

Getting Started

Thank you for choosing Freenove products!

After you download the ZIP file we provide. Unzip it and you will get a folder contains several files and folders. There are three PDF files:

- **Tutorial.pdf**
It contains basic operations such as installing system for Raspberry Pi.
The code in this PDF is in C.
- **Tutorial_GPIOZero.pdf**
It contains basic operations such as installing system for Raspberry Pi.
The code in this PDF is in Python.
- **Processing.pdf** in Freenove_LCD1602_Starter_Kit_for_Raspberry_Pi\Processing
The code in this PDF is in Java.

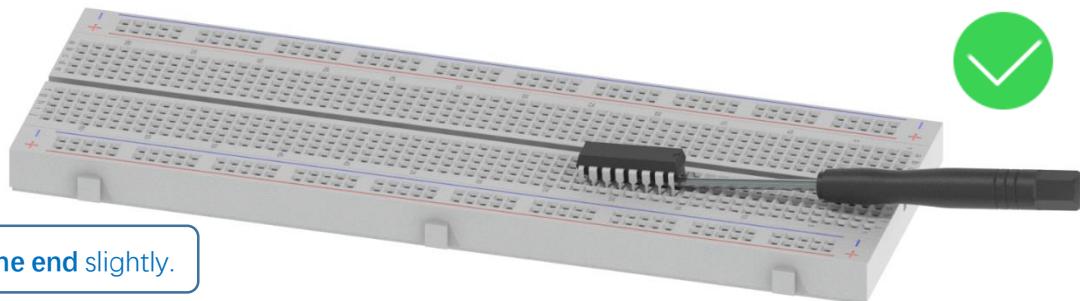
We recommend you to start with **Tutorial.pdf** or **Tutorial_GPIOZero.pdf** first.

If you want to start with Processing.pdf or skip some chapters of Tutorial.pdf, you need to finish necessary steps in **Chapter 7 AD/DA** of **Tutorial.pdf** first.

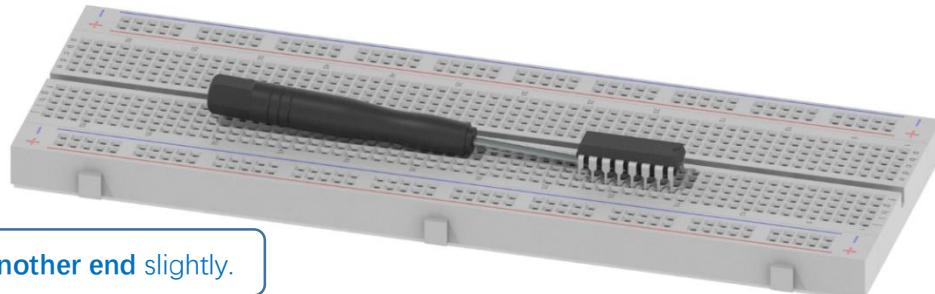
Remove the Chips

Some chips and modules are inserted into the breadboard to protect their pins.

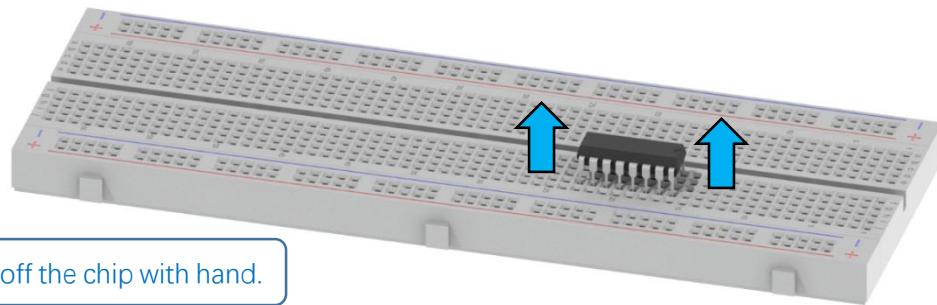
You need to remove them from breadboard before use. (There is no need to remove GPIO Extension Board.) Please find a tool (like a little screw driver) to handle them like below:



Step 1, lift **one end** slightly.

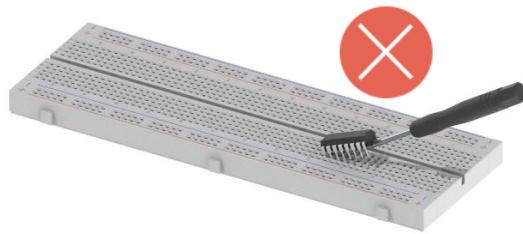
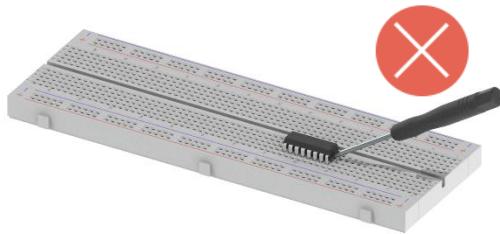


Step 2, lift **another end** slightly.



Step 3, take off the chip with hand.

Avoid lifting one end with big angle directly.



Get Support and Offer Input

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

- Product quality issues
- Product use and build issues
- Questions regarding the technology employed in our products for learning and education
- Your input and opinions are always welcome
- We also encourage your ideas and suggestions for new products and product improvements

For any of the above, you may send us an email to:

support@freenove.com

Safety and Precautions

Please follow the following safety precautions when using or storing this product:

- Keep this product out of the reach of children under 6 years old.
- This product should be used only when there is adult supervision present as young children lack necessary judgment regarding safety and the consequences of product misuse.
- This product contains small parts and parts, which are sharp. This product contains electrically conductive parts. Use caution with electrically conductive parts near or around power supplies, batteries and powered (live) circuits.
- When the product is turned ON, activated or tested, some parts will move or rotate. To avoid injuries to hands and fingers, keep them away from any moving parts!
- It is possible that an improperly connected or shorted circuit may cause overheating. Should this happen, immediately disconnect the power supply or remove the batteries and do not touch anything until it

cools down! When everything is safe and cool, review the product tutorial to identify the cause.

- Only operate the product in accordance with the instructions and guidelines of this tutorial, otherwise parts may be damaged or you could be injured.
- Store the product in a cool dry place and avoid exposing the product to direct sunlight.
- After use, always turn the power OFF and remove or unplug the batteries before storing.

About Freenove

Freenove provides open source electronic products and services worldwide.

Freenove is committed to assist customers in their education of robotics, programming and electronic circuits so that they may transform their creative ideas into prototypes and new and innovative products. To this end, our services include but are not limited to:

- Educational and Entertaining Project Kits for Robots, Smart Cars and Drones
- Educational Kits to Learn Robotic Software Systems for Arduino, Raspberry Pi and micro:bit
- Electronic Component Assortments, Electronic Modules and Specialized Tools
- Product Development and Customization Services**

You can find more about Freenove and get our latest news and updates through our website:

<http://www.freenove.com>

Copyright

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Raspberry Pi® is a trademark of Raspberry Pi Foundation (<https://www.raspberrypi.org/>).

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Preface

Raspberry Pi is a low cost, **credit card sized computer** that plugs into a computer monitor or TV, and uses a standard keyboard and mouse. It is an incredibly capable little device that enables people of all ages to explore computing, and to learn how to program in a variety of computer languages like Scratch and Python. It is capable of doing everything you would expect from a desktop computer, such as browsing the internet, playing high-definition video content, creating spreadsheets, performing word-processing, and playing video games. For more information, you can refer to Raspberry Pi official [website](#). For clarification, this tutorial will also reference Raspberry Pi as RPi, RPI and RasPi.

In this tutorial, most chapters consist of **Components List**, **Component Knowledge**, **Circuit**, and **Code**. We provide C code for each project in this tutorial. After completing this tutorial, you can learn Java by reading Processing.pdf.

This kit does not contain [**Raspberry and its accessories**](#). You can also use the components and modules in this kit to create projects of your own design.

Additionally, if you encounter any issues or have questions about this tutorial or the contents of kit, you can always contact us for free technical support at:

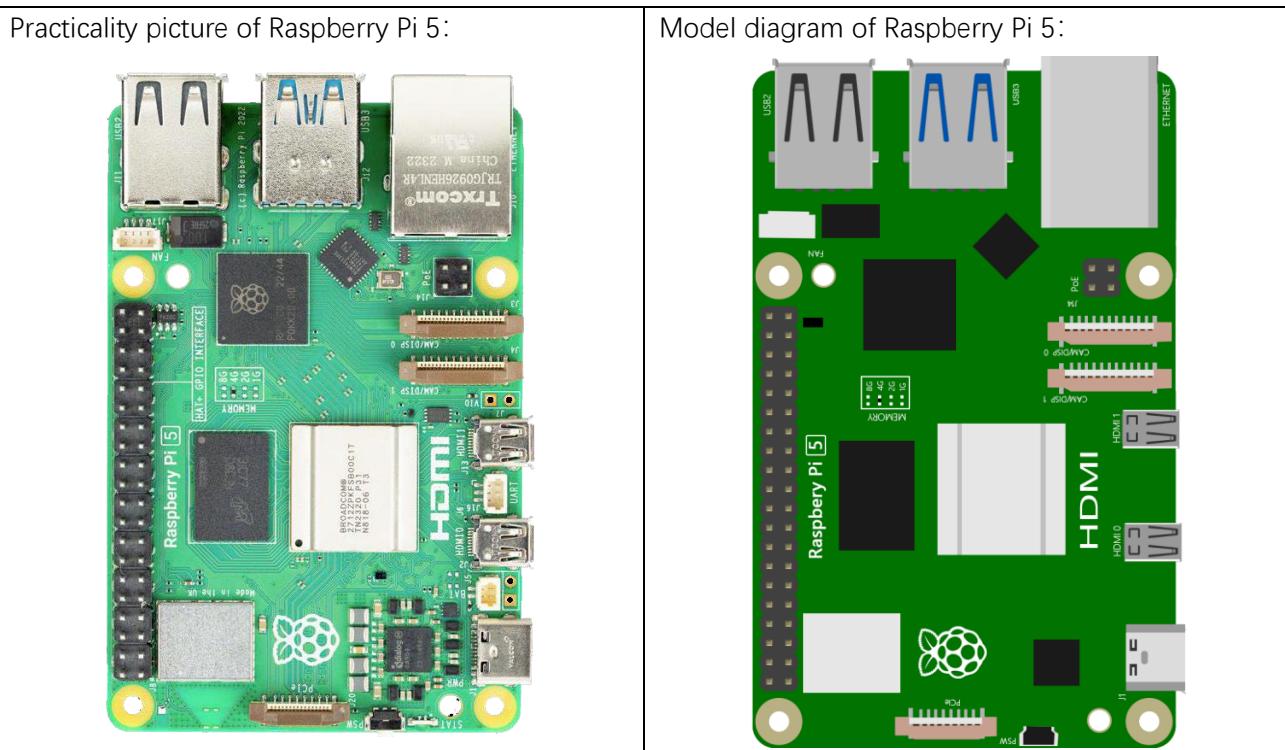
support@freenove.com

Raspberry Pi

So far, at this writing, Raspberry Pi has advanced to its fifth generation product offering. Version changes are accompanied by increases in upgrades in hardware and capabilities.

The A type and B type versions of the first generation products have been discontinued due to various reasons. What is most important is that other popular and currently available versions are consistent in the order and number of pins and their assigned designation of function, making compatibility of peripheral devices greatly enhanced between versions.

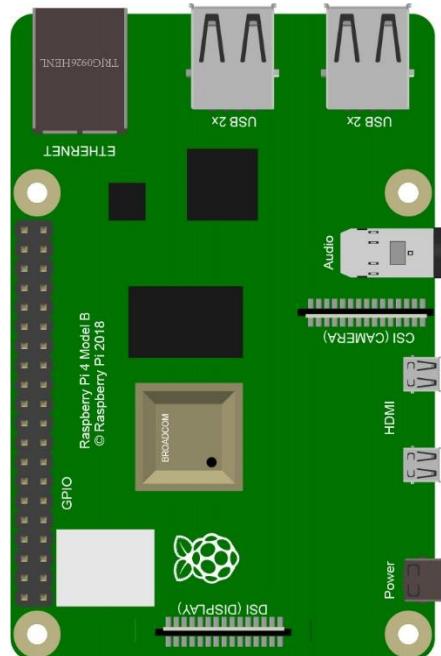
Below are the raspberry pi pictures and model pictures supported by this product. They have 40 pins.



Actual image of Raspberry Pi 4 Model B:



CAD image of Raspberry Pi 4 Model B:



Actual image of Raspberry Pi 3 Model B+:



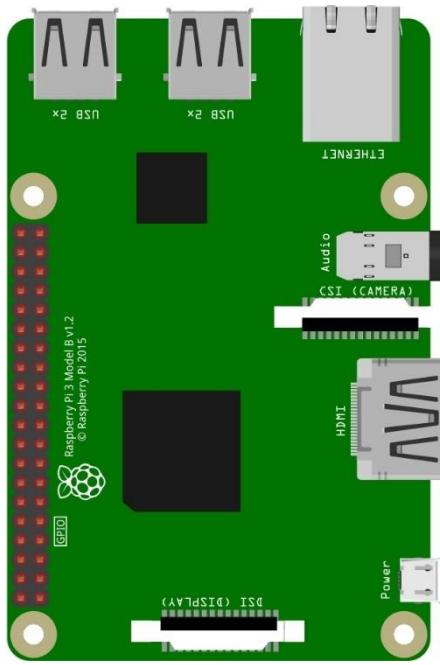
CAD image of Raspberry Pi 3 Model B+:



Actual image of Raspberry Pi 3 Model B:



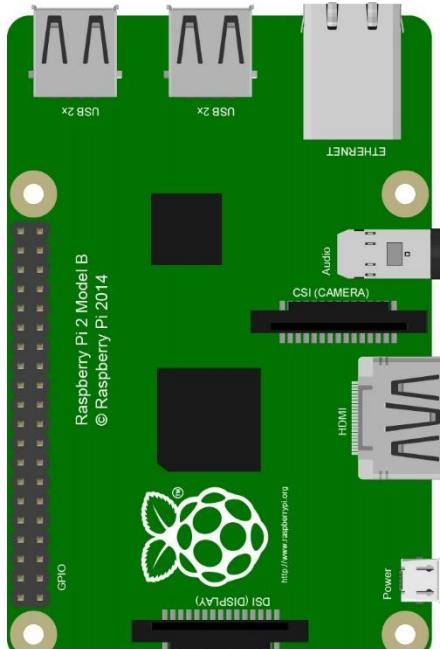
CAD image of Raspberry Pi 3 Model B:



Actual image of Raspberry Pi 2 Model B:



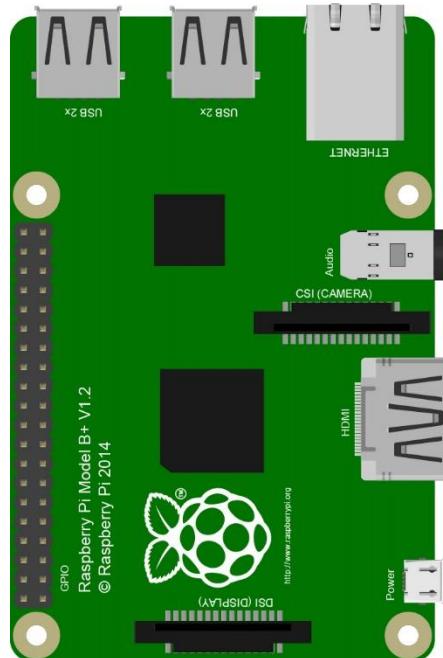
CAD image of Raspberry Pi 2 Model B:



Actual image of Raspberry Pi 1 Model B+:



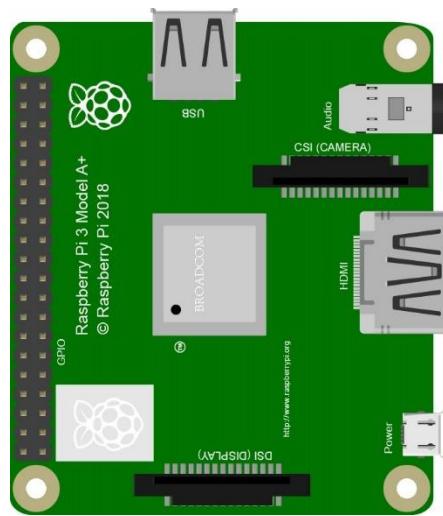
CAD image of Raspberry Pi 1 Model B+:



Actual image of Raspberry Pi 3 Model A+:



CAD image of Raspberry Pi 3 Model A+:



Actual image of Raspberry Pi 1 Model A+:



CAD image of Raspberry Pi 1 Model A+:



Actual image of Raspberry Pi Zero W:



CAD image of Raspberry Pi Zero W:



Actual image of Raspberry Pi Zero:



CAD image of Raspberry Pi Zero:



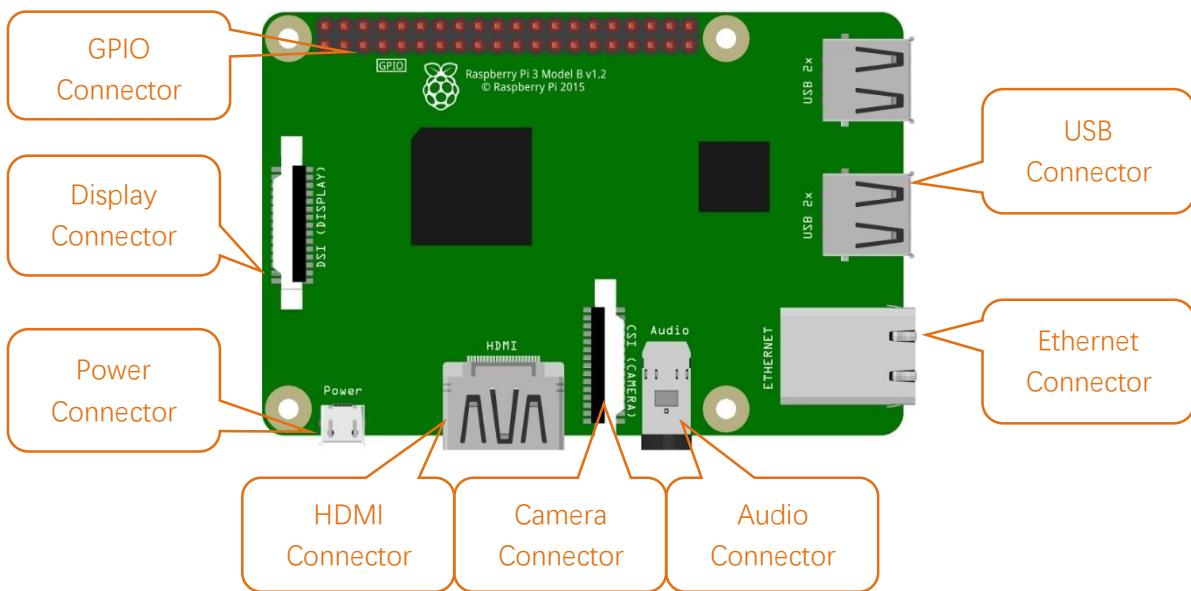
Below are the raspberry pi pictures and model pictures supported by this product. They have 40 pins. Hardware interface diagram of RPi 5 is shown below:



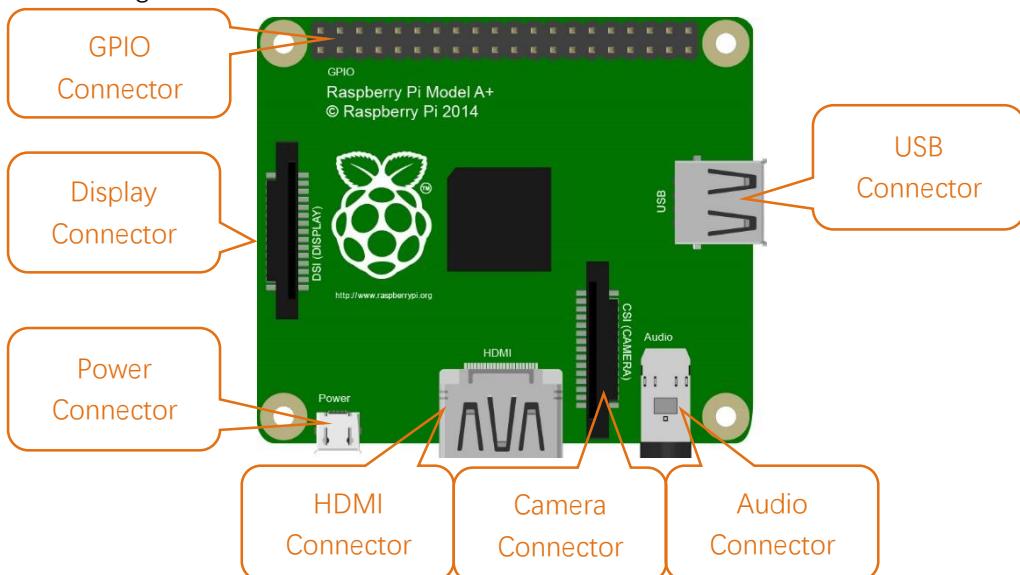
Hardware interface diagram of RPi 4B is shown below:



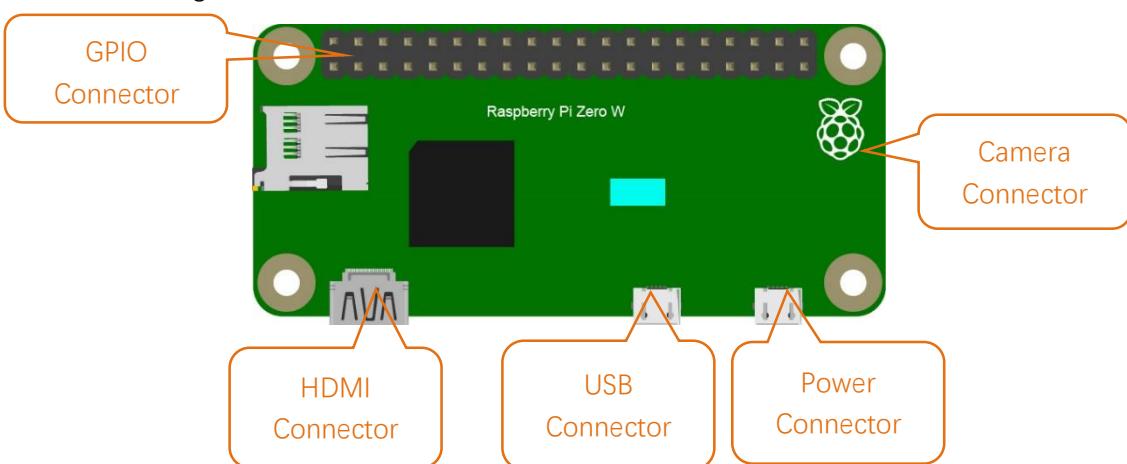
Hardware interface diagram of RPi 3B+/3B/2B/1B+:



Hardware interface diagram of RPi 3A+/A+:



Hardware interface diagram of RPi Zero/Zero W:



Installing an Operating System

The first step is to install an operating system on your RPi so that it can be programmed and function. If you have installed a system in your RPi, you can start from Chapter 0 Preparation.

Component List

Required Components

Any Raspberry Pi with 40 GPIO	5V/3A Power Adapter. Note: Different versions of Raspberry Pi have different power requirements (please check the power requirements for yours on the chart in the following page.)
	

Micro or Type-C USB Cable x1	Micro SD Card (TF Card) x1, Card Reader x1
------------------------------	--





Power requirements of various versions of Raspberry Pi are shown in following table:

Product	Recommended PSU current capacity	Maximum total USB peripheral current draw	Typical bare-board active current consumption
Raspberry Pi 1 Model A	700mA	500mA	200mA
Raspberry Pi 1 Model B	1.2A	500mA	500mA
Raspberry Pi 1 Model A+	700mA	500mA	180mA
Raspberry Pi 1 Model B+	1.8A	1.2A	330mA
Raspberry Pi 2 Model B	1.8A	1.2A	350mA
Raspberry Pi 3 Model B	2.5A	1.2A	400mA
Raspberry Pi 3 Model A+	2.5A	Limited by PSU, board, and connector ratings only.	350mA
Raspberry Pi 3 Model B+	2.5A	1.2A	500mA
Raspberry Pi 4 Model B	3.0A	1.2A	600mA
Raspberry Pi 5	5.0A	1.6A (600mA if using a 3A power supply)	800mA
Raspberry Pi 400	3.0A	1.2A	800mA
Raspberry Pi Zero	1.2A	Limited by PSU, board, and connector ratings only	100mA
Raspberry Pi Zero W	1.2A	Limited by PSU, board, and connector ratings only.	150mA
Raspberry Pi Zero 2 W	2A	Limited by PSU, board, and connector ratings only.	350mA

For more details, please refer to <https://www.raspberrypi.org/help/faqs/#powerReqs>

In addition, RPi also needs an Ethernet network cable used to connect it to a WAN (Wide Area Network).

The Raspberry Pi 5 provides 1.6A of power to downstream USB peripherals when connected to a power supply capable of 5A at +5V (25W). When connected to any other compatible power supply, the Raspberry Pi 5 restricts downstream USB devices to 600mA of power.

Optional Components

Under normal circumstances, there are two ways to login to Raspberry Pi: 1) Using a stand-alone monitor. 2) Using a remote desktop or laptop computer monitor “sharing” the PC monitor with your RPi.

Required Accessories for Monitor

If you choose to use an independent monitor, mouse and keyboard, you also need the following accessories:

1. A display with a HDMI interface
2. A Mouse and a Keyboard with an USB interface

As to Pi Zero and Pi Zero W, you also need the following accessories:

1. A Mini-HDMI to HDMI Adapter and Cable.
2. A Micro-USB to USB-A Adapter and Cable (Micro USB OTG Cable).
3. A USB HUB.
4. USB to Ethernet Interface or USB Wi-Fi receiver.

For different Raspberry Pi Modules, the optional items may vary slightly but they all aim to convert the interfaces to Raspberry Pi standards.

	Pi Zero	Pi A+	Pi Zero W	Pi 3A+	Pi B+/2B	Pi 3B/3B+	Pi 4B	Pi 5
Monitor						Yes (All)		
Mouse						Yes (All)		
Keyboard						Yes (All)		
Micro-HDMI to HDMI Adapter & Cable	Yes	No	Yes	No	No	No	No	No
Micro-HDMI to HDMI Adapter & Cable				No			Yes	
Micro-USB to USB-A Adapter & Cable (Micro USB OTG Cable)	Yes	No	Yes			No		
USB HUB	Yes	Yes	Yes	Yes	No	No	No	No
USB to Ethernet Interface	select one from two or select two from two		optional		Internal Integration	Internal Integration		
USB Wi-Fi Receiver			Internal Integration		optional			



Required Accessories for Remote Desktop

If you do not have an independent monitor, or if you want to use a remote desktop, you first need to login to Raspberry Pi through SSH, and then open the VNC or RDP service. This requires the following accessories.

	Pi Zero	Pi Zero W	Pi A+	Pi 3A+	Pi B+/2B	Pi 3B/3B+/4B/5
Micro-USB to USB-A Adapter & Cable (Micro USB OTG Cable)	Yes	Yes	No			NO
USB to Ethernet interface	Yes	Yes	Yes			

Raspberry Pi OS

Without Screen - Use Raspberry Pi - under Windows PC: <https://youtu.be/YND0RUuP-to>

With Screen - Use Raspberry Pi - under Windows PC: <https://youtu.be/HEywFsFrj3I>

Automatically Method

You can follow the official method to install the system for raspberry pi via visiting link below:

<https://projects.raspberrypi.org/en/projects/raspberry-pi-setting-up/2>

In this way, the system will be downloaded **automatically** via the application.

Manually Method

After installing the Imager Tool in the **link above**. You can **also** download the system **manually** first.

Visit <https://www.raspberrypi.org/downloads/>

Manually install an operating system image

Browse a range of operating systems provided by Raspberry Pi and by other organisations, and download them to install manually.

[See all download options](#)



Operating system images

Many operating systems are available for Raspberry Pi, including Raspberry Pi OS, our official supported operating system, and operating systems from other organisations.

[Raspberry Pi Imager](#) is the quick and easy way to install an operating system to a microSD card ready to use with your Raspberry Pi. Alternatively, choose from the operating systems below, available to download and install manually.

Download:
[Raspberry Pi OS \(32-bit\)](#)
[Raspberry Pi Desktop](#)
[Third-Party operating systems](#)

Raspberry Pi OS

Compatible with:

[All Raspberry Pi models](#)



Raspberry Pi OS with desktop and recommended software

Release date: January 11th 2021
 Kernel version: 5.4
 Size: 2.863MB
[Show SHA256 file integrity hash](#)
[Release notes](#)

[Download](#)

[Download torrent](#)



And then the zip file is downloaded.



Write System to Micro SD Card

First, put your Micro **SD card** into card reader and connect it to USB port of PC.



Then open imager toll. Clicked Choose Device.



Select a Raspberry PI Device based on your Raspberry PI version. It will help us filter out the right version of the system for the Raspberry PI.



Clicked Operating System.



Choose system that you just downloaded in Use custom.





Choose the SD card. Then click "Next".



You can configure the Raspberry Pi according to your needs.

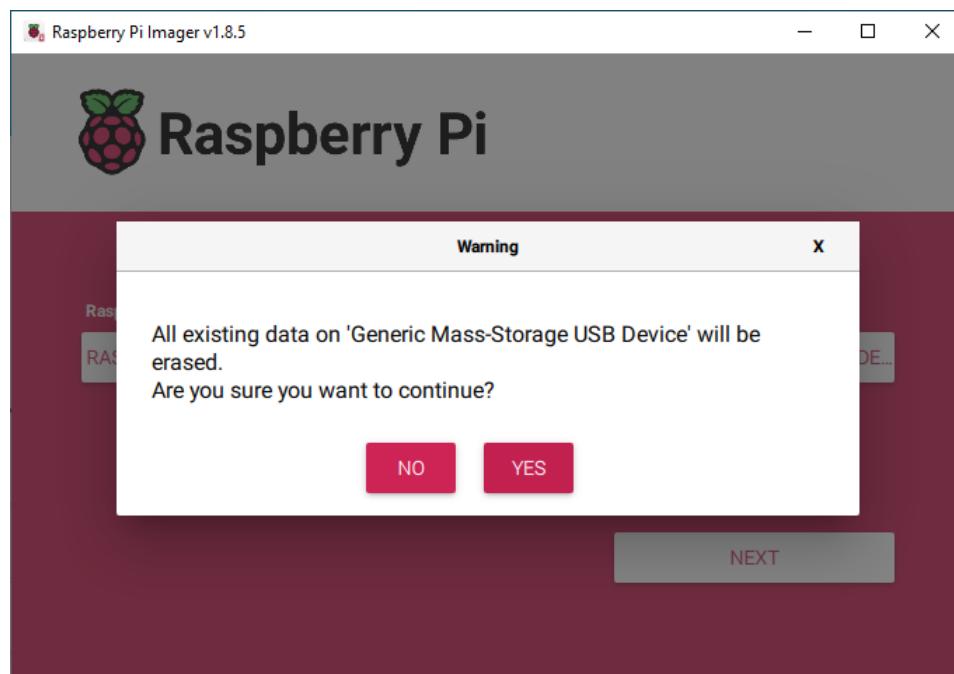


Enable ssh and configure WiFi

On the GENERAL screen, configure your information based on your actual situation.
Enable SSH on the SERVICES page.



Click Save, in the new screen, click Yes, wait for SD to brush into the Raspberry system.





Insert SD card

Then remove SD card from card reader and insert it into Raspberry Pi.



Connect to the power supply and wait for the Raspberry PI to turn on.

Getting Started with Raspberry Pi

Monitor desktop

If you do not have a spare monitor, please skip to next section [Remote desktop & VNC](#). If you have a spare monitor, please follow the steps in this section.

After the system is written successfully, take out Micro SD Card and put it into the SD card slot of RPi. Then connect your RPi to the monitor through the HDMI port, attach your mouse and keyboard through the USB ports, attach a network cable to the network port and finally, connect your power supply (making sure that it meets the specifications required by your RPi Module Version). Your RPi should start (power up). Later, after setup, you will need to enter your user name and password to login. The default user name: pi; password: raspberry. After login, you should see the following screen.



Congratulations! You have successfully installed the RASPBERRY PI OS operating system on your RPi. Raspberry Pi 5, 4B, 3B+/3B integrates a Wi-Fi adaptor. You can use it to connect to your Wi-Fi. Then you can use the wireless remote desktop to control your RPi. This will be helpful for the following work. Raspberry Pi of other models can use wireless remote desktop through accessing an external USB wireless card.



Remote desktop & VNC

If you have logged in Raspberry Pi via display, you can skip to [VNC Viewer](#).

