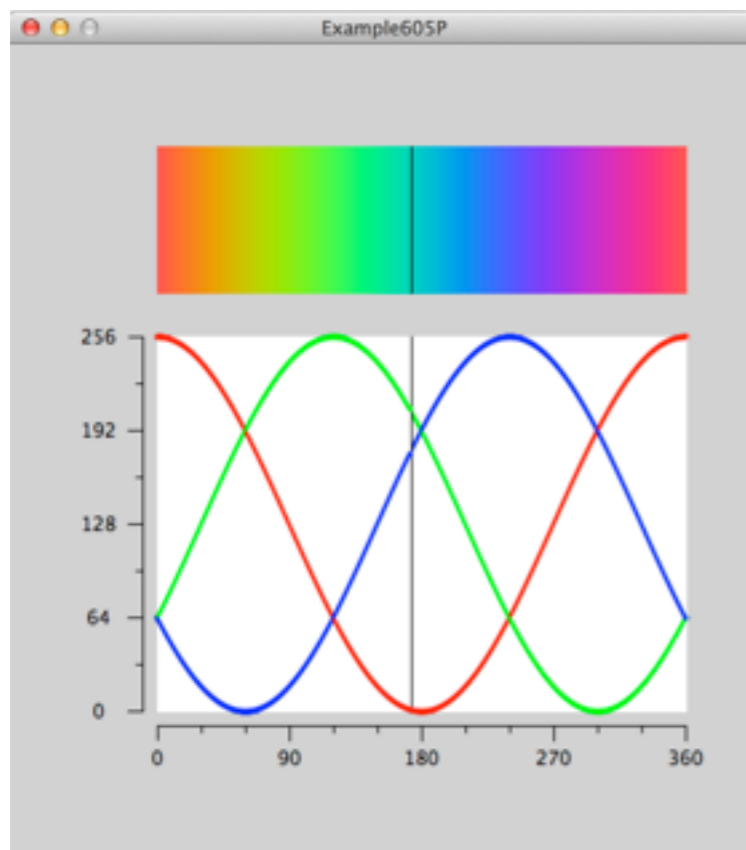


今回と次回のご目標

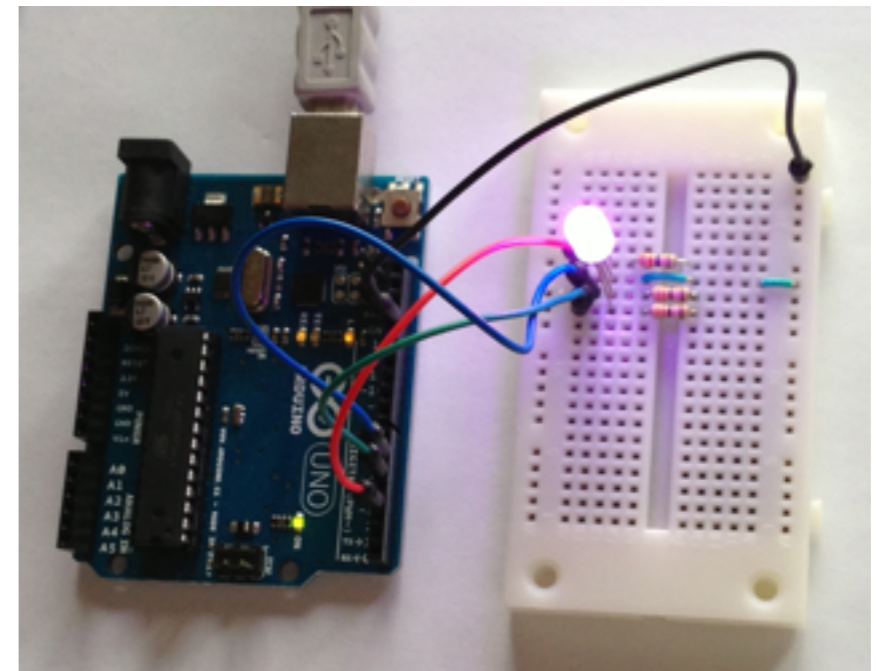
Processingで作った配色をArduinoのLEDに点灯する

- ◎ Processingを「お絵描きソフト」につかう
