

The background features a complex network of abstract, colorful lines and shapes. A prominent blue line with white circular nodes runs vertically on the left side. Other lines in orange, yellow, red, and purple are scattered throughout, some forming rectangular blocks and others as simple segments. The overall aesthetic is modern and technical, reminiscent of a circuit board or a data network diagram.

# HACK DUKE

CODE FOR GOOD

Intro to hardware hacking

August Ning



# Follow Along!

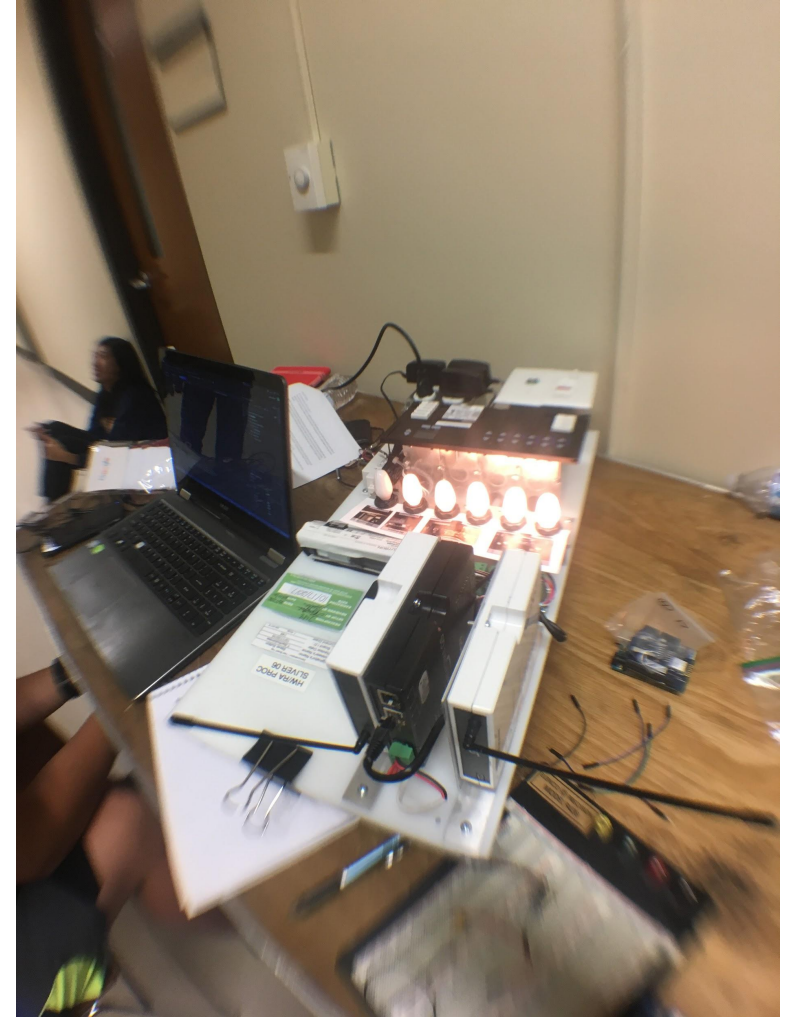
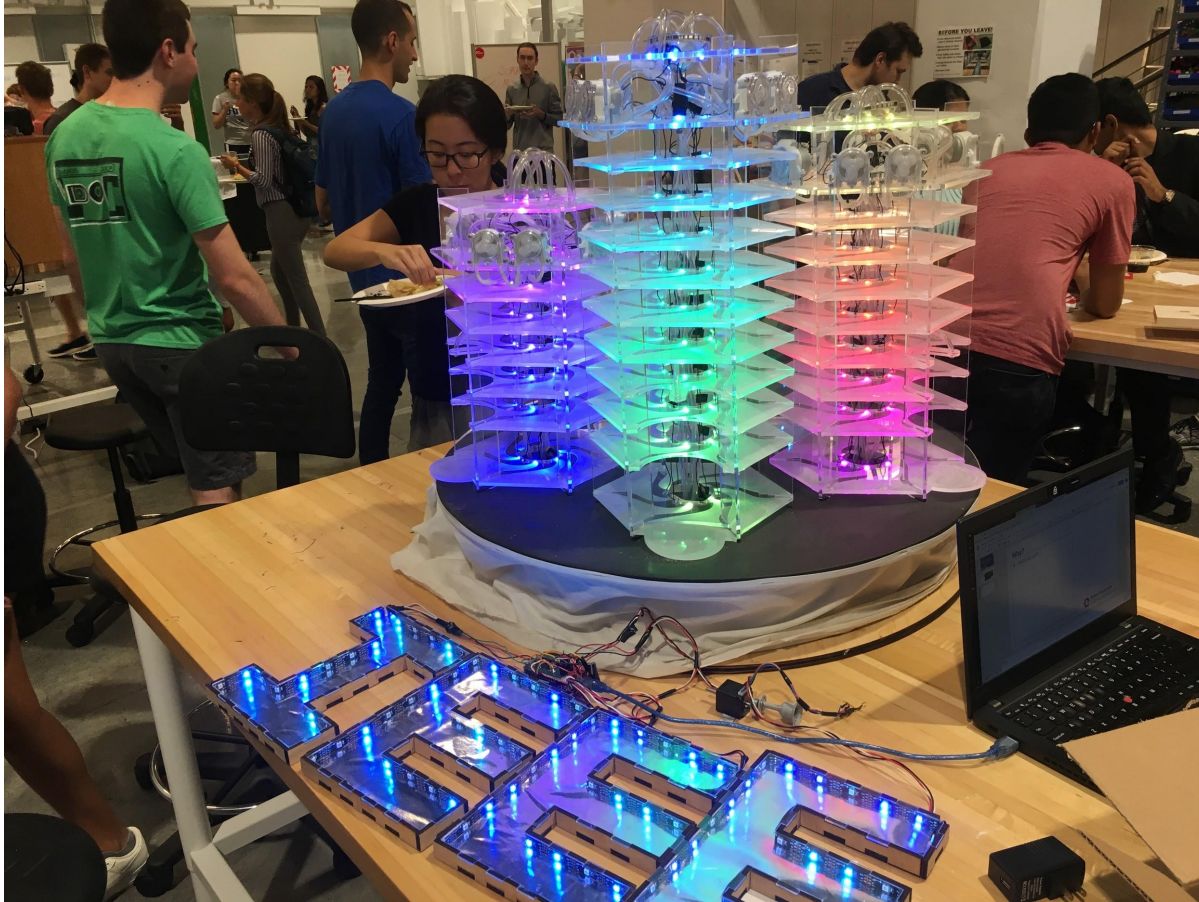
- Slides
- <https://bit.ly/2pPaR3a>
- Code
- <https://bit.ly/2ITl1sm>



