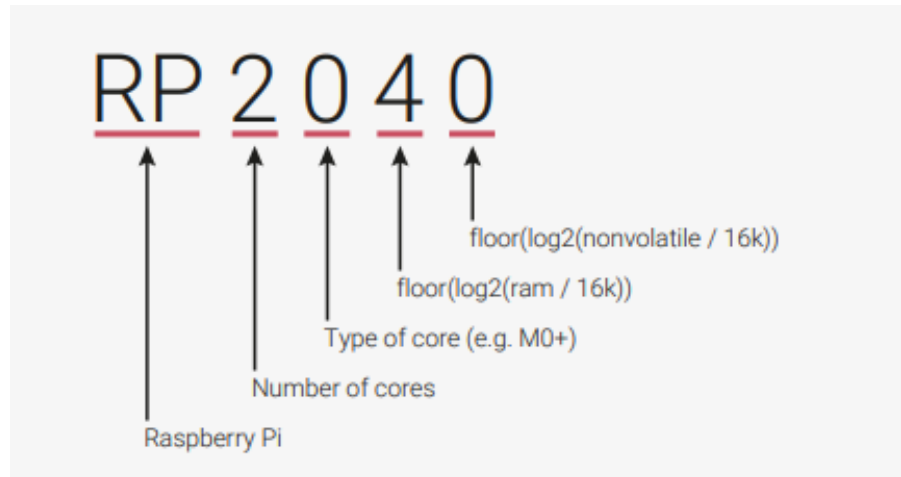
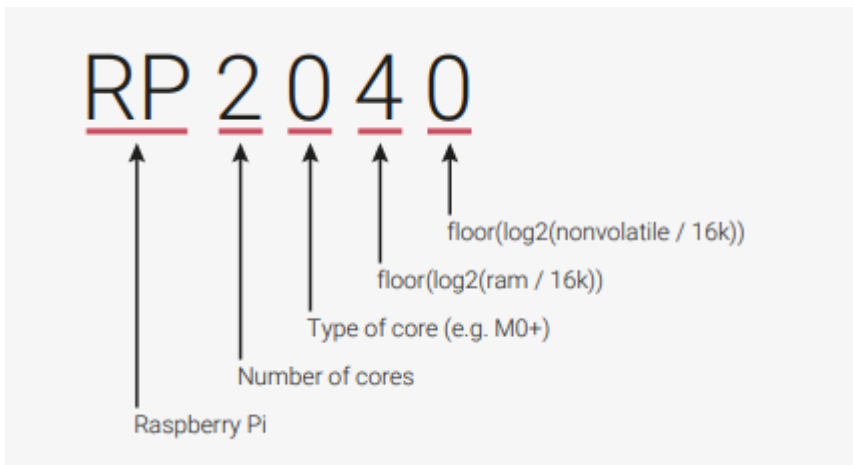
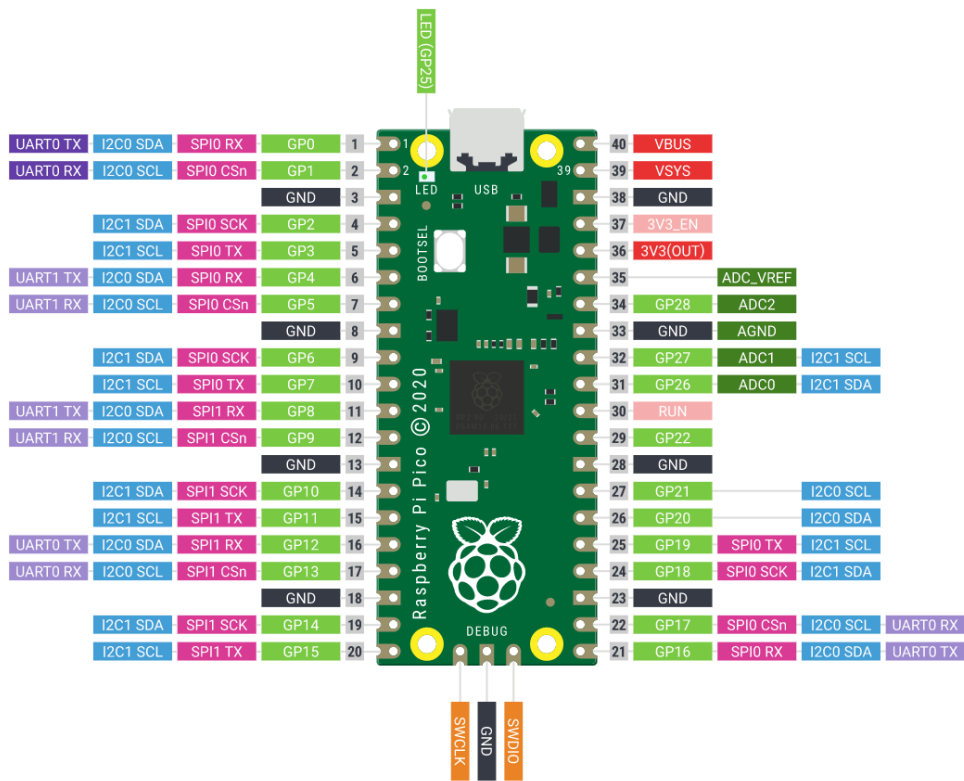


