8.Voice Control Light

ABOUT THIS PROJECT:

You will learn:

How to Make Voice Control Light

1. Things used in this project:

Hardware components	Picture	Quantity
V-1 board	1	1 PCS
F3 Red LED Light		1 PCS
F3 Green LED Light		1 PCS
F3 Blue LED Light		1 PCS
F3 White LED Light		1 PCS
Breadboard		1 PCS
9V Battery Snap Connector (you need to buy 9V battery yourself)		1 PCS
Breadboard power module		1 PCS
Male to Male DuPont Cable		12 PCS
Type C USB Cable		1 PCS
220R Resistance		4 PCS
10K Resistance	— (IIII)—	2 PCS
104 Ceramic Capacitor	40	1 PCS
Microphone		1 PCS
10K Potentiometer		1 PCS

2. Microphone Introduction

A microphone is an energy conversion device that converts a sound signal into an electrical signal, and is a device (electricity \rightarrow sound) that is exactly the opposite of the speaker. The microphone is the input and the speaker is the output.







Figure 1

As shown in Figure 1, the microphone has two pins, one of which is connected to the case to shield the interference signal. This pin is usually the negative pole; the other end is usually the positive pole.

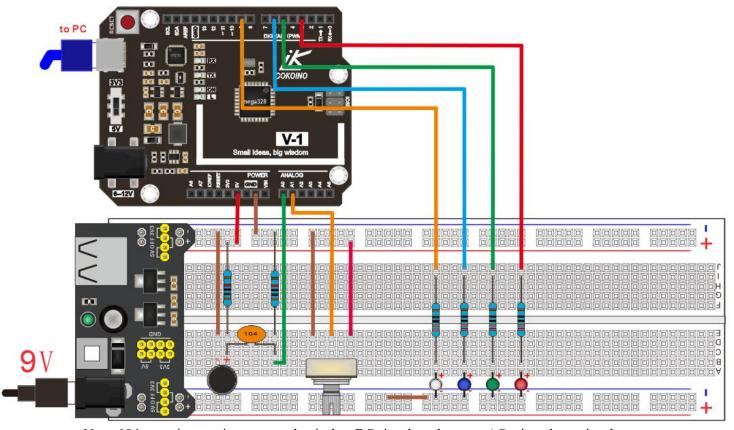
2. Sound control LED light

In this experiment, you can learn to read the analog signal output from the microphone through the analog port of V-1 board to control the LED light to be turned on or off. The main statement of this program is: PWM_data = analogRead(A0); analogWrite(pin, PWM_data);

2.1. Sketch

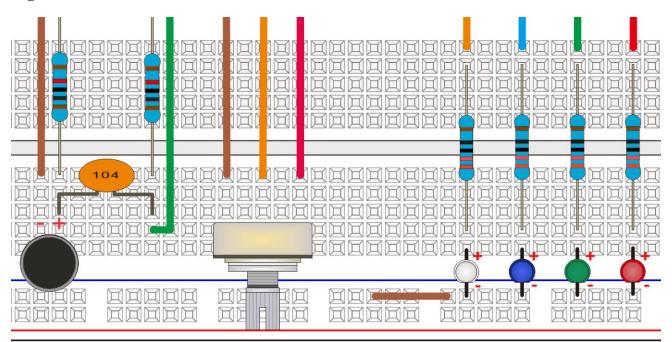
```
#define LED R 3
#define LED G 5
#define LED B 6
#define LED W 9
int PWM data=0;
int ADJ data=0;
void setup() {
  pinMode(LED R,OUTPUT);
  pinMode(LED G,OUTPUT);
  pinMode(LED B,OUTPUT);
  pinMode(LED W,OUTPUT);
  pinMode(A0,INPUT);
  pinMode(A1,INPUT);
void loop() {
  ADJ data = analogRead(A1);
  PWM data = analogRead(A0);
  if(PWM data>ADJ data){
    digitalWrite(3,HIGH);
    delay(200);
    digitalWrite(5,HIGH);
    delay(200);
    digitalWrite(6,HIGH);
    delay(200);
    digitalWrite(9,HIGH);
    delay(200);
  digitalWrite(3,LOW);
  digitalWrite(5,LOW);
  digitalWrite(6,LOW);
  digitalWrite(9,LOW);
```

2.2 Connection Diagram



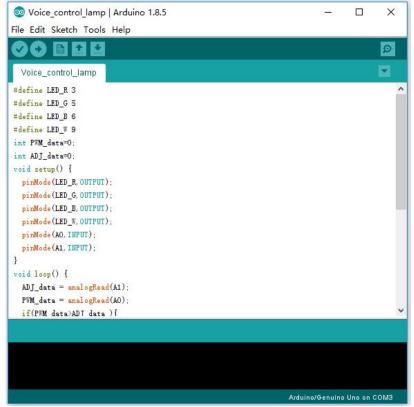
Note: 104 ceramic capacitors are used to isolate DC signals and turn on AC microphone signals.