# Why hardware?

- I am a big fan of hardware
- I am here to hope to convince you to use some cool hardware in your hacks this weekend
- MLH has some hardware that you can consider using
- Hardware helps you stand out, and it's not any harder than writing code

# Why Hardware?





# MLH Hardware Lab

- Amazon Fire Phone
- **Arduino 101 (Intel) and Base Shield**
- **Particle Photon**
- **Qualcomm DragonBoard 410c**
- **Leap Motion Controller**
- **Muse Headband**
- **Myo Armband**
- **FitBit Iconic**
- Misc Sensors, Soldering kit, Robotics Kit





# MLH Hardware Lab

- Amazon Echo
- Google Home Mini
- Samsung Gear VR
- Oculus Rift
- Alienware Laptops

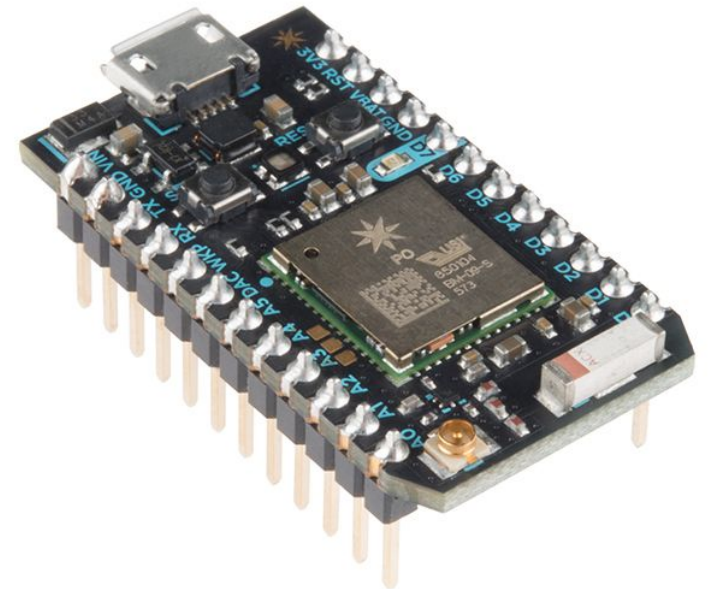
# Arduino 101

- Based off Arduino, what the tutorial is going to be about!
- Has compatible shield and sensors that are easy to use



# Particle Photon

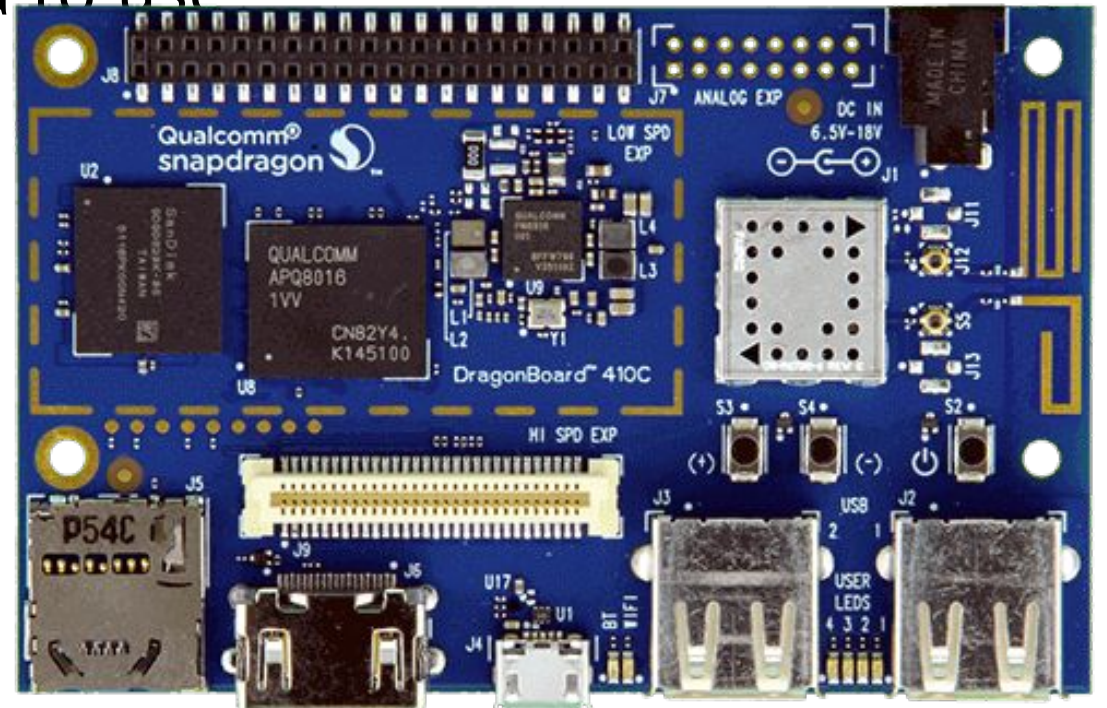
- Arduino, but with wifi and IoT - uses same coding
- Integrated with Particle app
- Annoying to set up with university wifi





# DragonBoard 410c

- Overpowered Raspberry Pi, has Bluetooth, Wifi, GPS
- Actually really hard to use





