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Assignment 1 - Question 3 IMPLEMENTATION

Contents

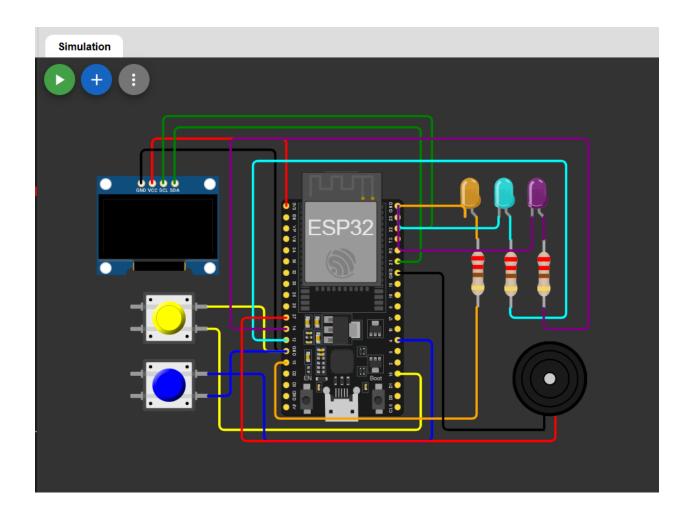
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Circuit Diagram:

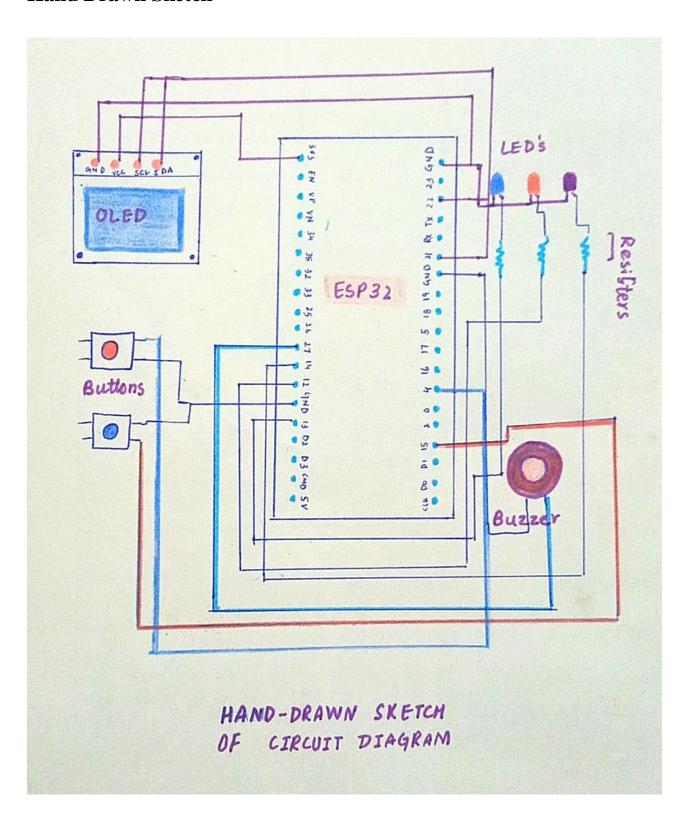
Design a Wokwi circuit and draw a neat hand-sketch including:

- 2 push buttons
- 3 LEDs
- 1 buzzer
- 1 OLED

Wokwi circuit



Hand Drawn Sketch



PIN MAP

Component	Pin (GPIO)	GND
Button (Yellow)	GPIO 15	GND
LED 1 (Orange)	GPIO 13	GND
LED 2 (Cyan)	GPIO 12	GND
LED 3 (Purple)	GPIO 14	GND
Buzzer	GPIO 27	GND
OLED SDA	GPIO 21	_
OLED SCL	GPIO 22	_

Task A

Coding: Use one button to cycle through LED modes (display the current state on the OLED):

- 1. Both OFF
- 2. Alternate blink
- 3. Both ON
- 4. PWM fade

Use the second button to reset to OFF.

