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

We will use **GO.lcd.print** function to show the string.

```
#include <odroid_go.h>

void setup() {
  // put your setup code here, to run once:
  GO.begin();

  GO.lcd.print("Hello, ODROID-GO");
}

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


}
```

The sketch looks fine but the texts on the LCD will be too small to see.
Let's increase the font size to 4 by using **GO.lcd.setTextFont()** function.

```
#include <odroid_go.h>

void setup() {
  // put your setup code here, to run once:
  GO.begin();

  GO.lcd.setTextFont(4);
  GO.lcd.print("Hello, ODROID-GO");
}

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

```

```
}
```

You can verify/compile or upload a sketch from the **toolbar** or **Sketch** menu.
Also you can use the helpful **shortcuts**.

- **CTRL-R**: Verify and compile.
- **CTRL-U**: Upload.

Before upload the binary, you have to select **proper port** at the **Tools - Port** menu.

If all the procedure does well, you can see **"Hello, ODROID-GO"** on your device.

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