

# Agenda

**DC** motor

01

- DC motor
- ❖ L293d Driver
- ❖ L298n Driver

**Servo Motor** 

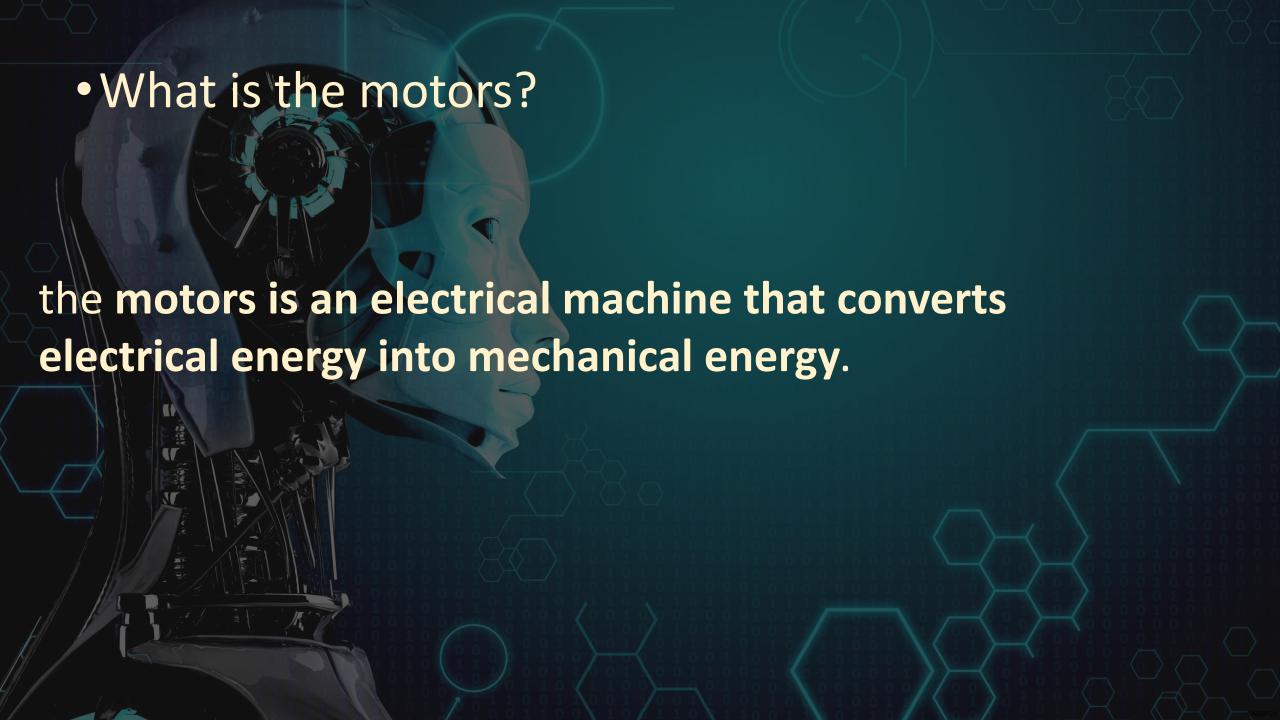
02

Servo motor

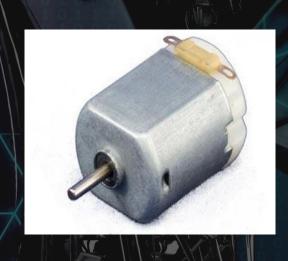
**Stepper motor** 

03

- Stepper motor
- ❖ A4988 driver



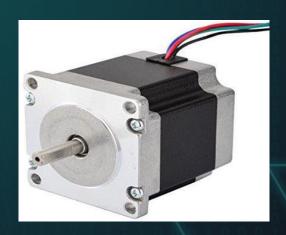
## What is the types of motors?