# Leap Motion Controller

- Can track hand motion, and already has a decent SDK



# Muse Headband

- Has EEG, accelerometer, gyroscope
- Can request SDK for all platforms



# Myo Armband

- Can detect gestures and motions, mapped to computer functions - JS and C++ SDK
- Literally got discontinued yesterday lmao (10/12)



# Fitbit Ionic

- Health tracker with JS SDK and lots of APIs





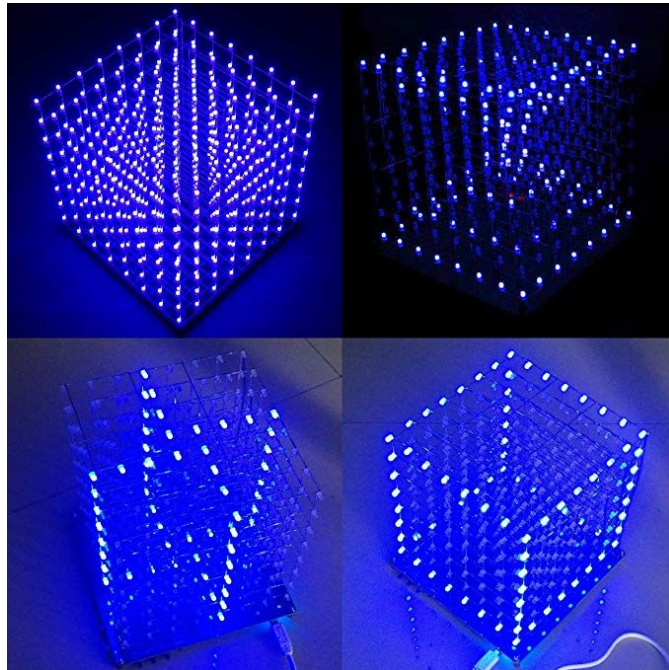
# What?

- An Arduino is a open source microcontroller board!  
Easy to program
- Many sensors and are made for them

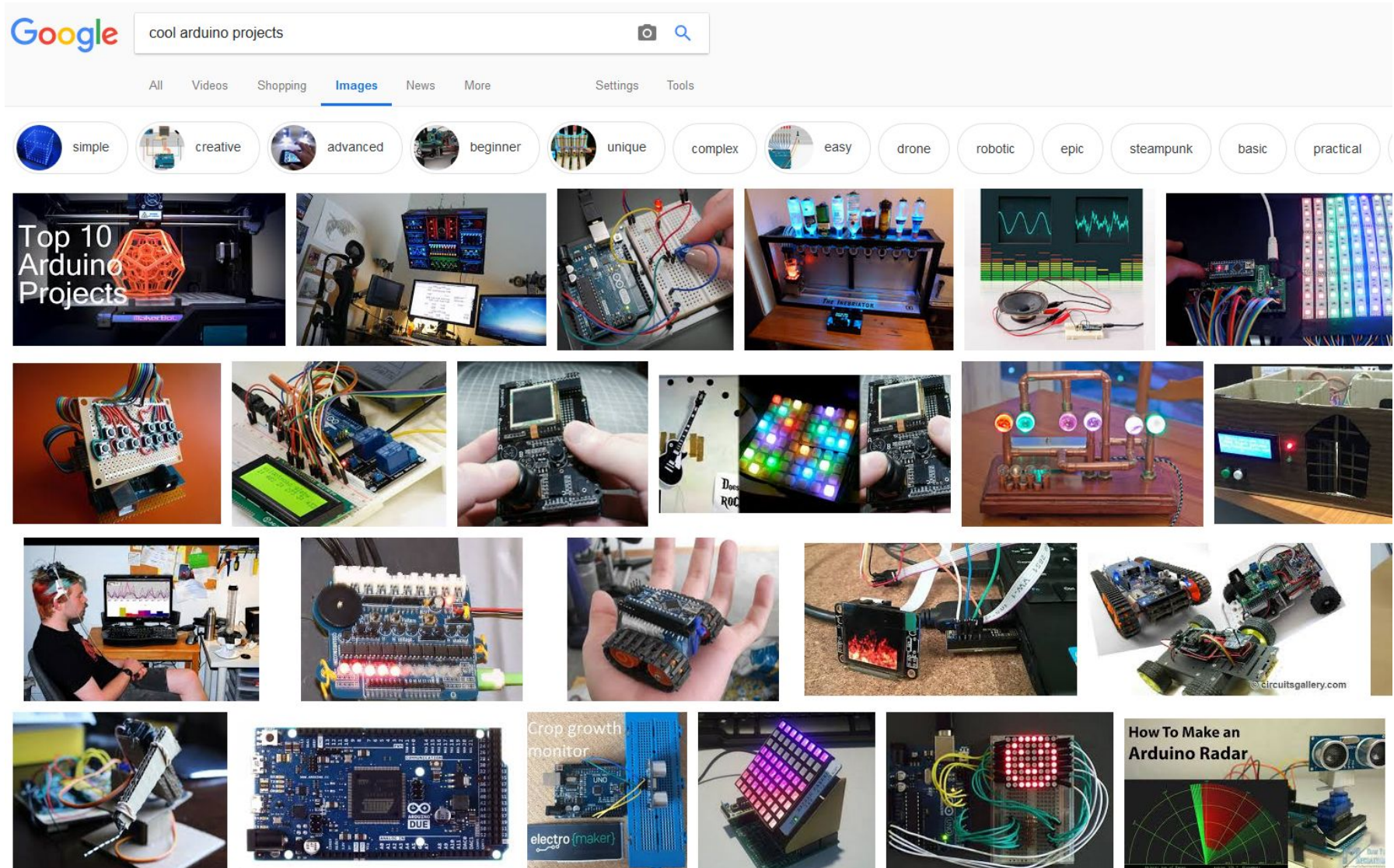


# Why?

- Build cool stuff!








