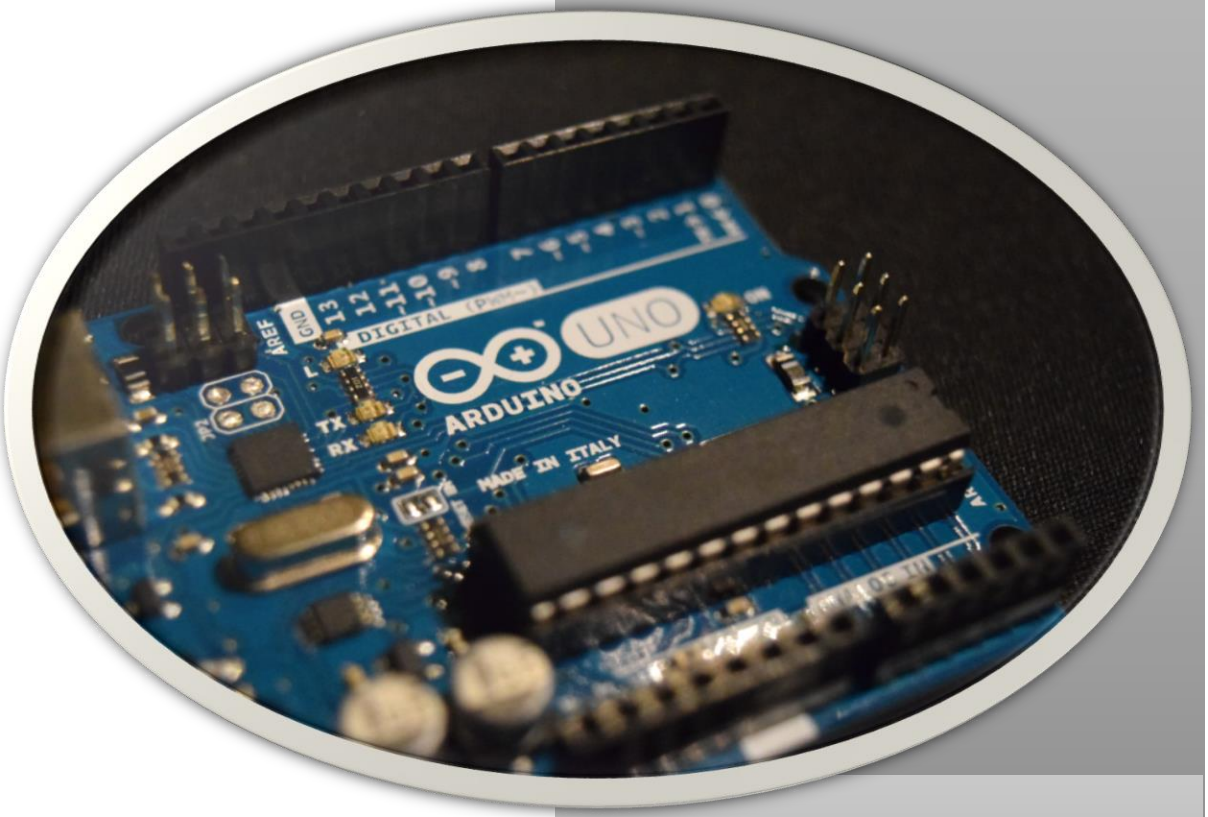
Debouncing issue in push buttons



Ahmed Mohamed Abdallah

CROCO MARINE

INTRODUNCTION :

A common issue in the Arduino when dealing with push buttons is that most people think there are two states only (push , release) , when being applied in the circuit it implements a different behavior than the expected one !!

The internal infrastructure of the push button especially the mechanical parts once being used it creates what's close to vibrations , these vibrations act as the push button is being pushed unintentionally couple of times in just MILI SECONDS .

These alternate the circuit behavior and output different results .

SOLUTION : there is two approaches to this problem hardware and Software .

HARDWARE :	**SOFTWARE:**
By using filter circuits that cuts out the bounces occurred in the switch or button ….	By using delays to neglect that part of bounces occurred which will not exceed 20 ms whether in switches or bounces …..

Links to TINKERCAD circuits :

- **https://www.tinkercad.com/things/ipMvTwM2zy9-the-ldr-circuit-**
- **https://www.tinkercad.com/things/eZF3iI85OYQ-first-croco-?sharecode=ZD69CtuDuPljuQUiopPyJcr9u0Q1lXkaO2zOpj4eQ30**