DC Motor

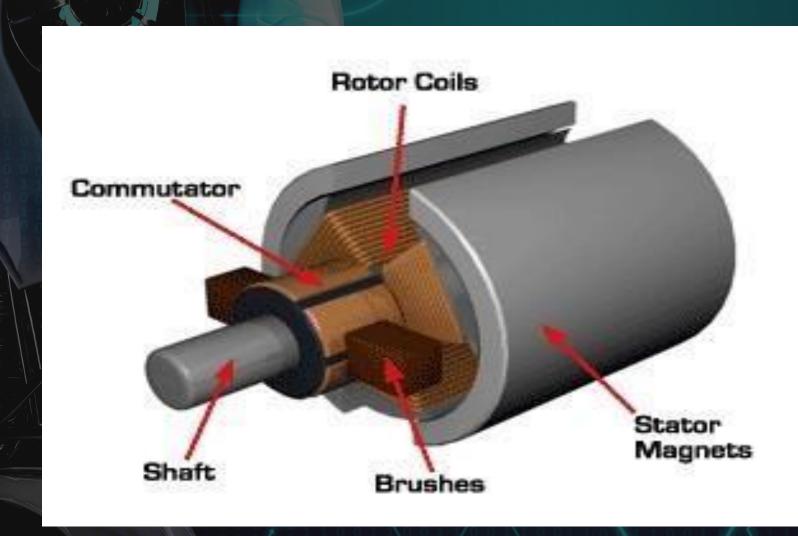


Servo Motor

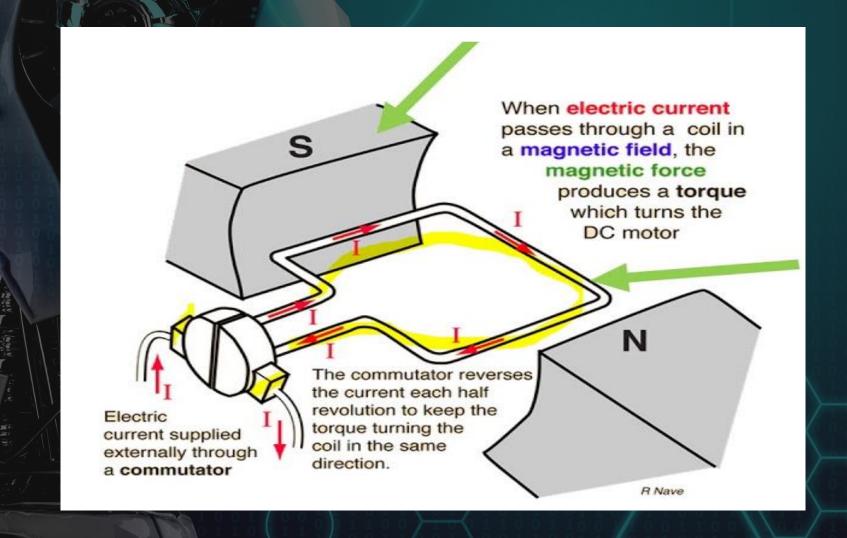


Stepper Motor

## DC mechanism

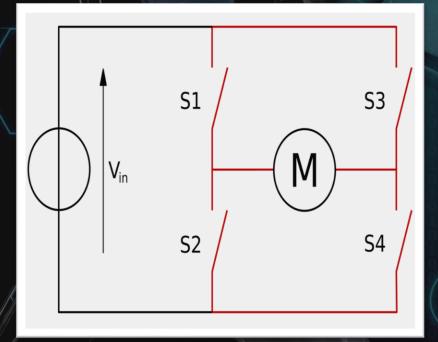


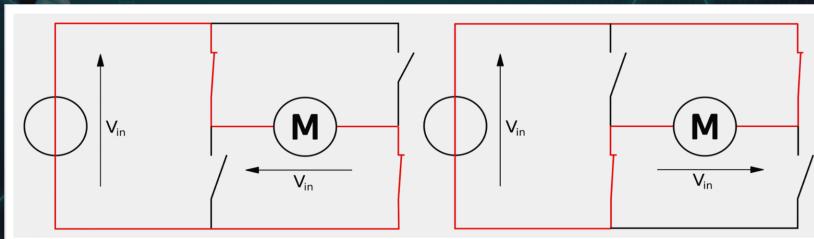
## DC mechanism



## H-Bridge

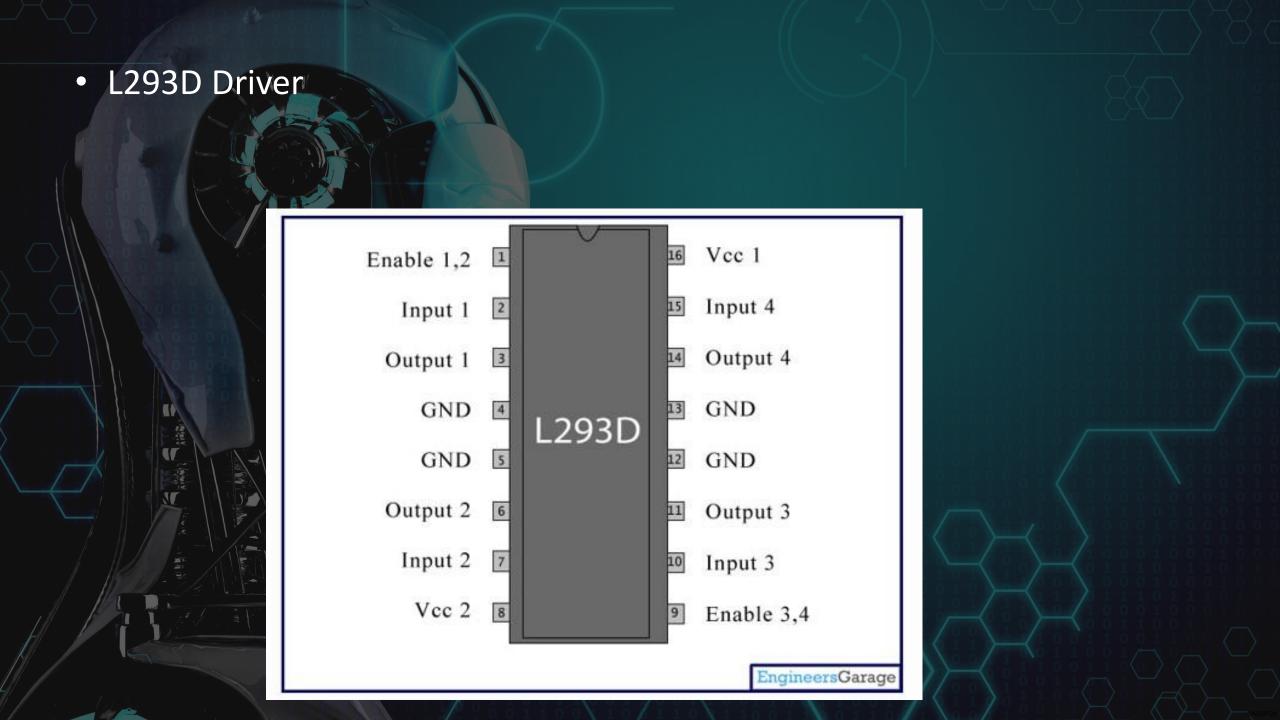
- The term H bridge is derived from the typical graphical representation of such a circuit.
- H bridge is built with four switches.



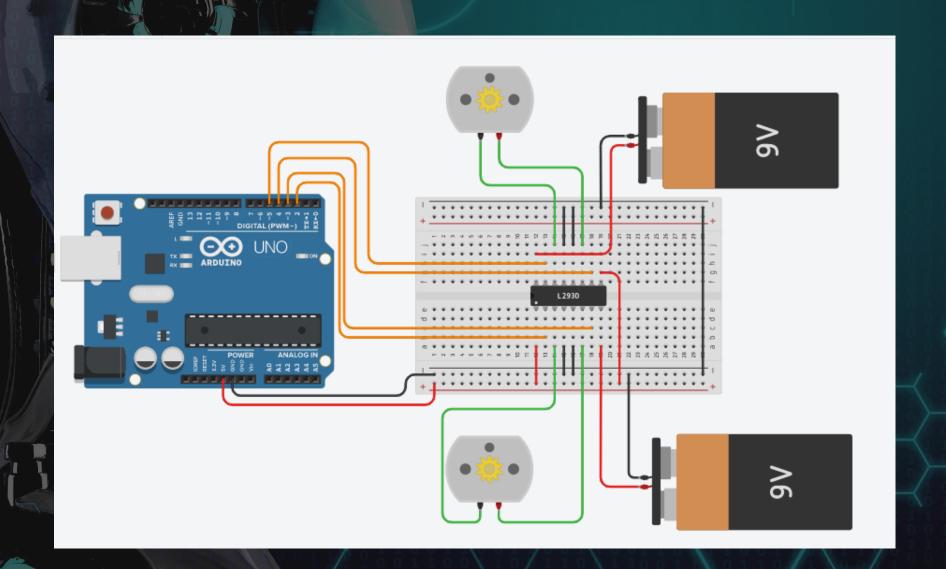


## What are Drivers?

Motor driver is a chip that makes the motor move as per the given instructions or the inputs (high and low). It listens to the low voltage from the controller/processor and control an actual motor which needs high input voltage, a motor driver IC controls the direction of the motor based on the commands or instructions it receives from the controller, and H-bridge is used in the L293D motor driver.

