

# **Design and Development of Applications for Mobile Devices**

**Sensors**

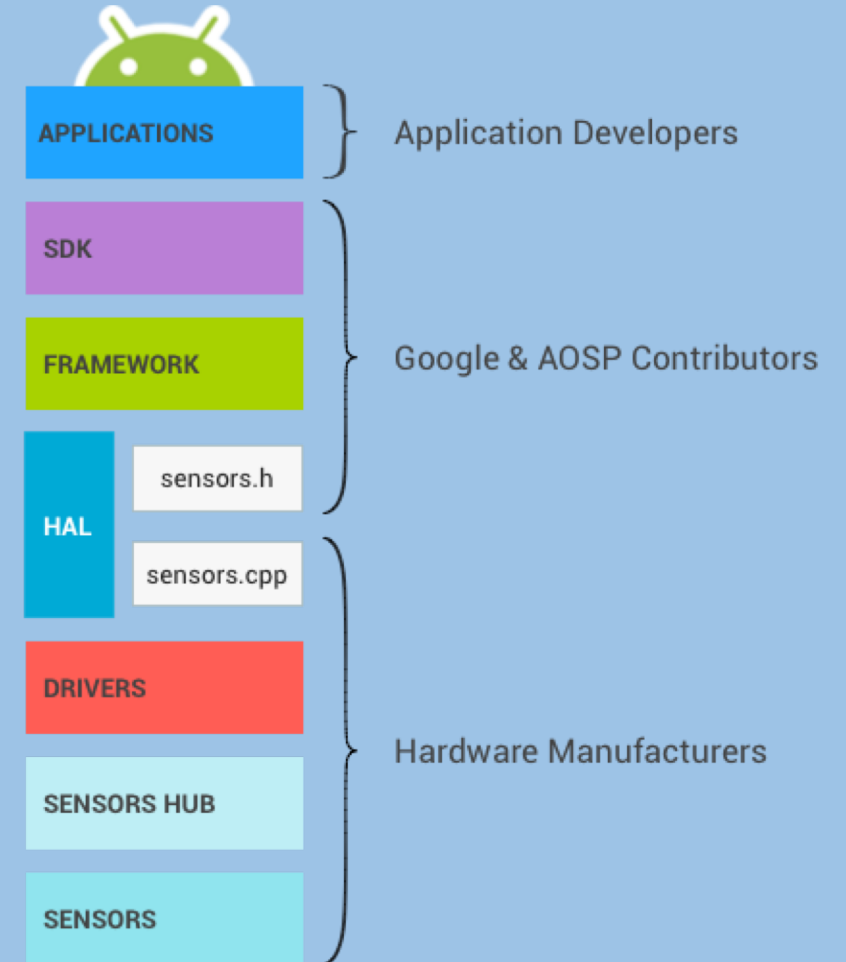
**Semester 1, 2020**

# What are Android sensors?

- Measures motion, orientation, etc
- Provide high accuracy and precision
- Practical example would be calculating moisture in a room

# Sensor stack

What are the components???



# Sensor types

- Motion sensors
- Environmental sensors
- Position sensors
- Raw sensors vs Composite sensors

# List of sensors

Sensor	Type	Description	Common Uses
<a href="#">TYPE_ACCELEROMETER</a>	Hardware	Measures the acceleration force in $\text{m/s}^2$ that is applied to a device on all three physical axes (x, y, and z), including the force of gravity.	Motion detection (shake, tilt, etc.).
<a href="#">TYPE_AMBIENT_TEMPERATURE</a>	Hardware	Measures the ambient room temperature in degrees Celsius ( $^{\circ}\text{C}$ ). See note below.	Monitoring air temperatures.
<a href="#">TYPE_GRAVITY</a>	Software or Hardware	Measures the force of gravity in $\text{m/s}^2$ that is applied to a device on all three physical axes (x, y, z).	Motion detection (shake, tilt, etc.).
<a href="#">TYPE_GYROSCOPE</a>	Hardware	Measures a device's rate of rotation in $\text{rad/s}$ around each of the three physical axes (x, y, and z).	Rotation detection (spin, turn, etc.).
<a href="#">TYPE_LIGHT</a>	Hardware	Measures the ambient light level (illumination) in lx.	Controlling screen brightness.
<a href="#">TYPE_LINEAR_ACCELERATION</a>	Software or Hardware	Measures the acceleration force in $\text{m/s}^2$ that is applied to a device on all three physical axes (x, y, and z), excluding the force of gravity.	Monitoring acceleration along a single axis.
<a href="#">TYPE_MAGNETIC_FIELD</a>	Hardware	Measures the ambient geomagnetic field for all three physical axes (x, y, z) in $\mu\text{T}$ .	Creating a compass.
<a href="#">TYPE_ORIENTATION</a>	Software	Measures degrees of rotation that a device makes around all three physical axes (x, y, z). As of API level 3 you can obtain the inclination matrix and rotation matrix for a device by using the gravity sensor and the geomagnetic field sensor in conjunction with the <code>getRotationMatrix()</code> method.	Determining device position.
<a href="#">TYPE_PRESSURE</a>	Hardware	Measures the ambient air pressure in hPa or mbar.	Monitoring air pressure changes.
<a href="#">TYPE_PROXIMITY</a>	Hardware	Measures the proximity of an object in cm relative to the view screen of a device. This sensor is typically used to determine whether a handset is being held up to a person's ear.	Phone position during a call.
<a href="#">TYPE_RELATIVE_HUMIDITY</a>	Hardware	Measures the relative ambient humidity in percent (%).	Monitoring dewpoint, absolute, and relative humidity.
<a href="#">TYPE_ROTATION_VECTOR</a>	Software or Hardware	Measures the orientation of a device by providing the three elements of the device's rotation vector.	Motion detection and rotation detection.
<a href="#">TYPE_TEMPERATURE</a>	Hardware	Measures the temperature of the device in degrees Celsius ( $^{\circ}\text{C}$ ). This sensor implementation varies across devices and this sensor was replaced with the <a href="#">TYPE_AMBIENT_TEMPERATURE</a> sensor in API Level 14	Monitoring temperatures.

