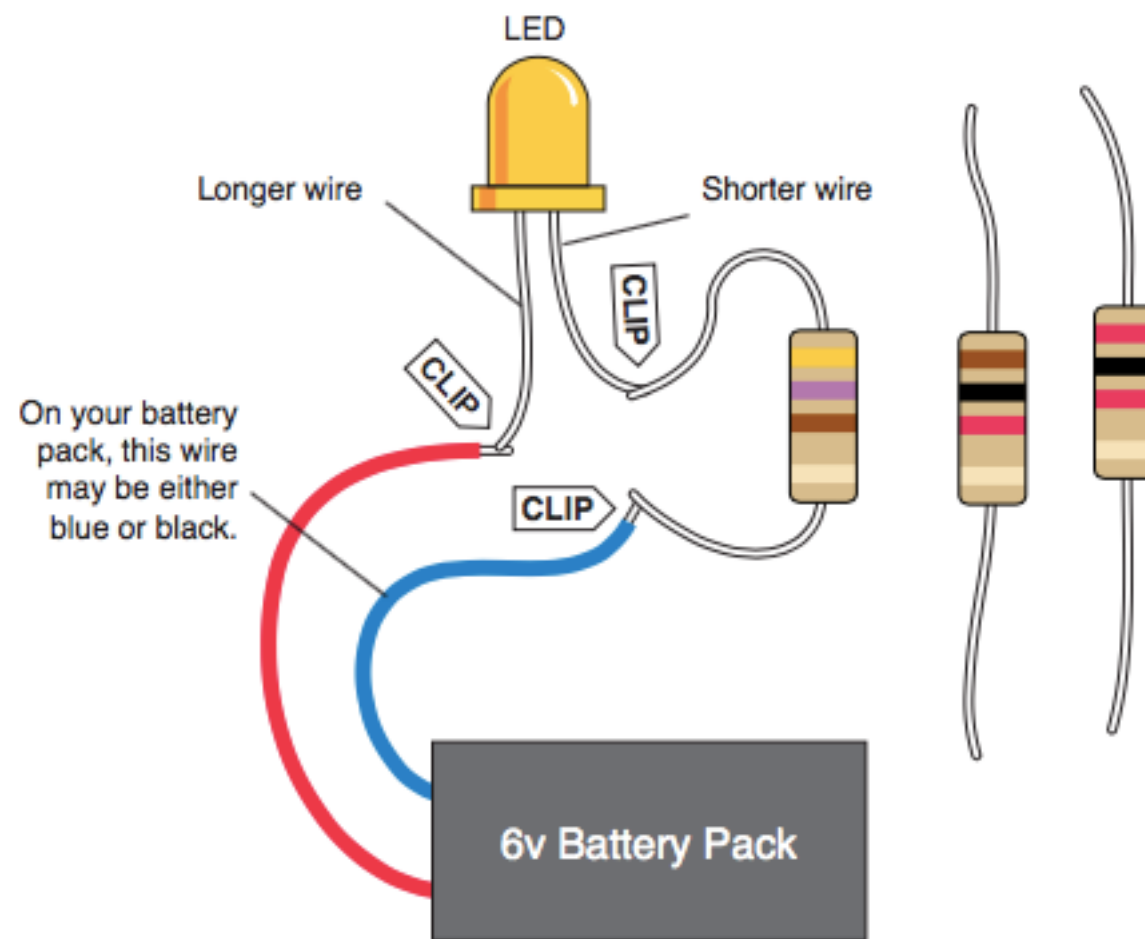


ELECTRONICS 1

ELECTRONICS FOR INTERACTIVE MEDIA DESIGN
LES 2

EMMA PARESCHI

VOLTAGE - RESISTOR - CURRENT



VOLTAGE - RESISTOR - CURRENT

A resistor is one of the most fundamental components in electronics. Its purpose is to impede a flow of current and impose a voltage reduction.



Two wires or conductors attached at opposite ends or sides of a relatively poor electrical conductor.

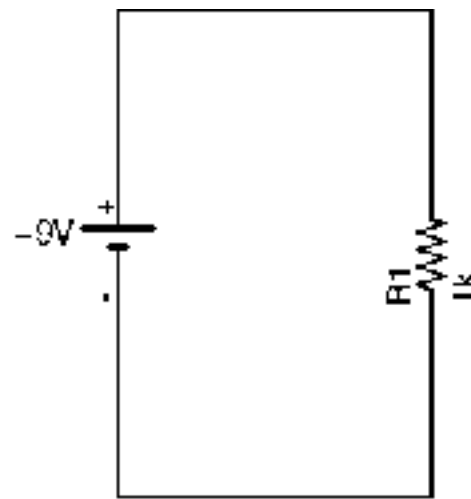
The resistance of resistor is measured in ohms, universally represented by the Greek omega symbol, Ω .

Ω Ohms	k Ω Kilohms	M Ω Megohms
1	0.001	0.000001
10	0.01	0.00001
100	0.1	0.0001
1,000	1	0.001
10,000	10	0.01
100,000	100	0.1
1,000,000	1,000	1

OHM'S LAW

Ohm's Law defines the relation between voltage, current and resistor

$$V = I * R = IR$$



You know the Voltage and the Resistor =>

=> calculate the current you consume:

$$I = V / R$$

You know the Voltage and the Current =>

=> calculate the resistor you will use:

$$R = V / I$$

ELECTRIC POWER

In physics: power is defined as the rate at which energy is transferred (or transformed). Unit of measure WATT (W).

ENERGY is basically the ability of something to move something else.
Forms of energy: mechanical, electrical, chemical, electromagnetic, thermal, and many others.

TRANSFORMATION: energy can never be created or destroyed, only transferred to another form. A lot of what we're doing in electronics is converting different forms of energy to and from electric energy.

Energy type converted	Converted by
Mechanical	Electric Motor
Electromagnetic	LED
Heat	Resistor
Chemical	Battery
Wind	Windmill

Electric power is measured by combining both how much electric energy is transferred, and how fast that transfer happens.

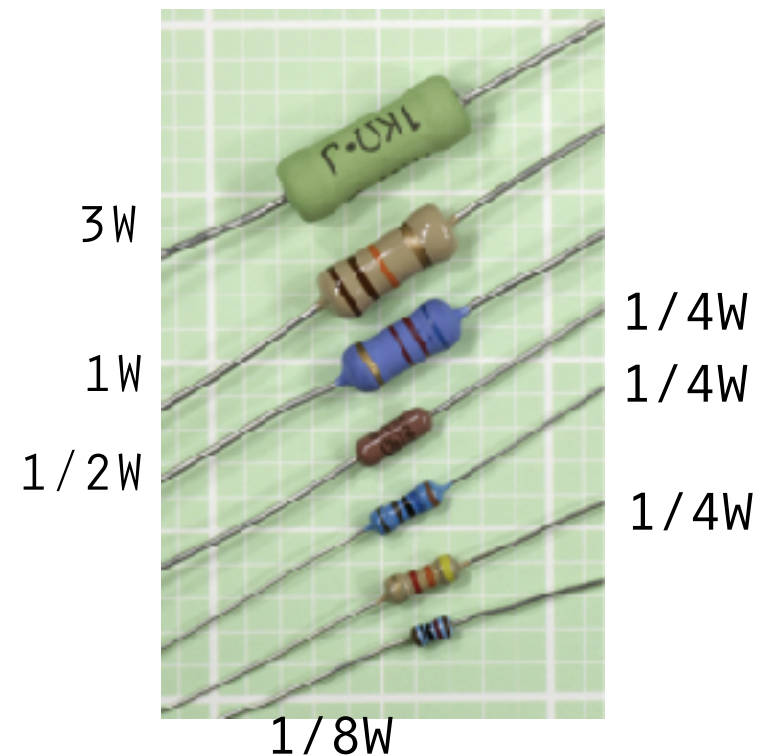
ELECTRIC POWER FOR RESISTORS

how much electric energy is transferred: Voltage
how fast that transfer happens: Current

Unit of measure: Watt (W)

$$P = V * I = VI$$

ELECTRIC POWER FOR RESISTORS



$$P = VI$$

or

$$P = RI * I = RI^2$$

or

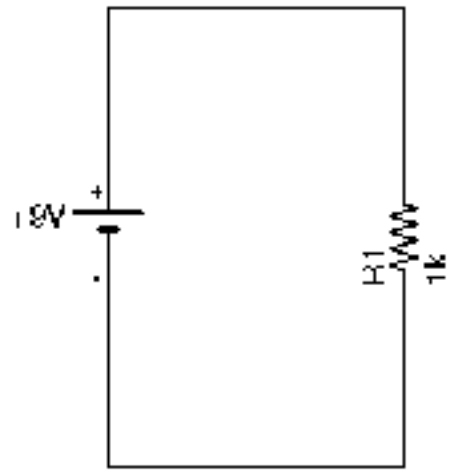
$$P = V * V/R = V^2/R$$

The most common power rating
is $1/4W = 0.25W$

In case of resistors electric energy is converted to heat.

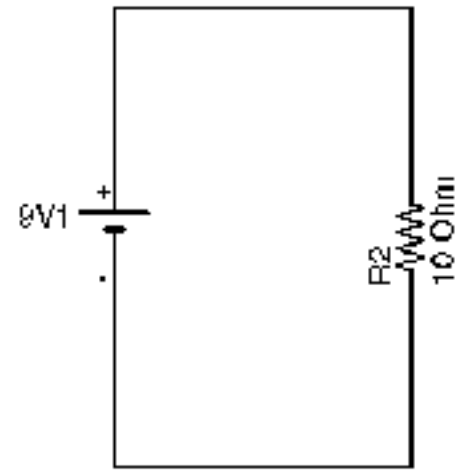


POWER EXAMPLES



$$\begin{aligned} V &= 9 \text{ V} \\ R &= 1\text{K } 0\text{HM} \\ I &= 0.009 \text{ A} \end{aligned}$$

$$P = 0.081\text{W}$$

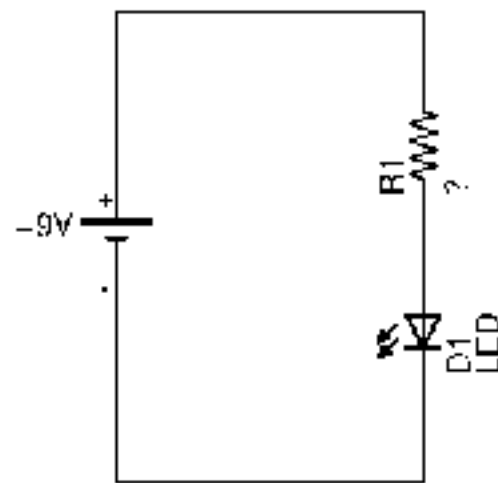


$$\begin{aligned} V &= 9 \text{ V} \\ R &= 10 \text{ } 0\text{HM} \\ I &= 0.9 \text{ A} \end{aligned}$$

$$P = 810\text{W}$$

CIRCUIT LED

HOW TO USE OHM'S LAW IN THE DESIGN OF MY CIRCUIT?



Specifications from Datasheet:

- wavelength of emitted light
- luminous intensity
- maximum forward voltage and current
- maximum reverse voltage and current,
- working values for voltage and current

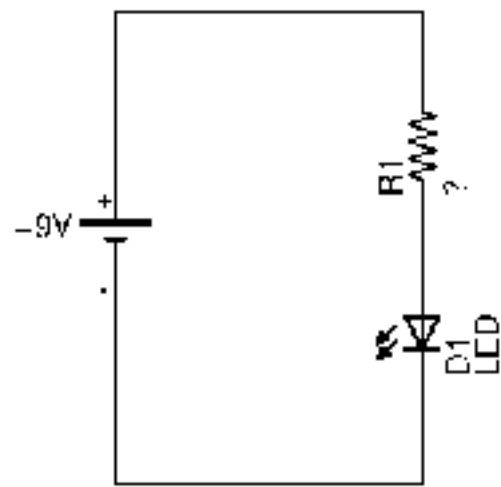
Productgegevens

<input type="checkbox"/> LED Colour:	Red
<input type="checkbox"/> LED Mounting:	Through Hole
<input type="checkbox"/> Bulb Size:	T-1 3/4 (5mm)
<input type="checkbox"/> Forward Current If:	25mA
<input type="checkbox"/> Forward Voltage:	1.7V
<input type="checkbox"/> Wavelength Typ:	660nm
<input type="checkbox"/> Luminous Intensity:	32mcd

<input type="checkbox"/> Viewing Angle:	68°
<input type="checkbox"/> Lens Shape:	Round
<input type="checkbox"/> Packaging:	Each
<input type="checkbox"/> Product Range:	-
<input type="checkbox"/> Automotive Qualification Standard:	-
MSL:	-

CIRCUIT LED

HOW TO CALCULATE THE RESISTOR



$$R = (V_{CC} - V_F) / I$$



Specifications:

- working values for voltage and current

- $V_f = 1.7V$

- $I_f = 25mA$

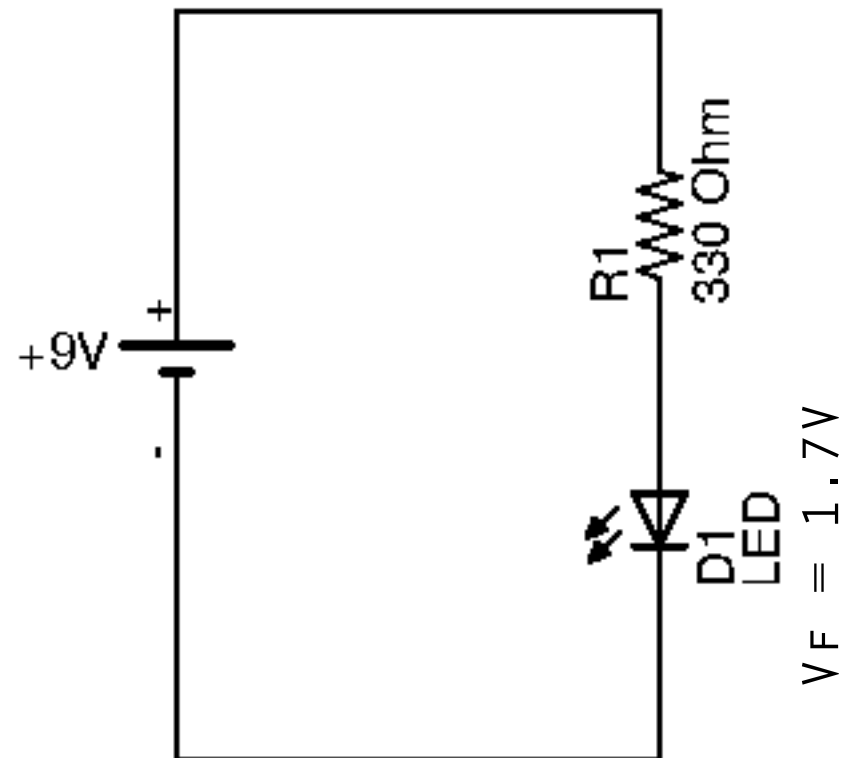
$$R = (9 - 1.7) / 0.025 = 292 \text{ } \Omega \sim 300 \text{ } \Omega$$