# Arduino Programming Language

- Based on C/C++
- Can import libraries to do stuff for you
- Most of the code you need is already on the internet

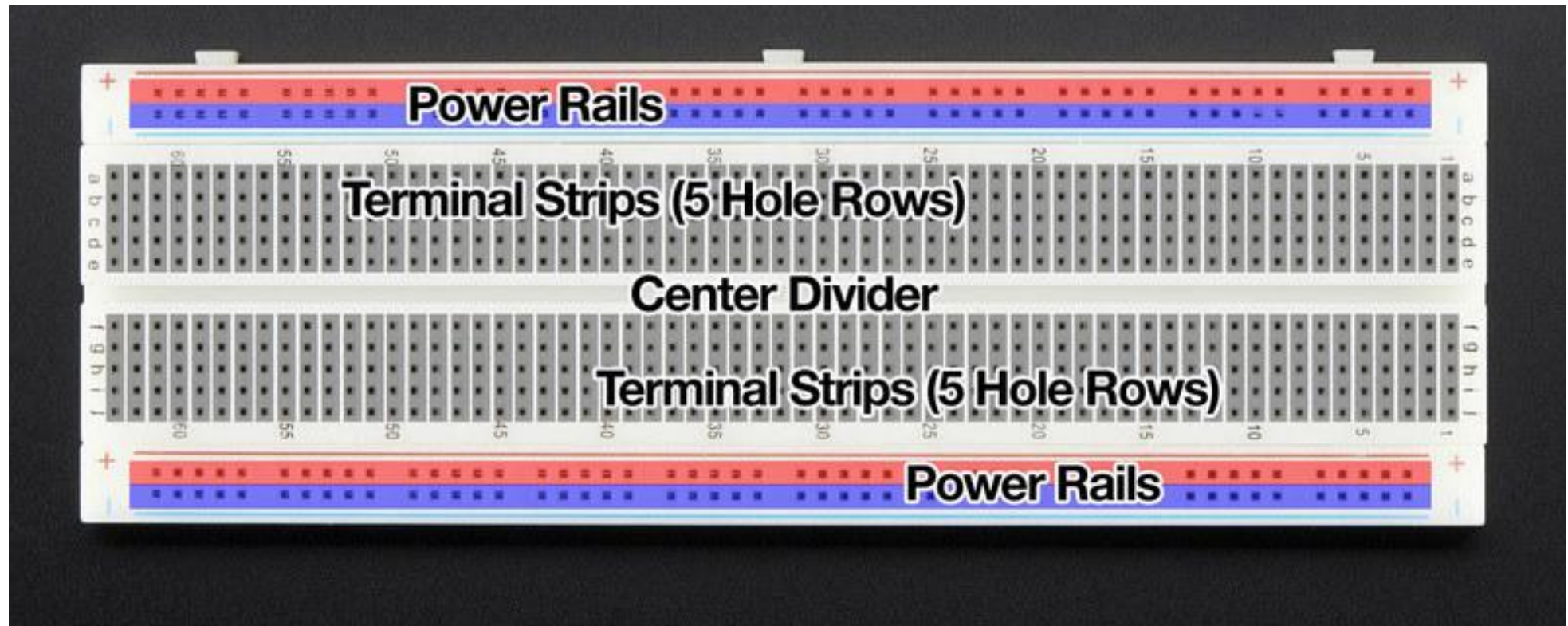


```
CommunicationCode | Arduino 1.8.4
File Edit Sketch Tools Help

CommunicationCode
1 #include <SoftwareSerial.h>
2 #define Rx 10 // DOUT to pin 10
3 #define Tx 11 // DIN to pin 11
4 SoftwareSerial Xbee (Rx,Tx);
5
6 void setup()
7 {
8   Serial.begin(9600);
9   Xbee.begin(9600);
10  delay(500);
11 }
12
13
14 void loop()
15 {
16   if(Serial.available())
17   {
18     char outgoing = Serial.read();
19     Xbee.print(outgoing);
20   }
21   if (Xbee.available())
22   {
23     char incoming = Xbee.read();
24     Serial.println(incoming);
25   }
26   delay(50);
27 }
28
29
```



# Breadboard





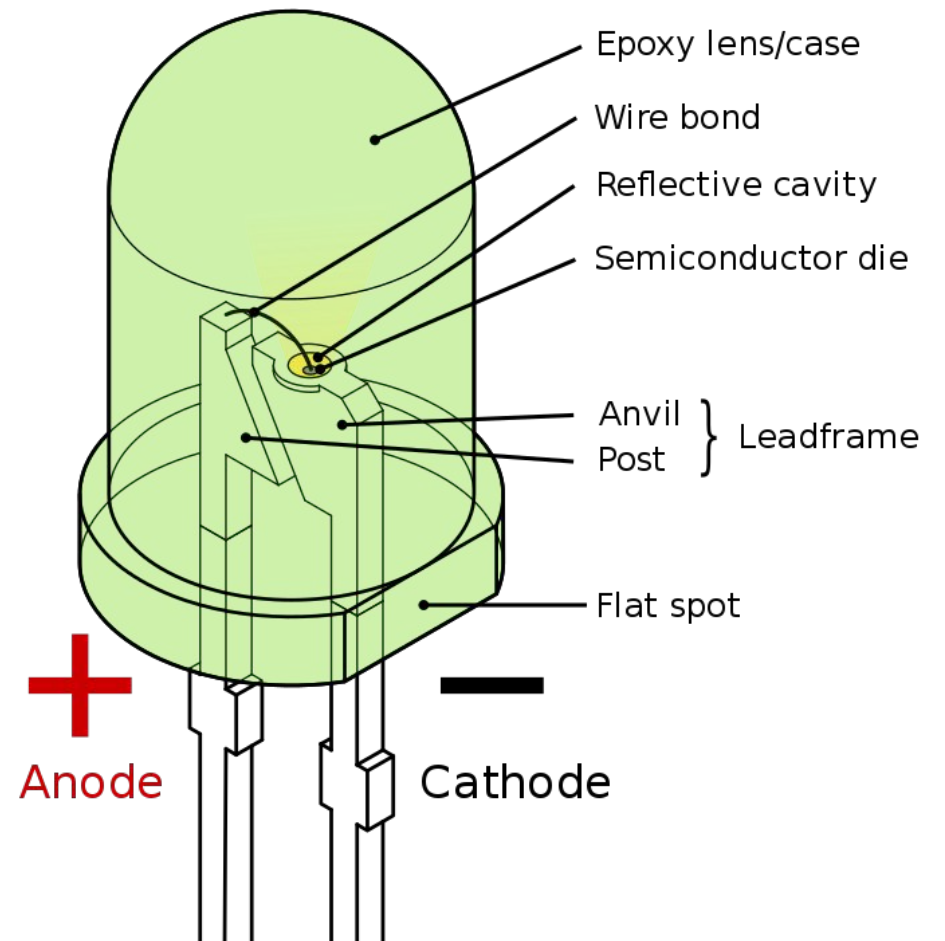
An abstract graphic on the left side of the slide. It features a blue line that starts at the top left, curves down, then continues straight down, and finally curves right at the bottom. Along this blue line are several white circles of varying sizes. To the left of the blue line, there are several vertical and horizontal bars in orange, red, and blue, along with a red circle. The word "Digital" is positioned to the right of the top part of this graphic.