Sensor Demo

LSM330DLC 3-axis Accelerometer  
 AK8975C 3-axis Magnetic field sensor  
 AK8975C Magnetic field Sensor  
 UnCalibrated  
 iNemoEngine Orientation sensor  
 CM36651 Light sensor  
 CM36651 Proximity sensor  
 LSM330DLC Gyroscope sensor  
 iNemoEngine Gravity sensor  
 iNemoEngine Linear Acceleration sensor  
 iNemoEngine Rotation\_Vector sensor  
 LPS331AP Pressure Sensor  
 Auto Rotation Sensor  
 Rotation Vector Sensor  
 Gravity Sensor  
 Linear Acceleration Sensor  
 Game Rotation Vector Sensor  
 Uncalibrated Gyroscope Sensor  
 Orientation Sensor  
 Corrected Gyroscope Sensor

# Best practices for accessing and using sensors

There are five best practices that you should consider:

- Unregister sensor listeners
- Do not block the `onSensorChanged()` method
- Avoid using deprecated methods or sensor types
- Verify sensors before you use them
- Choose sensor delays carefully

## **Lab 1: Sensor Exploration – Optional (no marks)**

In lab 1, you will be explore the accelerometer, light and proximity sensors. Open up Android Studio and create a new application.

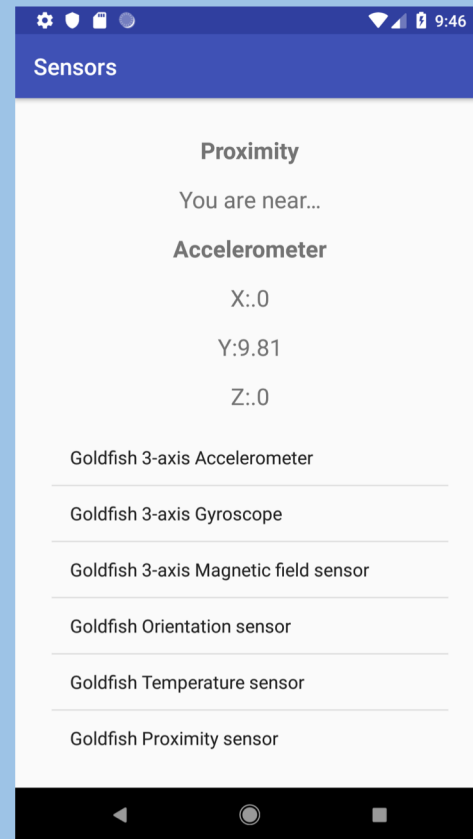
# Lab 1: Sensor Exploration Continue

Implement the following functionality:

- List all the sensors on your phone
- Display the X, Y and Z tilt values using the accelerometer sensor
- If you have a light sensor, display the illumination level and values as you move your phone from light to dark
- If you have a proximity sensor, display “**Near**” when the phone is  $< 5\text{cm}$  from a surface (e.g. your hand) and “**Far**” when the phone is  $> 5\text{cm}$  from surface



# Lab 1: Sensor Exploration Example



## Lab 2: Sensor Animation – Optional (no marks)

Implement the following functionality:

- Create an animation that responds to tilting on the X and Y axis

Link to sensors overview

[http://developer.android.com/guide/topics/sensors/sensors\\_overview.html](http://developer.android.com/guide/topics/sensors/sensors_overview.html)