CIRCUIT LED

Typical forward voltages for various colours are, typical current 20mA:

- Infrared LED: 1.6V to 2V
- Red LED: 1.6V to 2.1V
- Orange LED: 1.9V to 2.1V
- Amber LED: 2V to 2.1V
- Yellow LED: 2V to 2.4V
- Green LED: 2.4V to 3.4V
- Blue LED: 3.2V to 3.4V
- Ultraviolet LED: 3.3V to 3.7V
- White LED: 3.2V to 3.6V

CIRCUIT LED ANALYSIS



$$\begin{aligned}V_{CC} &= 9V \\ R &= 330 \text{ Ohm} \\ V_f &= 1.7V\end{aligned}$$

$$I = (V_{CC} - V_f) / R = 22\text{mA}$$

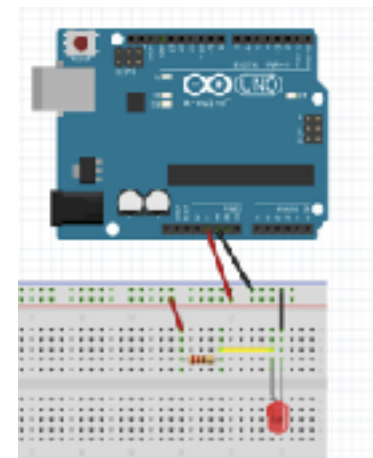
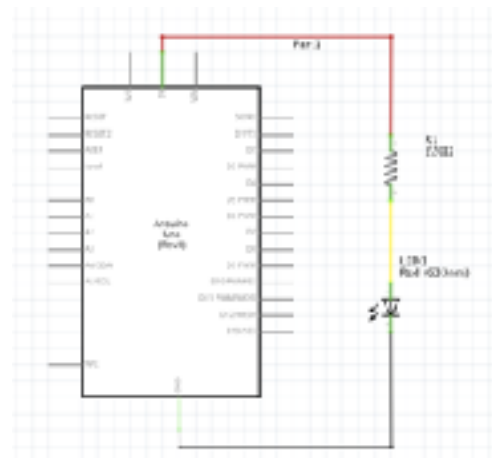
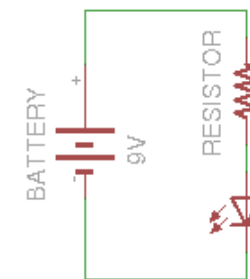
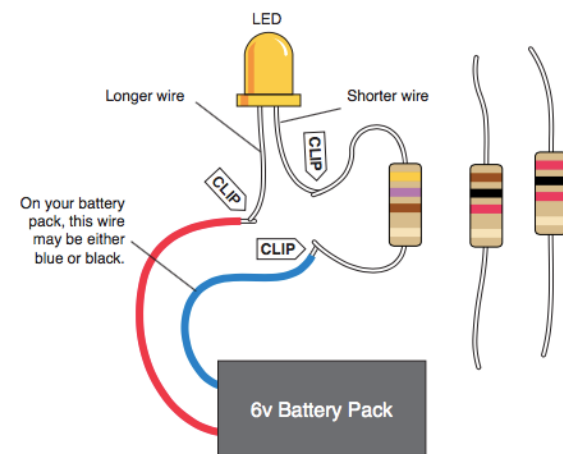
Power of the resistor:

$$P_R = (V_{CC} - V_f) * I = 160\text{mW}$$

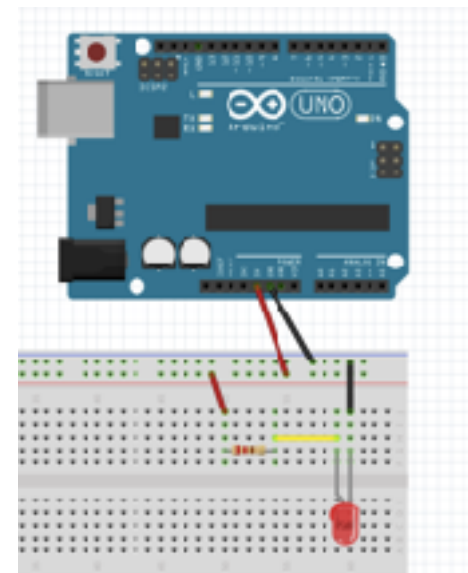
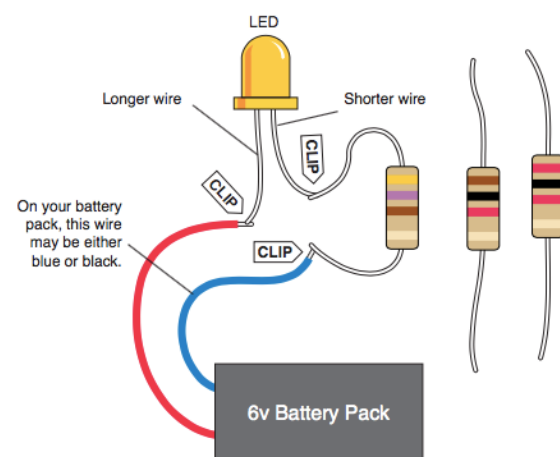
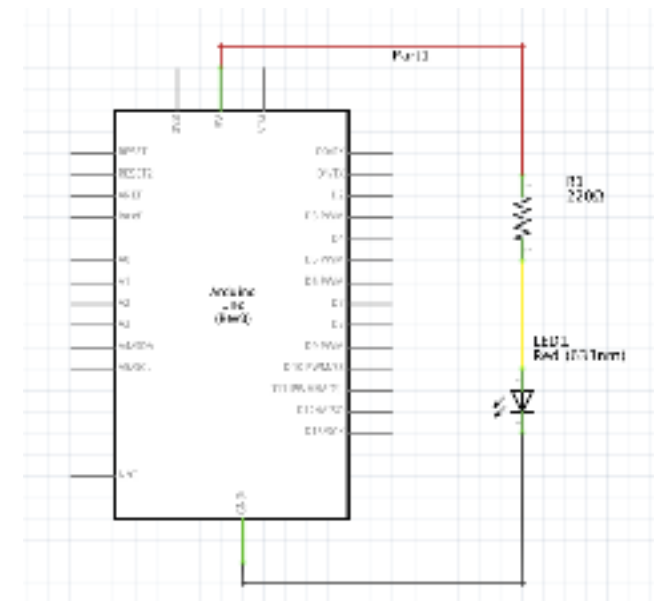
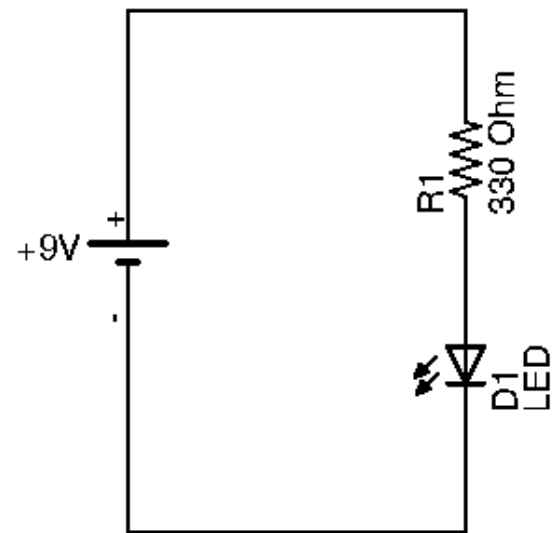
Power of the LED:

$$P_{LED} = V_f * I = 37\text{mW}$$

CIRCUIT LED

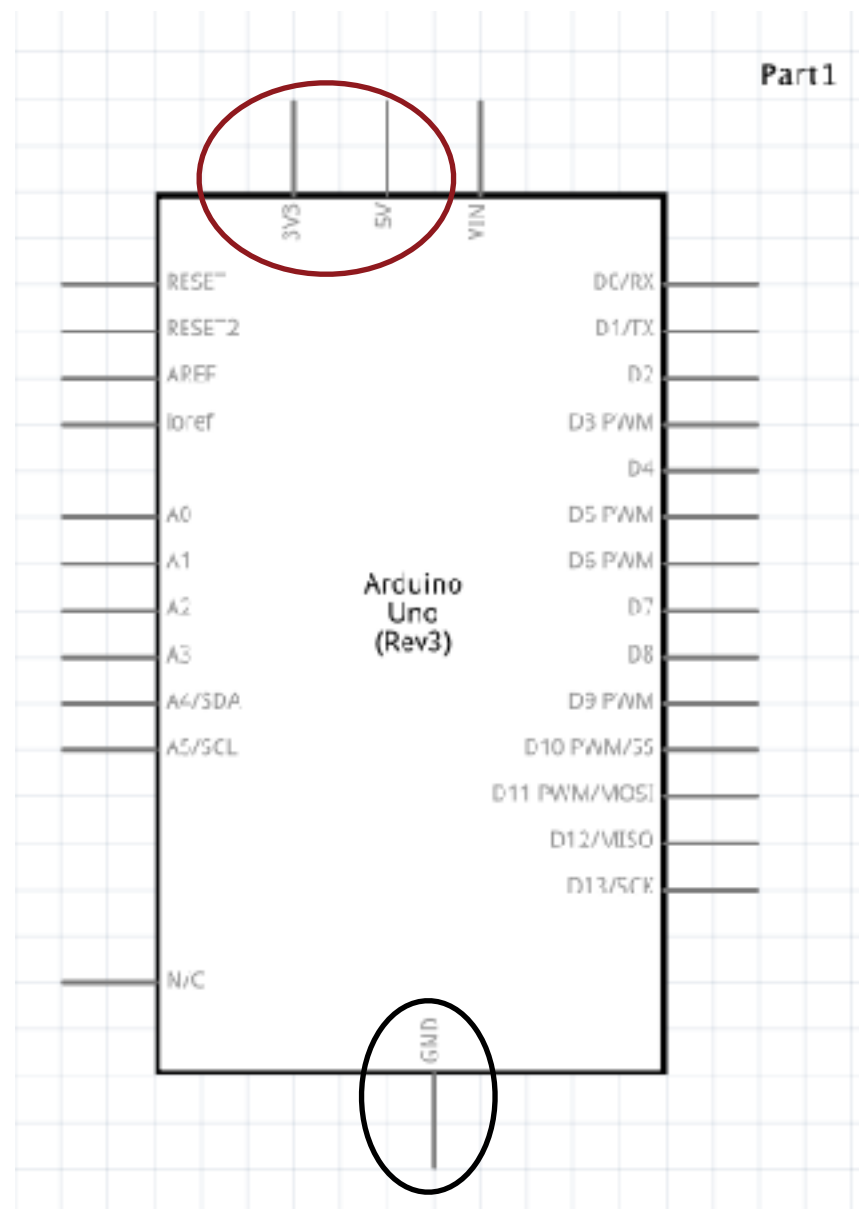


CIRCUIT LED



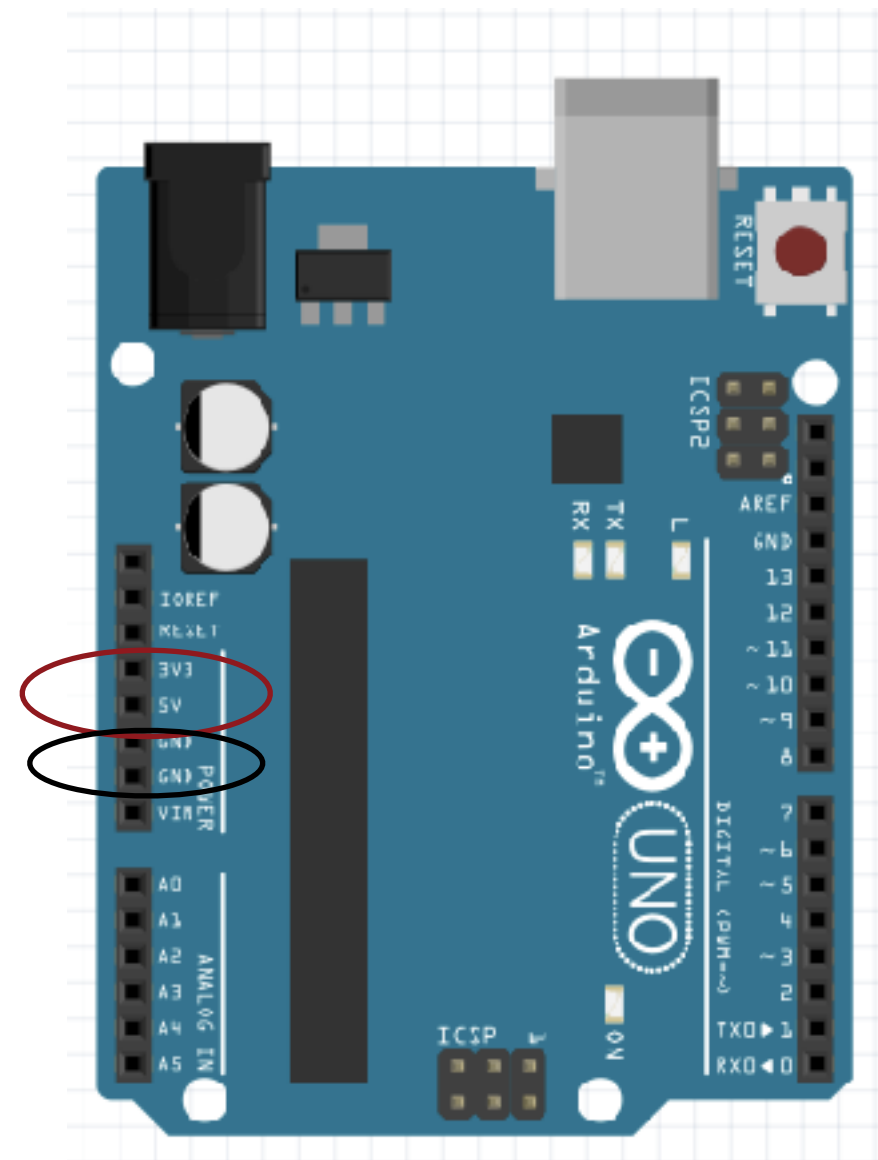
ARDUINO - POWER PINS

POWER PINS



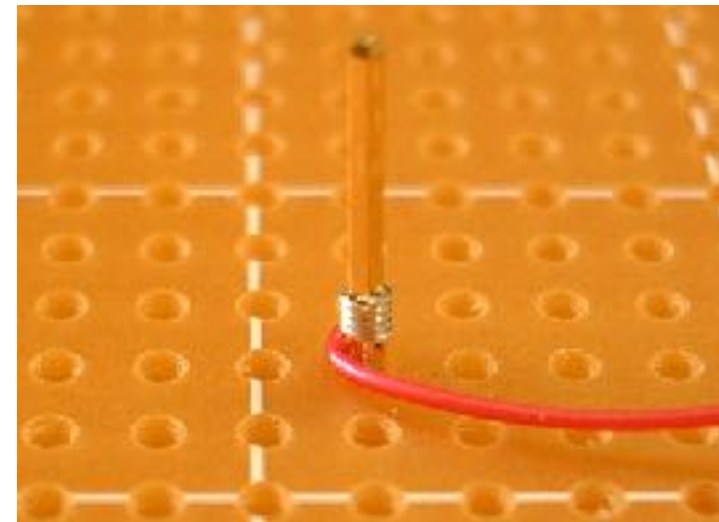
5V / 3.3V:
POWER

GND:
GROUND PIN

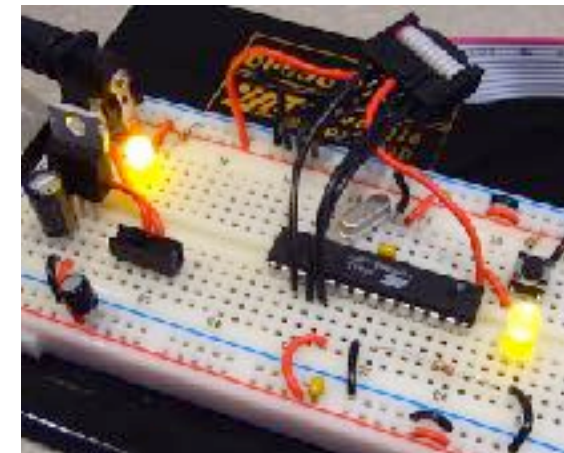


BREADBOARD

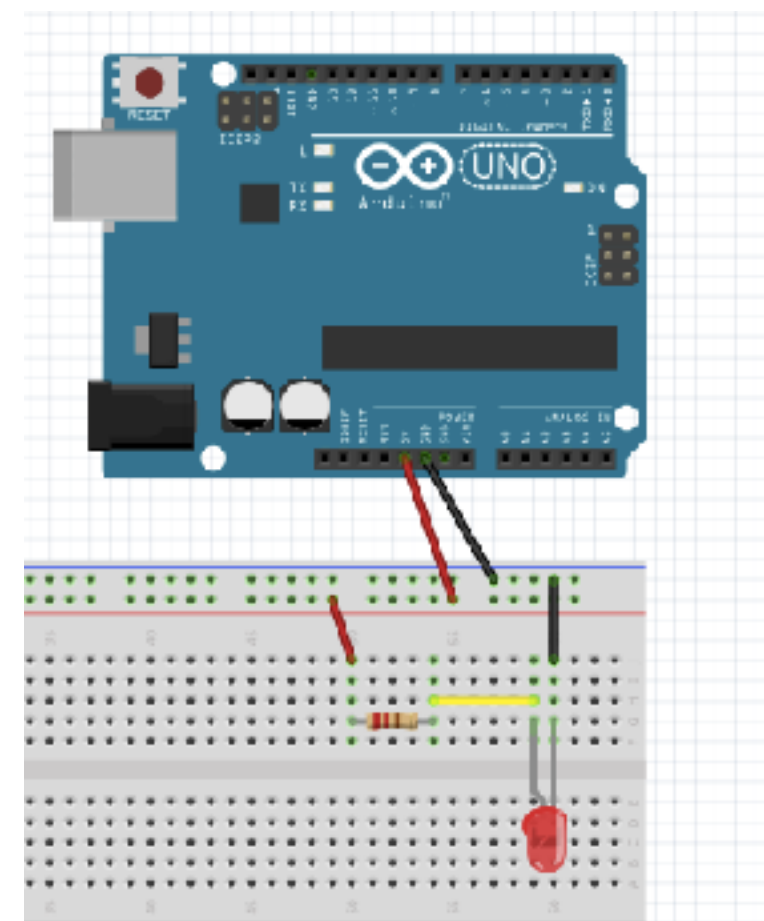
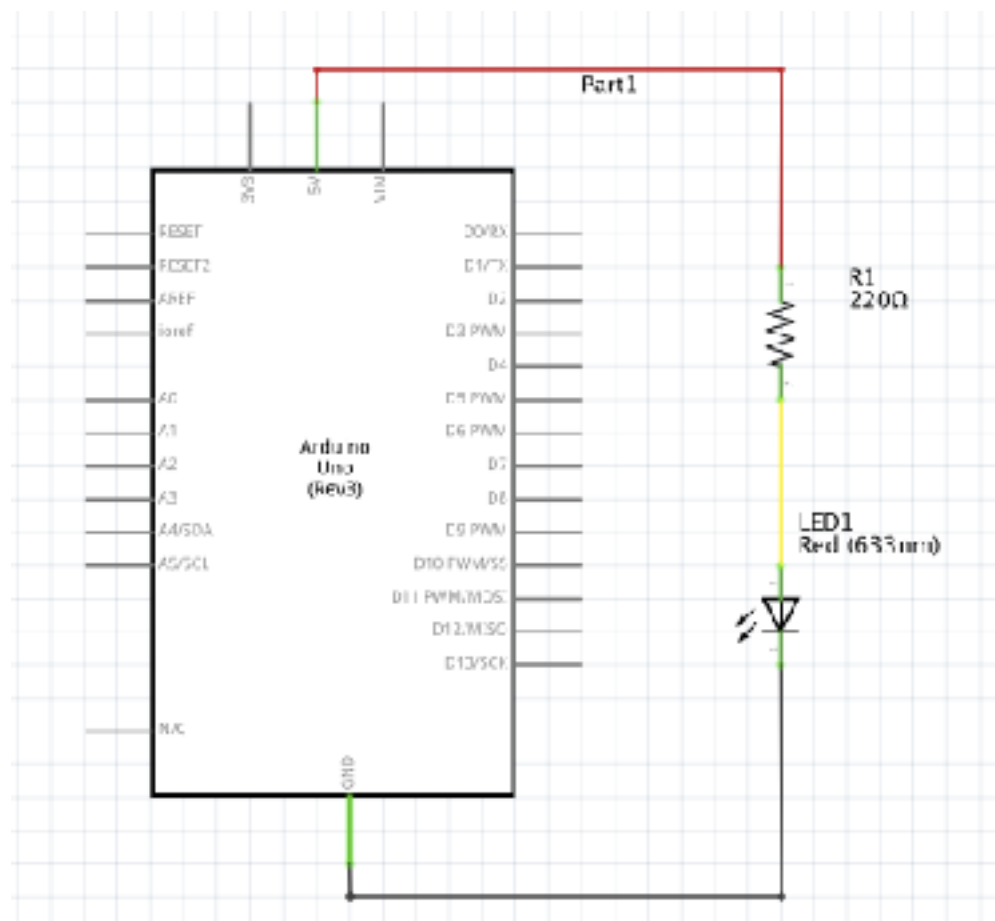
WIRE - WRAP



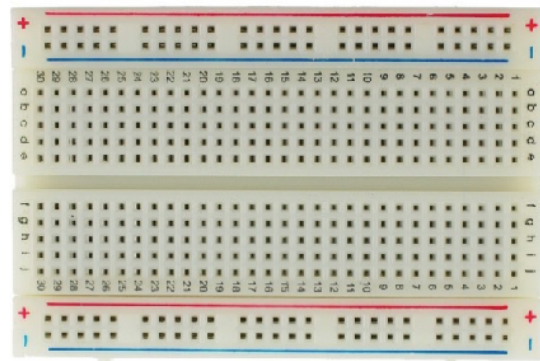
BREADBOARD



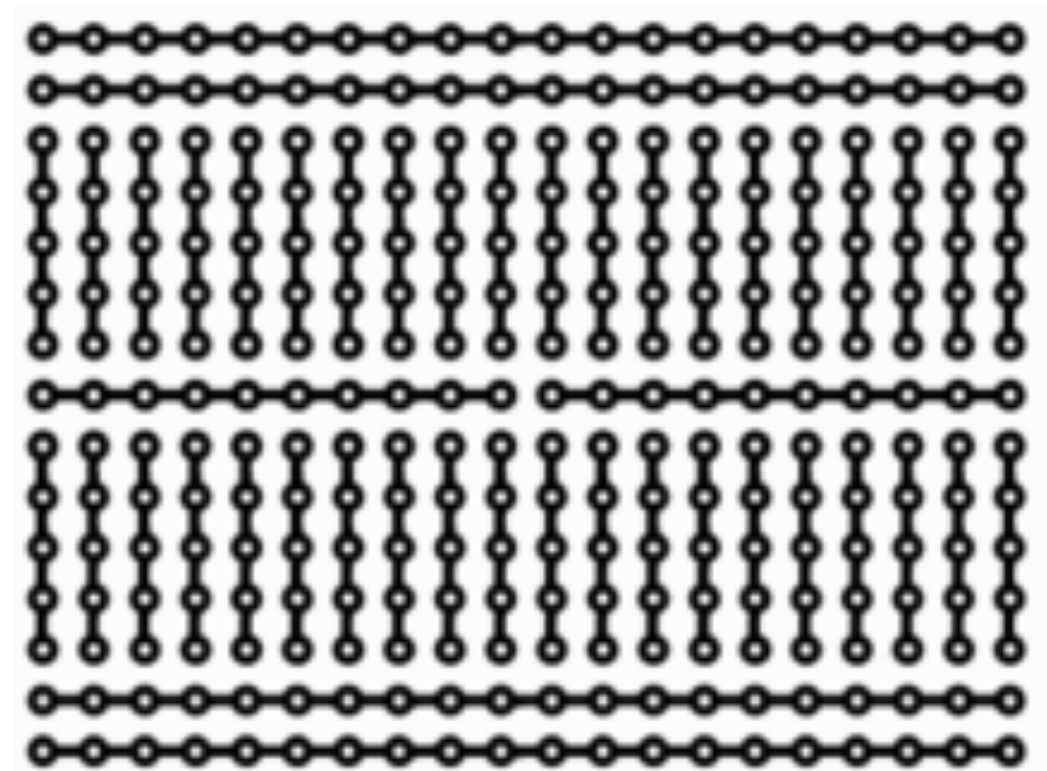
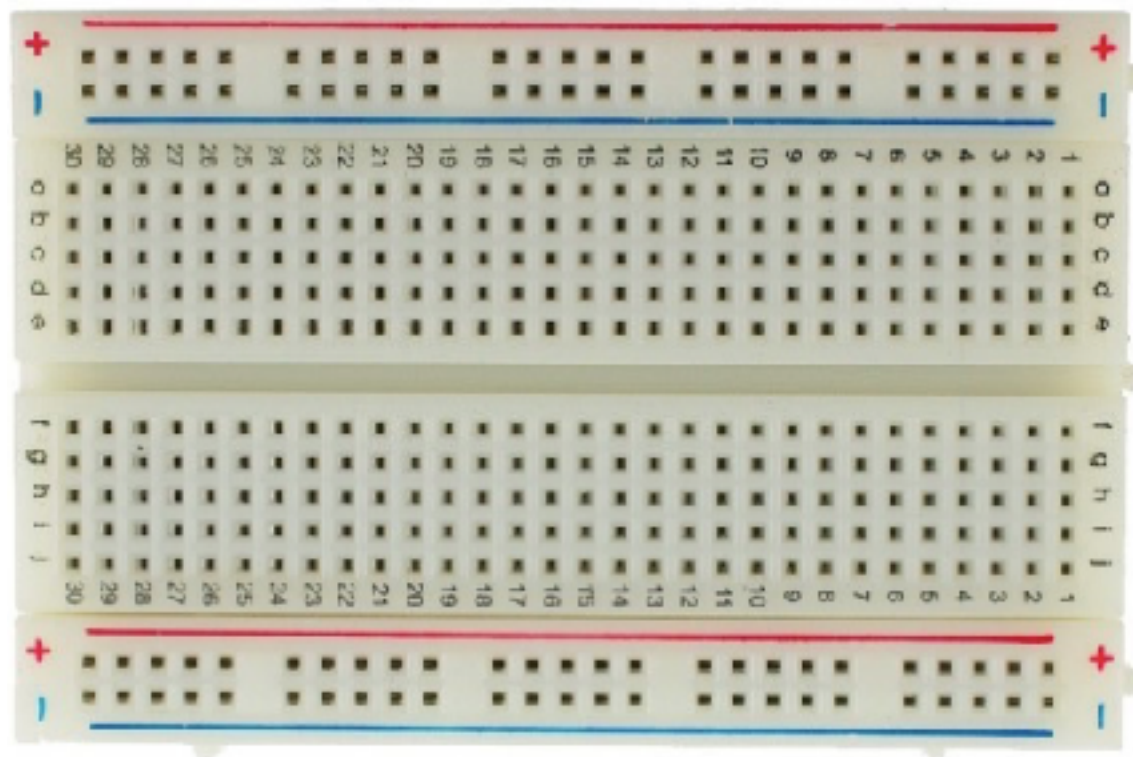
ARDUINO



