Using an Arduino consists of designing hardware circuits, and interacting with those circuits via computer code. This section focuses on the latter. There are four main methods of interaction:

- **01: Digital Output**
- **02: Digital Input**
- **03: Analog Input**
- **04: Analog Output**

In this set of tutorials, we will discuss one method of input and/or output, and will discuss examples and how they can be used with methods previously discussed. For example, in Section 1, we will look at an example of turning on and off an LED. In Section 2, we will look at an example of using a button to turn on and off the same LED.