

Keys Switch Sensor Module for Arduino

AKA. A button.

The button is a pretty straightforward sensor. It sends a signal indicating it is pressed or not pressed.

Setup the sensor as seen in the picture below.

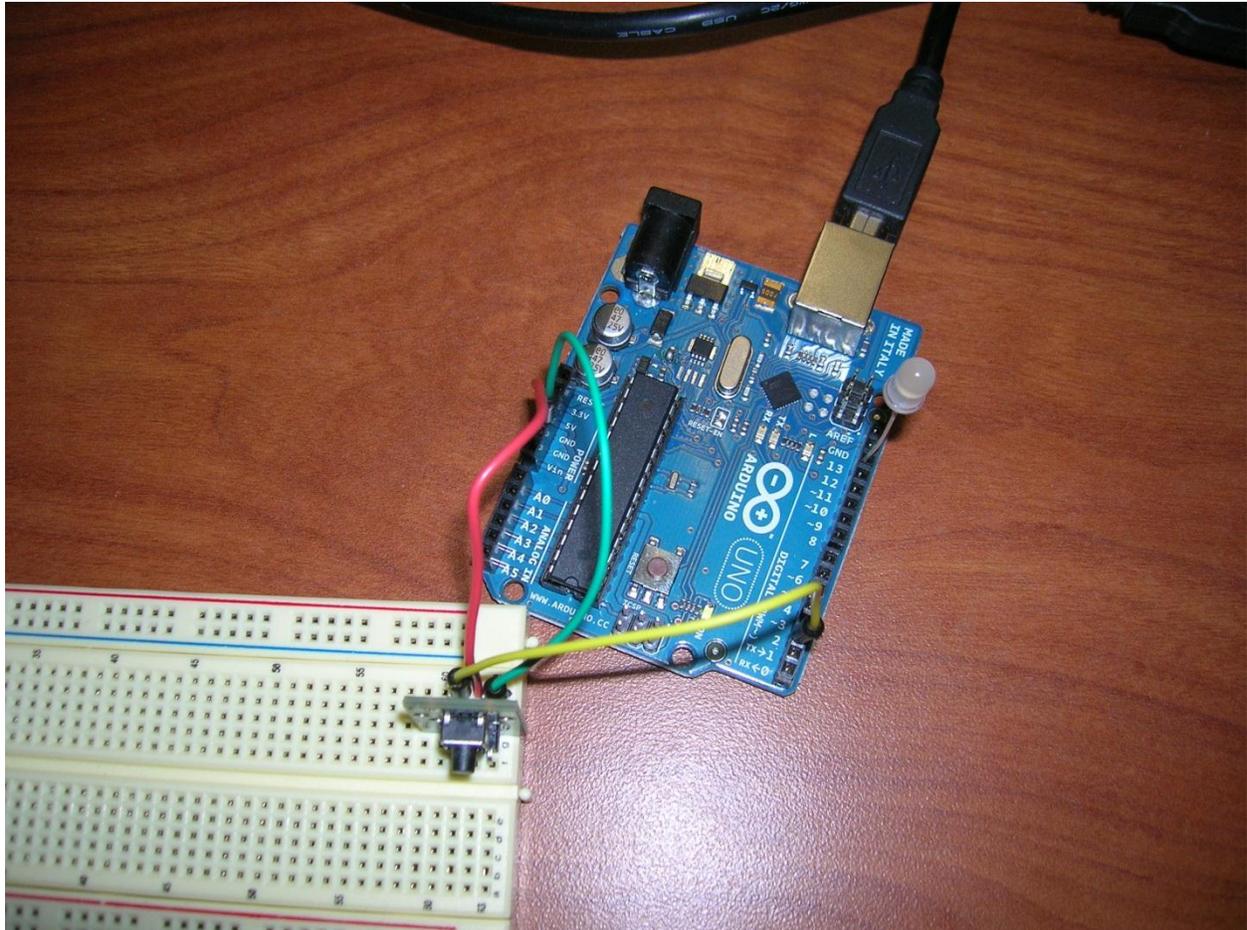


Figure 1: Green is ground, Red is 5V, Yellow is signal.

Connect a wire from the 5V port into the middle pin of the sensor.

Connect a wire from ground to the far right pin (closest to the -)

Connect a wire from the digital output port 2 to the pin on the far left (closest to the S)

Plug the long wire of an LED into digital pin 13 and the short one into ground. If you do not have an LED, you can skip this step and use the one on the ARDUINO board instead (located next to digital pin 13).

To program the board, use the following code.

```
/*
```

```
Button
```

```
Turns on and off a light emitting diode(LED) connected to digital  
pin 13, when button attached to pin 2 is pushed
```

This example code is in the public domain.

```
http://www.hobbytronics.co.uk/arduino-tutorial8-hall-effect
```

```
*/
```

```
// constants won't change. They're used here to set pin numbers:
```

```
const int button = 2; // the number of the hall effect sensor pin
```

```
const int ledPin = 13; // the number of the LED pin
```

```
// variables will change:
```

```
int buttonState = 0; // variable for reading the Button
```

```
void setup() {
```

```
  // initialize the LED pin as an output:
```

```
pinMode(ledPin, OUTPUT);

// initialize the button pin as an input:
pinMode(button, INPUT);
}

void loop(){

// read the state of the button:
buttonState = digitalRead(button);

if (buttonState == LOW) {
// turn LED on:
digitalWrite(ledPin, HIGH);
}
else {
// turn LED off:
digitalWrite(ledPin, LOW);
}
}
```

This code simply says to read the signal coming from digital port 2. If the signal is low (occurs when the button is pressed) the LED will turn on. Otherwise the LED will remain off. This code is very basic, but can be used with most digital switch sensors like digital tilt switches, or hall switches.