

Unit 2 Project Practice

In this unit, we will take several classic projects as examples to carry out project practice and learn how to create a prototype that can be quickly verified from an idea. In this unit, we will not analyze the code line by line, but only explain the key steps. We will learn more about the practical application of the code. Arduino has a very rich library and sample programs, as well as a large number of community resources. When we do projects, we should be good at finding resources, refer to sample programs, adjust the code according to our own needs, and achieve the desired results faster. In addition, we will initially learn how to design the appearance based on the results achieved by the program. We will start with the use of the objects around us to carry out the transformation. We will combine the objects with the electronic hardware to quickly form a prototype work.