# Pico Raspberry

## RP2040

- **RP**: significa Raspberry Pi
- **2**: numero di core.
- **0**: tipo di nucleo (M0+).
- **4**:  $\log_2$  (RAM / 16kB).
- **0**:  $\log_2$  (non volatile o flash / 16kB), se è 0 è perché è a bordo.
- DualCore ARM Cortex-M0+ con frequenza di clock dinamica fino a 133 Mhz.
- 264 kB di memoria SRAM
- 2 MB di memoria flash integrata.
- **Collegamento**: microUSB con supporto per USB 1.1 Host
- **Programmazione**: Drag & drop utilizzando linguaggi come C / C++ e MicroPython.
- **GPIO**: Multifunzione a 26 pin
- **Altri perni**: 2x SPI, 2x [I2C](#), 2x UART, 3x ADC a 12 bit, 16x canali [%PWM](#).
- **Alimentazione**: 3.3v



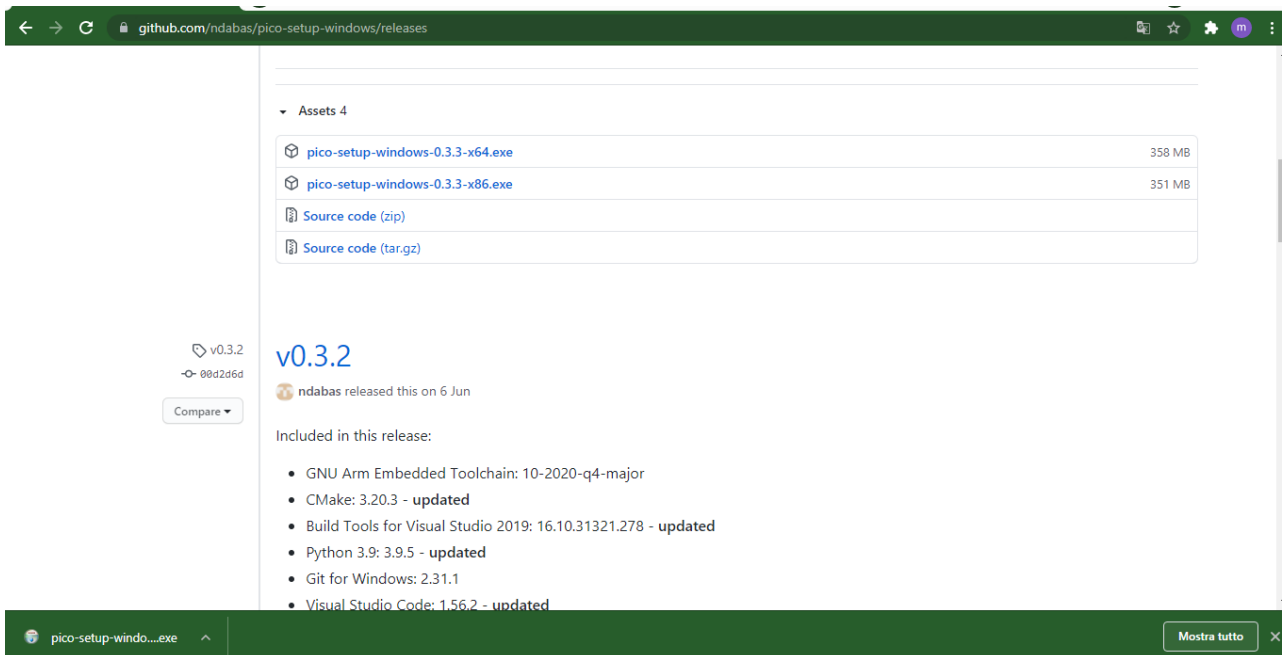
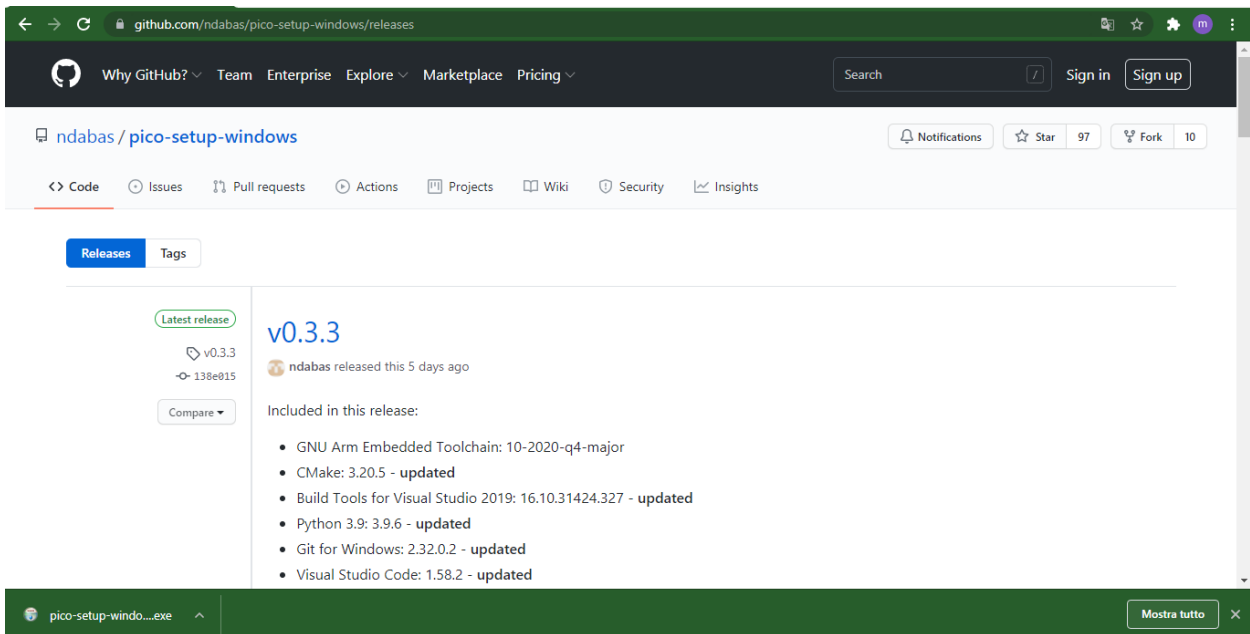


La scheda possiede i seguenti file:

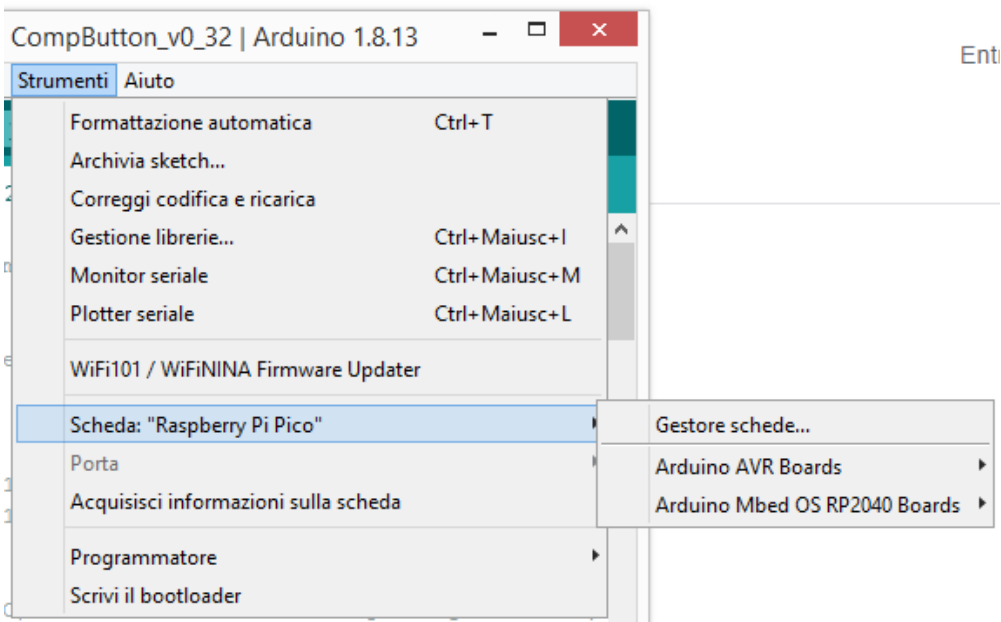
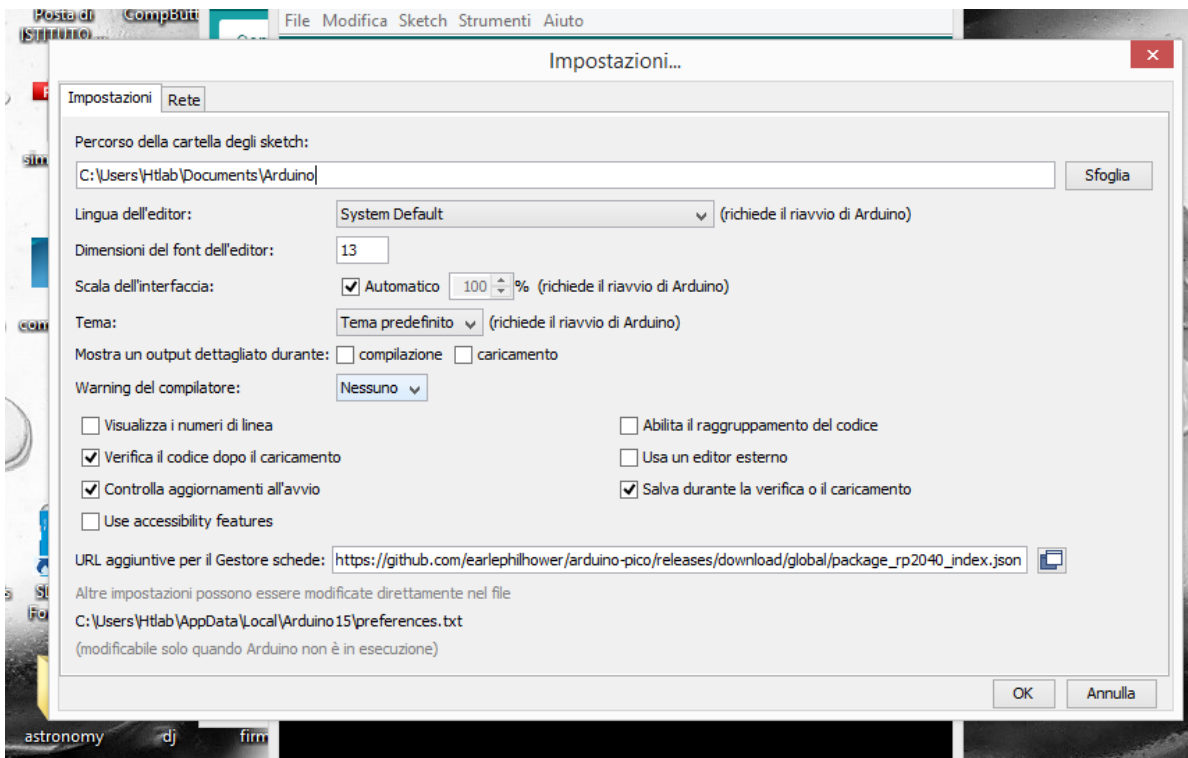
INDEX.HTM all'interno dell'unità e che mostrerà la documentazione ufficiale sul sito Web di Raspberry Pi.

