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About

Freenove is an open-source electronics platform. Freenove is committed to helping customer quickly realize the creative idea and product prototypes, making it easy to get started for enthusiasts of programing and electronics and launching innovative open source products. Our services include:

- Electronic components and modules
- Learning kits for Arduino
- Learning kits for Raspberry Pi
- Learning kits for Technology
- Robot kits
- Auxiliary tools for creations

Our code and circuit are open source. You can obtain the details and the latest information through visiting the following web sites:

<http://www.freenove.com>

<https://github.com/freenove>

Your comments and suggestions are warmly welcomed, please send them to the following email address:

support@freenove.com

Support

Freenove provides free and quick technical support, including but not limited to:

- Quality problems of products
- Problems in using products
- Questions for learning and technology
- Opinions and suggestions
- Ideas and thoughts

Please send email to:

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On working day, we usually reply to you within 24 hours.

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Preface

Processing software is used to write programs that can run on computers. Processing software is free and open source, and runs on the Mac, Windows, and GNU/Linux platforms, which is the same with Arduino software. In fact, the development of Arduino software is based on Processing software, and they still have similar interface.

Programs written using Processing are also called sketches, and Java is the default language. Java language and C++ language has many similarities, so the readers who have learned our basic tutorial are able to understand and write simple Processing sketches quickly.

Processing continues to be an alternative to proprietary software tools with restrictive and expensive licenses, making it accessible to schools and individual students. Its open source status encourages the community participation and collaboration that is vital to Processing's growth. Contributors share programs, contribute code, and build libraries, tools, and modes to extend the possibilities of the software. The Processing community has written more than a hundred libraries to facilitate computer vision, data visualization, music composition, networking, 3D file exporting, and programming electronics.

This tutorial is applicable for Freenove Basic Starter Kit for Raspberry Pi. If you have learned our C and python tutorials, or you have learned basic electronic circuits and programming, you can start learning this tutorial. Otherwise, we recommend that you had better learn our C and Python tutorials first. Sketchs of this tutorial is written by java language in processing software. This tutorial has similar projects to C and python tutorials. And graphical man-machine interface is added to achieve perfect integration of electronic circuits, computer software, images and so on, which will let the readers fully experience the fun of programming and DIY.

This tutorial will introduce how to install and use processing software on Raspberry Pi through some electronic circuit projects. Chapters and sequence is similar to C and python tutorial. Equally, detailed description and explanation is arranged for the skect in each project. Our elaborate electronic circuits and interactive project with Processing are attached in the end, including virtual instruments, games (2D and 3D versions), etc.

Install Processing Software

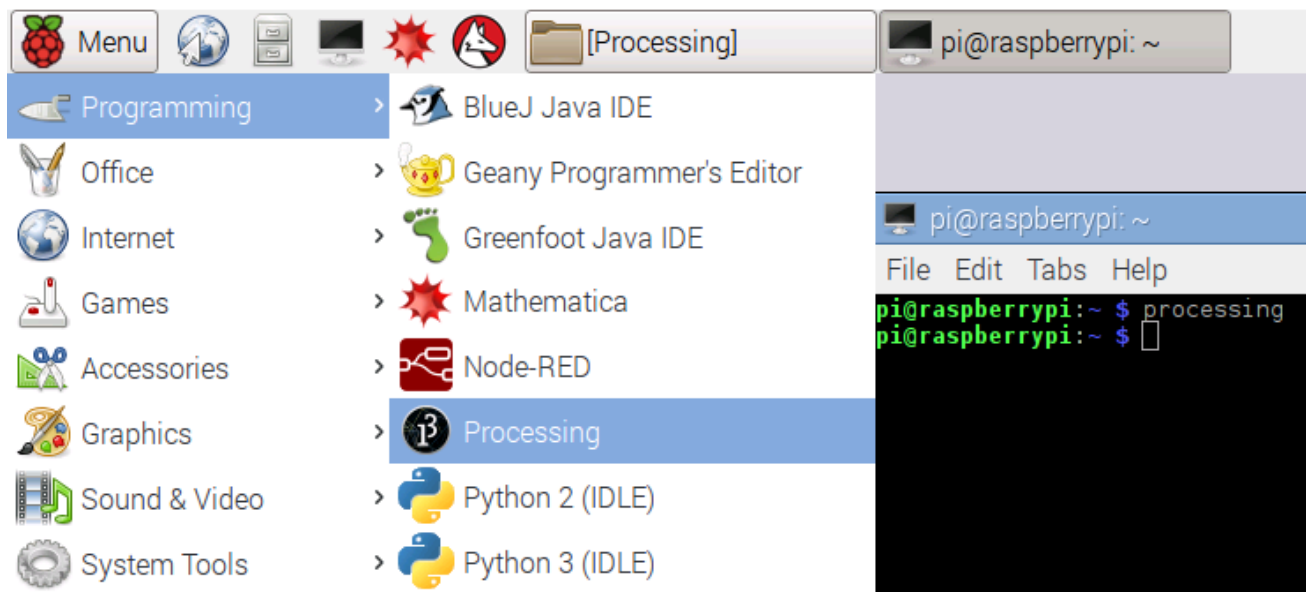
Processing software / Processing Development Environment (PDE) makes it easy to write Processing programs. First install Processing software: type following command in the terminal to start installation:

```
curl https://processing.org/download/install-arm.sh | sudo sh
```

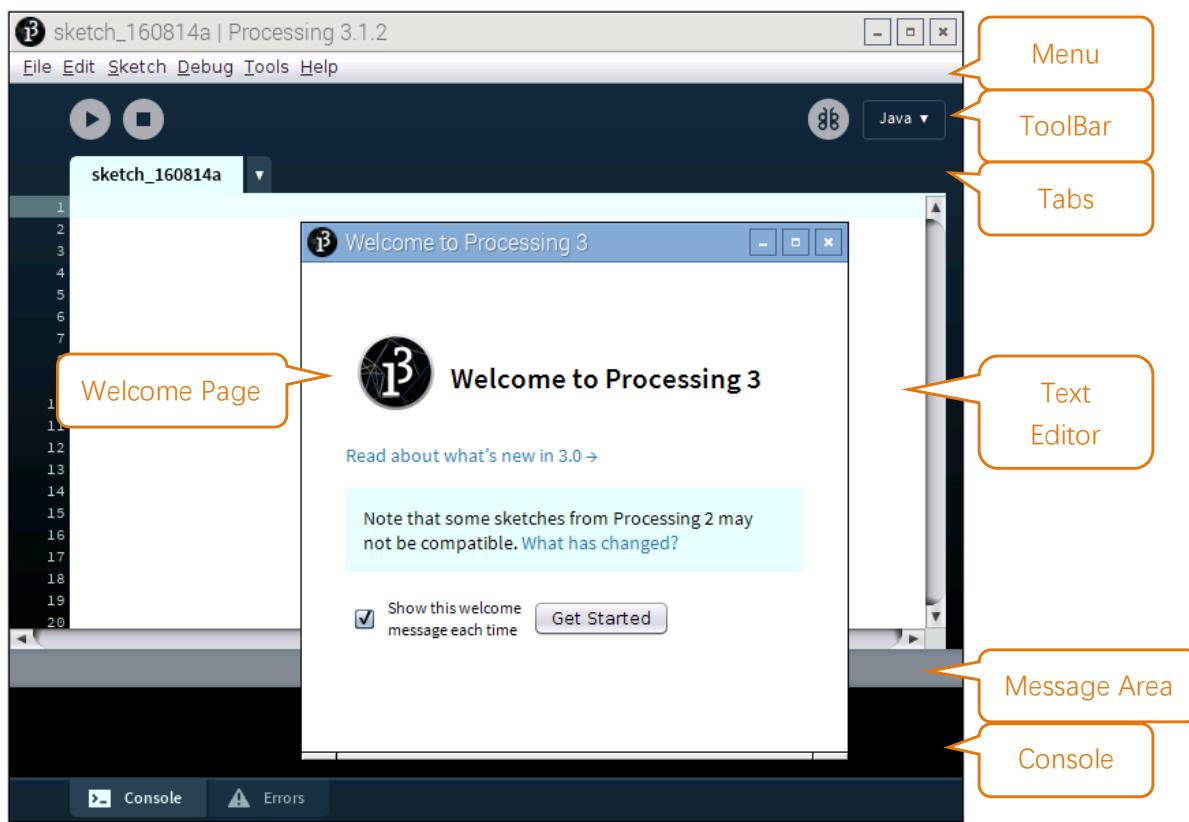
Ensures that your RPi always has the Internet to access in the installation process.

You can also download and install the software by visiting the official website <https://processing.org/>.

After the installation is completed, you can enter the "processing" to open processing software in any directory of the terminal, or open the software processing in the start menu of the system, as shown below:



Interface of processing software is shown below:



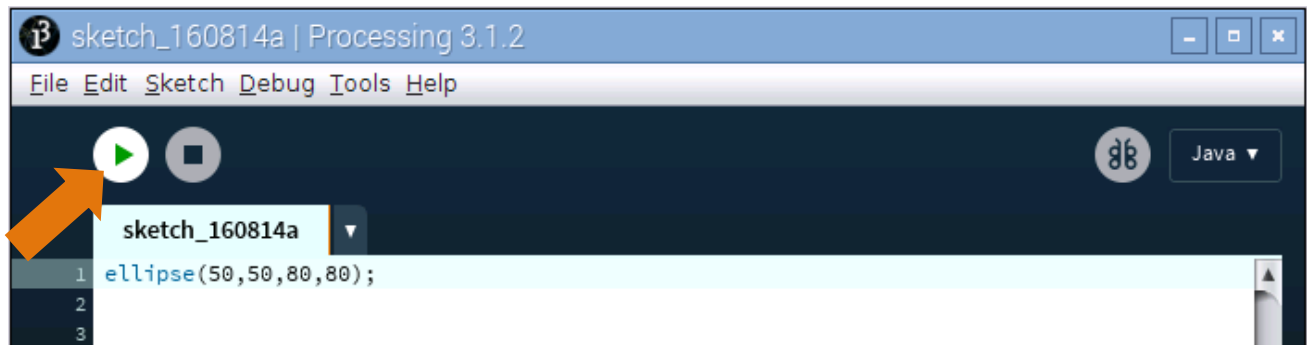
You're now running the Processing Development Environment (or PDE). There's not much to it; the large area is the Text Editor, and there's a row of buttons across the top; this is the toolbar. Below the editor is the Message Area, and below that is the Console. The Message Area is used for one line messages, and the Console is used for more technical details.

First Use

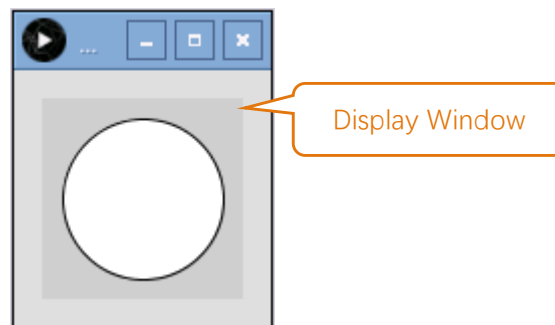
In the editor, type the following:

```
1 ellipse(50, 50, 80, 80);
```

This line of code means "draw an ellipse, with the center 50 pixels over from the left and 50 pixels down from the top, with a width and height of 80 pixels." Click the Run button (the triangle button in the Toolbar).



If you've typed everything correctly, you'll see a circle on your screen.

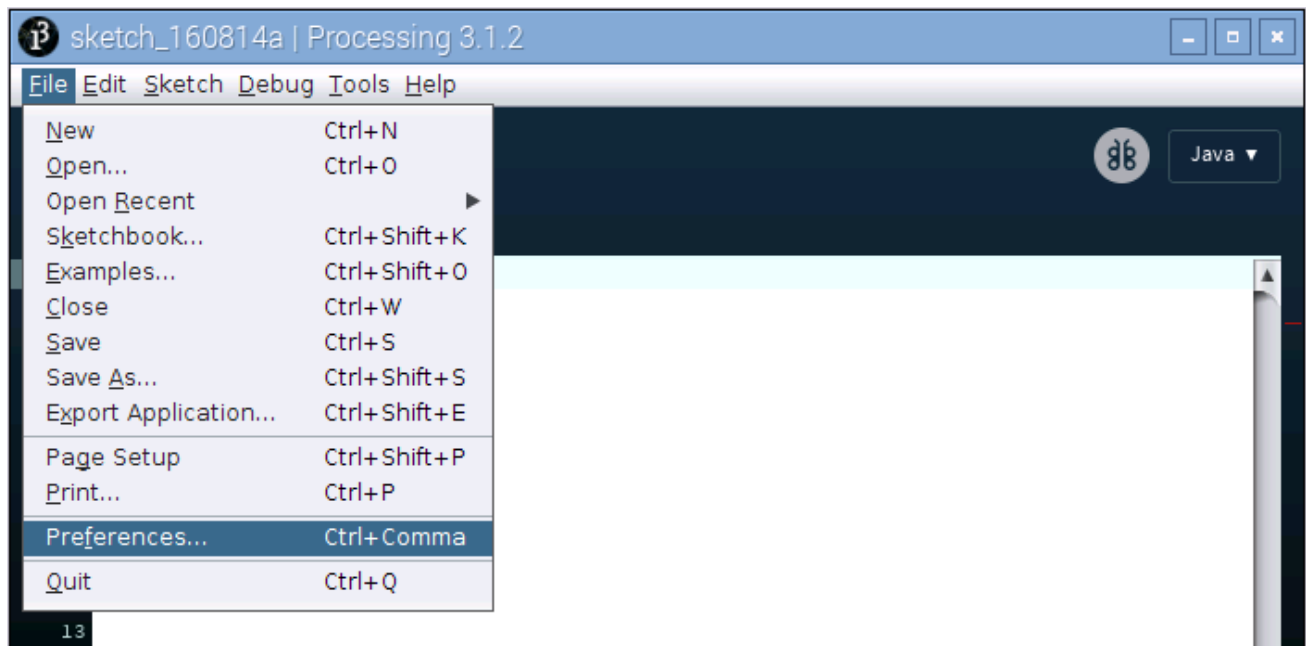


Click on "Stop" (the rectangle button in the Toolbar) or "Close" on Display Window to stop running the program.