CODE:

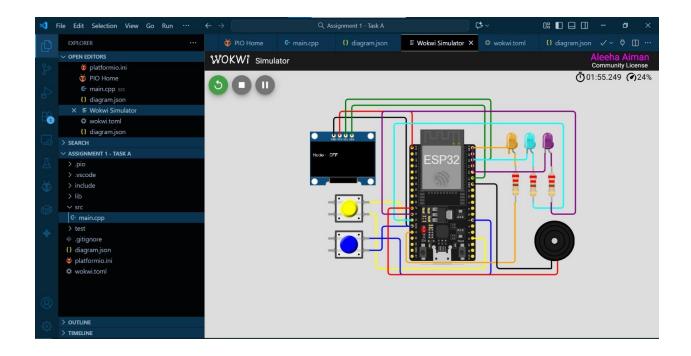
```
//Reg No: 23-NTU-CS-1243
//Class: Bs Cs 5th (A)
//Title : Use one button to cycle through LED modes (display the current state on
the OLED):
//1. Both OFF
//3. Both ON
//Use the second button to reset to OFF.
#include <Arduino.h>
#include <Wire.h>
#include <Adafruit_GFX.h>
#include <Adafruit_SSD1306.h>
#define SCREEN WIDTH 128
#define SCREEN HEIGHT 64
Adafruit_SSD1306 display(SCREEN_WIDTH, SCREEN_HEIGHT, &Wire, -1);
#define BTN MODE
                  15
#define BTN RESET 4
#define LED1
                  13
#define LED2
                  12
#define LED3
                   14
#define BUZZER
                  27
const int PWMChannel = 0;
const int PWMFrequency = 5000; //I have given a higher frequency for smooth
                               //oberservation as it Turns ON/OFF 5000 times in 1
const int PWMResolution = 8;
2^8, so at 100% brightness
int mode = 0;
unsigned long lastPress = 0; //I used unsigned as time is always positive
int fadeValue = 0;
int fadeDir = 1; //it is basically fade direction (1 for increasing, -1 for
decreasing)
unsigned long blinkTimer = 0; // Timer for blinking LEDs
bool blinkState = false;
```

```
void showMode(const char* msg) { //Print our current mode on OLED
  display.clearDisplay();
  display.setTextSize(1);
  display.setTextColor(SSD1306_WHITE);
  display.setCursor(0, 20);
  display.print("Mode: ");
  display.println(msg);
  display.display();
void setup() {
  pinMode(BTN_MODE, INPUT_PULLUP);
  pinMode(BTN RESET, INPUT PULLUP);
  pinMode(LED1, OUTPUT);
  pinMode(LED2, OUTPUT);
  pinMode(BUZZER, OUTPUT);
  display.begin(SSD1306 SWITCHCAPVCC, 0x3C);
  showMode("OFF");
  ledcSetup(PWMChannel, PWMFrequency, PWMResolution);
  ledcAttachPin(LED3, PWMChannel); //i connected LED3 to PWM for FADE mode
void loop() {
 if (digitalRead(BTN_MODE) == LOW && millis() - lastPress > 300) { //used millis
    lastPress = millis();
    mode = (mode + 1) \% 4; //4 modes: 0,1,2,3
    switch (mode) {
      case 0: showMode("OFF"); break;
     case 1: showMode("ALTERNATE BLINK"); break;
     case 2: showMode("ALL ON"); break;
     case 3: showMode("FADE"); break;
 if (digitalRead(BTN_RESET) == LOW) {
   mode = 0;
    showMode("OFF");
  switch (mode) {
   case 0:
```

