THE RASPBERRY PI PLATFORM AND PYTHON PROGRAMMING FOR THE RASPBERRY PI

By:

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ABOUT (I)

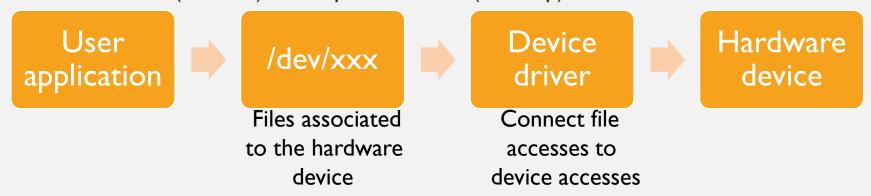
- ✓ ARM microprocessor: Brodcrom ARMCortex A7
- √ 40 GPIO Pins (General Purpose Input Output)
- √ 4 USB Ports (Keyboard, Mouse)
- √ HDMI Port
- √ Ethernet Port
- ✓ Micro SD Slot (OS)

Raspberry Pi	Arduino
OS (Libraries, Functions)	No OS
Faster Processor (1,4GHz)	Slower Processor (16MHz)
64 bit	8 bit
More Memory	Less Memory
Lower I/O Voltage (3,3V) <u>SENSIBLE</u>	Higher I/O Voltage (5V)

- PS:ARM design processors and sell its license, they don't built them ARM Intellectual Property
- ARM Processor Family:
 - Classic Processors (ARM)
 - Embedded Processors (Cortex)
 - Application Processors (Cortex)



Text-based interface (console) vs Graphic interface (desktop)

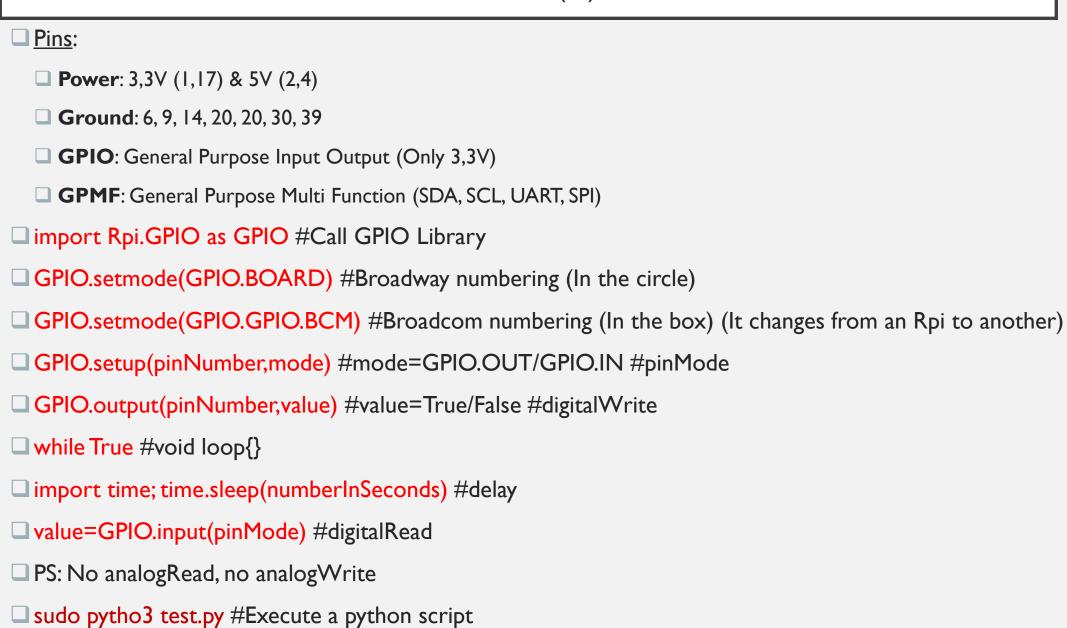


- NOOBS: New Out Of Box Software → Raspbian (OS Linux-based)
- raspi-config: tool to setup different options
- \square Overclocking: Increase the clock frequency \rightarrow Increase the internal voltage level (15% of processor)
 - ☐ Quicker execution of instructions (one instruction per clock)
 - ☐ Signals have shorter time to travel (reduce time over a clock cycle)
 - ☐ Temperature of device increases → Shortens device life