If you didn't type it correctly, the Message Area will turn red and complain about an error. If this happens, make sure that you've copied the example code exactly: the numbers should be contained within parentheses and have commas between each of them, and the line should end with a semicolon.



You can export this sketch to an application to run it directly without opening the Processing. To export the sketch to the application, you must first save it.



So far, we have completed the first use. I believe you have felt the joy of it.

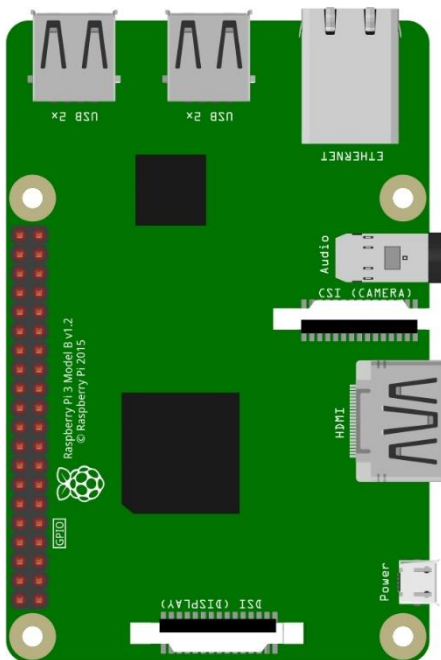
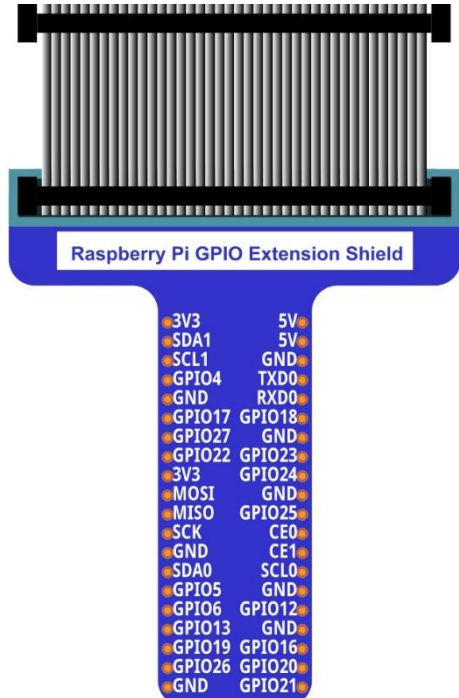
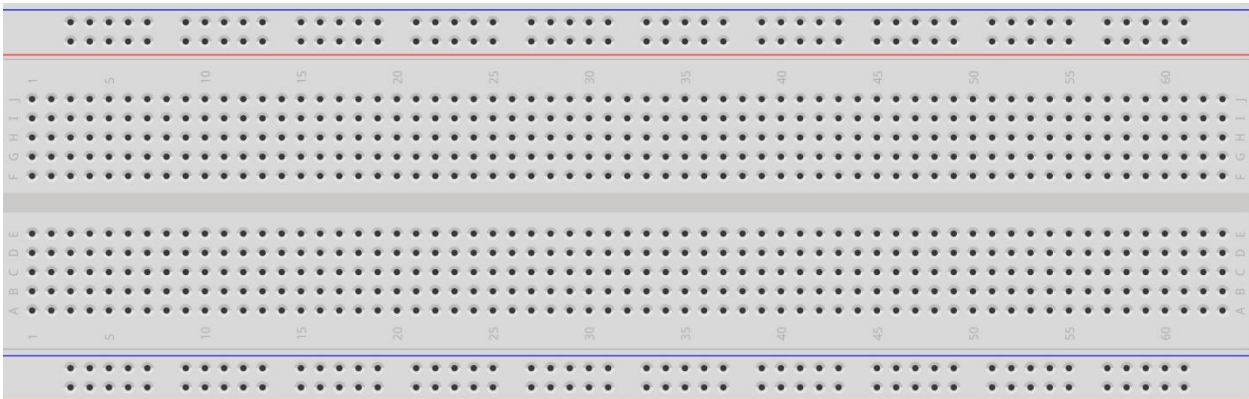



Chapter 1 LED

We will still start from Blink LED in this chapter, and also learn the usage of some commonly used functions of Processing Software.

Project 1.1 Blink

In this project, we will make a Blink LED and let Display window of Processing Blink at the same time.

Component List

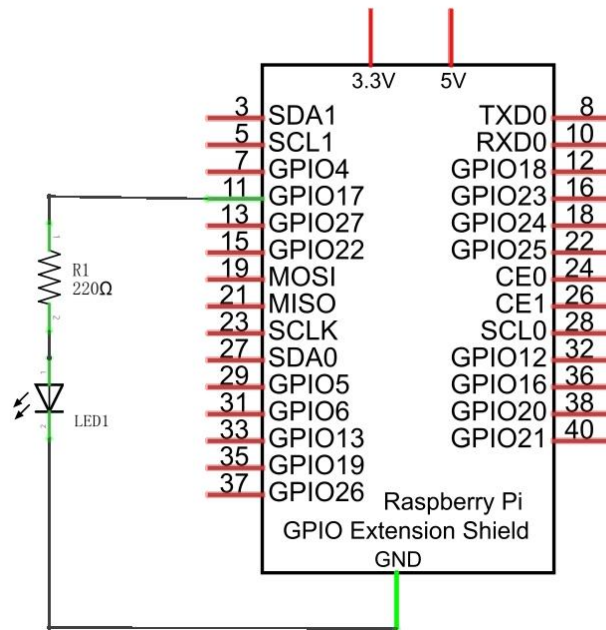
<div>Raspberry Pi 3B x1</div> <div></div>	<div>GPIO Extension Board & Wire x1</div> <div></div>	
<div>BreadBoard x1</div> <div></div>		
<div>LED x1</div> <div></div>	<div>Resistor 220Ω x1</div> <div></div>	<div>Jumper Wire M/M x2</div> <div></div>

In the components list, 3B GPIO, Extension Shield Raspberry and Breadboard are necessary for each experiment. They will be listed only in text form.

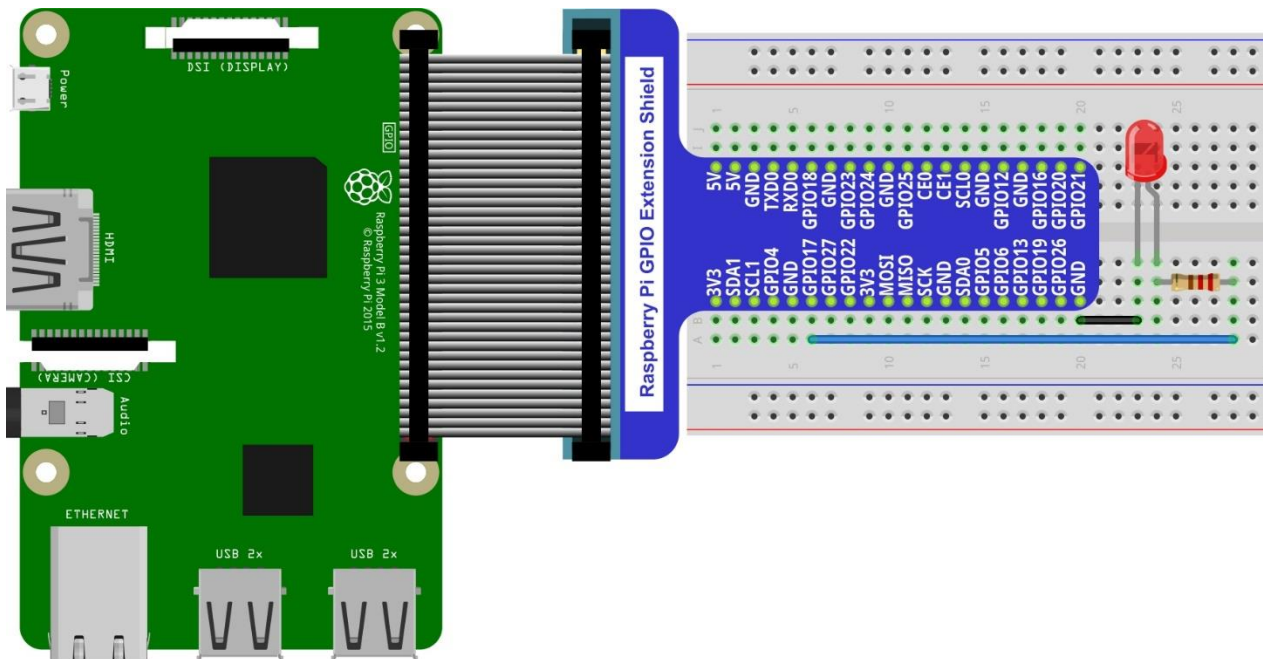
Circuit

Disconnect RPi from GPIO Extension Shield first. Then build the circuit according to the circuit diagram and the hardware connection diagram. After the circuit is built and confirmed, connect RPi to GPIO Extension Shield. In addition, short circuit (especially 5V and GND, 3.3V and GND) should be avoid, because short circuit may cause anormal circuit work, or even damage to PRi.

Schematic diagram



Hardware connection



Because Numbering of GPIO Extension Shield is the same as RPi GPIO, latter Hardware connection diagram will only show the part of breadboard and GPIO Extension Shield.

Sketch

Sketch 1.1.1 Blink

First observe the running result of the sketch, and then analyze the code.

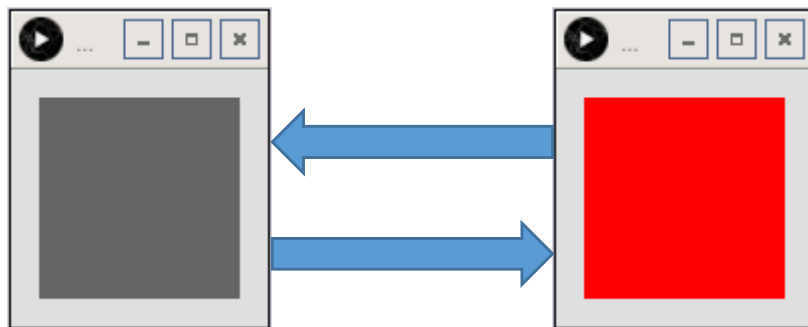
1. Use Processing to open the file Sketch_01_1_1_Blink.

processing

Freenove_Super_Kit_for_Raspberry_Pi/Processing/Sketchs/Sketch_01_1_1_Blink/Sketch_01_1_1_Blink.pde

2. Click on "RUN" to run the code.

After the program is executed, LED will start Blinking and background of Display window will change with the change of LED state.



The following is program code:

```

1  import processing. io.*;
2
3  int ledPin = 17;    //define ledPin
4  boolean ledState = false;    //define ledState
5
6  void setup() {
7      size(100, 100);
8      frameRate(1);    //set frame rate
9      GPIO.pinMode(ledPin, GPIO.OUTPUT);    //set the ledPin to output mode
10 }
11
12 void draw() {
13     ledState = !ledState;
14     if (ledState) {
15         GPIO.digitalWrite(ledPin, GPIO.HIGH);    //led on
16         background(255, 0, 0); //set the fill color of led on
17     } else {
18         GPIO.digitalWrite(ledPin, GPIO.LOW);    //led off
19         background(102); //set the fill color of led off
20     }
21 }

```

Processing code usually have two functions: setup() and draw(), where the function setup() is only executed once, but the function draw() will be executed circularly. In the function setup(), size(100, 100) specifies the size of the Display Window to 100x100pxl. FrameRate(1) specifies the refresh rate of Display Window to once per second, namely, the draw() function will be executed once per second. GPIO.pinMode (ledPin, GPIO.OUTPUT) is used to set ledPin to output mode.

```
void setup() {
  size(100, 100);
  frameRate(1);      //set frame rate
  GPIO.pinMode(ledPin, GPIO.OUTPUT); //set the ledPin to output mode
}
```

In draw() function, each execution will invert the variable "ledState". When "ledState" is true, LED is turned on, and the background color of display window is set to red. And when the "ledState" is false, the LED will be turned off and the background color of display window is set to gray. Since the function draw() is executed once per second, the background color of Display Window and the state of LED will also change once per second. Such cycle repeats itself to achieve the effect of blink.

```
void draw() {
  ledState = !ledState;
  if (ledState) {
    GPIO.digitalWrite(ledPin, GPIO.HIGH); //led on
    background(255, 0, 0); //set the fill color of led on
  } else {
    GPIO.digitalWrite(ledPin, GPIO.LOW); //led off
    background(102); //set the fill color of led off
  }
}
```

The following is simple description of some functions:

setup()

The setup() function is run once, when the program starts.

draw()

Called directly after setup(), the draw() function continuously executes the lines of code contained inside its block until the program is stopped or noLoop() is called. draw() is called automatically and should never be called explicitly.

size()

Defines the dimension of the display window width and height in units of pixels

framerate()

Specifies the number of frames to be displayed every second

background()

Set the color used for the background of the Processing window.

