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When you purchase or use Freenove Super Starter Kit for Raspberry Pi, please note the following:

- This product contains small parts. Swallowing or improper operation them can cause serious infections and death. Seek immediate medical attention when the accident happened.
- Do not allow children under 3 years old to play with or near this product. Please place this product in where children under 3 years of age cannot reach.
- Do not allow children lack of ability of safe to use this product alone without parental care.
- Never use this product and its parts near any AC electrical outlet or other circuits to avoid the potential risk of electric shock.
- Never use this product near any liquid and fire.
- Keep conductive materials away from this product.
- Never store or use this product in any extreme environments such as extreme hot or cold, high humidity and etc.
- Remember to turn off circuits when not in use this product or when left.
- Do not touch any moving and rotating parts of this product while they are operating.
- Some parts of this product may become warm to touch when used in certain circuit designs. This is normal. Improper operation may cause excessively overheating.
- Using this product not in accordance with the specification may cause damage to the product.

About

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

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

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

<http://www.freenove.com>

<https://github.com/freenove>

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

support@freenove.com

References

You can download the sketches and references used in this product in the following websites:

<http://www.freenove.com>

<https://github.com/freenove>

If you have any difficulties, you can send email to technical support for help.

The references for this product is named Freenove Super Starter Kit for Raspberry Pi, which includes the following folders and files:

- Datasheet Datasheet of electronic components and modules
- Code Code for experimental
- Readme.txt Instructions

Support

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

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

Please send email to:

support@freenove.com

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

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Preface

If you want to become a maker, you may have heard of Pi Raspberry or Arduino before. If not, it doesn't matter. Through referencing this tutorial, you can be relaxed in using raspberry Pi to create dozens of electronical interesting projects, and gradually realize the fun of using raspberry Pi to complete creative works.

Raspberry Pi and Arduino have a lot of fans in the world. They are keen to exploration, innovation and DIY and they contributed a great number of high-quality open source code, circuit and rich knowledge base. So we can realize our own creativity more efficiently by using these free resource. Of course, you can also contribute your own strength to the resource. Raspberry Pi, different from Arduino, is more like a control center with a complete operating system, which can deal with more tasks at the same time. Of course, you can also combine the advantages of them to make something creative.

Usually, a Raspberry Pi project consists of code and circuit. If you are familiar with computer language and very interested in the electronic module. Then this tutorial is very suitable for you. It will, from easy to difficult, explain the Raspberry Pi programming knowledge, the use of various types of electronic components and sensor modules and their operation principle. And we assign scene applications for most of the module. We provide code of both C and Python language versions for each project, so, whether you are a C language user or a Python language user, you are able to easily grasp the code in this tutorial. The supporting kit, Freenove Super Starter Kit for Raspberry Pi, contains all the electronic components and modules needed to complete these projects. After completing all projects in this tutorial, you can also use these components and modules to achieve your own creativity, like smart home, smart car and robot. Additionally, if you have any difficulties or questions about this tutorial and the kit, you can always ask us for quick and free technical support.