If you don't have a spare display, mouse and keyboard for your RPi, you can use a remote desktop to share a display, keyboard, and mouse with your PC. Below is how to use:

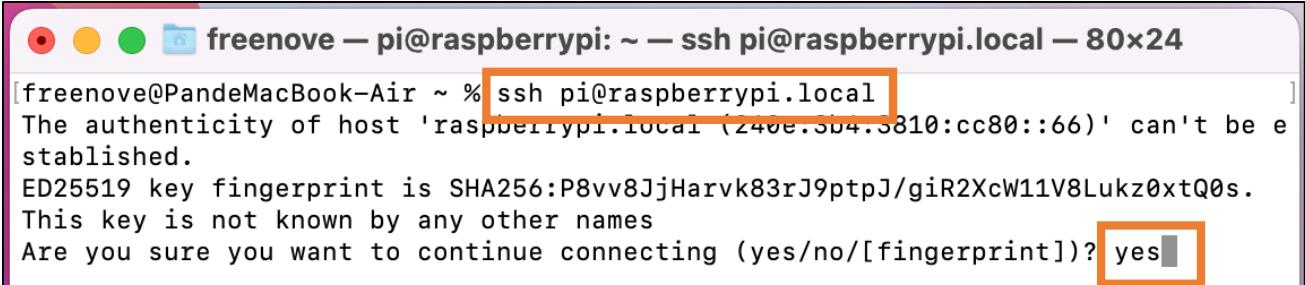
[MAC OS remote desktop](#) and [Windows OS remote desktop](#).

MAC OS Remote Desktop

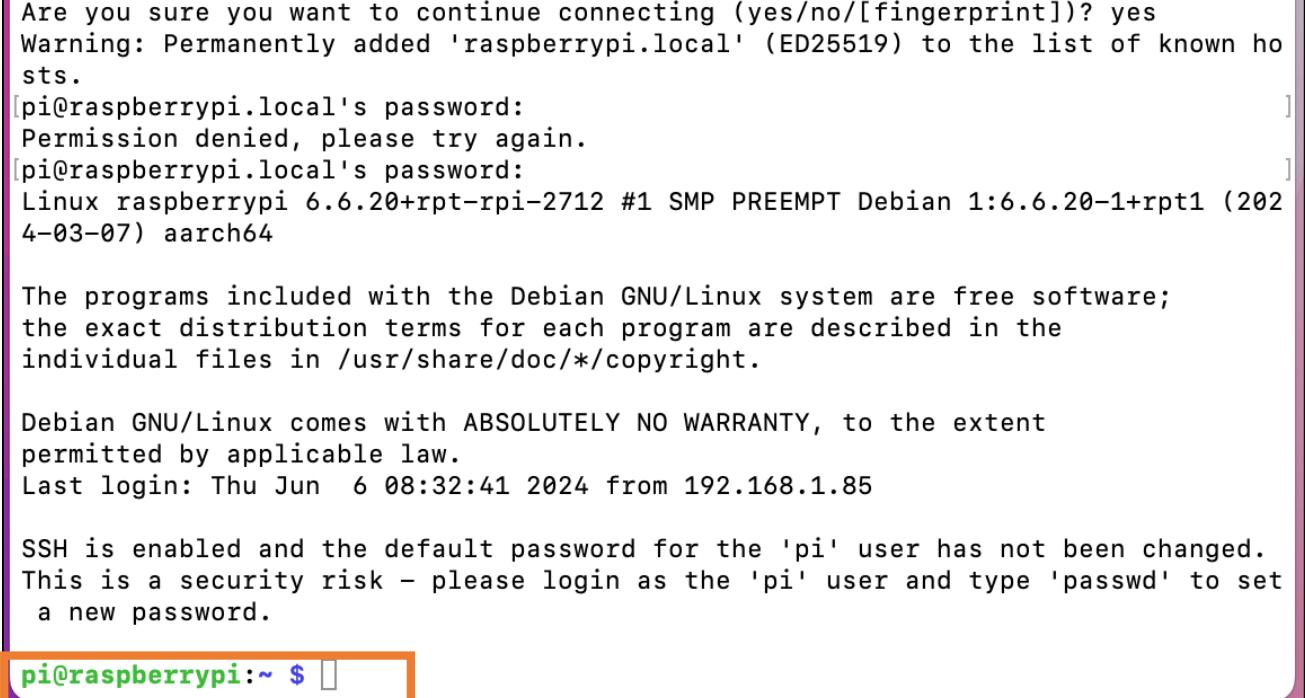
Open the terminal and type following command. **If this command doesn't work, please move to next page.**

```
ssh pi@raspberrypi.local
```

The password is **raspberry** by default, case sensitive. You may need to type **yes** during the process.



```
freenove — pi@raspberrypi: ~ — ssh pi@raspberrypi.local — 80x24
[freenove@PandeMacBook-Air ~ % ssh pi@raspberrypi.local
The authenticity of host 'raspberrypi.local (240e.3b4.3810:cc80::66)' can't be established.
ED25519 key fingerprint is SHA256:P8vv8JjHarvk83rJ9ptpJ/giR2XcW11V8Lukz0xtQ0s.
This key is not known by any other names
Are you sure you want to continue connecting (yes/no/[fingerprint])? yes]
```



```
Are you sure you want to continue connecting (yes/no/[fingerprint])? yes
Warning: Permanently added 'raspberrypi.local' (ED25519) to the list of known hosts.
[pi@raspberrypi.local's password:
Permission denied, please try again.
[pi@raspberrypi.local's password:
Linux raspberrypi 6.6.20+rpi-2712 #1 SMP PREEMPT Debian 1:6.6.20-1+rpi1 (202
4-03-07) aarch64

The programs included with the Debian GNU/Linux system are free software;
the exact distribution terms for each program are described in the
individual files in /usr/share/doc/*copyright.

Debian GNU/Linux comes with ABSOLUTELY NO WARRANTY, to the extent
permitted by applicable law.
Last login: Thu Jun  6 08:32:41 2024 from 192.168.1.85

SSH is enabled and the default password for the 'pi' user has not been changed.
This is a security risk - please login as the 'pi' user and type 'passwd' to set
a new password.

pi@raspberrypi:~ $ ]
```

You can also use the IP address to log in Pi.

Enter **router** client to **inquiry IP address** named "raspberry pi". For example, I have inquired to **my RPi IP address, and it is "192.168.1.95"**.

Open the terminal and type following command.

```
ssh pi@192.168.1.95
```

When you see **pi@raspberrypi:~ \$**, you have logged in Pi successfully. Then you can skip to next section.



```
freenove — pi@raspberrypi: ~ — ssh pi@192.168.1.95 — 80x24
[freenove@PandeMacBook-Air ~ % ssh pi@192.168.1.95
The authenticity of host '192.168.1.95 (192.168.1.95)' can't be established.
ED25519 key fingerprint is SHA256:P8vv8JjHarvk83rJ9ptpJ/giR2XcW11V8Lukz0xtQ0s.
This host key is known by the following other names/addresses:
    ~/.ssh/known_hosts:1: raspberrypi.local
Are you sure you want to continue connecting (yes/no/[fingerprint])? yes
Warning: Permanently added '192.168.1.95' (ED25519) to the list of known hosts.
[pi@192.168.1.95's password:
Linux raspberrypi 6.6.20+rpt-rpi-2712 #1 SMP PREEMPT Debian 1:6.6.20-1+rpt1 (202
4-03-07) aarch64

The programs included with the Debian GNU/Linux system are free software;
the exact distribution terms for each program are described in the
individual files in /usr/share/doc/*/*copyright.

Debian GNU/Linux comes with ABSOLUTELY NO WARRANTY, to the extent
permitted by applicable law.
Last login: Thu Jun  6 08:36:09 2024 from 240e:3b4:3810:cc80:bc5d:ebed:287f:f6ae

SSH is enabled and the default password for the 'pi' user has not been changed.
This is a security risk - please login as the 'pi' user and type 'passwd' to set
a new password.

pi@raspberrypi:~ $ ]
```

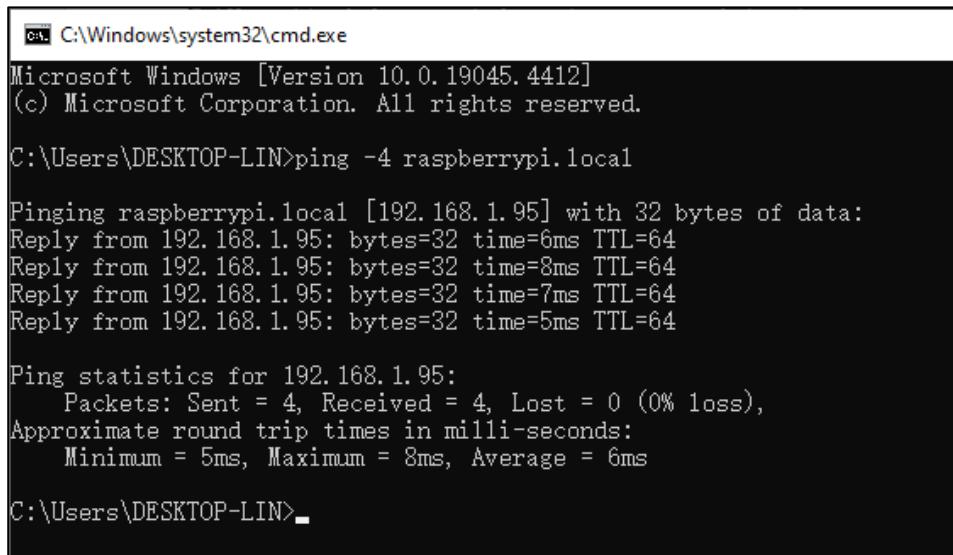
Then you can skip to [VNC Viewer](#).

Windows OS Remote Desktop

If you are using win10, you can use follow way to login Raspberry Pi without desktop.

Press Win+R. Enter cmd. Then use this command to check IP:

```
ping -4 raspberrypi.local
```



```
C:\Windows\system32\cmd.exe
Microsoft Windows [Version 10.0.19045.4412]
(c) Microsoft Corporation. All rights reserved.

C:\Users\DESKTOP-LIN>ping -4 raspberrypi.local

Pinging raspberrypi.local [192.168.1.95] with 32 bytes of data:
Reply from 192.168.1.95: bytes=32 time=6ms TTL=64
Reply from 192.168.1.95: bytes=32 time=8ms TTL=64
Reply from 192.168.1.95: bytes=32 time=7ms TTL=64
Reply from 192.168.1.95: bytes=32 time=5ms TTL=64

Ping statistics for 192.168.1.95:
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
    Approximate round trip times in milli-seconds:
        Minimum = 5ms, Maximum = 8ms, Average = 6ms

C:\Users\DESKTOP-LIN>
```

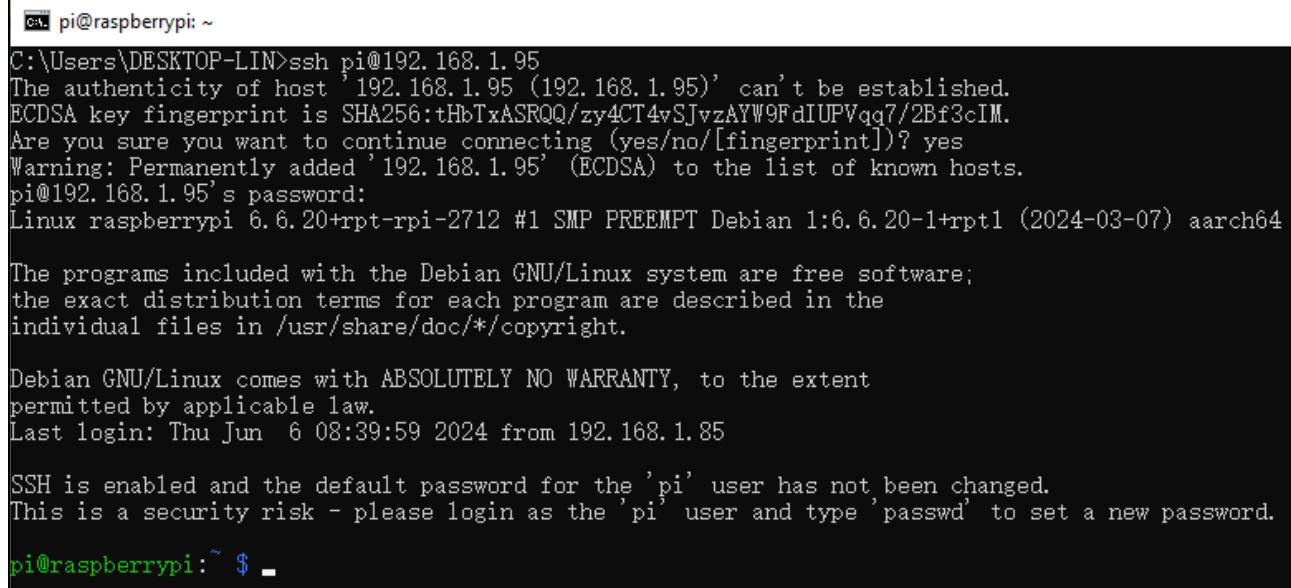
Then 192.168.1.147 is my Raspberry Pi IP.

Or enter router client to inquiry IP address named "raspberrypi". For example, I have inquired to **my RPi IP address, and it is "192.168.1.95"**.

```
ssh pi@xxxxxxxxxxxx(IP address)
```

Enter the following command:

```
ssh pi@192.168.1.95
```



```
pi@raspberrypi: ~
C:\Users\DESKTOP-LIN>ssh pi@192.168.1.95
The authenticity of host '192.168.1.95 (192.168.1.95)' can't be established.
ECDSA key fingerprint is SHA256:tHbTxASRQQ/zy4CT4vSJvzAYW9FdIUPVqq7/2Bf3cIM.
Are you sure you want to continue connecting (yes/no/[fingerprint])? yes
Warning: Permanently added '192.168.1.95' (ECDSA) to the list of known hosts.
pi@192.168.1.95's password:
Linux raspberrypi 6.6.20+rpt-rpi-2712 #1 SMP PREEMPT Debian 1:6.6.20-1+rpt1 (2024-03-07) aarch64

The programs included with the Debian GNU/Linux system are free software;
the exact distribution terms for each program are described in the
individual files in /usr/share/doc/*/*copyright.

Debian GNU/Linux comes with ABSOLUTELY NO WARRANTY, to the extent
permitted by applicable law.
Last login: Thu Jun  6 08:39:59 2024 from 192.168.1.85

SSH is enabled and the default password for the 'pi' user has not been changed.
This is a security risk - please login as the 'pi' user and type 'passwd' to set a new password.

pi@raspberrypi: ~ $
```

VNC Viewer & VNC

Enable VNC

Type the following command. And select Interface Options → P5 VNC → Enter → Yes → OK. Here Raspberry Pi may need be restarted, and choose ok. Then open VNC interface.

```
sudo raspi-config
```

```
SSH is enabled and the default password for the 'pi' user has not been changed.  
This is a security risk - please login as the 'pi' user and type 'passwd' to set  
a new password.
```

```
pi@raspberrypi:~ $ sudo raspi-config
```

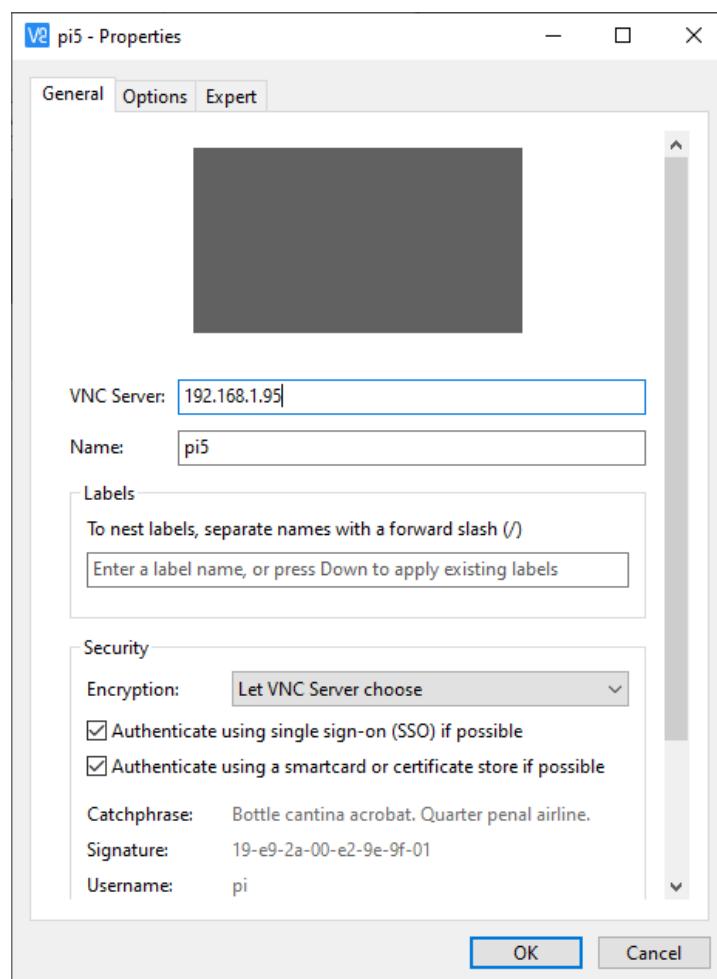




Then download and install VNC Viewer according to your computer system by click following link:

<https://www.realvnc.com/en/connect/download/viewer/>

After installation is completed, open VNC Viewer. And click File → New Connection. Then the interface is shown below.

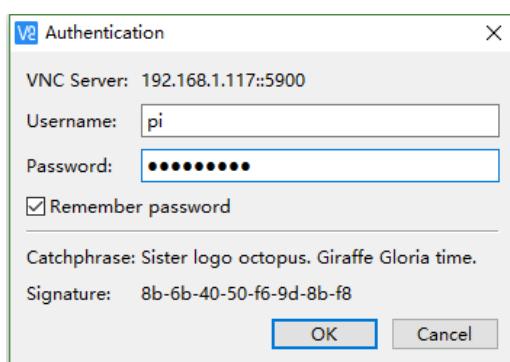


Enter ip address of your Raspberry Pi and fill in a name. Then click OK.

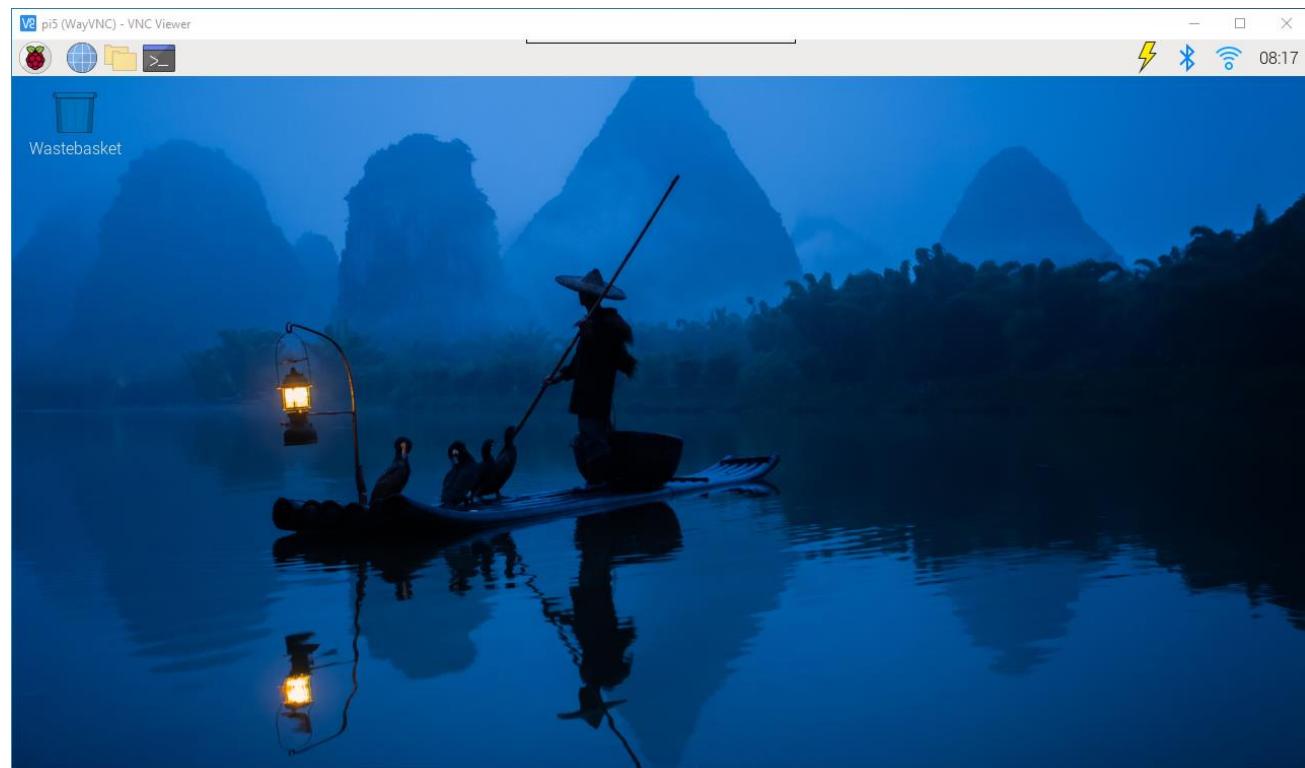
Then on the VNC Viewer panel, double-click new connection you just created,



and the following dialog box pops up.



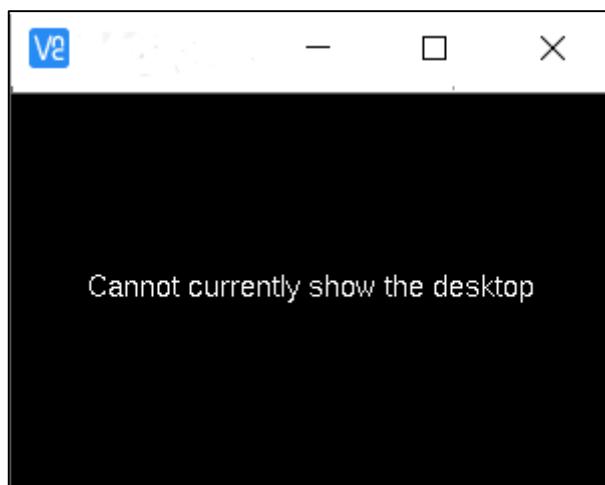
Enter username: **pi** and Password: **raspberry**. And click OK.



Here, you have logged in to Raspberry Pi successfully by using VNC Viewer



If there is black window, please [set resolution](#).



Set Resolution

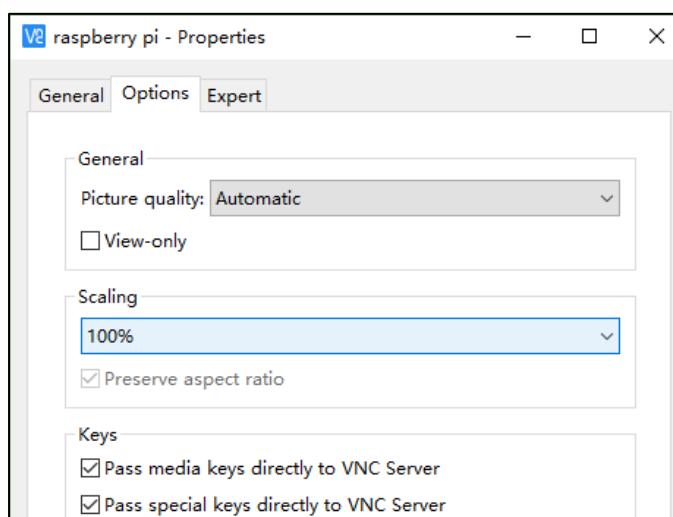
You can also set other resolutions.



If you don't know what resolution to set properly, you can try 1920x1080.



In addition, your VNC Viewer window may zoom your Raspberry Pi desktop. You can change it. On your VNC View control panel, click right key. And select Properties->Options label->Scaling. Then set proper scaling.





Here, you have logged in to Raspberry Pi successfully by using VNC Viewer and operated proper setting.

Raspberry Pi 5/4B/3B+/3B integrates a Wi-Fi adaptor. If you did not connect Pi to WiFi. You can connect it to wirelessly control the robot.



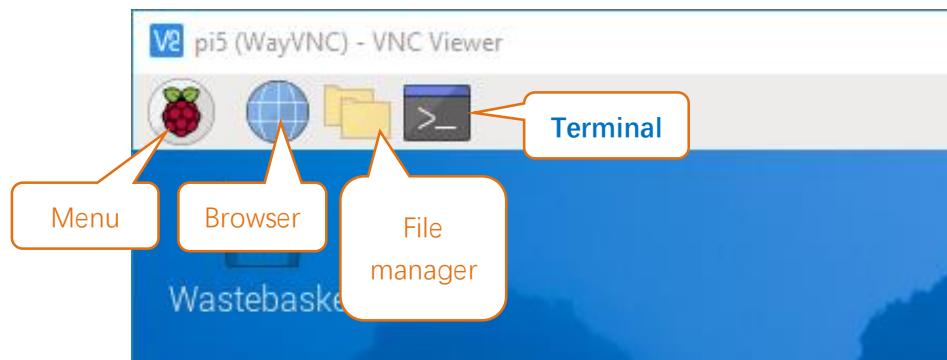
Chapter 0 Preparation

Why “Chapter 0”? Because in program code the first number is 0. We choose to follow this rule. In this chapter, we will do some necessary foundational preparation work: Start your Raspberry Pi and install some necessary libraries.

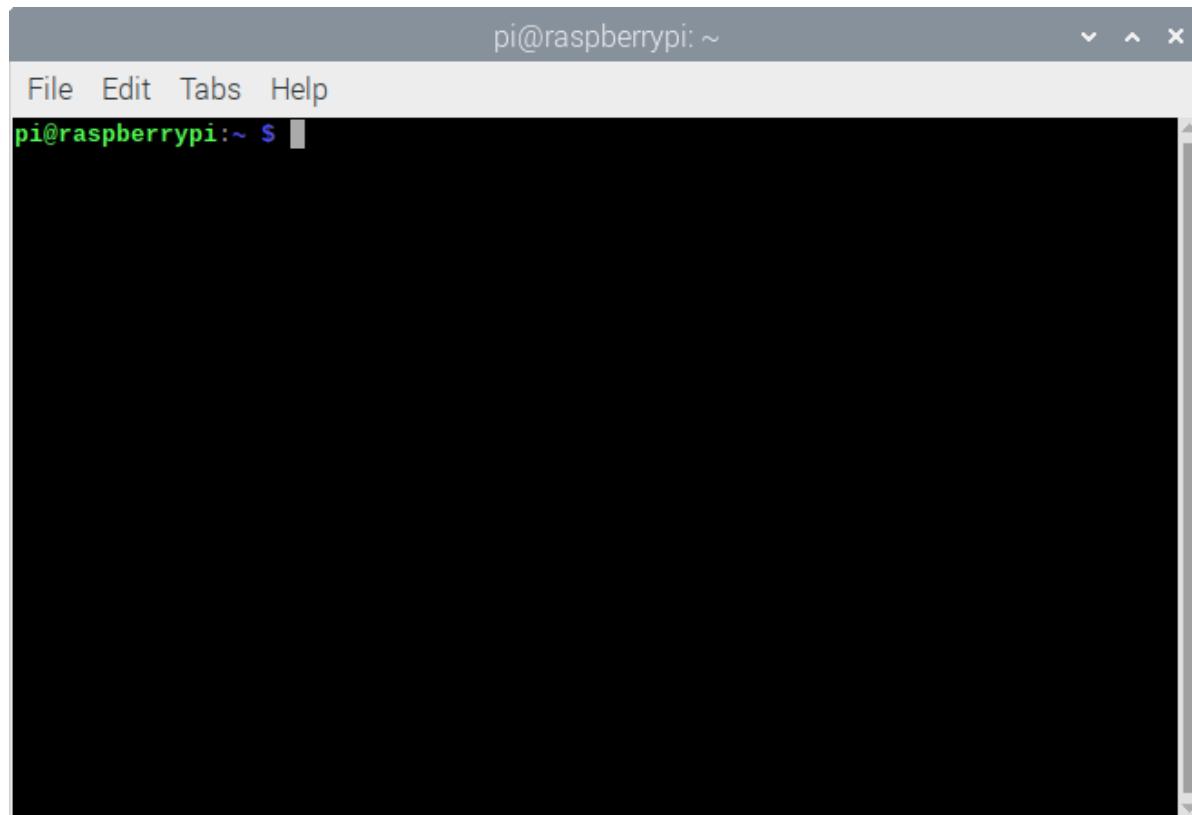
Linux Command

Raspberry Pi OS is based on the Linux Operation System. Now we will introduce you to some frequently used Linux commands and rules.

First, open the Terminal. All commands are executed in Terminal.



When you click the Terminal icon, following interface appears.





Note: The Linux is case sensitive.

First, type "ls" into the Terminal and press the "Enter" key. The result is shown below:

```
pi@raspberrypi: ~
File Edit Tabs Help
pi@raspberrypi:~ $ ls
Bookshelf Documents Music Public Videos
Desktop Downloads Pictures Templates
pi@raspberrypi:~ $
```

The "ls" command lists information about the files (the current directory by default).

Content between "\$" and "pi@raspberrypi:" is the current working path. "~" represents the user directory, which refers to "/home/pi" here.

```
pi@raspberrypi:~ $ pwd
/home/pi
```

"cd" is used to change directory. "/" represents the root directory.

```
pi@raspberrypi:~ $ cd /usr
pi@raspberrypi:/usr $ ls
bin games include lib local man sbin share src
pi@raspberrypi:/usr $ cd ~
pi@raspberrypi:~ $
```

Later in this Tutorial, we will often change the working path. Typing commands under the wrong directory may cause errors and break the execution of further commands.

Many frequently used commands and instructions can be found in the following reference table.

Command	instruction
ls	Lists information about the FILEs (the current directory by default) and entries alphabetically.
cd	Changes directory
sudo + cmd	Executes cmd under root authority
./	Under current directory
gcc	GNU Compiler Collection
git clone URL	Use git tool to clone the contents of specified repository, and URL in the repository address.

There are many commands, which will come later. For more details about commands. You can refer to:

<http://www.linux-commands-examples.com>

Shortcut Key

Now, we will introduce several commonly used shortcuts that are very useful in Terminal.

1. **Up and Down Arrow Keys:** Pressing “↑” (the Up key) will go backwards through the command history and pressing “↓” (the Down Key) will go forwards through the command history.

2. **Tab Key:** The Tab key can automatically complete the command/path you want to type. When there is only one eligible option, the command/path will be completely typed as soon as you press the Tab key even you only type one character of the command/path.

As shown below, under the '~' directory, you enter the Documents directory with the “cd” command. After typing “cd D”, pressing the Tab key (there is no response), pressing the Tab key again then all the files/folders that begin with “D” will be listed. Continue to type the letters “oc” and then pressing the Tab key, the “Documents” is typed automatically.

```
pi@raspberrypi:~ $ cd D
Desktop/  Documents/ Downloads/
pi@raspberrypi:~ $ cd Doc█
```

```
pi@raspberrypi:~ $ cd D
Desktop/  Documents/ Downloads/
pi@raspberrypi:~ $ cd Documents/
```



Install WiringPi

WiringPi is a GPIO access library written in C language for the used in the Raspberry Pi.

WiringPi Installation Steps

To install the WiringPi library, please open the Terminal and then follow the steps and commands below.

Note: For a command containing many lines, execute them one line at a time.

Enter the following commands **one by one** in the **terminal** to install WiringPi:

```
sudo apt-get update  
git clone https://github.com/WiringPi/WiringPi  
cd WiringPi  
.build
```

The screenshot shows a terminal window titled "pi@raspberrypi: ~/WiringPi". The window contains the following text:

```
pi@raspberrypi:~ $ sudo apt-get update  
Hit:1 http://archive.raspberrypi.com/debian bookworm InRelease  
Hit:2 http://deb.debian.org/debian bookworm InRelease  
Hit:3 http://deb.debian.org/debian-security bookworm-security InRelease  
Hit:4 http://deb.debian.org/debian bookworm-updates InRelease  
Reading package lists... Done  
pi@raspberrypi:~ $ git clone https://github.com/WiringPi/WiringPi  
Cloning into 'WiringPi'...  
remote: Enumerating objects: 2310, done.  
remote: Counting objects: 100% (1185/1185), done.  
remote: Compressing objects: 100% (346/346), done.  
remote: Total 2310 (delta 910), reused 1004 (delta 812), pack-reused 1125  
Receiving objects: 100% (2310/2310), 964.90 KiB | 1.78 MiB/s, done.  
Resolving deltas: 100% (1543/1543), done.  
pi@raspberrypi:~ $ cd WiringPi/  
pi@raspberrypi:~/WiringPi $ ./build
```

The following figure shows the successful installation.

```
All Done.
```

```
NOTE: To compile programs with wiringPi, you need to add:  
      -lwiringPi  
      to your compile line(s) To use the Gertboard, MaxDetect, etc.  
      code (the devLib), you need to also add:  
      -lwiringPiDev  
      to your compile line(s).
```

Run the gpio command to check the installation:

```
gpio -v
```

That should give you some confidence that the installation was a success.