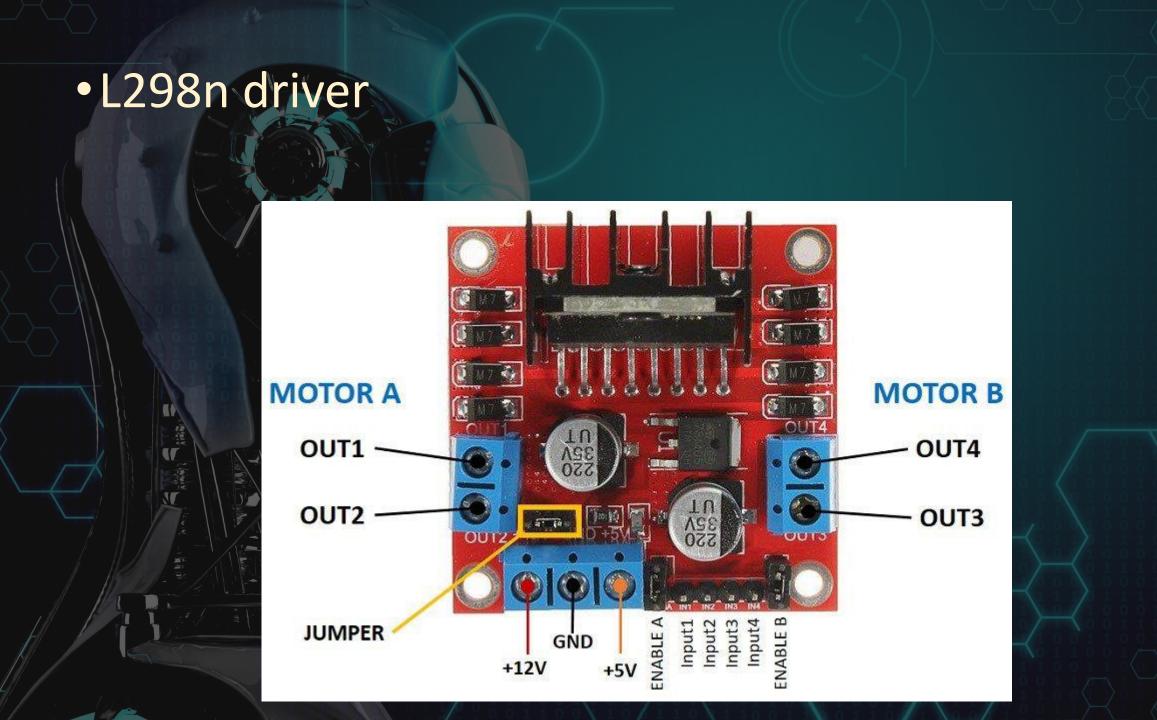


## L293D Driver Connection

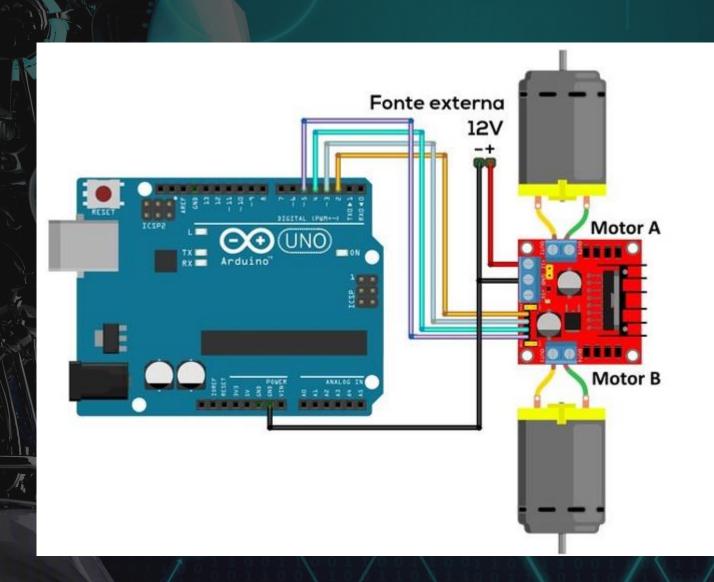


### L293D Driver Code

```
int m1 in 1 = 2;
 int m1 in 2 = 3;
 int m2 in 3 = 4;
 int m2 in 4 = 5;
void setup() {
pinMode (m1 in 1, OUTPUT);
pinMode (m1 in 2, OUTPUT);
pinMode (m2 in 3, OUTPUT);
pinMode (m2 in 4, OUTPUT);
void loop()
   digitalWrite ( m1 in 1, HIGH) ;
   digitalWrite ( m1 in 2, LOW) ;
   digitalWrite ( m2 in 3, HIGH) ;
   digitalWrite ( m2 in 4, LOW) ;
   delay(1000);
   digitalWrite ( ml in 1, LOW) ;
   digitalWrite ( ml in 2, HIGH) ;
   digitalWrite ( m2 in 3, LOW) ;
   digitalWrite ( m2 in 4, HIGH) ;
```



## L298n driver connection



## • L298n driver code

🔯 sketch jul31a | Arduino 1.8.8

```
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sketch jul31a §
int motor1pin1 = 2;
int motor1pin2 = 3;
int motor2pin1 = 4;
int motor2pin2 = 5;
void setup() {
  // put your setup code here, to run once:
  pinMode (motor1pin1, OUTPUT);
  pinMode (motor1pin2, OUTPUT);
  pinMode (motor2pin1, OUTPUT);
  pinMode (motor2pin2, OUTPUT);
```