- ◎ ProcessingとArduinoのシリアル通信

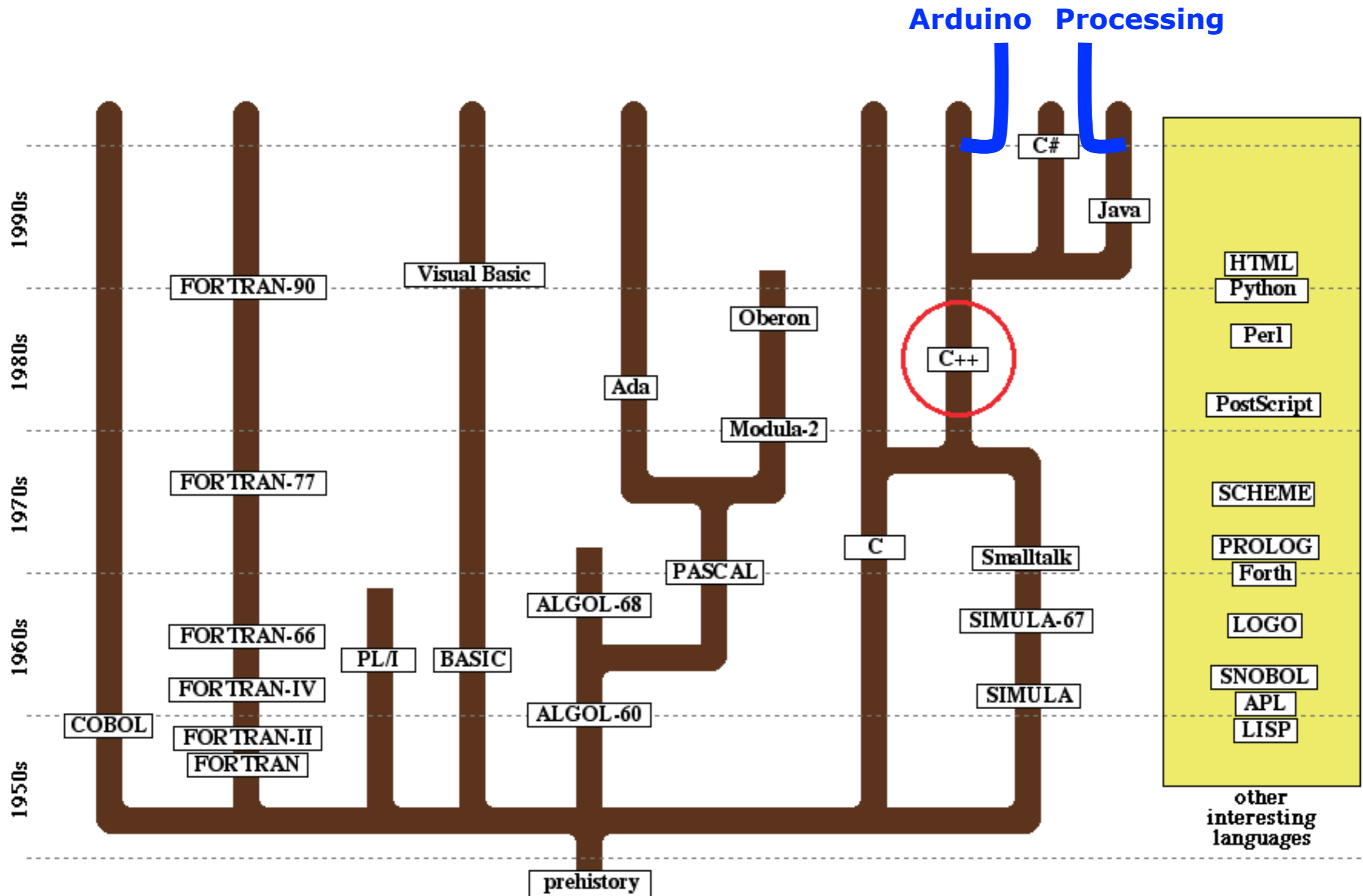
Processing



Arduino

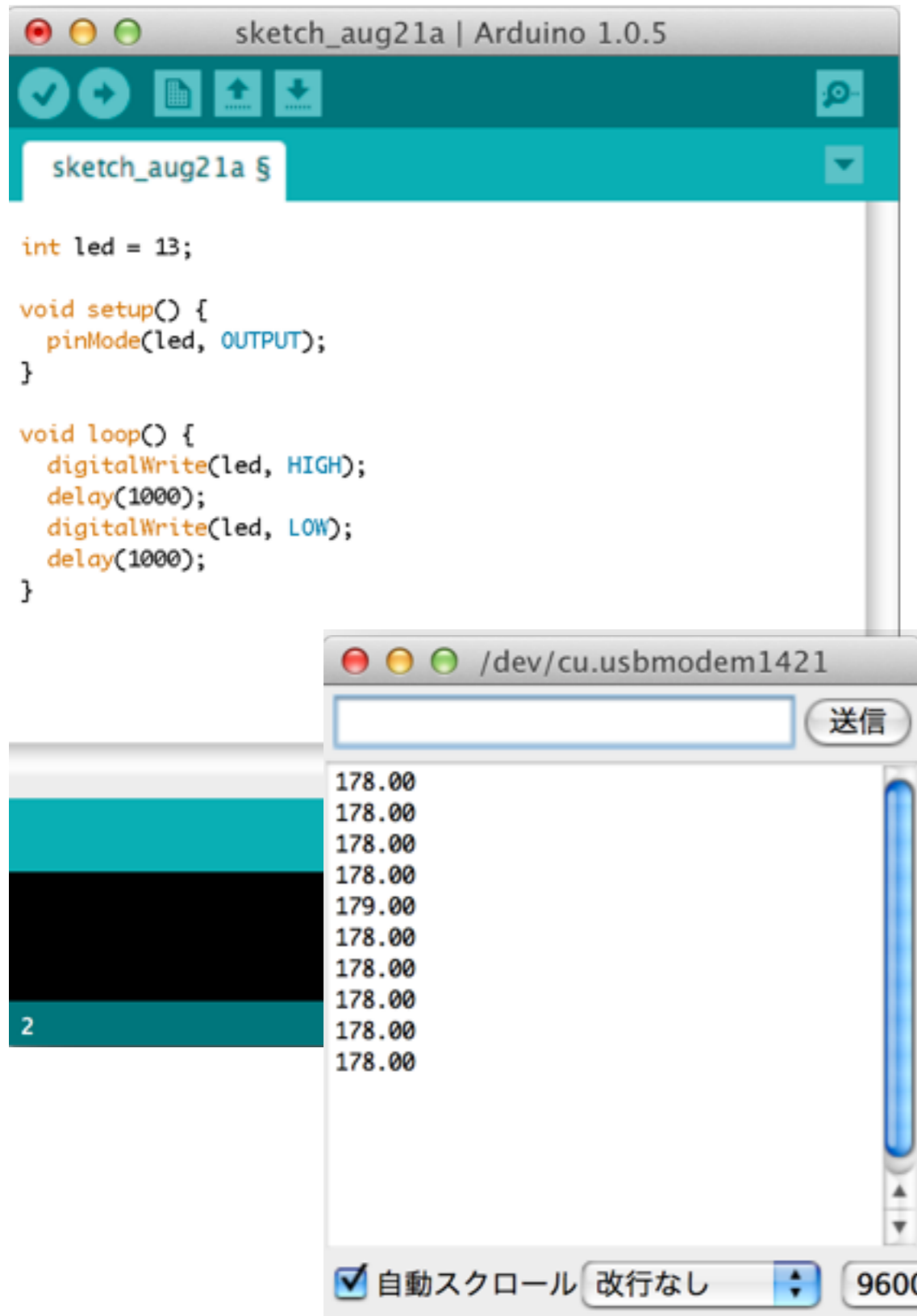


主なプログラミング言語の進化の木



From "Programming Abstractions in C++" by E.S. Roberts and J. Zelenski, 2002

Arduino



The screenshot shows the Arduino IDE interface. The main window displays the following code:

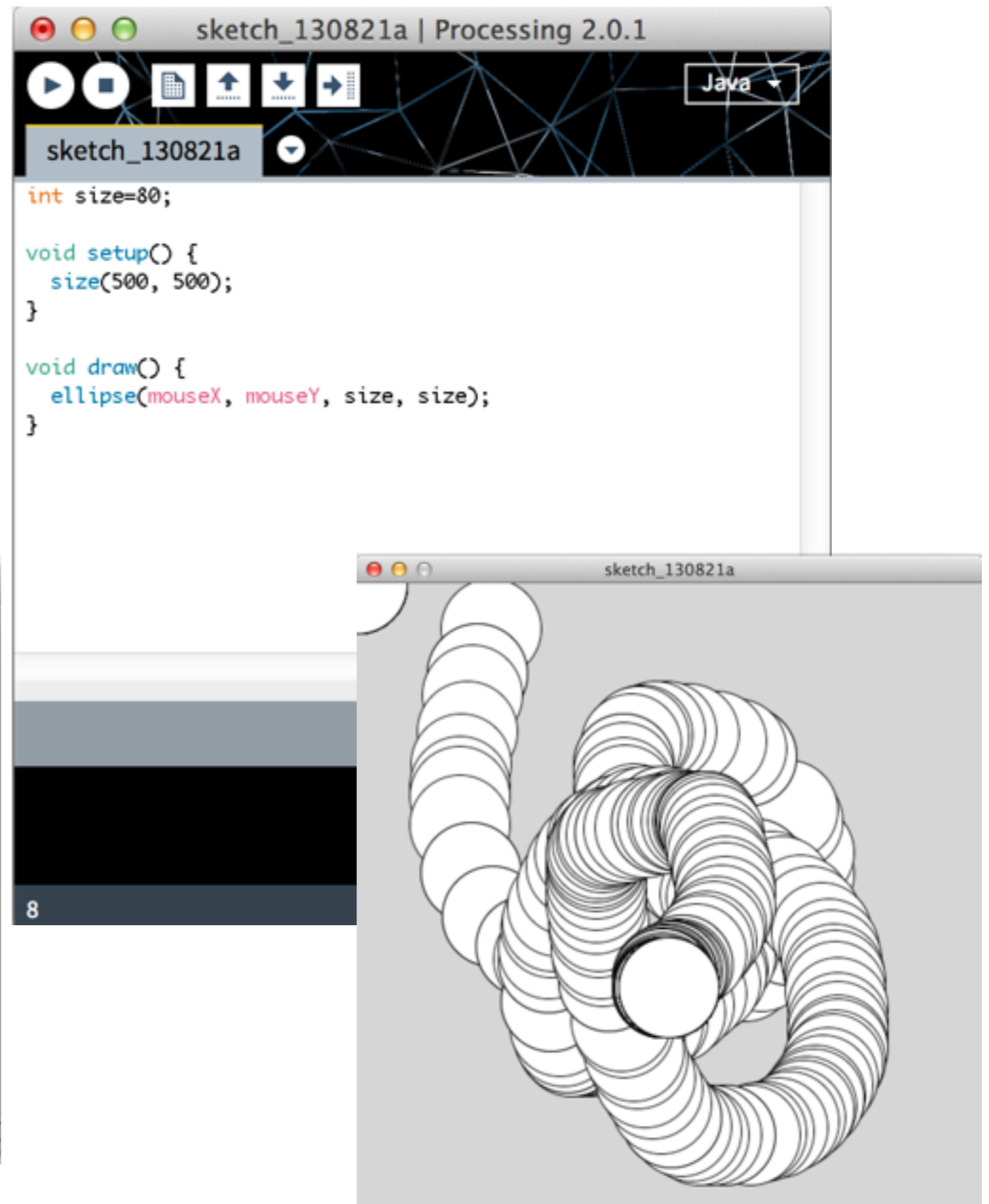
```
int led = 13;

void setup() {
  pinMode(led, OUTPUT);
}

void loop() {
  digitalWrite(led, HIGH);
  delay(1000);
  digitalWrite(led, LOW);
  delay(1000);
}
```

Below the code editor is a serial monitor window titled "/dev/cu.usbmodem1421". It shows a list of values: 178.00, 178.00, 178.00, 178.00, 179.00, 178.00, 178.00, 178.00, 178.00, 178.00. The number "2" is visible in the bottom left corner of the IDE window.