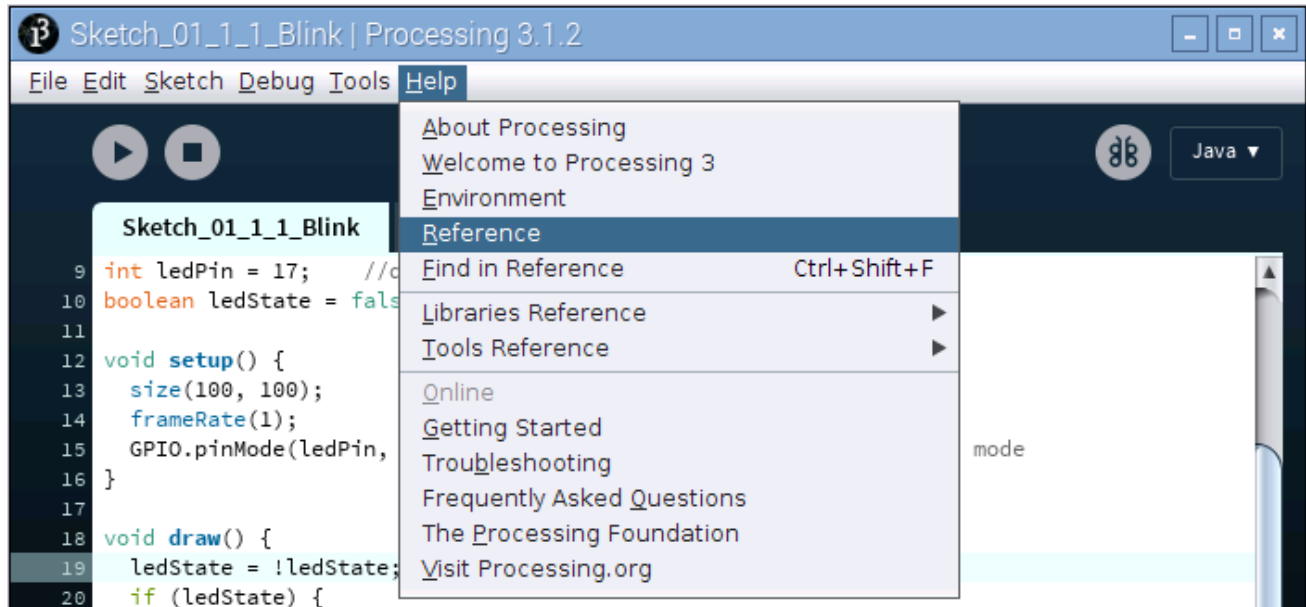
GPIO.pinMode()

Configures a pin to act either as input or output

GPIO.digitalWrite()

Sets an output pin to be either high or low

All functions used in this code can be found in the Reference of Processing Software, in which built-in functions are described in details, and there are some sample programs. It is recommended for beginners to view more usage and functions of the function. The localization of Reference can be opened by the following steps: click the menu bar "Help"→"Reference".



Then the following page will be displayed in the web browser:



Or directly access to the official website for reference: <http://processing.org/reference/>

Project 1.2 MouseLED

In this project, we will use the mouse to control the state of LED.

The components and circuits of this project are the same as the last section.

Sketch

Sketch 1.2.1 MouseLED

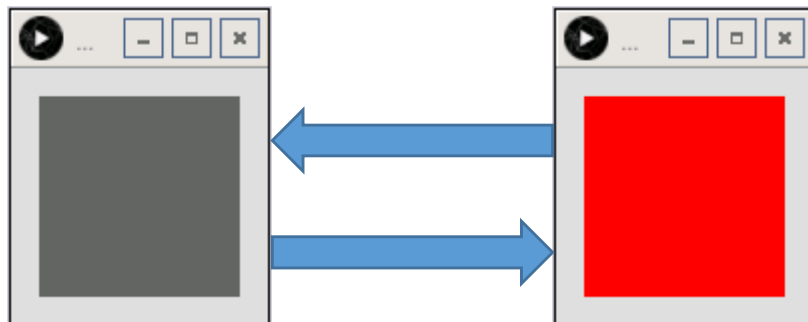
First observe the running result of the sketch, and then analyze the code.

1. Use Processing to open the file Sketch_01_2_1_MouseLED.

```
processing
Freenove_Super_Kit_for_Raspberry_Pi/Processing/Sketchs/Sketch_01_2_1_MouseLED/Sketch_01_2_1_MouseLED.pde
```

2. Click on "RUN" to run the code.

After the program is executed, the LED is under off state, and background color of Display window is gray. Click on Display Window with the mouse, then LED is turned on and Display window background color become red. Click on the Display Window again, then the LED is turned off and the background color become gray, as shown below.



The following is program code:

```
1  import processing.io.*;
2
3  int ledPin = 17;
4  boolean ledState = false;
5  void setup() {
6      size(100, 100);
7      GPIO.pinMode(ledPin, GPIO.OUTPUT);
8      background(102);
9  }
10
11 void draw() {
12     if (ledState) {
13         GPIO.digitalWrite(ledPin, GPIO.HIGH);
14         background(255, 0, 0);
15     } else {
```

```
16     GPIO.digitalWrite(ledPin, GPIO.LOW);
17     background(102);
18 }
19 }
20
21 void mouseClicked() { //if the mouse Clicked
22     ledState = !ledState; //Change the led State
23 }
```

The function `mouseClicked()` is used in this code. The function is used to capture the mouse click events, which is executed when the mouse is clicked on. We can change the state of the variable "ledState" in this function, to realize controlling LED through clicking on the mouse.

```
void mouseClicked() { //if the mouse Clicked
    ledState = !ledState; //Change the led State
}
```





Chapter 2 LEDBar Graph

We have learned how to control a LED, and next we will learn how to control a number of LED.

Project 2.1 FollowLight

In this project, we will use the mouse to control the LEDBar Graph

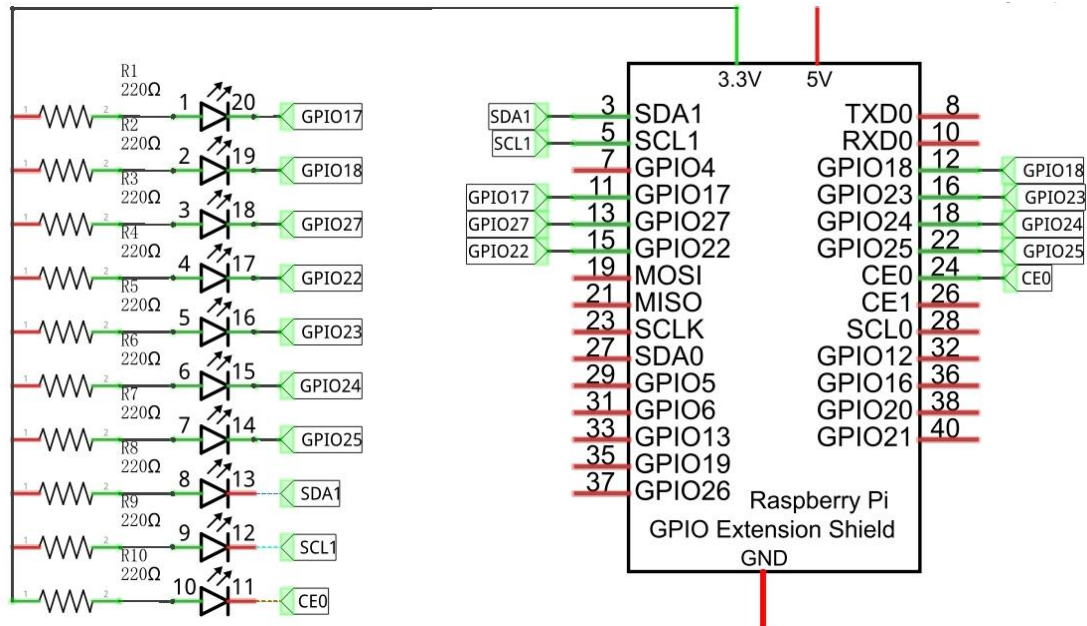
Component List

Raspberry Pi 3B x1 GPIO Extension Board & Wire x1 BreadBoard x1	LED bar graph x1 	Resistor 220Ω x10 
Jumper M/M x11 		

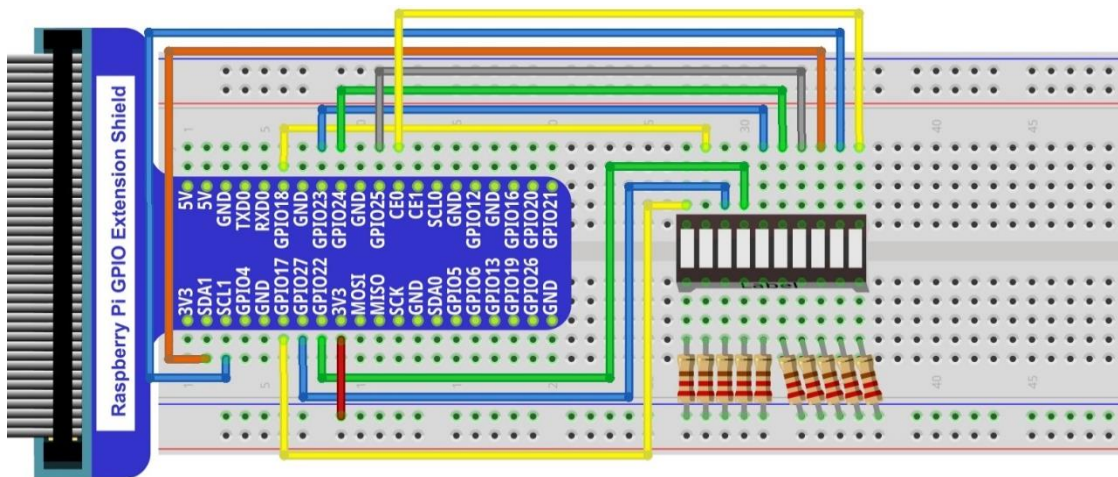
Circuit

The network label is used in the circuit diagram below, and the pins with the same network label are connected together.

Schematic diagram



Hardware connection



In this circuit, the cathode of LED is connected to GPIO, which is different from the front circuit. So, LED will be turned on when GPIO output low level in the program.

Sketch

Sketch 2.1.1 FollowLight

First observe the running result of the sketch, and then analyze the code.

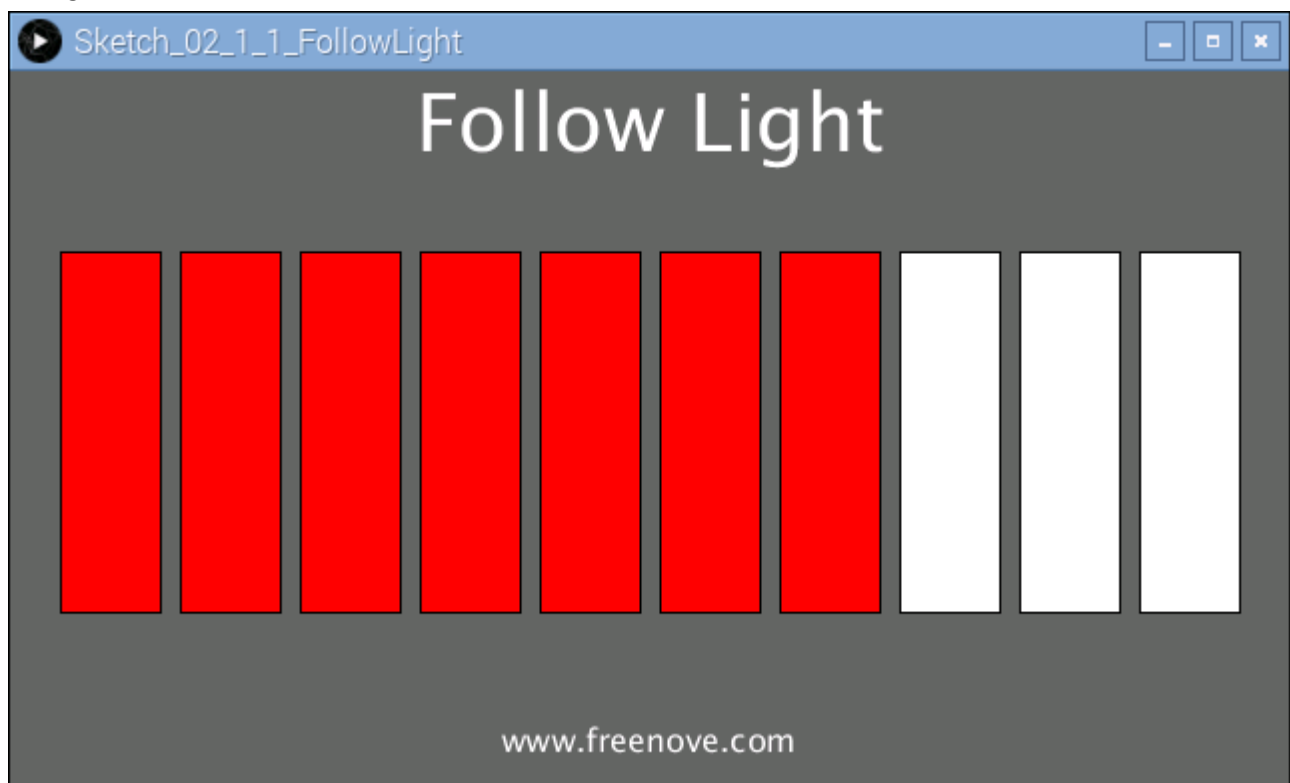
1. Use Processing to open the file Sketch_02_1_1_FollowLight.

processing

Freenove_Super_Kit_for_Raspberry_Pi/Processing/Sketchs/Sketch_02_1_1_FollowLight/Sketch_02_1_1_FollowLight.pde

2. Click on "RUN" to run the code.

After the program is executed, slide the mouse in the Display Window, then the state of LEDBar Graph will be changed, as shown below.