⊚ sketch\_jul31a | Arduino 1.8.8 File Edit Sketch Tools Help

```
sketch jul31a §
void loop() {
  // put your main code here, to run repeatedly:
 digitalWrite(motor1pin1, HIGH);
  digitalWrite(motor1pin2, LOW);
  digitalWrite(motor2pin1, HIGH);
 digitalWrite(motor2pin2, LOW);
 delay(1000);
  digitalWrite(motor1pin1, LOW);
 digitalWrite(motor1pin2, HIGH);
  digitalWrite(motor2pin1, LOW);
  digitalWrite(motor2pin2, HIGH);
  delay(1000);
```

Practical 1

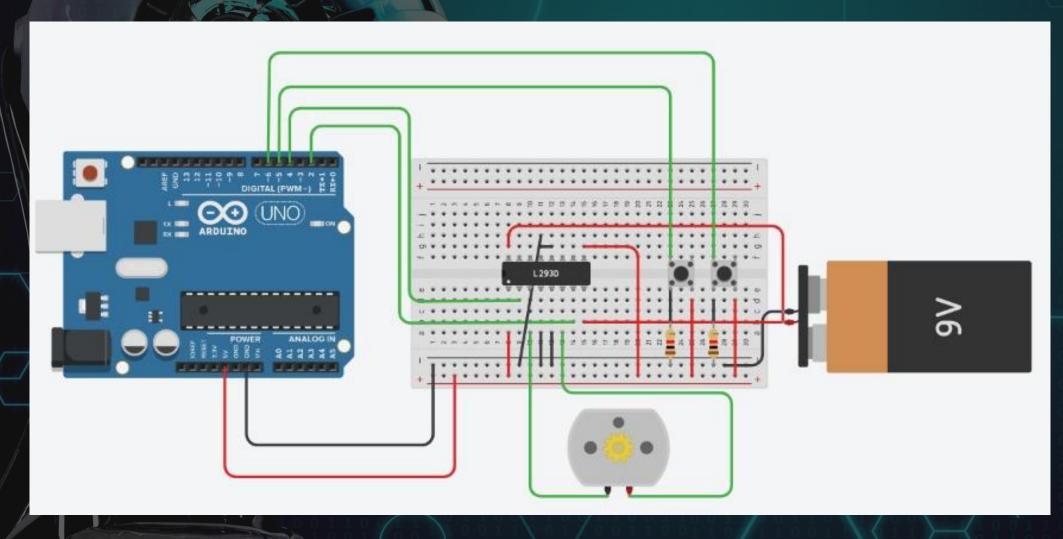
#### **Components:**

- 2 pushbutton
- DC motor
- ★ L293d driver

#### **Description:**

\* When 1 pushbutton is pressed the DC motor turns on in a direction, when the second pushbutton is pressed the DC motor turns on in the opposite direction and when there is no pushbuttons pressed then the DC is turns off.

## Practical 1 solution

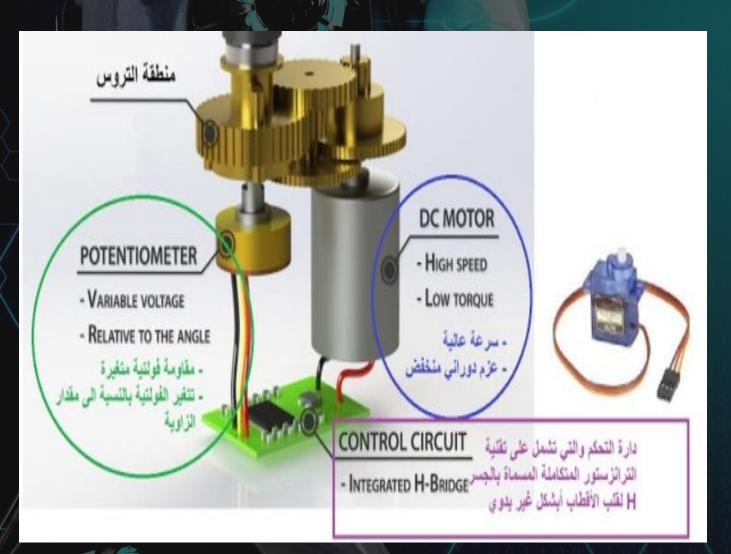


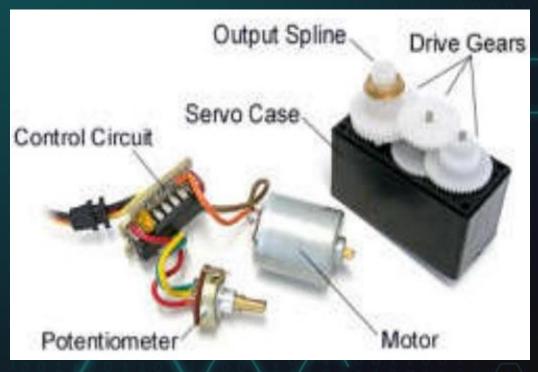
#### Practical 1 solution

```
int motor1 = 7;
int motor2 = 6;
int push1 = 2;
int push2 = 3;
void setup() {
  // put your setup code
pinMode (push1, INPUT);
pinMode(push2 , INPUT);
pinMode (motor1, OUTPUT);
pinMode (motor2, OUTPUT);
```

```
void loop() {
  // put your main code here, to run repeatedly:
  int val1= digitalRead(push1);
  int val2 = digitalRead(push2);
  if (val1 == 1)
    digitalWrite(motor1,LOW);
    digitalWrite (motor2, HIGH);
  else if (val2 == 1)
    digitalWrite (motor1, HIGH);
    digitalWrite (motor2, LOW);
  else
   digitalWrite (motor1, LOW);
   digitalWrite (motor2, LOW);
```

