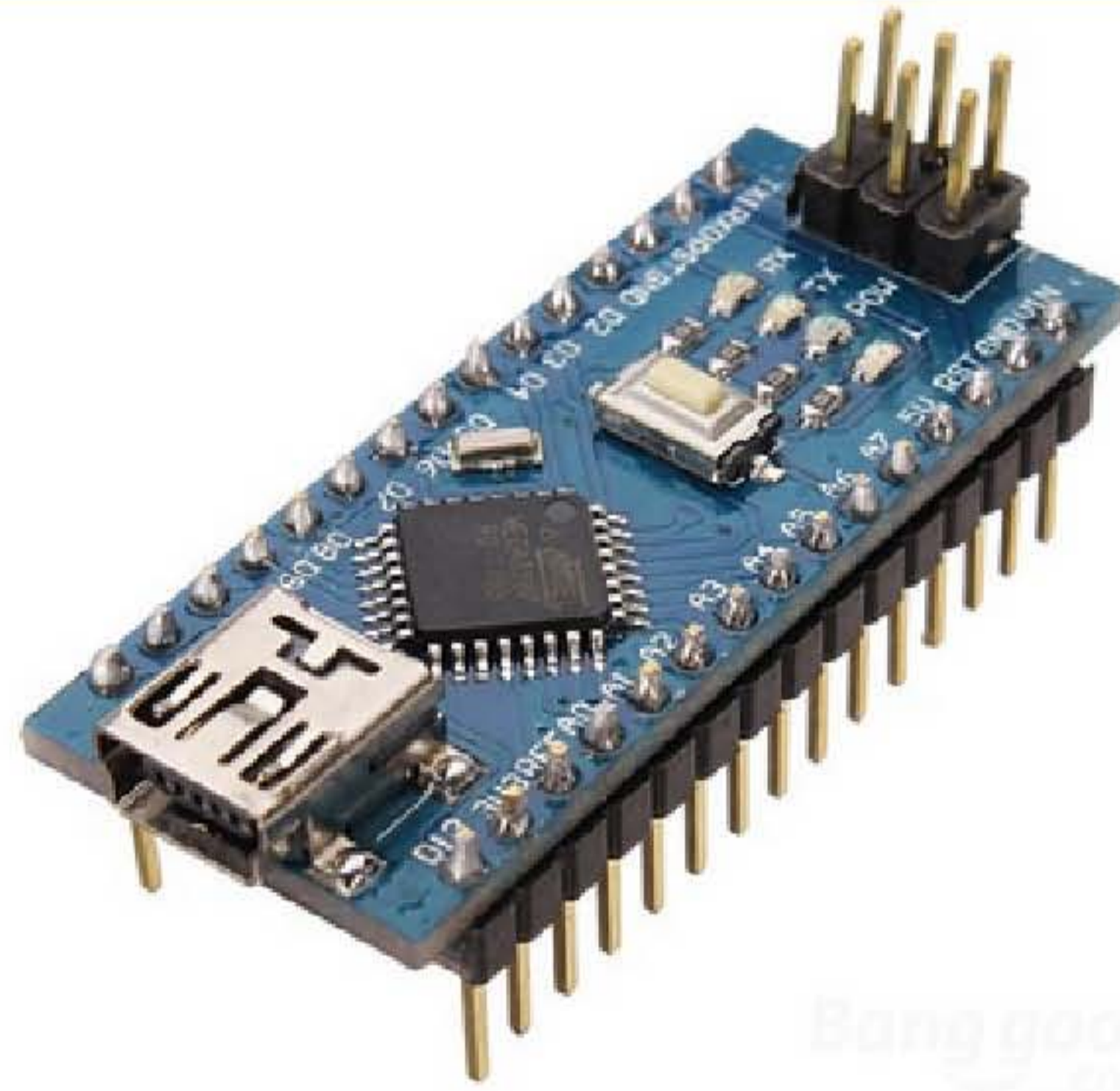


# AVR Arduino Nano



© Prof. Eng<sup>o</sup> esp Luiz Antonio Vargas Pinto  
[www.vargasp.com](http://www.vargasp.com)