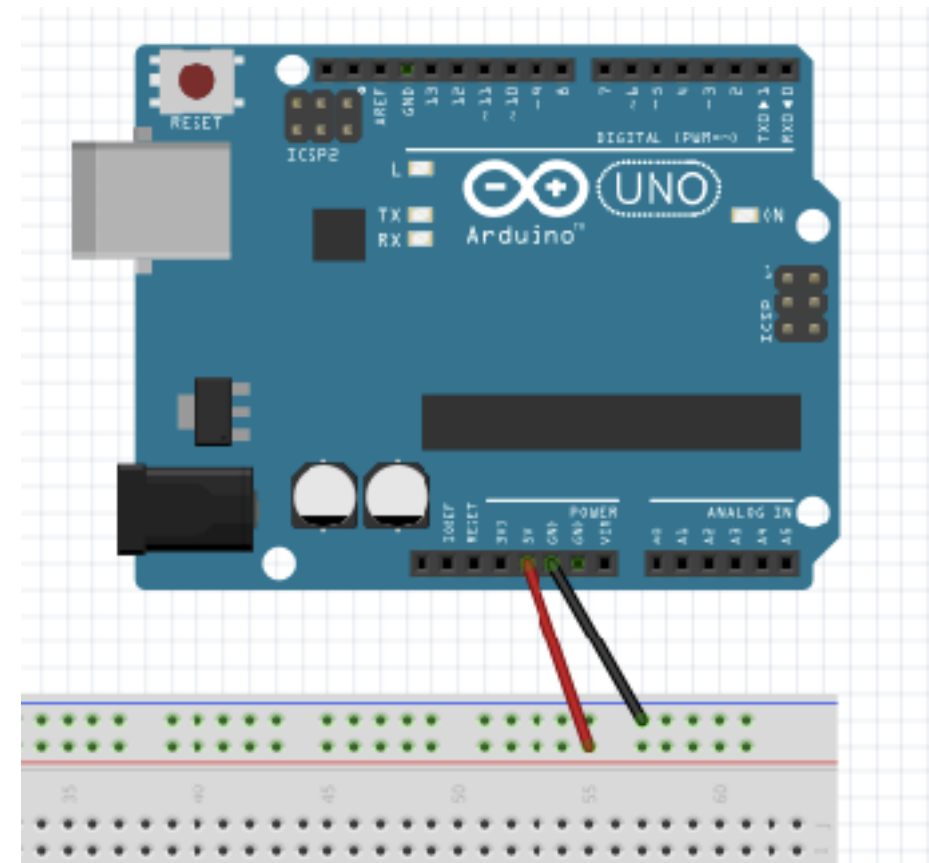
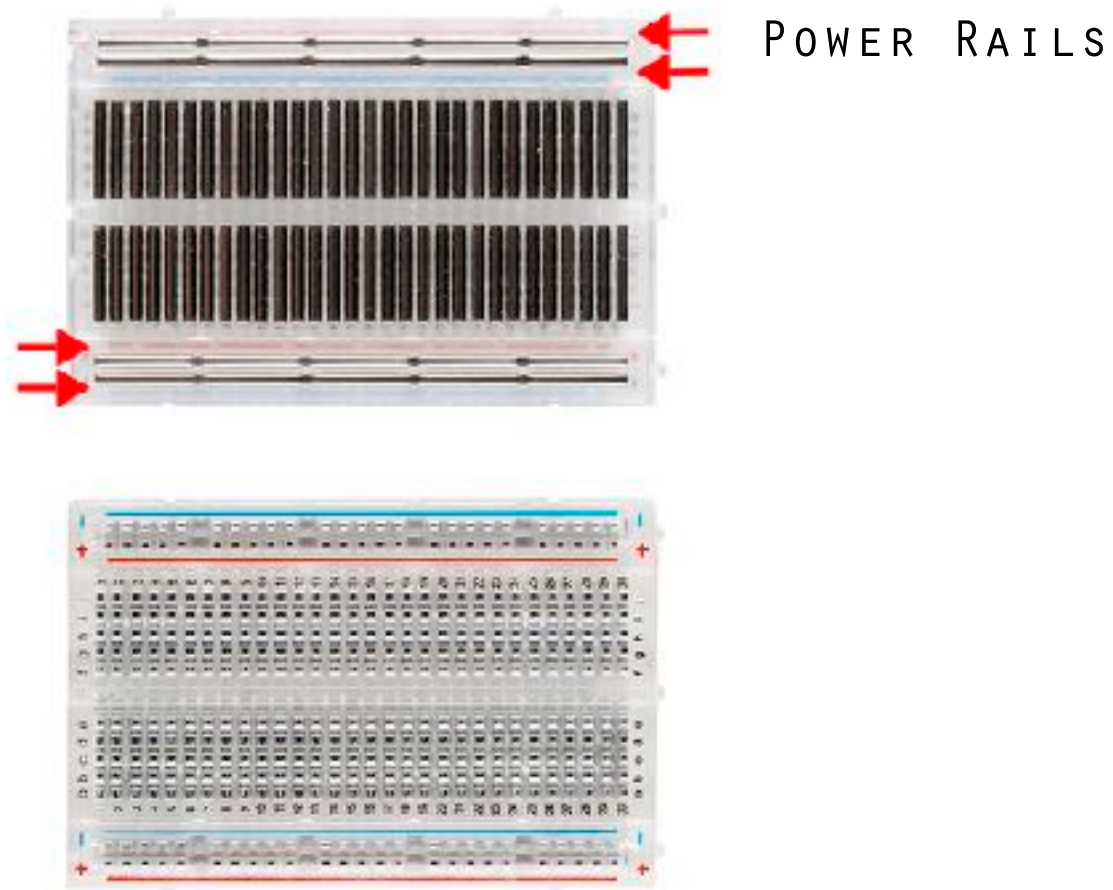
BREADBOARD



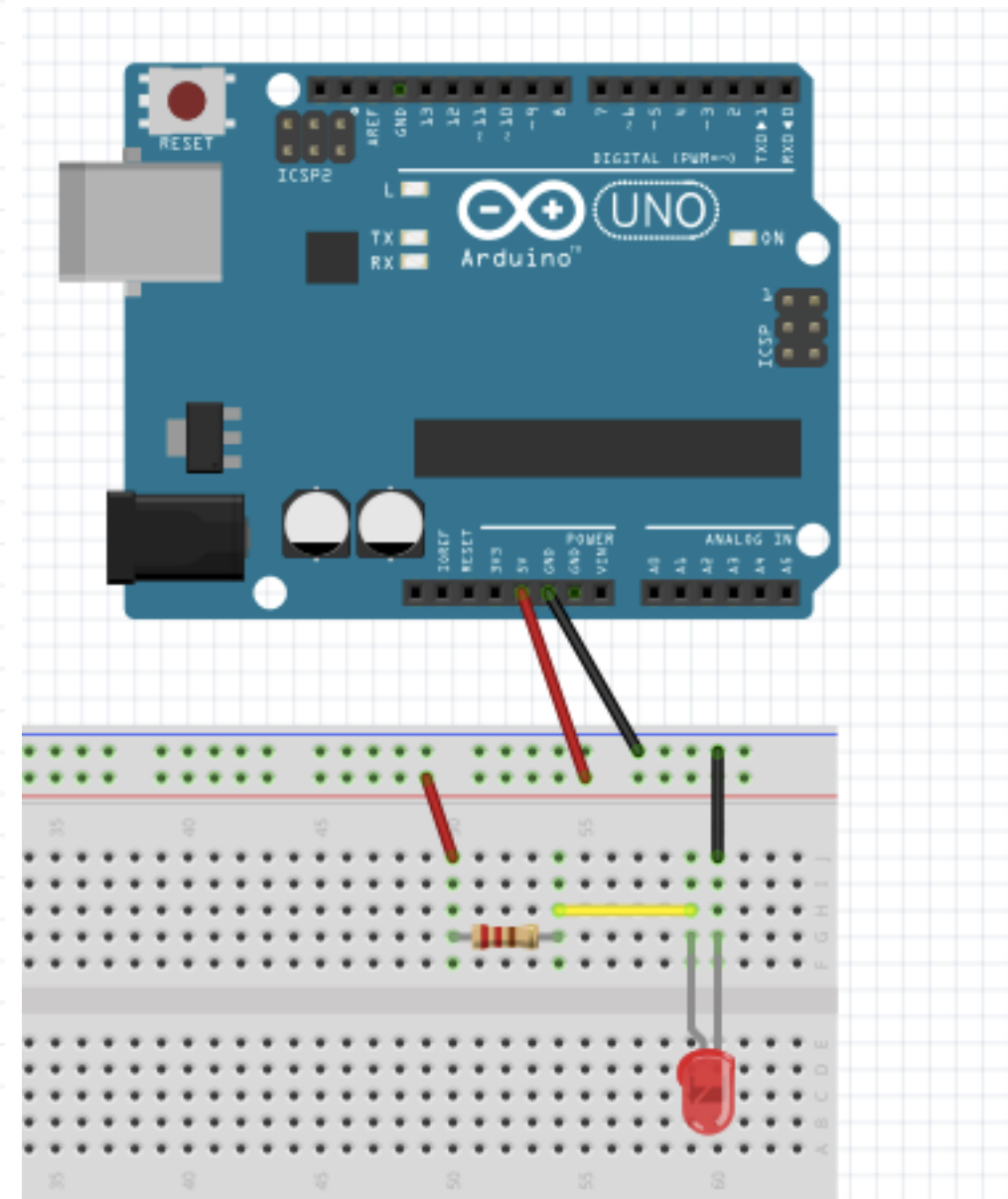
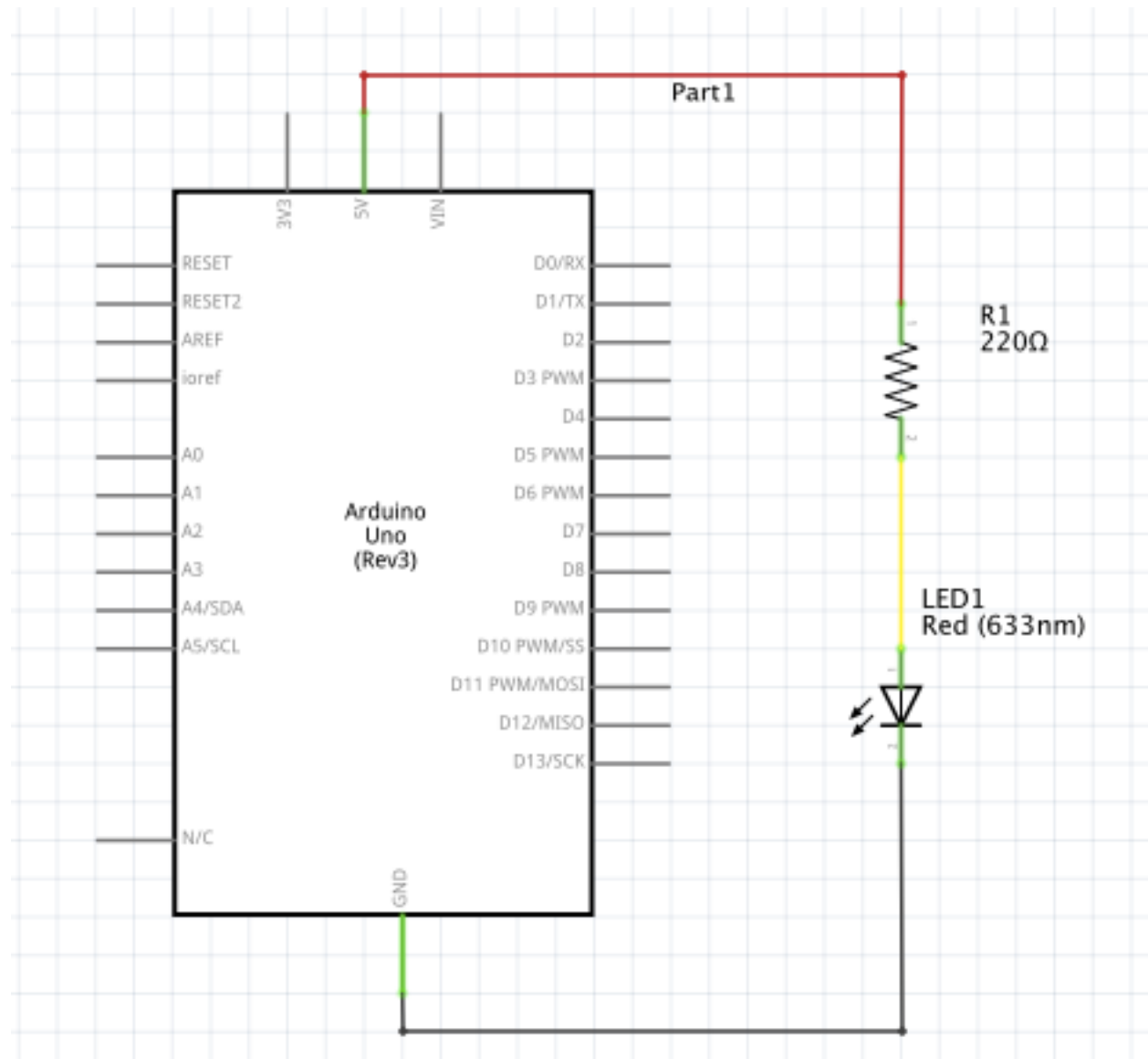
IT IS A PHYSICAL SUPPORT FOR
MAKING TEMPORARY CIRCUITS
AND PROTOTYPING, AND THEY
REQUIRE ABSOLUTELY NO
SOLDERING.



BREADBOARD - BEST PRACTICE



ARDUINO



ARDUINO

“**Physical Computing** is about prototyping with electronics, turning sensors, actuators and microcontrollers into materials for designers and artists.”

“It involves the design of interactive objects that can communicate with humans using sensors and actuators controlled by a behaviour implemented as software running inside a microcontroller.”