The following is program code:

```
1  import processing.io.*;
2
3  int leds[]={17, 18, 27, 22, 23, 24, 25, 2, 3, 8}; //define ledPins
4
5  void setup() {
6      size(640, 360); //display window size
7      for (int i=0; i<10; i++) { //set led Pins to output mode
8          GPIO.pinMode(leds[i], GPIO.OUTPUT);
9      }
10     background(102);
```

```

11  textAlign(CENTER);    //set the text centered
12  textSize(40);        //set text size
13  text("Follow Light", width / 2, 40);    //title
14  textSize(16);
15  text("www.freenove.com", width / 2, height - 20);    //site
16  }
17
18  void draw() {
19    for (int i=0; i<10; i++) {    //draw 10 rectangular box
20      if (mouseX>(25+60*i)) {    //if the mouse cursor on the right of rectangular box
21        fill(255, 0, 0);        //fill the rectangular box in red color
22        GPIO.digitalWrite(leds[i], GPIO.LOW); //turn on the corresponding led
23      } else {
24        fill(255, 255, 255); //else fill the rectangular box in white color
25        GPIO.digitalWrite(leds[i], GPIO.HIGH); //and turn off the led
26      }
27      rect(25+60*i, 90, 50, 180);    //draw a rectangular box
28    }
29  }

```

In the function draw(), we draw 10 rectangles to represent 10 LEDs of LEDBar Graph. We make rectangles on the left of mouse filled with red, corresponding LEDs turned on. And make We make rectangles on the right of mouse filled with red, corresponding LEDs turned off. In this way, when slide the mouse to right, the more LEDs on the left of mouse will be turned on. When to the left, the reverse is the case.

```

void draw() {
  for (int i=0; i<10; i++) {    //draw 10 rectangular box
    if (mouseX>(25+60*i)) {    //if the mouse cursor on the right of rectangular box
      fill(255, 0, 0);        //fill the rectangular box in red color
      GPIO.digitalWrite(leds[i], GPIO.LOW); //turn on the corresponding led
    } else {
      fill(255, 255, 255); //else fill the rectangular box in white color
      GPIO.digitalWrite(leds[i], GPIO.HIGH); //and turn off the led
    }
    rect(25+60*i, 90, 50, 180);    //draw a rectangular box
  }
}

```




Chapter 3 PWM

In this chapter, we will learn how to use PWM.

Project 3.1 BreathingLED

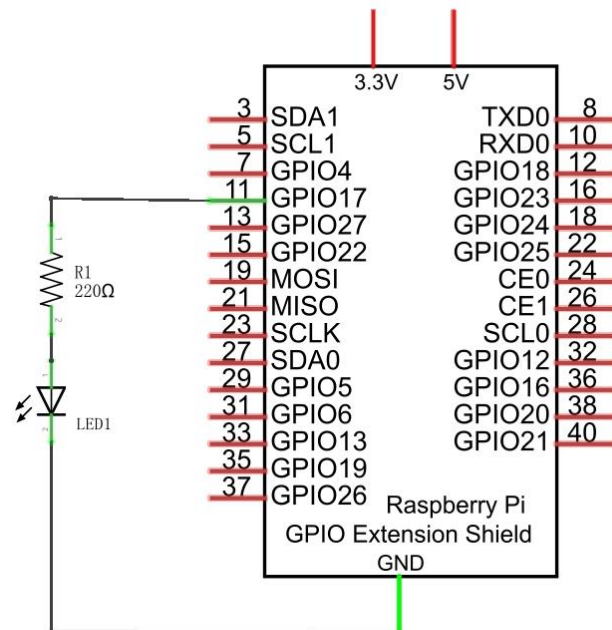
In this project, we will make a breathing LED, and the Display Window will show a breathing LED pattern and a progress bar, at the same time.

Component List

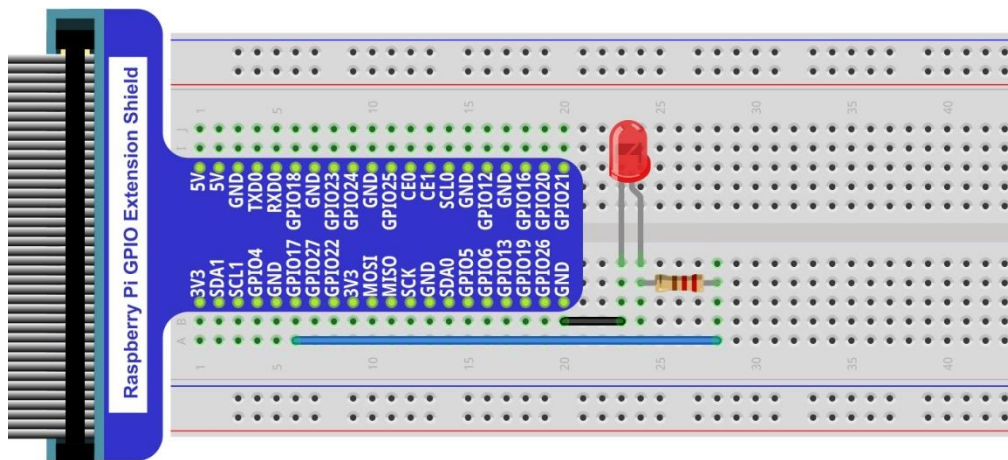
Raspberry Pi 3B x1 GPIO Extension Board & Wire x1 BreadBoard x1	LED x1 	Resistor 220Ω x1 
Jumper M/M x2 		

Circuit

Schematic diagram



Hardware connection



Sketch

Sketch 3.1.1 BreathingLED

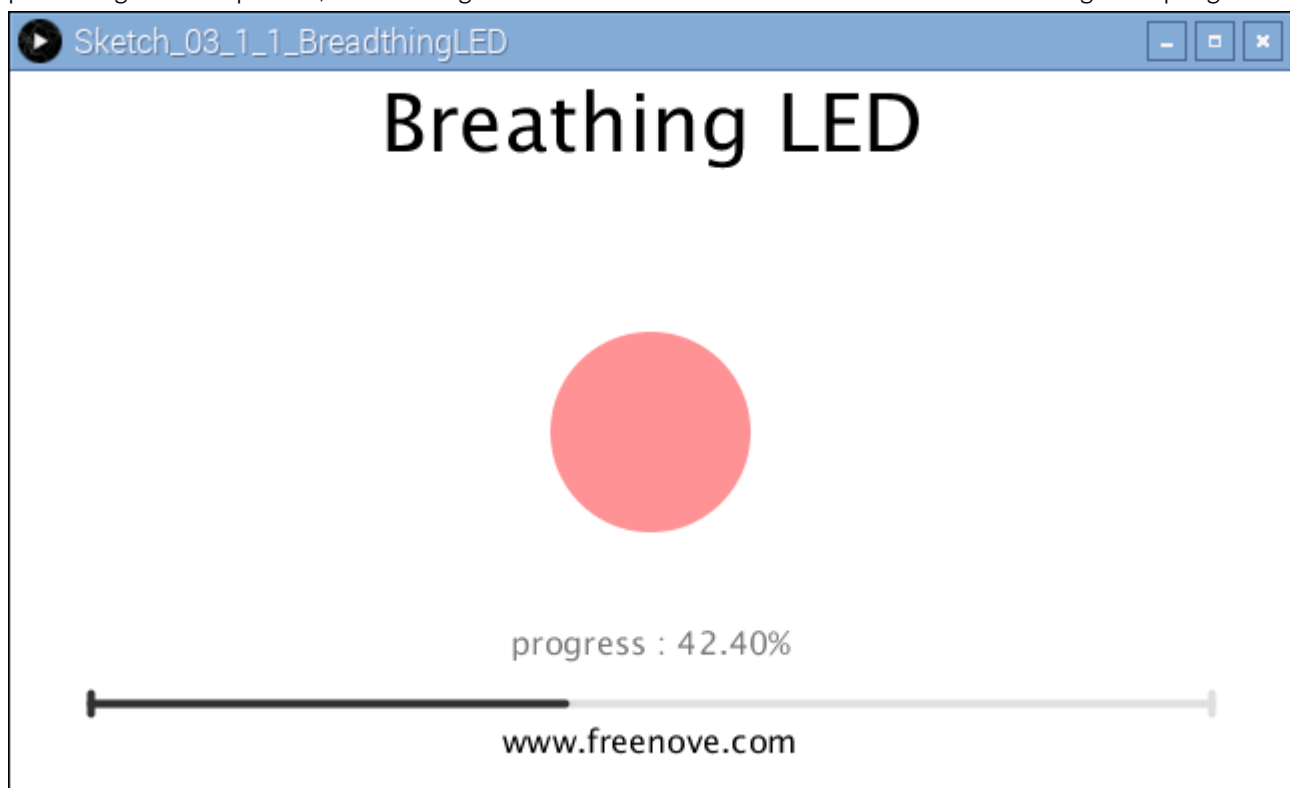
First observe the running result of the sketch, and then analyze the code.

1. Use Processing to open the file Sketch_03_1_1_BreathingLED.

```
processing
Freenove_Super_Kit_for_Raspberry_Pi/Processing/Sketchs/Sketch_03_1_1_BreathingLED/Sketch_03_1_1_BreathingLED.pde
```

2. Click on "RUN" to run the code.

After the program is executed, the LED in circuit will be brightened gradually, and the color of LED pattern in Display Window will be deepen gradually at the same time. The progress bar under the pattern shows the percentage of completion, and clicking on the inside of window with the mouse can change the progress.



The following is program code:

```
1  import processing.io.*;
2
3  int ledPin = 17;    //led Pin
4  int borderSize = 40; //
5  float t = 0.0;      //progress percent
6  float tStep = 0.004; // speed
7  SOFTPWM p = new SOFTPWM(ledPin, 10, 100); //Create a PWM pin, initialize the duty cycle
8  and period
9  void setup() {
10     size(640, 360); //display window size
```

```
11   strokeWeight(4); //stroke Weight
12 }
13
14 void draw() {
15   // Show static value when mouse is pressed, animate otherwise
16   if (mousePressed) {
17     int a = constrain(mouseX, borderSize, width - borderSize);
18     t = map(a, borderSize, width - borderSize, 0.0, 1.0);
19   } else {
20     t += tStep;
21     if (t > 1.0) t = 0.0;
22   }
23   p.softPwmWrite((int)(t*100)); //wirte the duty cycle according to t
24   background(255); //A white background
25   titleAndSiteInfo(); //title and Site infomation
26
27   fill(255, 255-t*255, 255-t*255); //cycle
28   ellipse(width/2, height/2, 100, 100);
29
30   pushMatrix();
31   translate(borderSize, height - 45);
32   int barLength = width - 2*borderSize;
33
34   barBgStyle(); //progressbar bg
35   line(0, 0, barLength, 0);
36   line(barLength, -5, barLength, 5);
37
38   barStyle(); //progressbar
39   line(0, -5, 0, 5);
40   line(0, 0, t*barLength, 0);
41
42   barLabelStyle(); //progressbar label
43   text("progress : "+nf(t*100, 2, 2), barLength/2, -25);
44   popMatrix();
45 }
46
47 void titleAndSiteInfo() {
48   fill(0);
49   textAlign(CENTER); //set the text centered
50   textSize(40); //set text size
51   text("Breathing Light", width / 2, 40); //title
52   textSize(16);
53   text("www.freenove.com", width / 2, height - 20); //site
54 }
```



```

55 void barBgStyle() {
56     stroke(220);
57     noFill();
58 }
59
60 void barStyle() {
61     stroke(50);
62     noFill();
63 }
64
65 void barLabelStyle() {
66     noStroke();
67     fill(120);
68 }

```

First, use SOFTPWM class to create a PWM pin, which is used to control the brightness of LED. Then define a variable “t” and variable “tStep” to control the PWM duty cycle and add-self rate.

```

float t = 0.0;        //progress percent
float tStep = 0.004;   // speed
SOFTPWM p = new SOFTPWM(ledPin, 10, 100);

```

In the function draw, if there is a click, the coordinate in X direction of mouse will be mapped into the duty cycle “t”, otherwise, duty cycle “t” will be increased gradually. Then output PWM with the duty cycle.

```

if (mousePressed) {
    int a = constrain(mouseX, borderSize, width - borderSize);
    t = map(a, borderSize, width - borderSize, 0.0, 1.0);
} else {
    t += tStep;
    if (t > 1.0) t = 0.0;
}
p.softPwmWrite((int)(t*100)); //wirte the duty cycle according to t

```

The next code is designed to draw a circle filled colors with different depth according to the “t” value, which is used to simulate the of LED with different brightness.

```

fill(255, 255-t*255, 255-t*255); //cycle
ellipse(width/2, height/2, 100, 100);

```

The last code is designed to draw the progress bar and the percentage of the progress.

```

barBgStyle(); //progressbar bg
line(0, 0, barLength, 0);
line(barLength, -5, barLength, 5);

barStyle(); //progressbar
line(0, -5, 0, 5);

```

```

line(0, 0, t*barLength, 0);

barLabelStyle();    //progressbar label
text("progress : "+nf(t*100, 2, 2), barLength/2, -25);

```

In processing software, you will see a tag page "SOFTPWM" in addition to above code.