# Digital

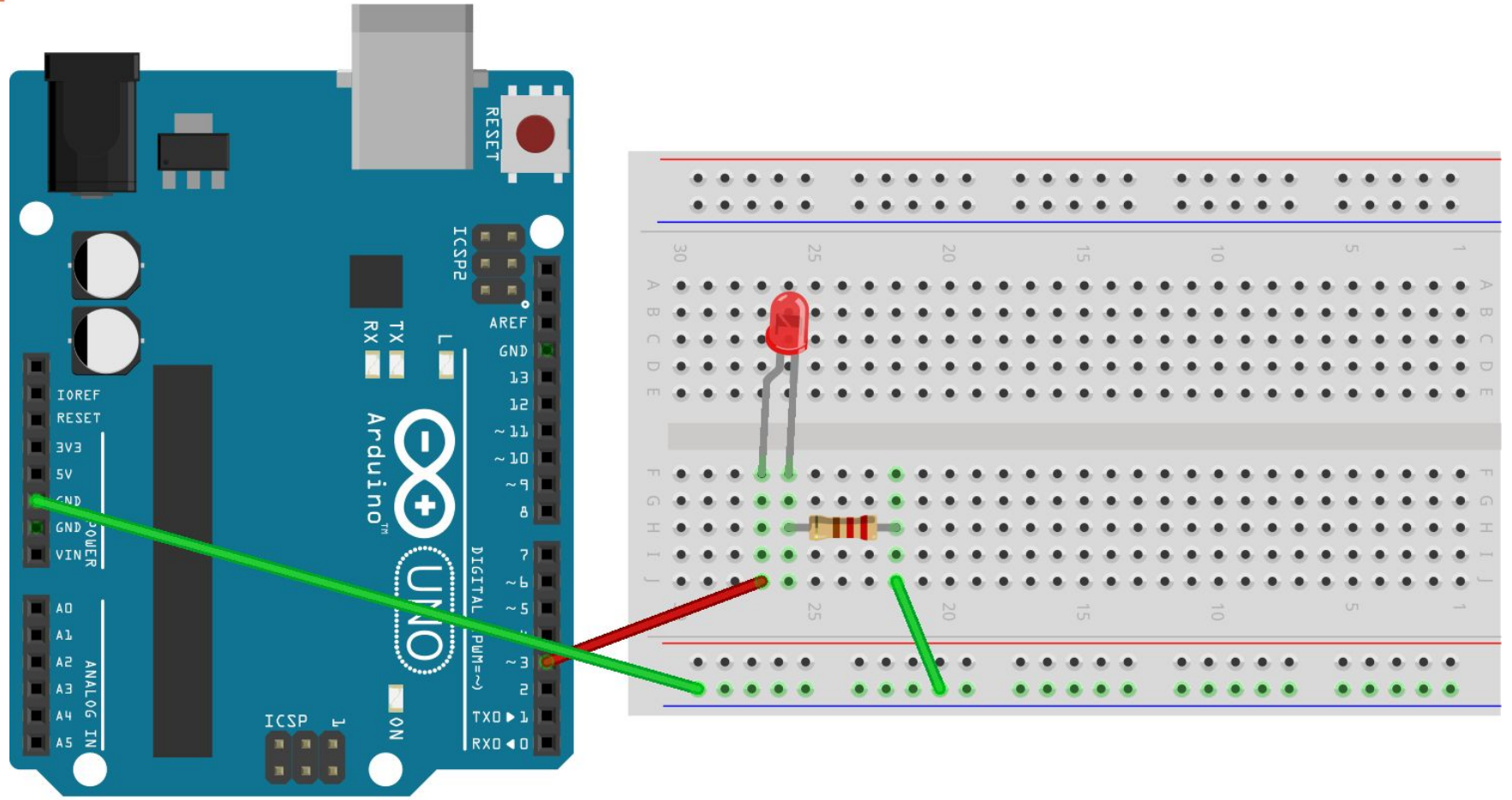
- 0's and 1's, HIGHs and LOWs
- Arduino high output is 5 V
  - Enough to power an LED
- Sorta like the “Hello World” of hardware

# Blink and LED - Wiring

- Wire anode to any digital PWM pin
- Wire cathode to resistor
- Wire resistor to ground



# Blink and LED - Wiring





# Blink and LED - Coding

- In setup, declare the pin as an output pin
- In loop, digitalWrite the pin high and low with delays in between
- Compile and push to Arduino

LED\_blink

```
1 int LED_pin = 3;
2
3 void setup() {
4   // put your setup code here, to run once:
5   pinMode(LED_pin, OUTPUT);
6 }
7
8 void loop() {
9   // put your main code here, to run repeatedly:
10  digitalWrite(LED_pin, HIGH);
11  delay(500);
12  digitalWrite(LED_pin, LOW);
13  delay(500);
14 }
```