## Servo motor



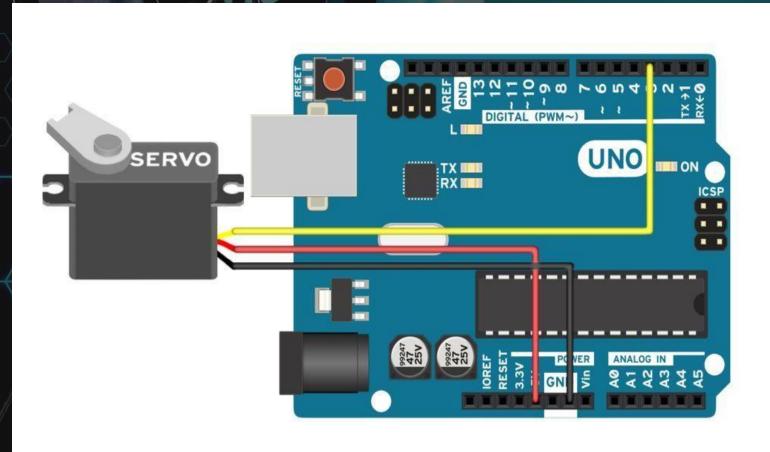


## Robotic arm





## Servo motor connection and code



```
#include <Servo.h>
Servo myServo;
void setup() {
 myServo.attach(3);
void loop() {
 myServo.write(0);
  delay(100);
 myServo.write(45);
  delay(100);
 myServo.write(90);
  delay(100);
 myServo.write(180);
  delay(100);
```

Practical 2

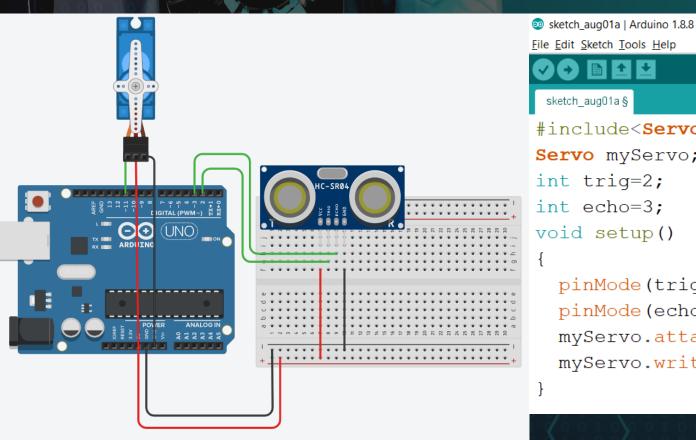
#### **Components:**

- Ultrasonic sensor
- Servo motor

#### **Description:**

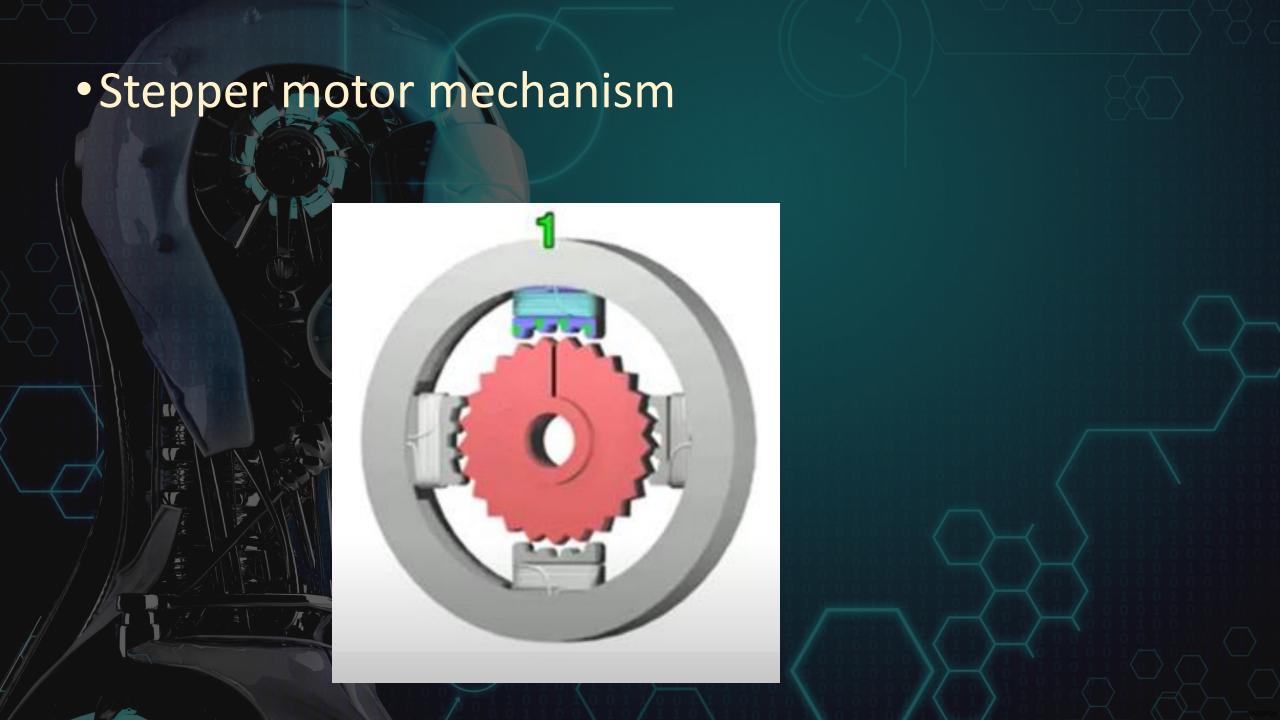
When the car is closer to the Ultrasonic sensor, the greater the angle of the servo motor