The screenshot shows a terminal window titled "pi@raspberrypi: ~/WiringPi". The window includes a menu bar with "File", "Edit", "Tabs", and "Help". The terminal output is as follows:

```
NOTE: To compile programs with wiringPi, you need to add:  
      -lwiringPi  
      to your compile line(s) To use the Gertboard, MaxDetect, etc.  
      code (the devLib), you need to also add:  
      -lwiringPiDev  
      to your compile line(s).  
  
pi@raspberrypi:~/WiringPi $ gpio -v  
gpio version: 3.6  
Copyright (c) 2012-2024 Gordon Henderson and contributors  
This is free software with ABSOLUTELY NO WARRANTY.  
For details type: gpio -warranty  
  
Hardware details:  
  Type: Pi 5, Revision: 00, Memory: 4096MB, Maker: Sony  
  
System details:  
  * Device tree present.  
    Model: Raspberry Pi 5 Model B Rev 1.0  
  * Supports full user-level GPIO access via memory.  
  * Supports basic user-level GPIO access via /dev/gpiomem.  
  * Supports basic user-level GPIO access via /dev/gpiochip (slow).  
pi@raspberrypi:~/WiringPi $
```



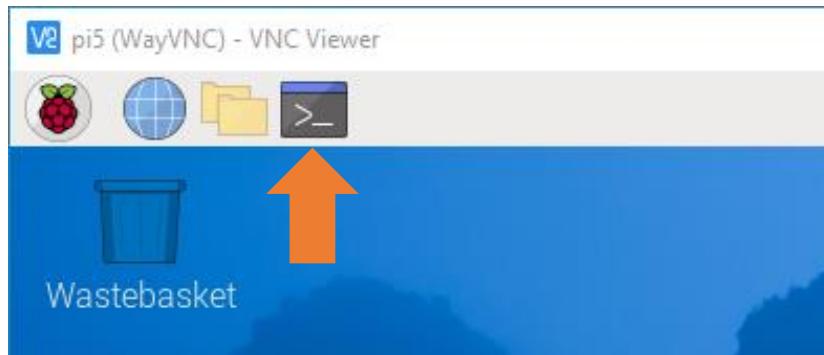
Obtain the Project Code

After the above installation is completed, you can visit our official website (<http://www.freenove.com>) or our GitHub resources at (<https://github.com/freenove>) to download the latest available project code. We provide both **C** language and **Python** language code for each project to allow ease of use for those who are skilled in either language.

This is the method for obtaining the code:

In the pi directory of the RPi terminal, enter the following command.

```
cd  
git clone --depth 1 https://github.com/freenove/Freenove_LCD1602_Starter_Kit_for_Raspberry_Pi  
(There is no need for a password. If you get some errors, please check your commands.)
```



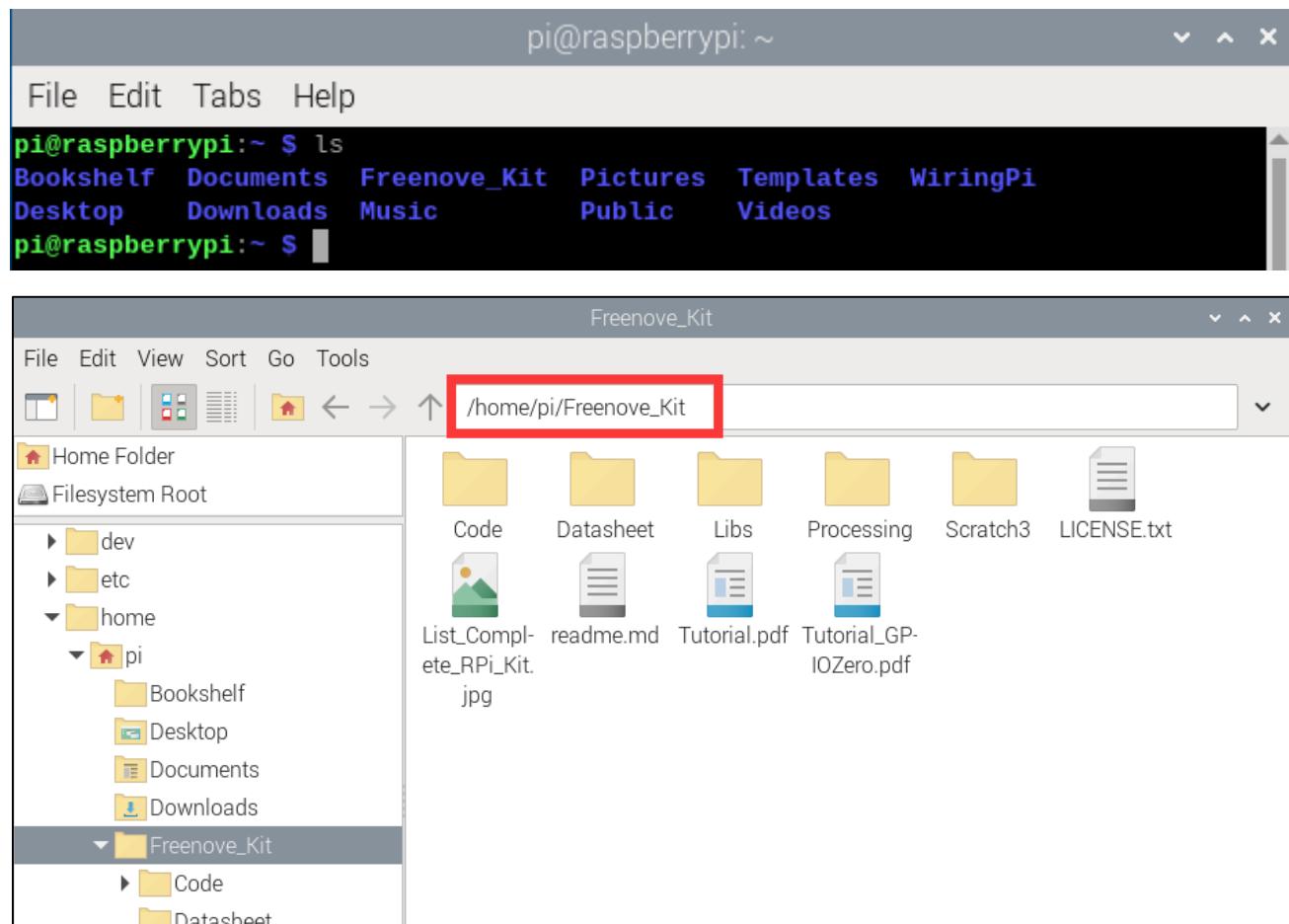
```
pi@raspberrypi: ~  
File Edit Tabs Help  
pi@raspberrypi: ~ $ cd  
pi@raspberrypi: ~ $ git clone --depth 1 https://github.com/freenove/Freenove_Complete_Starter_Kit_for_Raspberry_Pi  
Cloning into 'Freenove_Complete_Starter_Kit_for_Raspberry_Pi'...  
remote: Enumerating objects: 666, done.  
remote: Counting objects: 100% (666/666), done.  
remote: Compressing objects: 100% (434/434), done.  
remote: Total 666 (delta 134), reused 633 (delta 123), pack-reused 0  
Receiving objects: 100% (666/666), 51.86 MiB | 4.50 MiB/s, done.  
Resolving deltas: 100% (134/134), done.  
pi@raspberrypi: ~ $
```

After the download is completed, a new folder "Freenove_LCD1602_Starter_Kit_for_Raspberry_Pi" is generated, which contains all of the tutorials and required code.

This folder name seems a little too long. We can simply rename it by using the following command.

```
mv Freenove_LCD1602_Starter_Kit_for_Raspberry_Pi/ Freenove_Kit/
```

"Freenove_Kit" is now the new and much shorter folder name.





Chapter 1 LED

This chapter is the Start Point in the journey to build and explore RPi electronic projects. We will start with simple “Blink” project.

Project 1.1 Blink

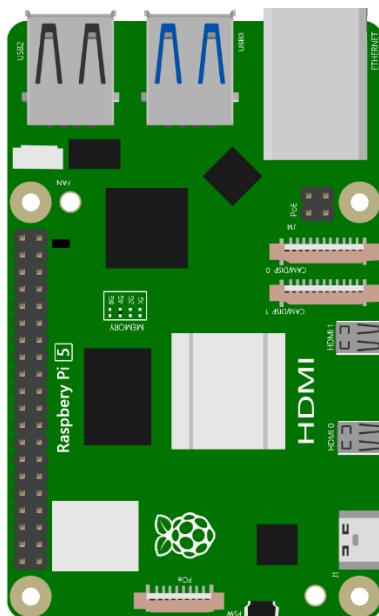
In this project, we will use RPi to control blinking a common LED.

Component List

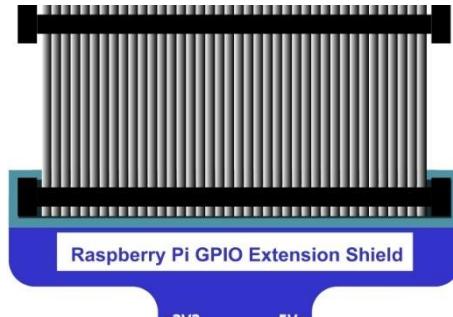
Raspberry Pi

(Recommended: Raspberry Pi 5 / 4B / 3B+ / 3B

Compatible: 3A+ / 2B / 1B+ / 1A+ / Zero W / Zero)

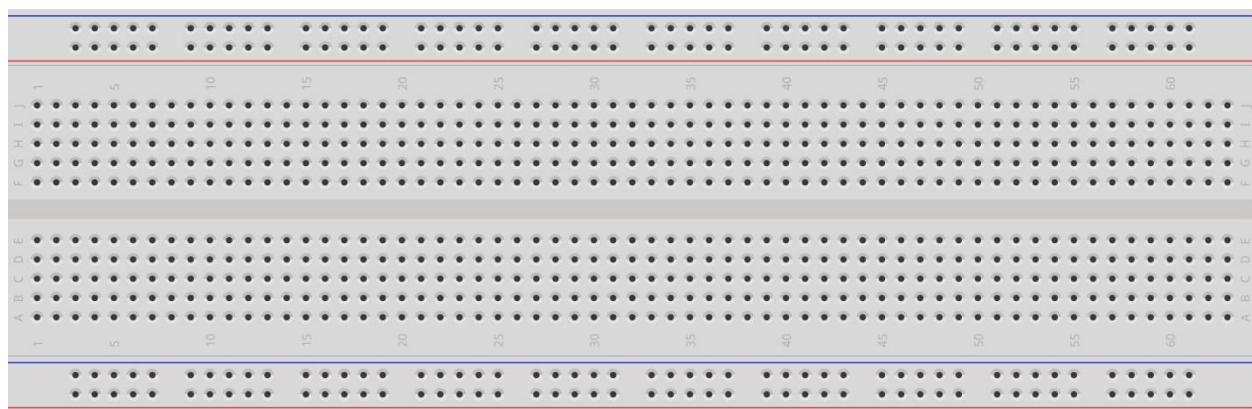


GPIO Extension Board & Ribbon Cable



3V3	5V
SDA1	5V
SCL1	GND
GPIO4	TXD0
GND	RXD0
GPIO17	GPIO18
GPIO27	GND
GPIO22	GPIO23
3V3	GPIO24
MOSI	GND
MISO	GPIO25
SCK	CE0
GND	CE1
SDA0	SCL0
GPIO5	GND
GPIO6	GPIO12
GPIO13	GND
GPIO19	GPIO16
GPIO26	GPIO20
GND	GPIO21

Breadboard x1





In the components list, 3B GPIO, Extension Shield Raspberry and Breadboard are necessary for each project. Later, they will be reference by text only (no images as in above).

GPIO

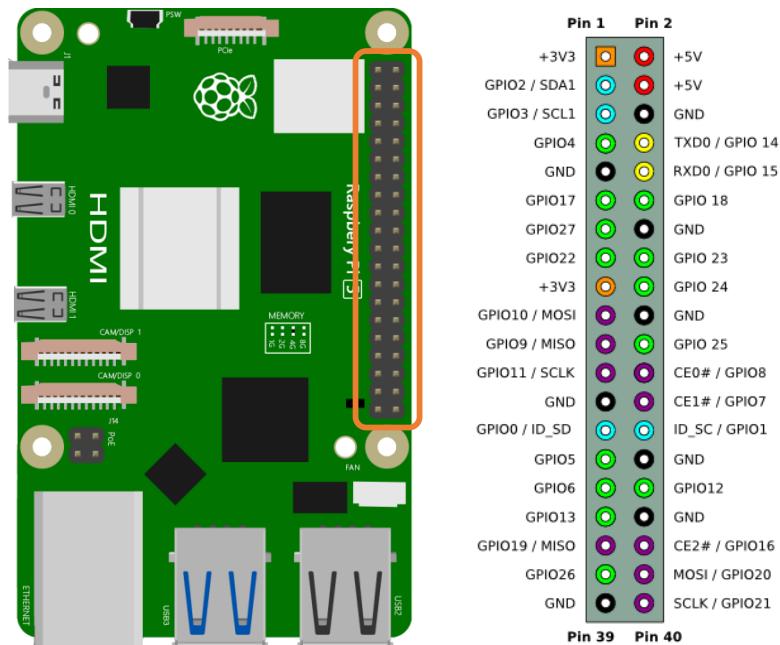
GPIO: General Purpose Input/Output. Here we will introduce the specific function of the pins on the Raspberry Pi and how you can utilize them in all sorts of ways in your projects. Most RPi Module pins can be used as either an input or output, depending on your program and its functions.

When programming GPIO pins there are 3 different ways to reference them: GPIO Numbering, Physical Numbering and WiringPi GPIO Numbering.

BCM GPIO Numbering

The Raspberry Pi CPU uses Broadcom (BCM) processing chips BCM2835, BCM2836 or BCM2837. GPIO pin numbers are assigned by the processing chip manufacturer and are how the computer recognizes each pin. The pin numbers themselves do not make sense or have meaning as they are only a form of identification. Since their numeric values and physical locations have no specific order, there is no way to remember them so you will need to have a printed reference or a reference board that fits over the pins.

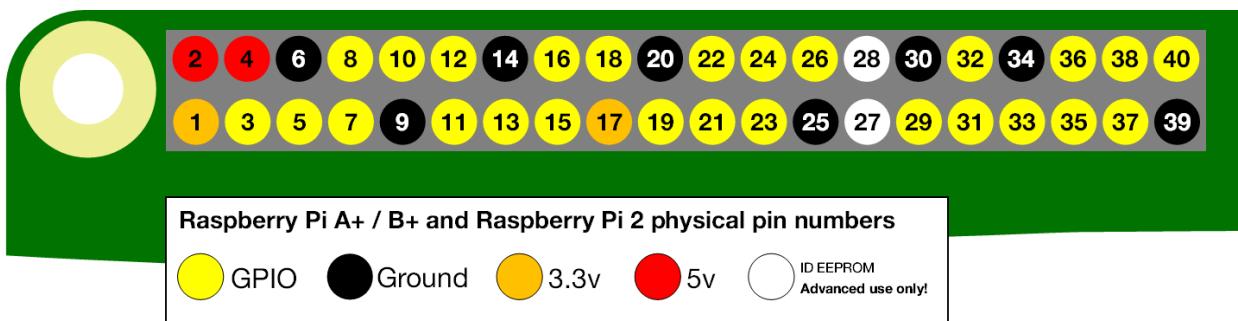
Each pin's functional assignment is defined in the image below:



For more details about pin definition of GPIO, please refer to <http://pinout.xyz/>

PHYSICAL Numbering

Another way to refer to the pins is by simply counting across and down from pin 1 at the top left (nearest to the SD card). This is 'Physical Numbering', as shown below:



WiringPi GPIO Numbering

Different from the previous two types of GPIO serial numbers, RPi GPIO serial number of the WiringPi are numbered according to the BCM chip use in RPi.

wiringPi Pin	BCM GPIO	Name	Header	Name	BCM GPIO	wiringPi Pin	
—	—	3.3v	1 2	5v	—	—	
8	R1:0/R2:2	SDA	3 4	5v	—	—	
9	R1:1/R2:3	SCL	5 6	0v	—	—	
7	4	GPIO7	7 8	TxD	14	15	
—	—	0v	9 10	RxD	15	16	
0	17	GPIO0	11 12	GPIO1	18	1	
2	R1:21/R2:27	GPIO2	13 14	0v	—	—	
3	22	GPIO3	15 16	GPIO4	23	4	
—	—	3.3v	17 18	GPIO5	24	5	
12	10	MOSI	19 20	0v	—	—	
13	9	MISO	21 22	GPIO6	25	6	
14	11	SCLK	23 24	CE0	8	10	
—	—	0v	25 26	CE1	7	11	
30	0	SDA.0	27 28	SCL.0	1	31	
21	5	GPIO.21	29 30	0V	—	—	
22	6	GPIO.22	31 32	GPIO.26	12	26	
23	13	GPIO.23	33 34	0V	—	—	
24	19	GPIO.24	35 36	GPIO.27	16	27	
25	26	GPIO.25	37 38	GPIO.28	20	28	
		0V	39 40	GPIO.29	21	29	

wiringPi Pin	BCM GPIO	Name	Header	Name	BCM GPIO	wiringPi Pin
-----------------	-------------	------	--------	------	-------------	-----------------

For A+, B+, 2B, 3B, 3B+, 4B, Zero

For Pi B

(For more details, please refer to <https://projects.drogon.net/raspberry-pi/wiringpi/pins/>)

You can also use the following command to view their correlation.

gpio readall

The screenshot shows a terminal window titled "pi@raspberrypi: ~". The window contains the following text:

```
pi@raspberrypi:~ $ ls
Bookshelf  Documents  Freenove_Kit  Pictures  Templates  WiringPi
Desktop    Downloads  Music        Public     Videos

pi@raspberrypi:~ $ gpio readall
+-----+-----+-----+-----+Pi 5-----+-----+-----+
| BCM | wPi | Name | Mode | V | Physical | V | Mode | Name | wPi | BCM |
+-----+-----+-----+-----+-----+-----+-----+-----+
|   |   | 3.3v | - | 0 | 3 | 4 | - | 5v |   |   | |
| 2 | 8 | SDA.1 | - | 0 | 5 | 6 | - | 5v |   |   |
| 3 | 9 | SCL.1 | - | 0 | 7 | 8 | - | 0v |   |   |
| 4 | 7 | GPIO. 7 | - | 0 | 9 | 10 | 0 | - | TxD | 15 | 14 |
|   |   | 0v |   | 9 | 11 | 12 | 0 | - | RxD | 16 | 15 |
| 17 | 0 | GPIO. 0 | - | 0 | 13 | 14 | - | GPIO. 1 | 1 | 18 |
| 27 | 2 | GPIO. 2 | - | 0 | 15 | 16 | 0 | - | 0v |   |   |
| 22 | 3 | GPIO. 3 | - | 0 | 17 | 18 | 0 | - | GPIO. 4 | 4 | 23 |
|   |   | 3.3v |   | 17 | 19 | 20 | - | GPIO. 5 | 5 | 24 |
| 10 | 12 | MOSI | - | 0 | 21 | 22 | 0 | - | 0v |   |   |
| 9 | 13 | MISO | - | 0 | 23 | 24 | 0 | - | GPIO. 6 | 6 | 25 |
| 11 | 14 | SCLK | - | 0 | 25 | 26 | 0 | - | CE0 | 10 | 8 |
|   |   | 0v |   | 25 | 27 | 28 | 0 | - | CE1 | 11 | 7 |
| 0 | 30 | SDA.0 | IN | 1 | 27 | 28 | 1 | IN | SCL.0 | 31 | 1 |
| 5 | 21 | GPIO.21 | - | 0 | 29 | 30 | - | 0v |   |   |
| 6 | 22 | GPIO.22 | - | 0 | 31 | 32 | 0 | - | GPIO.26 | 26 | 12 |
| 13 | 23 | GPIO.23 | - | 0 | 33 | 34 | - | 0v |   |   |
| 19 | 24 | GPIO.24 | - | 0 | 35 | 36 | 0 | - | GPIO.27 | 27 | 16 |
| 26 | 25 | GPIO.25 | - | 0 | 37 | 38 | 0 | - | GPIO.28 | 28 | 20 |
|   |   | 0v |   | 39 | 40 | 41 | 0 | - | GPIO.29 | 29 | 21 |
+-----+-----+-----+-----+Pi 5-----+-----+-----+
| BCM | wPi | Name | Mode | V | Physical | V | Mode | Name | wPi | BCM |
+-----+-----+-----+-----+-----+-----+-----+-----+
```

pi@raspberrypi:~ \$



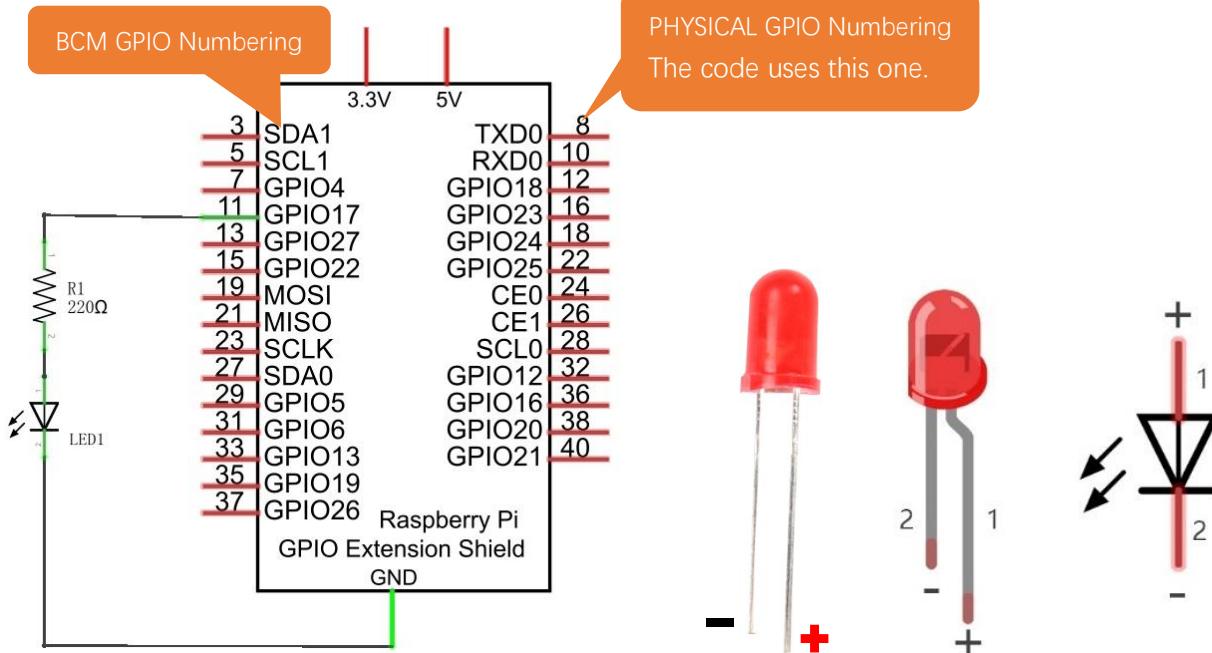
Circuit

First, disconnect your RPi from the GPIO Extension Shield. Then build the circuit according to the circuit and hardware diagrams. After the circuit is built and verified correct, connect the RPi to GPIO Extension Shield.

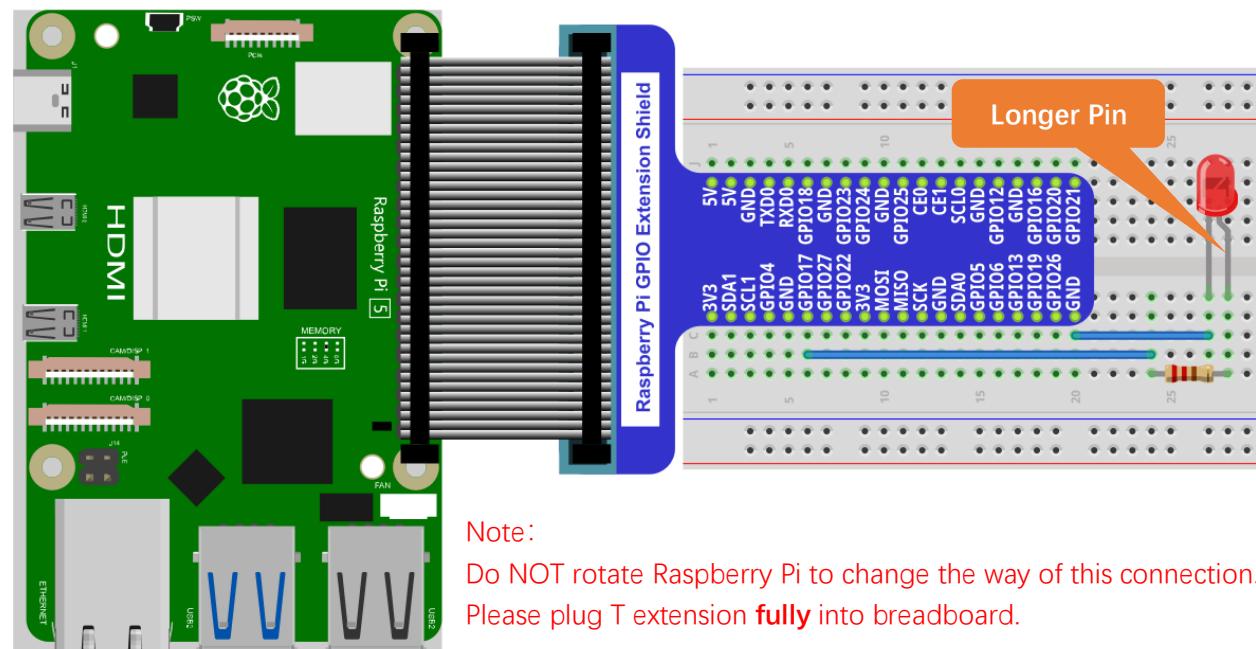
CAUTION: Avoid any possible short circuits (especially connecting 5V or GND, 3.3V and GND)!

WARNING: A short circuit can cause high current in your circuit, create excessive component heat and cause permanent damage to your RPi!

Schematic diagram



Hardware connection. **If you need any support, please contact us via: support@freenove.com**



Youtube video <https://youtu.be/hGQtnxsr1L4>

The connection of **Raspberry Pi T extension board** is as below. **Don't reverse the ribbon.**



If you have a fan, you can connect it to 5V GND of breadboard via jumper wires.

How to distinguish resistors?

There are only three kind of resistors in this kit.

The one with 1 red ring is $10\text{K}\Omega$



The one with 2 red rings is 220\Omega



The one with 0 red ring is $1\text{K}\Omega$



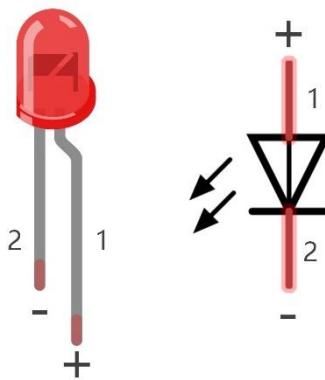
Future hardware connection diagrams will only show that part of breadboard and GPIO Extension Shield.

Component knowledge

LED

An LED is a type of diode. All diodes only work if current is flowing in the correct direction and have two Poles. An LED will only work (light up) if the longer pin (+) of LED is connected to the positive output from a power source and the shorter pin is connected to the negative (-) output, which is also referred to as Ground (GND). This type of component is known as "Polar" (think One-Way Street).

All common 2 lead diodes are the same in this respect. Diodes work only if the voltage of its positive electrode is higher than its negative electrode and there is a narrow range of operating voltage for most all common diodes of 1.9 and 3.4V. If you use much more than 3.3V the LED will be damaged and burnt out.



LED	Voltage	Maximum current	Recommended current
Red	1.9-2.2V	20mA	10mA
Green	2.9-3.4V	10mA	5mA
Blue	2.9-3.4V	10mA	5mA

Volt ampere characteristics conform to diode

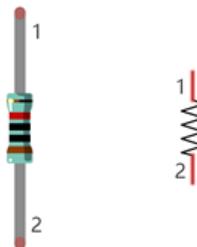
Note: LEDs cannot be directly connected to a power supply, which usually ends in a damaged component. A resistor with a specified resistance value must be connected in series to the LED you plan to use.

Resistor

Resistors use Ohms (Ω) as the unit of measurement of their resistance (R). $1M\Omega=1000k\Omega$, $1k\Omega=1000\Omega$.

A resistor is a passive electrical component that limits or regulates the flow of current in an electronic circuit.

On the left, we see a physical representation of a resistor, and the right is the symbol used to represent the presence of a resistor in a circuit diagram or schematic.



The bands of color on a resistor is a shorthand code used to identify its resistance value. For more details of resistor color codes, please refer to the card in the kit package.

With a fixed voltage, there will be less current output with greater resistance added to the circuit. The relationship between Current, Voltage and Resistance can be expressed by this formula: $I=V/R$ known as Ohm's Law where I = Current, V = Voltage and R = Resistance. Knowing the values of any two of these allows you to solve the value of the third.

In the following diagram, the current through R1 is: $I=U/R=5V/10k\Omega=0.0005A=0.5mA$.

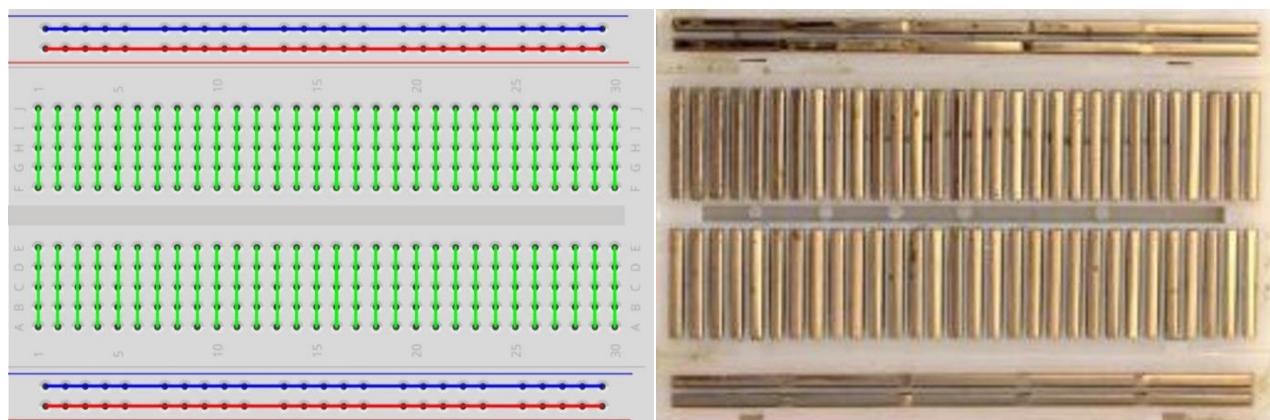


WARNING: Never connect the two poles of a power supply with anything of low resistance value (i.e. a metal object or bare wire) this is a Short and results in high current that may damage the power supply and electronic components.

Note: Unlike LEDs and Diodes, Resistors have no poles and are non-polar (it does not matter which direction you insert them into a circuit, it will work the same)

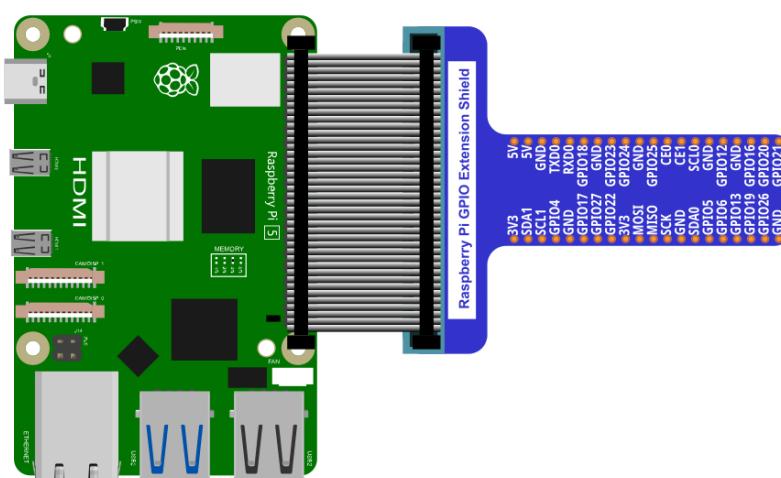
Breadboard

Here we have a small breadboard as an example of how the rows of holes (sockets) are electrically attached. The left picture shows the ways the pins have shared electrical connection and the right picture shows the actual internal metal, which connect these rows electrically.



GPIO Extension Board

GPIO board is a convenient way to connect the RPi I/O ports to the breadboard directly. The GPIO pin sequence on Extension Board is identical to the GPIO pin sequence of RPi.



Code

According to the circuit, when the GPIO17 of RPi output level is high, the LED turns ON. Conversely, when the GPIO17 RPi output level is low, the LED turns OFF. Therefore, we can let GPIO17 cycle output high and output low level to make the LED blink. We will use both C code to achieve the target.

C Code 1.1.1 Blink

First, enter this command into the Terminal one line at a time. Then observe the results it brings on your project, and learn about the code in detail.