The file contains some information about the SOFTPWM class.

class SOFTPWM

```
public SOFTPWM(int iPin, int dc, int pwmRange):
```

Constructor, used to create a PWM pin, set the pwmRange and initial duty cycle. The minimum of pwmRange is 0.1ms. So pwmRange=100 means that the PWM cycle is 0.1ms*100=10ms.

```
public void softPwmWrite(int value)
```

Set PMW duty cycle.

```
public void softPwmStop()
```

Stop outputting PMW.




Chapter 4 RGBLED

In this chapter, we will learn how to use RGBLED.

Project 4.1 ColorfulLED

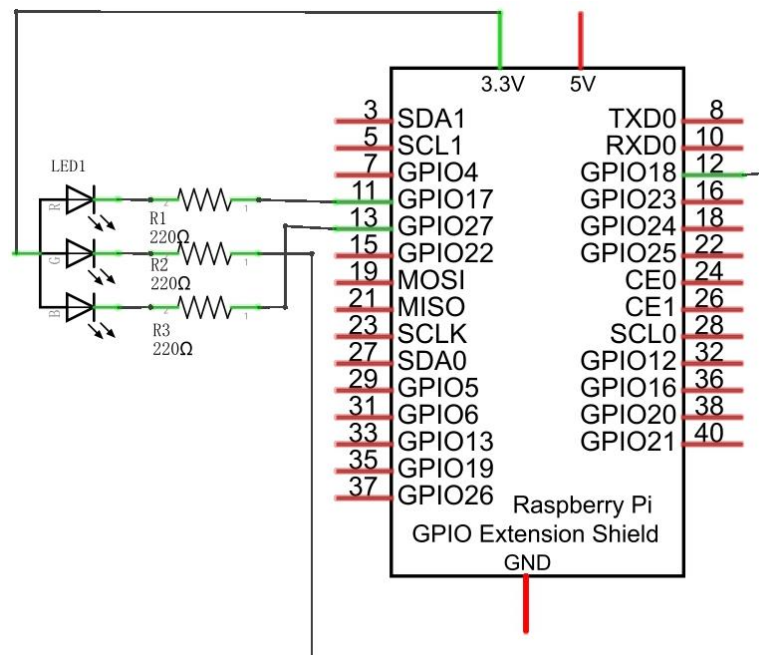
This project will make a ColorfulLED, namely, use Processing to control the color of RGBLED.

Component List

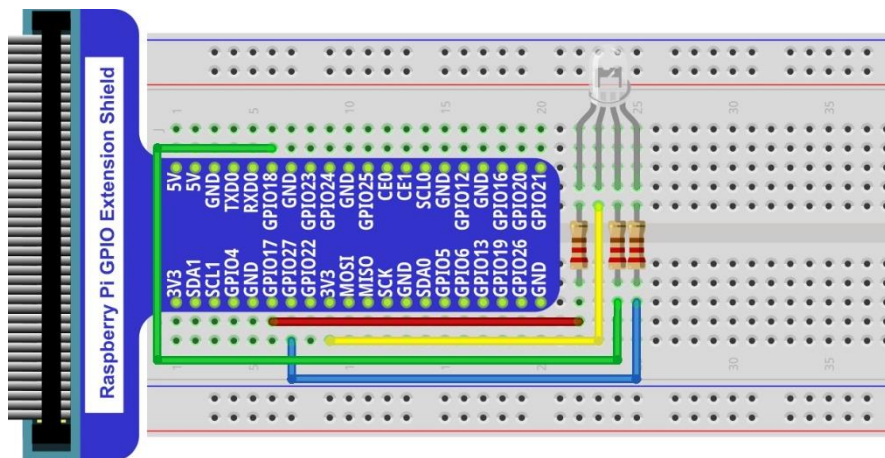
Raspberry Pi 3B x1 GPIO Extension Board & Wire x1 BreadBoard x1	RGBLED x1 	Resistor 220Ω x3 
Jumper M/M x4 		

Circuit

Schematic diagram



Hardware connection



Sketch

Sketch 4.1.1 ColorfulLED

First observe the running result of the sketch, and then analyze the code.

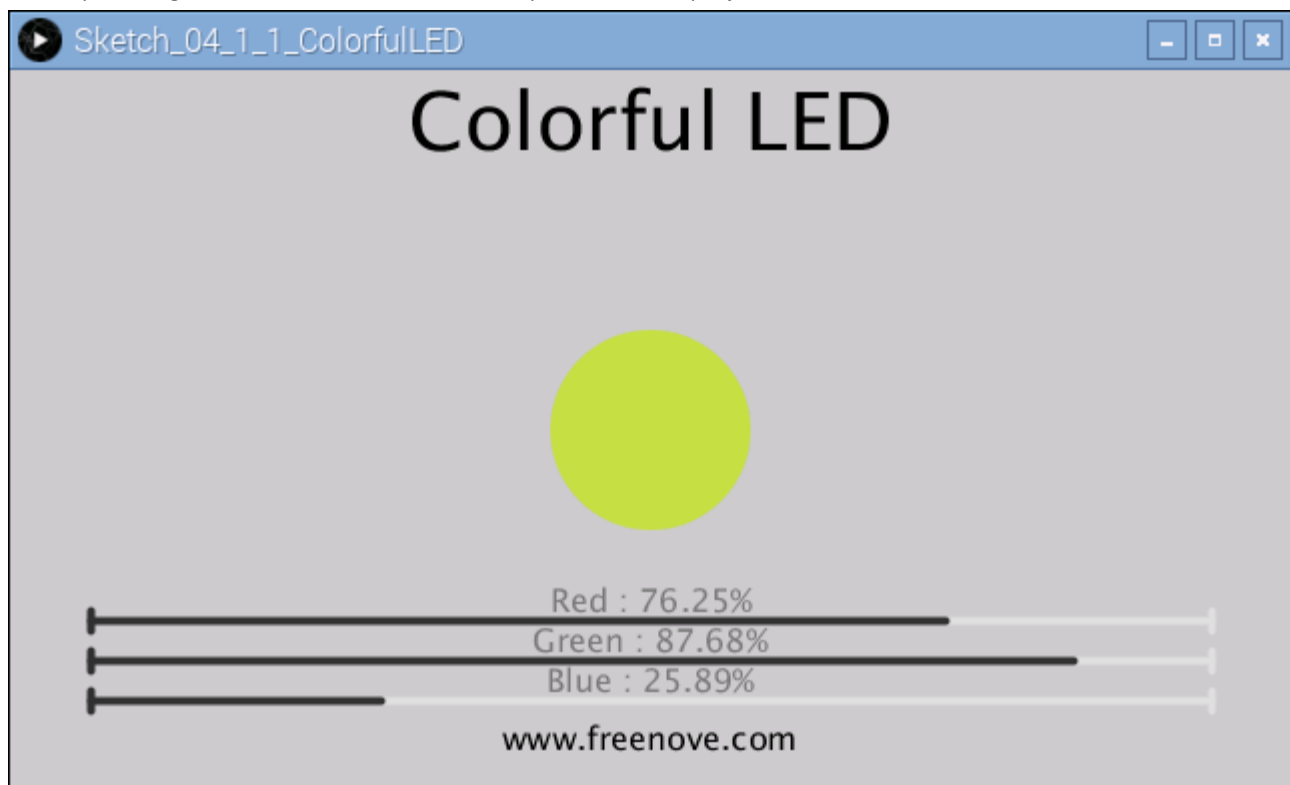
1. Use Processing to open the file Sketch_03_1_1_BreathingLED.

processing

Freenove_Super_Kit_for_Raspberry_Pi/Processing/Sketchs/Sketch_04_1_1_ColorfulLED/Sketch_04_1_1_ColorfulLED.pde

2. Click on "RUN" to run the code.

After the program is executed, RGBLED is under off state. And in Display Window, the pattern used to simulate LED is in black. Red, Green and Blue progress are in 0. By using mouse to click on and drag any progress bar, you can set the PWM duty cycle of color channels, and then RGBLED used in the circuit will show corresponding color. At the same time, the pattern in Display Window will show the same color.



This project contains a lot of code files, and the core code is contained in the file Sketch_04_1_1_ColorfulLED. The other files only contain some custom classes.



The following is program code:

```

1  import processing.io.*;
2
3  int bluePin = 17;    //blue Pin
4  int greenPin = 27;   //green Pin
5  int redPin = 22;     //red Pin
6  int borderSize = 40; //picture border size
7  //Create a PWM pin, initialize the duty cycle and period
8  SOFTPWM pRed = new SOFTPWM(redPin, 100, 100);
9  SOFTPWM pGreen = new SOFTPWM(greenPin, 100, 100);
10 SOFTPWM pBlue = new SOFTPWM(bluePin, 100, 100);
11 //instantiate three ProgressBar Object
12 ProgressBar rBar, gBar, bBar;
13 boolean rMouse = false, gMouse = false, bMouse = false;
14 void setup() {
15     size(640, 360); //display window size
16     strokeWeight(4); //stroke Weight
17     //define the ProgressBar length
18     int barLength = width - 2*borderSize;
19     //Create ProgressBar Object
20     rBar = new ProgressBar(borderSize, height - 85, barLength);
21     gBar = new ProgressBar(borderSize, height - 65, barLength);
22     bBar = new ProgressBar(borderSize, height - 45, barLength);
23     //Set ProgressBar's title
24     rBar.setTitle("Red");gBar.setTitle("Green");bBar.setTitle("Blue");
25 }
26
27 void draw() {
28     background(200); //A white background
29     titleAndSiteInfo(); //title and Site infomation
30
31     fill(rBar.progress*255, gBar.progress*255, bBar.progress*255); //cycle color
32     ellipse(width/2, height/2, 100, 100); //show cycle
33
34     rBar.create(); //Show progressBar
35     gBar.create();
36     bBar.create();
37 }
38
39 void mousePressed() {
40     if ( (mouseY< rBar.y+5) && (mouseY>rBar.y-5) ) {
41         rMouse = true;
42     } else if ( (mouseY< gBar.y+5) && (mouseY>gBar.y-5) ) {
43         gMouse = true;

```

```

44 } else if ( (mouseY< bBar.y+5) && (mouseY>bBar.y-5) ) {
45     bMouse = true;
46 }
47 }
48 void mouseReleased() {
49     rMouse = false;
50     bMouse = false;
51     gMouse = false;
52 }
53 void mouseDragged() {
54     int a = constrain(mouseX, borderSize, width - borderSize);
55     float t = map(a, borderSize, width - borderSize, 0.0, 1.0);
56     if (rMouse) {
57         pRed.softPwmWrite((int)(100-t*100)); //wirte the duty cycle according to t
58         rBar.setProgress(t);
59     } else if (gMouse) {
60         pGreen.softPwmWrite((int)(100-t*100)); //wirte the duty cycle according to t
61         gBar.setProgress(t);
62     } else if (bMouse) {
63         pBlue.softPwmWrite((int)(100-t*100)); //wirte the duty cycle according to t
64         bBar.setProgress(t);
65     }
66 }
67
68 void titleAndSiteInfo() {
69     fill(0);
70     textAlign(CENTER); //set the text centered
71     textSize(40); //set text size
72     text("Colorful LED", width / 2, 40); //title
73     textSize(16);
74     text("www.freenove.com", width / 2, height - 20); //site
75 }

```

In the code, first create three PWM pins and three progress bars to control RGBLED.

```

SOFTPWM pRed = new SOFTPWM(redPin, 100, 100);
SOFTPWM pGreen = new SOFTPWM(greenPin, 100, 100);
SOFTPWM pBlue = new SOFTPWM(bluePin, 100, 100);
//instantiate three ProgressBar Object
ProgressBar rBar, gBar, bBar;

```

And then in function setup(), define position and length of progress bar cording to the size of Display Window, and set the name of each progress bar.

```

void setup() {
    size(640, 360); //display window size

```

```

strokeWeight(4); //stroke Weight
//define the ProgressBar length
int barLength = width - 2*borderSize;
//Create ProgressBar Object
rBar = new ProgressBar(borderSize, height - 85, barLength);
gBar = new ProgressBar(borderSize, height - 65, barLength);
bBar = new ProgressBar(borderSize, height - 45, barLength);
//Set ProgressBar's title
rBar.setTitle("Red");gBar.setTitle("Green");bBar.setTitle("Blue");
}