# Fade an LED - Coding

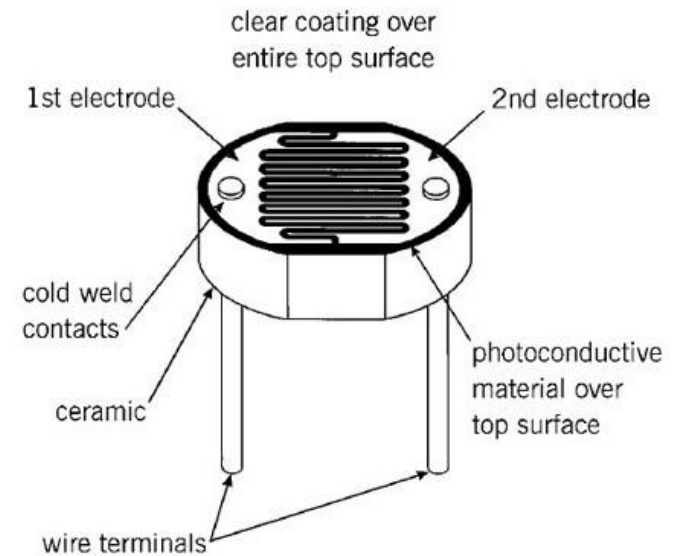
- Write a for loop from 0 to 255
- Increment each time by 1, and delay for a bit
- Reverse the for loop

```
LED_fade
1 int LED_pin = 3;
2
3 void setup() {
4   // put your setup code here, to run once:
5   pinMode(LED_pin, OUTPUT);
6 }
7
8 void loop() {
9   // put your main code here, to run repeatedly:
10  for (int i = 0; i < 256; i++) {
11    analogWrite(LED_pin, i);
12    delay(10);
13  }
14  for (int i = 256; i >= 0; i--) {
15    analogWrite(LED_pin, i);
16    delay(10);
17  }
18 }
```



# Analog

- Dynamic, can map 0 to 5 V input to 0 to 1023
- Useful for reading in voltage values
- Can use photoresistors to show variable voltage divider

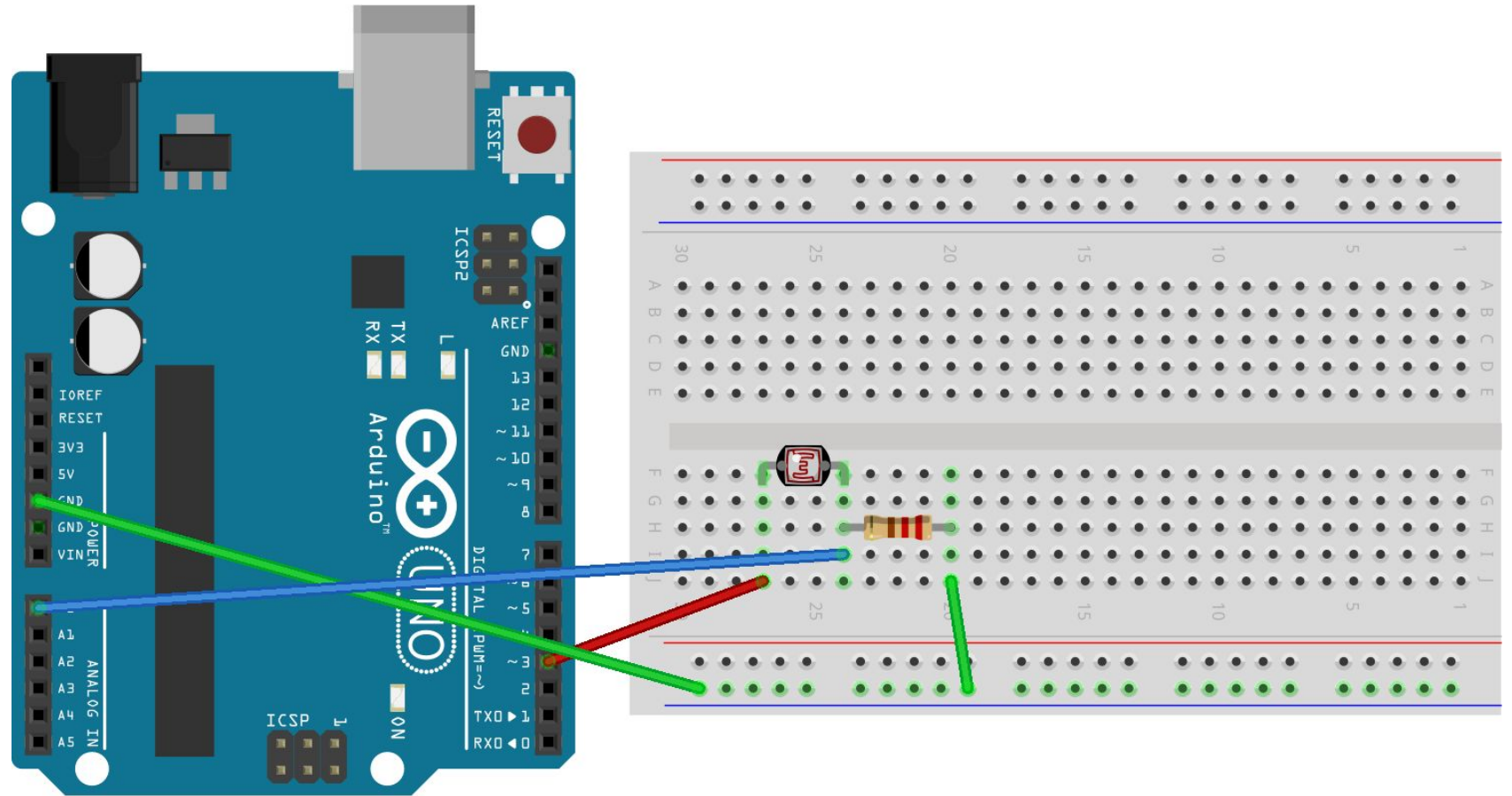




# Photoresistor Voltage Divider - Wiring

- Can put wire on to 5 V
- Put photoresistor in series with 220 Ohm resistor
- 220 Ohm resistor to ground
- Wire analog port to node between photoresistor and 220 Ohm resistor