If you want to execute it with editor, please refer to section [Code Editor](#) to configure.

If you have any concerns, please contact us via: support@freenove.com

It is recommended that to execute the code via command line.

1. If you did not update wiring pi, please execute following commands **one by one**.

```
sudo apt-get update
```

```
git clone https://github.com/WiringPi/WiringPi
```

```
cd WiringPi
```

```
./build
```

2. Use cd command to enter 01.1.1_Blink directory of C code.

```
cd ~/Freenove_Kit/Code/C_Code/01.1.1_Blink
```

3. Use the following command to compile the code "Blink.c" and generate executable file "Blink".

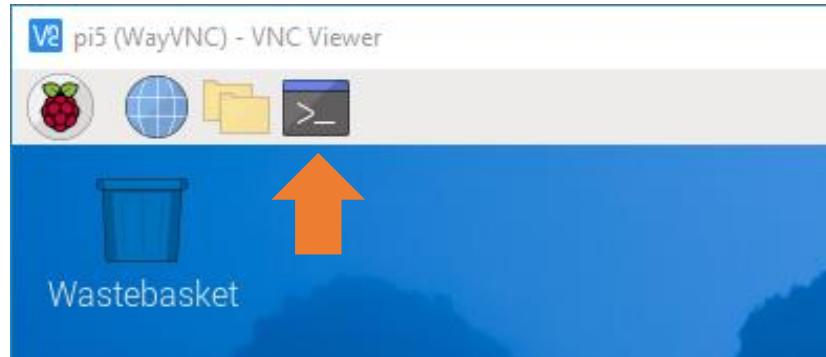
"I" of "lwiringPi" is low case of "L".

```
gcc Blink.c -o Blink -lwiringPi
```

4. Then run the generated file "blink".

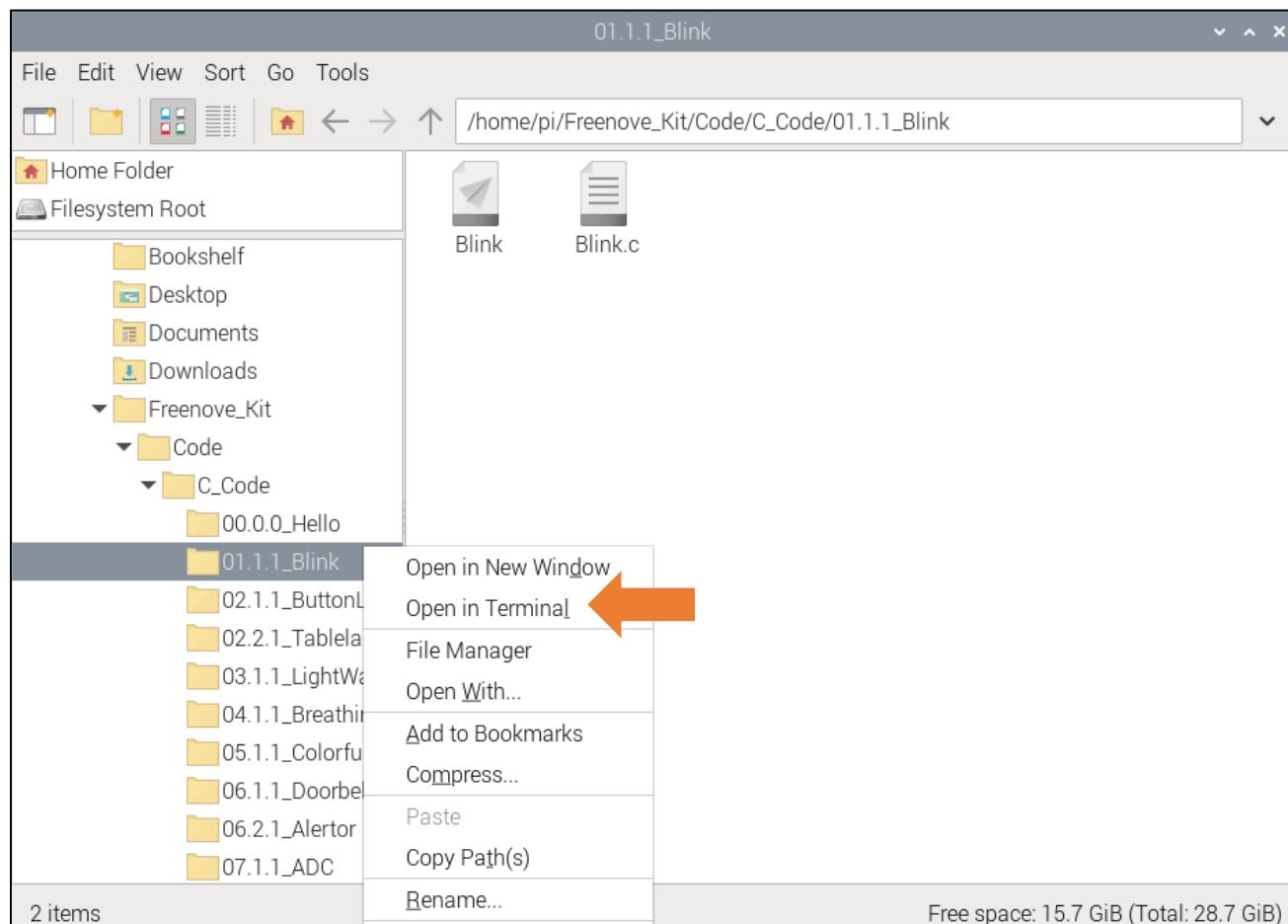
```
sudo ./Blink
```

Now your LED should start blinking! CONGRATUALTIONS! You have successfully completed your first RPi circuit!



```
pi@raspberrypi: ~/Freenove_Kit/Code/C_Code/01.1.1_Blink
File Edit Tabs Help
pi@raspberrypi:~ $ cd Freenove_Kit/Code/C_Code/01.1.1_Blink/
pi@raspberrypi:~/Freenove_Kit/Code/C_Code/01.1.1_Blink $ gcc Blink.c -o Blink -lwiringPi
pi@raspberrypi:~/Freenove_Kit/Code/C_Code/01.1.1_Blink $ ./Blink
```

You can also use the file browser. On the left of folder tree, right-click the folder you want to enter, and click "Open in Terminal".



You can press "Ctrl+C" to end the program. The following is the program code:

```

1 #include <wiringPi.h>
2 #include <stdio.h>
3
4 #define ledPin    0 //define the led pin number
5
6 void main(void)
7 {
8     printf("Program is starting ... \n");
9
10    wiringPiSetup(); //Initialize wiringPi.
11
12    pinMode(ledPin, OUTPUT);           //Set the pin mode
13    printf("Using pin%d\n", ledPin);   //Output information on terminal
14    while(1) {
15        digitalWrite(ledPin, HIGH);    //Make GPIO output HIGH level
16        printf("led turned on >>>\n"); //Output information on terminal
17        delay(1000);                 //Wait for 1 second

```

```

18     digitalWrite(ledPin, LOW);      //Make GPIO output LOW level
19     printf("led turned off <<<\n"); //Output information on terminal
20     delay(1000);                  //Wait for 1 second
21 }
22 }
```

In the code above, the configuration function for GPIO is shown below as:

void pinMode(int pin, int mode);

This sets the mode of a pin to either INPUT, OUTPUT, PWM_OUTPUT or GPIO_CLOCK. Note that only wiringPi pin 1 (BCM_GPIO 18) supports PWM output and only wiringPi pin 7 (BCM_GPIO 4) supports CLOCK output modes.

This function has no effect when in Sys mode. If you need to change the pin mode, then you can do it with the gpio program in a script before you start your program

void digitalWrite (int pin, int value);

Writes the value HIGH or LOW (1 or 0) to the given pin, which must have been previously set as an output.

For more related wiringpi functions, please refer to <http://wiringpi.com/reference/>

GPIO connected to ledPin in the circuit is GPIO17 and GPIO17 is defined as 0 in the wiringPi numbering. So ledPin should be defined as 0 pin. You can refer to the corresponding table in Chapter 0.

#define ledPin 0 //define the led pin number

GPIO Numbering Relationship

WingPi	BCM(Extension)	Physical		BCM(Extension)	WingPi
3.3V	3.3V	1	2	5V	5V
8	GPIO2/SDA1	3	4	5V	5V
9	GPIO3/SCL1	5	6	GND	GND
7	GPIO4	7	8	GPIO14/TXDO	15
GND	GND	9	10	GPIO15/RXDO	16
0	GPIO17	11	12	GPIO18	1
2	GPIO27	13	14	GND	GND
3	GPIO22	15	16	GPIO23	4
3.3V	3.3V	17	18	GPIO24	5
12	GPIO10/MOSI	19	20	GND	GND
13	GPIO9/MOIS	21	22	GPIO25	6
14	GPIO11/SCLK	23	24	GPIO8/CE0	10
GND	GND	25	26	GPIO7/CE1	11
30	GPIO0/SDAO	27	28	GPIO1/SCL0	31
21	GPIO5	29	30	GND	GND
22	GPIO6	31	32	GPIO12	26
23	GPIO13	33	34	GND	GND
24	GPIO19	35	36	GPIO16	27
25	GPIO26	37	38	GPIO20	28
GND	GND	39	40	GPIO21	29

In the main function main(), initialize wiringPi first.

```
wiringPiSetup() ; //Initialize wiringPi.
```

After the wiringPi is initialized successfully, you can set the ledPin to output mode and then enter the while loop, which is an endless loop (a while loop). That is, the program will always be executed in this cycle, unless it is ended because of external factors. In this loop, use digitalWrite (ledPin, HIGH) to make ledPin output high level, then LED turns ON. After a period of time delay, use digitalWrite(ledPin, LOW) to make ledPin output low level, then LED turns OFF, which is followed by a delay. Repeat the loop, then LED will start blinking.

```
pinMode(ledPin, OUTPUT); //Set the pin mode
printf("Using pin%d\n", %ledPin); //Output information on terminal
while(1) {
    digitalWrite(ledPin, HIGH); //Make GPIO output HIGH level
    printf("led turned on >>>\n"); //Output information on terminal
    delay(1000); //Wait for 1 second
    digitalWrite(ledPin, LOW); //Make GPIO output LOW level
    printf("led turned off <<<\n"); //Output information on terminal
    delay(1000); //Wait for 1 second
}
```



Other Code Editors (Optional)

If you want to use other editor to edit and execute the code, you can learn them in this section.

nano

Use the nano editor to open the file "Hello.c", then press " Ctrl+X " to exit.

```
nano Hello.c
```

As is shown below:

The screenshot shows the nano text editor window on a Raspberry Pi. The title bar says "pi@raspberrypi: ~". The menu bar includes "File", "Edit", "Tabs", and "Help". The status bar at the bottom shows keyboard shortcuts for Help (~G), Exit (~X), Write Out (~O), Read File (~R), Where Is (~W), Replace (~\), Cut (~K), Paste (~U), Execute (~T), and Justify (~J). The main editor area contains the following C code:

```
#include <stdio.h>

int main(){
    printf("hello, world!\n");
    return 1;
}
```

Use the following command to compile the code to generate the executable file "Hello".

```
gcc Hello.c -o Hello
```

Use the following command to run the executable file "Hello".

```
sudo ./Hello
```

After the execution, "Hello, World!" is printed out in terminal.

The screenshot shows a terminal window on a Raspberry Pi. The title bar says "pi@raspberrypi: ~". The command "gcc Hello.c -o Hello" is highlighted with a red box. The terminal output shows the following steps:

```
pi@raspberrypi:~ $ nano Hello.c
pi@raspberrypi:~ $ gcc Hello.c -o Hello
pi@raspberrypi:~ $ ls
Bookshelf Downloads Hello.c Public WiringPi
Desktop Freenove_Kit Music Templates
Documents Hello Pictures Videos
pi@raspberrypi:~ $ ./Hello
hello, world!
pi@raspberrypi:~ $
```

geany

Next, learn to use the Geany editor. Use the following command to open the Geany in the sample file "Hello.c" file directory path.

geany Hello.c

Or find and open Geany directly in the desktop main menu, and then click **File→Open** to open the "Hello.c", Or drag "Hello.c" to Geany directly.



If you want to create a new code, click **File→New→File→Save as (name.c or name.py)**. Then write the code.



Generate an executable file by clicking menu bar Build->Build.



Then execute the generated file by clicking menu bar Build->Execute.



After the execution, a new terminal window will output the characters "Hello, World!", as shown below:

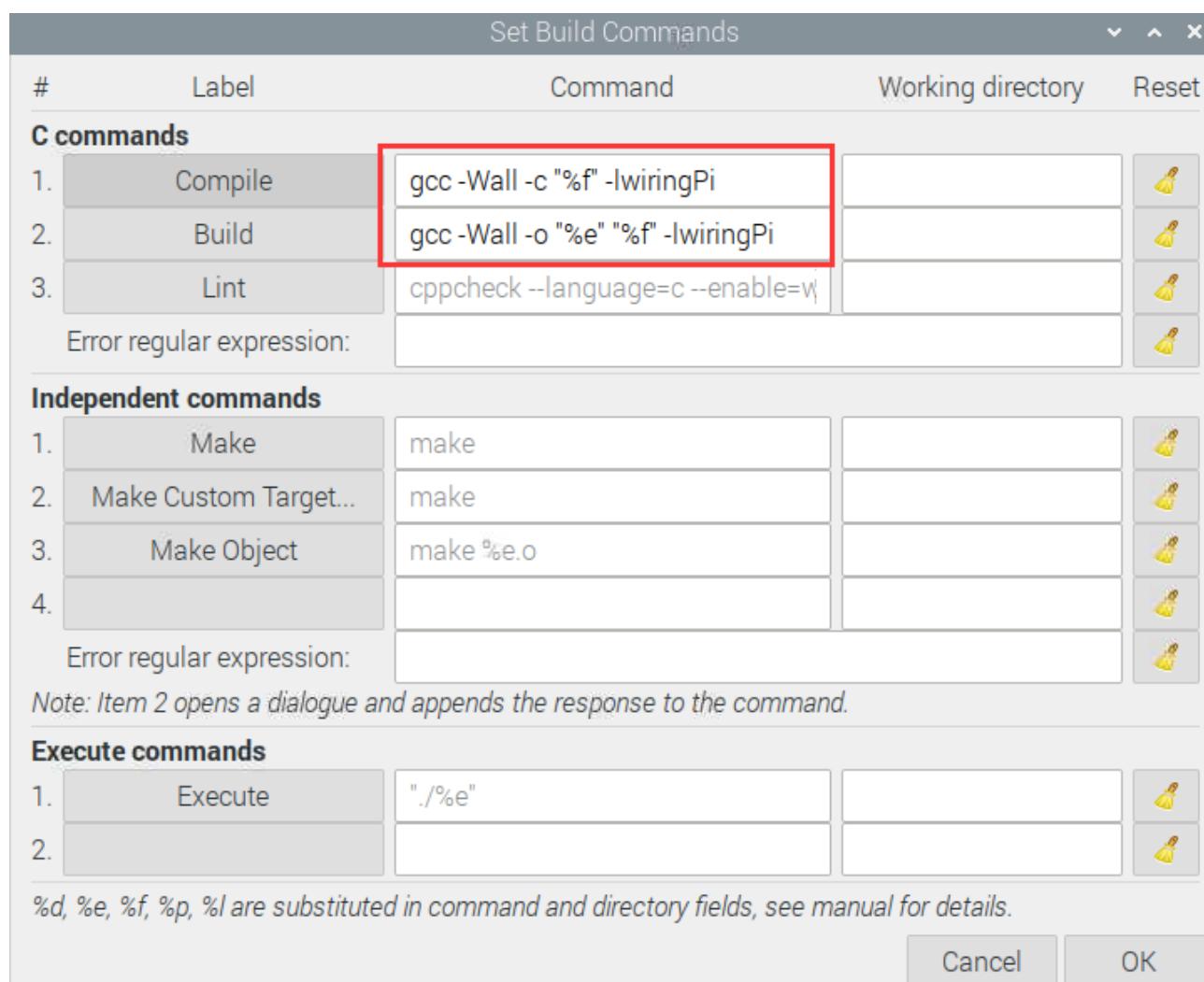
```
geany_run_script_T6FZ02.sh
File Edit Tabs Help

SSH is enabled and the default password for the 'pi' user has not been changed.
This is a security risk - please login as the 'pi' user and type 'passwd' to set
a new password.

hello, world!

-----
(program exited with code: 1)
Press return to continue
```

You can click Build->Set Build Commands to set compiler commands. In later projects, we will use various compiler command options. **If you choose to use Geany, you will need change the compiler command here.** As is shown below:



Here we have identified three code editors: vi, nano and Geany. There are also many other good code editors available to you, and you can choose whichever you prefer to use.

In later projects, we will only use terminal to execute the project code. This way will not modify the code by mistake.



Freenove Car, Robot and other products for Raspberry Pi

We also have car and robot kits for Raspberry Pi. You can visit our website for details.

<https://www.amazon.com/freenove>

FNK0043 Freenove 4WD Smart Car Kit for Raspberry Pi



<https://www.youtube.com/watch?v=4Zv0GZUQjZc>

FNK0050 Freenove Robot Dog Kit for Raspberry Pi



https://www.youtube.com/watch?v=7BmlZ8_R9d4

FNK0052 Freenove_Big_Hexapod_Robot_Kit_for_Raspberry_Pi

<https://youtu.be/LvghnJ2DNZ0>



Chapter 2 Buttons & LEDs

Usually, there are three essential parts in a complete automatic control device: INPUT, OUTPUT, and CONTROL. In last section, the LED module was the output part and RPI was the control part. In practical applications, we not only make LEDs flash, but also make a device sense the surrounding environment, receive instructions and then take the appropriate action such as turn on LEDs, make a buzzer beep and so on.



Next, we will build a simple control system to control an LED through a push button switch.

Project 2.1 Push Button Switch & LED

In the project, we will control the LED state through a Push Button Switch. When the button is pressed, our LED will turn ON, and when it is released, the LED will turn OFF. This describes a Momentary Switch.

Component List

Raspberry Pi (with 40 GPIO) x1 GPIO Extension Board & Wire x1 Breadboard x1	LED x1	Resistor 220Ω x1	Resistor 10kΩ x2	Push Button Switch x1
Jumper Wire				

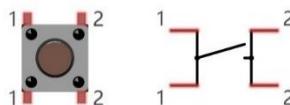
Please Note: In the code “button” represents switch action.



Component knowledge

Push Button Switch

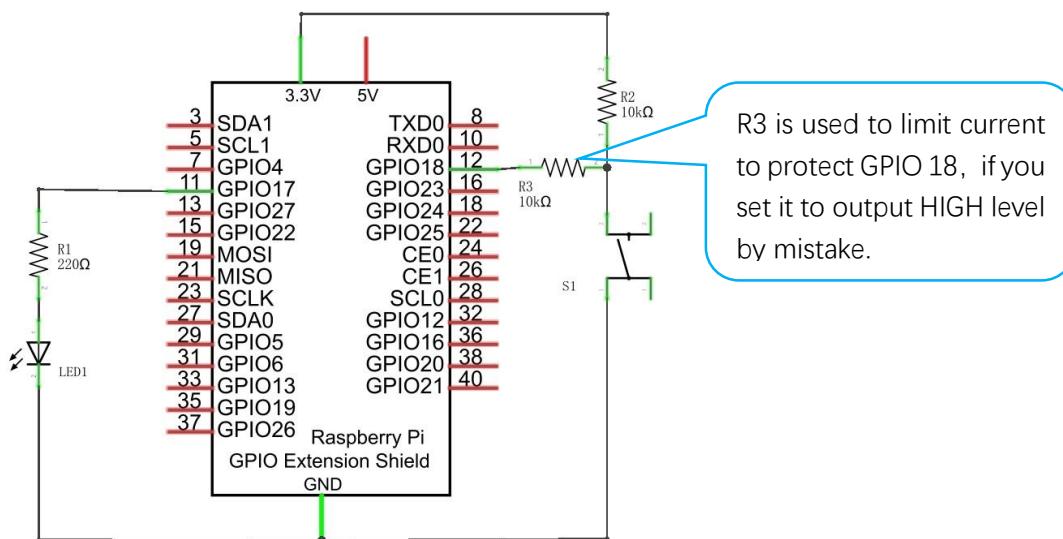
This type of Push Button Switch has 4 pins (2 Pole Switch). Two pins on the left are connected, and both left and right sides are the same per the illustration:



When the button on the switch is pressed, the circuit is completed (your project is Powered ON).

Circuit

Schematic diagram



Hardware connection. If you need any support, please free to contact us via:support@freenove.com



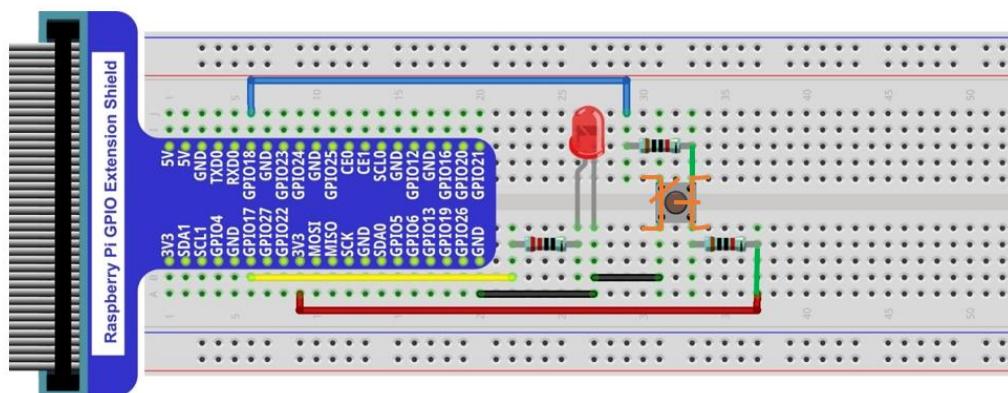
There are two kinds of push button switch in this kit.

The smaller push button switches are contained in a plastic bag.

Youtube video: https://youtu.be/_5ge1d6f1nM

This is how it works.

When button switch is released:



When button switch is pressed:



Code

This project is designed for learning how to use Push Button Switch to control an LED. We first need to read the state of switch, and then determine whether to turn the LED ON in accordance to the state of the switch.

C Code 2.1.1 ButtonLED

First, observe the project result, then learn about the code in detail.

If you have any concerns, please contact us via: support@freenove.com

1. Use cd command to enter 02.1.1_ButtonLED directory of C code.

```
cd ~/Freenove_Kit/Code/C_Code/02.1.1_ButtonLED
```

2. Use the following command to compile the code "ButtonLED.c" and generate executable file "ButtonLED"

```
gcc ButtonLED.c -o ButtonLED -lwiringPi
```

3. Then run the generated file "ButtonLED".

```
sudo ./ButtonLED
```

Later, the terminal window continues to print out the characters "led off...". Press the button, then LED is turned on and then terminal window prints out the "led on...". Release the button, then LED is turned off and then terminal window prints out the "led off...". You can press "Ctrl+C" to terminate the program.

The following is the program code:

```
1 #include <wiringPi.h>
```



```

2 #include <stdio.h>
3
4 #define ledPin    0 //define the ledPin
5 #define buttonPin 1 //define the buttonPin
6
7 void main(void)
8 {
9     printf("Program is starting ... \n");
10
11     wiringPiSetup(); //Initialize wiringPi.
12
13     pinMode(ledPin, OUTPUT); //Set ledPin to output
14     pinMode(buttonPin, INPUT); //Set buttonPin to input
15
16     pullUpDnControl(buttonPin, PUD_UP); //pull up to HIGH level
17     while(1) {
18         if(digitalRead(buttonPin) == LOW){ //button is pressed
19             digitalWrite(ledPin, HIGH); //Make GPIO output HIGH level
20             printf("Button is pressed, led turned on >>\n"); //Output information on
21             terminal
22         }
23         else { //button is released
24             digitalWrite(ledPin, LOW); //Make GPIO output LOW level
25             printf("Button is released, led turned off <<\n"); //Output information on
26             terminal
27     }
}

```

In the circuit connection, LED and Button are connected with GPIO17 and GPIO18 respectively, which correspond to 0 and 1 respectively in wiringPi. So define ledPin and buttonPin as 0 and 1 respectively.

```

#define ledPin    0 //define the ledPin
#define buttonPin 1 //define the buttonPin

```

In the while loop of main function, use digitalRead(buttonPin) to determine the state of Button. When the button is pressed, the function returns low level, the result of "if" is true, and then turn on LED. Or, turn off LED.

```

if(digitalRead(buttonPin) == LOW){ //button has pressed down
    digitalWrite(ledPin, HIGH); //led on
    printf("led on... \n");
}
else { //button has released
    digitalWrite(ledPin, LOW); //led off
    printf("... led off\n");
}

```

Reference:

```
int digitalRead (int pin);
```

This function returns the value read at the given pin. It will be “**HIGH**” or “**LOW**”(1 or 0) depending on the logic level at the pin.

Project 2.2 MINI Table Lamp

We will also use a Push Button Switch, LED and RPi to make a MINI Table Lamp but this will function differently: Press the button, the LED will turn ON, and pressing the button again, the LED turns OFF. The ON switch action is no longer momentary (like a door bell) but remains ON without needing to continually press on the Button Switch.

First, let us learn something about the push button switch.

Debounce a Push Button Switch

When a Momentary Push Button Switch is pressed, it will not change from one state to another state immediately. Due to tiny mechanical vibrations, there will be a short period of continuous buffeting before it stabilizes in a new state too fast for Humans to detect but not for computer microcontrollers. The same is true when the push button switch is released. This unwanted phenomenon is known as “bounce”.



Therefore, if we can directly detect the state of the Push Button Switch, there are multiple pressing and releasing actions in one pressing cycle. This buffeting will mislead the high-speed operation of the microcontroller to cause many false decisions. Therefore, we need to eliminate the impact of buffeting. Our solution: to judge the state of the button multiple times. Only when the button state is stable (consistent) over a period of time, can it indicate that the button is actually in the ON state (being pressed).

This project needs the same components and circuits as we used in the previous section.

Code

In this project, we still detect the state of Push Button Switch to control an LED. Here we need to define a variable to define the state of LED. When the button switch is pressed once, the state of LED will be changed once. This will allow the circuit to act as a virtual table lamp.

C Code 2.2.1 Tablelamp

First, observe the project result, and then learn about the code in detail.

If you have any concerns, please contact us via: support@freenove.com

1. Use cd command to enter 02.2.1_Tablelamp directory of C code.

```
cd ~/Freenove_Kit/Code/C_Code/02.2.1_Tablelamp
```

2. Use the following command to compile "Tablelamp.c" and generate executable file "Tablelamp".

```
gcc Tablelamp.c -o Tablelamp -lwiringPi
```

3. Tablelamp: Then run the generated file "Tablelamp".

```
sudo ./Tablelamp
```

When the program is executed, press the Button Switch once, the LED turns ON. Pressing the Button Switch again turns the LED OFF.

```
1 #include <wiringPi.h>
2 #include <stdio.h>
3
4 #define ledPin    0 //define the ledPin
5 #define buttonPin 1 //define the buttonPin
6 int ledState=LOW; //store the State of led
7 int buttonState=HIGH; //store the State of button
8 int lastbuttonState=HIGH;//store the lastState of button
9 long lastChangeTime; //store the change time of button state
10 long captureTime=50; //set the stable time for button state
11 int reading;
12 int main(void)
13 {
14     printf("Program is starting...\n");
15
16     wiringPiSetup(); //Initialize wiringPi.
17
18     pinMode(ledPin, OUTPUT); //Set ledPin to output
19     pinMode(buttonPin, INPUT); //Set buttonPin to input
20
21     pullUpDnControl(buttonPin, PUD_UP); //pull up to high level
22     while(1) {
23         reading = digitalRead(buttonPin); //read the current state of button
24         if( reading != lastbuttonState){ //if the button state has changed, record the time
25             point
26             lastChangeTime = millis();
27         }
28     }
29 }
```

```

27     //if changing-state of the button last beyond the time we set, we consider that
28     //the current button state is an effective change rather than a buffeting
29     if(millis() - lastChangeTime > captureTime){
30         //if button state is changed, update the data.
31         if(reading != buttonState){
32             buttonState = reading;
33             //if the state is low, it means the action is pressing
34             if(buttonState == LOW){
35                 printf("Button is pressed!\n");
36                 ledState = !ledState; //Reverse the LED state
37                 if(ledState){
38                     printf("turn on LED ... \n");
39                 }
40                 else {
41                     printf("turn off LED ... \n");
42                 }
43             }
44             //if the state is high, it means the action is releasing
45             else {
46                 printf("Button is released!\n");
47             }
48         }
49     }
50     digitalWrite(ledPin, ledState);
51     lastbuttonState = reading;
52 }
53
54     return 0;
55 }
```

This code focuses on eliminating the buffeting (bounce) of the button switch. We define several variables to define the state of LED and button switch. Then read the button switch state constantly in while () to determine whether the state has changed. If it has, then this time point is recorded.

```

reading = digitalRead(buttonPin); //read the current state of button
if( reading != lastbuttonState){
    lastChangeTime = millis();
}
```

millis()

This returns a number representing the number of milliseconds since your program called one of the wiringPiSetup functions. It returns to an unsigned 32-bit number value after 49 days because it “wraps” around and restarts to value 0.

Then according to the recorded time point, evaluate the duration of the button switch state change. If the duration exceeds captureTime (buffeting time) we have set, it indicates that the state of the button switch has changed. During that time, the while () is still detecting the state of the button switch, so if there is a change, the time point of change will be updated. Then the duration will be evaluated again until the duration is determined to be a stable state because it exceeds the time value we set.

```
if(millis() - lastChangeTime > captureTime) {  
    //if button state is changed, update the data.  
    if(reading != buttonState) {  
        buttonState = reading;
```

Finally, we need to judge the state of Button Switch. If it is low level, the changing state indicates that the button Switch has been pressed, if the state is high level, then the button has been released. Here, we change the status of the LED variable, and then update the state of the LED.

```
if(buttonState == LOW) {  
    printf("Button is pressed!\n");  
    ledState = !ledState; //Reverse the LED state  
    if(ledState){  
        printf("turn on LED ... \n");  
    }  
    else {  
        printf("turn off LED ... \n");  
    }  
}  
//if the state is high, it means the action is releasing  
else {  
    printf("Button is released!\n");  
}
```

Chapter 3 LED Bar Graph

We have learned how to control one LED to blink. Next, we will learn how to control a number of LEDs.

Project 3.1 Flowing Water Light

In this project, we use a number of LEDs to make a flowing water light.

Component List

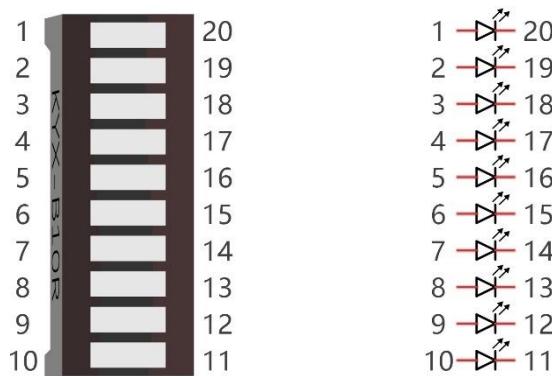
Raspberry Pi (with 40 GPIO) x1 GPIO Extension Board & Ribbon Cable x1 Breadboard x1	Bar Graph LED x1	Resistor 220Ω x10
Jumper Wire x 1		

Component knowledge

Let us learn about the basic features of these components to use and understand them better.

Bar Graph LED

A Bar Graph LED has 10 LEDs integrated into one compact component. The two rows of pins at its bottom are paired to identify each LED like the single LED used earlier.



Circuit

A reference system of labels is used in the circuit diagram below. Pins with the same network label are connected together.

Schematic diagram



Hardware connection. If you need any support, please free to contact us via: support@freenove.com



Youtube video: <https://youtu.be/3rh-b05VoiU>

In this circuit, the cathodes of the LEDs are connected to the GPIO, which is different from the previous circuit. The LEDs turn ON when the GPIO output is low level in the program.

Code

This project is designed to make a flowing water lamp, which are these actions: First turn LED #1 ON, then



turn it OFF. Then turn LED #2 ON, and then turn it OFF... and repeat the same to all 10 LEDs until the last LED is turns OFF. This process is repeated to achieve the “movements” of flowing water.

C Code 3.1.1 LightWater

First, observe the project result, and then learn about the code in detail.

If you have any concerns, please contact us via: support@freenove.com

1. Use cd command to enter 03.1.1_LightWater directory of C code.

```
cd ~/Freenove_Kit/Code/C_Code/03.1.1_LightWater
```

2. Use the following command to compile “LightWater.c” and generate executable file “LightWater”.

```
gcc LightWater.c -o LightWater -lwiringPi
```

3. Then run the generated file “LightWater”.

```
sudo ./LightWater
```

After the program is executed, you will see that Bar Graph LED starts with the flowing water pattern flashing from left to right and then back from right to left.