# Aplicação

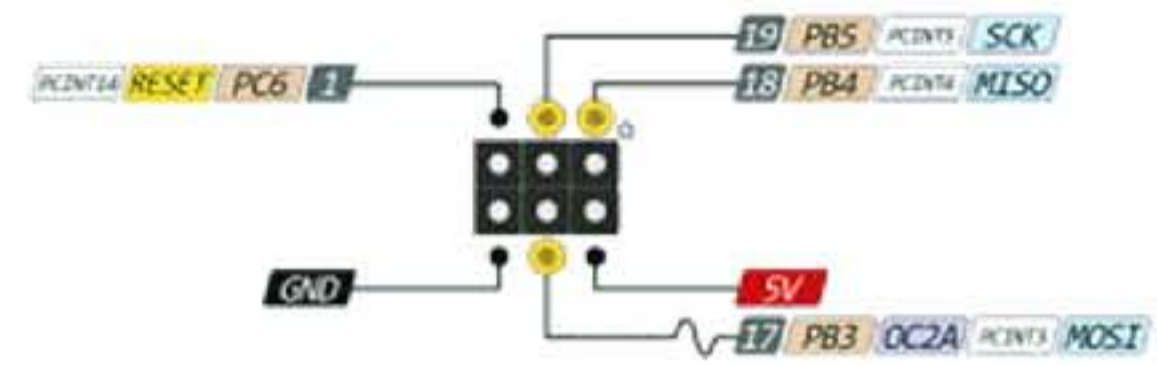
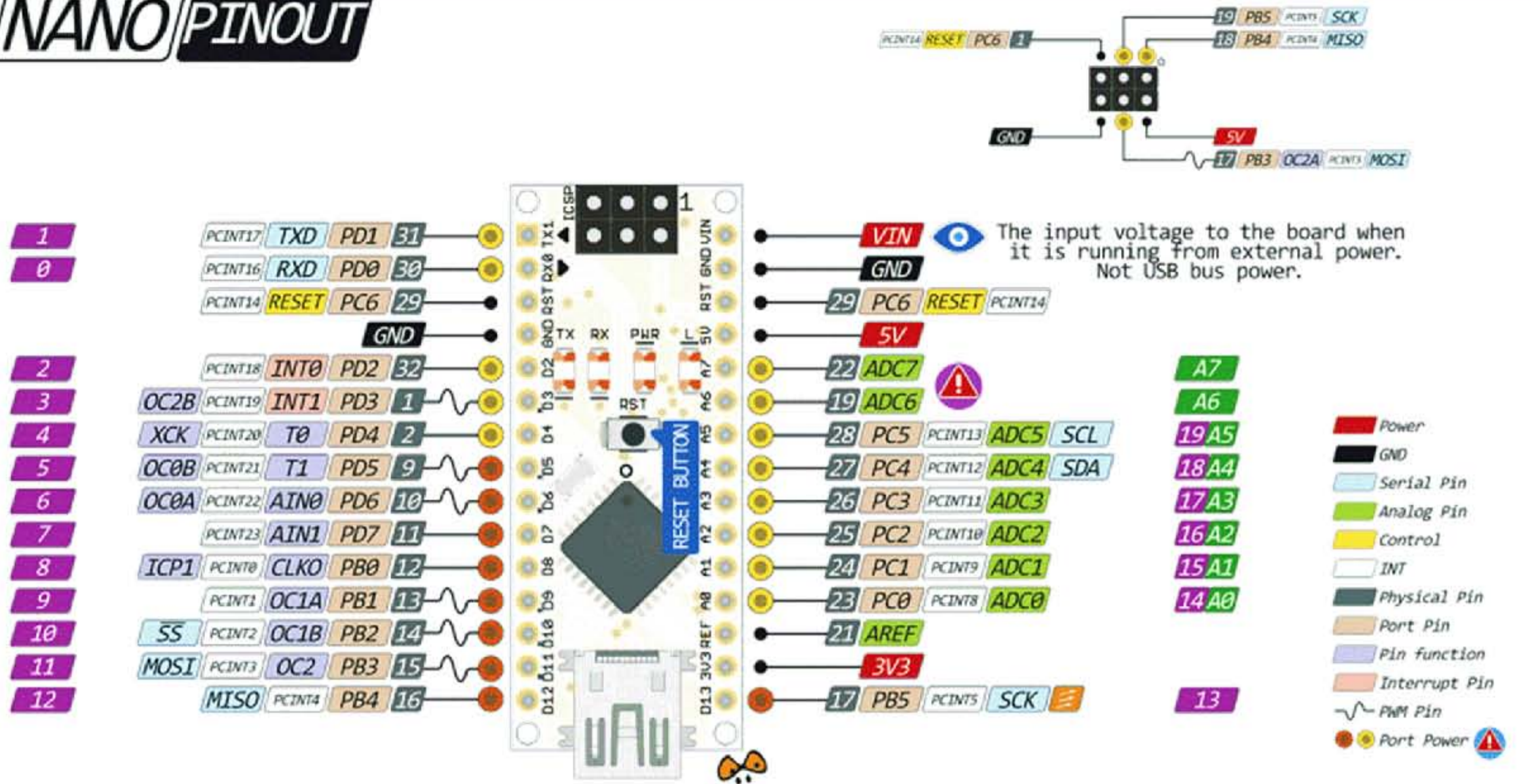