# Photoresistor Voltage Divider - Wiring





# Photoresistor Voltage Divider - Coding

- Start serial monitor in setup
- Poll every few seconds on the analog port with analogRead
- Vary the light on the photoresistor

photoresistor\_read

```
1 int power_pin = 3;
2 int volt_pin = 0;
3 int piezo_pin = 9;
4
5 void setup() {
6   // put your setup code here, to run once:
7   pinMode(power_pin, OUTPUT);
8   digitalWrite(power_pin, HIGH);
9   Serial.begin(9600);
10 }
11
12 void loop() {
13   // put your main code here, to run repeatedly:
14   int read_val = analogRead(volt_pin);
15   Serial.println(read_val);
16   delay(100);
17 }
```

# Jank Theremin - Wiring

- Wire up a piezobuzzer + up to a PWM digital pin
- Wire other side to -





## An abstract graphic design featuring a blue line with white circles, a red circle, and a yellow bar. The blue line starts at the top left, curves down and to the right, then continues straight down with four white circles, and finally curves down and to the right again. A red circle is positioned to the left of the blue line. A yellow bar is located at the top, partially overlapping a red bar. The background is white.



# Jank Theremin - Coding

- Adding to your photoresistor code, save the `analogRead` to a `int`
- Call the `tone` command on the piezobuzzer pin with the value of the `analogRead`

```
photoresistor_tone | Arduino 1.8.4
File Edit Sketch Tools Help

photoresistor_tone

1 int power_pin = 9;
2 int volt_pin = 0;
3 int piezo_pin = 3;
4
5 void setup() {
6   // put your setup code here, to run once:
7   pinMode(power_pin, OUTPUT);
8   digitalWrite(power_pin, HIGH);
9   Serial.begin(9600);
10 }
11
12 void loop() {
13   // put your main code here, to run repeatedly:
14   int read_val = analogRead(volt_pin);
15   Serial.println(read_val);
16   tone(piezo_pin, 200 + read_val);
17   delay(100);
18 }
19
```

# Libraries

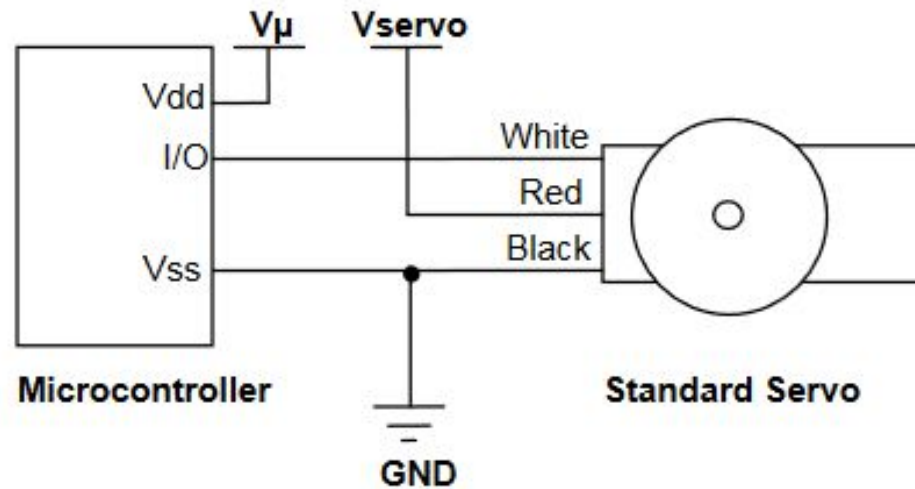
- Provide extra functionality for use in sketches, e.g. working with hardware or manipulating data
- Servo is standard Arduino Library
- Lots of sensors that you use have pre written libraries



# Servo - Wiring

- Put white wire on PWM digital port

## Quick-Start Circuit



**V $\mu$**  = microcontroller voltage supply

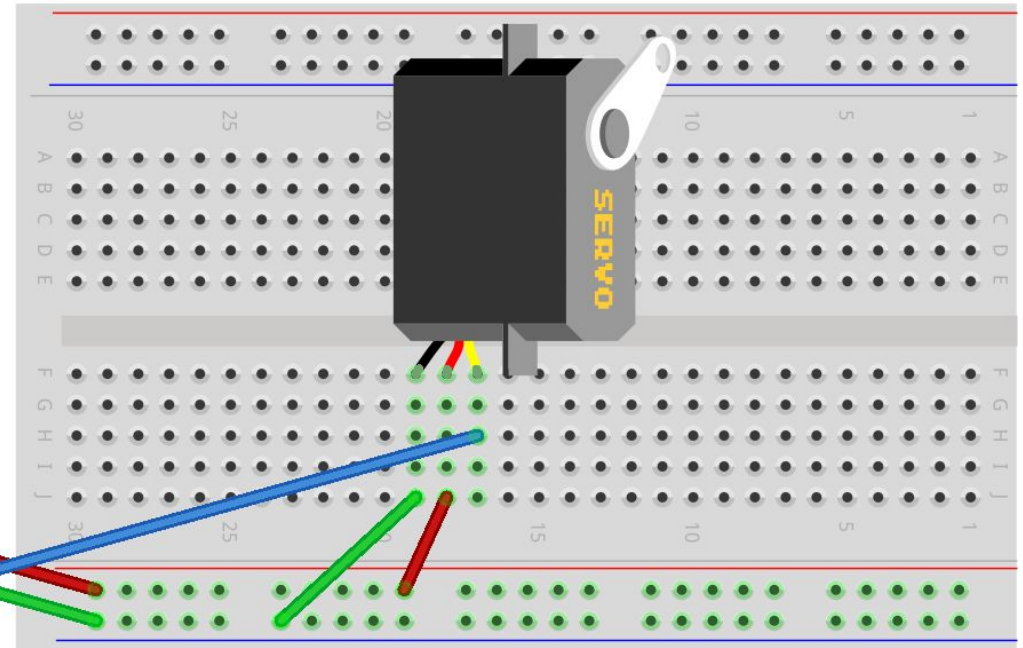
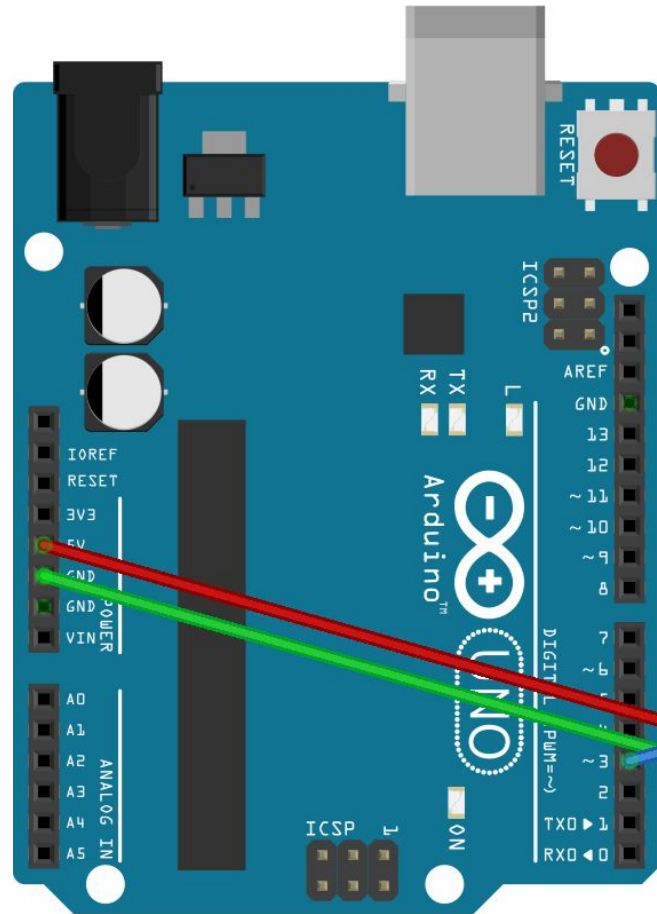
**Vservo** = 4 to 6 VDC, regulated or battery