The following is the program code:

```

1  #include <wiringPi.h>
2  #include <stdio.h>
3
4  #define ledCounts 10
5  int pins[ledCounts] = {0, 1, 2, 3, 4, 5, 6, 8, 9, 10};
6
7  void main(void)
8  {
9      int i;
10     printf("Program is starting ... \n");
11
12     wiringPiSetup(); //Initialize wiringPi.
13
14     for(i=0;i<ledCounts;i++) {      //Set pinMode for all led pins to output
15         pinMode(pins[i], OUTPUT);
16     }
17
18     while(1) {
19         for(i=0;i<ledCounts;i++) {    // move led(on) from left to right
20             digitalWrite(pins[i],LOW);
21             delay(100);
22             digitalWrite(pins[i],HIGH);
23         }
24         for(i=ledCounts-1;i>-1;i--) { // move led(on) from right to left
25             digitalWrite(pins[i],LOW);
26             delay(100);
27             digitalWrite(pins[i],HIGH);
28         }
29     }

```

In the program, configure the GPIO0-GPIO9 to output mode. Then, in the endless “while” loop of main function, use two “for” loop to realize flowing water light from left to right and from right to left.

```
while(1) {
    for(i=0;i<ledCounts;i++) { // move led(on) from left to right
        digitalWrite(pins[i],LOW);
        delay(100);
        digitalWrite(pins[i],HIGH);
    }
    for(i=ledCounts-1;i>-1;i--) { // move led(on) from right to left
        digitalWrite(pins[i],LOW);
        delay(100);
        digitalWrite(pins[i],HIGH);
    }
}
```



Chapter 4 Analog & PWM

In previous chapters, we learned that a Push Button Switch has two states: Pressed (ON) and Released (OFF), and an LED has a Light ON and OFF state. Is there a middle or intermediated state? We will next learn how to create an intermediate output state to achieve a partially bright (dim) LED.

First, let us learn how to control the brightness of an LED.

Project 4.1 Breathing LED

We describe this project as a Breathing Light. This means that an LED that is OFF will then turn ON gradually and then gradually turn OFF like "breathing". Okay, so how do we control the brightness of an LED to create a Breathing Light? We will use PWM to achieve this goal.

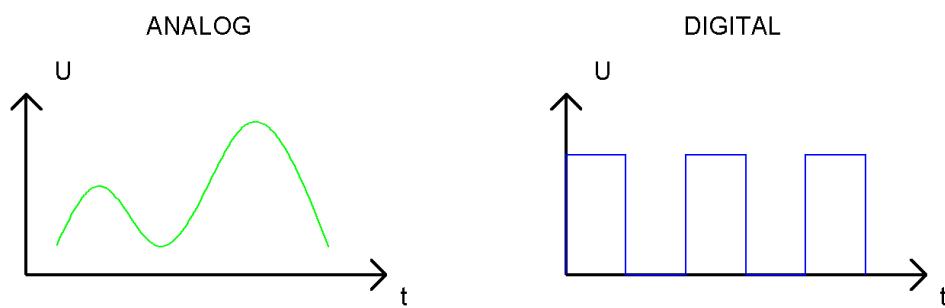
Component List

Raspberry Pi (with 40 GPIO) x1 GPIO Extension Board & Ribbon Cable x1 Breadboard x1	LED x1	Resistor 220Ω x1
Jumper Wire 		

Component Knowledge

Analog & Digital

An Analog Signal is a continuous signal in both time and value. On the contrary, a Digital Signal **or** discrete-time signal is a time series consisting of a sequence of quantities. Most signals in life are analog signals. A familiar example of an Analog Signal would be how the temperature throughout the day is continuously changing and could not suddenly change instantaneously from 0°C to 10°C. However, Digital Signals can instantaneously change in value. This change is expressed in numbers as 1 and 0 (the basis of binary code). Their differences can more easily be seen when compared when graphed as below.



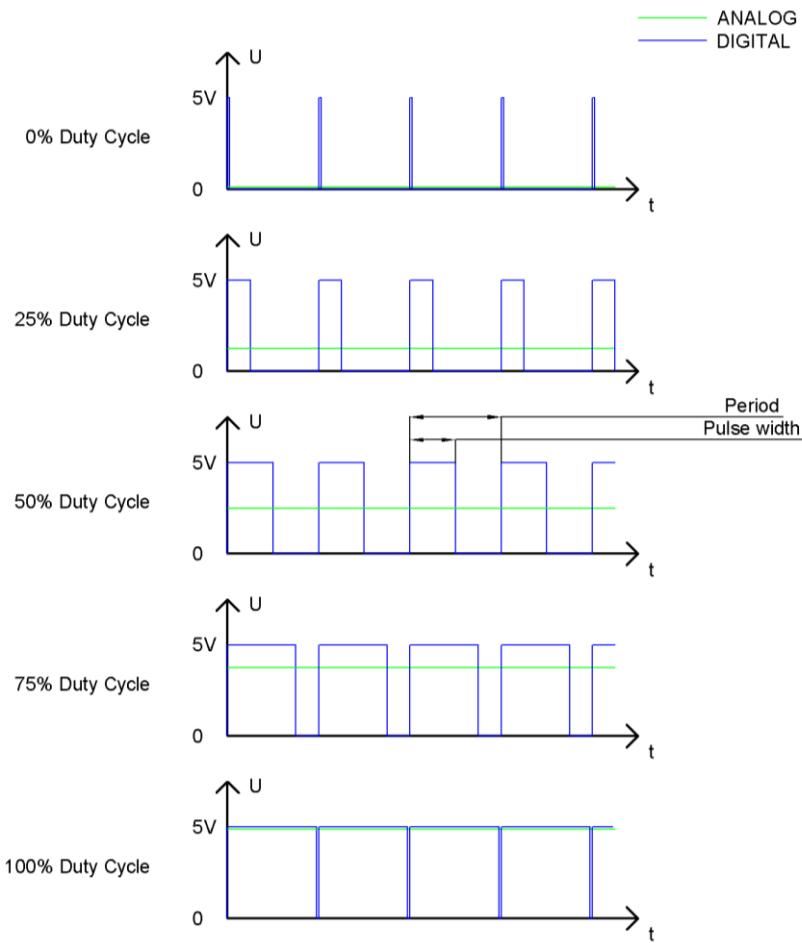
Note that the Analog signals are curved waves and the Digital signals are "Square Waves".

In practical applications, we often use binary as the digital signal, that is a series of 0's and 1's. Since a binary signal only has two values (0 or 1) it has great stability and reliability. Lastly, both analog and digital signals can be converted into the other.

PWM

PWM, Pulse-Width Modulation, is a very effective method for using digital signals to control analog circuits. Digital processors cannot directly output analog signals. PWM technology makes it very convenient to achieve this conversion (translation of digital to analog signals).

PWM technology uses digital pins to send certain frequencies of square waves, that is, the output of high levels and low levels, which alternately last for a while. The total time for each set of high levels and low levels is generally fixed, which is called the period (Note: the reciprocal of the period is frequency). The time of high level outputs are generally called "pulse width", and the duty cycle is the percentage of the ratio of pulse duration, or pulse width (PW) to the total period (T) of the waveform. The longer the output of high levels last, the longer the duty cycle and the higher the corresponding voltage in the analog signal will be. The following figures show how the analog signal voltages vary between 0V-5V (high level is 5V) corresponding to the pulse width 0%-100%:



The longer the PWM duty cycle is, the higher the output power will be. Now that we understand this relationship, we can use PWM to control the brightness of an LED or the speed of DC motor and so on.

It is evident, from the above, that PWM is not actually analog but the effective value of voltage is equivalent to the corresponding analog value. Therefore, by using PWM, we can control the output power of to an LED and control other devices and modules to achieve multiple effects and actions.

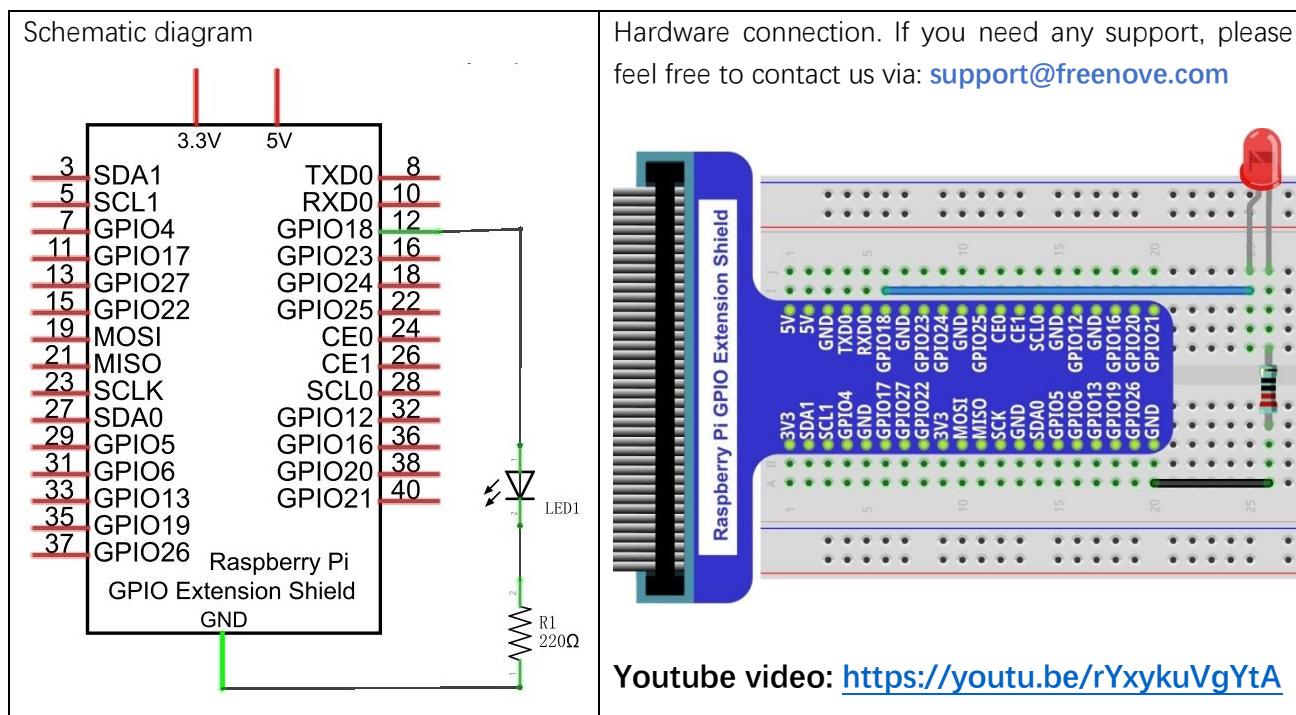
In RPi, GPIO18 pin has the ability to output to hardware via PWM with a 10-bit accuracy. This means that 100% of the pulse width can be divided into $2^{10}=1024$ equal parts.

The wiringPi library of C provides both a hardware PWM and a software PWM method.

The hardware PWM only needs to be configured, does not require CPU resources and is more precise in time control. The software PWM requires the CPU to work continuously by using code to output high level and low level. This part of the code is carried out by multi-threading, and the accuracy is relatively not high enough.

In order to keep the results running consistently, we will use PWM.

Circuit



Code

This project uses the PWM output from the GPIO18 pin to make the pulse width gradually increase from 0% to 100% and then gradually decrease from 100% to 0% to make the LED glow brighter then dimmer.

C Code 4.1.1 BreathingLED

First, observe the project result, and then learn about the code in detail.

If you have any concerns, please contact us via: support@freenove.com

1. Use cd command to enter 04.1.1_BreathingLED directory of C code.

```
cd ~/Freenove_Kit/Code/C_Code/04.1.1_BreathingLED
```

2. Use following command to compile "BreathingLED.c" and generate executable file "BreathingLED".

```
gcc BreathingLED.c -o BreathingLED -lwiringPi
```

3. Then run the generated file "BreathingLED"

```
sudo ./BreathingLED
```

After the program is executed, you'll see that LED is turned from on to off and then from off to on gradually like breathing.

The following is the program code:

```

1 #include <wiringPi.h>
2 #include <stdio.h>
3 #include <softPwm.h>
4 #define ledPin 1
5 void main(void)
6 {

```



```

7     int i;
8
9     printf("Program is starting ... \n");
10
11    wiringPiSetup(); //Initialize wiringPi.
12
13    softPwmCreate(ledPin, 0, 100); //Create SoftPWM pin
14
15    while(1) {
16        for(i=0;i<100;i++) { //make the led brighter
17            softPwmWrite(ledPin, i);
18            delay(20);
19        }
20        delay(300);
21        for(i=100;i>=0;i--) { //make the led darker
22            softPwmWrite(ledPin, i);
23            delay(20);
24        }
25        delay(300);
26    }
27 }
```

First, create a software PWM pin.

```
softPwmCreate(ledPin, 0, 100); //Create SoftPWM pin
```

There are two “for” loops in the next endless “while” loop. The first loop outputs a power signal to the ledPin PWM from 0% to 100% and the second loop outputs a power signal to the ledPin PWM from 100% to 0%.

```

while(1) {
    for(i=0;i<100;i++) {
        softPwmWrite(ledPin, i);
        delay(20);
    }
    delay(300);
    for(i=100;i>=0;i--) {
        softPwmWrite(ledPin, i);
        delay(20);
    }
    delay(300);
}
```

You can also adjust the rate of the state change of LED by changing the parameter of the delay() function in the “for” loop.

```
int softPwmCreate (int pin, int initialValue, int pwmRange);
```

This creates a software controlled PWM pin.

```
void softPwmWrite (int pin, int value);
```

This updates the PWM value on the given pin.

For more details, please refer <http://wiringpi.com/reference/software-pwm-library/>

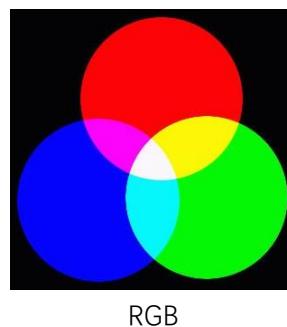
Chapter 5 RGB LED

In this chapter, we will learn how to control a RGB LED.

An RGB LED has 3 LEDs integrated into one LED component. It can respectively emit Red, Green and Blue light. In order to do this, it requires 4 pins (this is also how you identify it). The long pin (1) is the common which is the Anode (+) or positive lead, the other 3 are the Cathodes (-) or negative leads. A rendering of a RGB LED and its electronic symbol are shown below. We can make RGB LED emit various colors of light and brightness by controlling the 3 Cathodes (2, 3 & 4) of the RGB LED



Red, Green, and Blue light are called 3 Primary Colors when discussing light (Note: for pigments such as paints, the 3 Primary Colors are Red, Blue and Yellow). When you combine these three Primary Colors of light with varied brightness, they can produce almost any color of visible light. Computer screens, single pixels of cell phone screens, neon lamps, etc. can all produce millions of colors due to phenomenon.



If we use a three 8 bit PWM to control the RGB LED, in theory, we can create $2^8 * 2^8 * 2^8 = 16777216$ (16 million) colors through different combinations of RGB light brightness.

Next, we will use RGB LED to make a multicolored LED.

Project 5.1 Multicolored LED

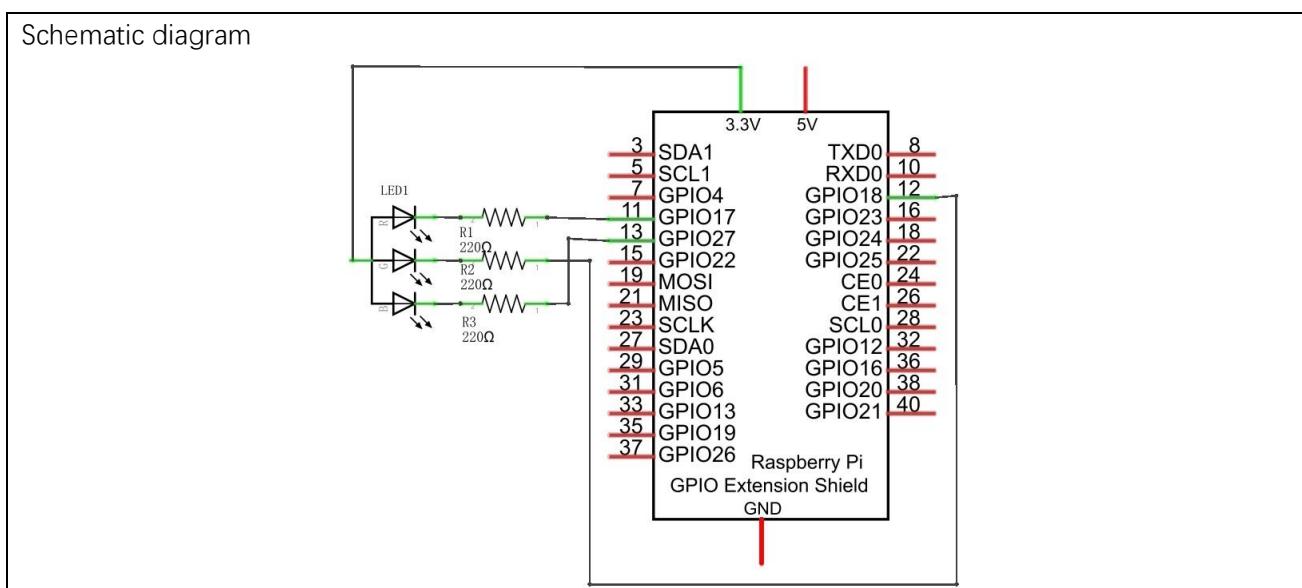
Component List

Raspberry Pi (with 40 GPIO) x1	RGB LED x1	Resistor 220Ω x3
GPIO Extension Board & Wire x1		
Breadboard x1		

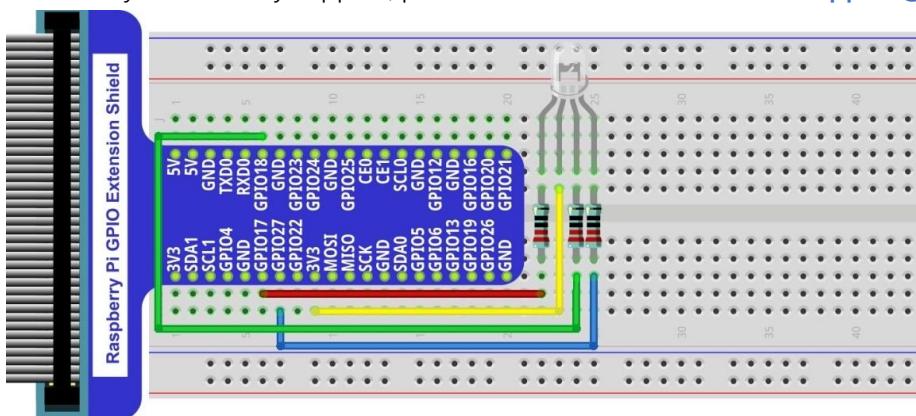
Jumper Wire



Circuit



Hardware connection. If you need any support, please feel free to contact us via: support@freenove.com



Video: <https://youtu.be/tbnX2AsX2y4>

In this kit, the RGB led is **Common anode**. The **voltage difference** between LED will make it work. There is

no visible GND. The GPIO ports can also receive current while in output mode.

If circuit above doesn't work, the RGB LED may be common cathode. Please try following wiring.

There is no need to modify code for random color.



Code

We need to use the software to make the ordinary GPIO output PWM, since this project requires 3 PWM and in RPi only one GPIO has the hardware capability to output PWM,

C Code 5.1.1 Colorful LED

First, observe the project result, and then learn about the code in detail.

If you have any concerns, please contact us via: support@freenove.com

1. Use cd command to enter 05.1.1_ColorfullLED directory of C code.

```
cd ~/Freenove_Kit/Code/C_Code/05.1.1_ColorfullLED
```

2. Use following command to compile "ColorfullLED.c" and generate executable file "ColorfullLED".

Note: in this project, the software PWM uses a multi-threading mechanism. So "-lpthread" option need to be add to the compiler.

```
gcc ColorfullLED.c -o ColorfullLED -lwiringPi -lpthread
```

3. And then run the generated file "ColorfullLED".

```
sudo ./ColorfullLED
```

After the program is executed, you will see that the RGB LED shows lights of different colors randomly.

The following is the program code:

```

1 #include <wiringPi.h>
2 #include <softPwm.h>
3 #include <stdio.h>
4 #include <stdlib.h>
5
6 #define ledPinRed    0
7 #define ledPinGreen   1
8 #define ledPinBlue    2
9
10 void setupLedPin(void)
11 {

```





```

12     softPwmCreate(ledPinRed, 0, 100); //Creat SoftPWM pin for red
13     softPwmCreate(ledPinGreen, 0, 100); //Creat SoftPWM pin for green
14     softPwmCreate(ledPinBlue, 0, 100); //Creat SoftPWM pin for blue
15 }
16
17 void setLedColor(int r, int g, int b)
18 {
19     softPwmWrite(ledPinRed, r); //Set the duty cycle
20     softPwmWrite(ledPinGreen, g); //Set the duty cycle
21     softPwmWrite(ledPinBlue, b); //Set the duty cycle
22 }
23
24 int main(void)
25 {
26     int r,g,b;
27
28     printf("Program is starting ... \n");
29
30     wiringPiSetup(); //Initialize wiringPi.
31
32     setupLedPin();
33     while(1) {
34         r=random()%100; //get a random in (0,100)
35         g=random()%100; //get a random in (0,100)
36         b=random()%100; //get a random in (0,100)
37         setLedColor(r,g,b);//set random as the duty cycle value
38 // If you are using common anode RGBLED, it should be setLedColor(100-r, 100-g, 100-b)
39 // If you want show red, it should be setLedColor(0,100, 100)
40         printf("r=%d, g=%d, b=%d \n",r,g,b);
41         delay(1000);
42     }
43     return 0;
44 }
```

First, in subfunction of ledInit(), create the software PWM control pins used to control the R, G, B pin respectively.

	<pre> void setupLedPin(void) { softPwmCreate(ledPinRed, 0, 100); //Creat SoftPWM pin for red softPwmCreate(ledPinGreen, 0, 100); //Creat SoftPWM pin for green softPwmCreate(ledPinBlue, 0, 100); //Creat SoftPWM pin for blue }</pre>
--	--

Then create subfunction, and set the PWM of three pins.

	<pre>void setLedColor(int r, int g, int b)</pre>
--	--

```
{  
    softPwmWrite(ledPinRed, r); //Set the duty cycle  
    softPwmWrite(ledPinGreen, g); //Set the duty cycle  
    softPwmWrite(ledPinBlue, b); //Set the duty cycle  
}
```

Finally, in the “while” loop of main function, get three random numbers and specify them as the PWM duty cycle, which will be assigned to the corresponding pins. So RGB LED can switch the color randomly all the time.

```
while(1){  
    r=random()%100; //get a random in (0, 100)  
    g=random()%100; //get a random in (0, 100)  
    b=random()%100; //get a random in (0, 100)  
    setLedColor(r, g, b); //set random as the duty cycle value  
    printf("r=%d, g=%d, b=%d \n", r, g, b);  
    delay(1000);  
}
```

The related function of PWM Software can be described as follows:

long random();

This function will return a random number.

For more details about Software PWM, please refer to: <http://wiringpi.com/reference/software-pwm-library/>



Chapter 6 Buzzer

In this chapter, we will learn about buzzers and the sounds they make. And in our next project, we will use an active buzzer to make a doorbell and a passive buzzer to make an alarm.

Project 6.1 Doorbell

We will make a doorbell with this functionality: when the Push Button Switch is pressed the buzzer sounds and when the button is released, the buzzer stops. This is a momentary switch function.

Component List

Raspberry Pi (with 40 GPIO) x1 GPIO Extension Board & Ribbon Cable x1 Breadboard x1	Jumper Wire 			
NPN transistor x1 (S8050) 	Active buzzer x1 	Push Button Switch x1 	Resistor 1kΩ x1 	Resistor 10kΩ x2 

Component knowledge

Buzzer

A buzzer is an audio component. They are widely used in electronic devices such as calculators, electronic alarm clocks, automobile fault indicators, etc. There are both active and passive types of buzzers. Active buzzers have oscillator inside, these will sound as long as power is supplied. Passive buzzers require an external oscillator signal (generally using PWM with different frequencies) to make a sound.



Active buzzers are easier to use. Generally, they only make a specific sound frequency. Passive buzzers require an external circuit to make sounds, but passive buzzers can be controlled to make sounds of various frequencies. The resonant frequency of the passive buzzer in this Kit is 2kHz, which means the passive buzzer is the loudest when its resonant frequency is 2kHz.

How to identify active and passive buzzer?

1. As a rule, there is a label on an active buzzer covering the hole where sound is emitted, but there are exceptions to this rule.
2. Active buzzers are more complex than passive buzzers in their manufacture. There are many circuits and crystal oscillator elements inside active buzzers; all of this is usually protected with a waterproof coating (and a housing) exposing only its pins from the underside. On the other hand, passive buzzers do not have protective coatings on their underside. From the pin holes, view of a passive buzzer, you can see the circuit board, coils, and a permanent magnet (all or any combination of these components depending on the model).



Active buzzer bottom



Passive buzzer bottom

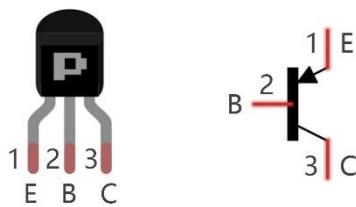
Transistors

A transistor is required in this project due to the buzzer's current being so great that GPIO of RPi's output capability cannot meet the power requirement necessary for operation. A NPN transistor is needed here to

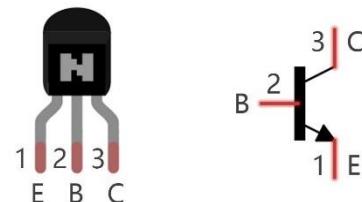
amplify the current.

Transistors, full name: semiconductor transistor, is a semiconductor device that controls current (think of a transistor as an electronic “amplifying or switching device”). Transistors can be used to amplify weak signals, or to work as a switch. Transistors have three electrodes (PINs): base (b), collector (c) and emitter (e). When there is current passing between “be” then “ce” will have a several-fold current increase (transistor magnification), in this configuration the transistor acts as an amplifier. When current produced by “be” exceeds a certain value, “ce” will limit the current output. at this point the transistor is working in its saturation region and acts like a switch. Transistors are available as two types as shown below: PNP and NPN,

PNP transistor



NPN transistor



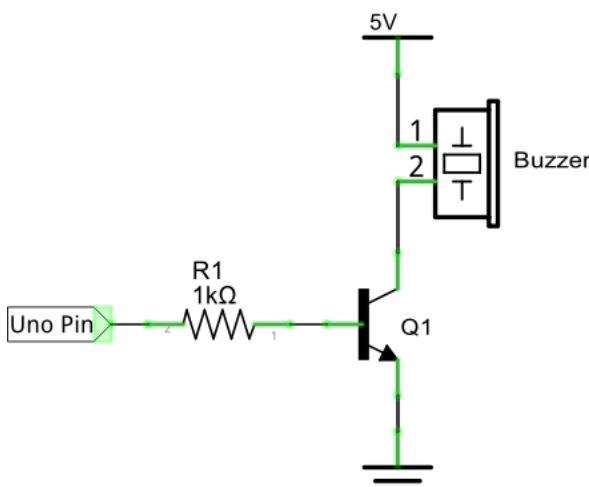
In our kit, the PNP transistor is marked with 8550, and the NPN transistor is marked with 8050.

Thanks to the transistor's characteristics, they are often used as switches in digital circuits. As micro-controllers output current capacity is very weak, we will use a transistor to amplify its current in order to drive components requiring higher current.

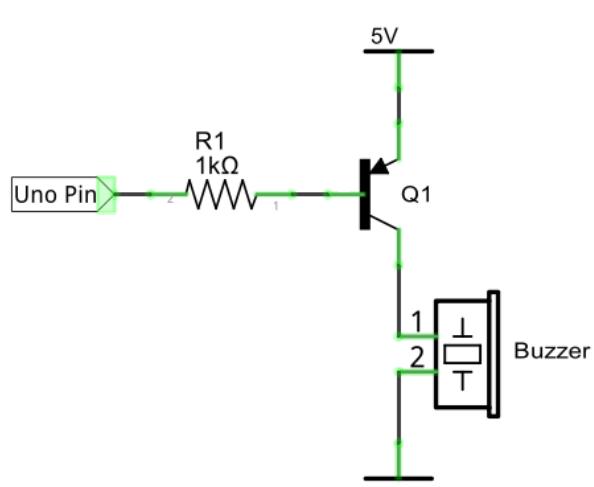
When we use a NPN transistor to drive a buzzer, we often use the following method. If GPIO outputs high level, current will flow through R1 (Resistor 1), the transistor conducts current and the buzzer will make sounds. If GPIO outputs low level, no current will flow through R1, the transistor will not conduct current and buzzer will remain silent (no sounds).

When we use a PNP transistor to drive a buzzer, we often use the following method. If GPIO outputs low level, current will flow through R1. The transistor conducts current and the buzzer will make sounds. If GPIO outputs high level, no current flows through R1, the transistor will not conduct current and buzzer will remain silent (no sounds). Below are the circuit schematics for both a NPN and PNP transistor to power a buzzer.

NPN transistor to drive buzzer



PNP transistor to drive buzzer

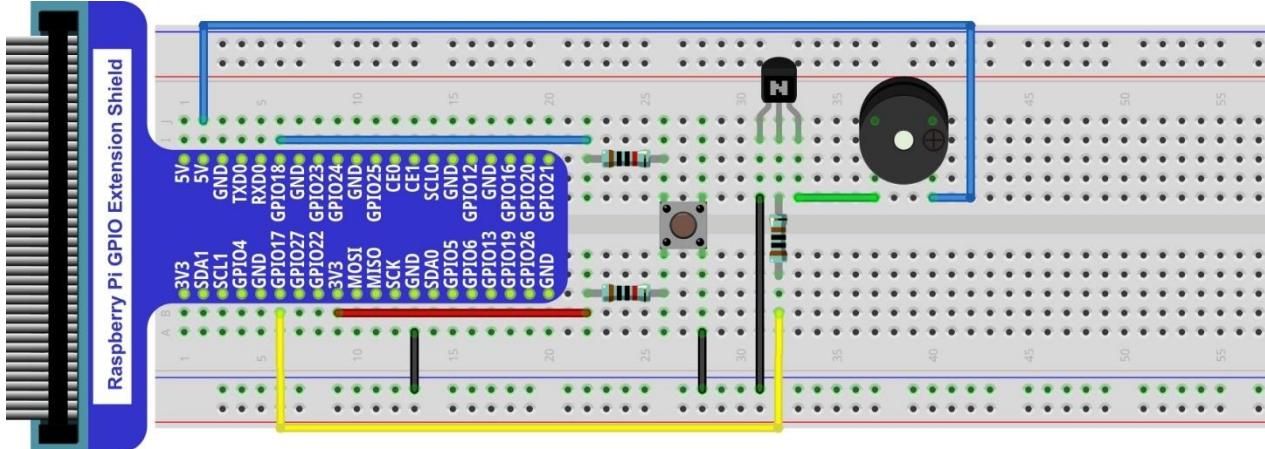


Circuit

Schematic diagram with RPi GPIO Extension Shield



Hardware connection. If you need any support, please feel free to contact us via: support@freenove.com



[Video: https://youtu.be/R_dmi3YwY-U](https://youtu.be/R_dmi3YwY-U)

Note: in this circuit, the power supply for the buzzer is 5V, and pull-up resistor of the push button switch is connected to the 3.3V power feed. Actually, the buzzer can work when connected to the 3.3V power feed but this will produce a weak sound from the buzzer (not very loud).

Code

In this project, a buzzer will be controlled by a push button switch. When the button switch is pressed, the buzzer sounds and when the button is released, the buzzer stops. It is analogous to our earlier project that controlled an LED ON and OFF.

C Code 6.1.1 Doorbell

First, observe the project result, and then learn about the code in detail.

If you have any concerns, please contact us via: support@freenove.com

1. Use cd command to enter 06.1.1_Doorbell directory of C code.

```
cd ~/Freenove_Kit/Code/C_Code/06.1.1_Doorbell
```

2. Use following command to compile "Doorbell.c" and generate executable file "Doorbell.c".

```
gcc Doorbell.c -o Doorbell -lwiringPi
```

3. Then run the generated file "Doorbell".

```
sudo ./Doorbell
```

After the program is executed, press the push button switch and the will buzzer sound. Release the push button switch and the buzzer will stop.

The following is the program code:

```
1 #include <wiringPi.h>
2 #include <stdio.h>
3
4 #define buzzerPin 0 //define the buzzerPin
5 #define buttonPin 1 //define the buttonPin
6
7 void main(void)
8 {
9     printf("Program is starting ... \n");
10
11     wiringPiSetup();
12
13     pinMode(buzzerPin, OUTPUT);
14     pinMode(buttonPin, INPUT);
15
16     pullUpDnControl(buttonPin, PUD_UP); //pull up to HIGH level
17     while(1) {
18
19         if(digitalRead(buttonPin) == LOW){ //button is pressed
20             digitalWrite(buzzerPin, HIGH); //Turn on buzzer
21             printf("buzzer turned on >>> \n");
22         }
23         else { //button is released
24             digitalWrite(buzzerPin, LOW); //Turn off buzzer
25             printf("buzzer turned off <<< \n");
26         }
27     }
28 }
```

The code is exactly the same as when we used a push button switch to control an LED. You can also try using the PNP transistor to achieve the same results.