```

In function draw(), first set background, header and other basic information. Then draw a circle and set its color according to the duty cycle of three channel of RGB. Finally draw three progress bars.

```

void draw() {
    background(200); //A white background
    titleAndSiteInfo(); //title and Site information

    fill(rBar.progress*255, gBar.progress*255, bBar.progress*255); //cycle color
    ellipse(width/2, height/2, 100, 100); //show cycle

    rBar.create(); //Show progressBar
    gBar.create();
    bBar.create();
}

```

System function mousePressed(), mouseReleased() and mouseDragged() are used to determine whether the mouse drag the progress bar and set the schedule. If the mouse button is pressed in a progress bar, then the mousePressed () the progress of a flag *Mouse is set to true, mouseDragged (mouseX), in the mapping progress value set at the same time, the progress of the corresponding schedule and PWM. When the mouse is released, empty all the flags in the mouseReleased ().

```

void mousePressed() {
    if ( (mouseY< rBar.y+5) && (mouseY>rBar.y-5) ) {
        rMouse = true;
    } else if ( (mouseY< gBar.y+5) && (mouseY>gBar.y-5) ) {
        gMouse = true;
    } else if ( (mouseY< bBar.y+5) && (mouseY>bBar.y-5) ) {
        bMouse = true;
    }
}

void mouseReleased() {
    rMouse = false;
    bMouse = false;
    gMouse = false;
}

```



```

void mouseDragged() {
    int a = constrain(mouseX, borderSize, width - borderSize);
    float t = map(a, borderSize, width - borderSize, 0.0, 1.0);
    if (rMouse) {
        pRed.softPwmWrite((int)(100-t*100)); //wirte the duty cycle according to t
        rBar.setProgress(t);
    } else if (gMouse) {
        pGreen.softPwmWrite((int)(100-t*100)); //wirte the duty cycle according to t
        gBar.setProgress(t);
    } else if (bMouse) {
        pBlue.softPwmWrite((int)(100-t*100)); //wirte the duty cycle according to t
        bBar.setProgress(t);
    }
}
}

```

About class ProgressBar :

class ProgressBar

This is a custom class that is used to create a progress bar.

`public ProgressBar(int ix, int iy, int barlen)`

Constructor used create ProgressBar, the parameters for coordinates X , Y and length of ProgressBar.

`public void setTitle(String str)`

Used to set the name of progress bar, which will be displayed in middle of the progress bar.

`public void setProgress(float pgress)`

Used to set the progress of progress bar. The parameter: 0<pgress<1.0.

`public void create() & public void create(float pgress)`

Used to draw progress bar.







Chapter 5 Buzzer

In this chapter we will learn how to use buzzer.

Project 5.1 ActiveBuzzer

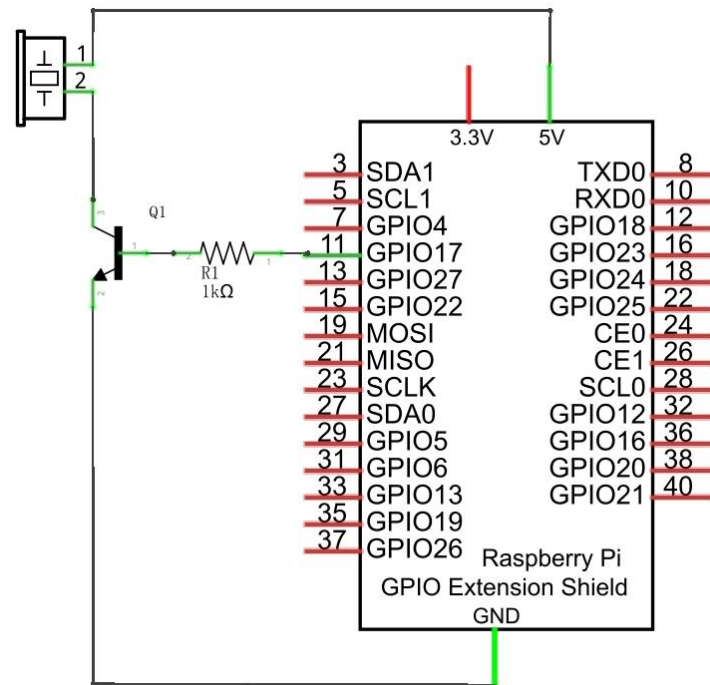
This project will use the mouse to control a active buzzer.

Component List

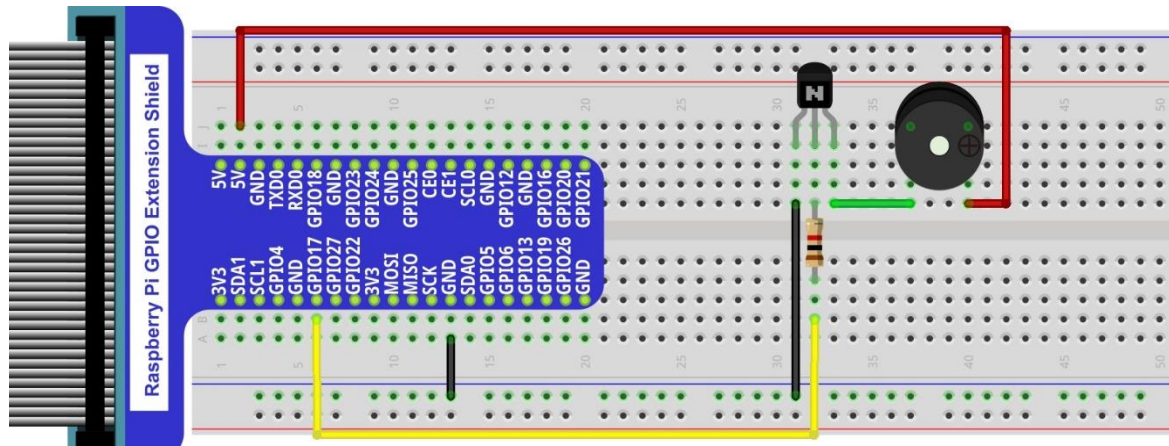
Raspberry Pi 3B x1 GPIO Extension Board & Wire x1 BreadBoard x1		Jumper M/M x7 		
NPN transistorx1 	Active buzzer x1 	Push button x1 	Resistor 1kΩ x1 	Resistor 10kΩ x2 

Circuit

Schematic diagram



Hardware connection



Note: in this circuit, the power supply for buzzer is 5V, and pull-up resistor of the button connected to the power 3.3V. The buzzer can work when connected to power 3.3V, but it will reduce the loudness.

Sketch

Sketch 5.1.1 ActiveBuzzer

First observe the running result of the sketch, and then analyze the code.

1. Use Processing to open the file Sketch_05_1_1_ActiveBuzzer.

processing

Freenove_Super_Kit_for_Raspberry_Pi/Processing/Sketchs/Sketch_05_1_1_ActiveBuzzer/Sketch_05_1_1_ActiveBuzzer.pde

2. Click on "RUN" to run the code.

After the program is executed, use the mouse to click on any position of the Display Window, then Active Buzzer begins to sound and arc graphics(Schematic of sounding) will appear next to the buzzer pattern in Display Window. Click the mouse again, then Active Buzzer stops sounding and arc graphics disappear.



The following is program code:

```
import processing.io.*;

int buzzerPin = 17;
boolean buzzerState = false;
void setup() {
  size(640, 360);
  GPIO.pinMode(buzzerPin, GPIO.OUTPUT);
}
```

```
void draw() {
  background(255);
  titleAndSiteInfo(); //title and site infomation
  drawBuzzer();       //buzzer img
  if (buzzerState) {
    GPIO.digitalWrite(buzzerPin, GPIO.HIGH);
    drawArc();         //Sounds waves img
  } else {
    GPIO.digitalWrite(buzzerPin, GPIO.LOW);
  }
}

void mouseClicked() { //if the mouse Clicked
  buzzerState = !buzzerState; //Change the buzzer State
}

void drawBuzzer() {
  strokeWeight(1);
  fill(0);
  ellipse(width/2, height/2, 50, 50);
  fill(255);
  ellipse(width/2, height/2, 10, 10);
}

void drawArc() {
  noFill();
  strokeWeight(8);
  for (int i=0; i<3; i++) {
    arc(width/2, height/2, 100*(1+i), 100*(1+i), -PI/4, PI/4, OPEN);
  }
}

void titleAndSiteInfo() {
  fill(0);
  textAlign(CENTER); //set the text centered
  textSize(40);       //set text size
  text("Active Buzzer", width / 2, 40); //title
  textSize(16);
  text("www.freenove.com", width / 2, height - 20); //site
}
```

Code in this project is based on similar logic with the previous "MouseLED". And the difference is that this project needs to draw the buzzer pattern and arc graphics after the buzzer sounding.




App 1 Snake Game

In this chapter, we will play a classic game, snake.

App 1.1 Snake Game

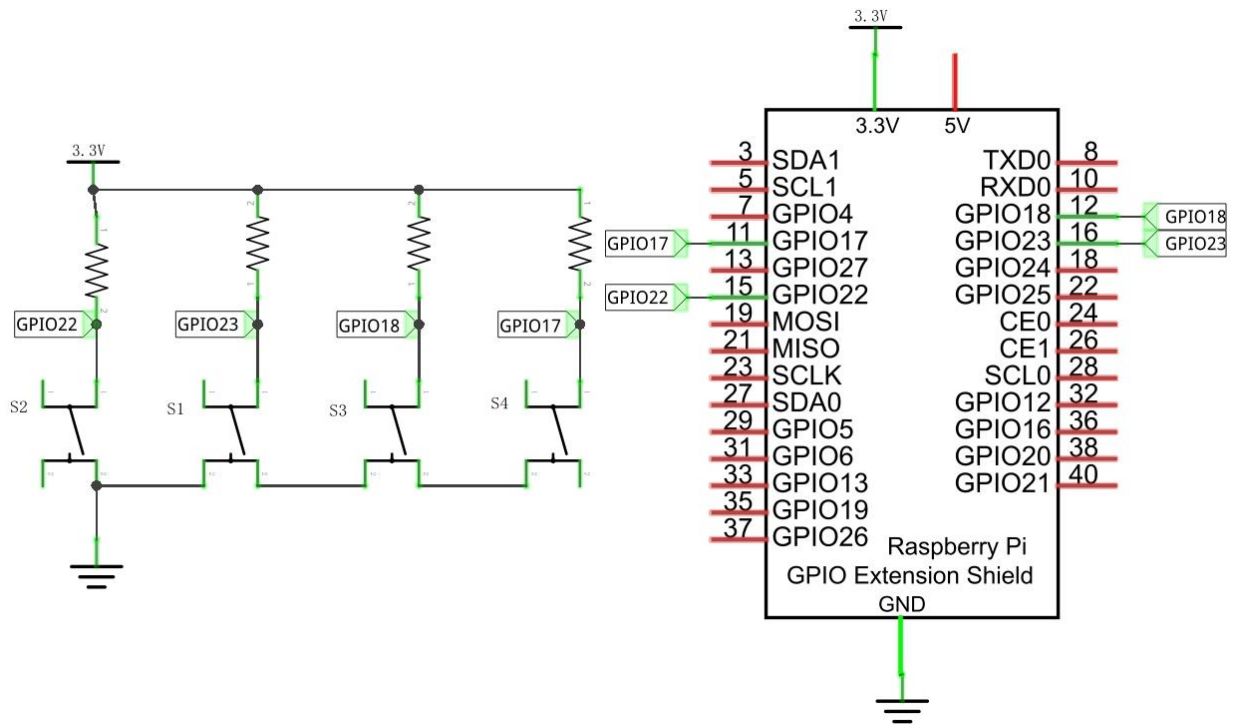
Now, let's create and experience our own game.