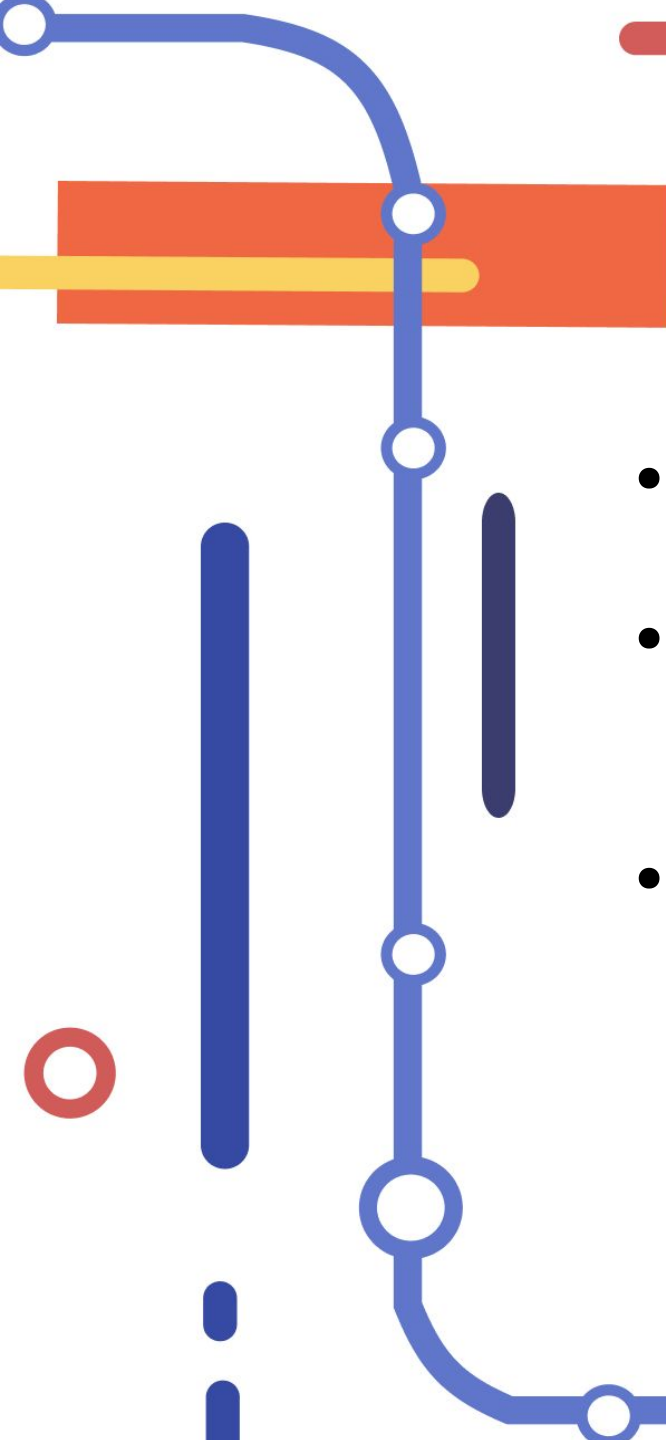
**I/O** = PWM TTL or CMOS output signal from microcontroller: 3.3 to 5 V, not to exceed  $V_{servo} + 0.2$  V



# Servo - Wiring

Yellow wire = Data wire





# Servo - Coding

- Remember to include the Servo.h
- Servo can set itself to any angle between 0 and 180
- This set the servo at some random position every 500 ms

```
servo
1 #include <Servo.h>
2
3 int servo_pin = 3;
4 Servo s;
5 int count = 0;
6
7 void setup() {
8   s.attach(servo_pin);
9   s.write(0);
10  randomSeed(analogRead(2));
11 }
12
13 void loop() {
14   int randhold = random(60);
15   count += randhold;
16
17   if (count > 180) {
18     count %= 180;
19   }
20   s.write(count);
21   delay(500);
22 }
```





# What's Next?

- Combine all the code you've done together for fun
- Make functions to help with repetitive code
- You now know enough Arduino to do any project you want to do
- You can probably google most questions that you have
- Make cool projects!