Project 6.2 Alertor

Next, we will use a passive buzzer to make an alarm.

The list of components and the circuit is similar to the doorbell project. We only need to take the Doorbell circuit and replace the active buzzer with a passive buzzer.

Code

In this project, our buzzer alarm is controlled by the push button switch. Press the push button switch and the buzzer will sound. Release the push button switch and the buzzer will stop.

As stated before, it is analogous to our earlier project that controlled an LED ON and OFF.

To control a passive buzzer requires PWM of certain sound frequency.

C Code 6.2.1 Alertor

First, observe the project result, and then learn about the code in detail.

If you have any concerns, please contact us via: support@freenove.com

1. Use cd command to enter 06.2.1_Alertor directory of C code.

```
cd ~/Freenove_Kit/Code/C_Code/06.2.1_Alertor
```

2. Use following command to compile "Alertor.c" and generate executable file "Alertor". "-lm" and "-lpthread" compiler options need to added here.

```
gcc Alertor.c -o Alertor -lwiringPi -lm -lpthread
```

3. Then run the generated file "Alertor".

```
sudo ./Alertor
```

After the program is executed, press the push button switch and the buzzer will sound. Release the push button switch and the buzzer will stop.

The following is the program code:

```

1 #include <wiringPi.h>
2 #include <stdio.h>
3 #include <softTone.h>
4 #include <math.h>
5
6 #define buzzerPin 0 //define the buzzerPin
7 #define buttonPin 1 //define the buttonPin
8
9 void alertor(int pin){
10     int x;
11     double sinVal, toneVal;
12     for(x=0;x<360;x++) { // frequency of the alertor is consistent with the sine wave
13         sinVal = sin(x * (M_PI / 180)); //Calculate the sine value
14         toneVal = 2000 + sinVal * 500; //Add the resonant frequency and weighted sine value
15         softToneWrite(pin, toneVal); //output corresponding PWM
16         delay(1);

```

```

17     }
18 }
19 void stopAlertor(int pin) {
20     softToneWrite(pin, 0);
21 }
22 int main(void)
23 {
24     printf("Program is starting ... \n");
25
26     wiringPiSetup();
27
28     pinMode(buzzerPin, OUTPUT);
29     pinMode(buttonPin, INPUT);
30     softToneCreate(buzzerPin); //set buzzerPin
31     pullUpDnControl(buttonPin, PUD_UP); //pull up to HIGH level
32     while(1) {
33         if(digitalRead(buttonPin) == LOW){ //button is pressed
34             alertor(buzzerPin); // turn on buzzer
35             printf("alertor turned on >>> \n");
36         }
37         else { //button is released
38             stopAlertor(buzzerPin); // turn off buzzer
39             printf("alertor turned off <<< \n");
40         }
41     }
42     return 0;
43 }
```

The code is the same to the active buzzer but the method is different. A passive buzzer requires PWM of a certain frequency, so you need to create a software PWM pin though softToneCreate (buzzerPin). Here softTone is designed to generate square waves with variable frequency and a duty cycle fixed to 50%, which is a better choice for controlling the buzzer.

	softToneCreate(buzzerRPin);
--	-----------------------------

In the while loop of the main function, when the push button switch is pressed the subfunction alertor() will be called and the alarm will issue a warning sound. The frequency curve of the alarm is based on a sine curve. We need to calculate the sine value from 0 to 360 degrees and multiplied by a certain value (here this value is 500) plus the resonant frequency of buzzer. We can set the PWM frequency through softToneWrite (pin, toneVal).

	void alertor(int pin){ int x; double sinVal, toneVal; for(x=0;x<360;x++){ //The frequency is based on the sine curve. sinVal = sin(x * (M_PI / 180)); toneVal = 2000 + sinVal * 500; } }
--	---

```
    softToneWrite(pin, toneVal);  
    delay(1);  
}  
}
```

If you want to stop the buzzer, just set PWM frequency of the buzzer pin to 0.

```
void stopAlertor(int pin) {  
    softToneWrite(pin, 0);  
}
```

The related functions of softTone are described as follows:

int softToneCreate (int pin);

This creates a software controlled tone pin.

void softToneWrite (int pin, int freq);

This updates the tone frequency value on the given pin.

For more details about softTone, please refer to :<http://wiringpi.com/reference/software-tone-library/>

(Important) Chapter 7 ADC

We have learned how to control the brightness of an LED through PWM and that PWM is not a real analog signal. In this chapter, we will learn how to read analog values via an ADC Module and convert these analog values into digital.

Project 7.1 Read the Voltage of Potentiometer

In this project, we will use the ADC function of an ADC Module to read the voltage value of a potentiometer.

Component List

Raspberry Pi x1 GPIO Extension Board & Ribbon Cable x1 Breadboard x1	Jumper Wire M/M x16
Rotary potentiometer x1 	ADC module x1  Or 

This product contains **only one ADC module**, there are two types, PCF8591 and ADS7830. For the projects described in this tutorial, they function the same. Please build corresponding circuits according to the ADC module found in your Kit.

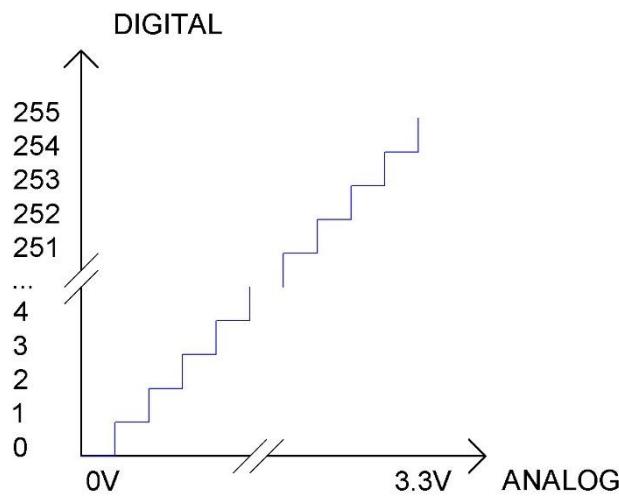
ADC module: PCF8591	ADC module: ADS7830
Model diagram 	Actual Picture 

Circuit knowledge

ADC

An ADC is an electronic integrated circuit used to convert analog signals such as voltages to digital or binary form consisting of 1s and 0s. The range of our ADC module is 8 bits, that means the resolution is $2^8=256$, so that its range (at 3.3V) will be divided equally to 256 parts.

Any analog value can be mapped to one digital value using the resolution of the converter. So the more bits the ADC has, the denser the partition of analog will be and the greater the precision of the resulting conversion.



Subsection 1: the analog in range of 0V-3.3/256 V corresponds to digital 0;

Subsection 2: the analog in range of 3.3 /256 V-2*3.3 /256V corresponds to digital 1;

...

The resultant analog signal will be divided accordingly.

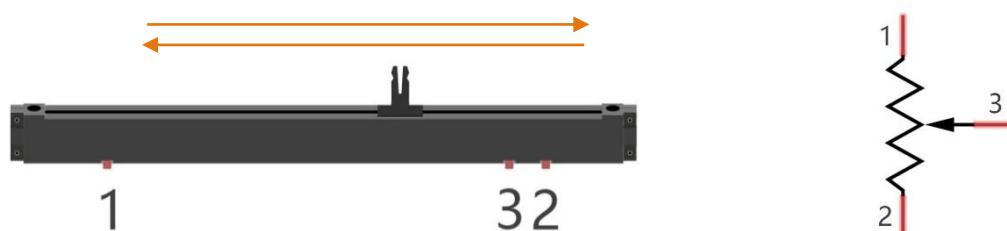
DAC

The reversing this process requires a DAC, Digital-to-Analog Converter. The digital I/O port can output high level and low level (0 or 1), but cannot output an intermediate voltage value. This is where a DAC is useful. The DAC module PCF8591 has a DAC output pin with 8-bit accuracy, which can divide VDD (here is 3.3V) into $2^8=256$ parts. For example, when the digital quantity is 1, the output voltage value is $3.3/256 *1$ V, and when the digital quantity is 128, the output voltage value is $3.3/256 *128=1.65$ V, the higher the accuracy of DAC, the higher the accuracy of output voltage value will be.

Component knowledge

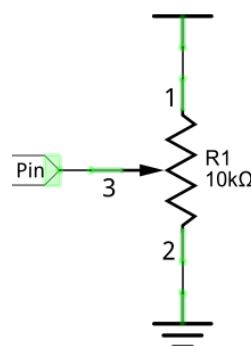
Potentiometer

Potentiometer is a resistive element with three Terminal parts. Unlike the resistors that we have used thus far in our project which have a fixed resistance value, the resistance value of a potentiometer can be adjusted. A potentiometer is often made up by a resistive substance (a wire or carbon element) and movable contact brush. When the brush moves along the resistor element, there will be a change in the resistance of the potentiometer's output side (3) (or change in the voltage of the circuit that is a part). The illustration below represents a linear sliding potentiometer and its electronic symbol on the right.



Between potentiometer pin 1 and pin 2 is the resistive element (a resistance wire or carbon) and pin 3 is connected to the brush that makes contact with the resistive element. In our illustration, when the brush moves from pin 1 to pin 2, the resistance value between pin 1 and pin 3 will increase linearly (until it reaches the highest value of the resistive element) and at the same time the resistance between pin 2 and pin 3 will decrease linearly and conversely down to zero. At the midpoint of the slider the measured resistance values between pin 1 and 3 and between pin 2 and 3 will be the same.

In a circuit, both sides of resistive element are often connected to the positive and negative electrodes of power. When you slide the brush "pin 3", you can get variable voltage within the range of the power supply.



Rotary potentiometer

Rotary potentiometers and linear potentiometers have the same function; the only difference being the physical action being a rotational rather than a sliding movement.



PCF8591

The PCF8591 is a single-chip, single-supply low power 8-bit CMOS data acquisition device with four analog inputs, one analog output and a serial I2C-bus interface. The following table is the pin definition diagram of PCF8591.

SYMBOL	PIN	DESCRIPTION	TOP VIEW
AIN0	1	Analog inputs (A/D converter)	
AIN1	2		
AIN2	3		
AIN3	4		
A0	5	Hardware address	
A1	6		
A2	7		
Vss	8	Negative supply voltage	
SDA	9	I2C-bus data input/output	
SCL	10	I2C-bus clock input	
OSC	11	Oscillator input/output	
EXT	12	external/internal switch for oscillator input	
AGND	13	Analog ground	
Vref	14	Voltage reference input	
AOUT	15	Analog output(D/A converter)	
Vdd	16	Positive supply voltage	

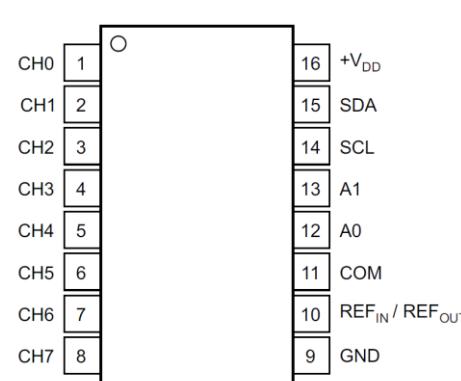
For more details about PCF8591, please refer to the datasheet which can be found on the Internet.

ADS7830

The ADS7830 is a single-supply, low-power, 8-bit data acquisition device that features a serial I2C interface and an 8-channel multiplexer. The following table is the pin definition diagram of ADS7830.

SYMBOL	PIN	DESCRIPTION	TOP VIEW
CH0	1	Analog input channels (A/D converter)	
CH1	2		
CH2	3		
CH3	4		
CH4	5		

CH5	6	
CH6	7	
CH7	8	
GND	9	Ground
REF in/out	10	Internal +2.5V Reference, External Reference Input
COM	11	Common to Analog Input Channel
A0	12	Hardware address
A1	13	
SCL	14	Serial Clock
SDA	15	Serial Sata
+VDD	16	Power Supply, 3.3V Nominal



The pinout diagram shows the MCP3421 chip with its 16 pins numbered 1 through 16. Pin 1 is labeled with an open circle. The pins are grouped into two columns. The left column contains pins CH0 (1), CH1 (2), CH2 (3), CH3 (4), CH4 (5), CH5 (6), CH6 (7), and CH7 (8). The right column contains pins +V_{DD} (16), SDA (15), SCL (14), A1 (13), A0 (12), COM (11), REF_{IN} / REF_{OUT} (10), and GND (9).

I2C communication

I2C (Inter-Integrated Circuit) has a two-wire serial communication mode, which can be used to connect a micro-controller and its peripheral equipment. Devices using I2C communications must be connected to the serial data line (SDA), and serial clock line (SCL) (called I2C bus). Each device has a unique address which can be used as a transmitter or receiver to communicate with devices connected via the bus.

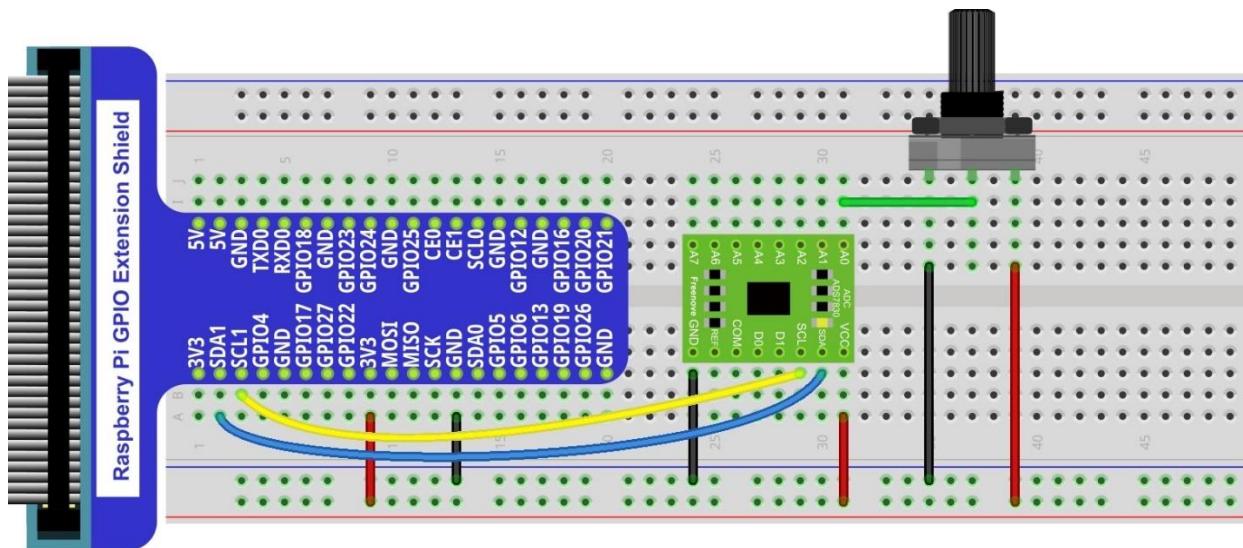
Circuit with ADS7830

Schematic diagram



Hardware connection. If you need any support, please feel free to contact us via: support@freenove.com

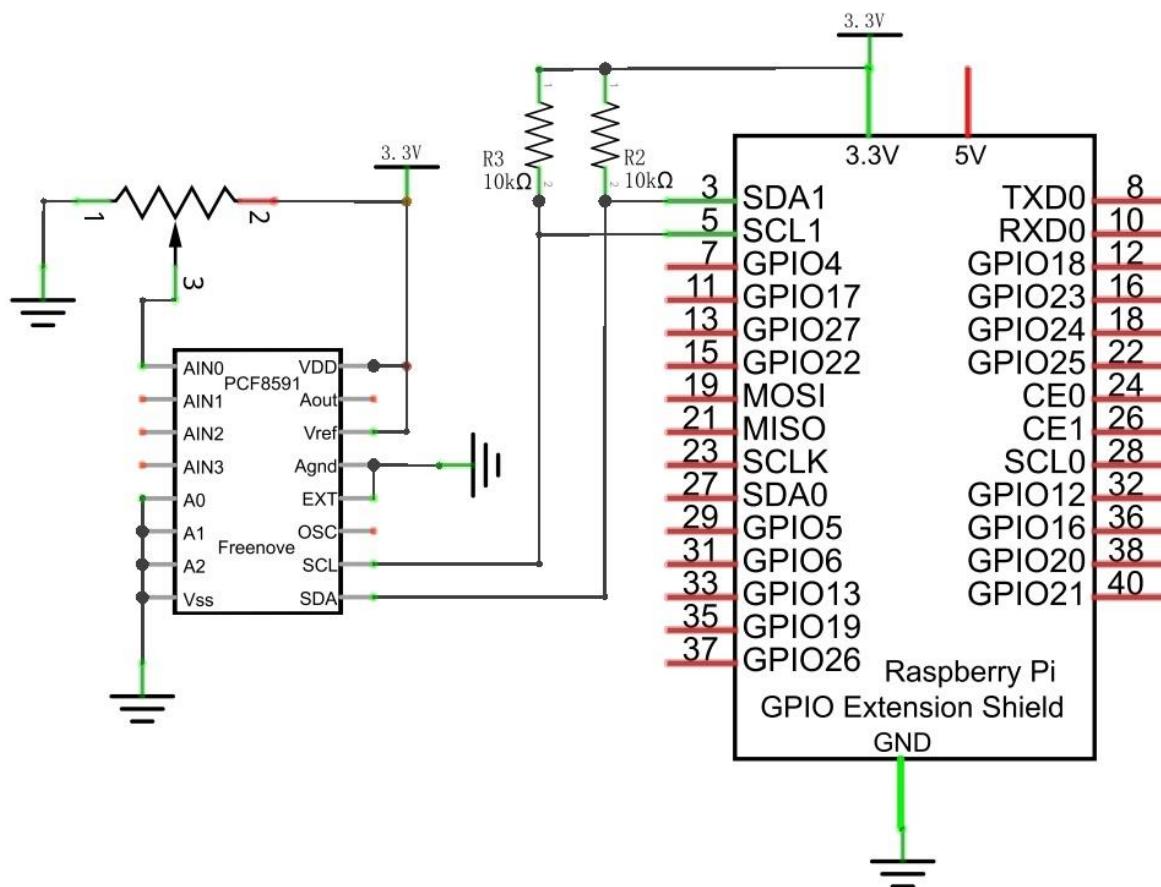
This product contains **only one ADC module**.



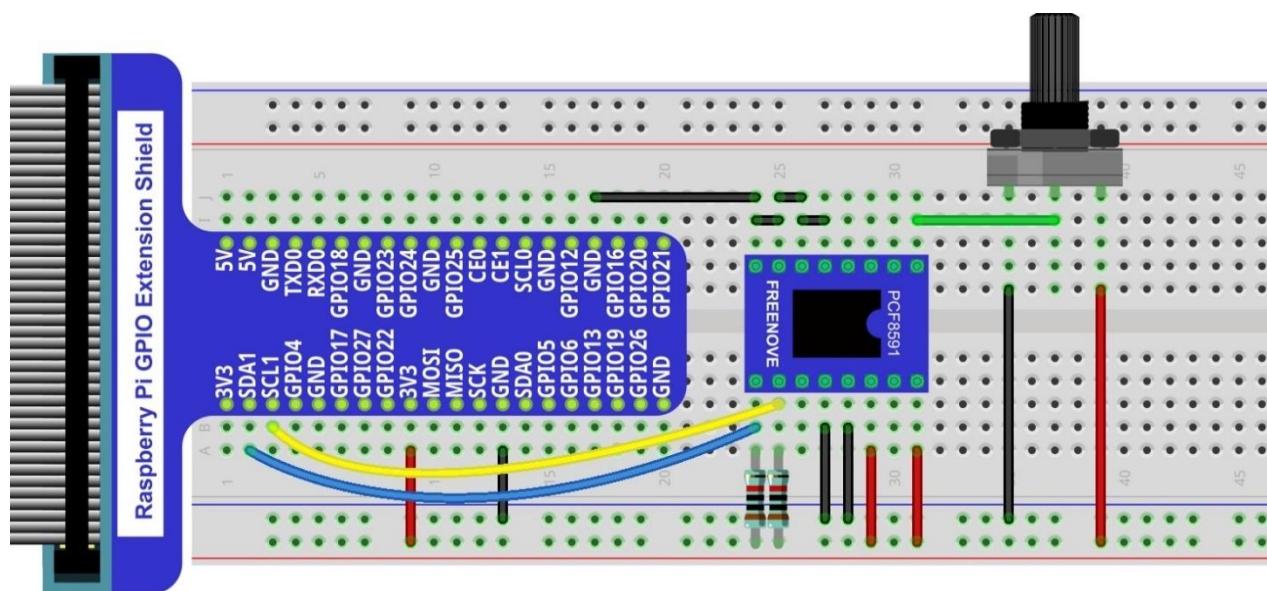
Video: https://youtu.be/PSUCctu_DqA

Circuit with PCF8591

Schematic diagram



Hardware connection



Please keep the **chip mark** consistent to make the chips under right direction and position.

Configure I2C and Install Smbus

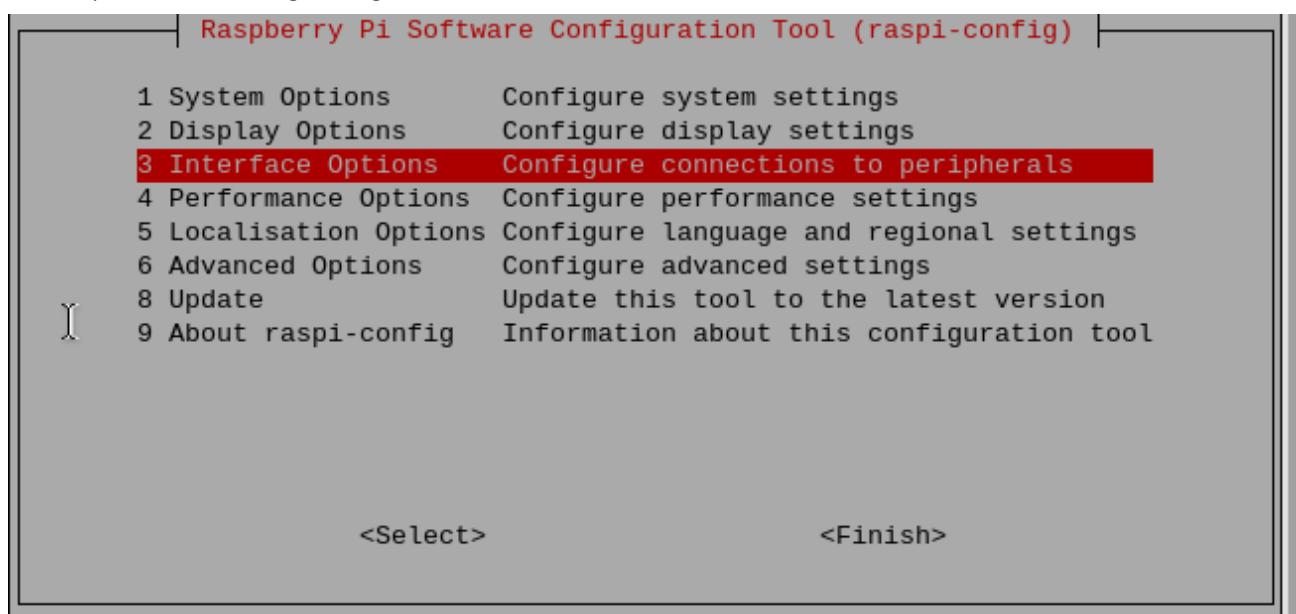
Enable I2C

The I2C interface in Raspberry Pi is disabled by default. You will need to open it manually and enable the I2C interface as follows:

Type command in the Terminal:

```
sudo raspi-config
```

Then open the following dialog box:



Choose “3 Interfacing Options” then “I4 I2C” then “Yes” and then “Finish” in this order and restart your RPi. The I2C module will then be started.

Type a command to check whether the I2C module is started:

```
lsmod | grep i2c
```

If the I2C module has been started, the following content will be shown. “bcm2708” refers to the CPU model. Different models of Raspberry Pi display different contents depending on the CPU installed:

```
pi@raspberrypi:~ $ lsmod | grep i2c
i2c_bcm2708          4770  0
i2c_dev              5859  0
pi@raspberrypi:~ $
```

Install I2C-Tools

Next, type the command to install I2C-Tools. It is available with the Raspberry Pi OS by default.

```
sudo apt-get install i2c-tools
```

I2C device address detection:

```
i2cdetect -y 1
```

When you are using the PCF8591 Module, the result should look like this:

```
pi@raspberrypi:~ $ i2cdetect -y 1
  0  1  2  3  4  5  6  7  8  9  a  b  c  d  e  f
00: -----
10: -----
20: -----
30: -----
40: ----- 48 -----
50: -----
60: -----
70: -----
```

Here, 48 (HEX) is the I2C address of ADC Module (PCF8591).

When you are using ADS, the result should look like this:

```
pi@raspberrypi:~ $ i2cdetect -y 1
  0  1  2  3  4  5  6  7  8  9  a  b  c  d  e  f
00: -----
10: -----
20: -----
30: -----
40: ----- 4b -----
50: -----
60: -----
70: -----
```

Here, 4b (HEX) is the I2C address of ADC Module (ADS7830).

Code

C Code 7.1.1 ADC

For C code for the ADC Device, a custom library needs to be installed.

1. Use cd command to enter folder of the ADC Device library.

```
cd ~/Freenove_Kit/Libs/C-Libs/ADCDevice
```

2. Execute command below to install the library.

```
sh ./build.sh
```

A successful installation, without error prompts, is shown below:

```
pi@raspberrypi:~/Freenove_Kit/Libs/C-Libs/ADCDevice $ sh ./build.sh
build completed!
```

Next, we will execute the code for this project.

First, observe the project result, and then learn about the code in detail.

If you have any concerns, please contact us via: support@freenove.com

1. Use cd command to enter 07.1.1_ADC directory of C code.

```
cd ~/Freenove_Kit/Code/C_Code/07.1.1_ADC
```

2. Use following command to compile "ADC.cpp" and generate the executable file "ADC".

```
g++ ADC.cpp -o ADC -lwiringPi -IADCDevice
```

3. Then run the generated file "ADC".

```
sudo ./ADC
```

After the program is executed, adjusting the potentiometer will produce a readout display of the potentiometer voltage values in the Terminal and the converted digital content.

```
ADC value : 135 , Voltage : 1.75V
ADC value : 135 , Voltage : 1.75V
ADC value : 136 , Voltage : 1.76V
ADC value : 141 , Voltage : 1.82V
ADC value : 144 , Voltage : 1.86V
ADC value : 146 , Voltage : 1.89V
ADC value : 148 , Voltage : 1.92V
ADC value : 149 , Voltage : 1.93V
ADC value : 149 , Voltage : 1.93V
ADC value : 144 , Voltage : 1.86V
ADC value : 143 , Voltage : 1.85V
ADC value : 143 , Voltage : 1.85V
ADC value : 142 , Voltage : 1.84V
ADC value : 141 , Voltage : 1.82V
```

The following is the code:

```
1 #include <wiringPi.h>
2 #include <wiringPiI2C.h>
3 #include <stdio.h>
4 #include <ADCDevice.hpp>
5
6 ADCDevice *adc; // Define an ADC Device class object
7
8 int main(void){
9     adc = new ADCDevice();
10    printf("Program is starting ... \n");
11
12    if(adc->detectI2C(0x48)){ // Detect the pcf8591.
13        delete adc;
14        adc = new PCF8591(); // If detected, create an instance of PCF8591.
15    }
16    else if(adc->detectI2C(0x4b)){// Detect the ads7830
17        delete adc;
18        adc = new ADS7830(); // If detected, create an instance of ADS7830.
```

```

19 }
20 else{
21     printf("No correct I2C address found, \n"
22         "Please use command 'i2cdetect -y 1' to check the I2C address! \n"
23         "Program Exit. \n");
24     return -1;
25 }
26
27 while(1){
28     int adcValue = adc->analogRead(0); //read analog value of A0 pin
29     float voltage = (float)adcValue / 255.0 * 3.3; // Calculate voltage
30     printf("ADC value : %d , \tVoltage : %.2fV\n", adcValue, voltage);
31     delay(100);
32 }
33 }
```

In this code, a custom class library "ADCDevice" is used. It contains the method of utilizing the ADC Module in this project, through which the ADC Module can easily and quickly be used. In the code, you need to first create a class pointer adc, and then point to an instantiated object. (Note: An instantiated object is given a name and created in memory or on disk using the structure described within a class declaration.)

```

ADCDDevice *adc; // Define an ADC Device class object
.....
adc = new ADCDevice();
```

Then use the member function detectI2C(addr) in the class to detect the I2C module in the circuit. Different modules have different I2C addresses. Therefore, according to the different addresses, we can determine what the ADC module is in the circuit. When the correct module is detected, the pointer adc will point to the address of the object, and then the previously pointed content will be deleted to free memory. The default address of ADC module PCF8591 is 0x48, and that of ADC module ADS7830 is 0x4b.

```

if(adc->detectI2C(0x48)){ // Detect the pcf8591.
    delete adc;
    adc = new PCF8591(); // If detected, create an instance of PCF8591.
}
else if(adc->detectI2C(0x4b)){// Detect the ads7830
    delete adc;
    adc = new ADS7830(); // If detected, create an instance of ADS7830.
}
else{
    printf("No correct I2C address found, \n"
        "Please use command 'i2cdetect -y 1' to check the I2C address! \n"
        "Program Exit. \n");
    return -1;
}
```



When you have a class object pointed to a specific device, you can get the ADC value of the specific channel by calling the member function `analogRead(chn)` in this class

```
int adcValue = adc->analogRead(0); //read analog value of A0 pin
```

Then according to the formula, the voltage value is calculated and displayed on the Terminal.

```
float voltage = (float)adcValue / 255.0 * 3.3; // Calculate voltage
printf("ADC value : %d , \tVoltage : %.2fV\n", adcValue, voltage);
```

Reference

```
class ADCDevice
```

This is a base class. All ADC module classes are its derived classes. It has a real function and a virtual function.

```
int detectI2C(int addr);
```

This is a real function, which is used to detect whether the device with given I2C address exists. If it exists, return 1, otherwise return 0.

```
virtual int analogRead(int chn);
```

This is a virtual function that reads the ADC value of the specified channel. It is implemented in a derived class.

```
class PCF8591:public ADCDevice
class ADS7830:public ADCDevice
```

These two classes are derived from the `ADCDevice` class and mainly implement the function `analogRead(chn)`.

```
int analogRead(int chn);
```

This returns the value read on the supplied analog input pin.

Parameter `chn`: For `PCF8591`, the range of `chn` is 0, 1, 2, 3. For `ADS7830`, the range of is 0, 1, 2, 3, 4, 5, 6, 7.

You can find the source file of this library in the folder below:

```
~/Freenove_Kit/Libs/C-Libs/ADCDevice/
```

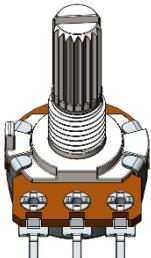
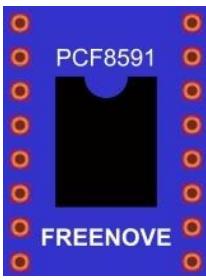
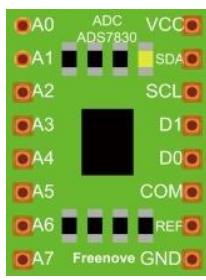
Chapter 8 Potentiometer & LED

Earlier we learned how to use ADC and PWM. In this chapter, we learn to control the brightness of an LED by using a potentiometer.

Project 8.1 Soft Light

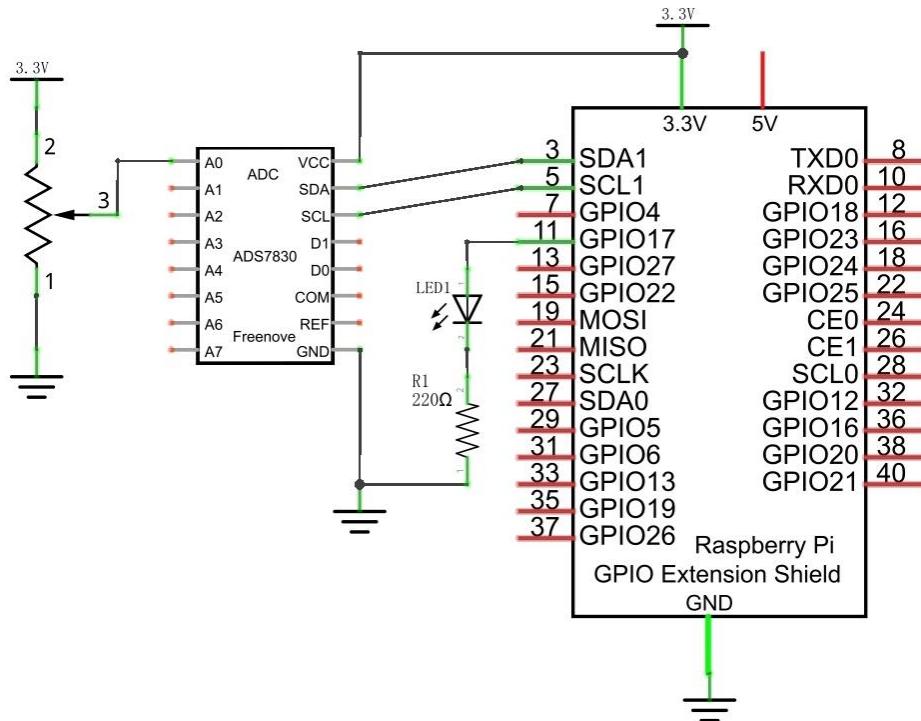
In this project, we will make a soft light. We will use an ADC Module to read ADC values of a potentiometer and map it to duty cycle ratio of the PWM used to control the brightness of an LED. Then you can change the brightness of an LED by adjusting the potentiometer.