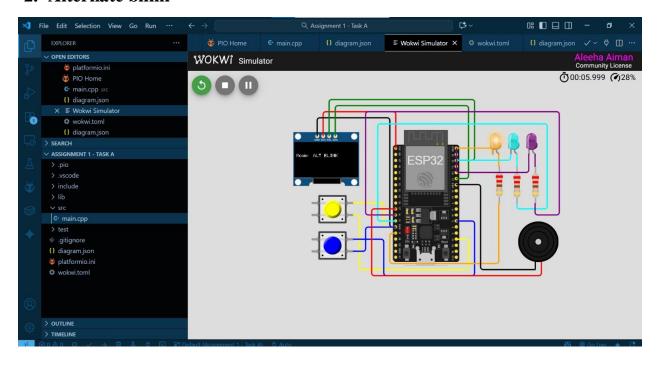
```
digitalWrite(LED1, LOW); //Turn OFF LEDs
      digitalWrite(LED2, LOW);
      ledcWrite(PWMChannel, 0);
      break;
    case 1:
     if (millis() - blinkTimer >= 300) { //After every 300 ms toggle the LEDs
        blinkTimer = millis();
       blinkState = !blinkState;
       digitalWrite(LED1, blinkState);
        digitalWrite(LED2, !blinkState);
      break;
    case 2:
     digitalWrite(LED1, HIGH); //Turn ON LEDs
      digitalWrite(LED2, HIGH);
      ledcWrite(PWMChannel, 255); //Full brightness
      break;
    case 3:
      ledcWrite(PWMChannel, fadeValue); //Set brightness according to fadeValue
      fadeValue += fadeDir * 5; //Change fadeValue by 5 in each iteration
      if (fadeValue <= 0 || fadeValue >= 255) fadeDir = -fadeDir; //Reverse
direction like when we
      //will reach at zero brighteness reverse the direction to increase
brightness
      delay(20);
      break;
 }
```

Output Screenshots

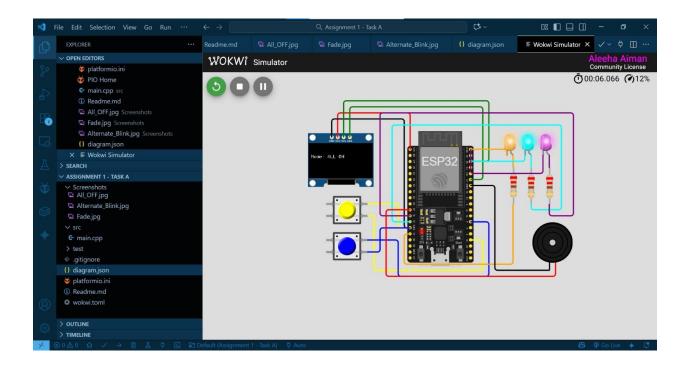
1. Both OFF



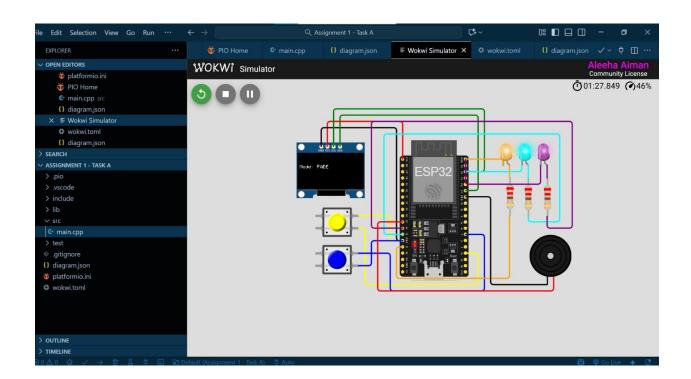
2. Alternate blink



3. ALL ON



4. PWM fade



Task B

Coding: Use a single button with press-type detection (display the event on the OLED):

- Short press \rightarrow toggle LED
- Long press (> 1.5 s) \rightarrow play a buzzer tone

CODE:

```
//Title : Task B — Coding: Use a single button with press-type detection (display
the event on the
//OLED):
//• Short press → toggle LED
//• Long press (> 1.5 s) → play a buzzer
//Aleeha Aiman
//Regno: 23-NTU-CS-1243
//BsCs5th A
#include <Arduino.h>
#include <Wire.h>
#include <Adafruit_GFX.h>
#include <Adafruit_SSD1306.h>
#define BTN1 15 // i have connected yellow button to pin 15
#define LED1 13
#define LED2 12
#define LED3 14
#define BUZZ 27
Adafruit_SSD1306 oled(128, 64, &Wire, -1);
unsigned long pressStart = 0; //it is for storing time in milis also i used
bool isPressed = false;
bool ledsOn = false;
void setup() {
 pinMode(BTN1, INPUT_PULLUP); //pin15 ie button 1 gets the input
```