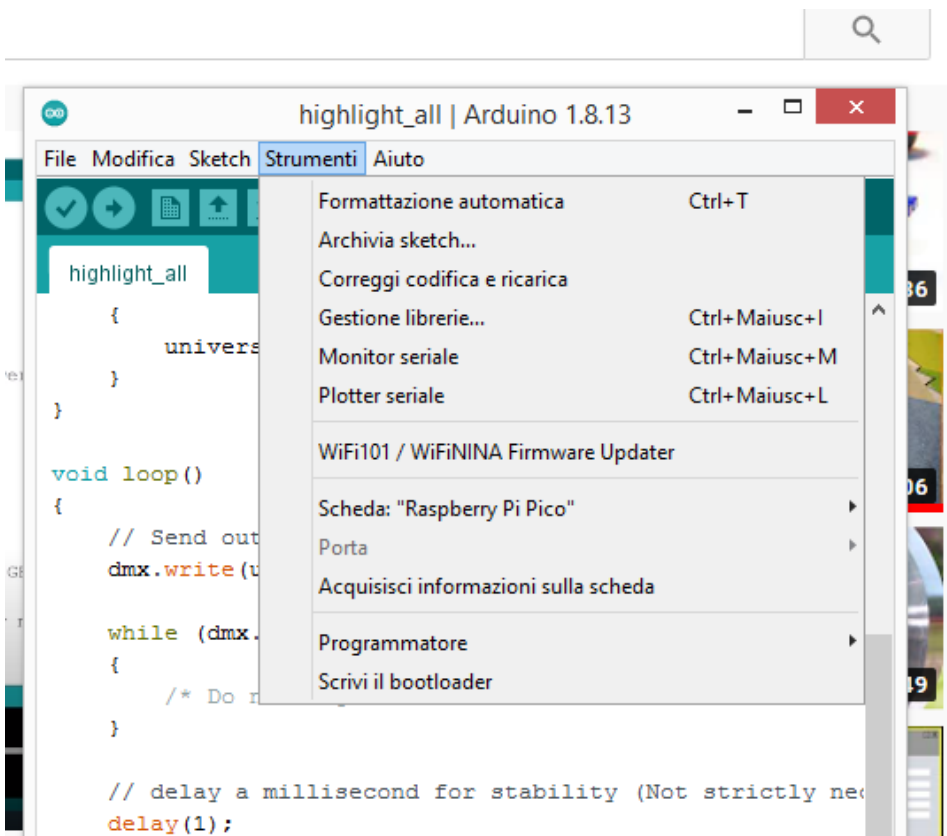
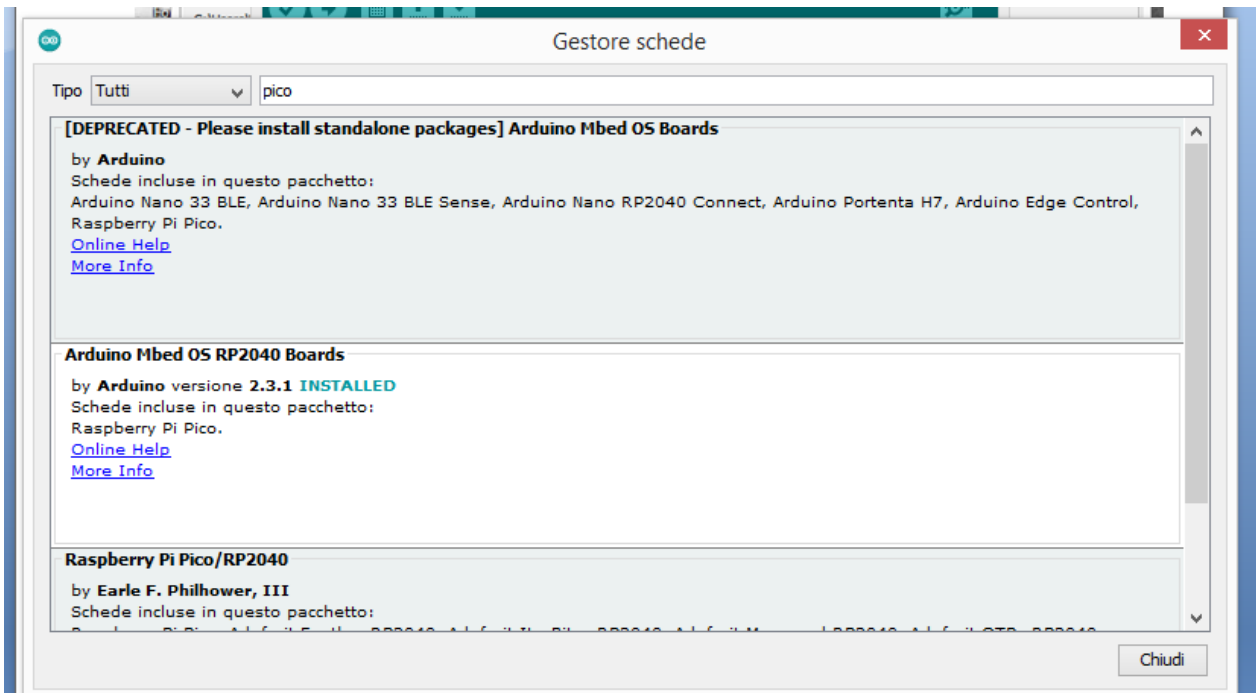
INFO\_U2F.TXT contiene informazioni sulla scheda, come la versione del bootloader.

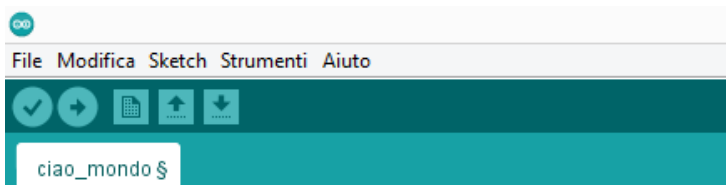
# Installare driver windows



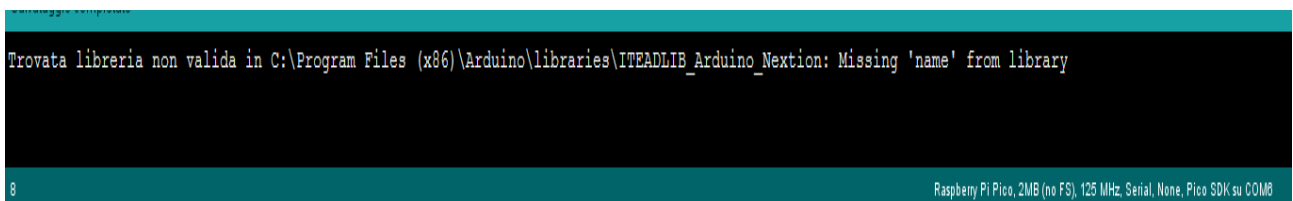
## Utilizzare pico con l'IDE di Arduino



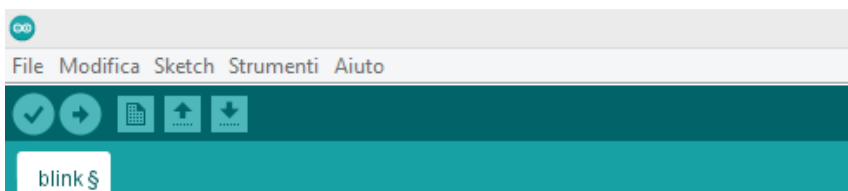




```
void setup() {  
  Serial.begin(9600);  
  delay(5000);  
}  
  
void loop() {  
  Serial.println("Ciao Mondo");  
  delay(3000);  
}
```



## Far lampeggiare un led



```
void setup() {  
  pinMode(25, OUTPUT);  
  Serial.begin(9600);  
  delay(5000);  
}  
  
void loop() {  
  digitalWrite(25, HIGH);  
  Serial.println("Ciao Mondo");  
  delay(3000);  
  digitalWrite(25, LOW);  
  delay(1000);  
}
```

## Fade (tra gli esempi)

```
*/|
int led = LED_BUILTIN; // the PWM pin the LED is attached to
int brightness = 0;    // how bright the LED is
int fadeAmount = 5;    // how many points to fade the LED by

void setup() {
  // declare pin to be an output:
  pinMode(led, OUTPUT);
}

void loop() {
  // set the brightness
  analogWrite(led, brightness);
  // change the brightness for next time through the loop:
  brightness = brightness + fadeAmount;

  // reverse the direction of the fading at the ends of the fade:
  if (brightness <= 0 || brightness >= 255) {
    fadeAmount = -fadeAmount;
  }
  // wait for 30 milliseconds to see the dimming effect
  delay(30);
}
```