Raspberry Pi

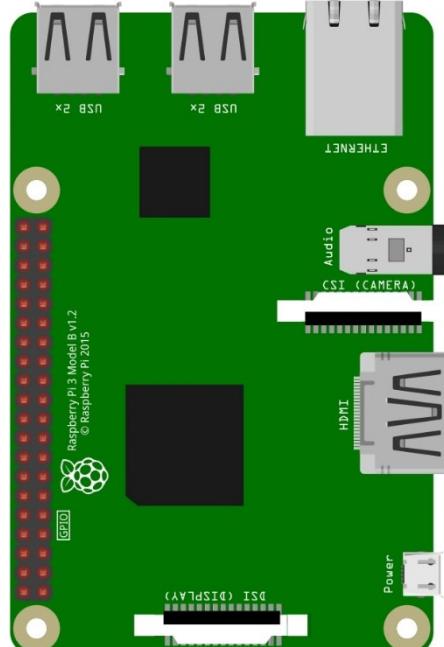
Raspberry Pi (called RPi, RPI, RasPi, the text these words will be used alternately behind), a micro computer with size of a card, quickly swept the world since its debut. It is widely used in desktop workstation, media center, smart home, robots, and even the servers, etc. It can do almost anything, which continues to attract fans to explore it. Raspberry Pi used to be running in Linux system and along with the release of windows 10 IoT, we can also run it in Windows. Raspberry Pi (with interfaces for USB, network, HDMI, camera, audio, display and GPIO), as a microcomputer, can be running in command line mode and desktop system mode. Additionally, it is easy to operate just like Arduino, and you can even directly operate the GPIO of CPU. So far, Pi Raspberry has 7 versions: A type, A+ type, B type, B+ type, second-generation B type, third-generation B type and Zero version, respectively. Changes in versions are accompanied by increase and upgrades in hardware. A type and B type, the first generation of products, have been stopped due to various reasons. Other versions are popular and active and the most important is that they are consistent in the order and number of pins, which makes the compatibility of peripheral devices greatly enhanced between different versions. The projects in this tutorial, with no special note, are using Raspberry Pi 3 Model B (RPi3B), which is compatible with Raspberry Pi A+, B+, 2B and Zero.

Schematic diagram of RPi3B is shown below:

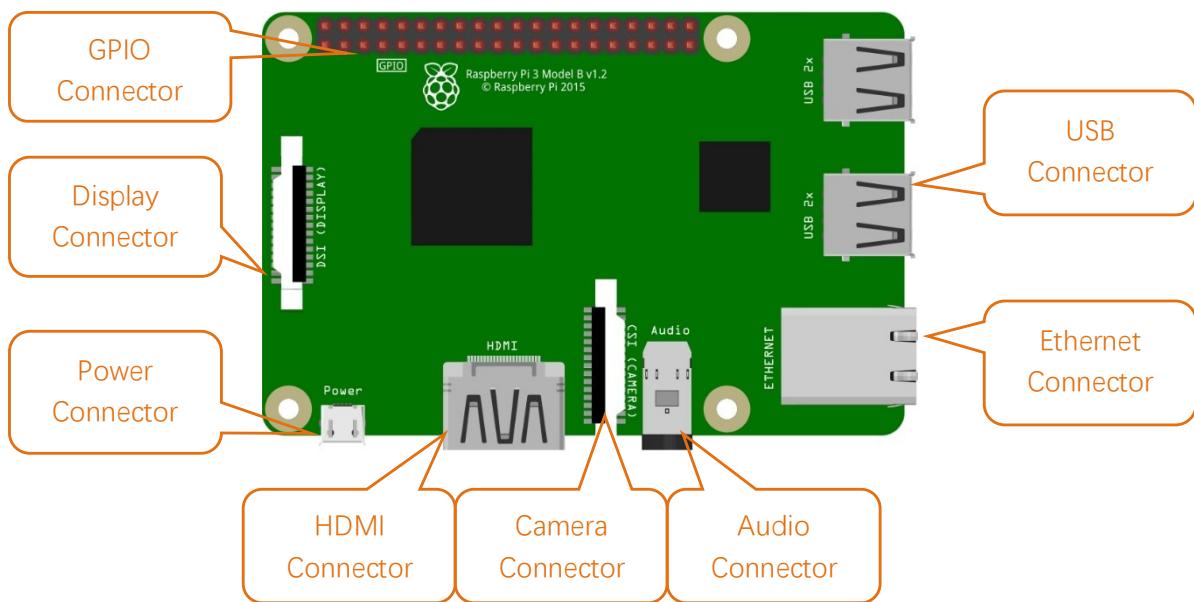
Practicality picture of Raspberry Pi 3 Model B:



Model diagram of Raspberry Pi 3 Model B:



Hardware interface diagram of RPi3B is shown below:



GPIO

General purpose input/output; in this specific case the pins on the Raspberry Pi and what you can do with them. So called because you can use them for all sorts of purposes; most can be used as either inputs or outputs, depending on your program.