Processing



The screenshot shows the Processing IDE interface. The main window displays the following code:

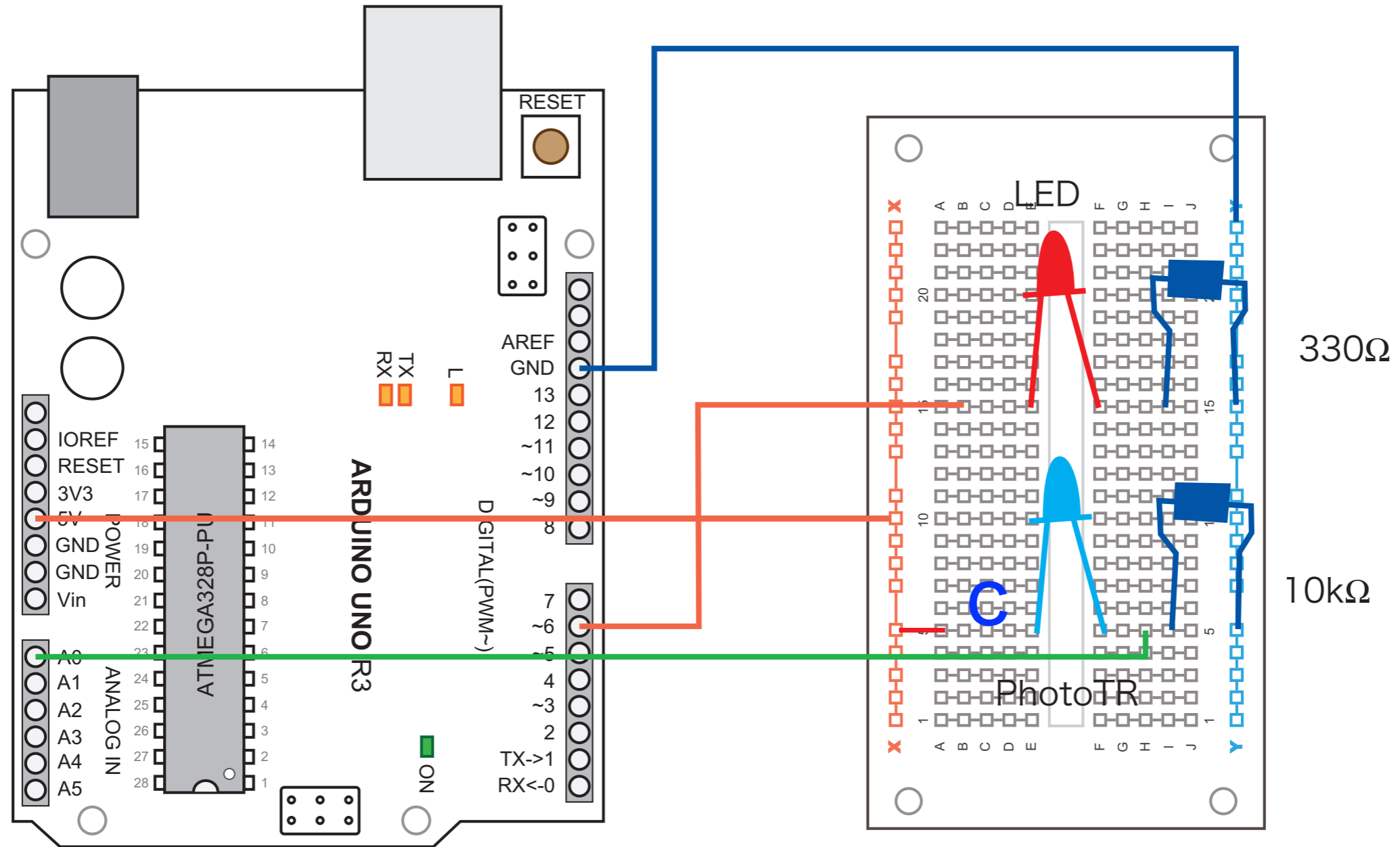
```
int size=80;

void setup() {
  size(500, 500);
