Recap

1. Blinky LED
   Golden rule of tinkering: get back to last known configuration.
   **Aim**: Get LED blinking again on pin 13
   **Code**: Arduino: examples/01.Basics/ blink.ino
   **Circuit**:
2. Dimming the LED via serial port communication


**Aim**: communicate with Arduino via serial port  
**Code**: Arduino: Examples/04.Communication/Dimmer  
**Circuit**:

![Circuit Diagram](image)

**Exercise**
- Print out values in Arduino IDE serial monitor  
  - Use `Serial.println(value, DEC)`  
  - To open serial monitor, click on wee magnifying glass top right
3. Reading Analog Input - Light Dependent Resistor

http://arduino.cc/en/Tutorial/AnalogInput

**Aim**: Use analog input to change behaviour of digital output  
**Code**: Arduino: Examples/03.Analog/AnalogInput.ino  
**Components**: LDR and resistor (match resistor to range of LDR) - LED in 13  
**Circuit**:

![Circuit Diagram]

Add a Serial.begin(*baudRate*) in setup and print out the values to the serial monitor

4. Reading continuous Analog Input into Supercollider

There are several ways of communicating with Supercollider, we are going to ignore all the helper libraries and write everything ourselves - with thanks to Fredrik Olofsson

**Aim**: read LDR data into SC  
**Code**: See arduinoSC.sc - you also need the Arduino class  
**Components**: As above  
**Circuit**: As above  

**Exercise**  
- Get input working, then create a synth which is controlled by this input  
- Examples provided show you how to control continuous parameters and trigger a sample  
- Develop these!