Component List

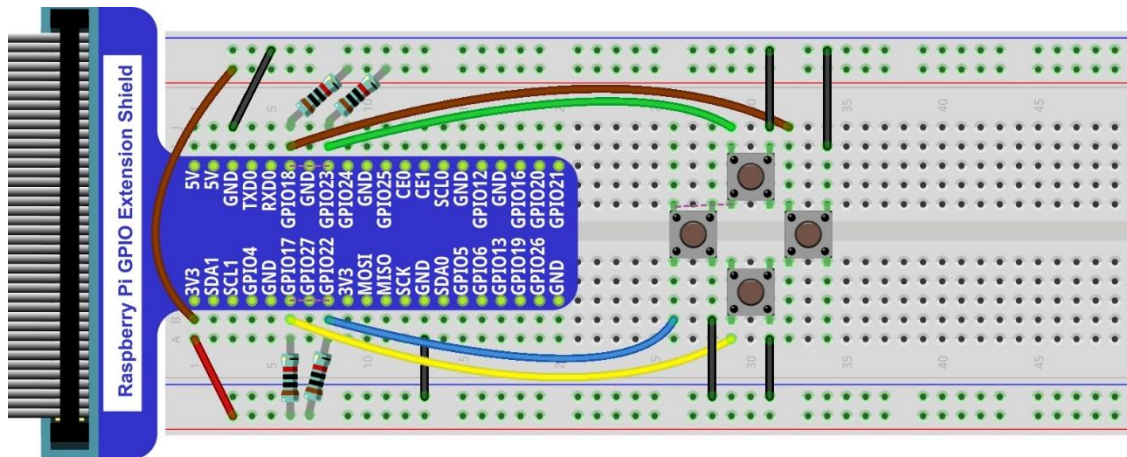
Raspberry Pi 3B x1 GPIO Extension Board & Wire x1 BreadBoard x1	Resistor 10K Ω x4	Push button x4
Jumper M/M x12		
		

Circuit

Schematic diagram



Hardware connection



Sketch

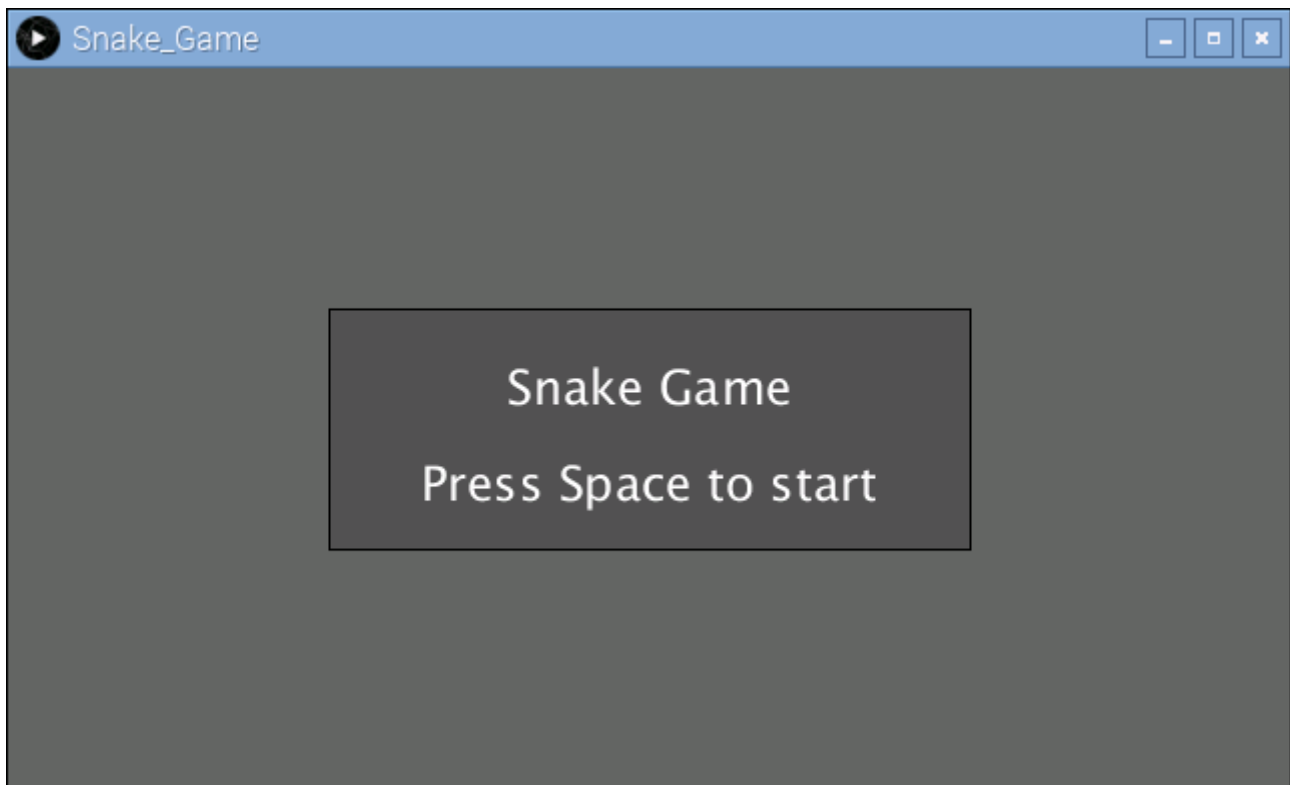
Sketch SnakeGame

1. Use Processing to open the file SnakeGame.

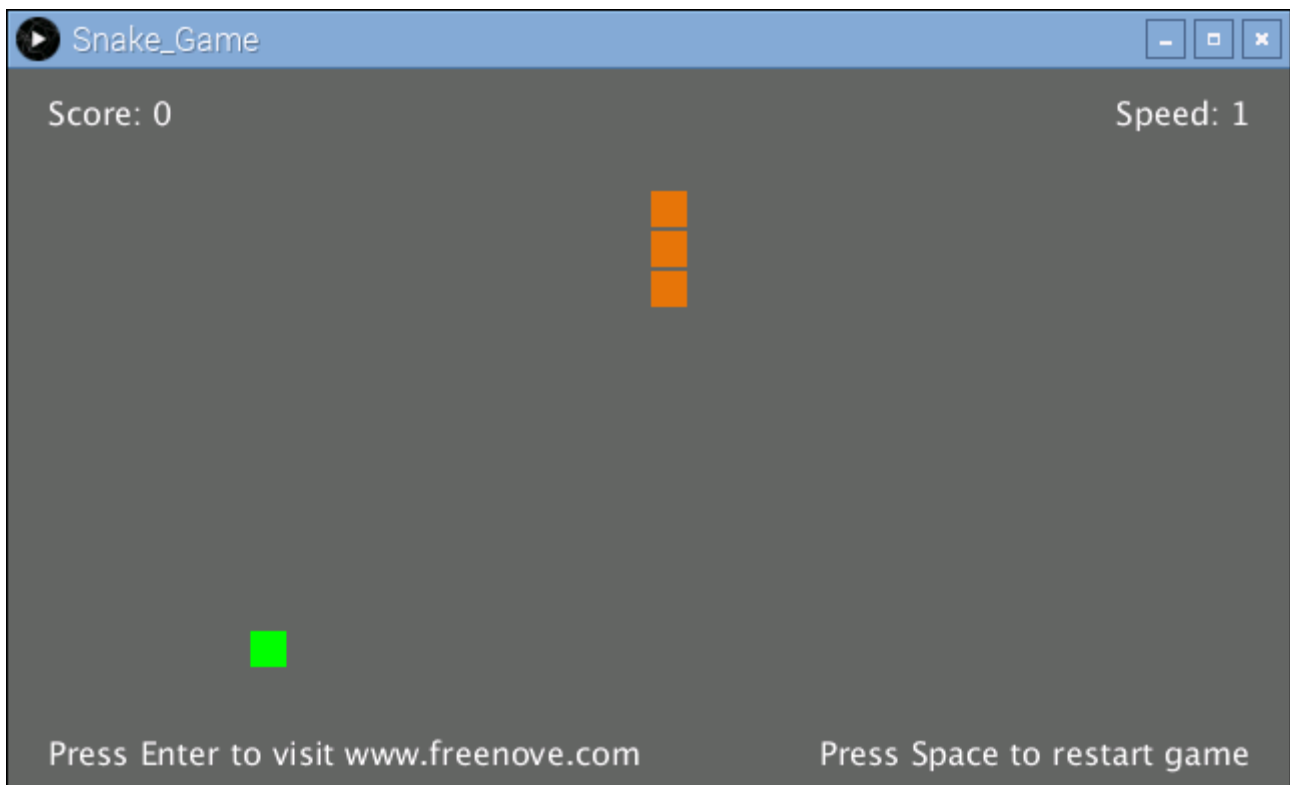
```
processing Freenove_Super_Kit_for_Raspberry_Pi/Processing/Apps/SnakeGame/SnakeGame.pde
```

2. Click on "RUN" to run the code.

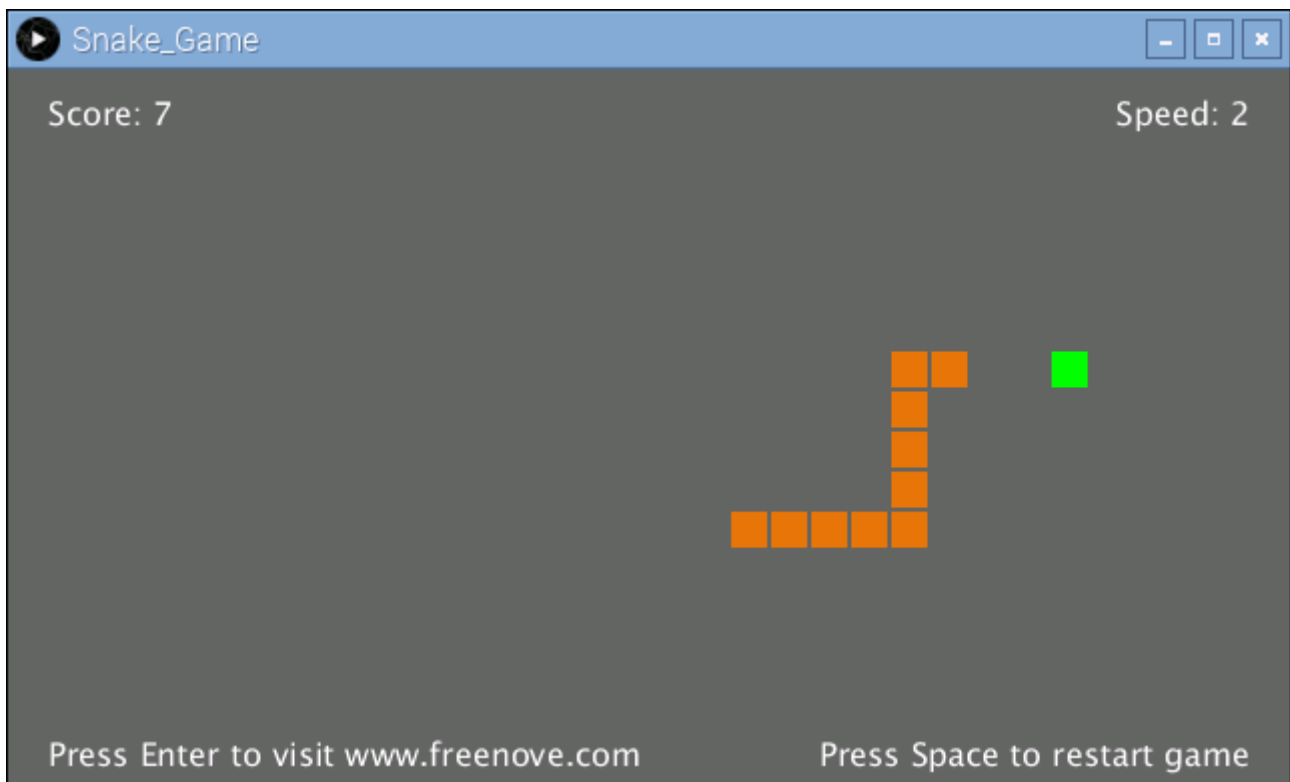
After the program is executed, Display Window displays as below.



Pressing the space can start the game:



You can control the movement direction of the snake through the four buttons in circuit or four arrow keys on the keyboard. The rules are the same as the classic Snake game:



When game is over, pressing the space can restart the game:



You can restart the game by pressing the space bar at any time during the game.




App 2 Tetris Game

In this chapter, we will play a game, tetris game.

App 2.1 Tetris Game

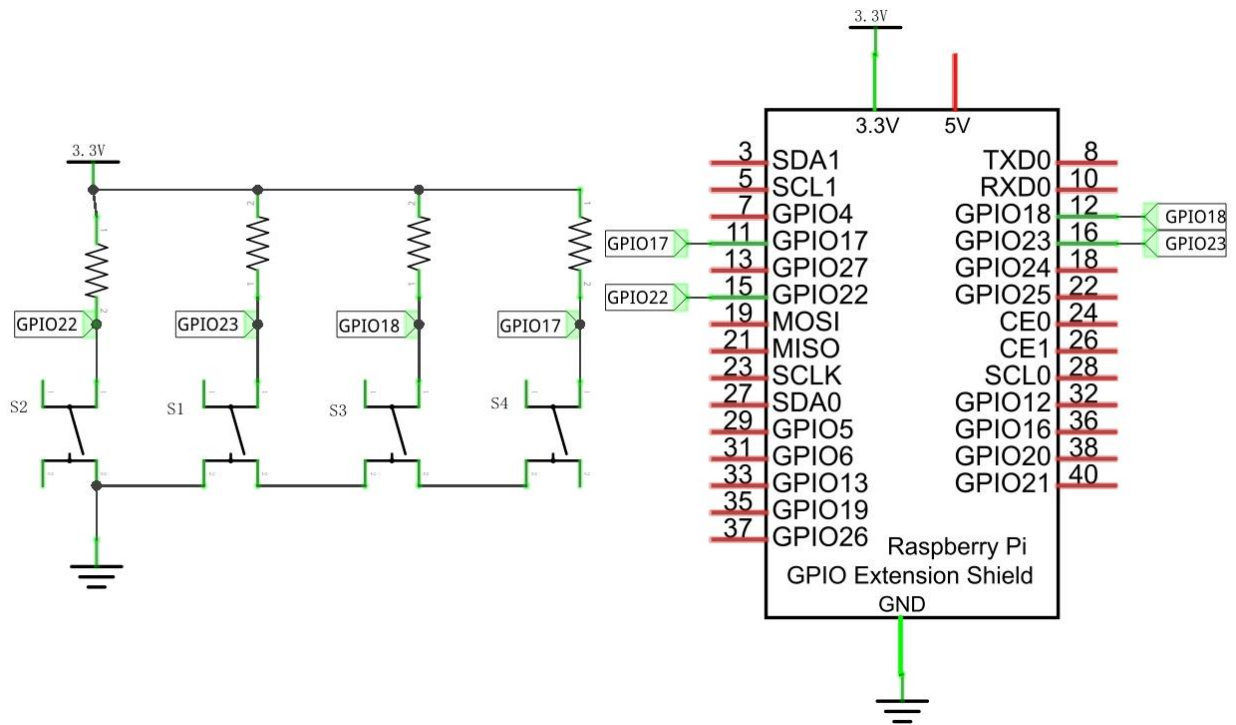
Now, let's create and experience our own game.