Component List

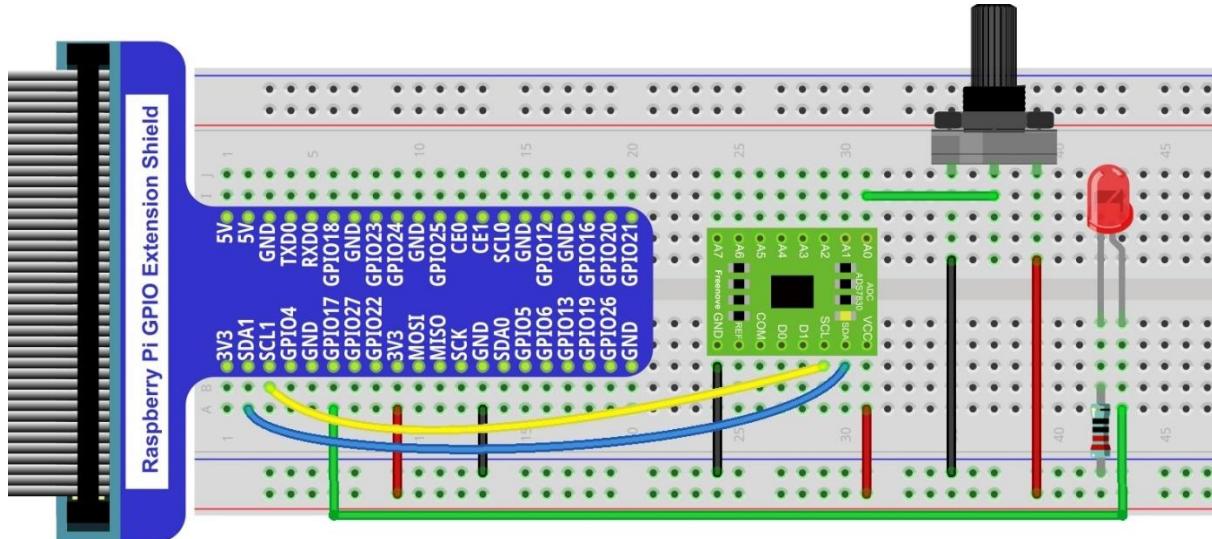
Raspberry Pi x1 GPIO Extension Board & Ribbon Cable x1 Breadboard x1	Jumper Wire M/M x17			
Rotary Potentiometer x1 	ADC Module x1 (Only one)  Or 	10kΩ x2	220Ω x1	LED x1

Circuit with ADS7830

Schematic diagram



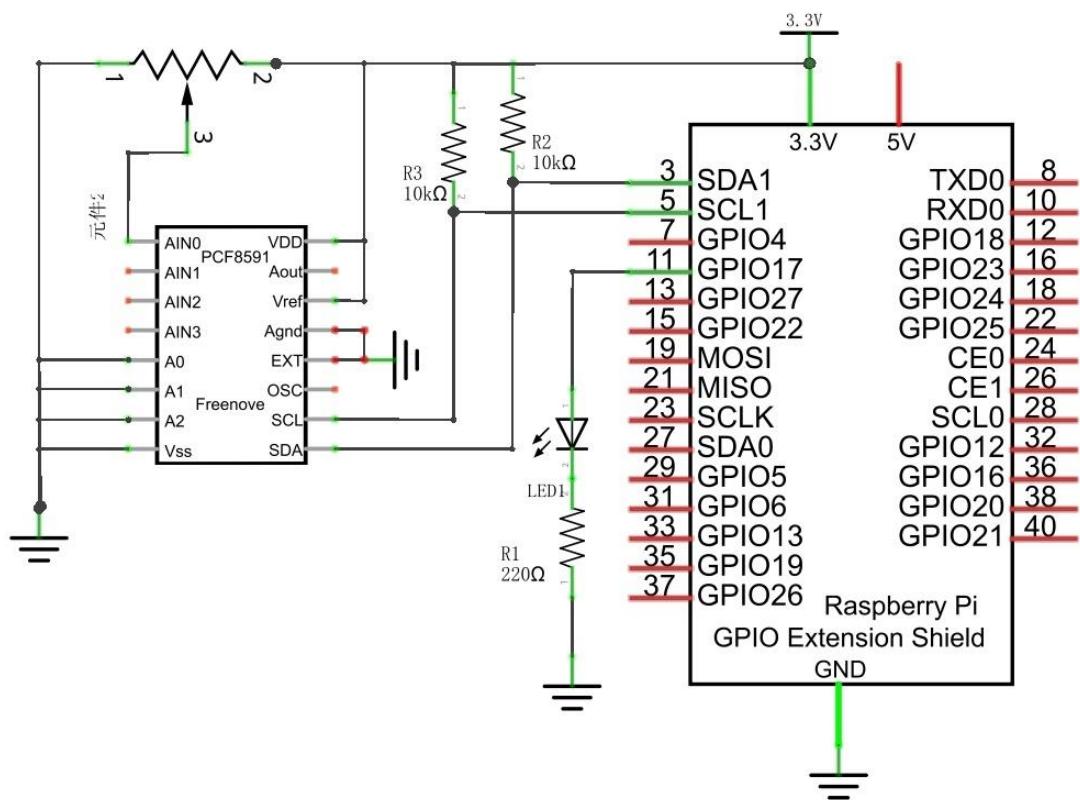
Hardware connection. If you need any support, please free to contact us via: support@freenove.com



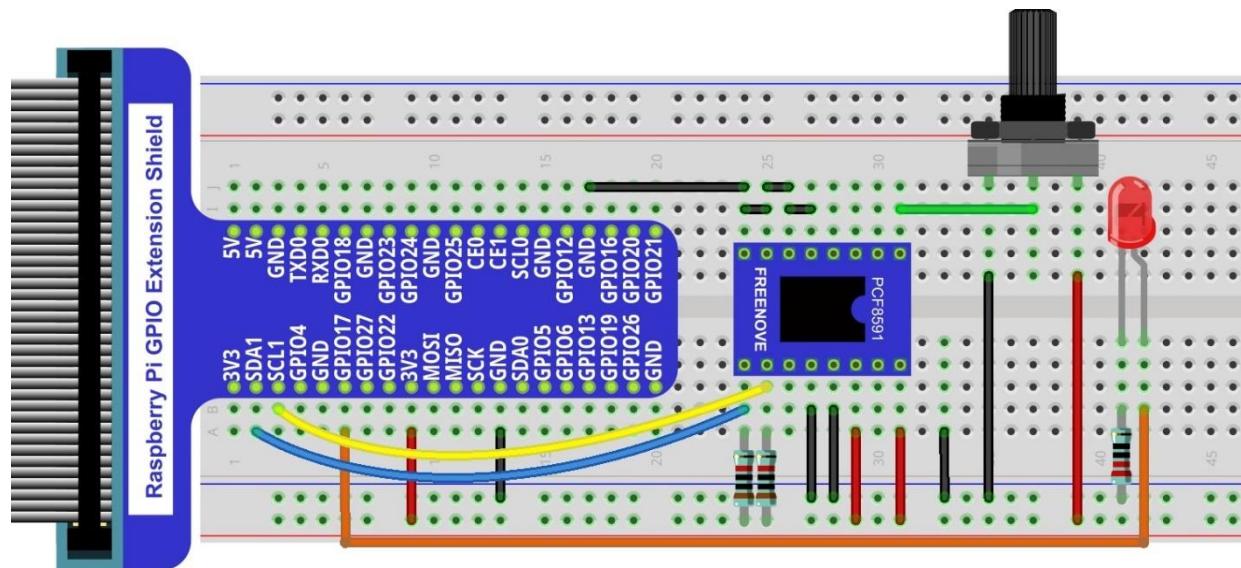
Video: <https://youtu.be/YMEfe9IWU6I>

Circuit with PCF8591

Schematic diagram



Hardware connection





Code

C Code 8.1.1 Softlight

If you did not [configure I2C](#), please refer to [Chapter 7](#). If you did, please move on.

First, observe the project result, and then learn about the code in detail.

If you have any concerns, please contact us via: support@freenove.com

1. Use cd command to enter 08.1.1_Softlight directory of C code.

```
cd ~/Freenove_Kit/Code/C_Code/08.1.1_Softlight
```

2. Use following command to compile "Softlight.cpp" and generate executable file "Softlight".

```
g++ Softlight.cpp -o Softlight -lwiringPi -IADCDevice
```

3. Then run the generated file "Softlight".

```
sudo ./Softlight
```

After the program is executed, adjusting the potentiometer will display the voltage values of the potentiometer in the Terminal window and the converted digital quantity. As a consequence, the brightness of LED will be changed.

The following is the code:

```
1 #include <wiringPi.h>
2 #include <stdio.h>
3 #include <softPwm.h>
4 #include <ADCDevice.hpp>
5
6 #define ledPin 0
7
8 ADCDevice *adc; // Define an ADC Device class object
9
10 int main(void){
11     adc = new ADCDevice();
12     printf("Program is starting ... \n");
13
14     if(adc->detectI2C(0x48)){ // Detect the pcf8591.
15         delete adc;           // Free previously pointed memory
16         adc = new PCF8591(); // If detected, create an instance of PCF8591.
17     }
18     else if(adc->detectI2C(0x4b)){// Detect the ads7830
19         delete adc;           // Free previously pointed memory
20         adc = new ADS7830(); // If detected, create an instance of ADS7830.
21     }
22     else{
23         printf("No correct I2C address found, \n"
24             "Please use command 'i2cdetect -y 1' to check the I2C address! \n"
25             "Program Exit. \n");
26     }
27 }
```

```
26     return -1;
27 }
28 wiringPiSetup();
29 softPwmCreate(ledPin, 0, 100);
30 while(1){
31     int adcValue = adc->analogRead(0);      //read analog value of A0 pin
32     softPwmWrite(ledPin, adcValue*100/255);    // Mapping to PWM duty cycle
33     float voltage = (float)adcValue / 255.0 * 3.3; // Calculate voltage
34     printf("ADC value : %d , Voltage : %.2fV\n", adcValue, voltage);
35     delay(30);
36 }
37 return 0;
38 }
```

In the code, read the ADC value of potentiometer and map it to the duty cycle of PWM to control LED brightness.

```
int adcValue = adc->analogRead(0);      //read analog value of A0 pin
softPwmWrite(ledPin, adcValue*100/255);    // Mapping to PWM duty cycle
```



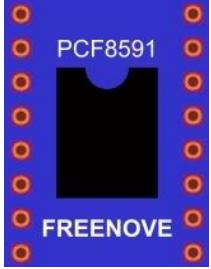
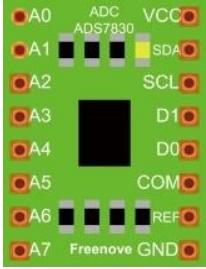
Chapter 9 Photoresistor & LED

In this chapter, we will learn how to use a photoresistor to make an automatic dimming nightlight.

Project 9.1 NightLamp

A Photoresistor is very sensitive to the amount of light present. We can take advantage of the characteristic to make a nightlight with the following function. When the ambient light is less (darker environment), the LED will automatically become brighter to compensate and when the ambient light is greater (brighter environment) the LED will automatically dim to compensate.

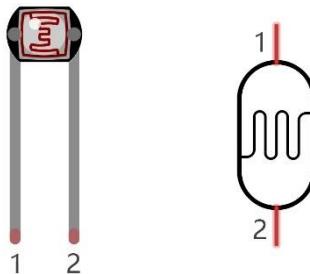
Component List

Raspberry Pi x1 GPIO Extension Board & Ribbon Cable x1 Breadboard x1	Jumper Wires M/M x15			
Photoresistor x1 	ADC module x1  or 	10kΩ x3 	220Ω x1 	LED x1 

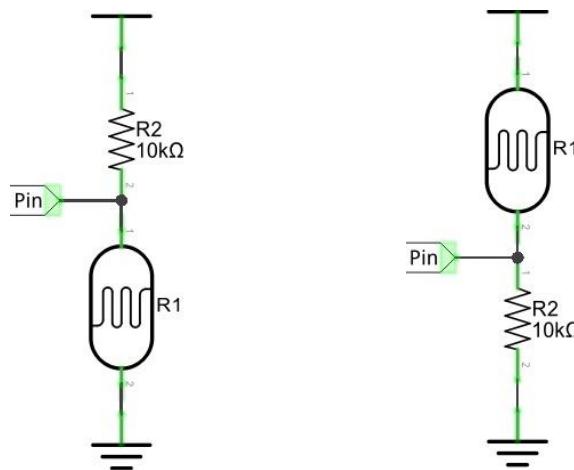
Component knowledge

Photoresistor

A Photoresistor is simply a light sensitive resistor. It is an active component that decreases resistance with respect to receiving luminosity (light) on the component's light sensitive surface. A Photoresistor's resistance value will change in proportion to the ambient light detected. With this characteristic, we can use a Photoresistor to detect light intensity. The Photoresistor and its electronic symbol are as follows.



The circuit below is used to detect the change of a Photoresistor's resistance value:

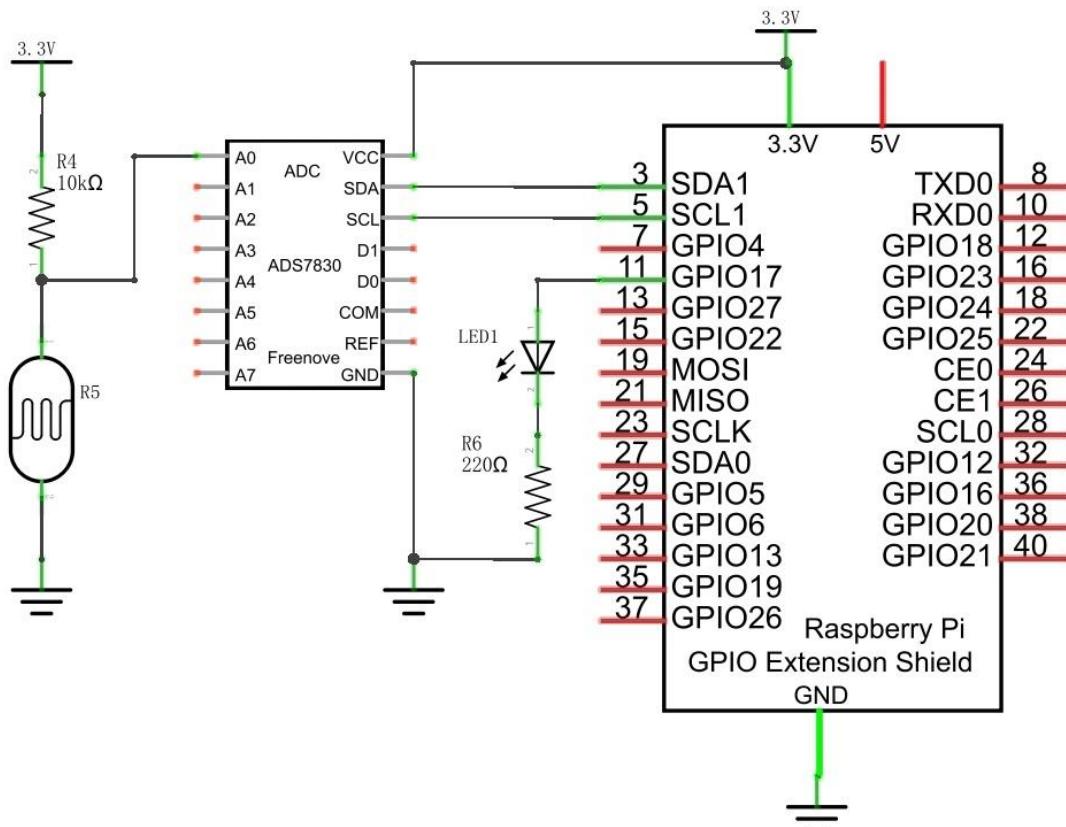


In the above circuit, when a Photoresistor's resistance value changes due to a change in light intensity, the voltage between the Photoresistor and Resistor R1 will also change. Therefore, the intensity of the light can be obtained by measuring this voltage.

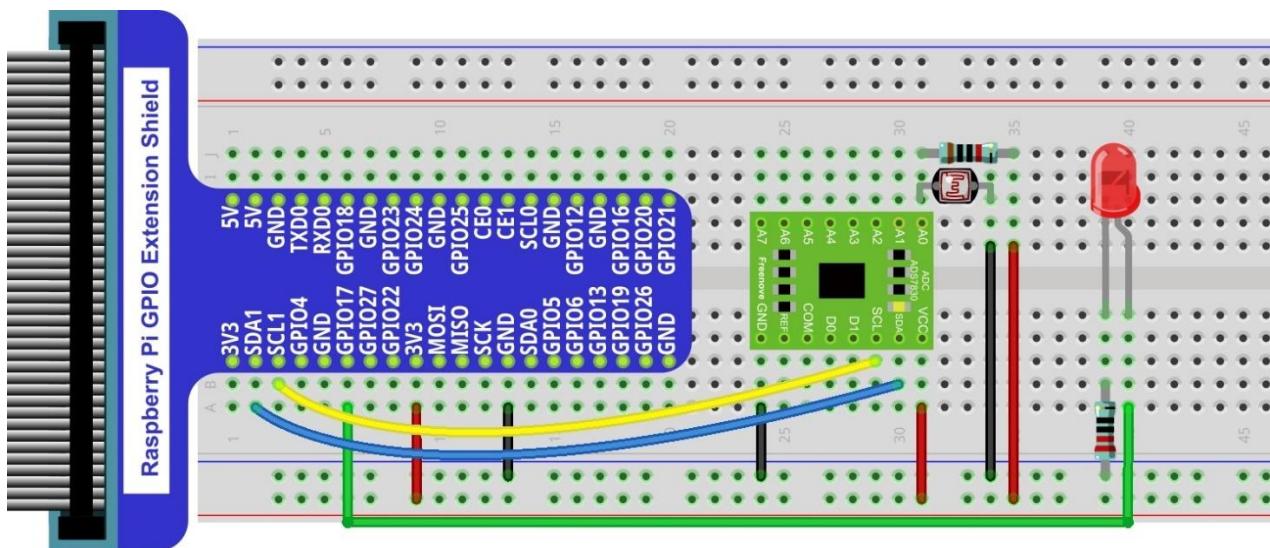
Circuit with ADS7830

The circuit used is similar to the Soft light project. The only difference is that the input signal of the AIN0 pin of ADC changes from a Potentiometer to a combination of a Photoresistor and a Resistor.

Schematic diagram



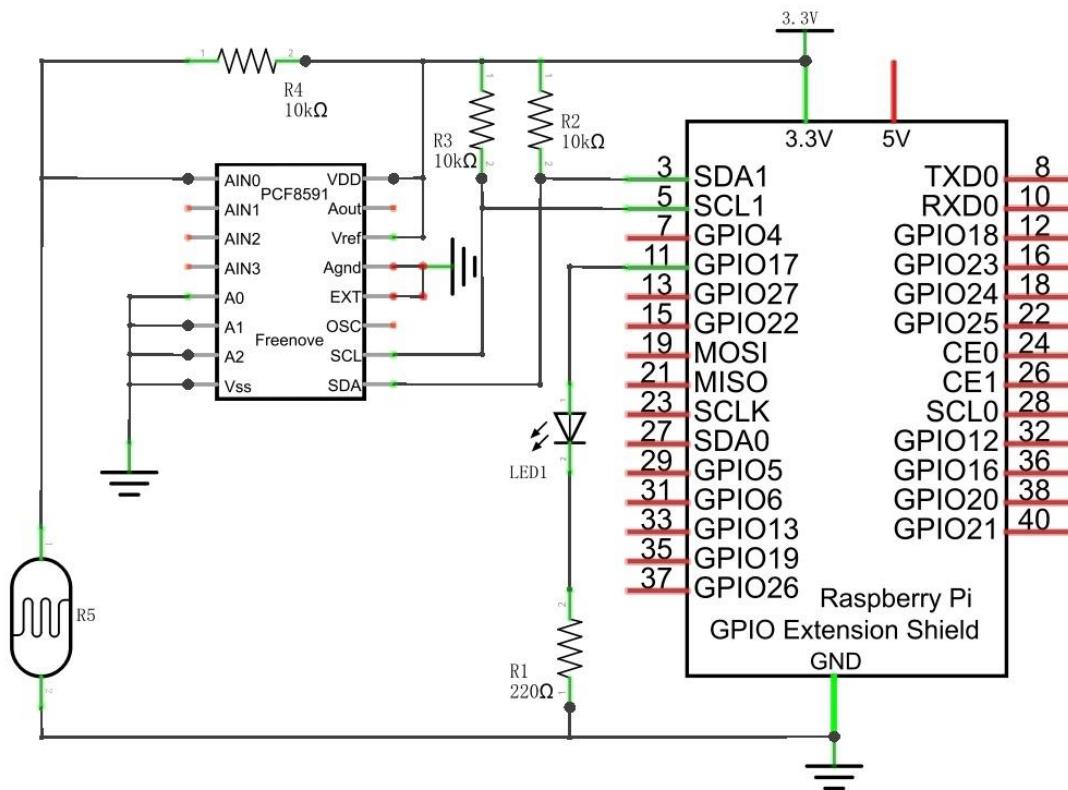
Hardware connection. If you need any support, please feel free to contact us via: support@freenove.com



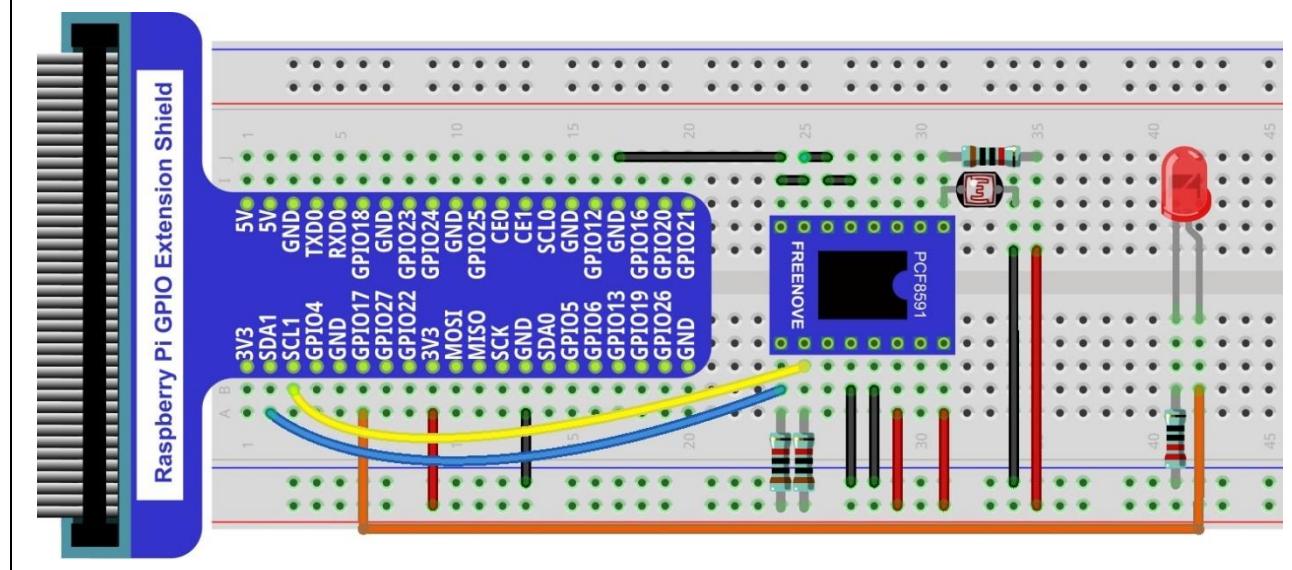
Circuit with PCF8591

The circuit used is similar to the Soft light project. The only difference is that the input signal of the AIN0 pin of ADC changes from a Potentiometer to a combination of a Photoresistor and a Resistor.

Schematic diagram



Hardware connection



Code

The code used in this project is identical with what was used in the last chapter.

C Code 9.1.1 Nightlamp

If you did not [configure I2C](#), please refer to [Chapter 7](#). If you did, please continue.

First, observe the project result, and then learn about the code in detail.

If you have any concerns, please contact us via: support@freenove.com

1. Use cd command to enter 9.1.1_Nightlamp directory of C code.

```
cd ~/Freenove_Kit/Code/C_Code/9.1.1_Nightlamp
```

2. Use following command to compile "Nightlamp.cpp" and generate executable file "Nightlamp".

```
g++ Nightlamp.cpp -o Nightlamp -lwiringPi -IADCDevice
```

3. Then run the generated file "Nightlamp".

```
sudo ./Nightlamp
```

After the program is executed, if you cover the Photoresistor or increase the light shining on it, the brightness of the LED changes accordingly. As in previous projects the Terminal window will display the current input voltage value of ADC module A0 pin and the converted digital quantity.

The following is the program code:

```

1 #include <wiringPi.h>
2 #include <stdio.h>
3 #include <softPwm.h>
4 #include <ADCDevice.hpp>
5
6 #define ledPin 0
7
8 ADCDevice *adc; // Define an ADC Device class object
9
10 int main(void){
11     adc = new ADCDevice();
12     printf("Program is starting ... \n");
13
14     if(adc->detectI2C(0x48)){ // Detect the pcf8591.
15         delete adc;           // Free previously pointed memory
16         adc = new PCF8591(); // If detected, create an instance of PCF8591.
17     }
18     else if(adc->detectI2C(0x4b)){// Detect the ads7830
19         delete adc;           // Free previously pointed memory
20         adc = new ADS7830(); // If detected, create an instance of ADS7830.
21     }
22     else{
23         printf("No correct I2C address found, \n"
24             "Please use command 'i2cdetect -y 1' to check the I2C address! \n"
25             "Program Exit. \n");

```

```
26     return -1;
27 }
28 wiringPiSetup();
29 softPwmCreate(ledPin, 0, 100);
30 while(1){
31     int value = adc->analogRead(0); //read analog value of A0 pin
32     softPwmWrite(ledPin, value*100/255);
33     float voltage = (float)value / 255.0 * 3.3; // calculate voltage
34     printf("ADC value : %d , \tVoltage : %.2fV\n", value, voltage);
35     delay(100);
36 }
37 return 0;
38 }
```

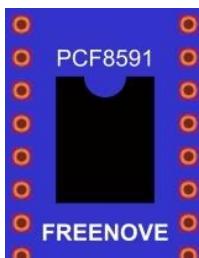
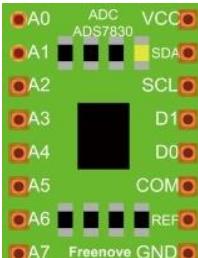
Chapter 10 Thermistor

In this chapter, we will learn about Thermistors which are another kind of Resistor.

Project 10.1 Thermometer

A Thermistor is a type of Resistor whose resistance value is dependent on temperature and changes in temperature. Therefore, we can take advantage of this characteristic to make a Thermometer.

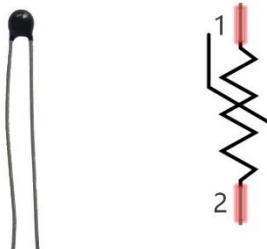
Component List

Raspberry Pi x1 GPIO Extension Board & Ribbon Cable x1 Breadboard x1	Jumper Wire M/M x14
Thermistor x1	ADC module x1   or

Component knowledge

Thermistor

Thermistor is a temperature sensitive resistor. When it senses a change in temperature, the resistance of the Thermistor will change. We can take advantage of this characteristic by using a Thermistor to detect temperature intensity. A Thermistor and its electronic symbol are shown below.



The relationship between resistance value and temperature of a thermistor is:

$$R_t = R \cdot \exp[B \cdot (1/T_2 - 1/T_1)]$$

Where:

Rt is the thermistor resistance under T2 temperature;

R is in the nominal resistance of thermistor under T1 temperature;

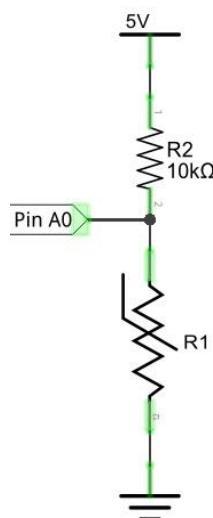
EXP[n] is nth power of e;

B is for thermal index;

T1, T2 is Kelvin temperature (absolute temperature). Kelvin temperature = 273.15 + Celsius temperature.

For the parameters of the Thermistor, we use: B=3950, R=10k, T1=25.

The circuit connection method of the Thermistor is similar to photoresistor, as the following:



We can use the value measured by the ADC converter to obtain the resistance value of Thermistor, and then we can use the formula to obtain the temperature value.

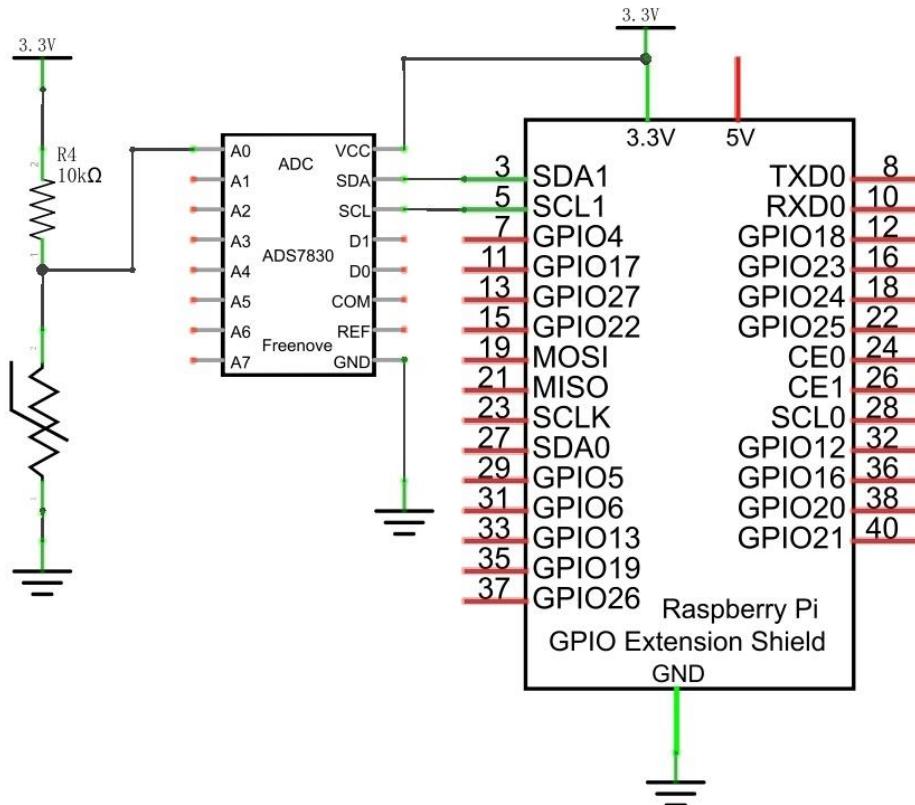
Therefore, the temperature formula can be derived as:

$$T_2 = 1 / (1/T_1 + \ln(R_t/R)/B)$$

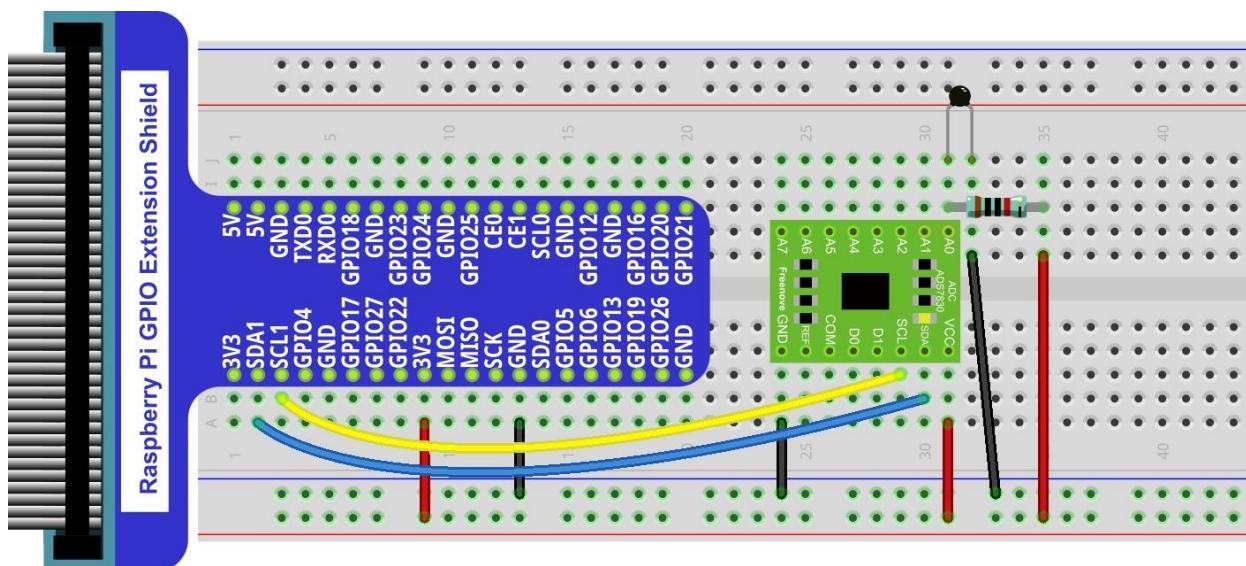
Circuit with ADS7830

The circuit of this project is similar to the one in last chapter. The only difference is that the Photoresistor is replaced by the Thermistor.