## Características placa borne:

- Compatível com Arduino nano
- Conectores **KRE**
- Dimensões: 53x35x12mm (CxLxA)
- Peso: 20g

# Pinout

## NANO PINOUT



**Warning:** Absolute MAX per pin 40mA recommended 20mA

**Warning:** Absolute MAX 200mA for entire package

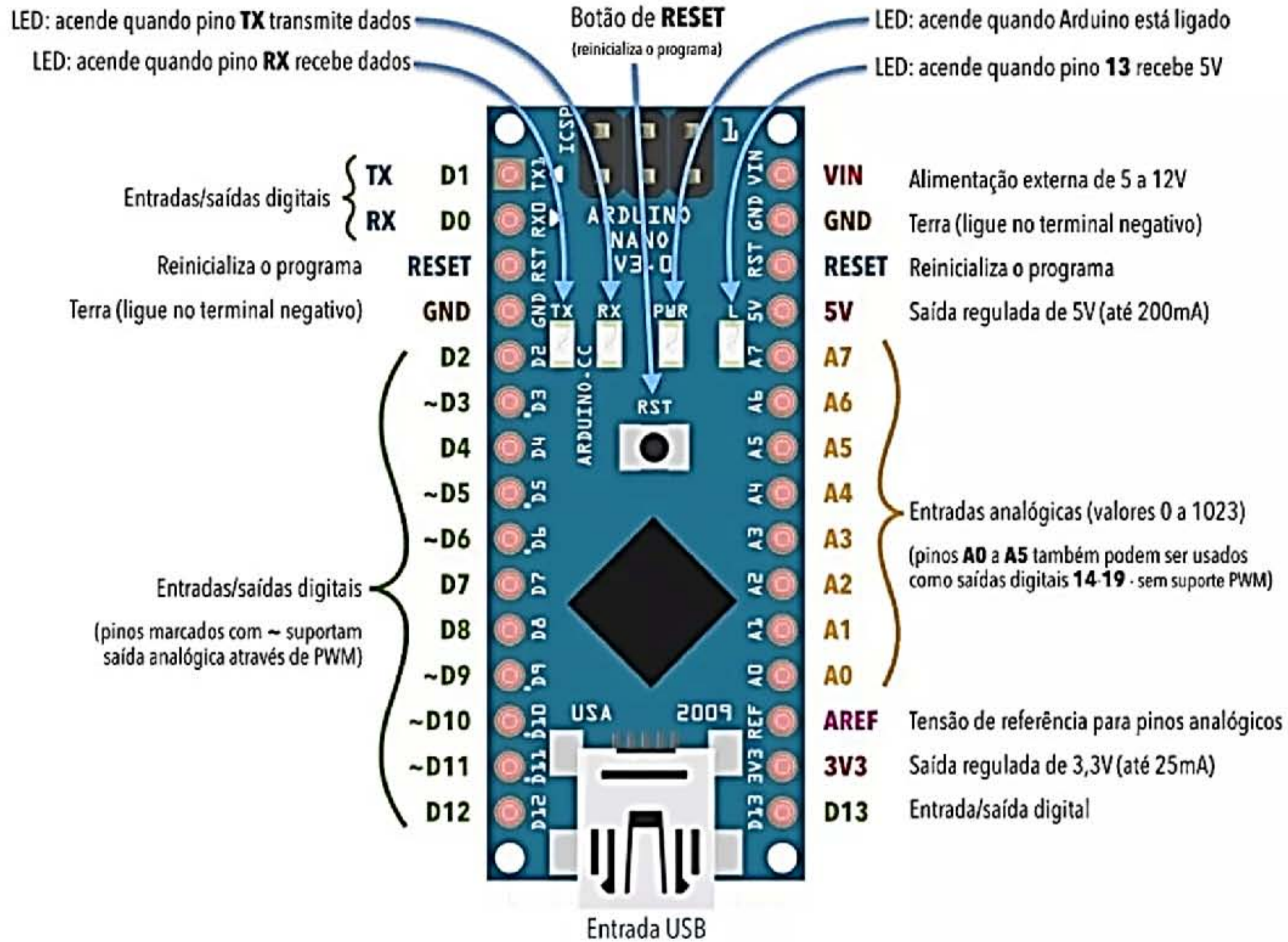


**Warning:** Analog exclusively Pins



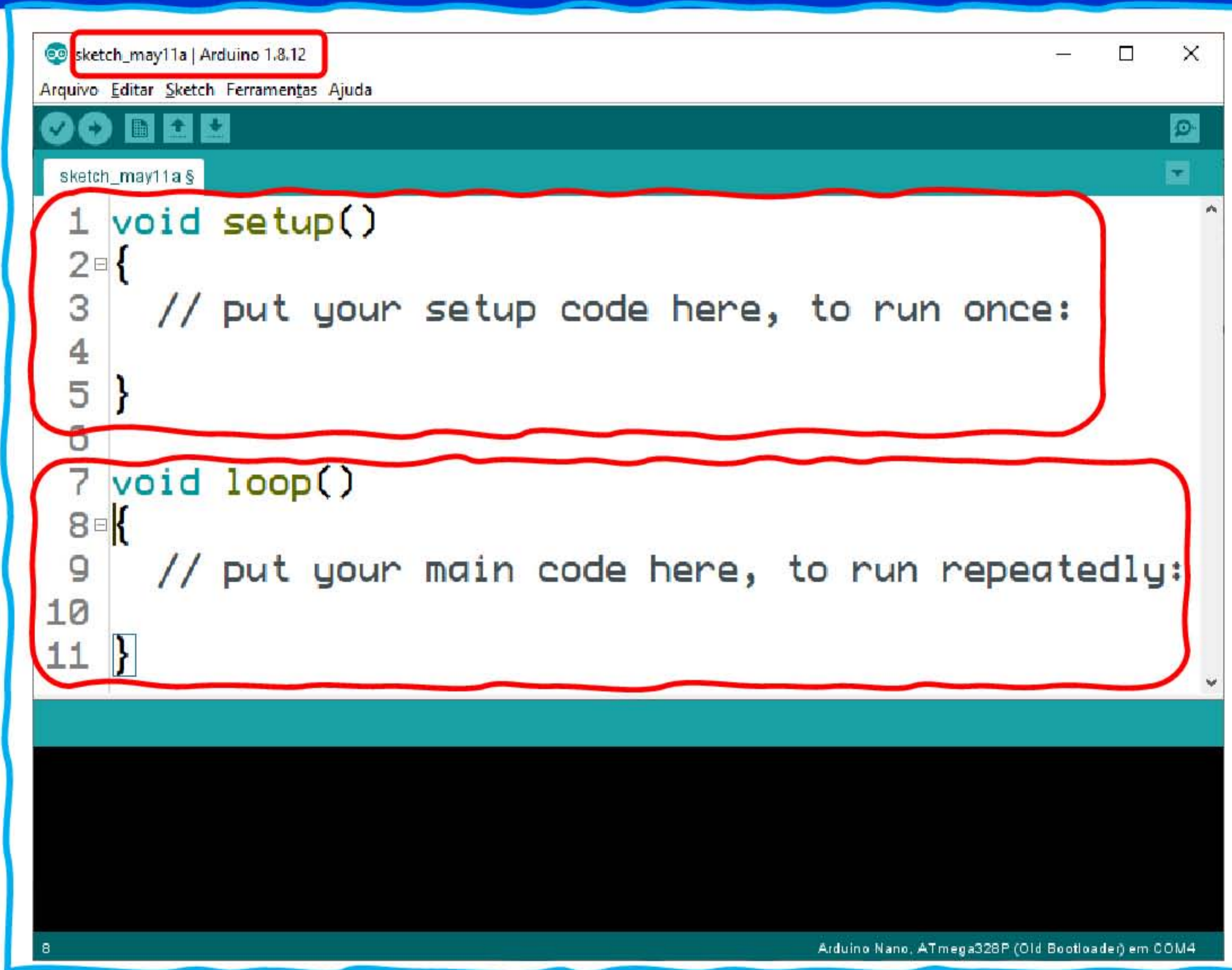
© Prof. Vargas

