

Helpful Hints for using Arduino

- Arduino is a language and just like learning a foreign language, read the code from the beginning even when you don't understand it. Eventually you will be able to make sense of the connections and the language.
- If the project doesn't work, go back over the connections and check you have them right. Often times it is a connection error as it's easy to use a jumper cable in the wrong hole
- Arduino is great for learning from failure, not giving up and trying something else. If the connections are correct, look at the code. Are all the connections the same as you have hooked up?
- Sometimes code downloaded doesn't work, there are errors. Read the comments as more experienced coders often fix and post correct code for you to use.
- Verify the code first to check for errors and then build. There is nothing more frustrating than taking a long time to build a circuit that doesn't work because of errors in the code.
- If starting with code is scary, start with drag and drop. The link to the best program is on the website on the same page as this document.
- Don't be afraid to tinker, swap things around, change the code. Just be careful not to overload the UNO board with more than 5V. If you do, you will burn the board out and it will not work.
- If the code is not working, reset your UNO board with the orange button next to the USB port and try uploading the code again.
- There is a huge range of projects and a great community of coders online that can help, provide project ideas or just to follow and learn what others are making.

Happy tinkering!