Massimo Banzi, Tinker.it & Arduino Co-Founder

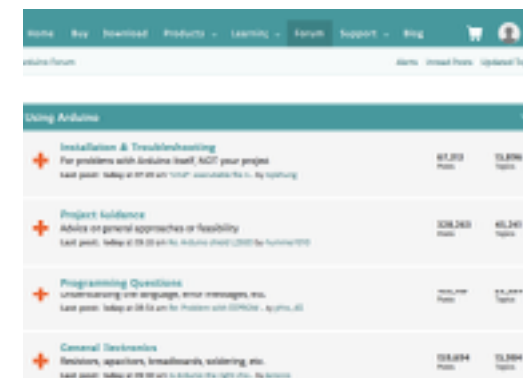
HARDWARE



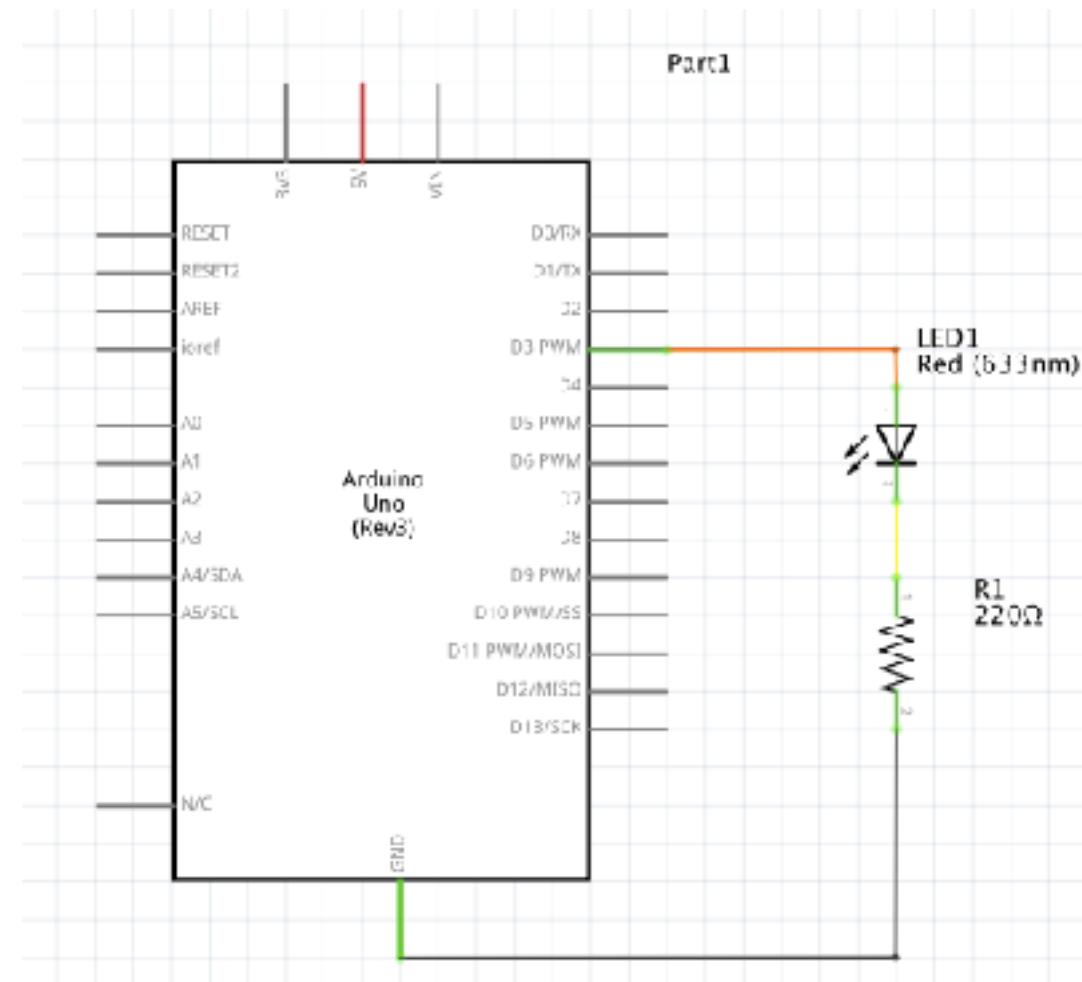
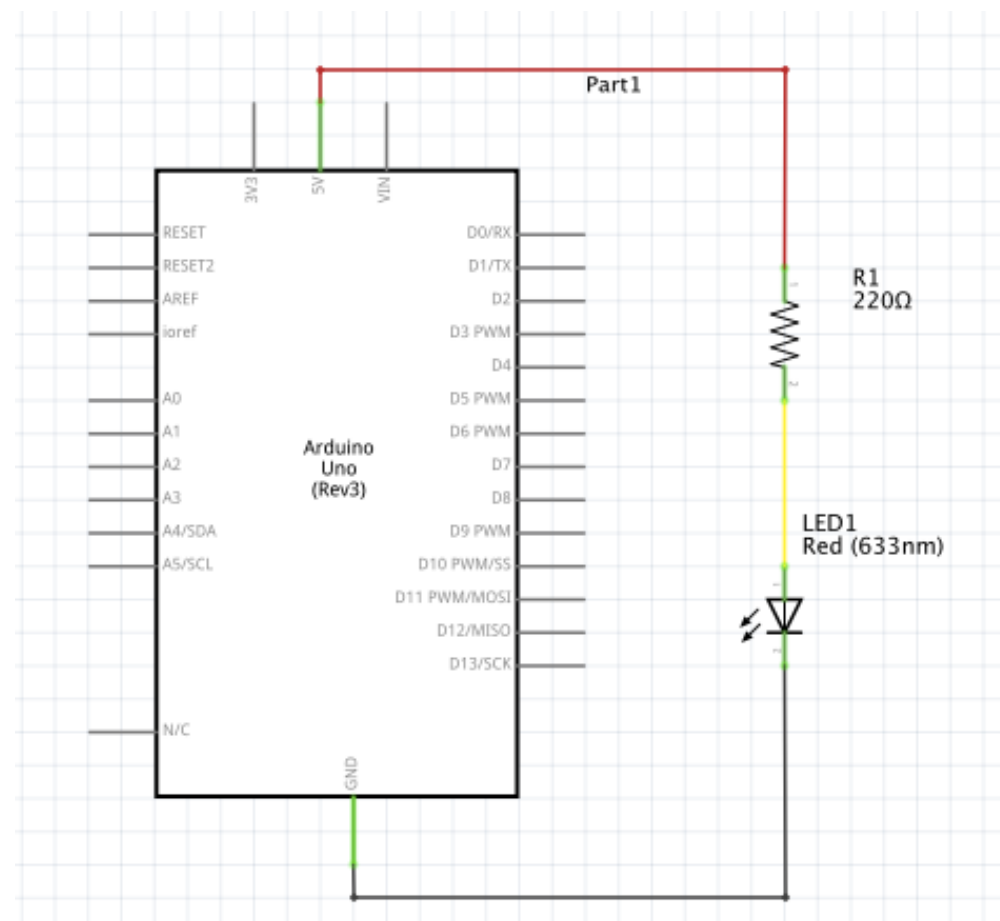
SOFTWARE



COMMUNITY

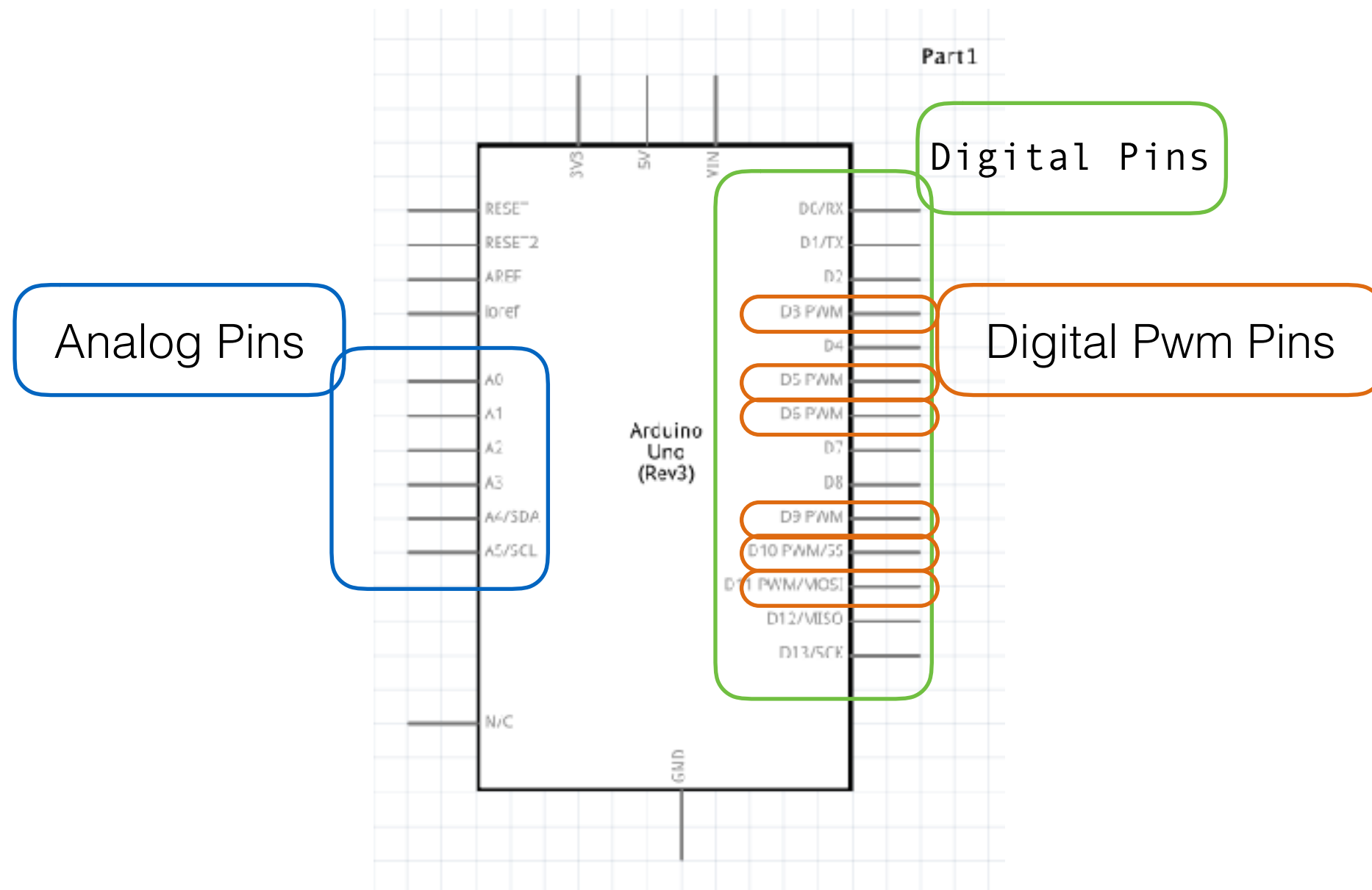


ARDUINO

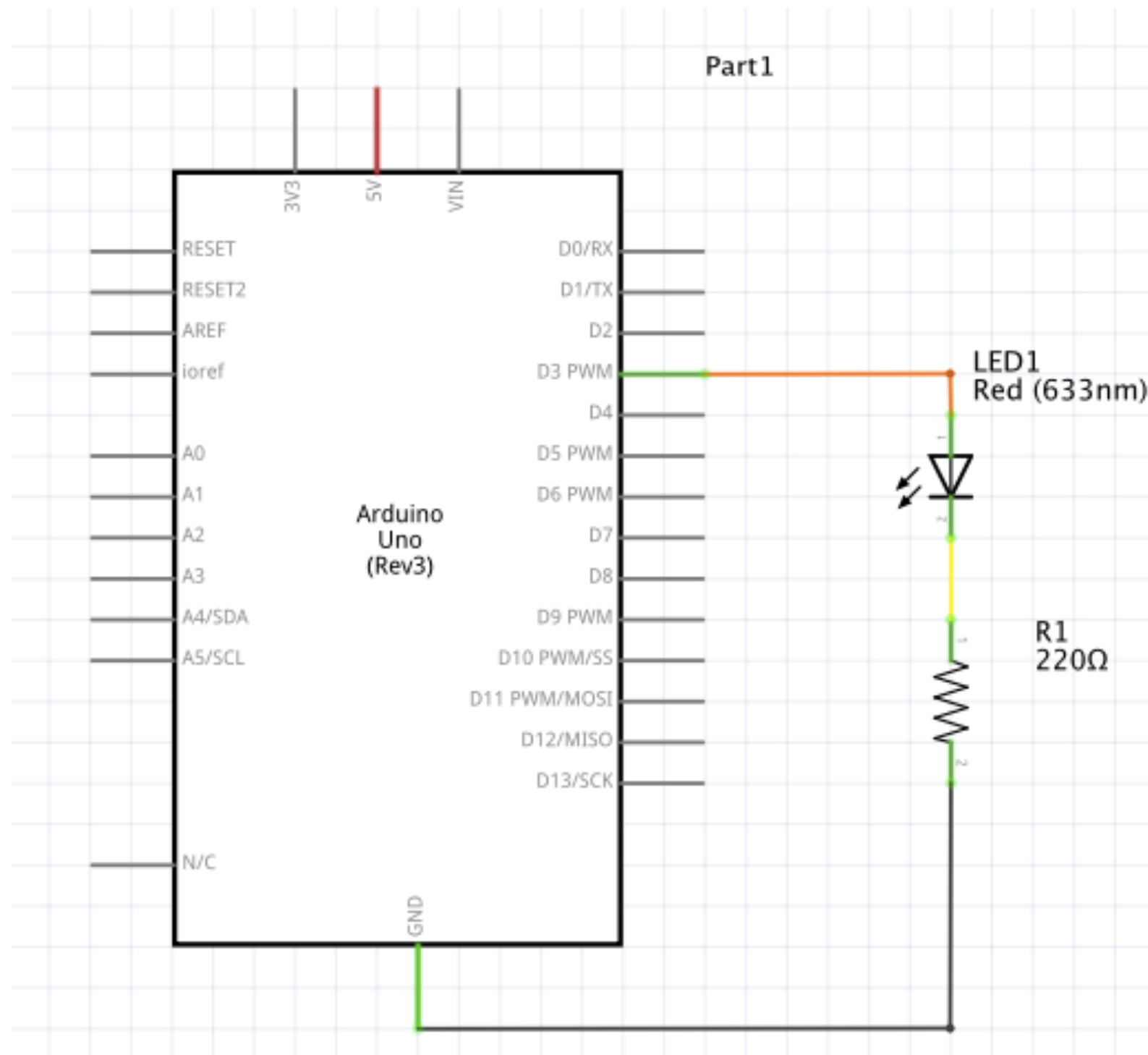


INPUT/OUTPUT PIN

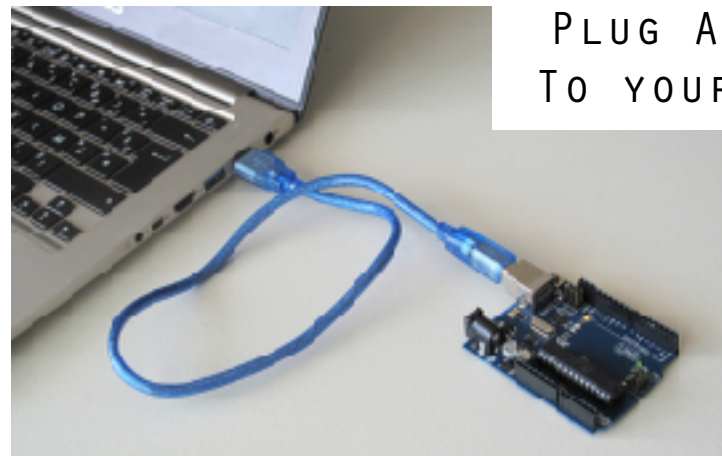
PIN IO (INPUT/OUTPUT)



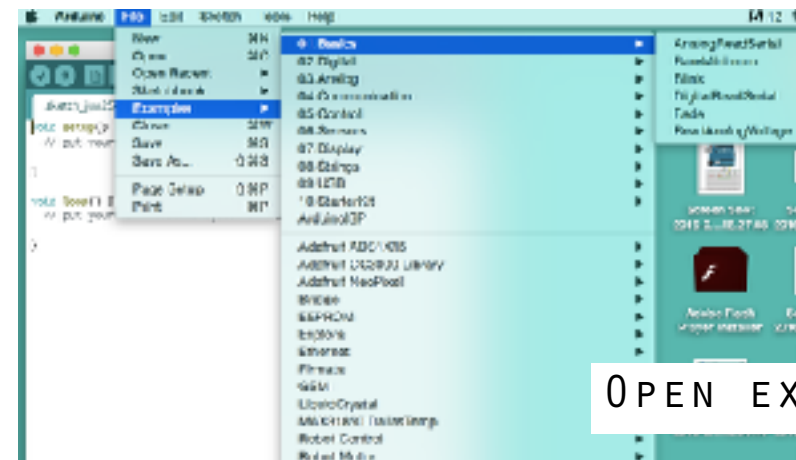
CONTROL A LED WITH ARDUINO



BUT...CHECK IF THE ENVIRONMENT WORKS



PLUG ARDUINO
TO YOUR LAPTOP



OPEN EXAMPLE BLINK



SELECT THE PORT
AND THE BOARD



UPLOAD THE CODE
TO

IF IT WORKS, THE LED EMBEDDED ON THE BOARD BLINKS

SKETCH

GLOBAL VARIABLES

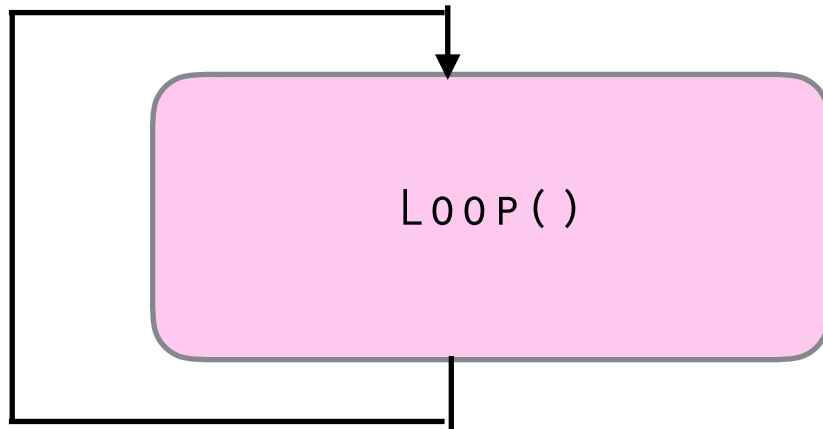
DECLARE THE VARIABLES

SETUP()

INITIALISE
RUNS ONCE, AT THE BEGINNING
DEFINE THE PINS

LOOP()

RUNNING
RUN REPEATEDLY, AFTER SETUP



BLINK SKETCH

GLOBAL VARIABLE 'LED_PIN'



The screenshot shows the Arduino IDE interface with a sketch named "_01_blink". The code is as follows:

```
/*Emma Pareschi 25 September 2017
 * I turn on a led and I turn it off
 */

int led pin = 3; //defin the pin where the Led is connected

void setup() {
  pinMode(led_pin, OUTPUT); //define pin of the Led as an output
}

void loop() {
  digitalWrite(led pin, HIGH); //turn the Led on
  delay(100); //wait 100millisecond
  digitalWrite(led_pin, LOW); //turn the Led off
  delay(100); //wait 100millisecond
}
```

A callout box highlights the line `int led pin = 3; //defin the pin where the Led is connected`. The IDE status bar at the bottom indicates "Done Saving." and provides a message: "The sketch name had to be modified. Sketch names can only consist of ASCII characters and numbers (but cannot start with a number). They should also be less than 64 characters long."

At the bottom of the IDE window, the hardware configuration is shown: "23 ATtiny25/45/85 ATtiny85, Internal 16 MHz on /dev/cu.usbserial-TTH3-MH0".

BLINK SKETCH

SETUP()
DEFINE THE FUNCTION OF THE
PIN
`PINMODE(PIN, FUNCTION);`

THE PIN IS 'LED_PIN
THE FUNCTION IS OUTPUT



```
_01_blink | Arduino 1.6.9
/*Emma Pareschi 25 September 2017
 * I turn on a led and I turn it off
 */

int led_pin = 3; //defin the pin where the Led is connected

void setup() {
  pinMode(led_pin, OUTPUT); //define pin of the Led as an output
}

void loop() {
  digitalWrite(led_pin, HIGH); //turn the Led on
  delay(100); //wait 100millisecond
  digitalWrite(led_pin, LOW); //turn the Led off
  delay(100); //wait 100millisecond
}

Done Saving.
The sketch name had to be modified. Sketch names can only consist
of ASCII characters and numbers (but cannot start with a number).
They should also be less than 64 characters long.

23 ATtiny25/45/85 ATtiny85, Internal 16 MHz on /dev/cu.usbserial-TTH3-MH0
```

BLINK SKETCH

LOOP()

THE LIST OF COMMANDS THAT
ARDUINO RUNS REPEATEDLY.

`DIGITALWRITE(PIN, LEVEL);`

WE CONTROL THE VOLTAGE ON THE
PIN

HIGH: HIGH VOLTAGE (5V)

LOW: LOW VOLTAGE (GROUND)

`DELAY(TIME);`

WE ADD A DELAY IN MILLISECOND



```
_01_blink | Arduino 1.6.9
/*Emma Pareschi 25 September 2017
 * I turn on a led and I turn it off
 */

int led_pin = 3; //defin the pin where the Led is connected

void setup() {
  pinMode(led_pin, OUTPUT); //define pin of the Led as an output
}

void loop() {
  digitalWrite(led_pin, HIGH); //turn the Led on
  delay(100); //wait 100millisecond
  digitalWrite(led_pin, LOW); //turn the Led off
  delay(100); //wait 100millisecond
}

Done Saving.
The sketch name had to be modified. Sketch names can only consist
of ASCII characters and numbers (but cannot start with a number).
They should also be less than 64 characters long.

23 ATtiny25/45/85 ATtiny85, Internal 16 MHz on /dev/cu.usbserial-TTH3-MH0
```

BLINK SKETCH

GLOBAL VARIABLES

SETUP()

LOOP()



```
/*Emma Pareschi 25 September 2017
 * I turn on a led and I turn it off
 */

int led_pin = 3; //defin the pin where the Led is connected

void setup() {
  pinMode(led_pin, OUTPUT); //define pin of the Led as an output
}

void loop() {
  digitalWrite(led_pin, HIGH); //turn the Led on
  delay(100); //wait 100millisecond
  digitalWrite(led_pin, LOW); //turn the Led off
  delay(100); //wait 100millisecond
}
```

Done Saving.

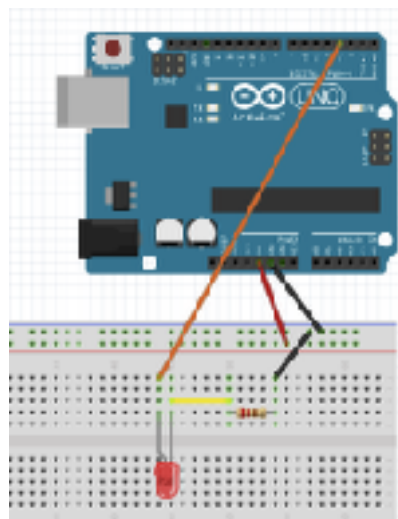
The sketch name had to be modified. Sketch names can only consist of ASCII characters and numbers (but cannot start with a number). They should also be less than 64 characters long.

20 ATt ry25/45/35 ATt ry85, Internal 16 MHz on /dev/cu.usbserial-FTHD-0XHQ

CONNECT, COMPILE AND UPLOAD

1. COMPILE

2. UPLOAD



```
/*Emma Pareschi 25 September 2017
 * I turn on a led and I turn it off
 */

int led_pin = 3; //defin the pin where the Led is connected

void setup() {

  pinMode(led_pin, OUTPUT); //define pin of the Led as an output
}

void loop() {

  digitalWrite(led_pin, HIGH); //turn the Led on
  delay(100); //wait 100millisecond
  digitalWrite(led_pin, LOW); //turn the Led off
  delay(100); //wait 100millisecond
}
```

Done Saving.

The sketch name had to be modified. Sketch names can only consist of ASCII characters and numbers (but cannot start with a number). They should also be less than 64 characters long.

20 ATtiny25/45/85 ATtiny85, Internal 16 MHz on /dev/cu.usbserial-THD1KH0

CONTROL THE INTENSITY OF THE LED

`ANALOGWRITE(PIN, NUMBER 0/255);`
WE CONTROL THE VOLTAGE ON THE PIN
255: MAX VOLTAGE (5V)
0: MIN VOLTAGE (GROUND)



The screenshot shows the Arduino IDE interface with a sketch titled "_02_led_analogwrite" in the editor. The sketch is written in C++ and uses the `analogWrite` function to control the intensity of an LED connected to pin 3. The code includes comments in Italian explaining the purpose of the sketch. The `setup` function initializes pin 3 as an output. The `loop` function sets the LED intensity to 255 (max), 127 (half), and 0 (min) with 100ms delays between each state. The status bar at the bottom indicates the sketch is compiled and shows memory usage: 1,320 bytes (4%) for the program and 11 bytes (0%) for global variables.

```
_02_led_analogwrite Arduino 1.6.9
/*Emma Pareschi 25 September 2017
 * I change the intensity of the Led
 */

int led pin = 3; //defin the pin where the Led is connected

void setup() {

  pinMode(led pin, OUTPUT); //define pin of the Led as an output
}

void loop() {

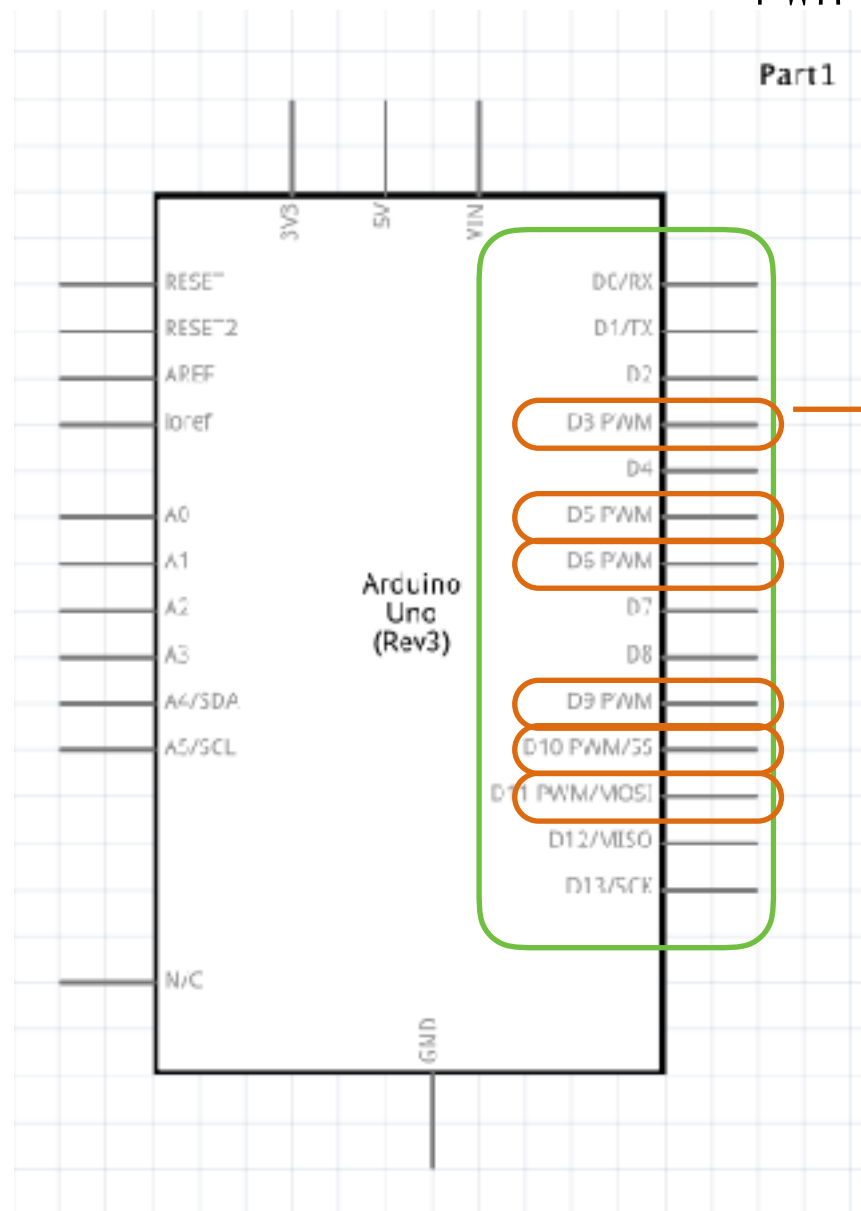
  analogWrite(led pin, 255); //set max intensity
  delay(100); //wait 100millisecond
  analogWrite(led pin, 127); //set half intensity
  delay(100); //wait 100millisecond
  analogWrite(led pin, 0); //set min intensity
  delay(100); //wait 100millisecond
}

Done compiling.

Sketch uses 1,320 bytes (4%) of program s
Global variables use 11 bytes (0%) of dyn
19 Arduino/Genuino Uno (atmega328p) (dev/boards/arduino_0012)
```