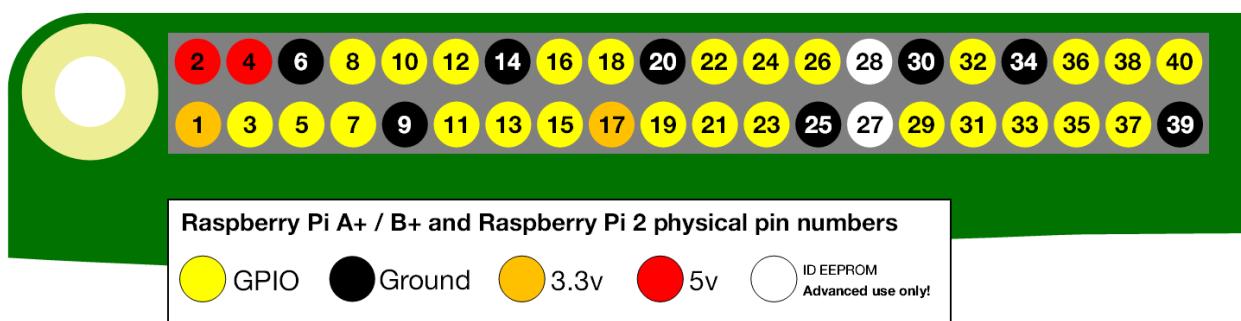
When programming the GPIO pins there are two different ways to refer to them: GPIO numbering and physical numbering.

GPIO NUMBERING

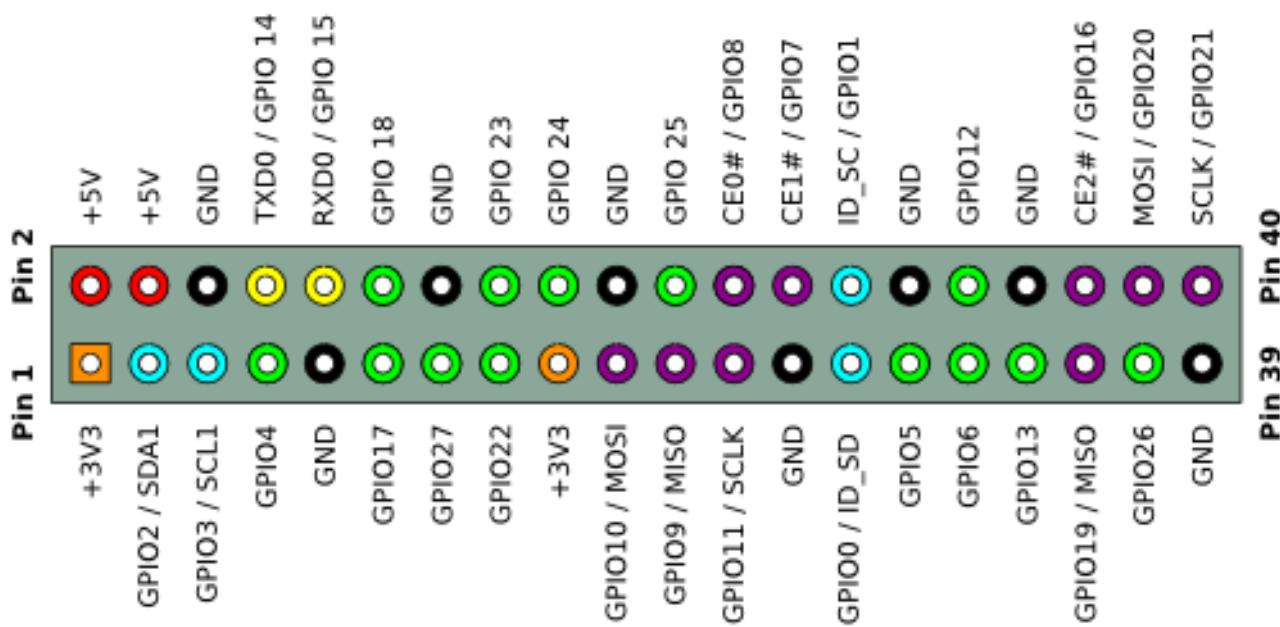
These are the GPIO pins as the computer sees them. The numbers don't make any sense to humans, they jump about all over the place, so there is no easy way to remember them. You will need a printed reference or a reference board that fits over the pins.

