Skylar Kantor

CSE 321, Fall 2021

Project 2 Report

<u>Introduction</u>

This is the final report for Project 2, the timer project. The report contains

- 1. Cover Page
- 2. Introduction
- 3. Specifications
- 4. Features
- 5. Applications
- 6. Block Diagram
- 7. Functionality Diagram
- 8. BOM
- 9. Schematic
- 10. Test Plan
- 11. Results
- 12. Recommendations for Improvement

These sections should provide a good overview of progress made on the project, and the original specifications the project was built to.

Specifications

- Time is entered as m:ss
- Valid times can go up to 9 min and 59 sec
- User can press A to start the timer
- User can press B to stop/turn off
- User can press D to input the time
- User must use a prompt to enter time
- Every time a value is entered, an LED lights up
- The LCD will display Time Remaining: followed by the current time
- When the specified time is reached the LCD will display Times Up and multiple LEDs will turn on
- Must run "forever"

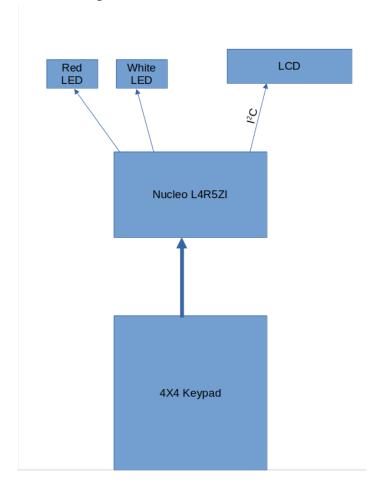
Features

- Any time up to 9m:59s can be entered through the keypad
- The user can start and stop the time with B and A at will
- The timer can count up to or down from the desired time
- The time is displayed on the LCD
- A message on the LCD and LED indicators are displayed when the desired time is reached

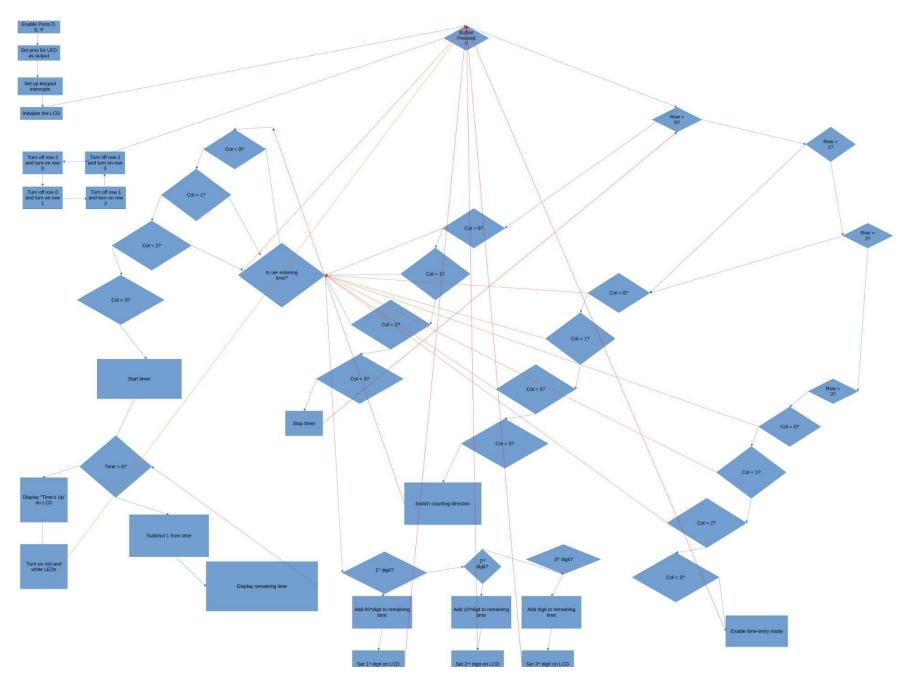
Applications

- Alarm Clock
- Microwave
- Kitchen timer

Block Diagram



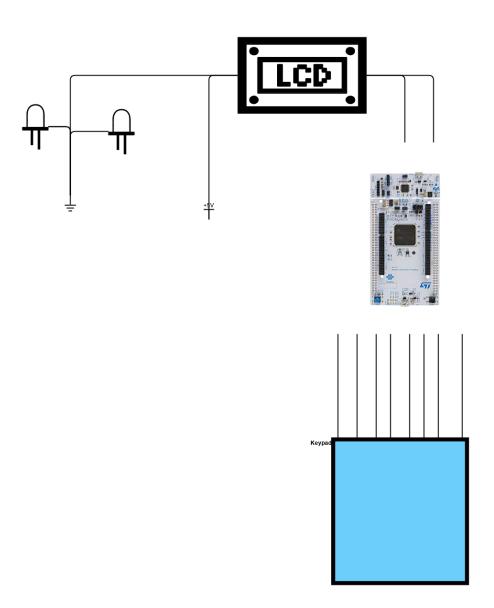
Functionality Diagram



Bill Of Materials

- 1 Red LED
- 1 White LED
- 1 4X4 matrix keypad
- 1 I²C LCD
- 2 1KΩ Resistor
- 1 Breadboard
- 15 Jumpers

Schematic



Test Plan

- 1. Test a time under 9:59 but over 0:59
- 2. Test a time between 0:00 and 0:59
- 3. Test a time using only row 0
- 4. Test a time using only row 1
- 5. Test a time using all 4 rows
- 6. Test a time over 9:59
- 7. Test a 0:60
- 8. Start timer before entering a time
- 9. Stop timer before 0:00
- 10. Hit "D" while timer is running
- 11. Hit numbers while time is running
- 12. Hit "D" after 0:00, repeatedly

Results

- 1. Time enters successfully, counts down, and LEDs indicate end, plus LCD message (1:30)
- 2. Time enters successfully, counts down, and LEDs indicate end, plus LCD message (0:30)
- 3. Time enters successfully, counts down, and LEDs indicate end, plus LCD message (1:31)
- 4. No keys working (4:56)
- 5. Row 1 inoperative (1:59)
- 6. Timer won't allow ten-seconds place greater than 5, so cannot enter time over 9:59
- 7. Same result as 6
- 8. Immediately displays "Time's up" and LEDs light
- 9. Timer stops and LDC returns to "Enter Time"
- 10. No effect
- 11. Returns to "Enter time" indefinitely

Recommendations for Improvement

- 1. Fix the second row issue, allowing for more times to be entered
- 2. Allow for times greater than 9m:59s
- 3. Add some other notification method, like a sound

4.	Address bounce in a more efficient way, so that the user is not wai as long between button presses	ting