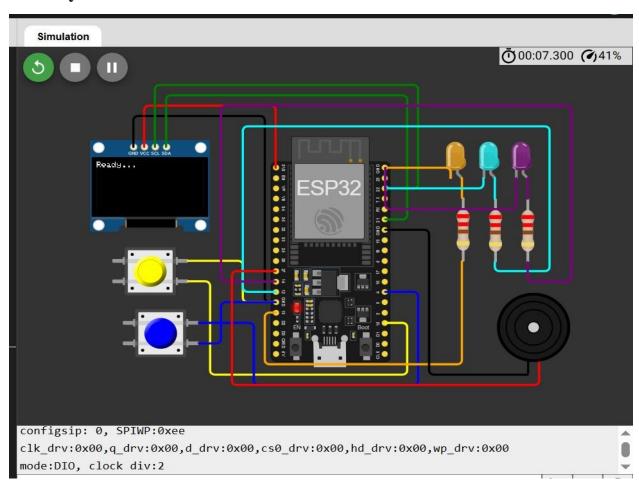
```
pinMode(LED1, OUTPUT);
  pinMode(LED2, OUTPUT);
  pinMode(LED3, OUTPUT);
  pinMode(BUZZ, OUTPUT);
  digitalWrite(LED1, LOW); //initially all led's and buzzer is low
  digitalWrite(LED2, LOW);
  digitalWrite(LED3, LOW);
  digitalWrite(BUZZ, LOW);
  oled.begin(SSD1306_SWITCHCAPVCC, 0x3C);
  oled.clearDisplay();
  oled.setTextSize(1);
 oled.setTextColor(SSD1306 WHITE);
  oled.setCursor(0, 0);
 oled.println("Ready...");
  oled.display(); // just when then the code executes OLED displays "ready"
void loop() {
 int buttonState = digitalRead(BTN1);
 if (buttonState == LOW && !isPressed) {
   isPressed = true;
    pressStart = millis(); //when the button is pressed, this variables starts
stroing time in milis
 }
 if (buttonState == HIGH && isPressed) {
   unsigned long duration = millis() - pressStart; //it records the total time
    isPressed = false;
   oled.clearDisplay();
    if (duration < 1500) {</pre>
                         //if button was ON for 1.5 sec then LEDs are turned ON
      ledsOn = !ledsOn;
      digitalWrite(LED1, ledsOn);
      digitalWrite(LED2, ledsOn);
      digitalWrite(LED3, ledsOn);
      oled.setCursor(0, 0);
      oled.println("Short Press Detected");
      oled.setCursor(0, 16);
      oled.println(ledsOn ? "LEDs: ON" : "LEDs: OFF");
      oled.display();
```

```
} else {
    oled.setCursor(0, 0); //if we held it for more than 1.5 sec, buzzer plays
the sound
    oled.println("Long Press Detected");
    oled.setCursor(0, 16);
    oled.println("Playing buzzer...");
    oled.display();

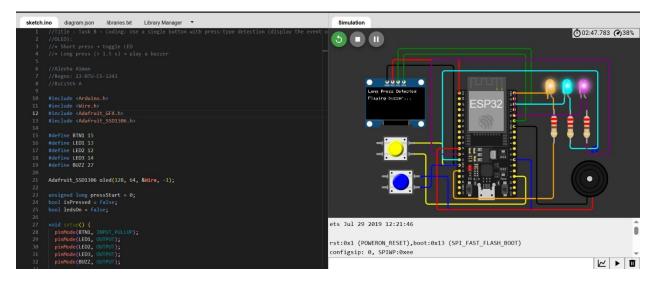
    tone(BUZZ, 1000, 500); // sound is of 1000 Hz and it plays for half a sec delay(500);
    noTone(BUZZ); //Buzzer stops producing sound
    }
}
```

Output Screenshots

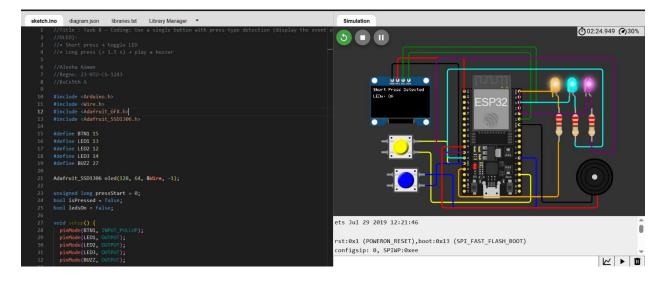
1. Ready:



2. Playing Buzzer -Long Press Detected



3. All LED ON -Short Press detected



4.LED OFF

