

Arduino for ODROID-GO - Hello World

- Make sure that you've followed [Arduino setup](#) guide.

You will write a code to display “**Hello, ODROID-GO**” on your ODROID-GO by following this guide.

Basic code structure for Arduino

When you run Arduino IDE at first then you can see the screen like below.



That editor is called **sketch**, and this is your playground.

The default source code is,

```
void setup() {  
  // put your setup code here, to run once:  
  
}  
  
void loop() {  
  // put your main code here, to run repeatedly:  
  
}
```

There are 2 functions with some comments that lets you know how it performed in the code. We will use this simple structure.

Arduino for ODROID-GO

We're providing a library for Arduino development: **odroid_go.h**.

That library helps you **to control the components** on the board such as LCD, a lot of buttons, speaker, etc.

So you should include that library first.

The board isn't ready so that should be initialized. **To initialize the board**, use **GO.begin()** function. And if you want to control the buttons or the speaker on the board, you have to use **GO.update()** function to apply the changes on them by the code.

But that **GO.update()** function isn't used in this guide using only LCD to display a simple string.

Okay let's see the code which is reflecting them.

```
#include <odroid_go.h>  
  
void setup() {
```

```
// put your setup code here, to run once:  
GO.begin();  
}  
  
void loop() {  
  // put your main code here, to run repeatedly:  
  
}
```

GO.begin() function has to be in **setup()** function to be started only once.

And the **GO** instance has not only that 2 core functions but also a lot of helper functions that lets you to control the components on the board.

Now let's use **GO.lcd** functions to show "**Hello, ODROID-GO**".

Hello World

From:

<http://wiki.odroid.com/> - **ODROID Wiki**

Permanent link:

http://wiki.odroid.com/odroid_go/arduino/02_hello_world?rev=1527845799

Last update: **2018/06/01 10:36**