LINUX - RASPBIAN

☐ Shell: Text-based user interface that executes commands \square Bash (Bourne again shell): Default shell for Raspbian \rightarrow LXTerminal (vs Terminal) man commandName #Manual of a command pwd #Current directory □ cd (; arg;..; path) #Change directory \square Is (;-I) #Give contents of current directory \rightarrow (d:directory,-file) (user/group/other) (rwx:read/write/execute) □ Mkdir #Make directory; rmdir (; -r {if not empty}) #Remove directory nano file #Create a nano editor file (sudo apt-get install nano) cat; head; last; tail fileName #Print file content cp originalName copyName #Copy file mv fileName directory #Move file; mv fileName newFileName #Rename file \square sudo instruction #Switch user account to <u>root</u> account \rightarrow Gain the highest permission level Processor: Execution of a program; <u>Background</u> processor vs <u>Foreground</u> processor ps #Open task monitor; PID: Process ID; kill PID #End a processor; shutdown #Close a processor GUI: Graphic User Interface; File manager: Regular file interface; startx #Start the GUI

GPIO (I)



GPIO (2)

```
☐ PWM (Pulse With Modulation)
□ Duty cycle = Fraction of the duration of high (of voltage)
pwm obj=GPIO.PWM(pinNumber,frequencyInHz)
pwm_obj.start(dutyCycle) #Generate PWM to the pin #dutyCycle 0->100
pwm_obj.ChangeDutyCycle(dutyCycle)
□ PS: PWM frequency is not accurate because of OS (off by over 50% at 10kHz)
☐ <u>Frequency control</u>: (For more accuracy)
                                            while True:
                                                GPIO.output(18, True)
                                                time.sleep(0.5)
                                                GPIO.output(18, False)
                                                time.sleep(0.5)
```

Pin#	NAME		NAME	Pin#
01	3.3v DC Power		DC Power 5v	02
03	GPIO02 (SDA1, I2C)	00	DC Power 5v	04
05	GPIO03 (SCL1, I2C)	00	Ground	06
07	GPIO04 (GPIO_GCLK)	00	(TXD0) GPIO14	08
09	Ground	00	(RXD0) GPIO15	10
11	GPIO17 (GPIO_GEN0)	00	(GPIO_GEN1) GPIO18	12
13	GPIO27 (GPIO_GEN2)	00	Ground	14
15	GPIO22 (GPIO_GEN3)	00	(GPIO_GEN4) GPIO23	16
17	3.3v DC Power	00	(GPIO_GEN5) GPIO24	18
19	GPIO10 (SPI_MOSI)	O	Ground	20
21	GPIO09 (SPI_MISO)		(GPIO_GEN6) GPIO25	22
23	GPIO11 (SPI_CLK)		(SPI_CE0_N) GPIO08	24
25	Ground	00	(SPI_CE1_N) GPIO07	26
27	ID_SD (I2C ID EEPROM)	00	(I2C ID EEPROM) ID_SC	28
29	GPIO05	00	Ground	30
31	GPIO06	00	GPIO12	32
33	GPIO13	00	Ground	34
35	GPIO19	00	GPIO16	36
37	GPIO26	00	GPIO20	38
39	Ground	00	GPIO21	40

GUI-BASED PROGRAMS

- ☐ Widgets: Visual entities you can interact with (button, menu..)
- \square Event loop: Wait for an event \rightarrow Execute (by the user) if there is an event \rightarrow Wait again
- from Tkinter import * #Python library for widgets
- root=Tk() #Create a window on the screen
- □ root.geometry('widthxheight') #Give size of geometry
- □ c=Canvas(root,width=W,height=H) #Create a canvas
- c.pack() #Make canvas appear on the screen
- □ r=c.create_rectangle(x,y,w,h,fill='color',outline='color') //Create a rectangle
- w=Scale(root,from_=min,to=max,orient=HORIZONTAL/VERTICAL,command=callBackFunction)
- def callBackFunction(duty) #Function called when user changes scale #Duty is the value of the scale