

BREADBOARD

A breadboard is a rectangular plastic board with a bunch of tiny holes in it. These holes help to easily insert electronic components to prototype (meaning to build and test an early version of) an electronic circuit. The connections are not permanent. So it is easy to remove a component if you make a mistake, or just start over and do a new project.

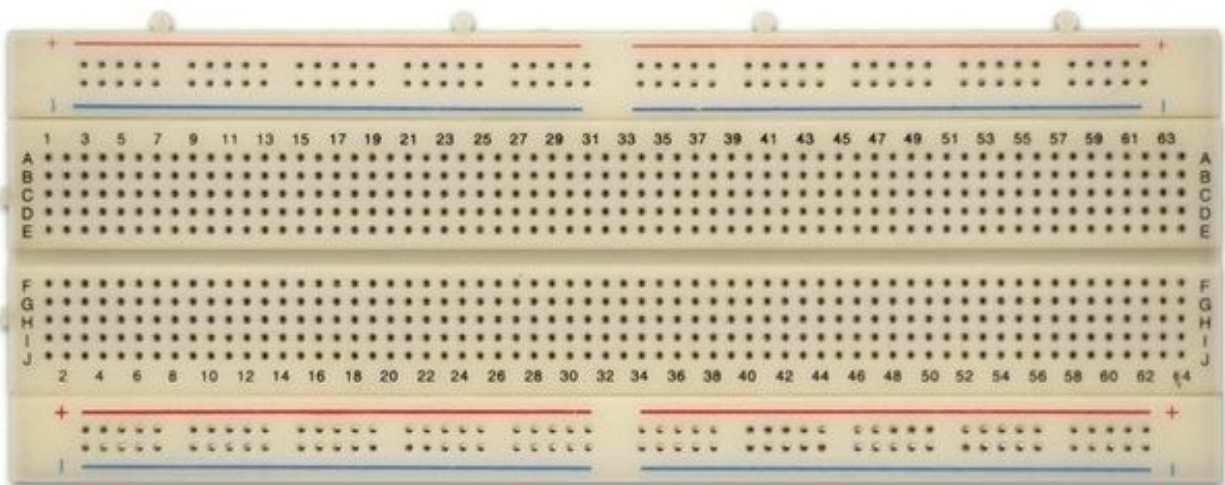


Figure 1

HOW THE HOLES ARE CONNECTED

The holes on the breadboard are connected in a pattern.

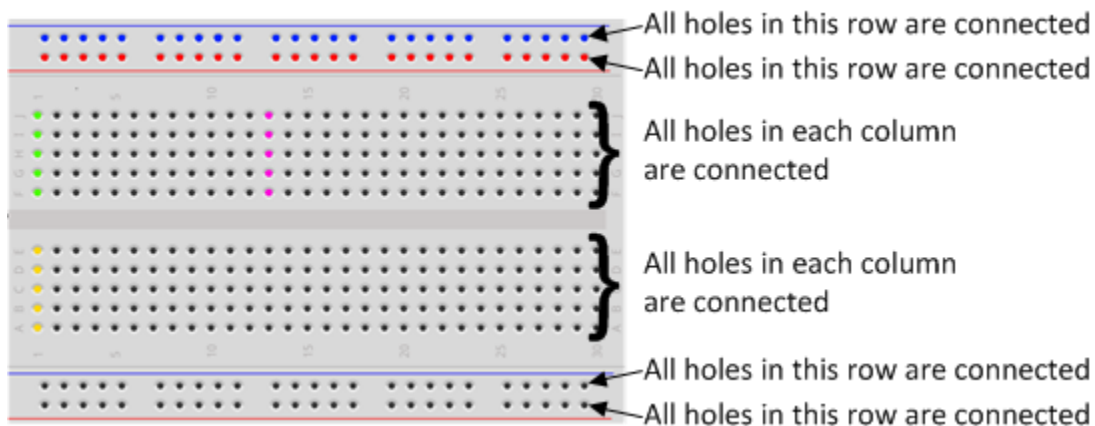


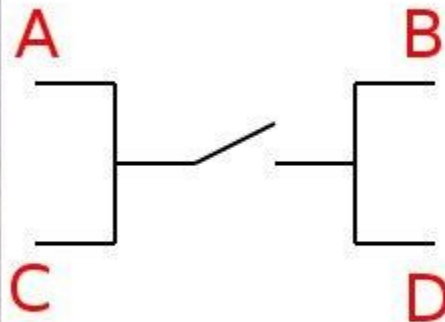
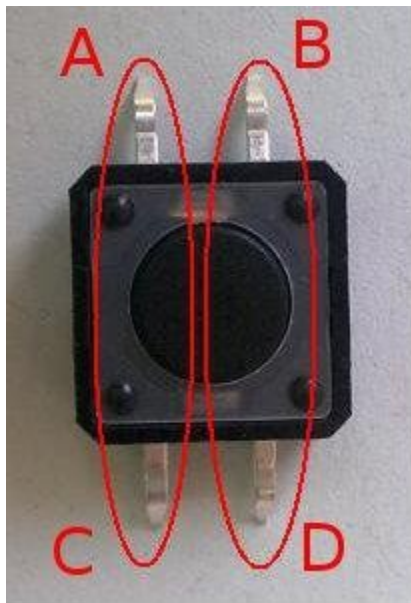
Figure 2

The top row of holes is all connected together – marked with red dots. And so are the second row of holes – marked with blue dots. The same goes for the two rows of holes at the bottom of the breadboard. Note that the connection breaks in the middle of the breadboard. This is depicted by breaking of the red and blue lines in Figure 1.

In the middle, the columns of wires are connected together with a break in the middle. So, for example, all the green holes marked are connected together, but they are not connected to the yellow holes, nor the purple ones. Therefore, any wire you poke into the green holes will be connected to other wires poked into the other green holes.

PUSH BUTTON

A pushbutton is a simple switch mechanism which permits user generated changes in the state of a circuit. Pushbutton usually comes with four legs.



Irrespective of the position of the button, legs A and C are always connected. Similarly legs B and D are always connected.

When the button is pressed all the four legs are connected to each other.