# Plataforma



<http://eletronicaparaartistas.com.br/arduino-2-configuracao-do-arduino-nano/>

# Características da IDE



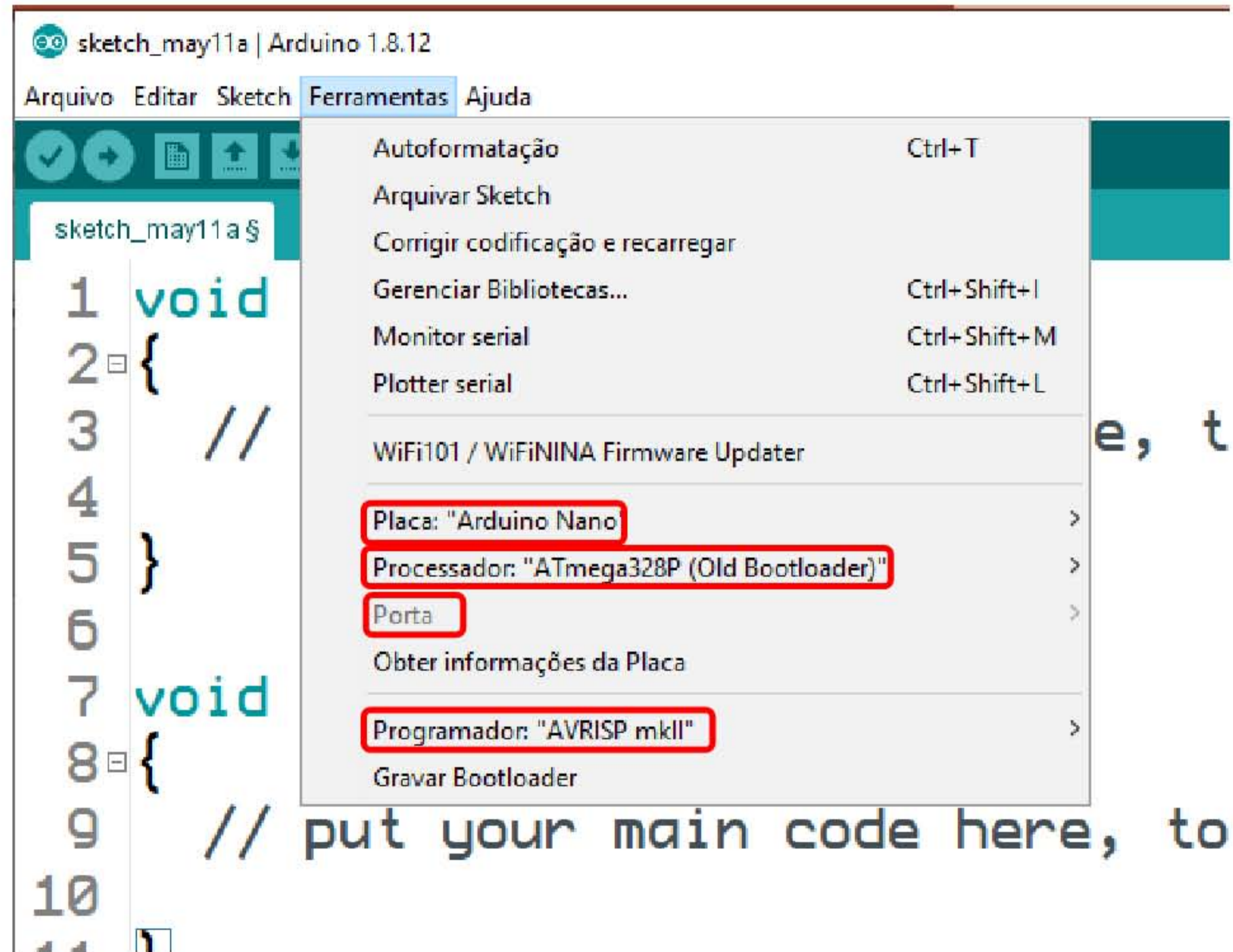
The screenshot shows the Arduino IDE interface. The window title is "sketch\_may11a | Arduino 1.8.12". The menu bar includes "Arquivo", "Editar", "Sketch", "Ferramentas", and "Ajuda". The toolbar contains icons for check, run, upload, and download. The main editor area shows the following code:

```
1 void setup()  
2 {  
3   // put your setup code here, to run once:  
4  
5 }  
6  
7 void loop()  
8 {  
9   // put your main code here, to run repeatedly:  
10  
11 }
```

The code is divided into two red-outlined blocks. The first block contains the `void setup()` function, and the second block contains the `void loop()` function. A blue arrow points from the word "Sketch" to the code area.