Schematic diagram



Hardware connection. If you need any support, please feel free to contact us via: support@freenove.com



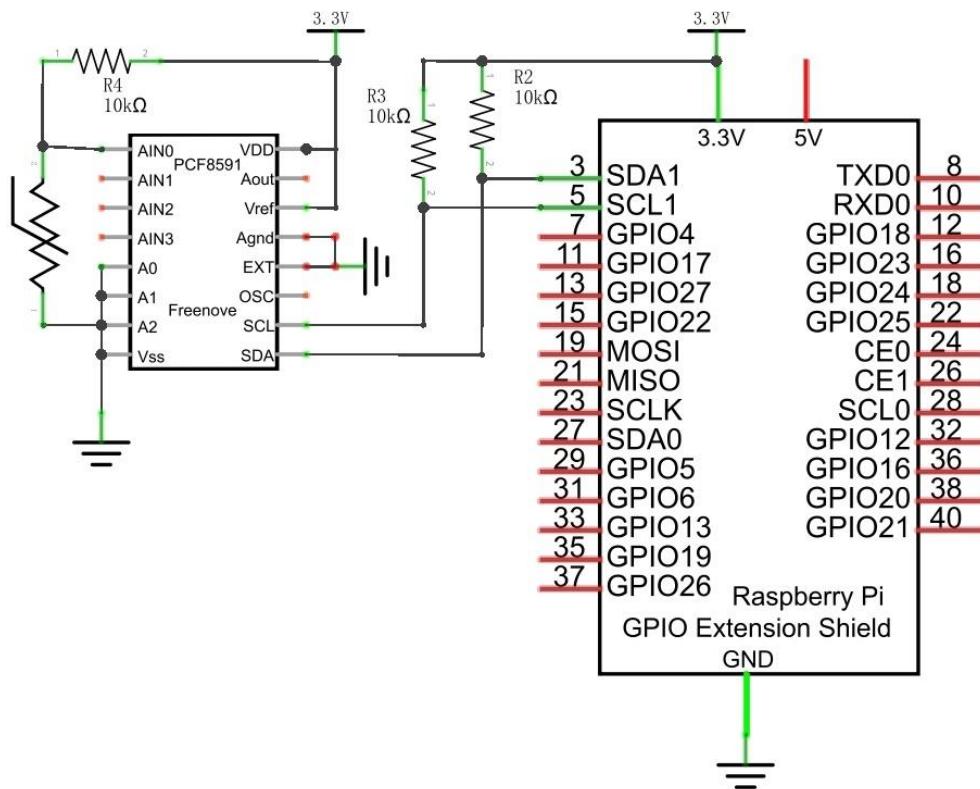
Thermistor has **longer pins** than the one shown in circuit.

Video: <https://youtu.be/spOalxanNMc>

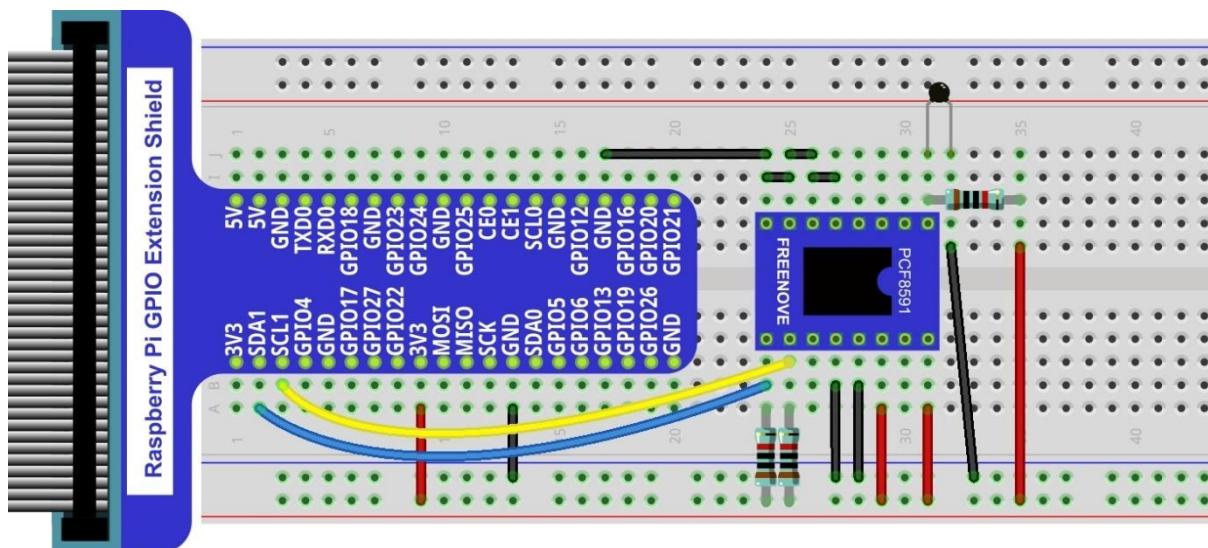
Circuit with PCF8591

The circuit of this project is similar to the one in the last chapter. The only difference is that the Photoresistor is replaced by the Thermistor.

Schematic diagram



Hardware connection. If you need any support, please feel free to contact us via: support@freenove.com



Thermistor has longer pins than the one shown in circuit.

Code

In this project code, the ADC value still needs to be read, but the difference here is that a specific formula is used to calculate the temperature value.

C Code 10.1.1 Thermometer

If you did not [configure I2C](#), please refer to [Chapter 7](#). If you did, please continue.

First, observe the project result, and then learn about the code in detail.

If you have any concerns, please contact us via: support@freenove.com

1. Use cd command to enter 10.1.1_Thermometer directory of C code.

```
cd ~/Freenove_Kit/Code/C_Code/10.1.1_Thermometer
```

2 Use following command to compile “Thermometer.cpp” and generate executable file “Thermometer”.

```
g++ Thermometer.cpp -o Thermometer -lwiringPi -IADCDevice
```

3 Then run the generated file “Thermometer”.

```
sudo ./Thermometer
```

After the program is executed, the Terminal window will display the current ADC value, voltage value and temperature value. Try to “pinch” the thermistor (without touching the leads) with your index finger and thumb for a brief time, you should see that the temperature value increases.

```
ADC value : 105 , Voltage : 1.36V, Temperature : 33.25C
ADC value : 105 , Voltage : 1.36V, Temperature : 33.25C
ADC value : 105 , Voltage : 1.36V, Temperature : 33.25C
ADC value : 105 , Voltage : 1.36V, Temperature : 33.25C
ADC value : 105 , Voltage : 1.36V, Temperature : 33.25C
ADC value : 105 , Voltage : 1.36V, Temperature : 33.25C
ADC value : 105 , Voltage : 1.36V, Temperature : 33.25C
ADC value : 105 , Voltage : 1.36V, Temperature : 33.25C
ADC value : 105 , Voltage : 1.36V, Temperature : 33.25C
ADC value : 105 , Voltage : 1.36V, Temperature : 33.25C
ADC value : 105 , Voltage : 1.36V, Temperature : 33.25C
ADC value : 105 , Voltage : 1.36V, Temperature : 33.25C
ADC value : 105 , Voltage : 1.36V, Temperature : 33.25C
ADC value : 105 , Voltage : 1.36V, Temperature : 33.25C
ADC value : 105 , Voltage : 1.36V, Temperature : 33.25C
ADC value : 105 , Voltage : 1.36V, Temperature : 33.25C
ADC value : 105 , Voltage : 1.36V, Temperature : 33.25C
ADC value : 105 , Voltage : 1.36V, Temperature : 33.25C
ADC value : 105 , Voltage : 1.36V, Temperature : 33.25C
ADC value : 105 , Voltage : 1.36V, Temperature : 33.25C
ADC value : 105 , Voltage : 1.36V, Temperature : 33.25C
```

The following is the code:

```
1 #include <wiringPi.h>
2 #include <stdio.h>
3 #include <math.h>
4 #include <ADCDevice.hpp>
5
6 ADCDevice *adc; // Define an ADC Device class object
7
8 int main(void){
9     adc = new ADCDevice();
10    printf("Program is starting ... \n");
```

```
11
12     ifadc->detectI2C(0x48){ // Detect the pcf8591.
13         delete adc;           // Free previously pointed memory
14         adc = new PCF8591(); // If detected, create an instance of PCF8591.
15     }
16     else ifadc->detectI2C(0x4b){// Detect the ads7830
17         delete adc;           // Free previously pointed memory
18         adc = new ADS7830(); // If detected, create an instance of ADS7830.
19     }
20     else{
21         printf("No correct I2C address found, \n"
22             "Please use command 'i2cdetect -y 1' to check the I2C address! \n"
23             "Program Exit. \n");
24         return -1;
25     }
26     printf("Program is starting ... \n");
27     while(1){
28         int adcValue = adc->analogRead(0); //read analog value A0 pin
29         float voltage = (float)adcValue / 255.0 * 3.3; // calculate voltage
30         float Rt = 10 * voltage / (3.3 - voltage); //calculate resistance value of thermistor
31         float tempK = 1/(1/(273.15 + 25) + log(Rt/10)/3950.0); //calculate temperature (Kelvin)
32         float tempC = tempK -273.15; //calculate temperature (Celsius)
33         printf("ADC value : %d , \tVoltage : %.2fV,
34 \tTemperature : %.2fC\n",adcValue,voltage,tempC);
35         delay(100);
36     }
37     return 0;
38 }
```

In the code, the ADC value of ADC module A0 port is read, and then calculates the voltage and the resistance of Thermistor according to Ohms Law. Finally, it calculates the temperature sensed by the Thermistor, according to the formula.

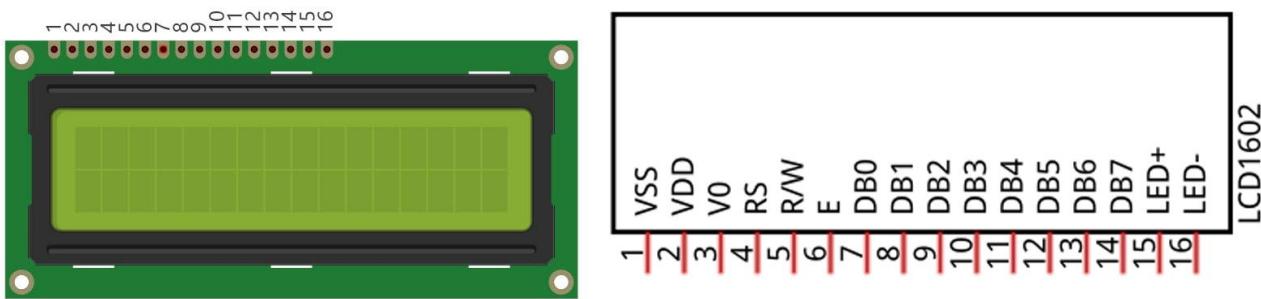


Chapter 11 LCD1602

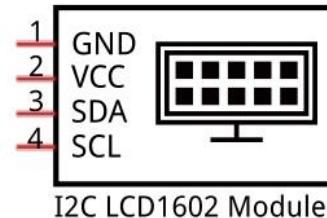
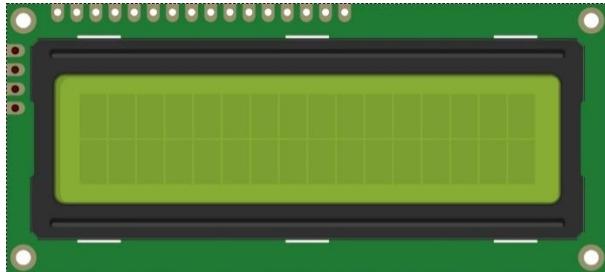
In this chapter, we will learn about the LCD1602 Display Screen,

Project 11.1 I2C LCD1602

There are LCD1602 display screen and the I2C LCD. We will introduce both of them in this chapter. But what we use in this project is an I2C LCD1602 display screen. The LCD1602 Display Screen can display 2 lines of characters in 16 columns. It is capable of displaying numbers, letters, symbols, ASCII code and so on. As shown below is a monochrome LCD1602 Display Screen along with its circuit pin diagram

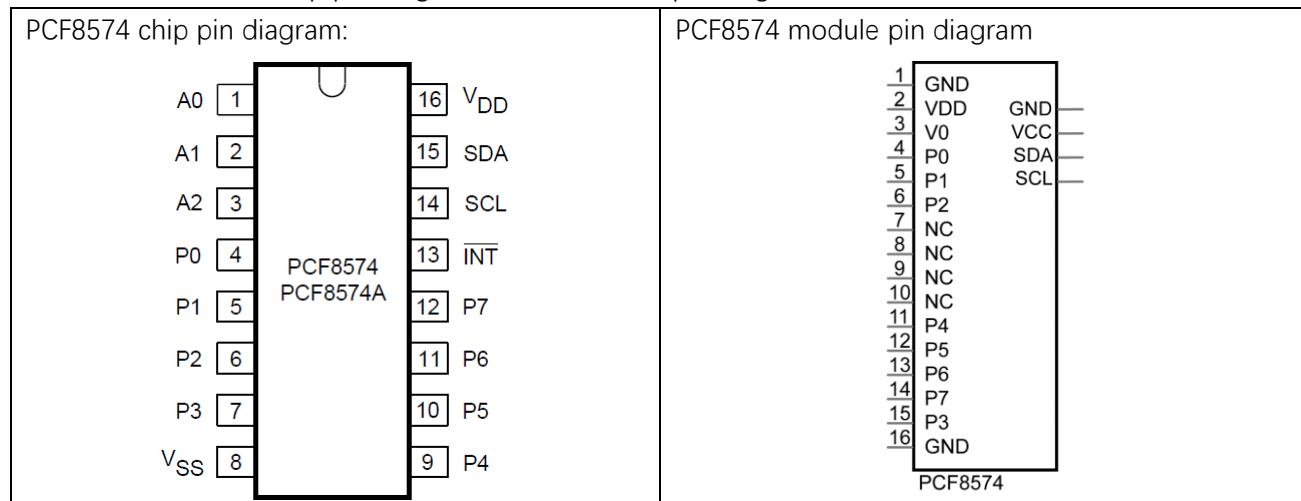


I2C LCD1602 Display Screen integrates a I2C interface, which connects the serial-input & parallel-output module to the LCD1602 Display Screen. This allows us to only use 4 lines to operate the LCD1602.

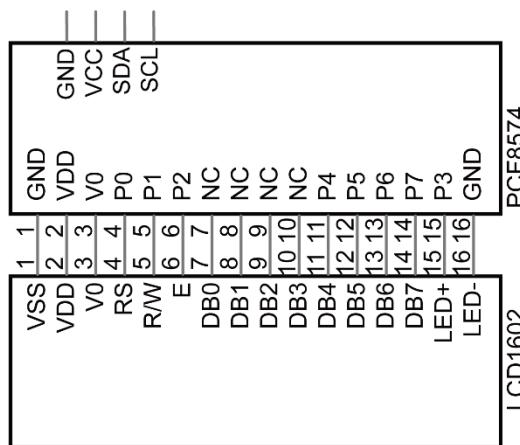


The serial-to-parallel IC chip used in this module is PCF8574T (PCF8574AT), and its default I2C address is 0x27(0x3F). You can also view the RPI bus on your I2C device address through command "i2cdetect -y 1" (refer to the "configuration I2C" section below).

Below is the PCF8574 chip pin diagram and its module pin diagram:



PCF8574 module pins and LCD1602 pins correspond to each other and connected to each other:



Because of this, as stated earlier, we only need 4 pins to control the 16 pins of the LCD1602 Display Screen through the I₂C interface.

In this project, we will use the I₂C LCD1602 to display some static characters and dynamic variables.

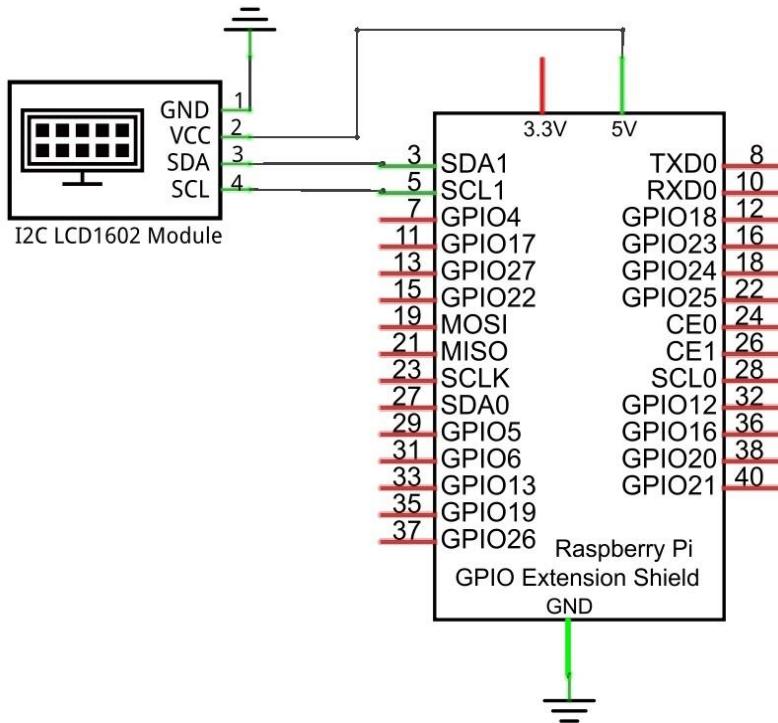
Component List

Raspberry Pi (with 40 GPIO) x1	Jumper Wire x4
GPIO Extension Board & Ribbon Cable x1	
Breadboard x1	
I ₂ C LCD1602 Module x1	

Circuit

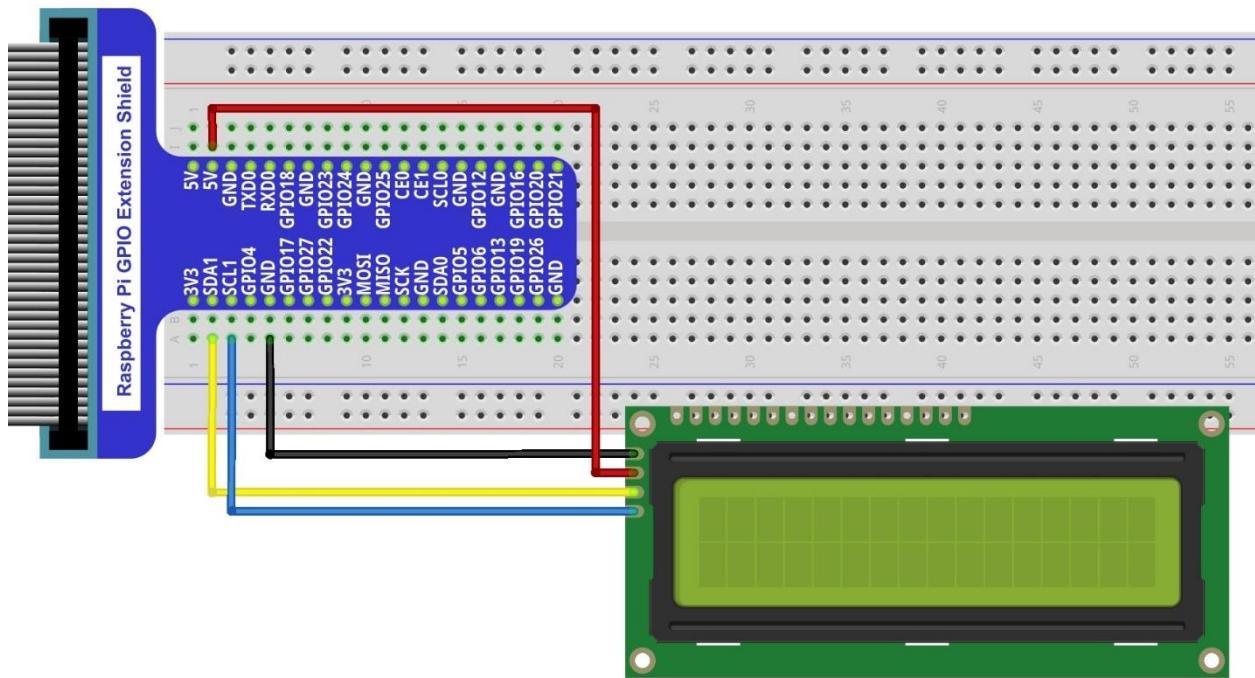
Note that the power supply for I2C LCD1602 in this circuit is 5V.

Schematic diagram



Hardware connection. If you need any support, please feel free to contact us via: support@freenove.com

NOTE: It is necessary to configure I2C and install Smbus first (see [chapter 7](#) for details)



Code

This code will have your RPi's CPU temperature and System Time Displayed on the LCD1602.

C Code 11.1.1 I2CLCD1602

If you did not [configure I2C and install Smbus](#), please refer to [Chapter 7](#). If you did, please continue.

First, observe the project result, and then learn about the code in detail.

If you have any concerns, please contact us via: support@freenove.com

1. Use cd command to enter 11.1.1_I2CLCD1602 directory of C code.

```
cd ~/Freenove_Kit/Code/C_Code/11.1.1_I2CLCD1602
```

2. Use following command to compile "I2CLCD1602.c" and generate executable file "I2CLCD1602".

```
gcc I2CLCD1602.c -o I2CLCD1602 -lwiringPi -lwiringPiDev
```

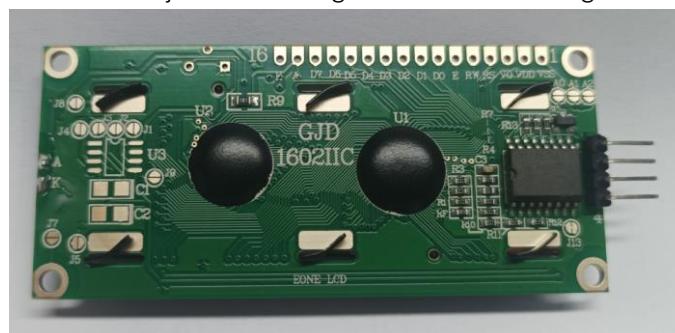
3. Then run the generated file "I2CLCD1602".

```
sudo ./I2CLCD1602
```

After the program is executed, the LCD1602 Screen will display your RPi's CPU Temperature and System Time.

So far, at this writing, we have two types of LCD1602 on sale. One needs to adjust the backlight, and the other does not.

The LCD1602 that does not need to adjust the backlight is shown in the figure below.



If the LCD1602 you received is the following one, and you cannot see anything on the display or the display is not clear, try rotating the white knob on back of LCD1602 slowly, which adjusts the contrast, until the screen can display clearly.



The following is the program code:

```

1 #include <stdlib.h>
2 #include <stdio.h>
3 #include <wiringPi.h>
4 #include <wiringPiI2C.h>
5 #include <pcf8574.h>
```

```
6 #include <lcd.h>
7 #include <time.h>
8
9 int pcf8574_address = 0x27;           // PCF8574T:0x27, PCF8574AT:0x3F
10 #define BASE 64          // BASE any number above 64
11 //Define the output pins of the PCF8574, which are directly connected to the LCD1602 pin.
12 #define RS      BASE+0
13 #define RW      BASE+1
14 #define EN      BASE+2
15 #define LED     BASE+3
16 #define D4      BASE+4
17 #define D5      BASE+5
18 #define D6      BASE+6
19 #define D7      BASE+7
20
21 int lcdhd;// used to handle LCD
22 void printCPUtemperature(){// sub function used to print CPU temperature
23     FILE *fp;
24     char str_temp[15];
25     float CPU_temp;
26     // CPU temperature data is stored in this directory.
27     fp=fopen("/sys/class/thermal/thermal_zone0/temp","r");
28     fgets(str_temp,15,fp);      // read file temp
29     CPU_temp = atof(str_temp)/1000.0; // convert to Celsius degrees
30     printf("CPU's temperature : %.2f \n",CPU_temp);
31     lcdPosition(lcdhd,0,0);    // set the LCD cursor position to (0,0)
32     lcdPrintf(lcdhd,"CPU:%.2fC",CPU_temp);// Display CPU temperature on LCD
33     fclose(fp);
34 }
35 void printDataTime()//used to print system time
36     time_t rawtime;
37     struct tm *timeinfo;
38     time(&rawtime);// get system time
39     timeinfo = localtime(&rawtime); //convert to local time
40     printf("%s \n",asctime(timeinfo));
41     lcdPosition(lcdhd,0,1); // set the LCD cursor position to (0,1)
42
43 lcdPrintf(lcdhd,"Time:%02d:%02d:%02d",timeinfo->tm_hour,timeinfo->tm_min,timeinfo->tm_sec);
44 //Display system time on LCD
45 }
46 int detectI2C(int addr){ //Used to detect i2c address of LCD
47     int _fd = wiringPiI2CSetup (addr);
48     if (_fd < 0){
49         printf("Error address : 0x%x \n",addr);
```

```
50         return 0 ;
51     }
52     else{
53         if(wiringPiI2CWrite(_fd, 0) < 0){
54             printf("Not found device in address 0x%x \n",addr);
55             return 0;
56         }
57         else{
58             printf("Found device in address 0x%x \n",addr);
59             return 1 ;
60         }
61     }
62 }
63 int main(void){
64     int i;
65     printf("Program is starting ... \n");
66     wiringPiSetup();
67     if(detectI2C(0x27)){
68         pcf8574_address = 0x27;
69     }else if(detectI2C(0x3F)){
70         pcf8574_address = 0x3F;
71     }else{
72         printf("No correct I2C address found, \n"
73             "Please use command 'i2cdetect -y 1' to check the I2C address! \n"
74             "Program Exit. \n");
75         return -1;
76     }
77     pcf8574Setup(BASE,pcf8574_address);//initialize PCF8574
78     for(i=0;i<8;i++){
79         pinMode(BASE+i,OUTPUT);      //set PCF8574 port to output mode
80     }
81     digitalWrite(LED,HIGH);      //turn on LCD backlight
82     digitalWrite(RW,LOW);        //allow writing to LCD
83     lcdhd = lcdInit(2,16,4,RS,EN,D4,D5,D6,D7,0,0,0,0);// initialize LCD and return "handle"
used to handle LCD
84     if(lcdhd == -1){
85         printf("lcdInit failed !");
86         return 1;
87     }
88     while(1){
89         printCPUTemperature();//print CPU temperature
90         printDataTime();      // print system time
91         delay(1000);
92     }
```

```

93     return 0;
94 }
```

From the code, we can see that the PCF8591 and the PCF8574 have many similarities in using the I2C interface to expand the GPIO RPI.

First, define the I2C address of the PCF8574 and the Extension of the GPIO pin, which is connected to the GPIO pin of the LCD1602. LCD1602 has two different i2c addresses. Set 0x27 as default.

```

int pcf8574_address = 0x27;           // PCF8574T:0x27, PCF8574AT:0x3F
#define BASE 64                  // BASE any number above 64
//Define the output pins of the PCF8574, which are directly connected to the LCD1602 pin.
#define RS      BASE+0
#define RW      BASE+1
#define EN      BASE+2
#define LED     BASE+3
#define D4      BASE+4
#define D5      BASE+5
#define D6      BASE+6
#define D7      BASE+7
```

Then, in main function, initialize the PCF8574, set all the pins to output mode, and turn ON the LCD1602 backlight (without the backlight the Display is difficult to read).

```

pcf8574Setup(BASE, pcf8574_address); // initialize PCF8574
for(i=0;i<8;i++) {
    pinMode(BASE+i, OUTPUT); // set PCF8574 port to output mode
}
digitalWrite(LED, HIGH); // turn on LCD backlight
```

Then use `lcdInit()` to initialize LCD1602 and set the `RW` pin of LCD1602 to 0 (can be written) according to requirements of this function. The return value of the function called "Handle" is used to handle LCD1602".

```

lcdhd = lcdInit(2, 16, 4, RS, EN, D4, D5, D6, D7, 0, 0, 0, 0); // initialize LCD and return
"handle" used to handle LCD
```

Details about `lcdInit()`:

```

int lcdInit (int rows, int cols, int bits, int rs, int strb,
          int d0, int d1, int d2, int d3, int d4, int d5, int d6, int d7);
```

This is the main initialization function and must be executed first before you use any other LCD functions.

Rows and **cols** are the rows and columns of the Display (e.g. 2, 16 or 4, 20). **Bits** is the number of how wide the number of bits is on the interface (4 or 8). The **rs** and **strb** represent the pin numbers of the Display's RS pin and Strobe (E) pin. The parameters **d0** through **d7** are the pin numbers of the 8 data pins connected from the RPi to the display. Only the first 4 are used if you are running the display in 4-bit mode.

The return value is the 'handle' to be used for all subsequent calls to the lcd library when dealing with that LCD, or -1 to indicate a fault (usually incorrect parameter)

For more details about LCD Library, please refer to: <https://projects.drogon.net/raspberry-pi/wiringpi/lcd-library/>

In the next "while", two subfunctions are called to display the RPi's CPU Temperature and the SystemTime.

First look at subfunction `printCPUTemperature()`. The CPU temperature data is stored in the `"/sys/class/thermal/thermal_zone0/temp"` file. We need to read the contents of this file, which converts it to

temperature value stored in variable CPU_temp and uses lcdPrintf() to display it on LCD.

```
void printCPUtemperature() { //subfunction used to print CPU temperature

    FILE *fp;
    char str_temp[15];
    float CPU_temp;
    // CPU temperature data is stored in this directory.
    fp=fopen("/sys/class/thermal/thermal_zone0/temp", "r");
    fgets(str_temp, 15, fp);      // read file temp
    CPU_temp = atof(str_temp)/1000.0; // convert to Celsius degrees
    printf("CPU's temperature : %.2f \n", CPU_temp);
    lcdPosition(lcdhd, 0, 0);     // set the LCD cursor position to (0,0)
    lcdPrintf(lcdhd, "CPU:%.2fC", CPU_temp); // Display CPU temperature on LCD
    fclose(fp);
}
```

Details about lcdPosition() and lcdPrintf():

lcdPosition (int handle, int x, int y);

Set the position of the cursor for subsequent text entry.

lcdPutchar (int handle, uint8_t data)
lcdPuts (int handle, char *string)
lcdPrintf (int handle, char *message, ...)

These output a single ASCII character, a string or a formatted string using the usual print formatting commands to display individual characters (it is how you are able to see characters on your computer monitor).

Next is subfunction printDataTime() used to display System Time. First, it gets the Standard Time and stores it into variable Rawtime, and then converts it to the Local Time and stores it into timeinfo, and finally displays the Time information on the LCD1602 Display.

```
void printDataTime() { //used to print system time

    time_t rawtime;
    struct tm *timeinfo;
    time(&rawtime); // get system time
    timeinfo = localtime(&rawtime); // convert to local time
    printf("%s \n", asctime(timeinfo));
    lcdPosition(lcdhd, 0, 1); // set the LCD cursor position to (0,1)
    lcdPrintf(lcdhd, "Time:%d:%d:%d", timeinfo->tm_hour, timeinfo->tm_min, timeinfo->tm_sec);
    //Display system time on LCD
}
```



What's Next?

THANK YOU for participating in this learning experience! If you have completed all of the projects successfully you can consider yourself a Raspberry Pi Master.

We have reached the end of this Tutorial. If you find errors, omissions or you have suggestions and/or questions about the Tutorial or component contents of this Kit, please feel free to contact us:
support@freenove.com

We will make every effort to make changes and correct errors as soon as feasibly possible and publish a revised version.

If you are interesting in processing, you can study the Processing.pdf in the unzipped folder.

If you want to learn more about Arduino, Raspberry Pi, Smart Cars, Robotics and other interesting products in science and technology, please continue to visit our website. We will continue to launch fun, cost-effective, innovative and exciting products.

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