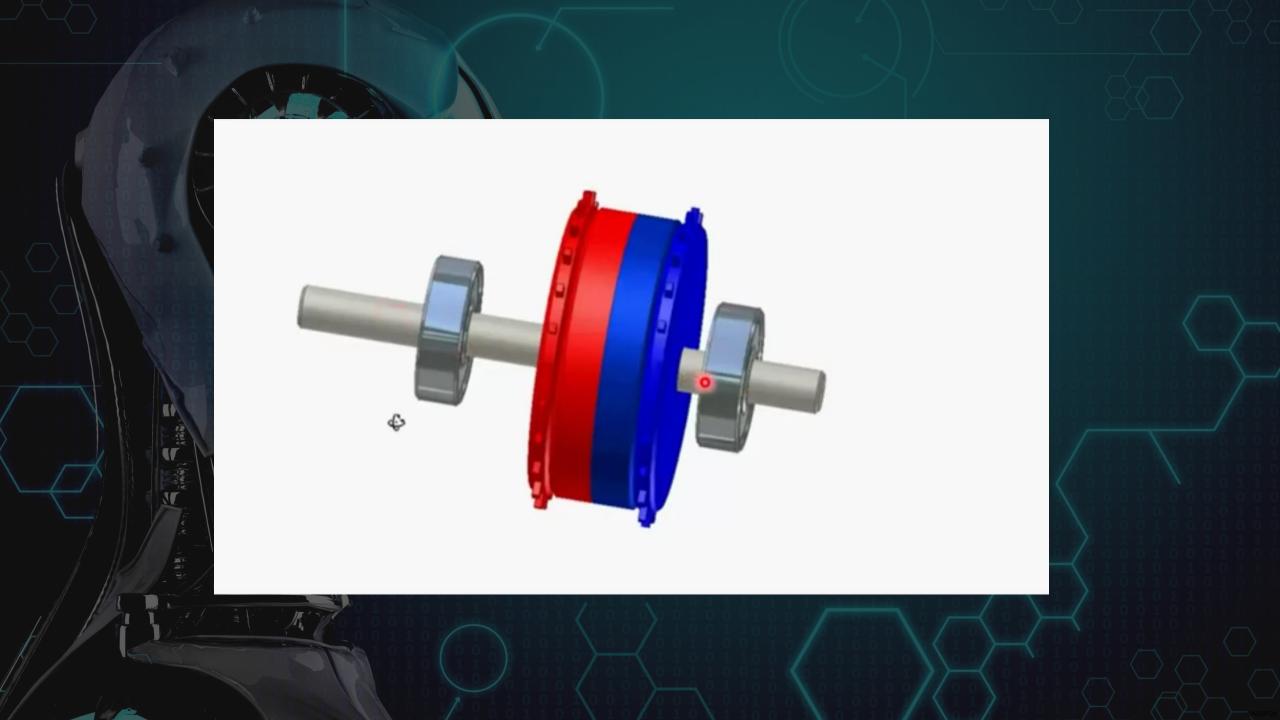
#### Practical 2 Solution

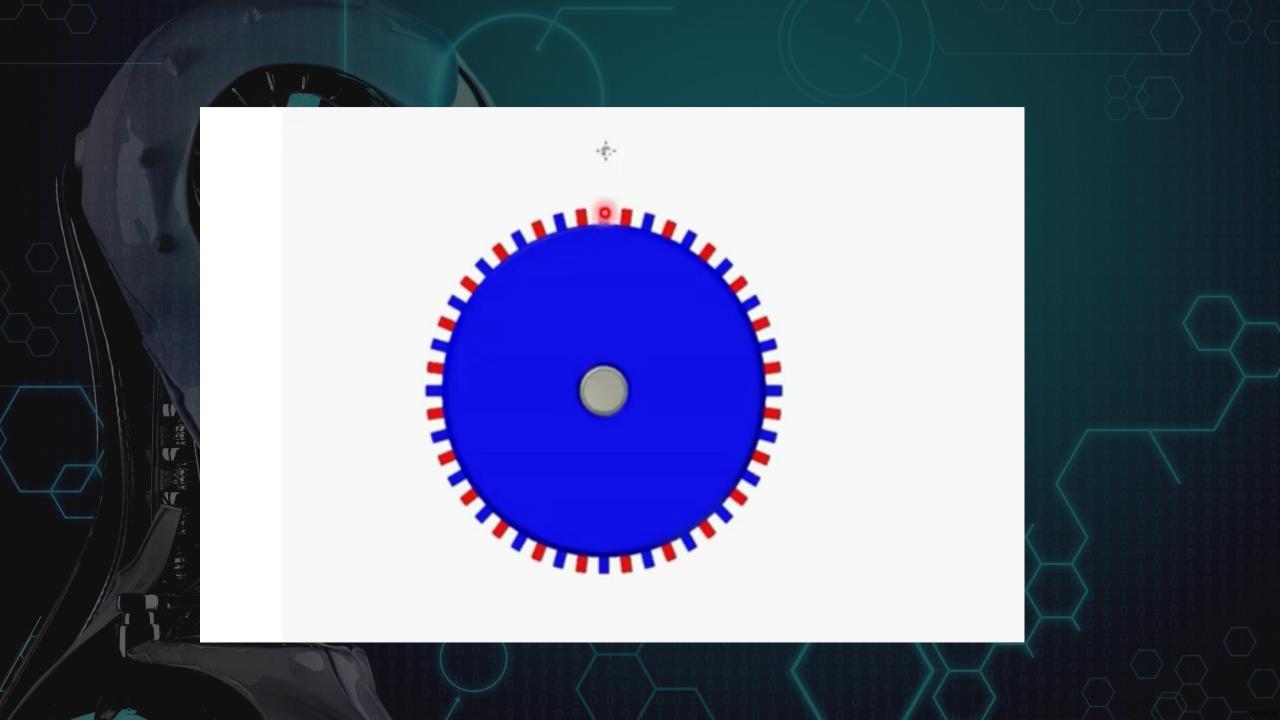


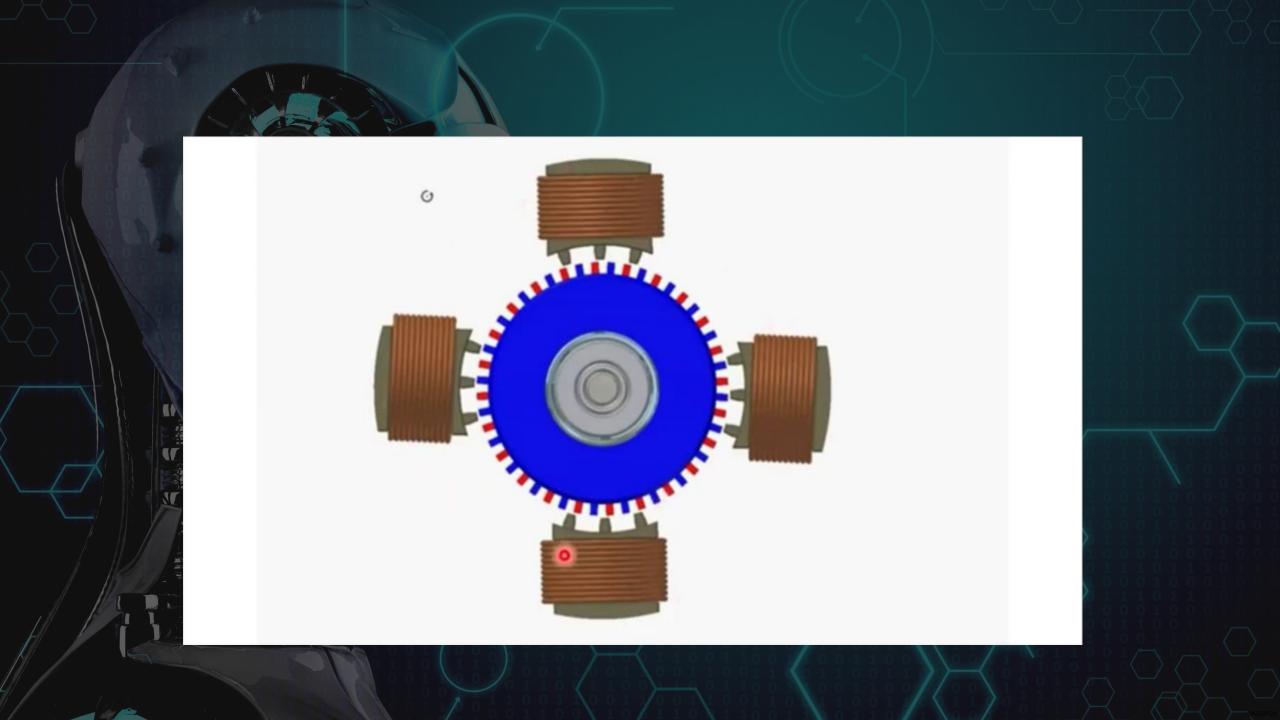
```
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 sketch_aug01a §
#include<Servo.h>
Servo myServo;
int triq=2;
int echo=3;
void setup()
  pinMode(trig,OUTPUT);
  pinMode(echo, INPUT);
  myServo.attach(11);