PWM PINS

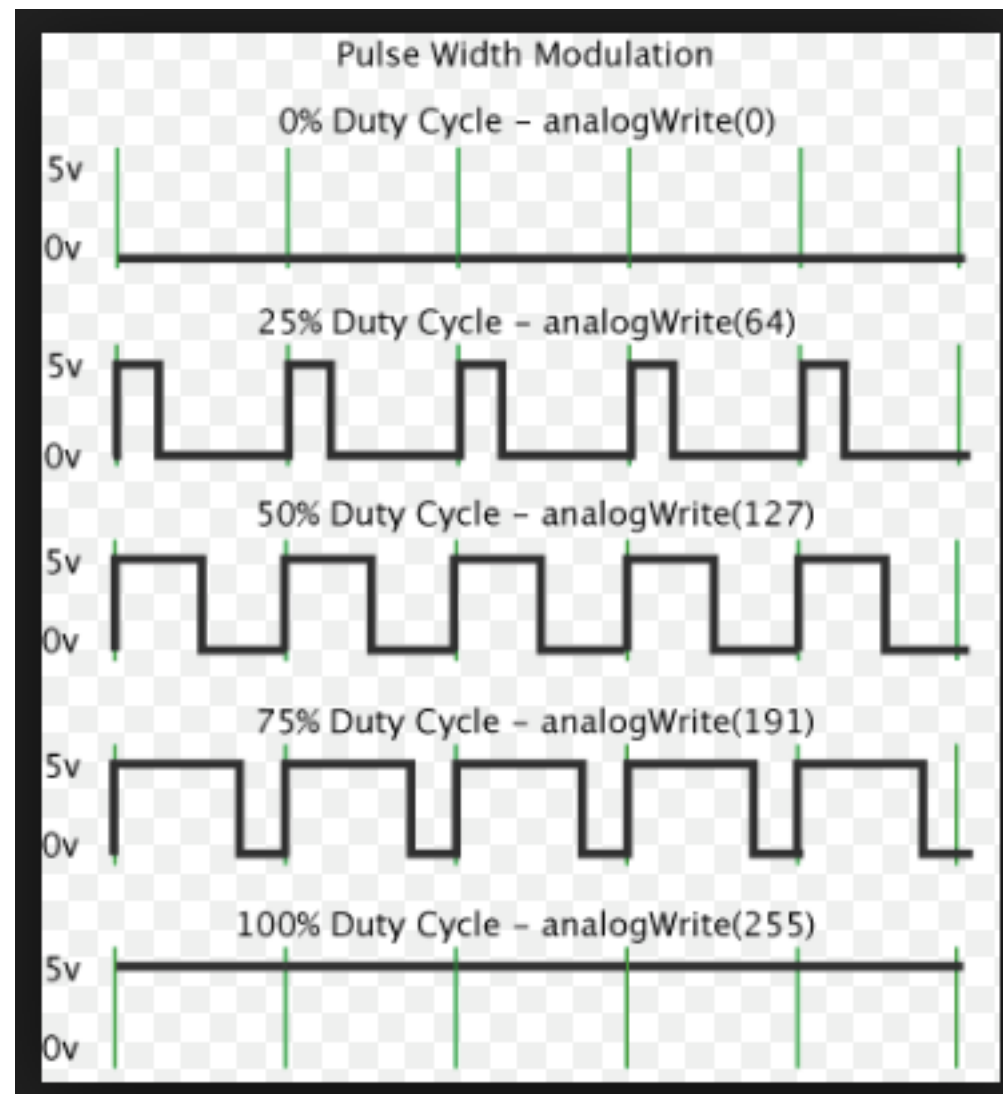
PWM I/O (INPUT/OUTPUT)



ANALOGWRITE() WORKS ONLY
WITH SOME PINS: PWM (~)

PWM

Pulse-width modulation



50% duty cycle



75% duty cycle

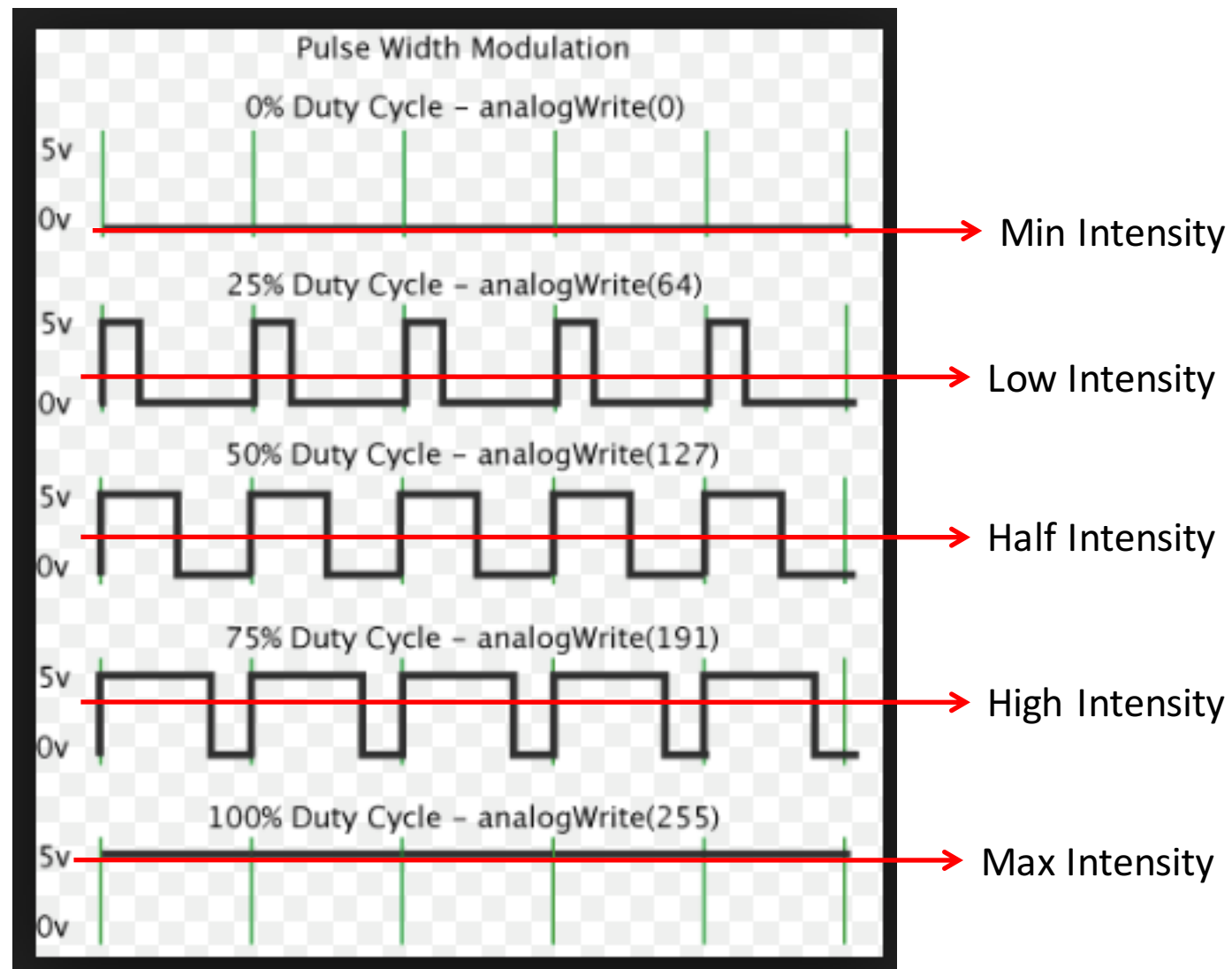


25% duty cycle

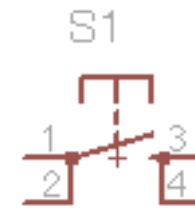
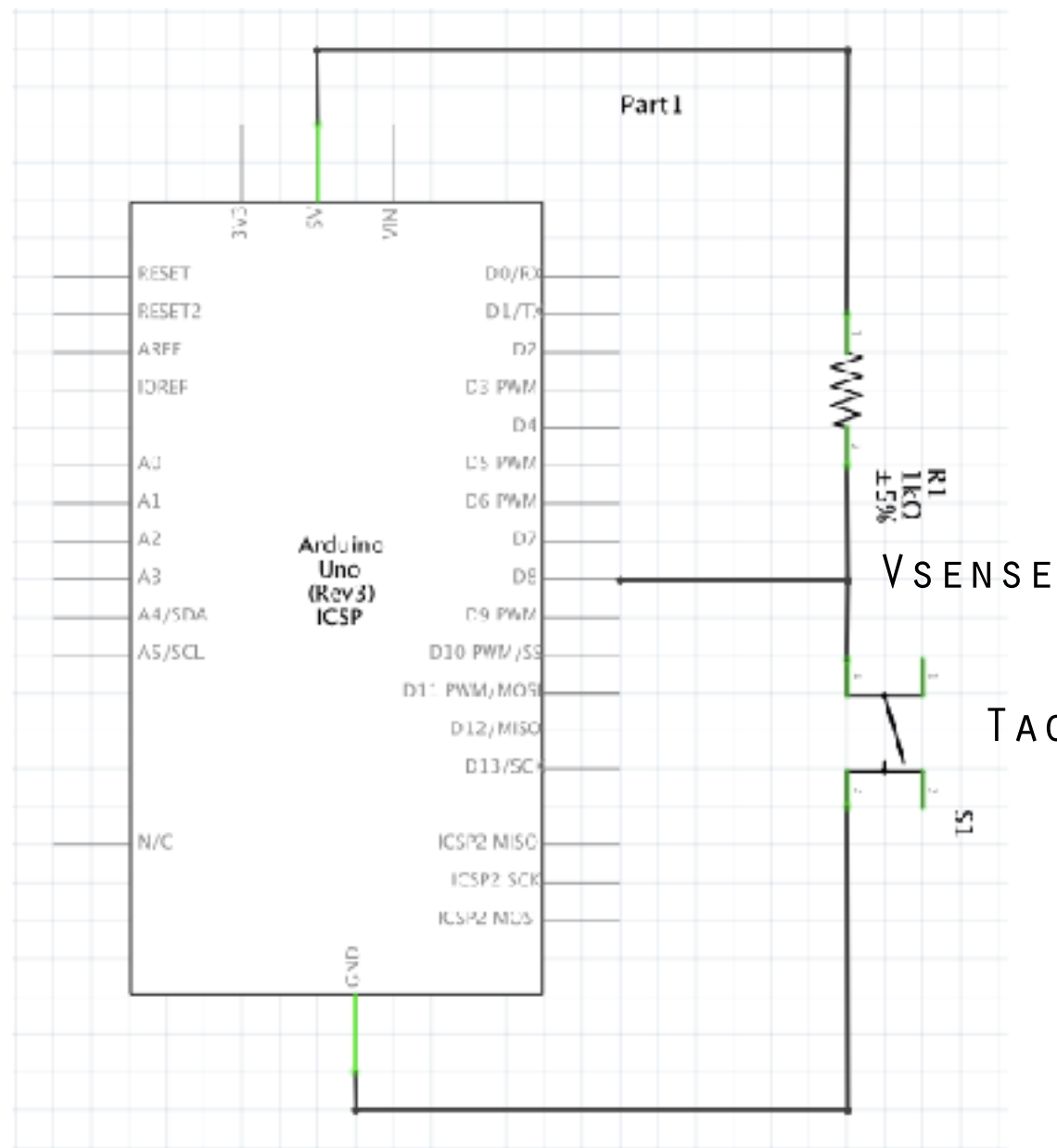


PWM

Pulse-width modulation



HOW TO READ A SENSOR (DIGITAL)



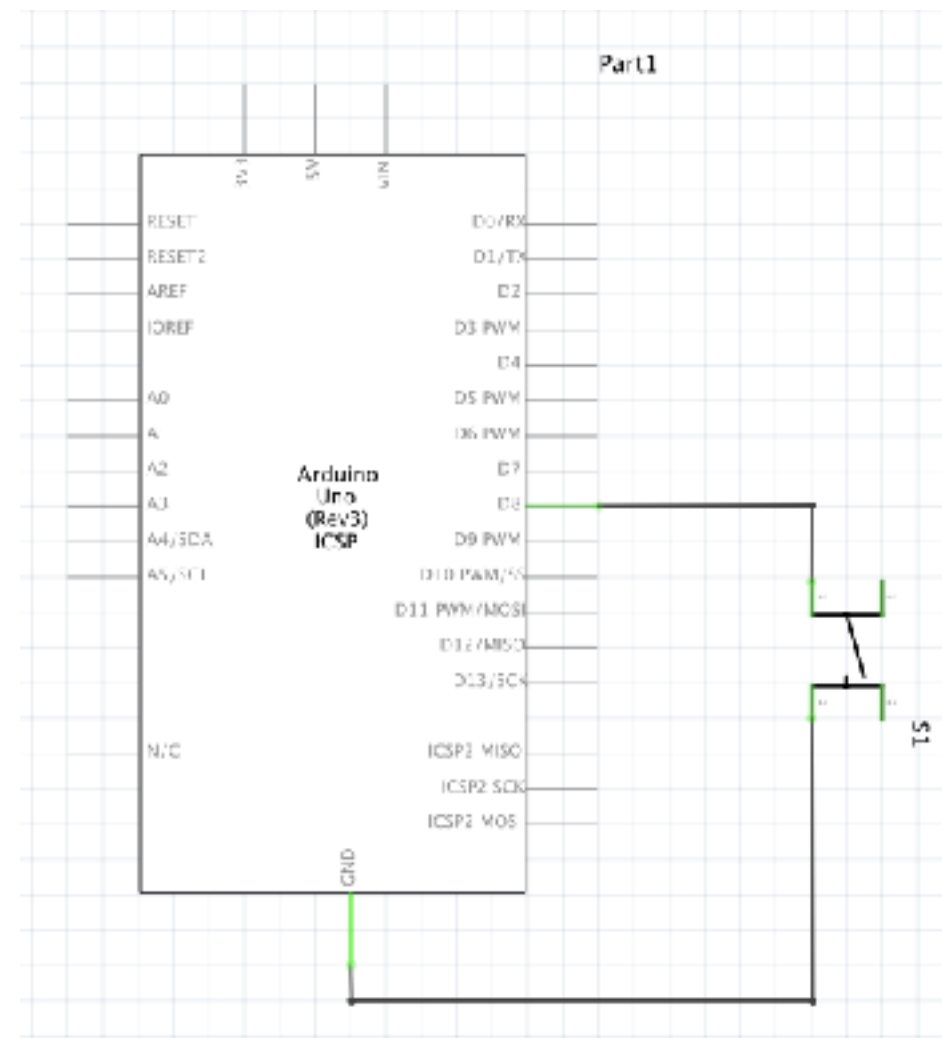
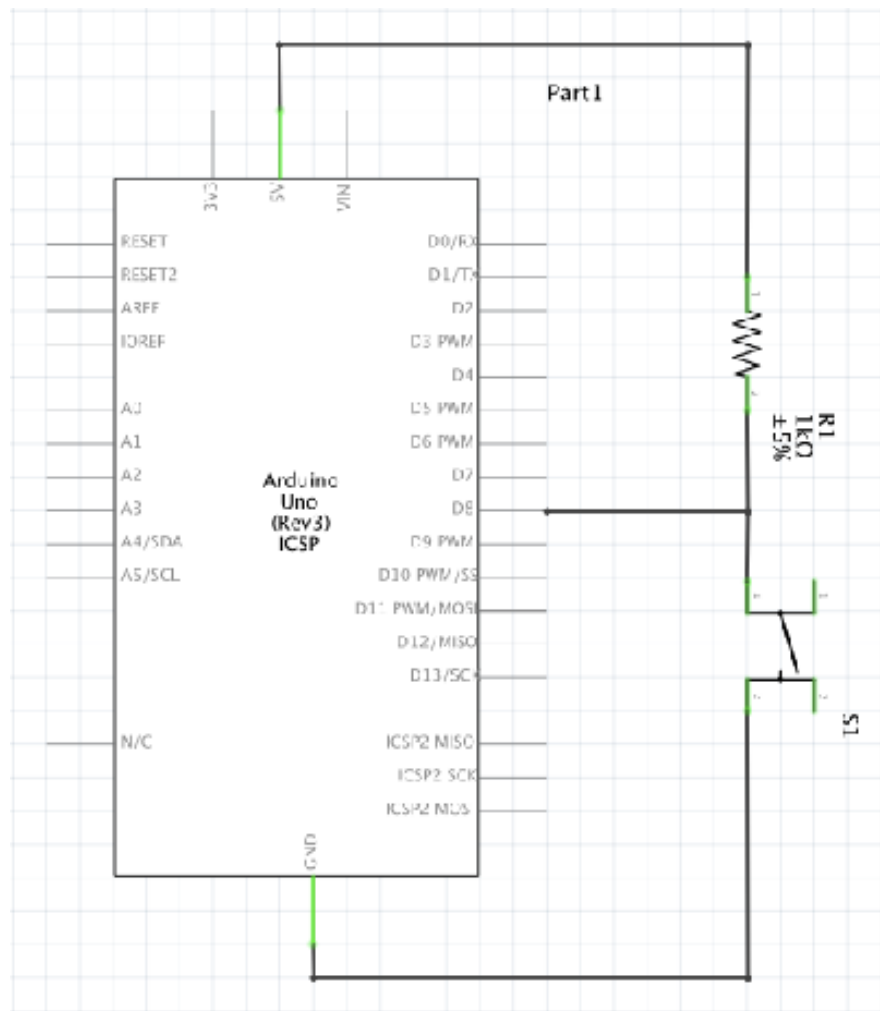
TACT SWITCH

