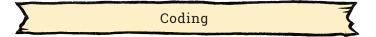


This sensor uses a resistance whose value varies with illumination (Light Dependent Resistor) to measure the light intensity that illuminates the sensor.

Necessay hardware: a Tinkerkit shield, and a Tinkerkit cable



Install the Tinkerkit library on your computer, and the Tinkerkit shield on your Arduino board. Connect the sensor to the IO input of the shield. If you do not have a suitable cable, or no Tinkerkit shield, connect your sensor to the AO input of your Arduino board (see "Tinkerkit shield" sheet).



Once the Tinkerkit library is installed, open the sample program available from the File menu, Examples, Tinkerkit, LightSensor program.

<Tinkerkit.h>: this library defines the coding instructions necessary to communicate with the sensor.

TKLightSensor ldr(I0): creates a variable 'ldr', of type TKLightSensor (defined in the library Tinkekit), corresponding to a Tinkekit Light Sensor connected to the input I0. The name of the variable can be changed, as can the input port.

ldr.read(): this instruction retrieves the value of the magnetic field measured by the light sensor associated with the ldr variable. It is an integer value between 0 and 1023.

TOOL - TINKERKIT LIGHT SENSOR

The following program will have the same behavior as the Tinkerkit library example:



Open the serial monitor to observe the measurements made by the light sensor. Approach a lamp, or hide the sensor with your hand to see the effect on the measurement. The measure is a number between 0 and 1023 with the approximate conversion:

The measure is a number between 0 and 1025 with the approx

- 0 = darkness;
- 1023 = high brightness.



The sensor is not calibrated, use a reference light if you want to convert the measurement into lux.

Possible uses of the sensor:

- This sensor measures a luminous intensity: it can be used to study the varariation of light emitted by a system with controlled parameters;
- This sensor can detect movements by detecting the passage of the shadow of an object.