Component List

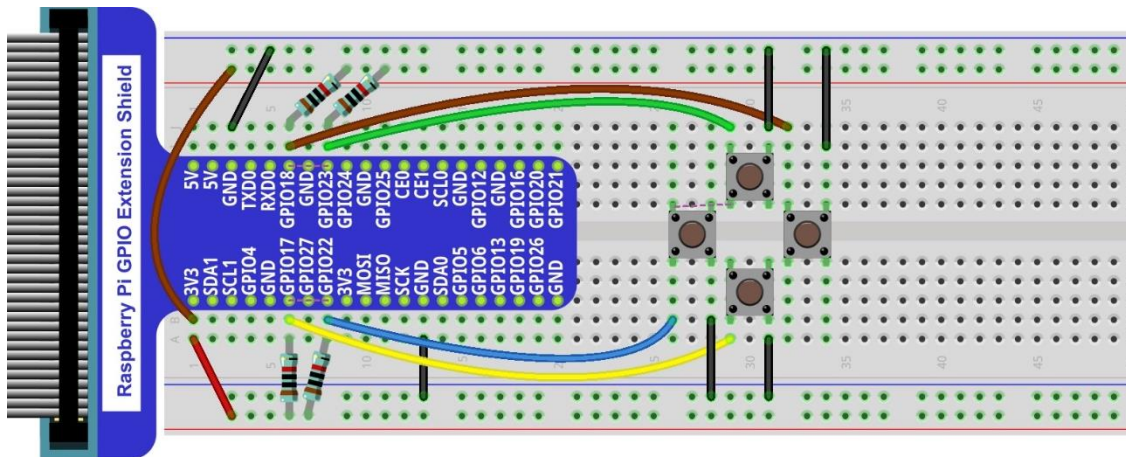
Raspberry Pi 3B x1 GPIO Extension Board & Wire x1 BreadBoard x1	Resistor 10KΩ x4	Push button x4
Jumper M/M x12		
		

Circuit

Schematic diagram



Hardware connection



Sketch

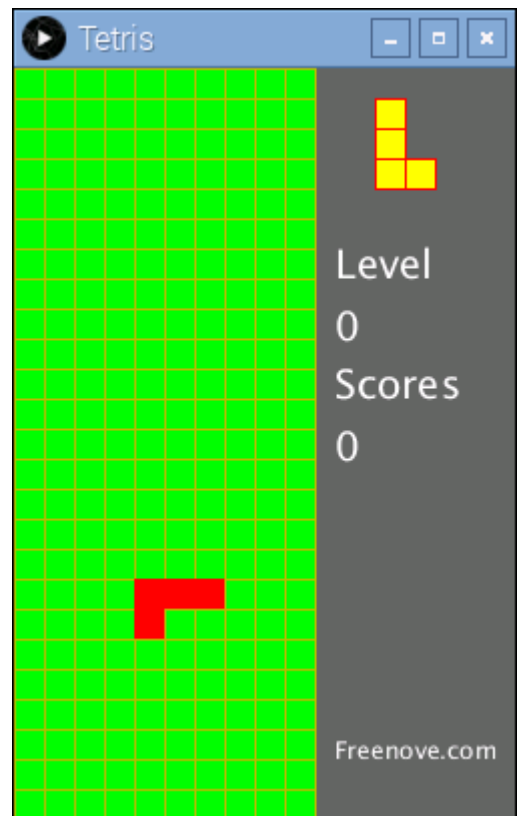
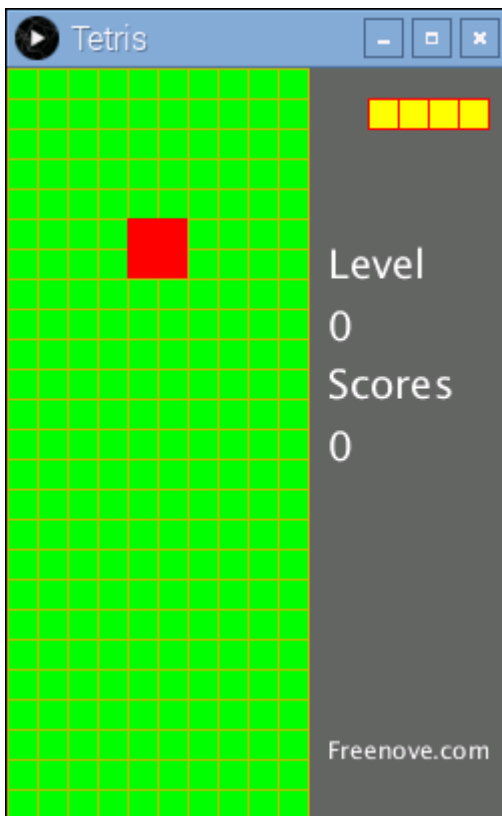
Sketch TetrisGame

1. Use Processing to open the file TetrisGame.

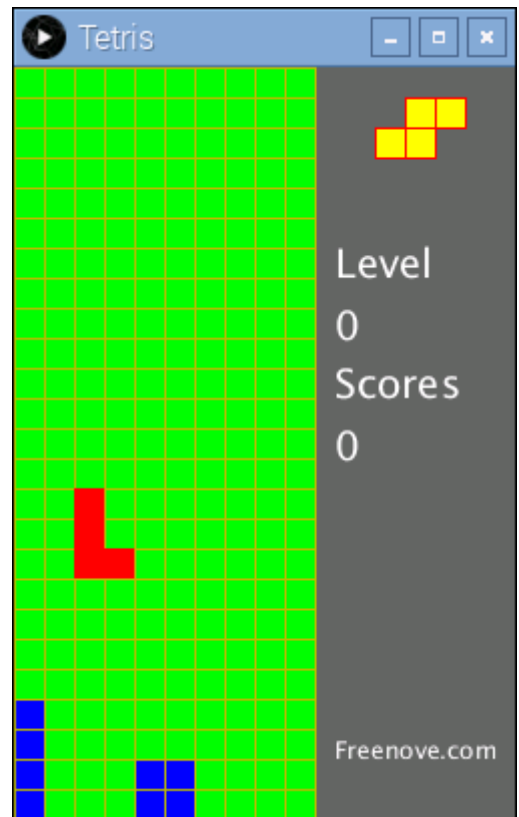
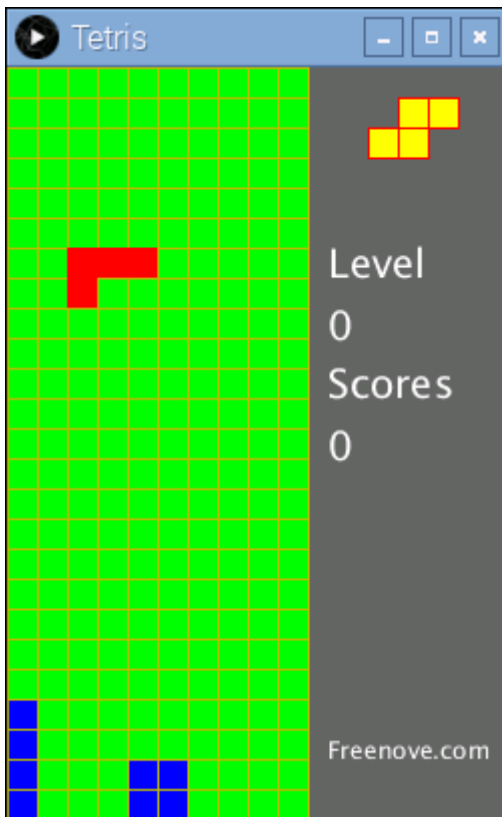
```
processing Freenove_Super_Kit_for_Raspberry_Pi/Processing/Apps/TetrisGame/TetrisGame.pde
```

2. Click on "RUN" to run the code.

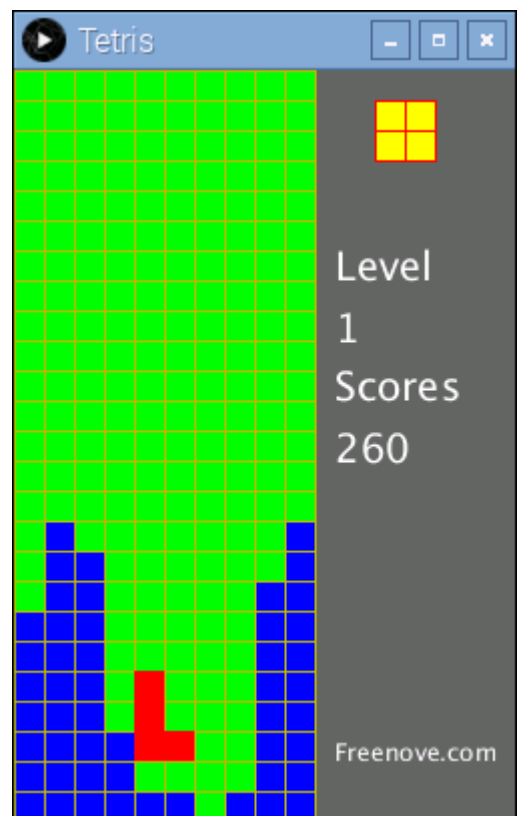
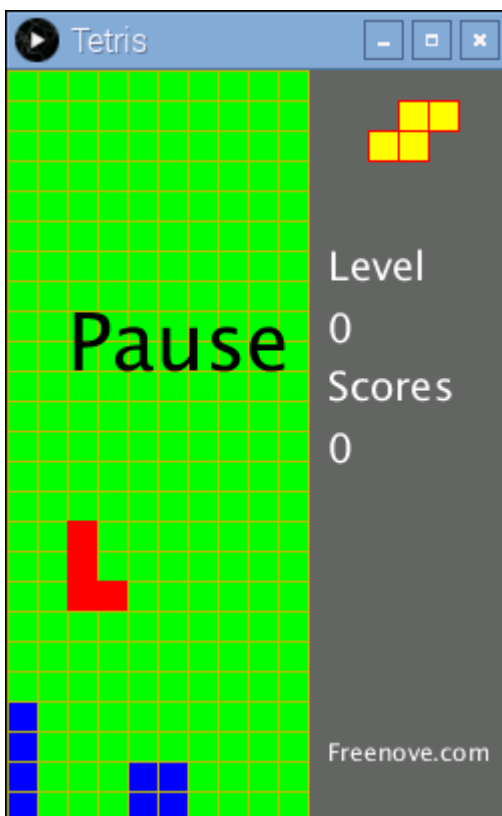
After the program is executed, Display Window displays as below.



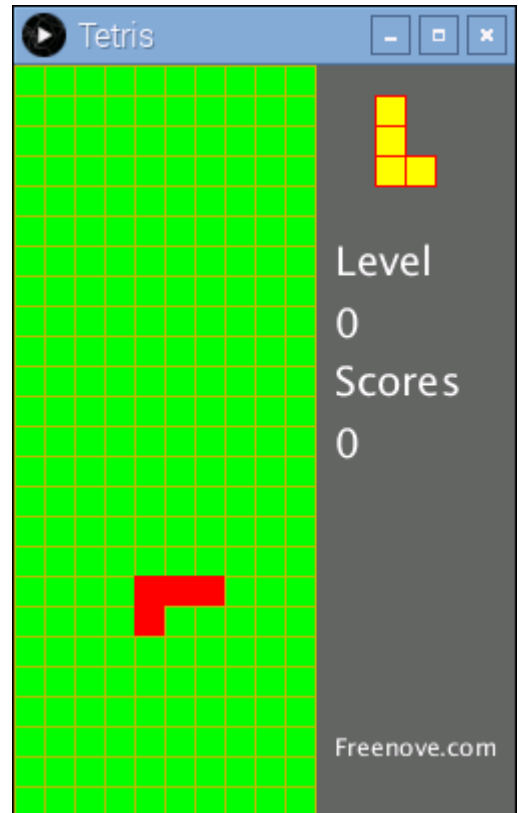
The left and right button in the circuit can control the moving of the falling block to left or right. And the button below can accelerate falling of the block. The button above is used for rotating of the block. Four direction keys on keyboard can also be used to play the game.



In the process of game, pressing the space bar on the keyboard can pause the game. The right side of the Display Window shows the next upcoming block, the current game speed and the current score. The more lines you eliminate once, the higher the scores. If you eliminate one line once, you will get 10 points. If you eliminate 4 lines once, you will get 70 points.



When the blocks are beyond the screen, the game is over. After the game is over, press the space bar to start a new game.



What's next?

Thanks for your reading.

This tutorial is all over here. If you find any mistakes, missions or you have other ideas and questions about contents of this tutorial or the kit and ect, please feel free to contact us, and we will check and correct it as soon as possible.

If you want to learn more about Arduino, Raspberry Pi, smart cars, robots and orther interesting products in science and technology, please continue to focus on our website. We will continue to launch cost-effective, innovative and exciting products.

Thank you again for choosing Freenove products.