Sketch

# Ferramentas



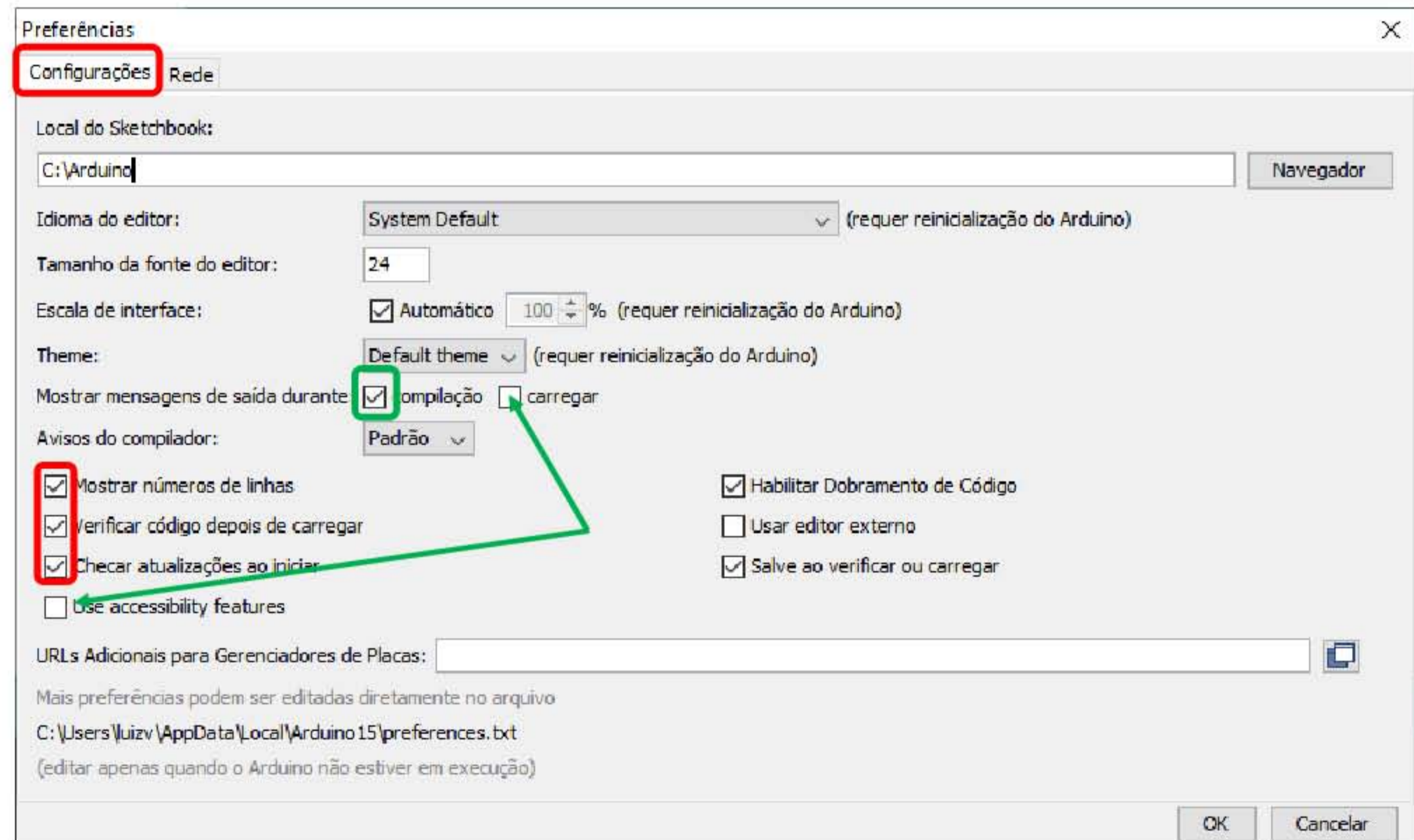
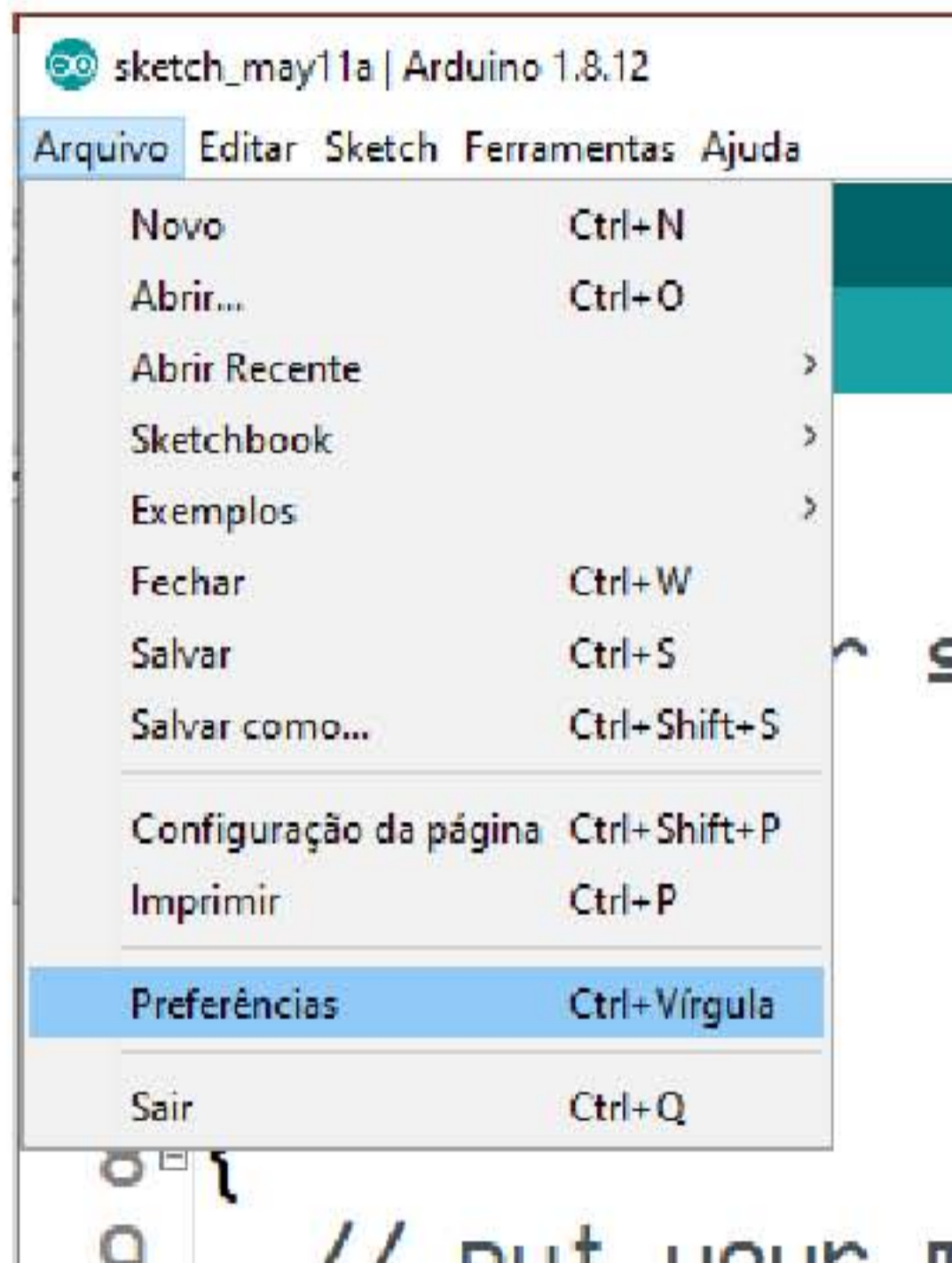
The image shows the Arduino IDE interface. The title bar reads "sketch\_may11a | Arduino 1.8.12". The menu bar includes "Arquivo", "Editar", "Sketch", "Ferramentas", and "Ajuda". The "Ferramentas" menu is open, displaying the following options:

- Autoformatação (Ctrl+T)
- Arquivar Sketch
- Corrigir codificação e recarregar
- Gerenciar Bibliotecas... (Ctrl+Shift+I)
- Monitor serial (Ctrl+Shift+M)
- Plotter serial (Ctrl+Shift+L)
- WiFi101 / WiFiNINA Firmware Updater
- Placa: "Arduino Nano" >
- Processador: "ATmega328P (Old Bootloader)" >
- Porta >
- Obter informações da Placa
- Programador: "AVRISP mkII" >
- Gravar Bootloader

The code editor on the left shows the following code:

```
1 void
2 {
3   //
4
5 }
6
7 void
8 {
9   // put your main code here, to
10
```

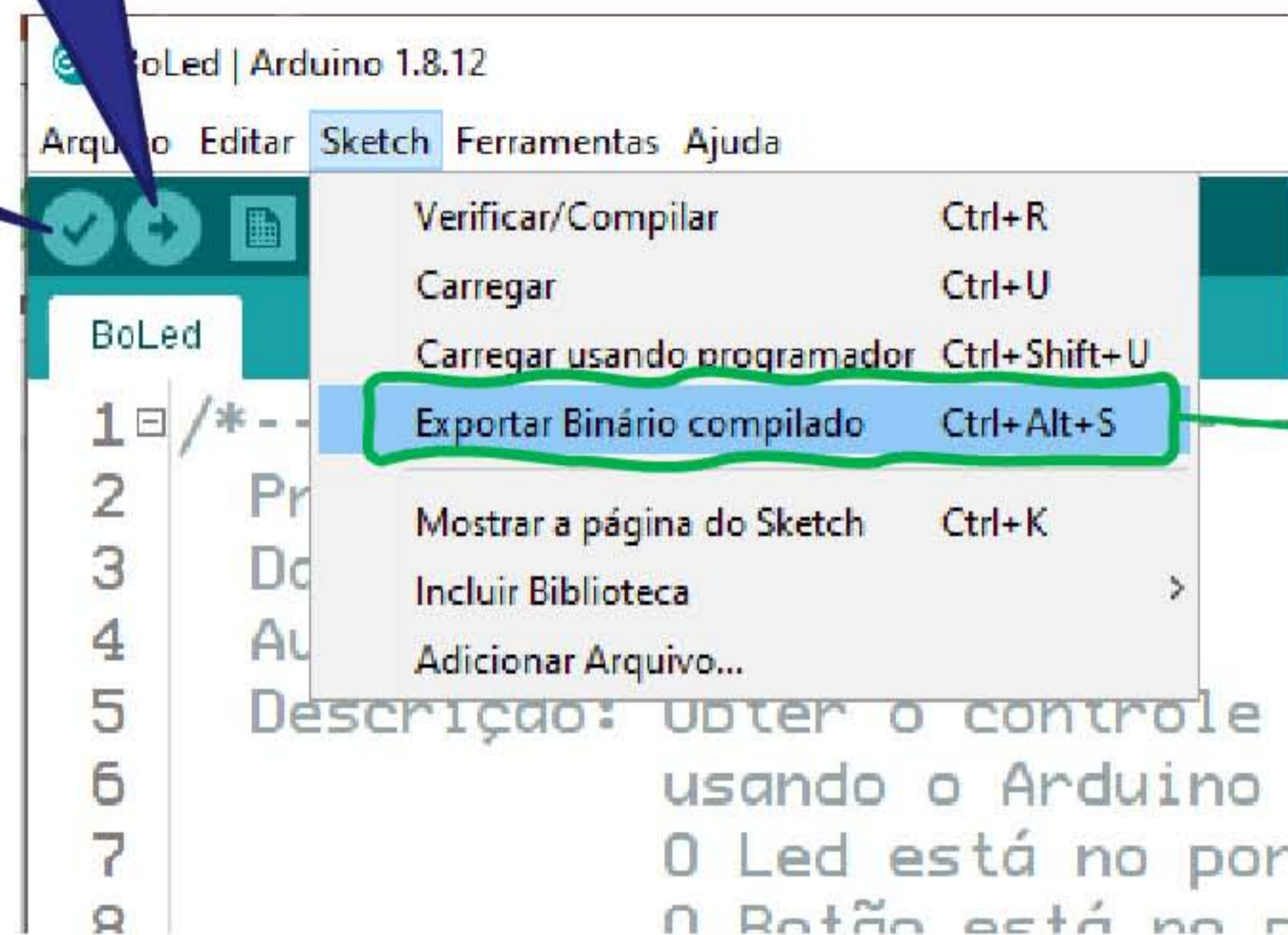
# Preferências



# Execução

Grava MC  
Exige a placa real

Compila



Permite  
gravar o  
HEX na  
pasta do  
projeto