How it works:

If the switch is NOT pushed
 $V_{sense} = 5V$

If the switch is pushed
 $V_{sense} = 0$

HOW TO READ A SENSOR (DIGITAL)



WRONG!!!
(FOR NOW IT'S WRONG)

SKETCH - READ A SENSOR (DIGITAL)

```
_03_sw | Arduino 1.6.9
/* Erma Pareschi
 * September 2017
 * I read the value of a tact switch (or pushbutton)
 */

// constants won't change. They're used here to
// set pin numbers:
const int sw_pin = 8;    // the number of the pushbutton pin

// variables will change:
int sw_state = 0;        // variable for reading the pushbutton status

void setup() {
  // initialize the pushbutton pin as an input:
  pinMode(sw_pin, INPUT);

}

void loop() {
  // read the state of the pushbutton value:
  sw_state = digitalRead(sw_pin);

  delay(100);
}
```

sw_pin: to define the switch pin

sw_state: to save the data

pinMode INPUT

Function to read the value of the pin

SKETCH - READ A SENSOR (DIGITAL) AND TO PRINT THE VALUES

```
_03_sw | Arduino 1.6.9

/* Erna Pareschi
 * September 2017
 * 1 read and print on the computer
 * the value of a tact switch (or pushbutton)
 */

// constants won't change. They're used here to
// set pin numbers:
const int sw_pin = 8;    // the number of the pushbutton pin

// variables will change:
int sw_state = 0;        // variable for reading the pushbutton status

void setup() {
  // initialize the pushbutton pin as an input:
  pinMode(sw_pin, INPUT);
  //open the serial communication with the laptop
  Serial.begin(9700);
}

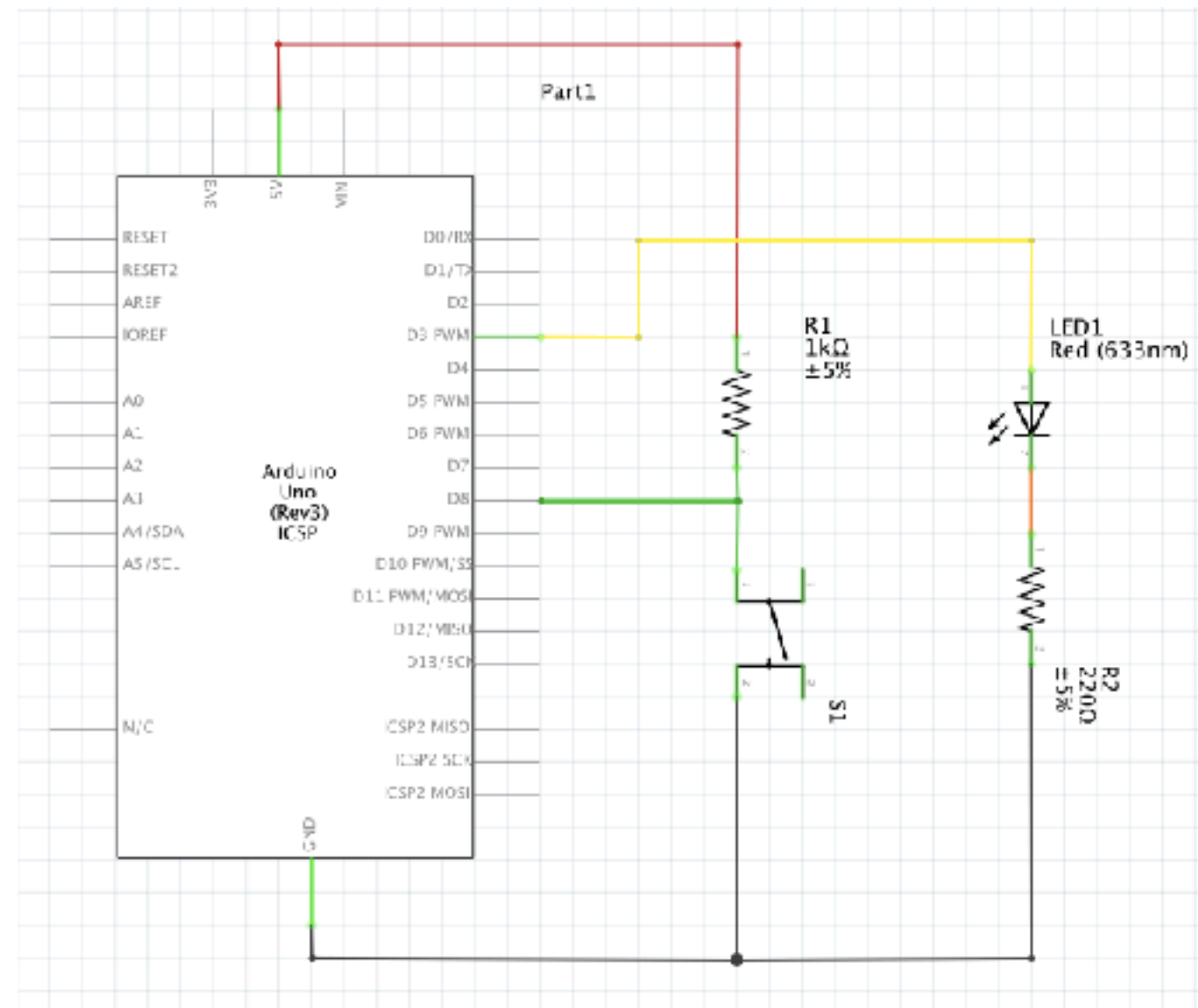
void loop() {
  // read the state of the pushbutton value:
  sw_state = digitalRead(sw_pin);

  //print on the serial Monitor
  Serial.print("The value of the switch is: ");
  Serial.println(sw_state);
  //add a delay
  delay(100);
}
```

To open communication

To print on serial monitor

TURN ON/OFF THE LED BASED ON THE SWITCH



SKETCH - LED AND SWITCH

...NEXT TIME...

```
// constants won't change. They're used here to
// set pin numbers:
const int buttonPin = 2;    // the number of the pushbutton pin
const int ledPin = 13;      // the number of the LED pin

// variables will change:
int buttonState = 0;        // variable for reading the pushbutton state
```

```
void setup() {
  // initialize the LED pin as an output:
  pinMode(ledPin, OUTPUT);
  // initialize the pushbutton pin as an input:
  pinMode(buttonPin, INPUT);
}
```

```
void loop() {
  // read the state of the pushbutton value:
  buttonState = digitalRead(buttonPin);
```

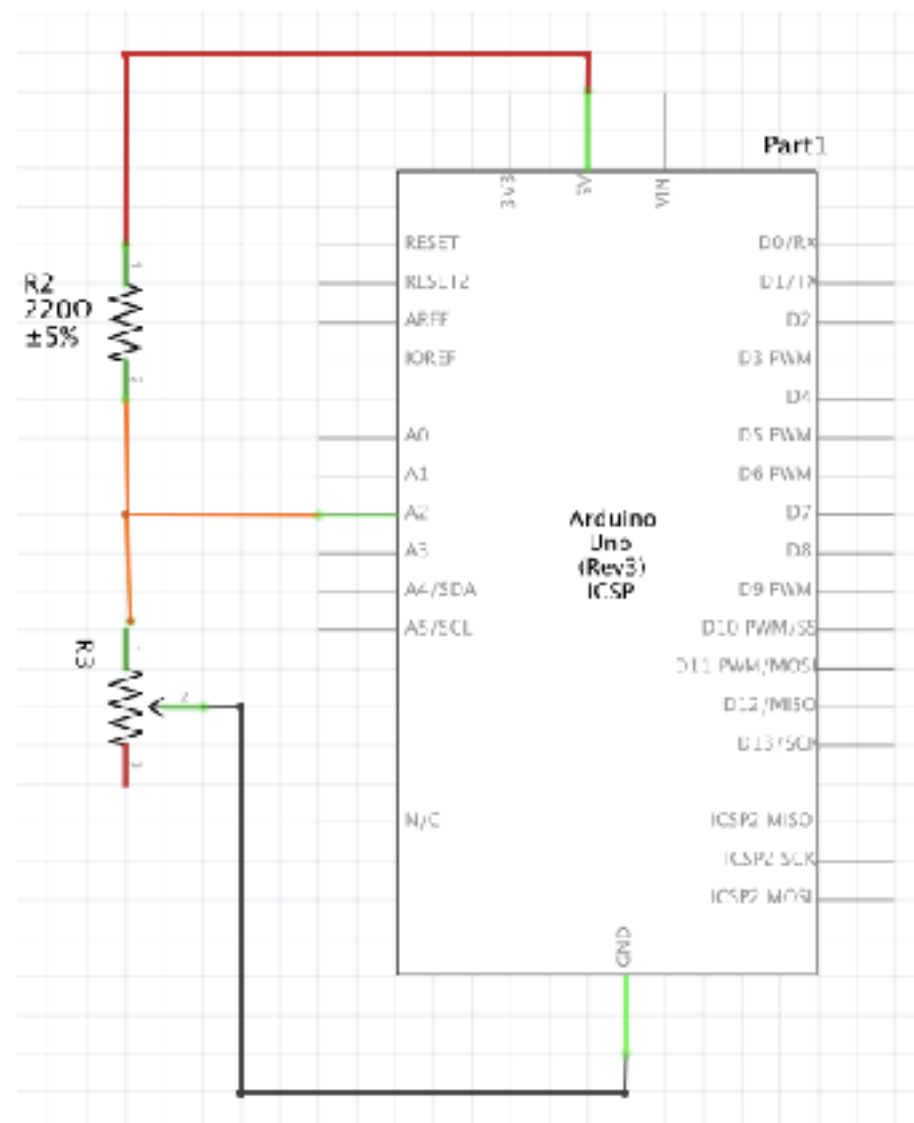
```
  // check if the pushbutton is pressed.
  // if it is, the buttonState is HIGH:
  if (buttonState == HIGH) {
    // turn LED on:
    digitalWrite(ledPin, HIGH);
  } else {
    // turn LED off:
    digitalWrite(ledPin, LOW);
  }
}
```

Control Structure 'if..else':

```
if (this condition happens)
{
  // action A
}
else
{
  // action B
}
```

HOW TO READ A SENSOR (ANALOG)

..NEXT TIME..



ASSIGNMENTS

- 1) Design and program a circuit with the following specifications:
 - at least two LEDs
 - use the functions digitalWrite and analogWrite
- 2) Design and program a circuit with the following specifications:
 - at least one tact switch
 - use the functions digitalRead, Serial.print and Serial.println

More information about

Serial.print: <https://www.arduino.cc/en/Serial/Print>

Serial.println: <https://www.arduino.cc/en/Serial/Println>

- 3) Document the two projects in your blog with two posts, the documentation includes:
 - a short description of the functionality of the circuit
 - schematic of the circuit
 - sketch (arduino code)
 - if it works: upload a video of the circuit that works
 - if it doesn't work: explain what you did to debug hardware and software

Note: if you take inspiration or you reproduce a circuit/code done by someone else, you have to acknowledge the source in your post.

ONLINE CALCULATORS

[HTTP://WWW.OHMSLAWCALCULATOR.COM/OHMS-LAW-CALCULATOR](http://www.ohmslawcalculator.com/ohms-law-calculator)

[HTTP://WWW.OHMSLAWCALCULATOR.COM/LED-RESISTOR-CALCULATOR](http://www.ohmslawcalculator.com/led-resistor-calculator)

[HTTP://WWW.OHMSLAWCALCULATOR.COM/VOLTAGE-DIVIDER-CALCULATOR](http://www.ohmslawcalculator.com/voltage-divider-calculator)

SOURCES AND LICENCE

Ohm's Law:

<https://learn.sparkfun.com/tutorials/voltage-current-resistance-and-ohms-law>

Electric Power:

<https://learn.sparkfun.com/tutorials/electric-power>

Resistors (pg.75)

Encyclopedia of Electronic Components Volume 1, 1st Edition,
Charles Platt

Leds (pg. 205)

Encyclopedia of Electronic Components Volume 2, 1st Edition,
Charles Platt.

Arduino commands:

<https://www.arduino.cc/en/Reference/HomePage>

LICENCE

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