Detail enlargement

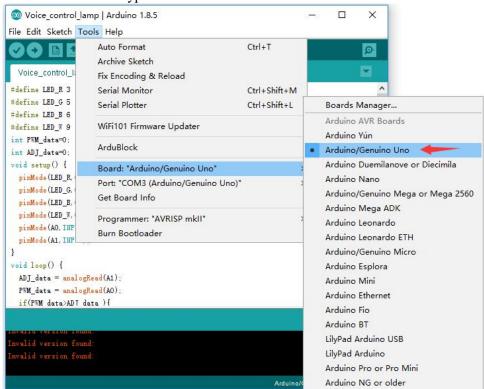


2.3 Step

2.3.1. Connect the computer and V-1 board with a USB cable and copy the above sample code to the Arduino IDE as shown below:



2.3.2 Select board type



2.3.3 Select port

```
O Voice_control_lamp | Arduino 1.8.5
                                                                                  X
File Edit Sketch Tools Help
                      Auto Format
                                                           Ctrl+T
                      Archive Sketch
  Voice_control_la
                      Fix Encoding & Reload
#define LED_R 3
                                                           Ctrl+Shift+M
                      Serial Monitor
#define LED_G 5
                      Serial Plotter
                                                           Ctrl+Shift+L
#define LED_B 6
                      WiFi101 Firmware Updater
#define LED_W 9
int PWM_data=0;
                      ArduBlock
int ADJ_data=0;
void setup() {
                      Board: "Arduino/Genuino Uno"
  pinMode (LED_R,
                      Port: "COM3 (Arduino/Genuino Uno)"
                                                                               Serial ports
  pinMode (LED_G,
                                                                               COM1
                      Get Board Info
  pinMode (LED_B,
                                                                               COM3 (Arduino/Genuino Uno)
  pinMode(LED_W,
                      Programmer: "AVRISP mkII"
  pinMode (AO, INP
                      Burn Bootloader
  pinMode (A1, INP
void loop() {
  ADJ_data = analogRead(A1);
  PWM_data = analogRead(A0);
  if(PWM data>ADT data){
                                                                  Arduino/Genuino Uno on COM3
```

2.3.4 Compiling

```
O Voice_control_lamp | Arduino 1.8.5
                                                                                  X
File Edit Sketch Tools Help
Voice_control_lamp
#define LED_R 3
#define LED_G 5
#define LED_B 6
#define LED_W 9
int PWM_data=0;
 int ADJ_data=0;
void setup() {
  pinMode(LED_R, OUTPUT);
  pinMode (LED_G, OUTPUT);
  pinMode (LED_B, OUTPUT);
  pinMode(LED_W, OUTPUT);
  pinMode (AO, INPUT);
  pinMode (A1, INPUT);
}
void loop() {
  ADJ_data = analogRead(A1);
  PWM_data = analogRead(A0);
  if(PWM data)ADT data){
Done compiling.
Sketch uses 1192 bytes (3%) of program storage space. Maximum is 32256 bytes
Global variables use 13 bytes (0%) of dynamic memory, leaving 2035 bytes for local variables.
```

2.3.5 Upload the sketch

```
💿 Voice control lamp | Arduino 1.8.5
                                                                                    X
File Edit Sketch Tools Help
                                                                                           Q
  Voire_control_lamp
#define LED R 3
#define LED G 5
#define LED B 6
#define LED_W 9
int PWM_data=0;
int ADJ_data=0;
void setup() {
 pinMode (LED_R, OUTPUT);
  pinMode (LED_G, OUTPUT);
  pinMode (LED_B, OUTPUT);
  pinMode (LED_W, OUTPUT);
  pinMode (AO, INPUT);
  pinMode (A1, IMPUT);
void loop() {
  ADJ_data = analogRead(A1);
  PWM_data = analogRead(A0);
 if(PWM data>ADT data){
Done uploading
                                                                    Arduino/Genuino Uno on COM3
```

2.3.6 Result

Unplug the USB cable from the V-1 board, connect the power module to the external power supply, and then turn on the switch of the power module on the breadboard. Adjust the potentiometer to make the 4 LED lights reach the critical point of turn and off. At this time, the microphone is the most sensitive to the sound. When you pat the palm and the microphone senses the sound, it will light up 4 LED lights, as shown below:

