

# Circuits & Microcontrollers

September 3, 2019

# Reminders

Bring something to hack on Thursday

You should have a class buddy

# What is an Interactive Device?



Pocketlint

*image from <https://www.pocket-lint.com/games/reviews/nintendo/140007-nintendo-switch-review-console-specs-price-and-features>*



 iFixit

# What is an Interactive Device?

Inputs (buttons, joysticks,  
touchscreen)

Outputs (display, speakers,  
vibration motors)

Wireless Connectivity  
(bluetooth, wifi)

Sensors (light, IR emitter detector)

Connectors (USB-C, microSD slot)

Power management

Battery

Storage (NAND Flash IC)

Microcontroller & other

Integrated Circuits

And all these parts are connected in *circuits*.



# Circuits

Common Components | Voltage | Current | Resistance

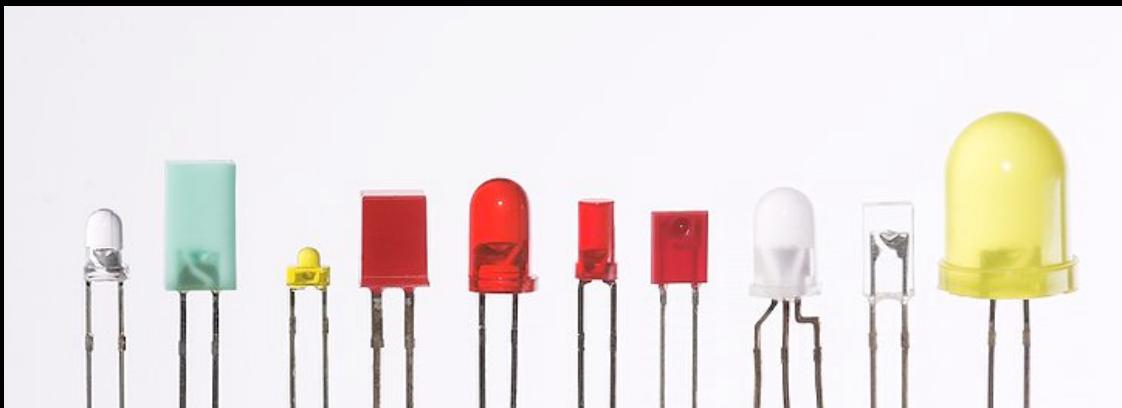
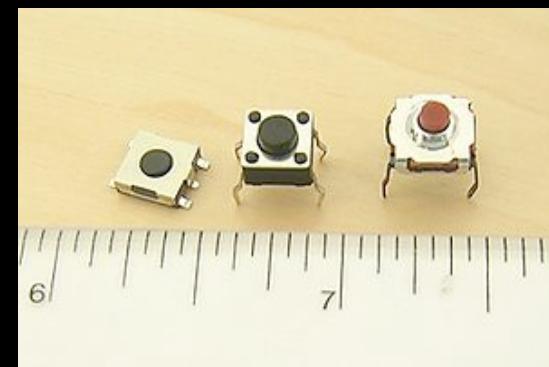
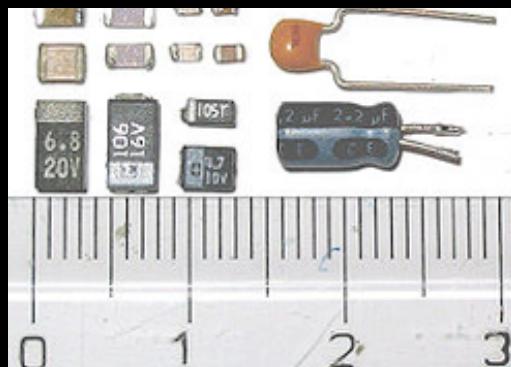
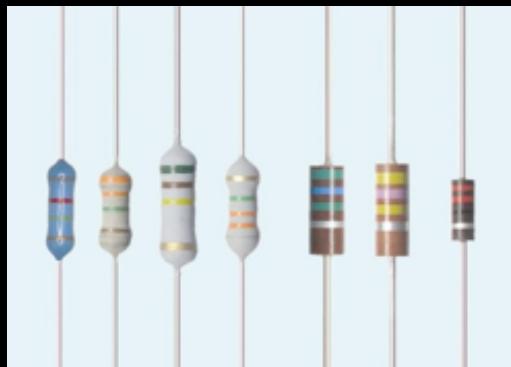
Ohms Law | Watt's Law | Series and Parallel Circuits

Voltage Divider | Pull-up and Pull-down circuits

Electrical circuits are networks of electrical elements that contain a closed loop which allows electrons to flow through the elements.

This electron flow allows the circuits to do things.

# Examples of Electrical Components



*images from Wikipedia*

V

**Voltage** (measured in Volts) is the potential difference in electrical charge between two points in a circuit.

I

**Current** (measured in Amperes or Amps) is the quantity of electrons passing through a point in a circuit.

R

**Resistance** ( measured in Ohms -  $\Omega$ ) is the capacity of a circuit element to impede the flow of electrons in an electrical circuit.

Ohm's Law states that Voltage = Current X Resistance

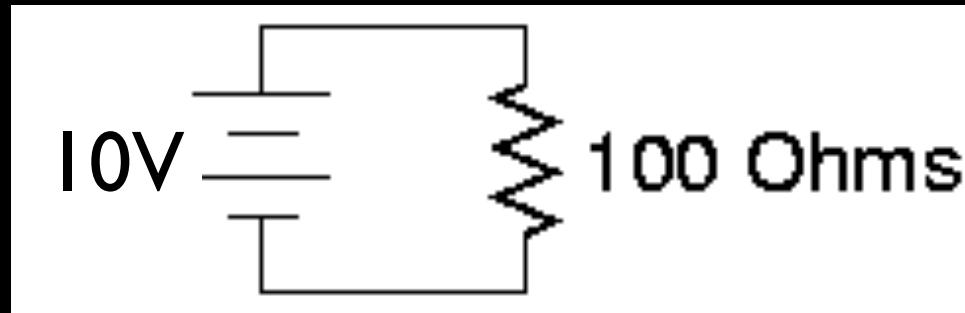
$$V=IR$$

Watt's Law states that Power = Voltage x Current

$$P=VI=I^2R$$

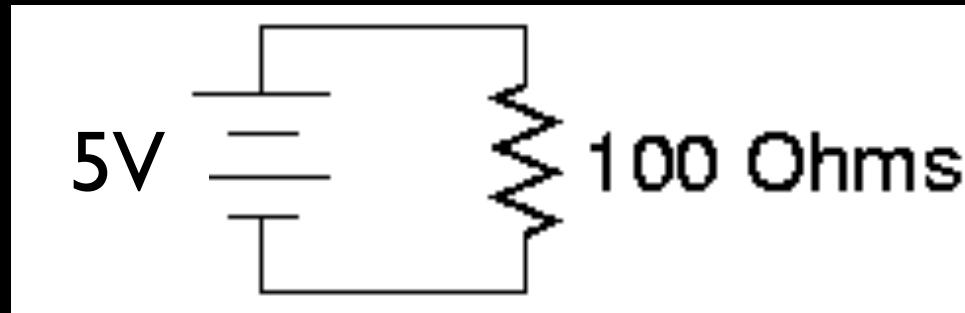
Ohm's Law states that Voltage = Current X Resistance

$$V=IR$$



Ohm's Law states that Voltage = Current X Resistance

$$V=IR$$

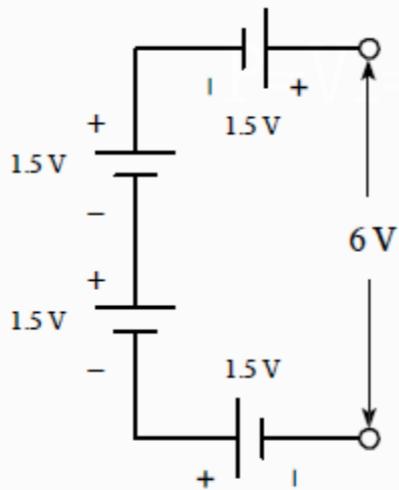


# Where does **Voltage** come from?

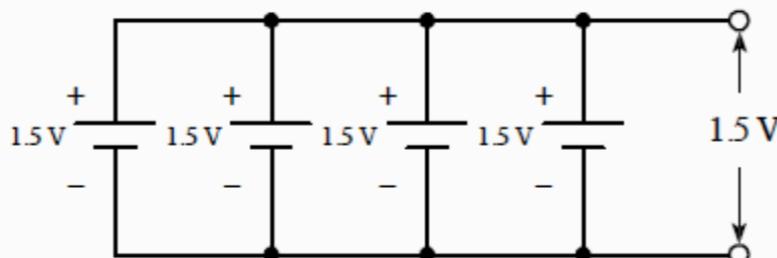


*images from Wikipedia*

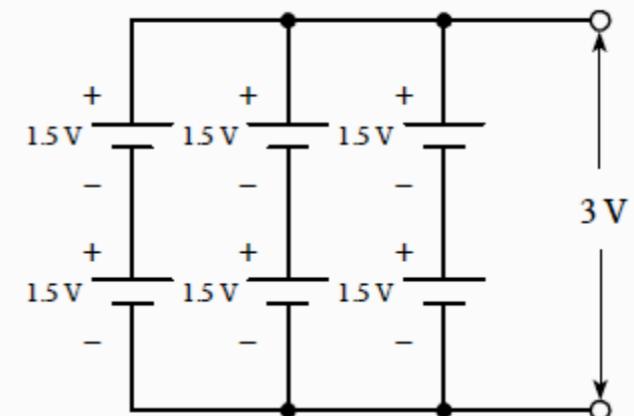
Power can come from supplies or batteries.



Increasing the voltage

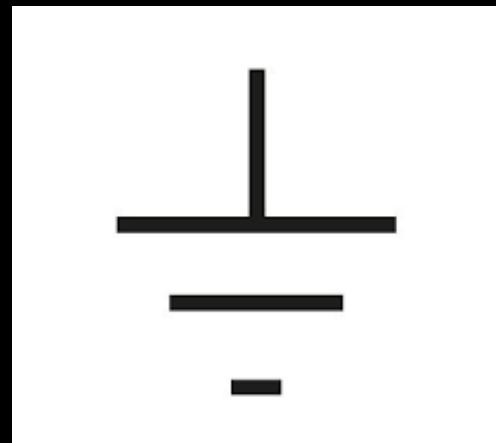


Increasing the capacity



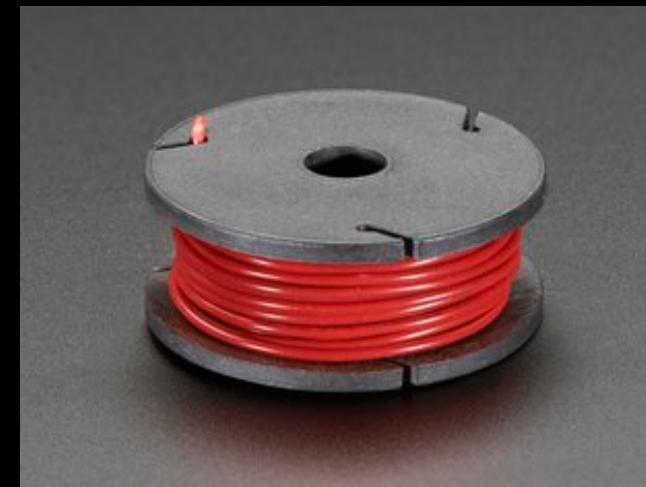
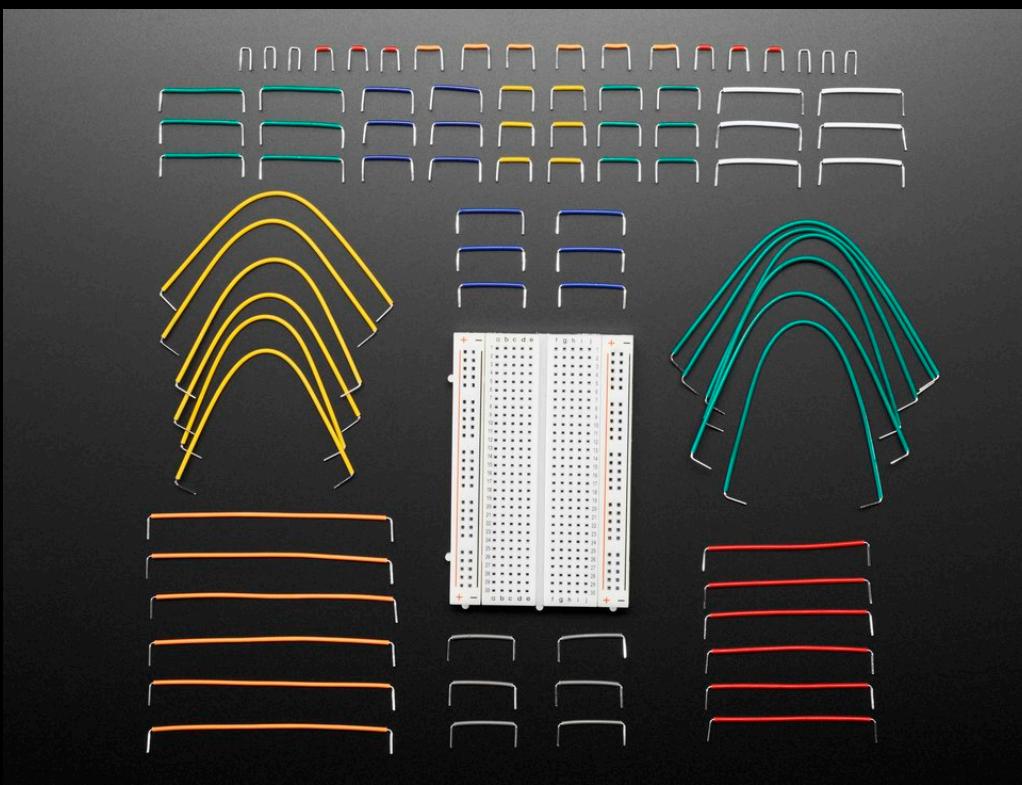
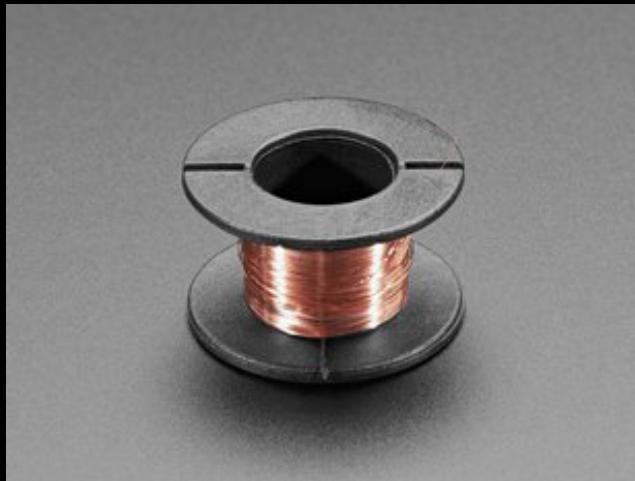
Increasing both voltage and capacity

# Ground symbol

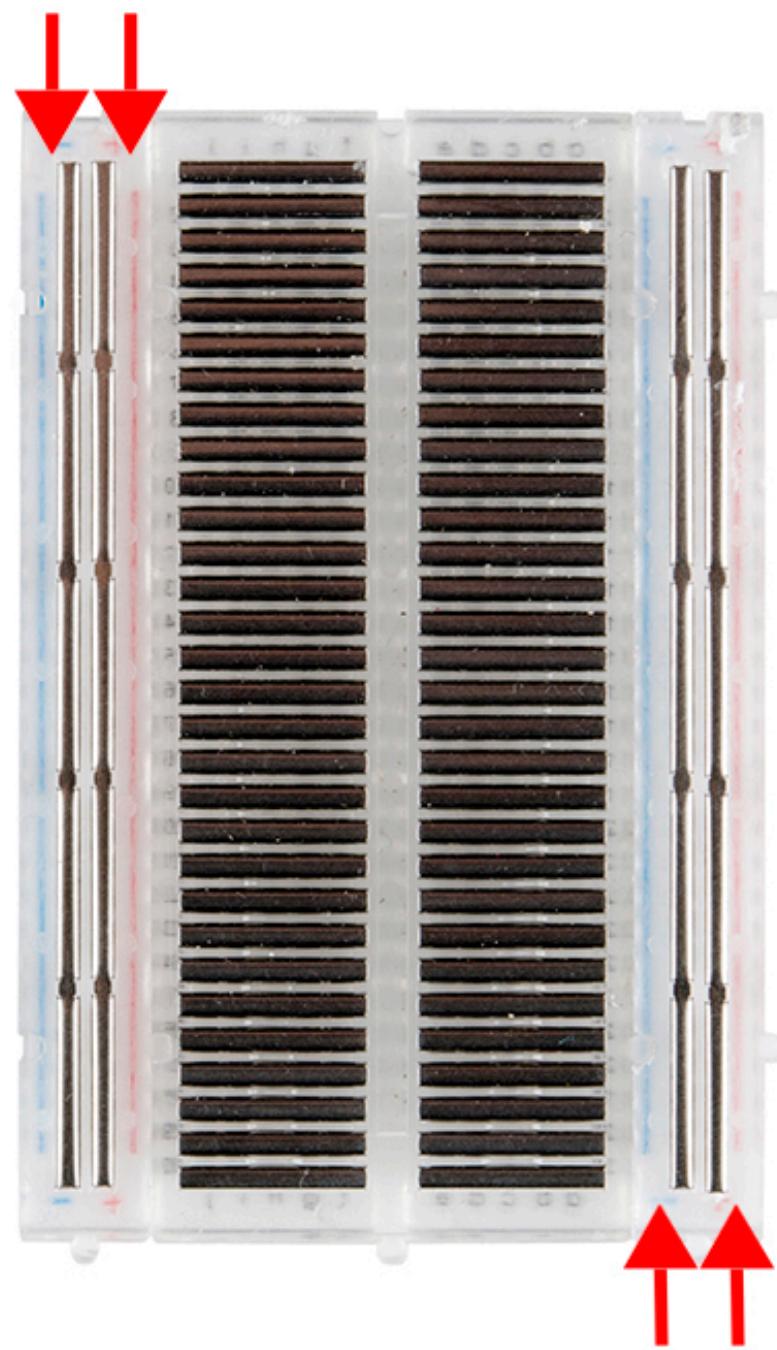
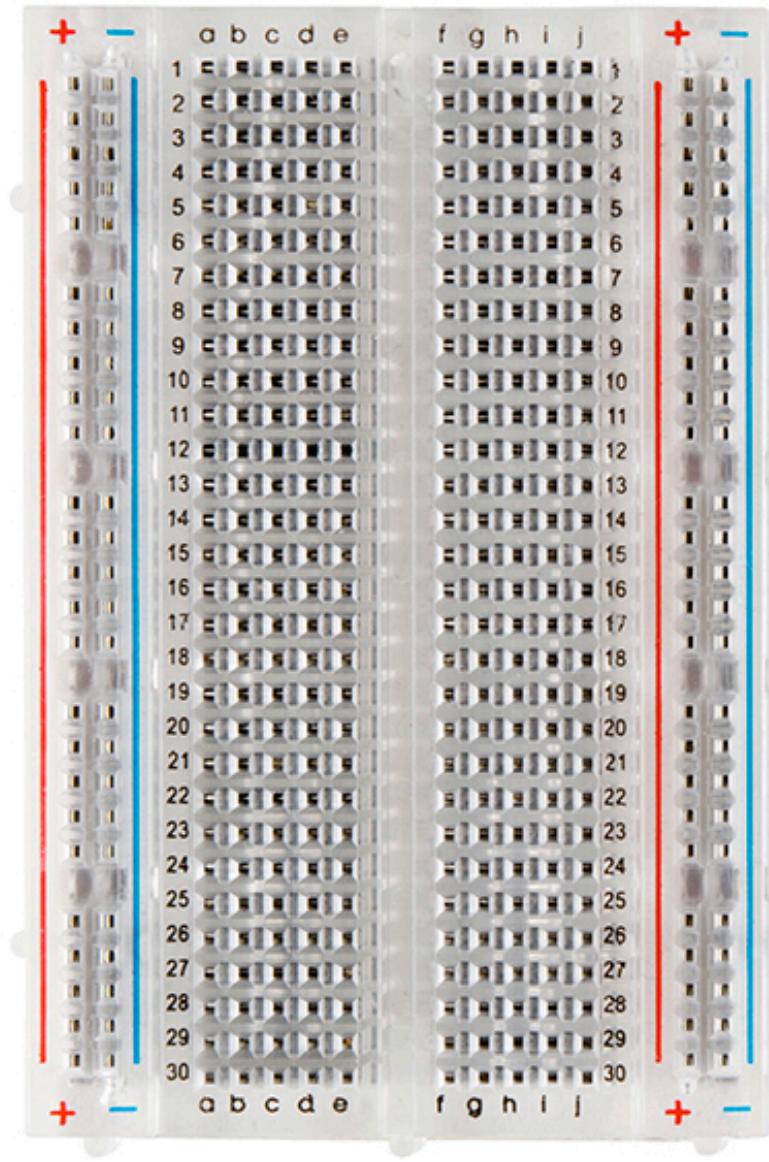


**Current** flows with almost no **resistance** in metal.

Things that are connected by direct metal-on-metal contact share the same **voltage**.



*images from Adafruit*

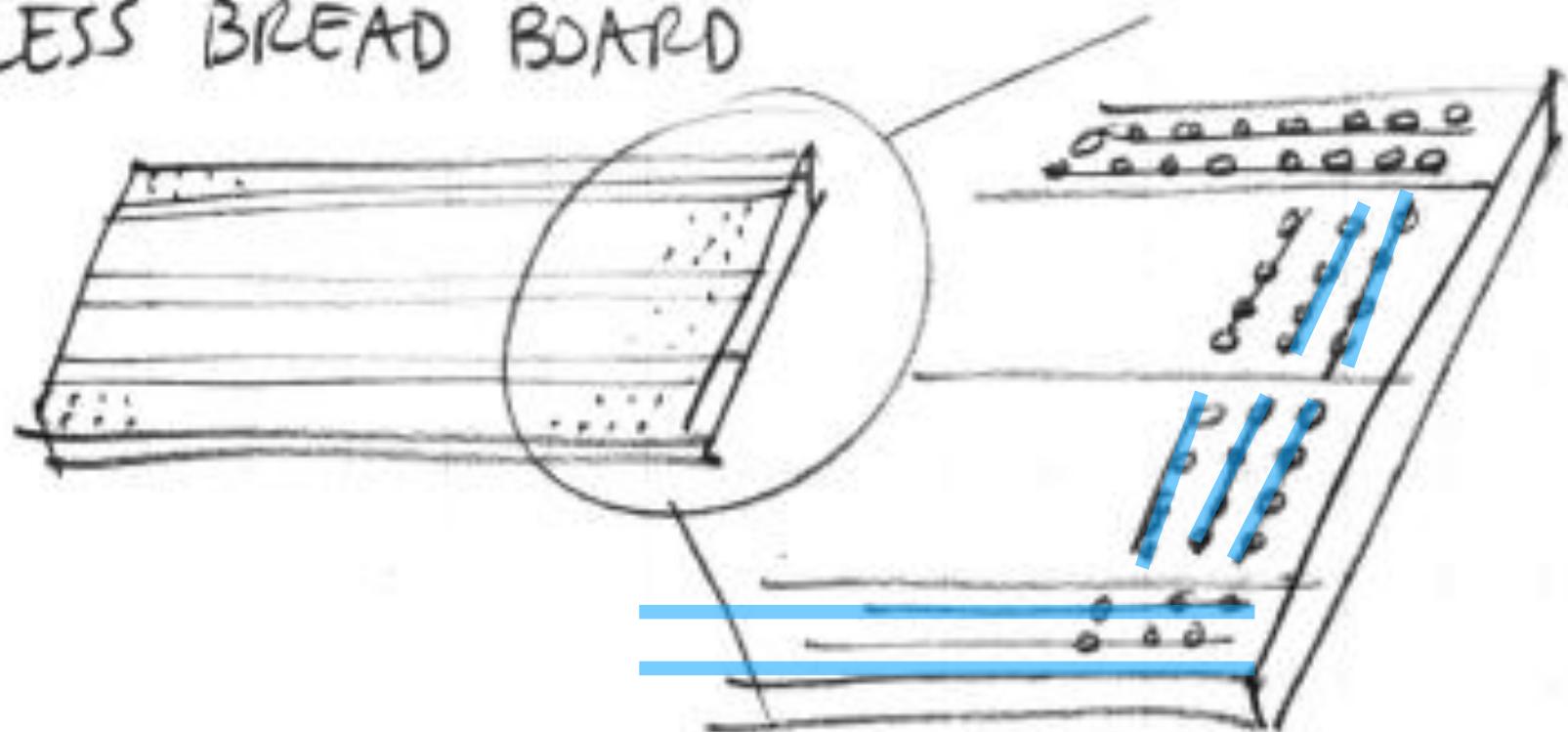


*image from <https://learn.sparkfun.com/tutorials/how-to-use-a-breadboard>*



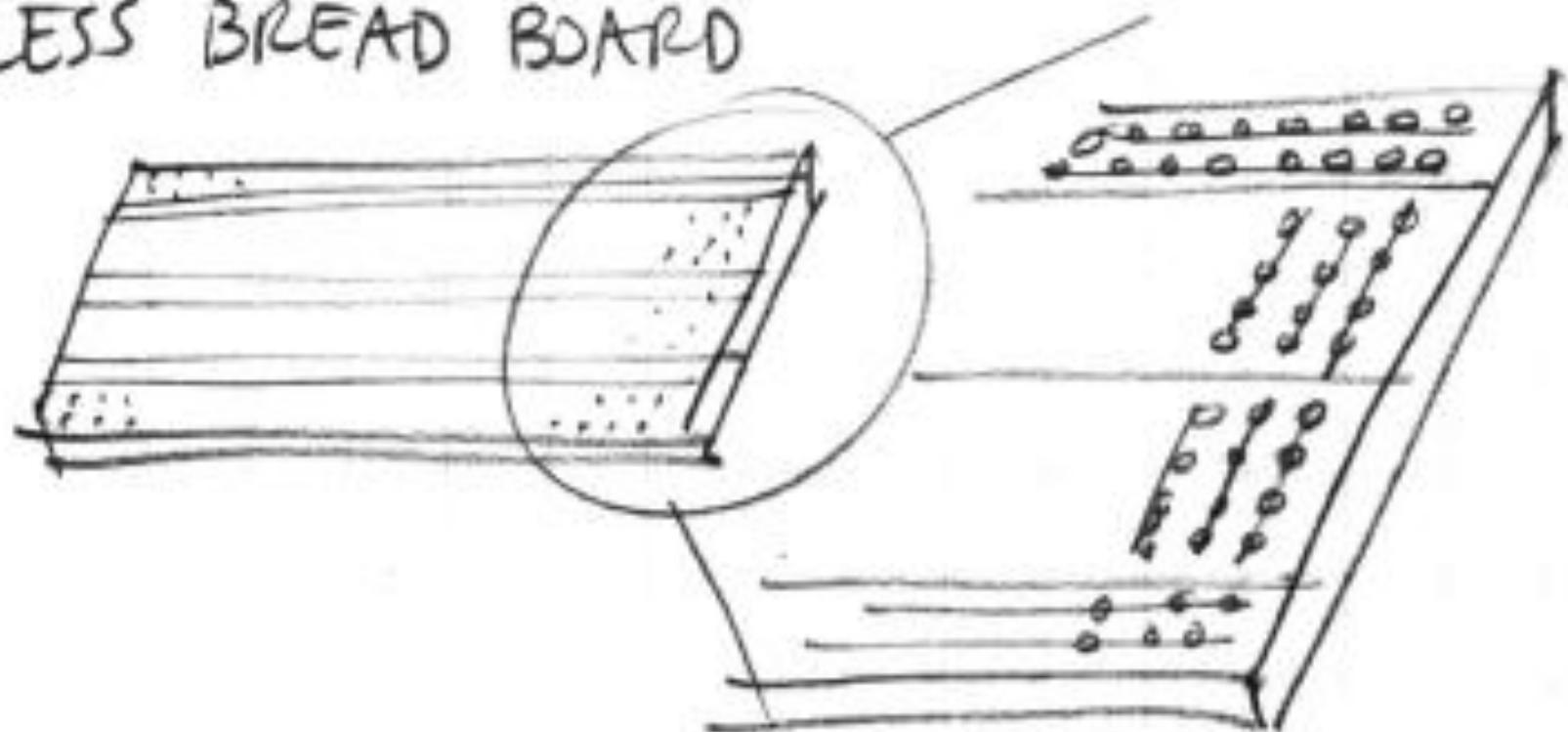
*image from <https://learn.sparkfun.com/tutorials/how-to-use-a-breadboard>*

# SOLDER-LESS BREAD BOARD



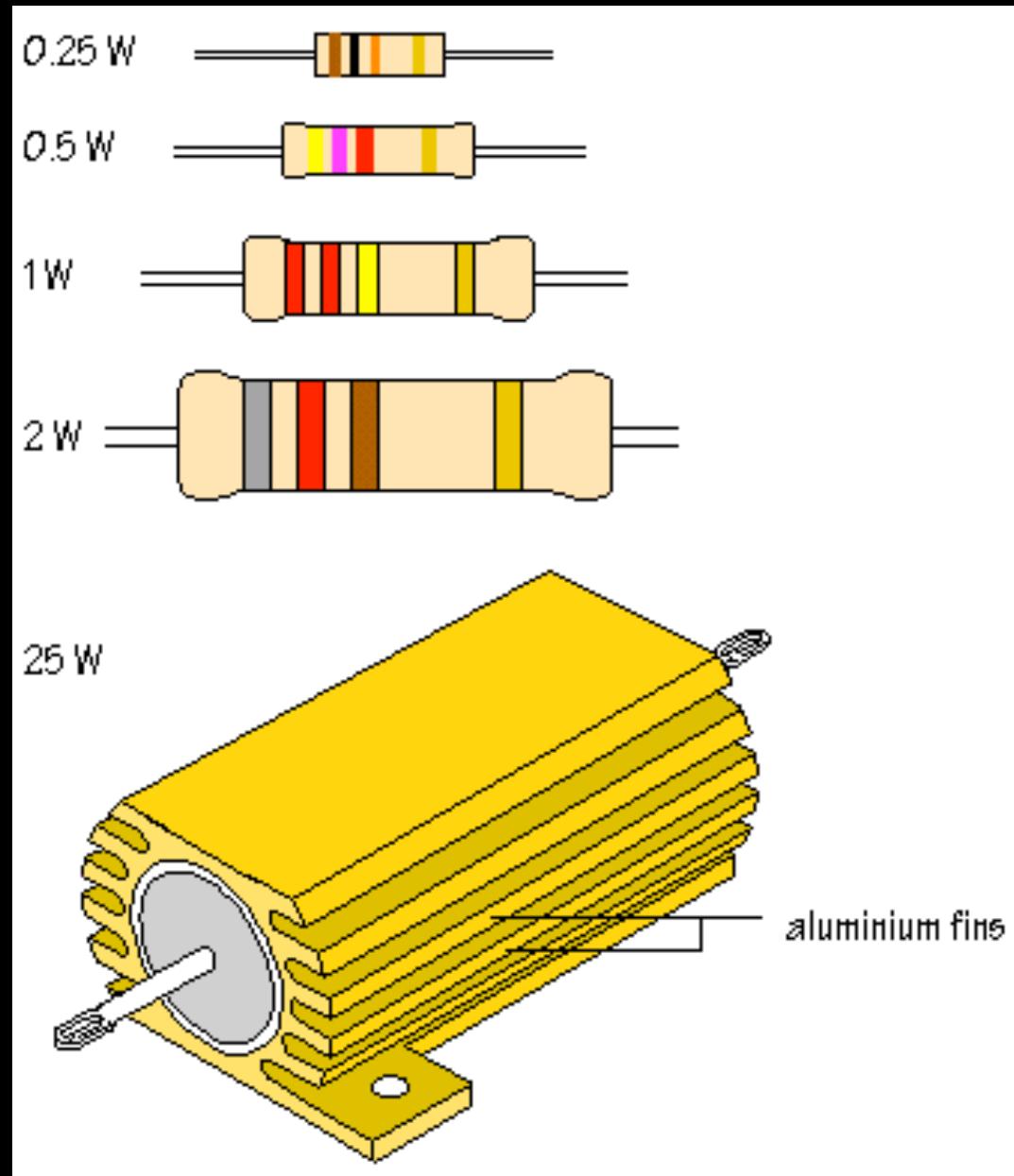
*sketch by Bill Verplank*

# SOLDER-LESS BREAD BOARD



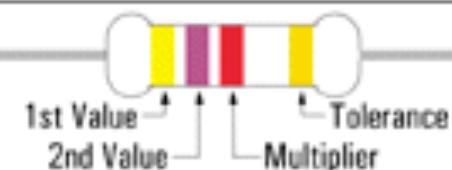
*sketch by Bill Verplank*

Resistance regulates the current in a circuit.



*images from [www.steiniche.dk/](http://www.steiniche.dk/).../resistors-filer*

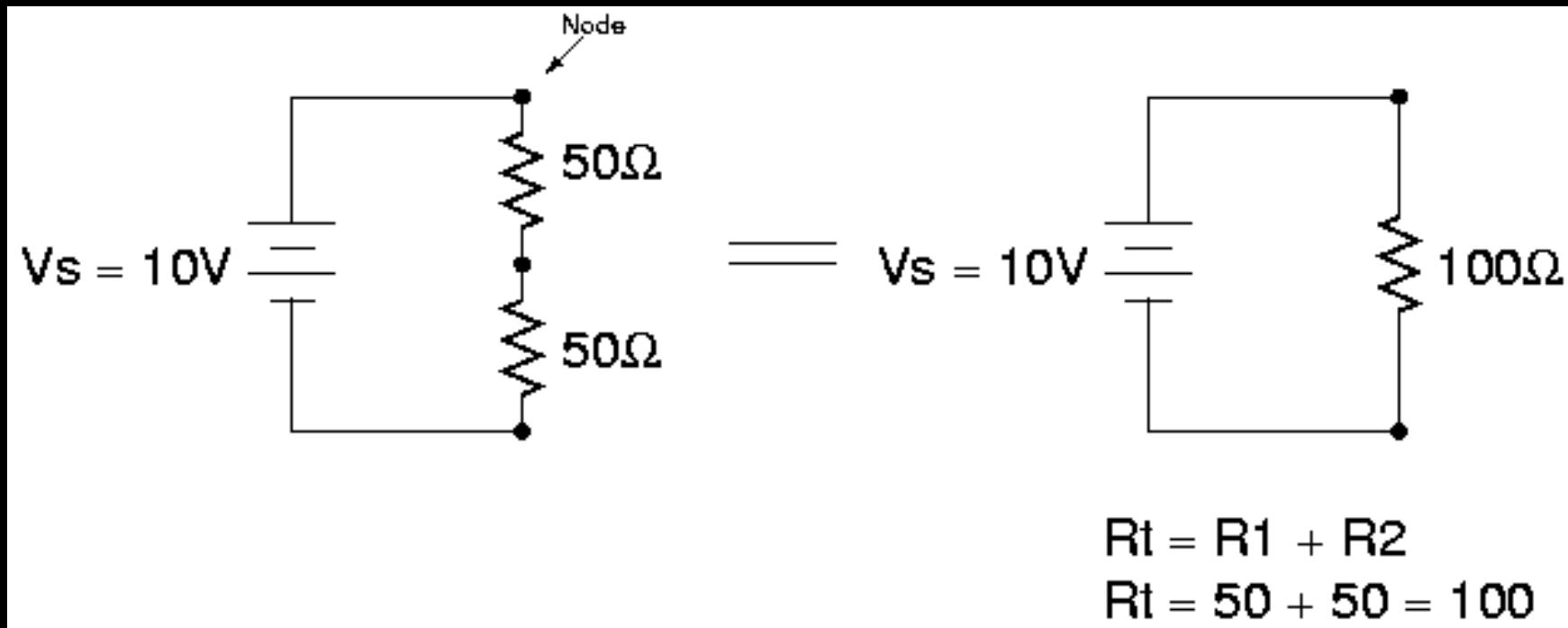
## READING RESISTANCE VALUES



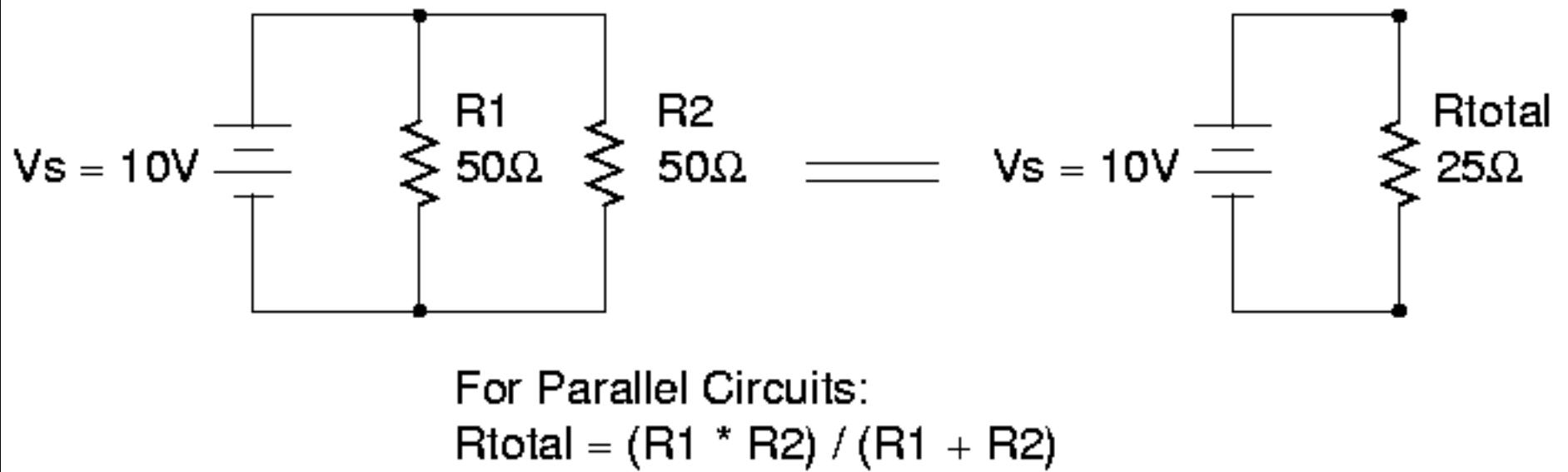
Example: 4 7 x100 -5%  
4700Ω-5%

COLOR	VALUE	MULTIPLIER	TOLERANCE
Black	0	1	-
Brown	1	10	-1%
Red	2	100	-2%
Orange	3	1K	-
Yellow	4	10K	-
Green	5	100K	-.5%
Blue	6	1M	-.25%
Violet	7	10M	-.1%
Gray	8	100M	-.05%
White	9	1000M	-
Gold	-	1/10	-5%
Silver	-	1/100	-10%
None	-	-	-20%

## Resistors in series ADD



Resistors in parallel **DIVIDE**



Ohm's Law states that Voltage = Current X Resistance

$$V=IR$$

Watt's Law states that Power = Voltage x Current

$$P=VI=I^2R$$

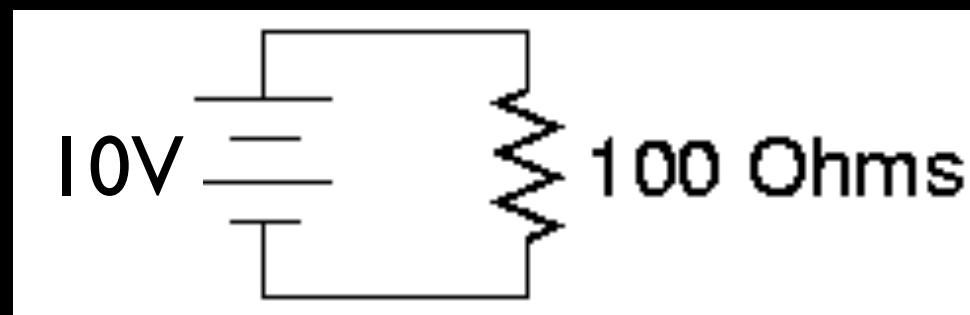
$$V=IR$$

$$P=VI$$

$$V=?$$

$$I=?$$

$$P=?$$



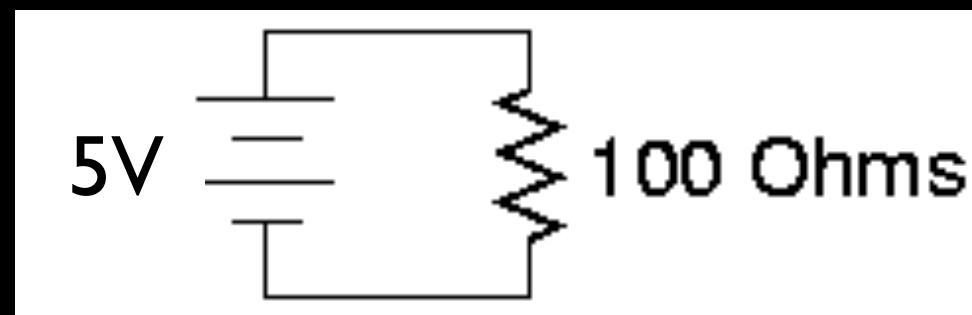
$$V=IR$$

$$P=VI$$

$$V=?$$

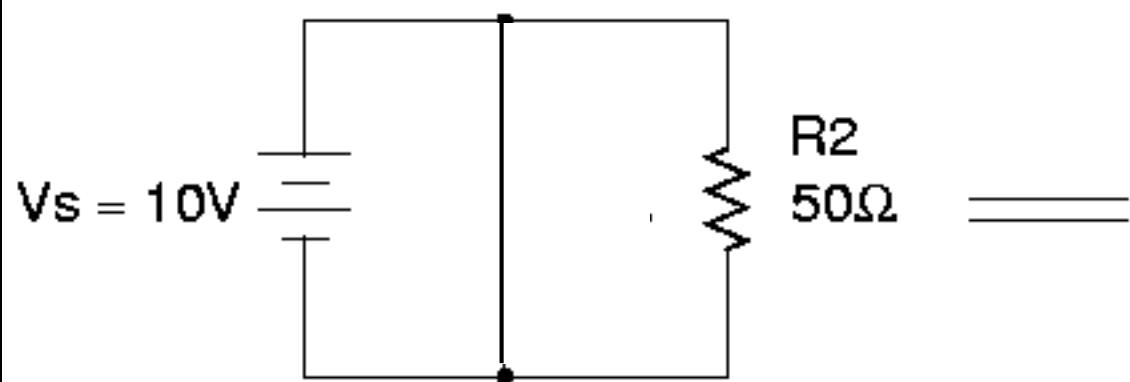
$$I=?$$

$$P=?$$



What is a **SHORT CIRCUIT???**

Why is this bad?



For Parallel Circuits:  
 $R_{total} = (R_1 * R_2) / (R_1 + R_2)$

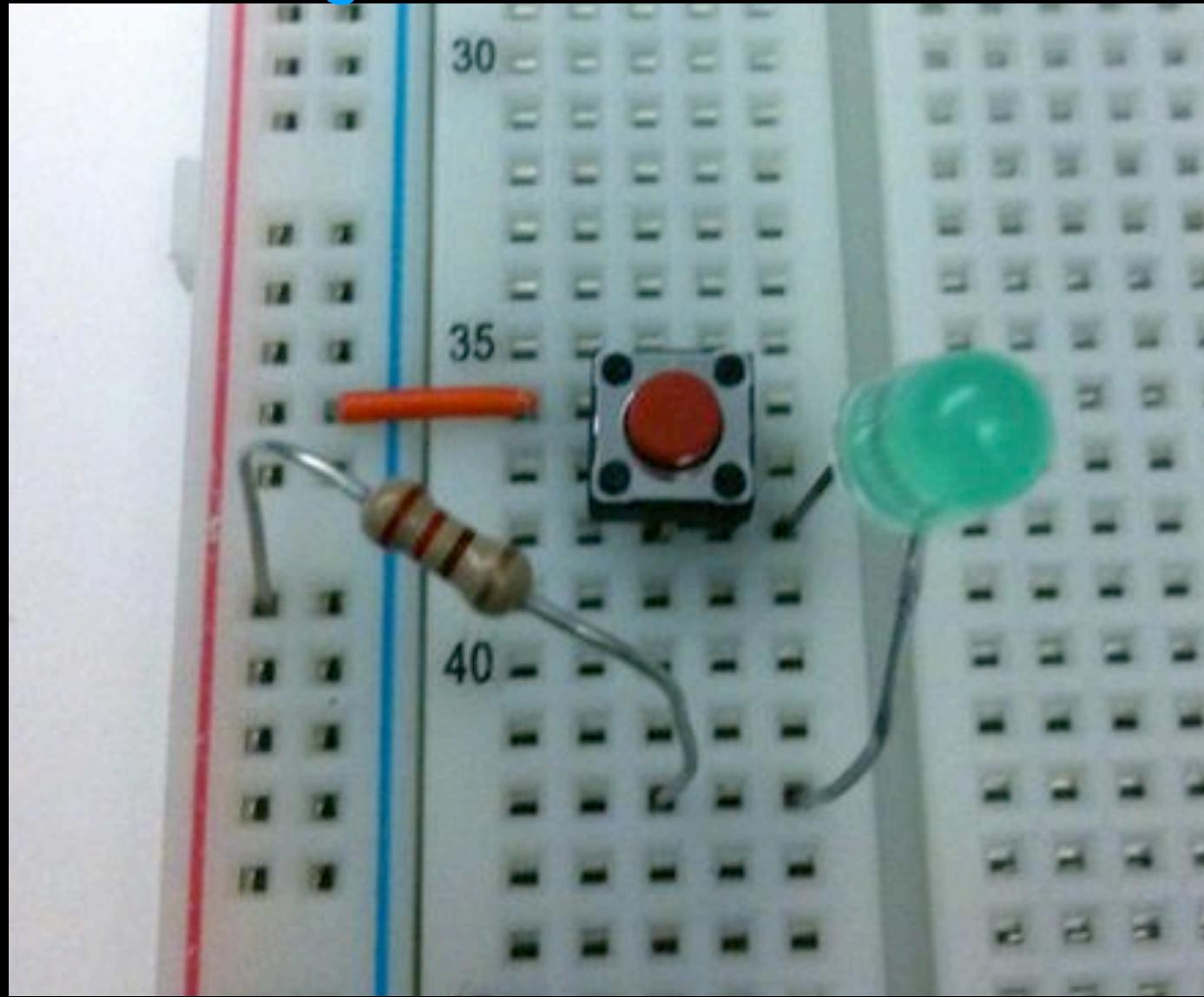
$$V=IR$$

$$I=V/R$$

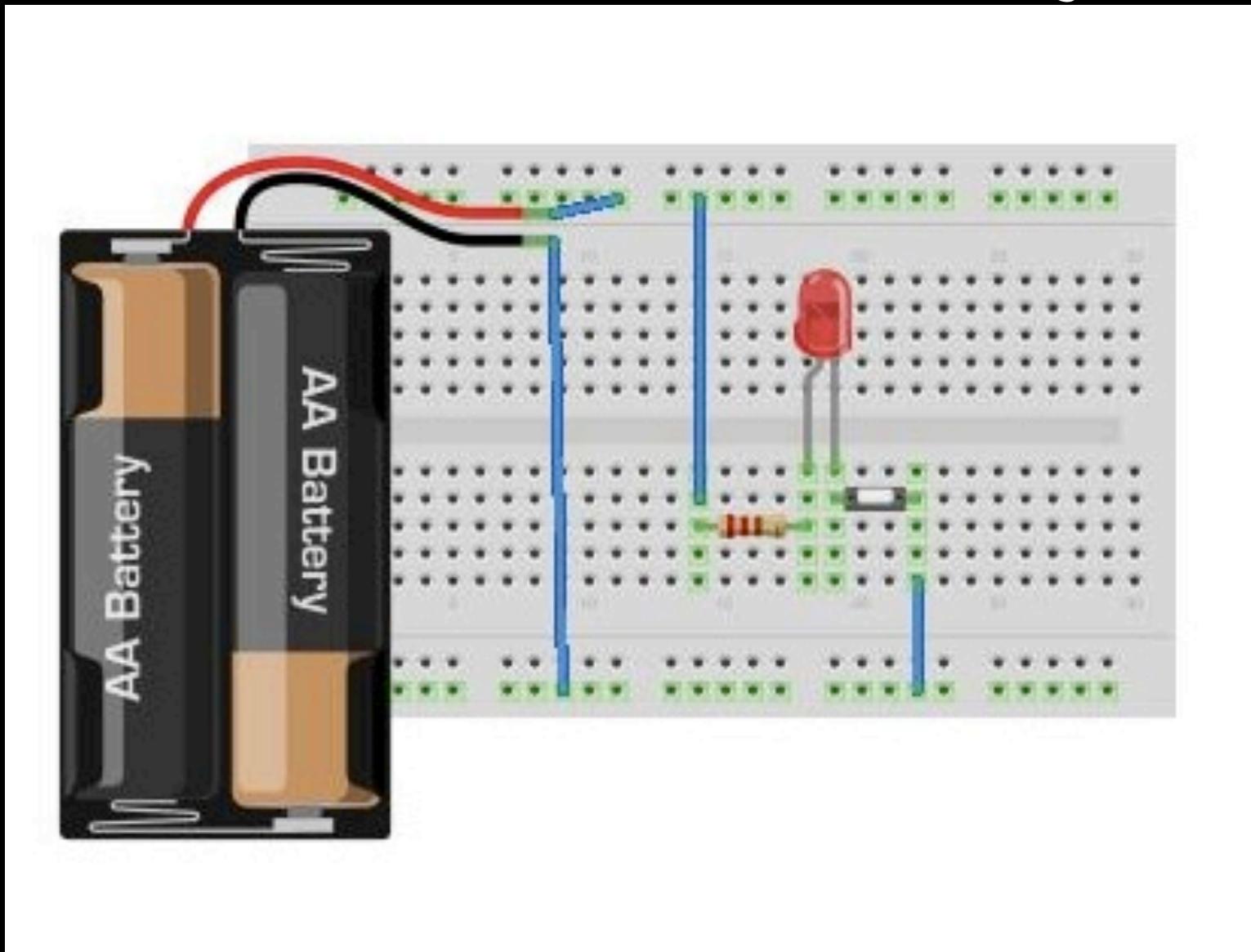
If  $R=0$ ,  $I = \infty$

**DON'T SHORT POWER TO GROUND**

# A Tour through a Pushbutton LED circuit

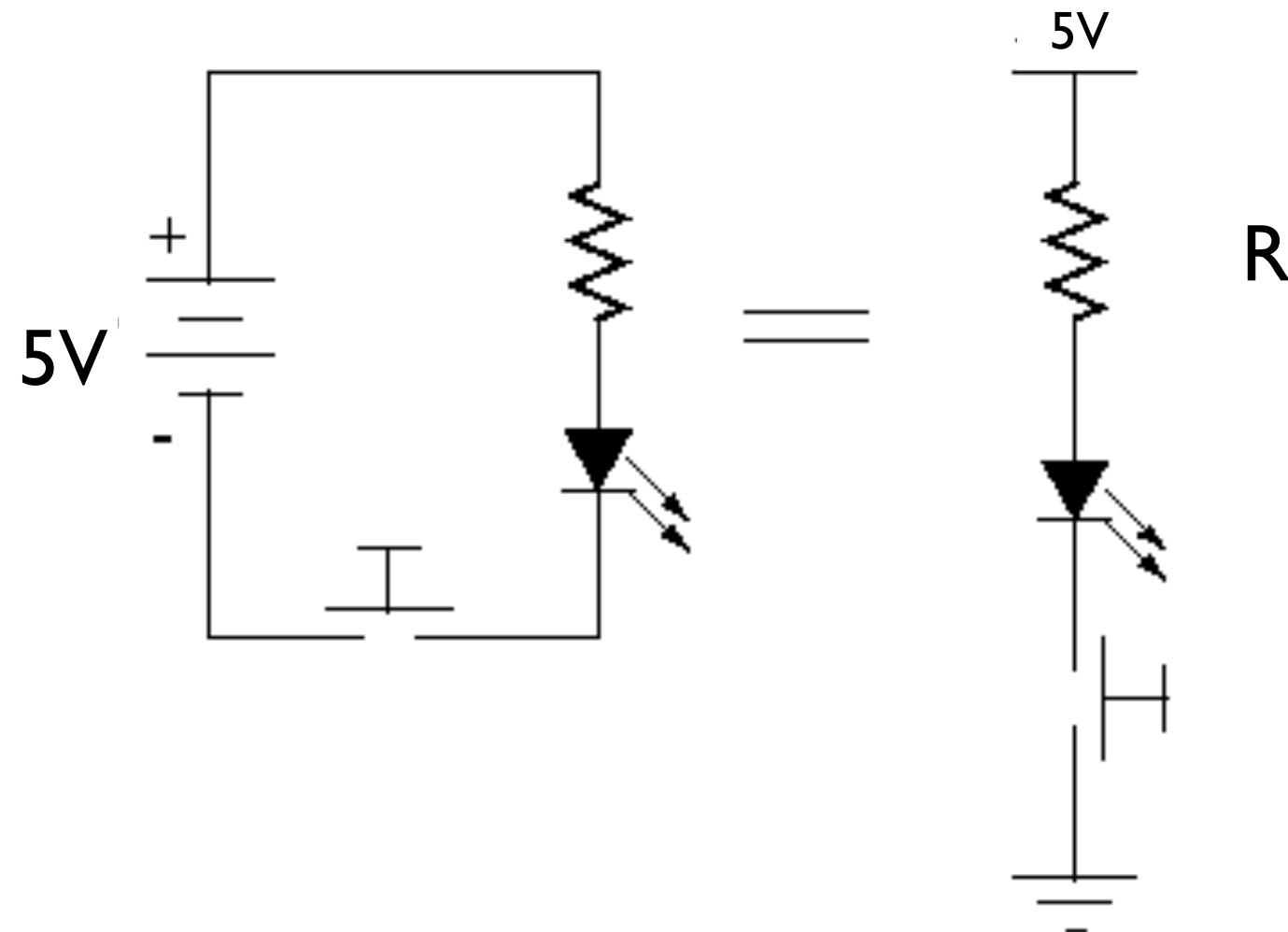


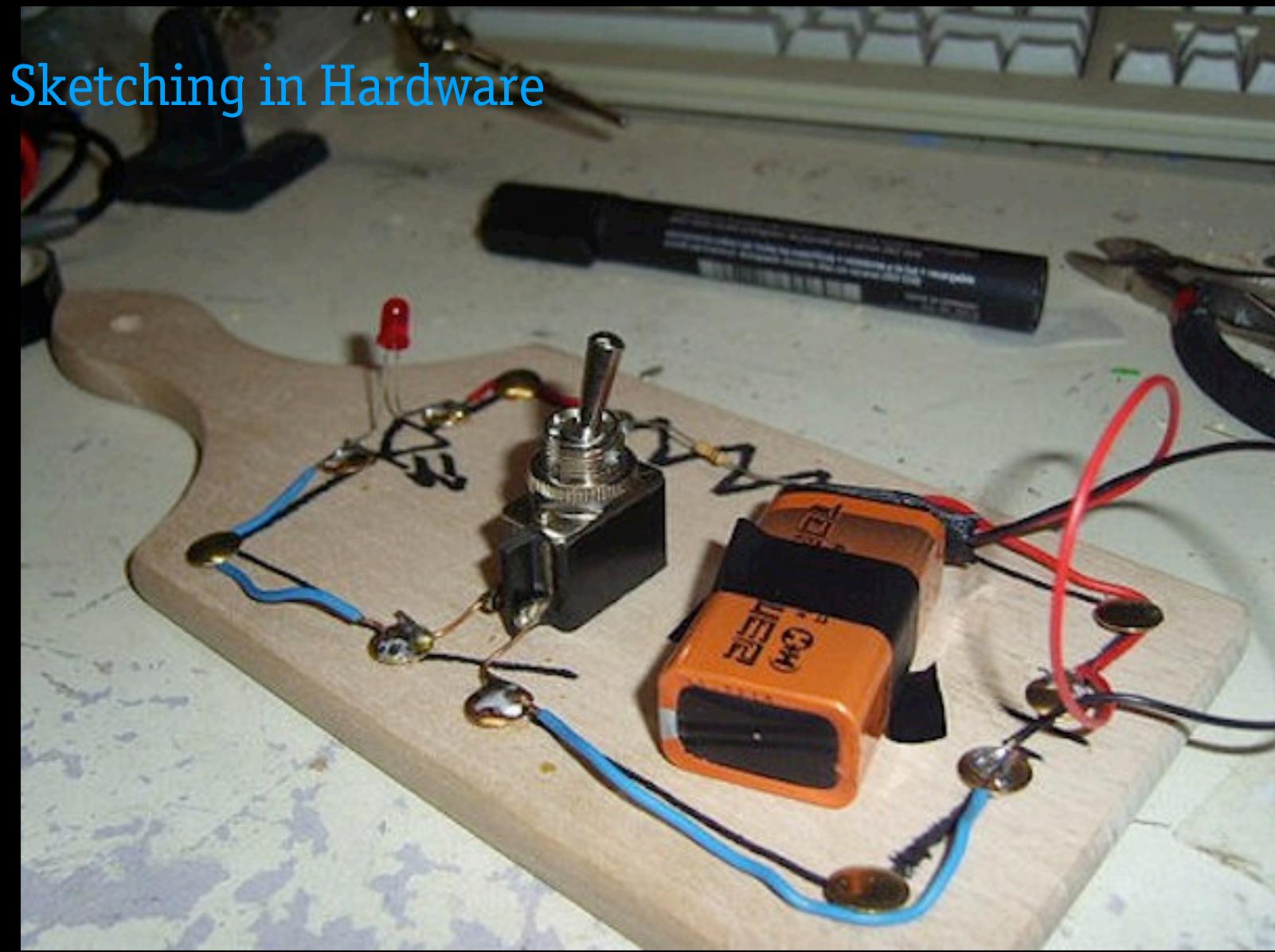
## Pushbutton LED circuit breadboard drawing



*diagram made in Fritzing*

## Equivalent Pushbutton LED circuit

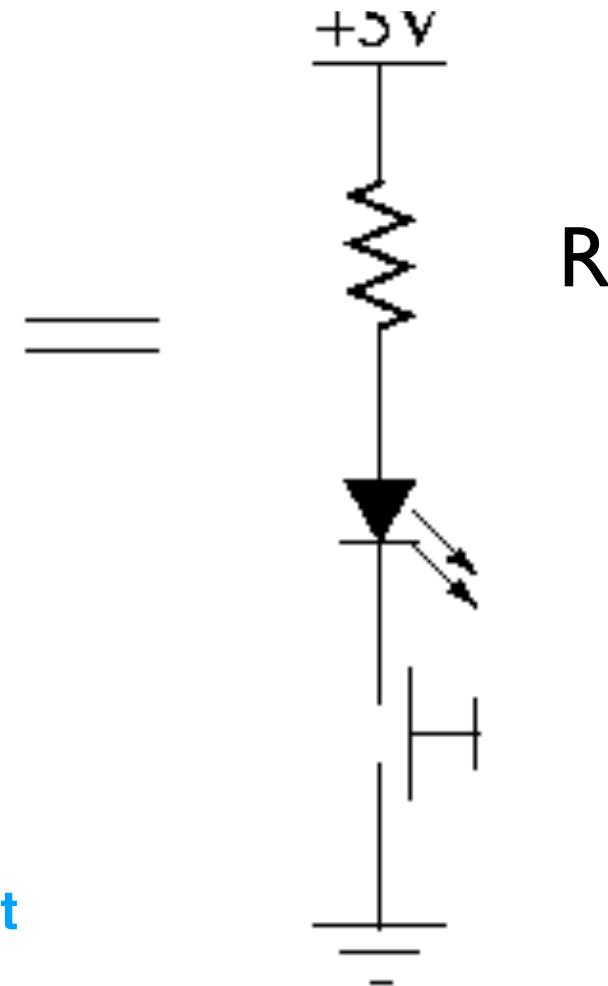
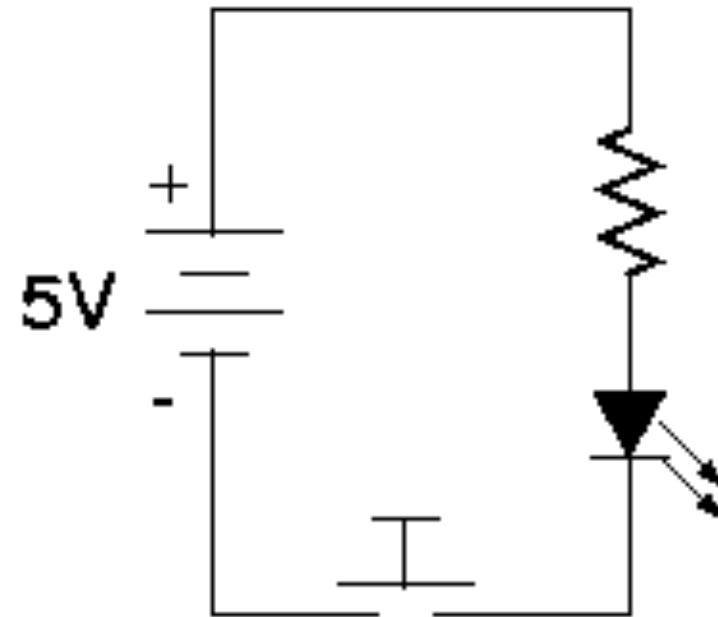




*image from <https://learn.sparkfun.com/tutorials/how-to-use-a-breadboard>*

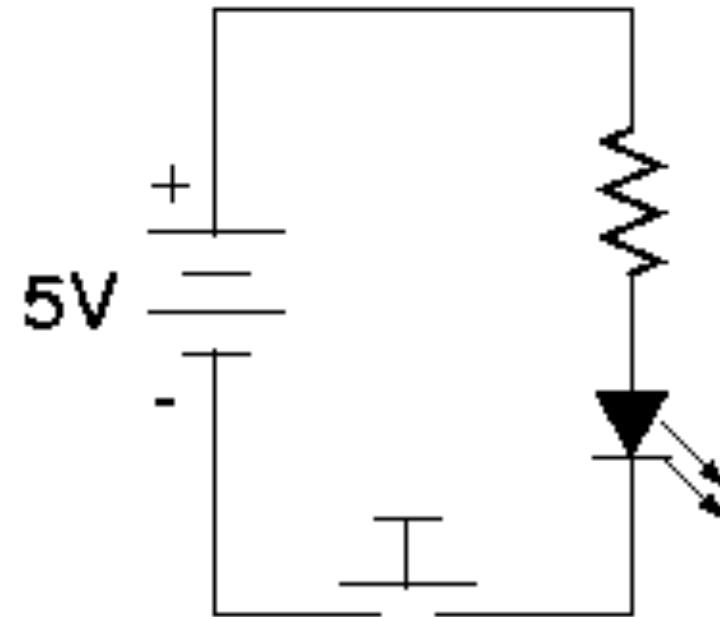
*originally from <http://www.instructables.com/id/Use-a-real-Bread-Board-for-prototyping-your-circui/>*

## KIRCHHOFF'S LAW in the Pushbutton LED circuit

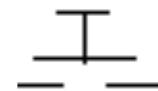
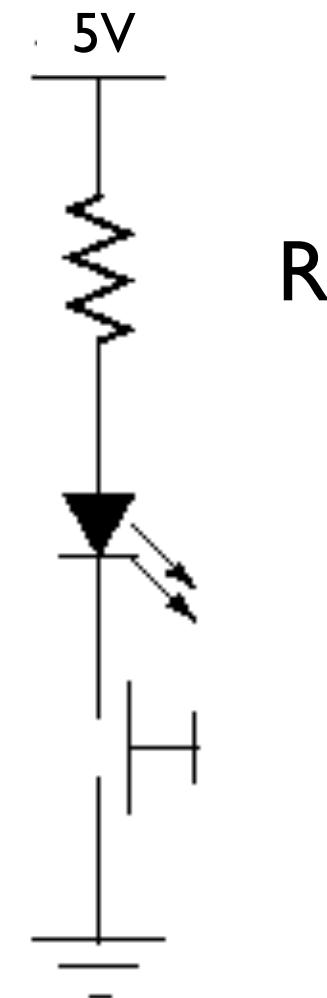


In any 'loop' of a circuit, the voltages must balance: the amount generated = the amount used

## Input in the Pushbutton LED circuit



=

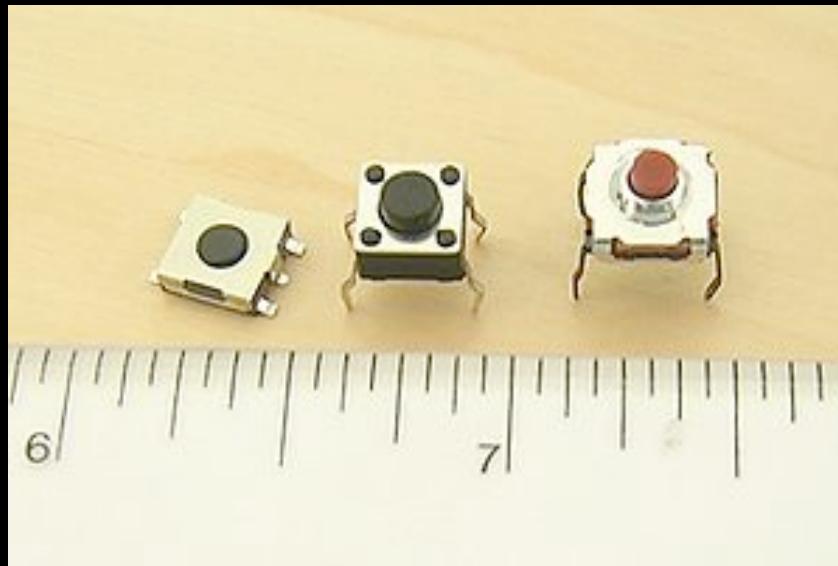


Normally Open Button



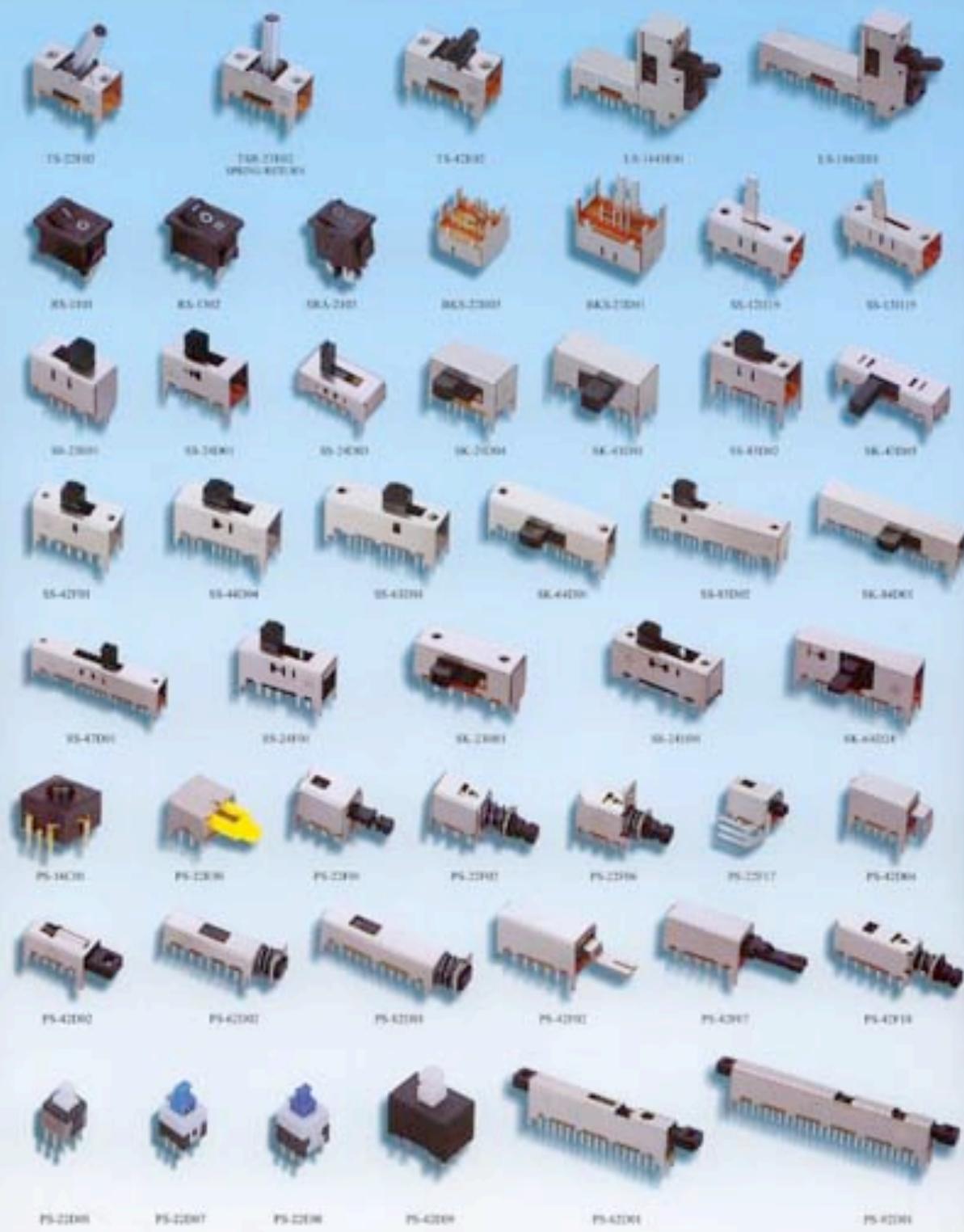
Normally Closed Button

# Switches/Buttons

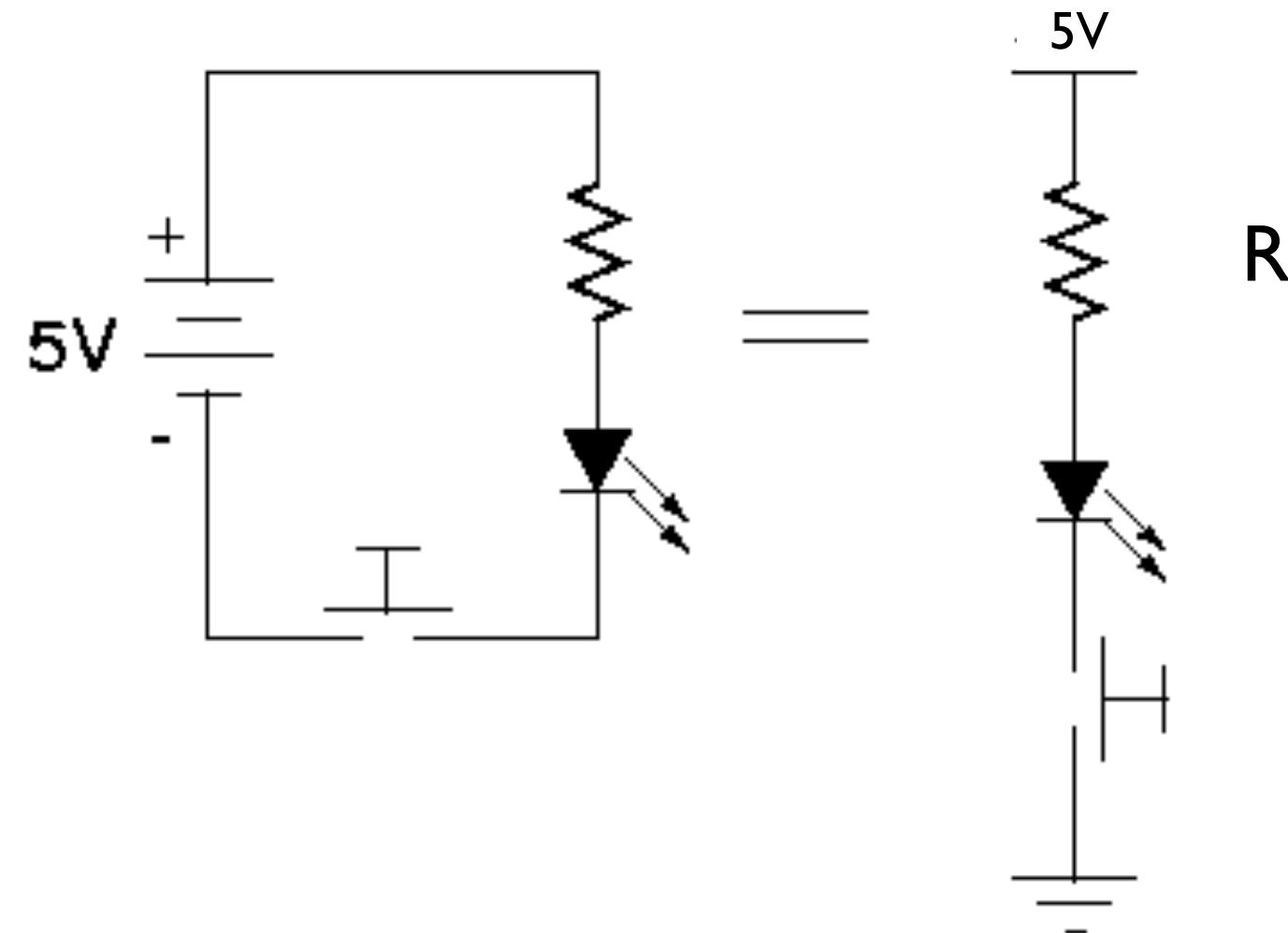


*images from Wikipedia*

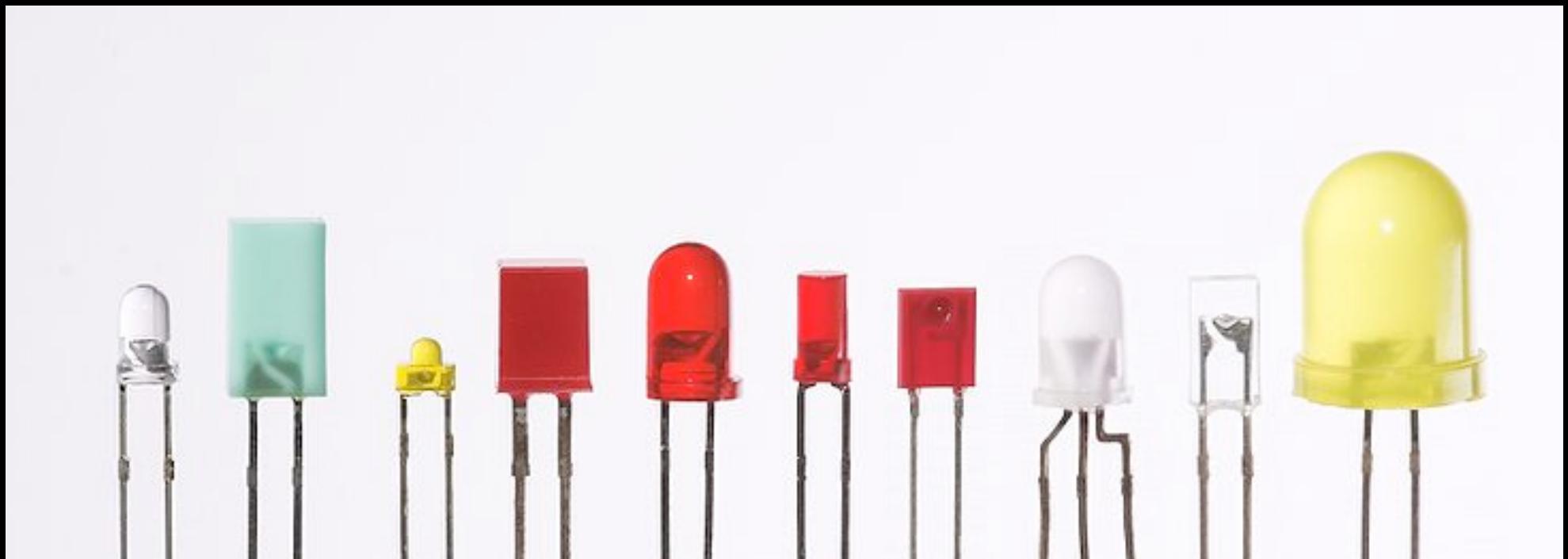
# Switches/Buttons



## Output in the Pushbutton LED circuit



# LEDs



*images from Wikipedia*

# LED datasheet

**Kingbright**

T-1 3/4 (5mm) SOLID STATE LAMP

Part Number: WP7113SRD/D Super Bright Red

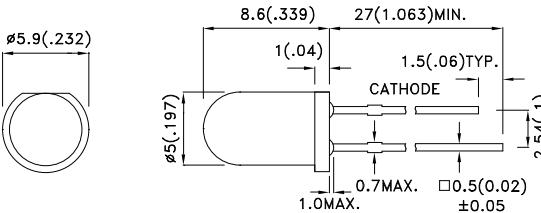
## Features

- LOW POWER CONSUMPTION.
- POPULAR T-1 3/4 DIAMETER PACKAGE.
- GENERAL PURPOSE LEADS.
- RELIABLE AND RUGGED.
- LONG LIFE - SOLID STATE RELIABILITY.
- AVAILABLE ON TAPE AND REEL.
- RoHS COMPLIANT.

## Description

The Super Bright Red source color devices are made with Gallium Aluminum Arsenide Red Light Emitting Diode.

## Package Dimensions



## Notes:

1. All dimensions are in millimeters (inches).
2. Tolerance is ±0.25(0.01") unless otherwise noted.
3. Lead spacing is measured where the leads emerge from the package.
4. Specifications are subject to change without notice.



<https://learn.adafruit.com/all-about-leds/the-led-datasheet>

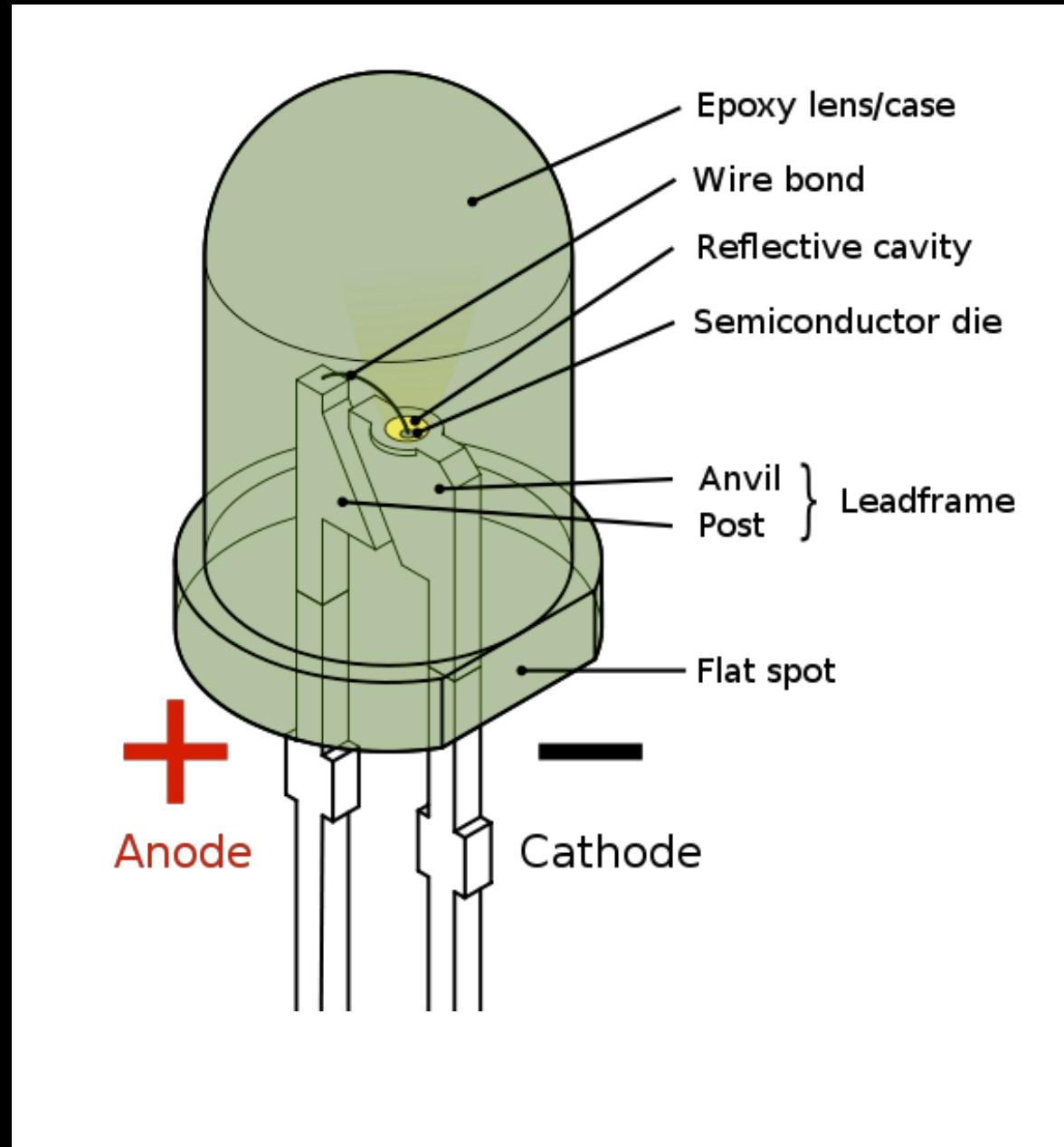
SPEC NO: DSAF2433  
APPROVED: WYNEC

REV NO: V.2  
CHECKED: Allen Liu

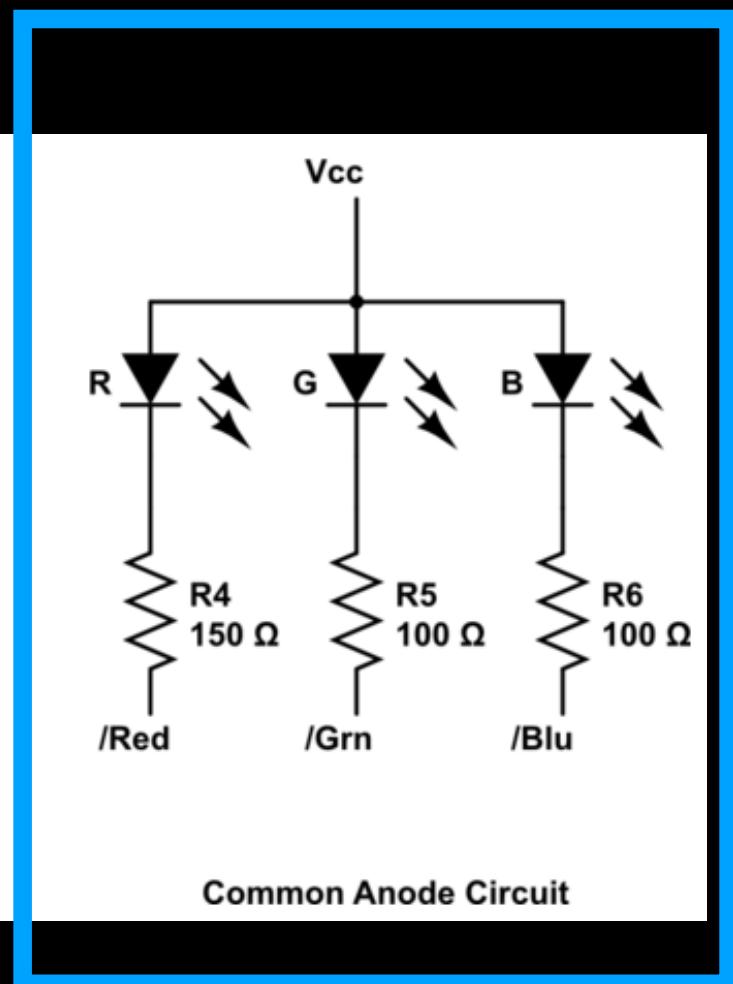
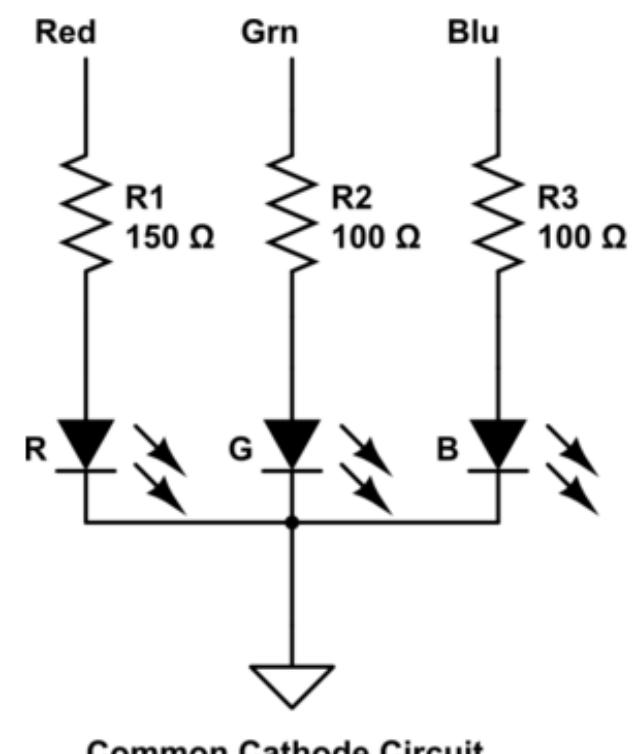
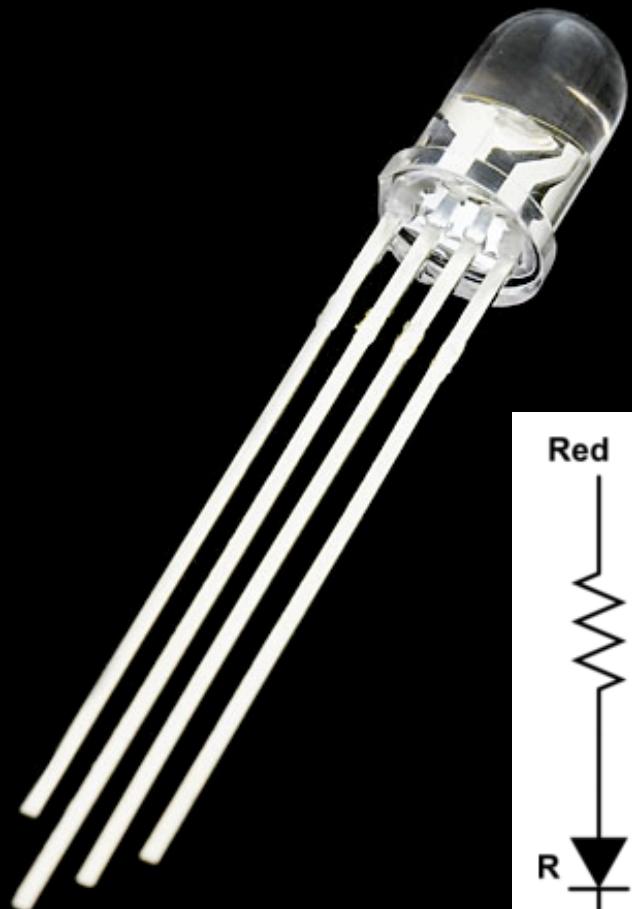
DATE: MAY/11/2007  
DRAWN: Y.L.LI

PAGE: 1 OF 6  
ERP: 1101005271-02

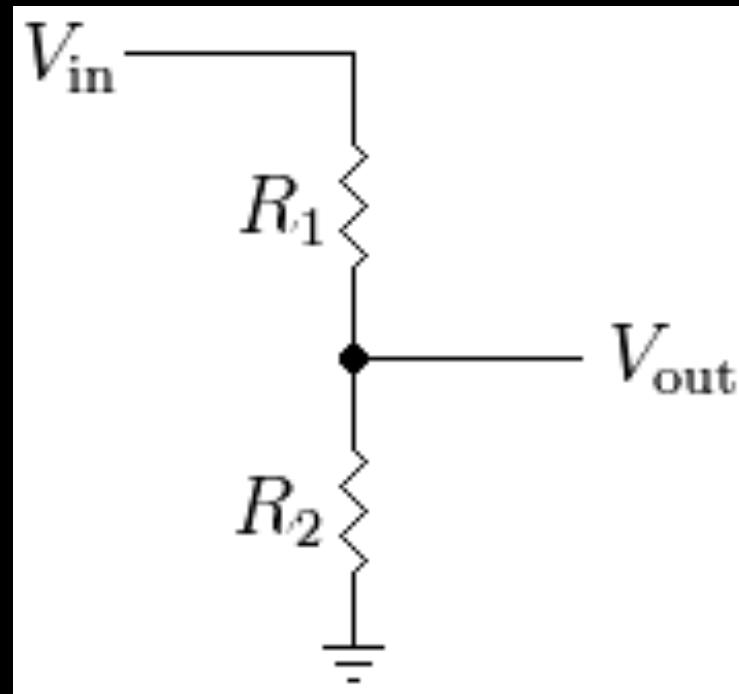
## Inside LEDs



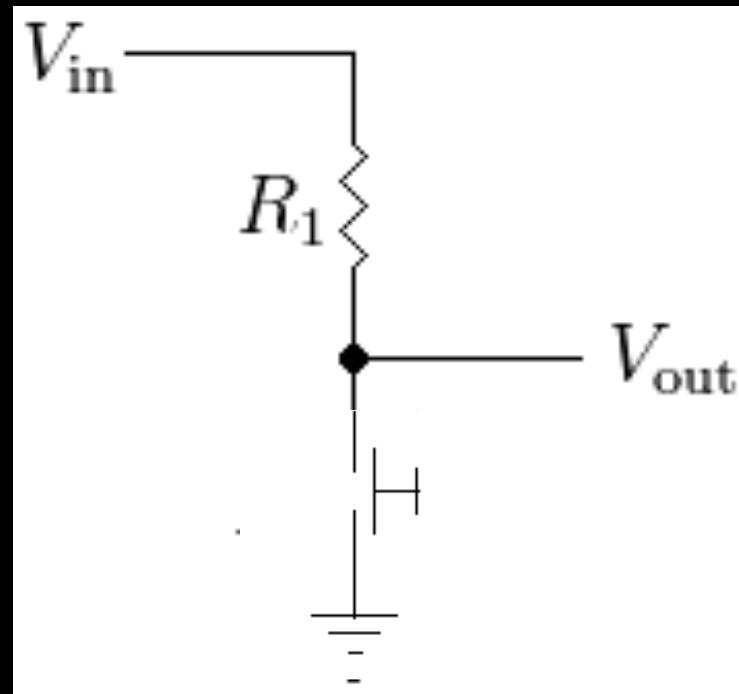
# RGB LEDs



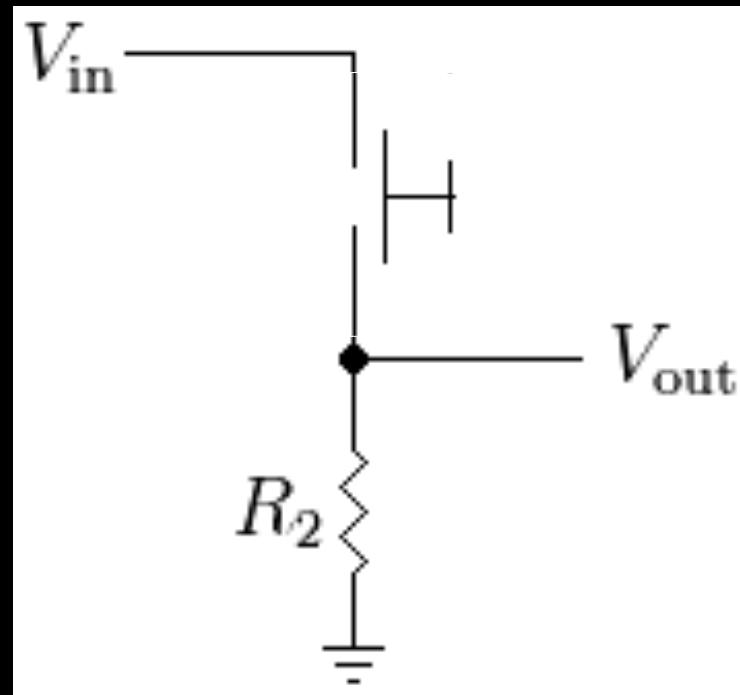
# VOLTAGE DIVIDER CIRCUIT



# PULL UP RESISTOR



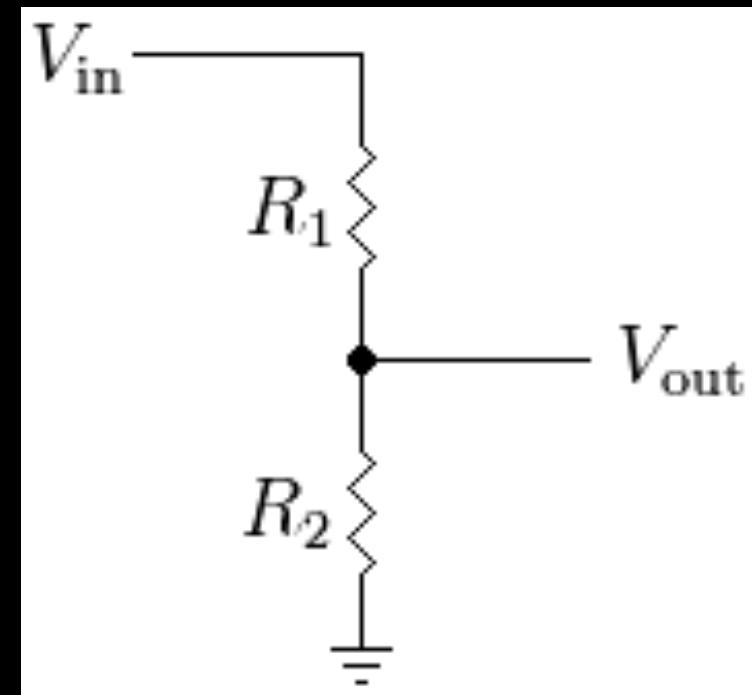
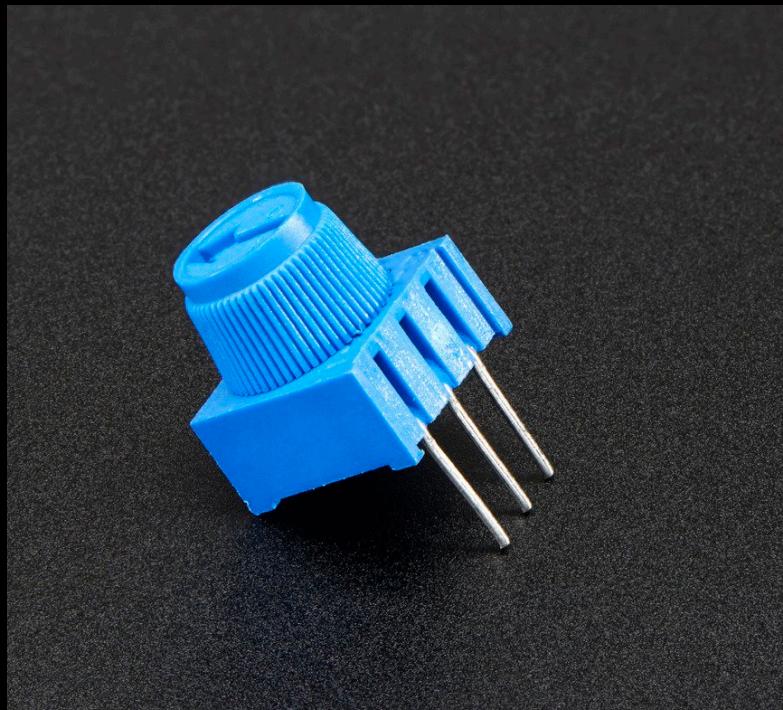
# PULL DOWN RESISTOR



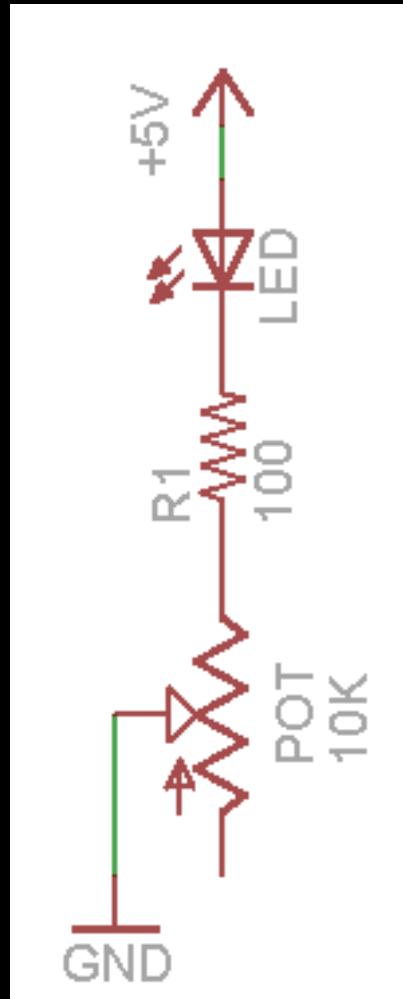
# Adjusting the brightness of your LEDs

A **potentiometer** is a variable resistor,

a voltage divider in a package.



# Adjusting the brightness of your LEDs



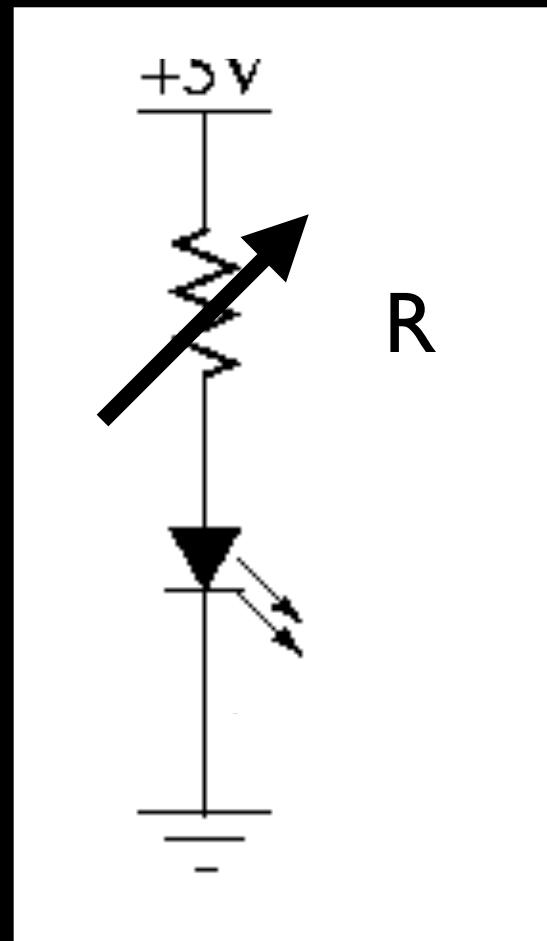
The LED is a diode, with a fixed voltage drop.

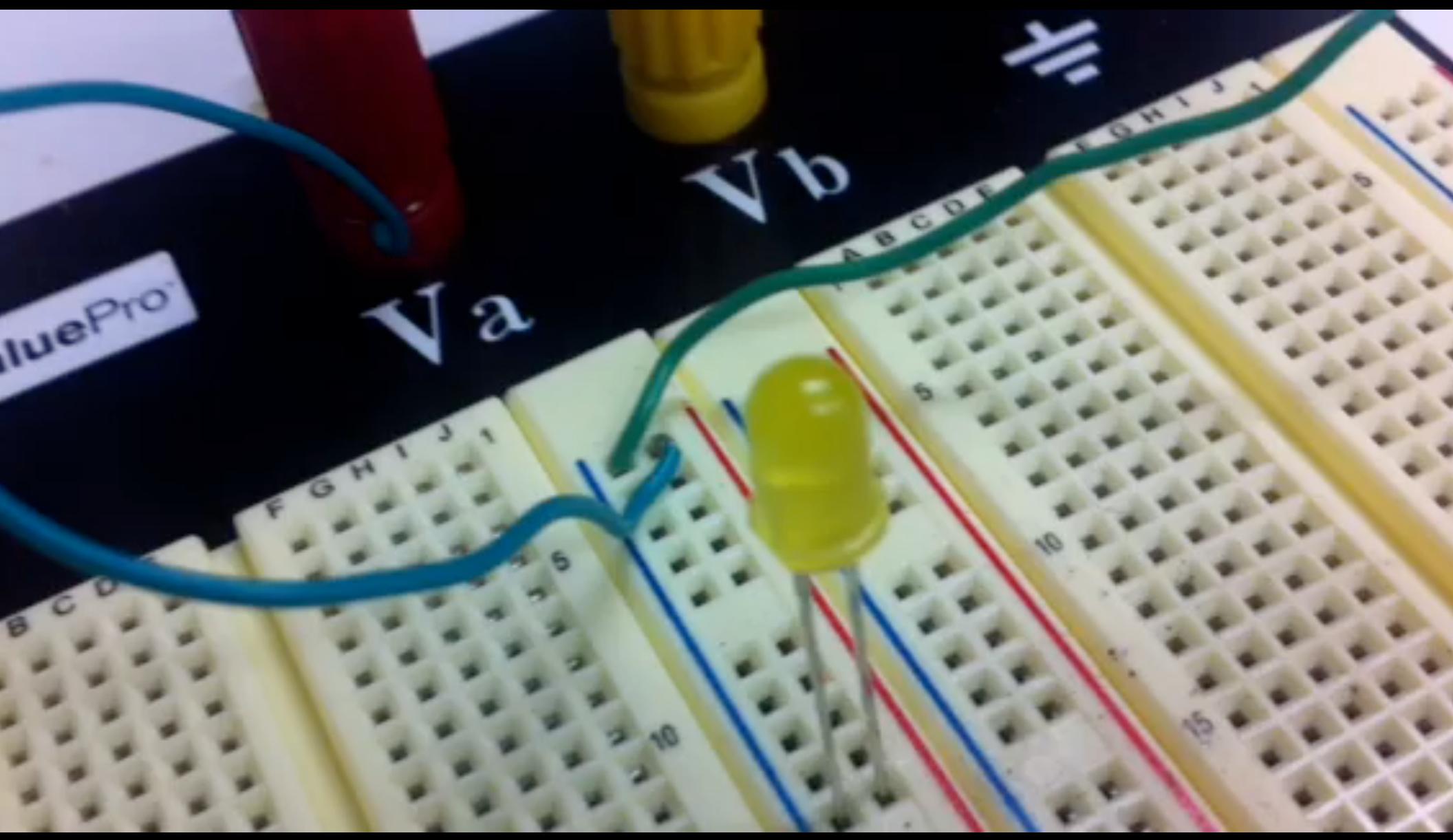
The Current is set by the series resistor

The brightness of the LED is a function of the current, created by the resistance.

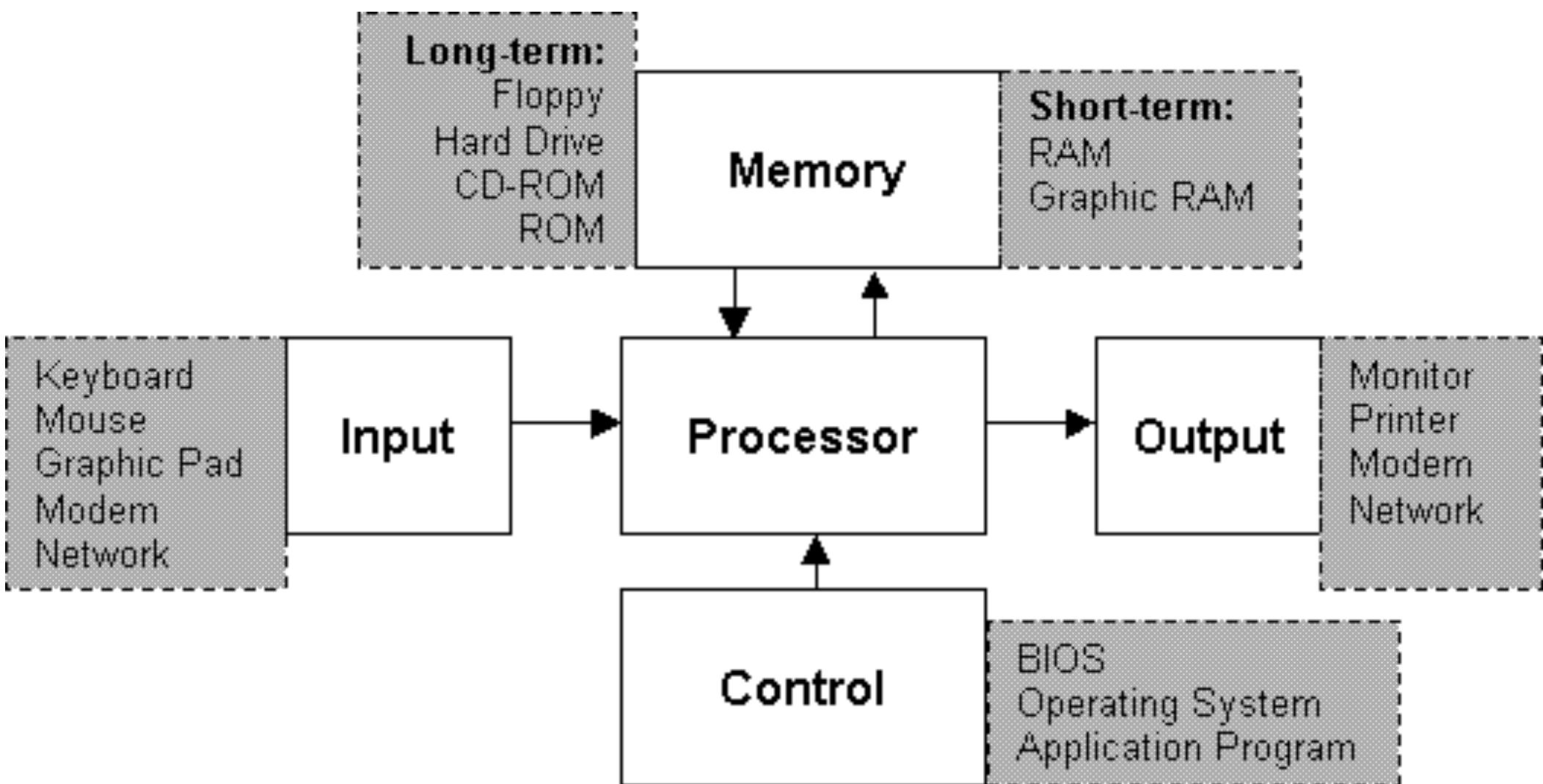
$$I = V/R$$

# Why is this a **BAD** circuit?





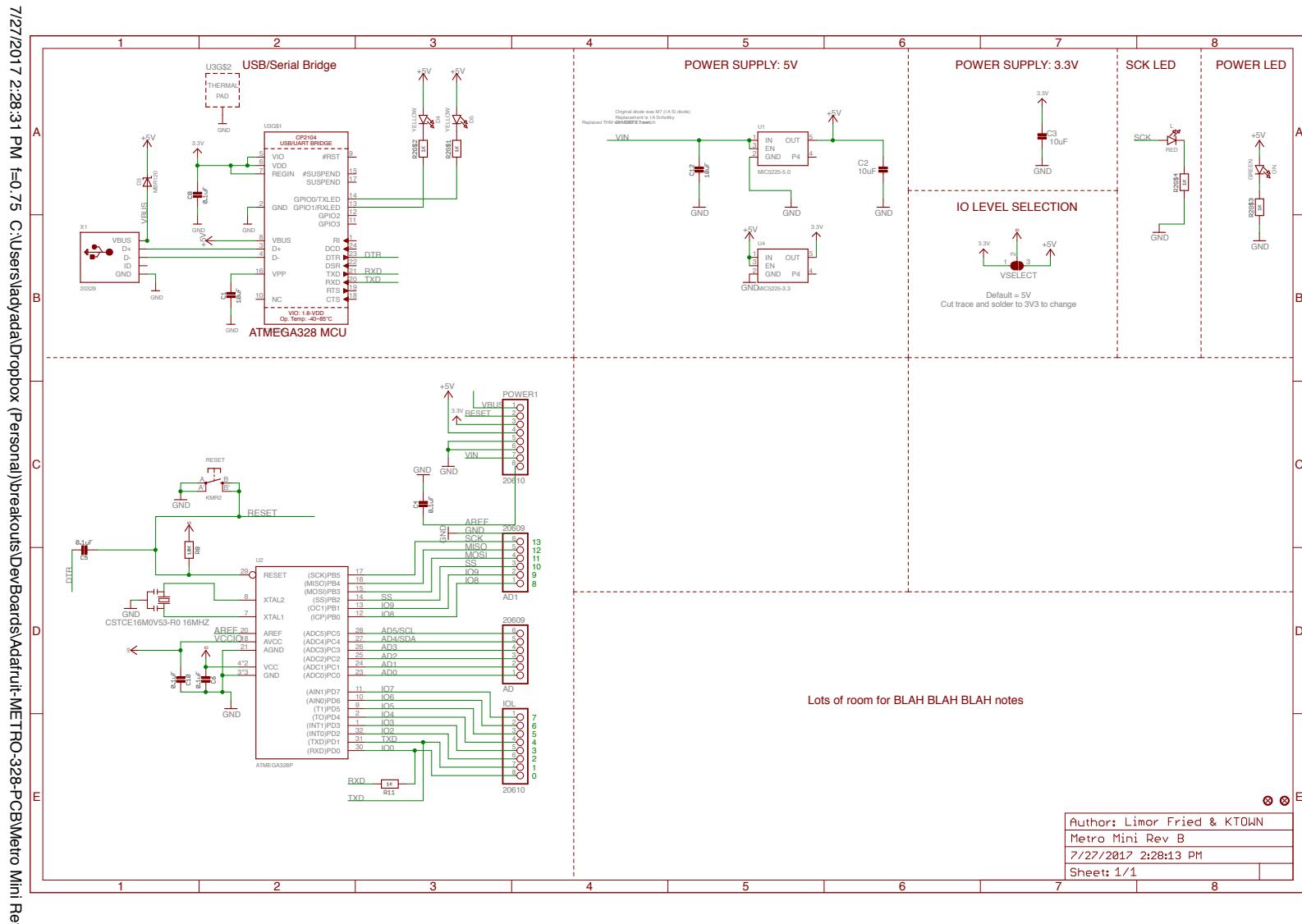
Microcontrollers are  
very small computers



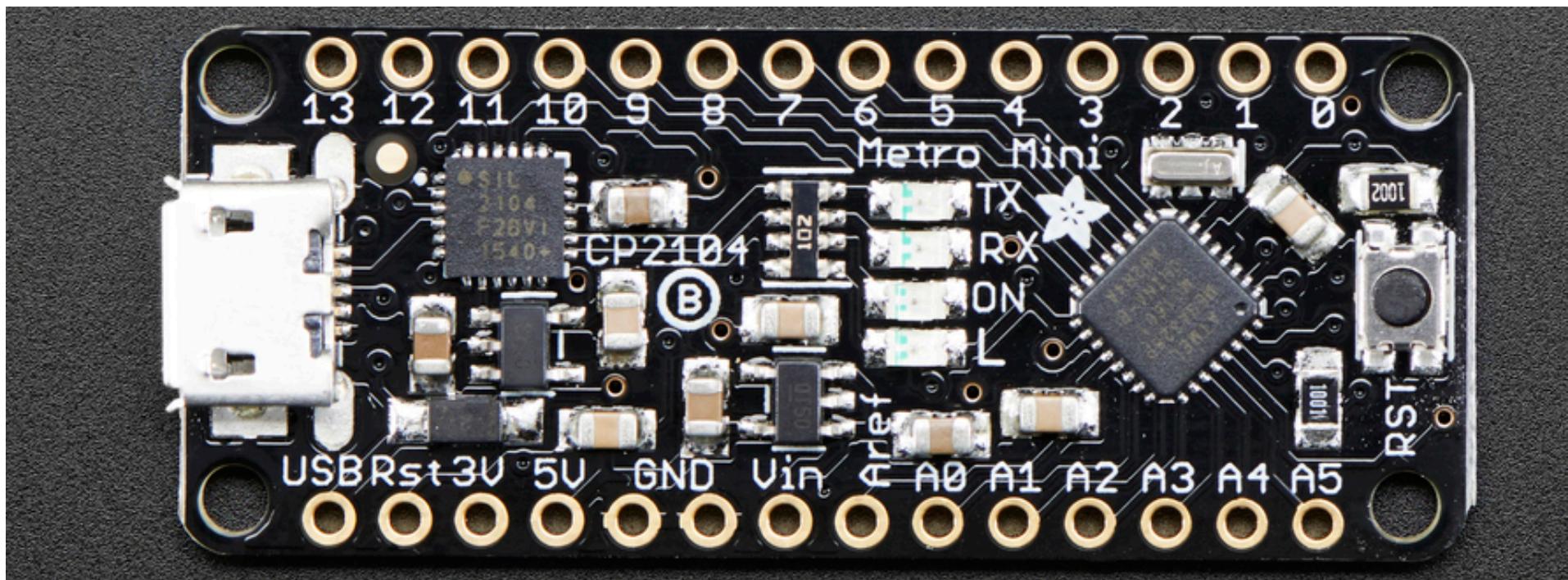
We are using Arduino.

This is a family of  
microcontroller boards and an  
associated integrated  
development environment  
(IDE)

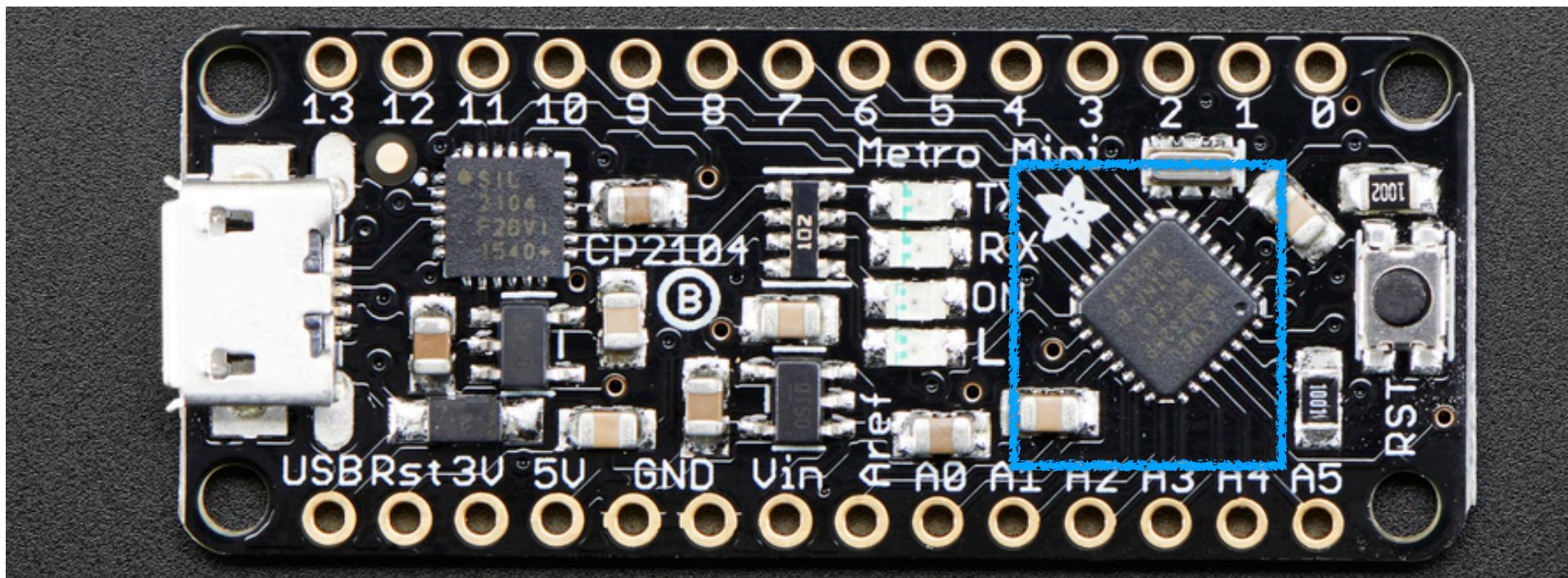
# Schematic

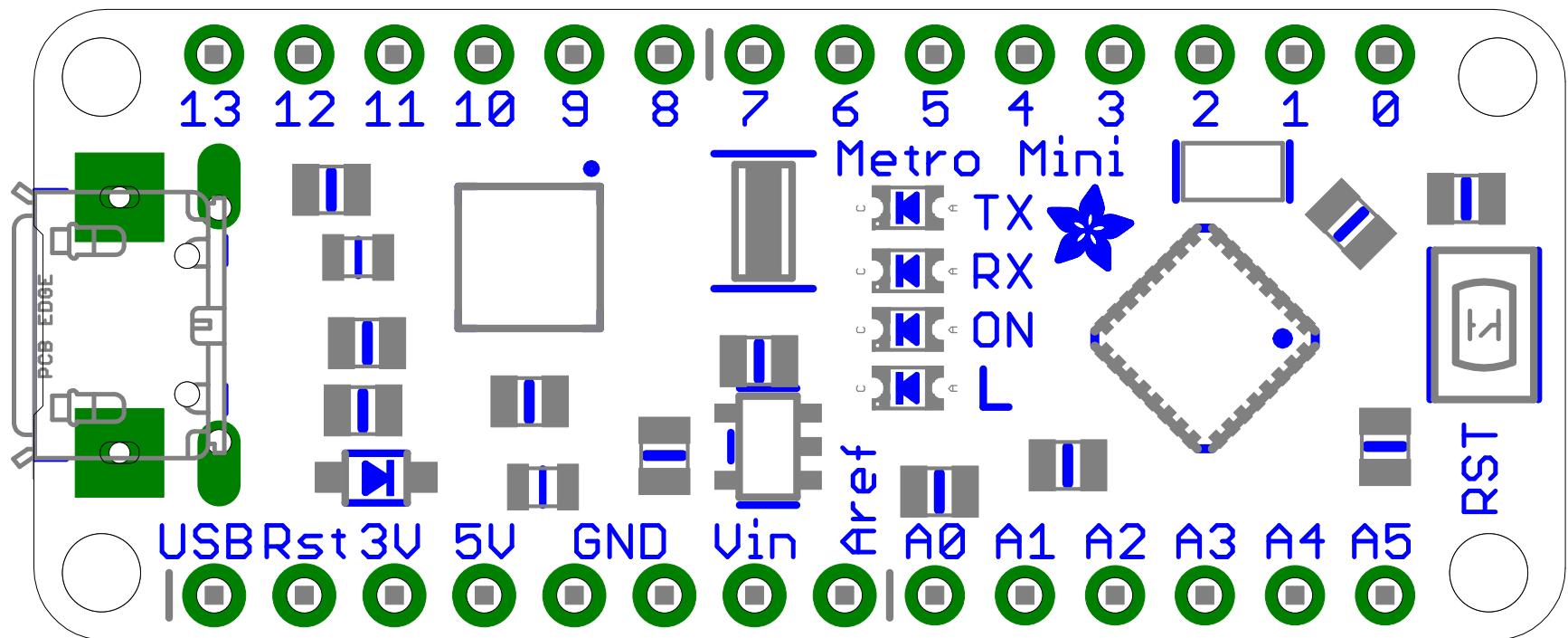


## Physical Hardware



# Microcontroller



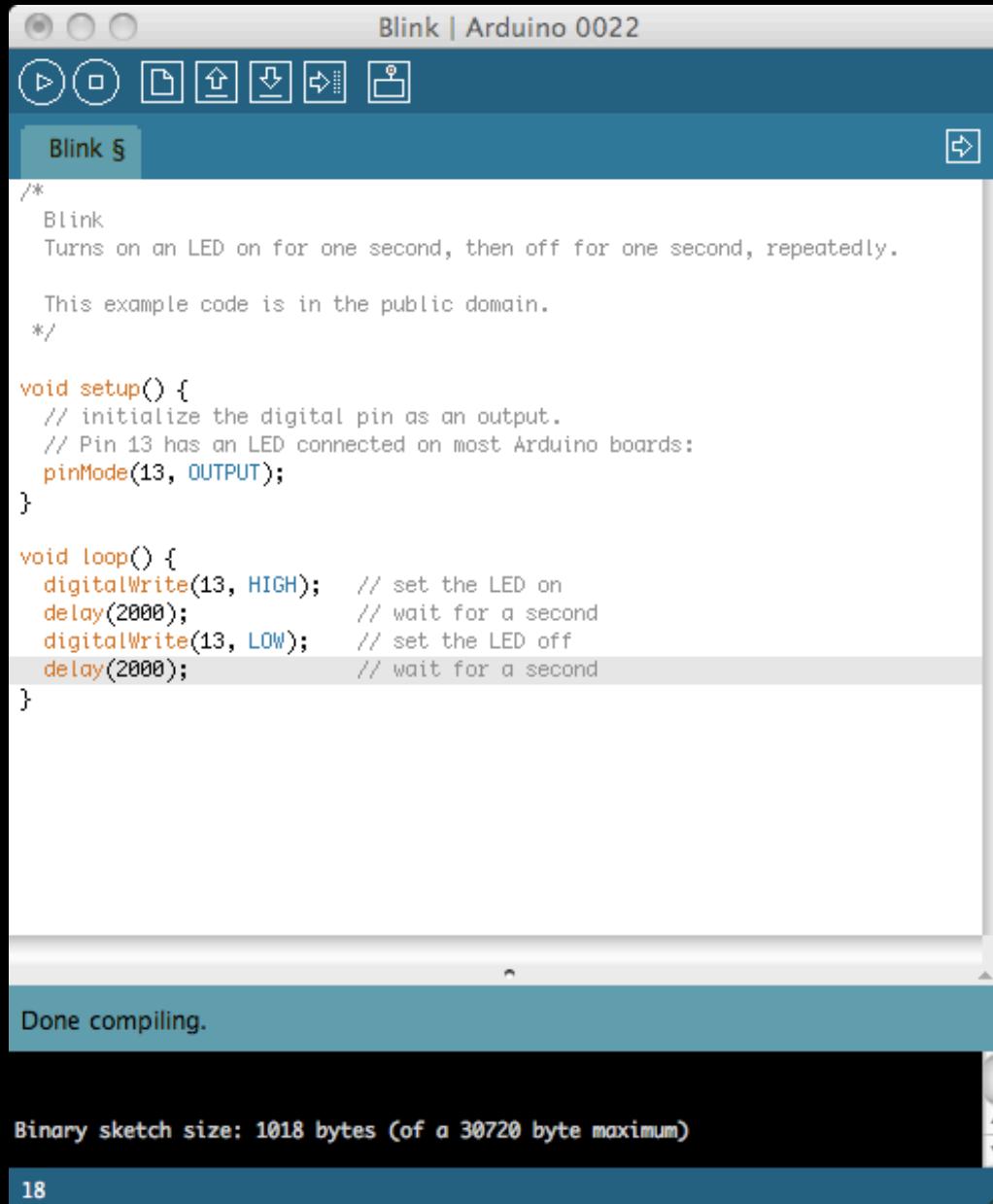


# Arduino Software Environment

IDE | Structure of Arduino programs |

Flashing programs

# Sketch



The screenshot shows the Arduino IDE interface with the following details:

- Title Bar:** Blink | Arduino 0022
- Toolbar:** Includes icons for play, stop, upload, download, and other common functions.
- Sketch Name:** Blink §
- Code Area:** Displays the `Blink` sketch. The code is as follows:

```
/*
Blink
Turns on an LED on for one second, then off for one second, repeatedly.

This example code is in the public domain.
*/
void setup() {
    // initialize the digital pin as an output.
    // Pin 13 has an LED connected on most Arduino boards:
    pinMode(13, OUTPUT);
}

void loop() {
    digitalWrite(13, HIGH);      // set the LED on
    delay(2000);                // wait for a second
    digitalWrite(13, LOW);       // set the LED off
    delay(2000);                // wait for a second
}
```

- Status Bar:** Shows "Done compiling."
- Bottom Status:** Binary sketch size: 1018 bytes (of a 30720 byte maximum)
- Page Number:** 18

# Sketch

```
/*
```

```
Blink
```

```
Turns on an LED on for one second, then off for one second, repeatedly.
```

This example code is in the public domain.

```
*/
```

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void loop() {
    digitalWrite(13, HIGH); // set the LED on
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    digitalWrite(13, LOW); // set the LED off
    delay(2000);          // wait for a second
}
```

## What happens when we flash code?

1. Code from libraries (if any) are included (linked).
2. Code is checked for errors (verified).
3. Code is “cross-compiled” into machine code (a.k.a machine code or hex code) using avr-gcc.
4. Code is written to the program memory of the Arduino over USB using avrdude.

# Flash Demonstration