  myServo.write(0);
```

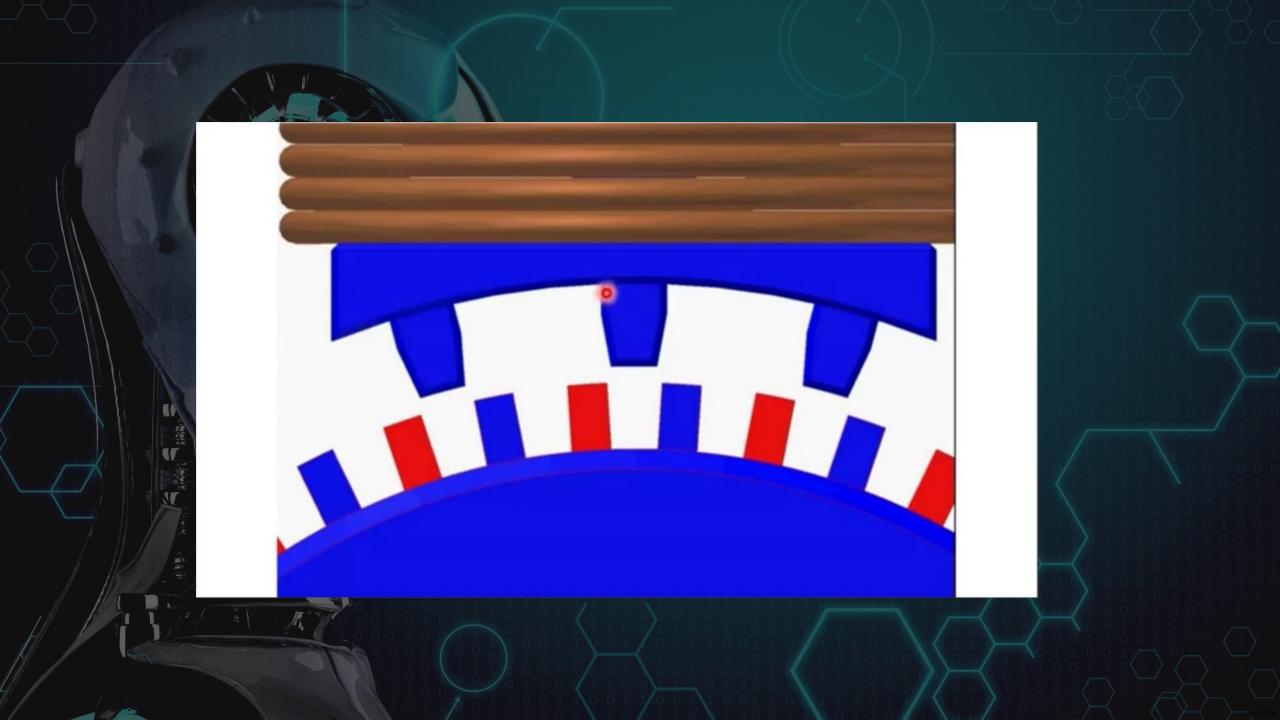
```
void loop()
 digitalWrite(trig,LOW);
 delayMicroseconds(5);
 digitalWrite(trig, HIGH);
 delayMicroseconds(5);
 digitalWrite(trig,LOW);
  float duration=pulseIn(echo, HIGH);
 float dis=duration/29/2;
 int mapvalue= map(dis, 3, 400, 0, 360);
   myServo.write(mapvalue);
 delay(200);
```

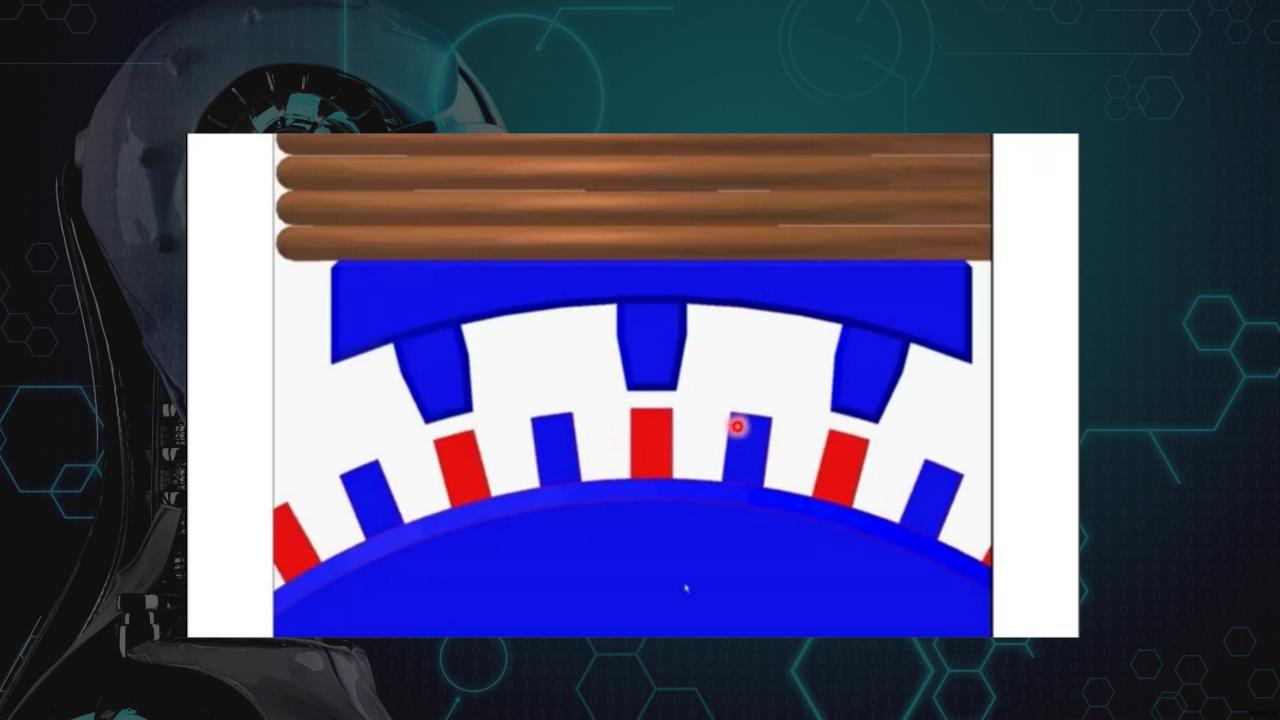












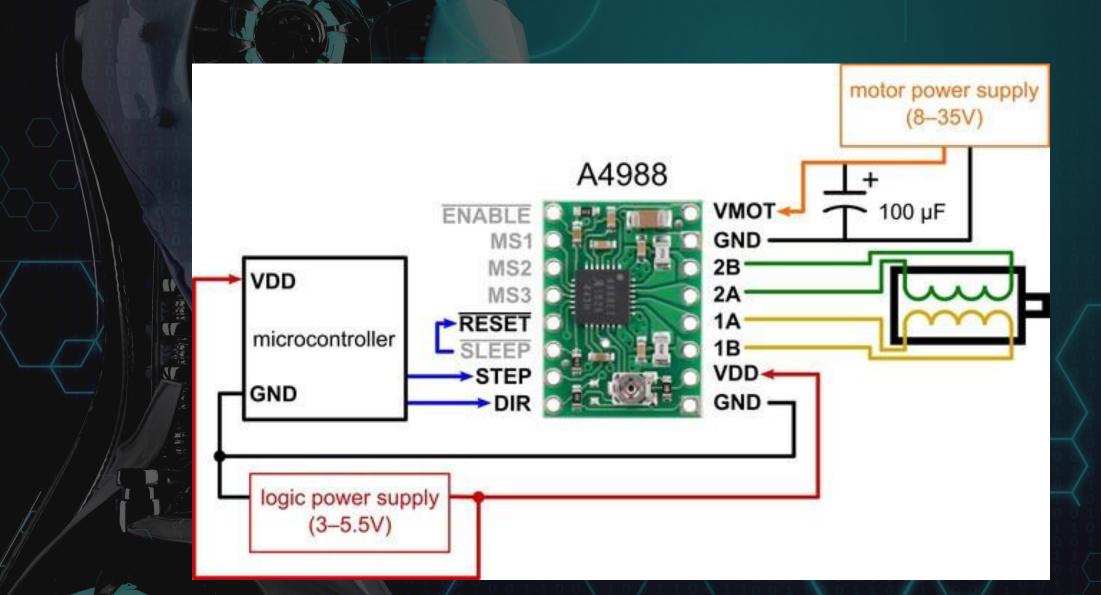
Stepper Motor Application



❖3D Printer



A4988 driver



#### A4988 driver code

```
const int stepPin = 3;
const int dirPin = 4;
void setup() {
  // Sets the two pins as Outputs
 pinMode(stepPin,OUTPUT);
 pinMode(dirPin,OUTPUT);
void loop() {
  digitalWrite(dirPin, HIGH); // Enables the motor to move in a particular direction
  // Makes 200 pulses for making one full cycle rotation
  for (int x = 0; x < 200; x++) {
    digitalWrite(stepPin, HIGH);
    delayMicroseconds (500);
    digitalWrite(stepPin,LOW);
    delayMicroseconds (500);
  delay(1000); // One second delay
  digitalWrite(dirPin,LOW); //Changes the rotations direction
  // Makes 400 pulses for making two full cycle rotation
  for (int x = 0; x < 400; x++) {
    digitalWrite(stepPin, HIGH);
    delayMicroseconds (500);
```

## Difference Between types of motors

DC motor	Servo motor	Stepper motor
DC motors are fast and continuous rotation motors mainly used for anything that needs to rotate at a high rotation per minute (RPM). For instance; car wheels, fans etc.	Servo motors are high torque, fast, accurate rotation in a limited angle. Generally, a high-performance alternative to stepper motors, but more complicated setup with PWM tuning. Suited for robotic arms/legs or rudder control etc.	Stepper motors are slow, easy setup, precise rotation, and control — Advantage over other motors like servo motors in controlling of a position. Where these motors require a feedback mechanism and backing circuitry to drive locating, this motor has positional control through its nature of rotation by fractional additions. Suitable for 3D printers and related devices where the position is essential.