}

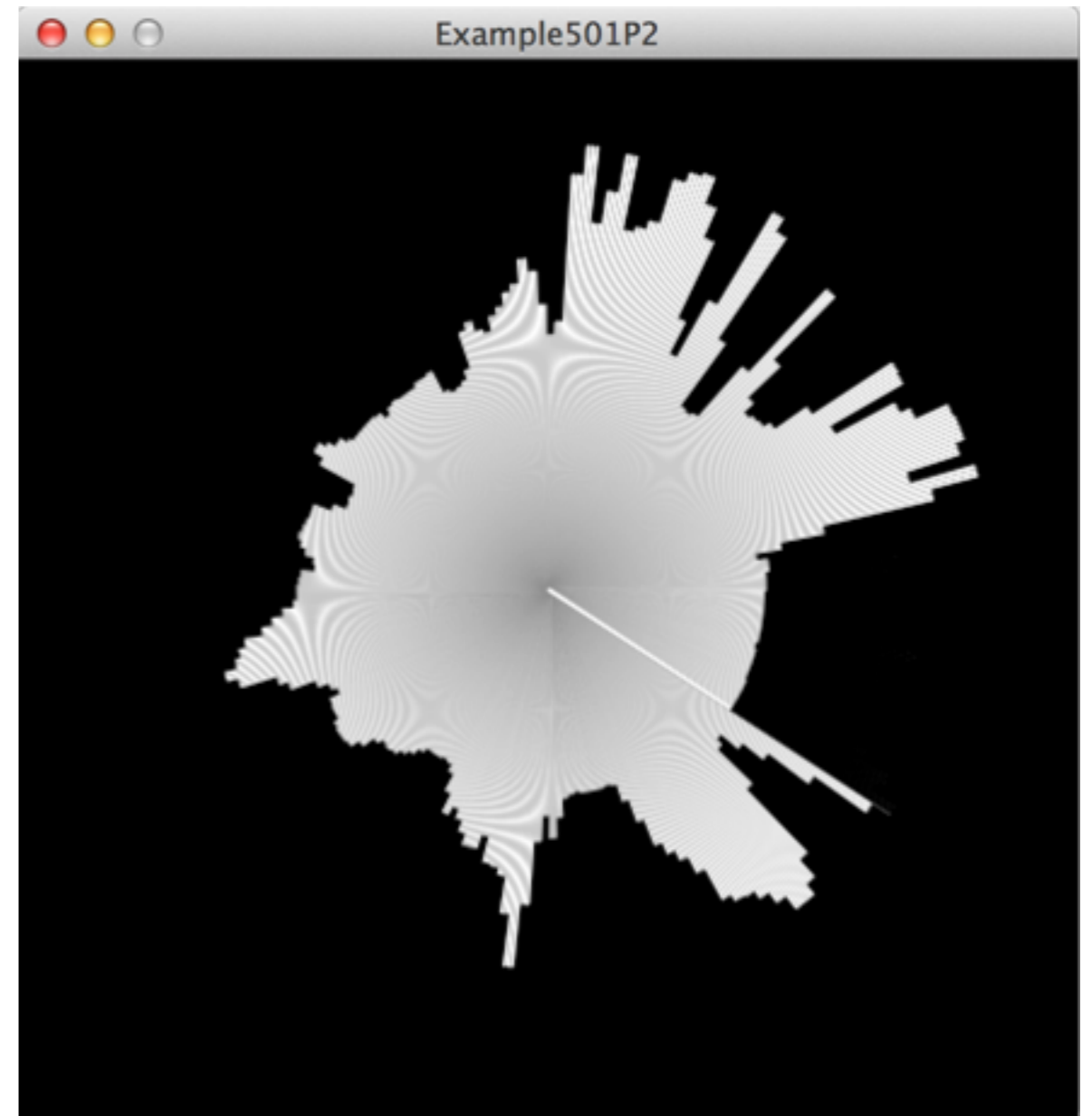
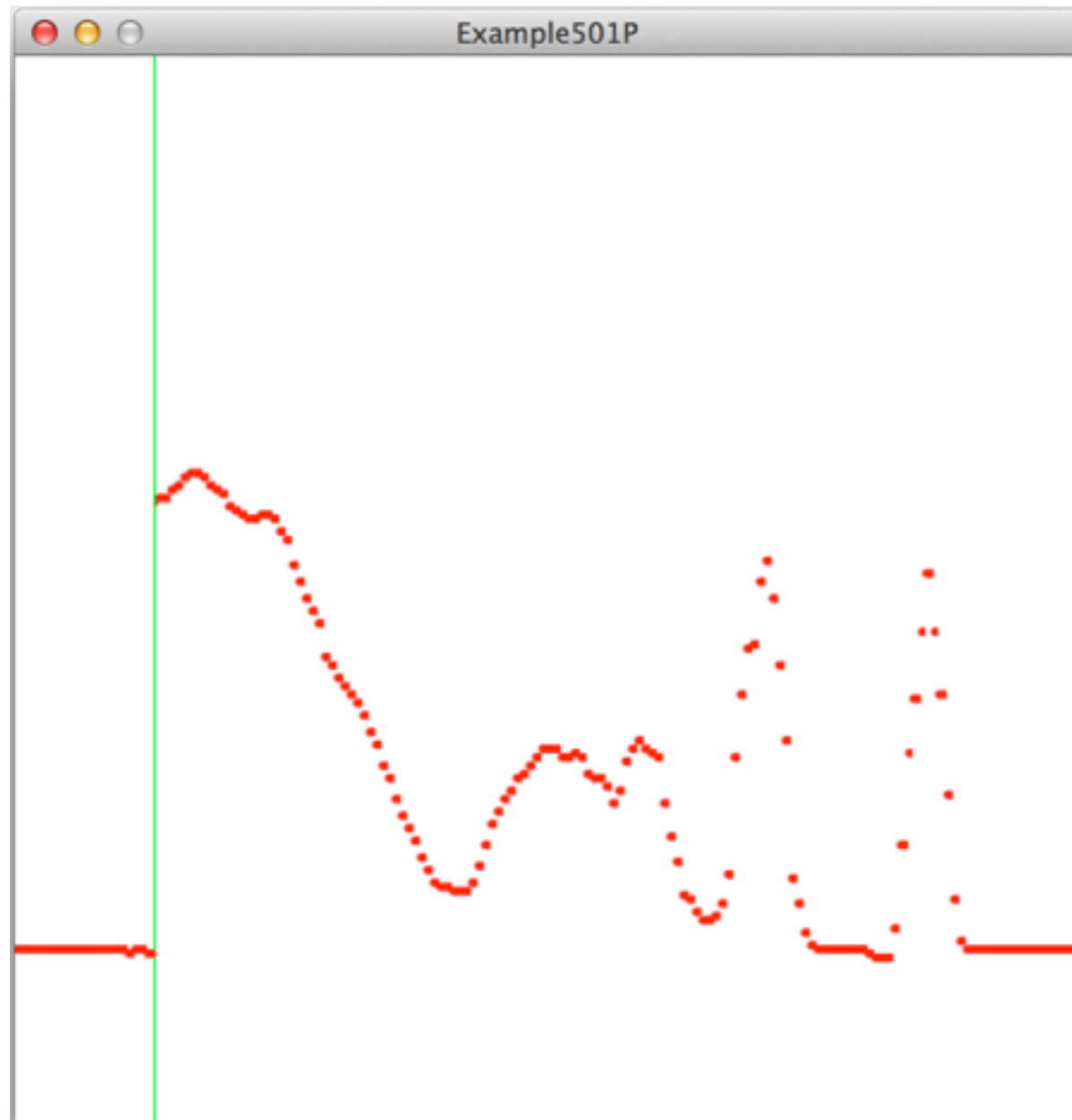
void draw() {
  ellipse(mouseX, mouseY, size, size);
}
```

Below the code editor is a window titled "sketch_130821a" displaying a complex, multi-layered circular pattern. The number "8" is visible in the bottom left corner of the IDE window.

フォトトランジスタを使った調光



プロセッシングを使ったデータの表示



RGBledを点灯する