PHYSICAL NUMBERING

The other 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' and it looks like this:



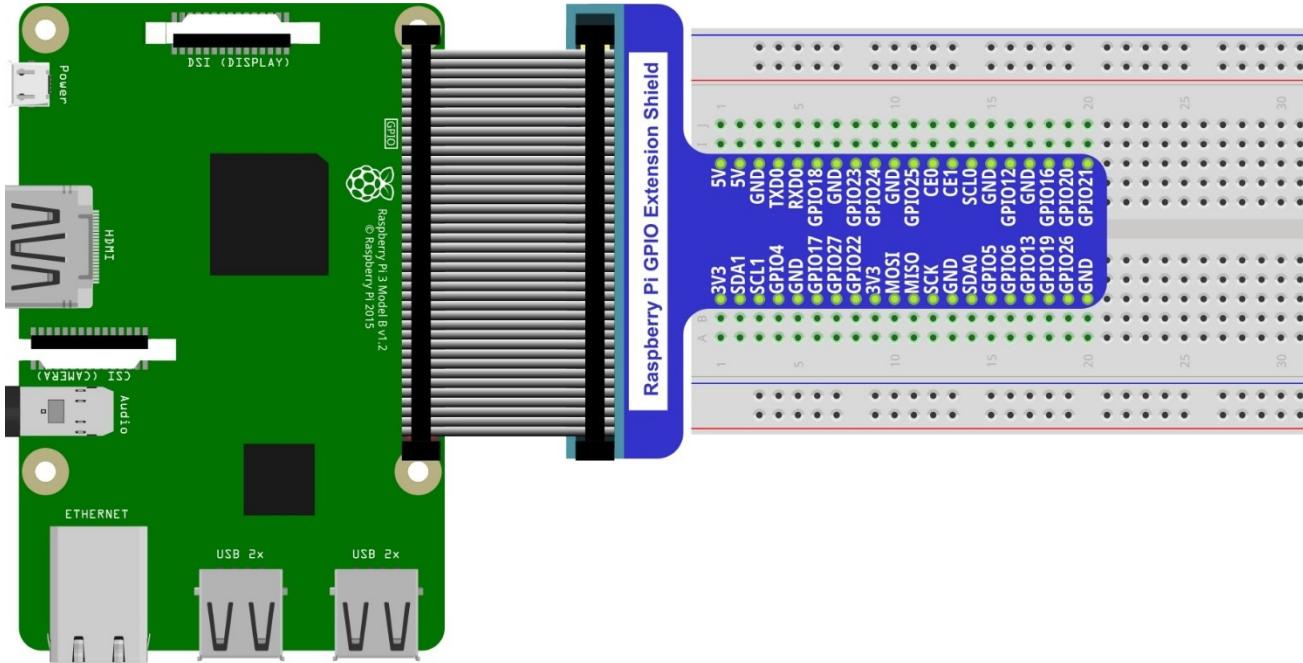
Each pin is defined as below:



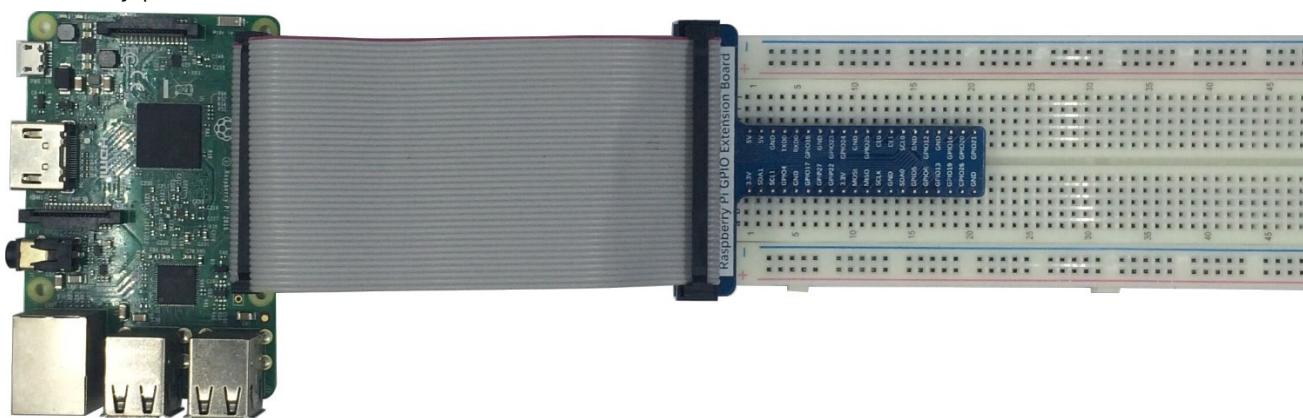
For more details about pin definition of GPIO, please refer to <http://pinout.xyz/>

GPIO Extension Board

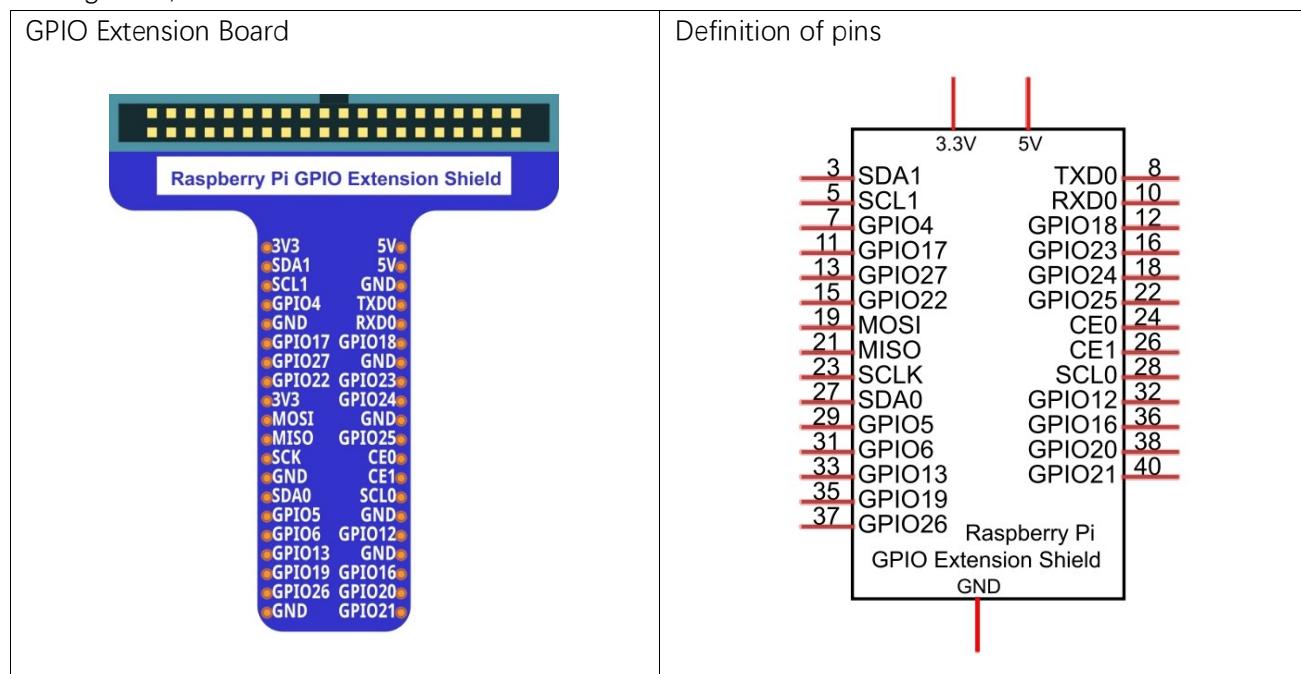
When we use RPi to do the experiment, we had better use GPIO, which is more convenient to extend all IO ports of RPi to the bread board directly. The GPIO sequence on Extension Board is identical to the GPIO sequence of RPi. Since the GPIO of different versions of RPi is different, the corresponding extensions board are also different. For example, a GPIO extensions board with 40 pins is connected to RPi as follows:



Practicality picture of connection:

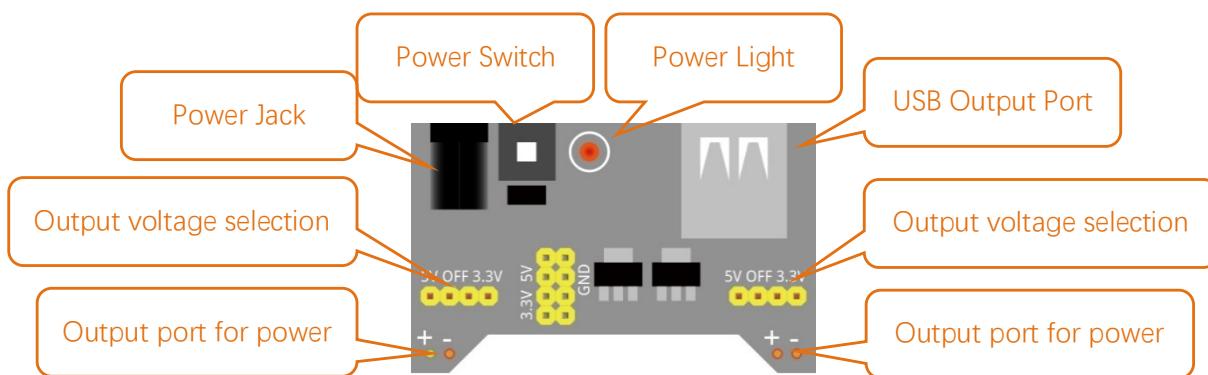


Among them, GPIO Extension Board and its schematic are shown below:

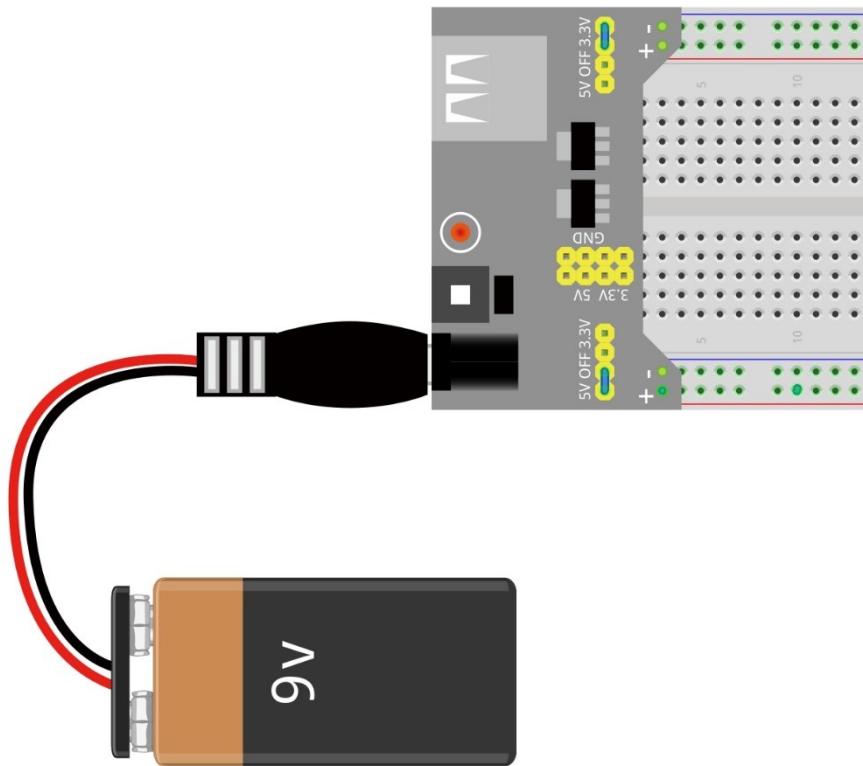


Breadboard Power Module

Breadboard Power Module is an independent board, can provide independent 5V or 3.3V power for bread board when used to build the circuit, which can avoid excessive load power damaging RPi power. The schematic diagram of the Breadboard Power Module is shown below:



The connection between Breadboard Power Module and Breadboard is shown below:



C code & Python code

Experiments involving programming in this tutorial use both C and python languages. And every kind of code will be explained in details, and be followed by detailed comments to ensure that you can quickly master it. In addition, you can also directly contact us to obtain other help.

These codes are available in <http://github.com/freenove>.

Chapter 0 Preparation

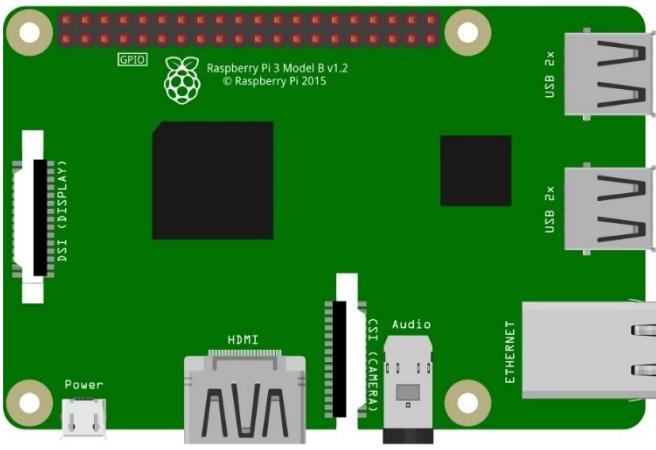
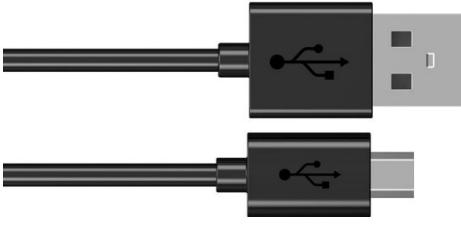
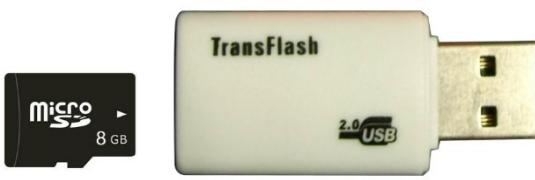
Why is “Chapter 0”? Because in the program code, all the counts are starting from 0. We choose to follow this rule (just a joke). In this chapter, we will do some necessary preparation work: start your Pi Raspberry and install some necessary libraries. If your Raspberry Pie can be started normally and used normally, you can skip this chapter.

Step 0.1 Install the System

Firstly, install a system for your RPi.

Component List

Required Components

<p>Raspberry Pi 3B x1</p> 	<p>5V/2A Power Adapter</p> 
<p>Micro USB Cable x1</p> 	<p>Micro SD Card (TF Card) x1 ; Card Reader x1</p> 

In addition, RPi also needs a network cable used to connect it to wide area network.

All of these components are necessary. Among them, the power supply is required at least 5V/2A, because lack of power supply will lead to many abnormal problems, even damage to your RPi. So use of power supply with 5V/2A is highly recommend. SD Card Micro (recommended capacity 8GB or more) is a hard drive for RPi, which is used to store the system and personal files. In latter experiments, the components list with a RPi will contain these required components, using only RPi as a representative rather than presenting details.

Optional Components

- 1.Display with HDMI interface
- 2.Mouse and Keyboard with USB interface

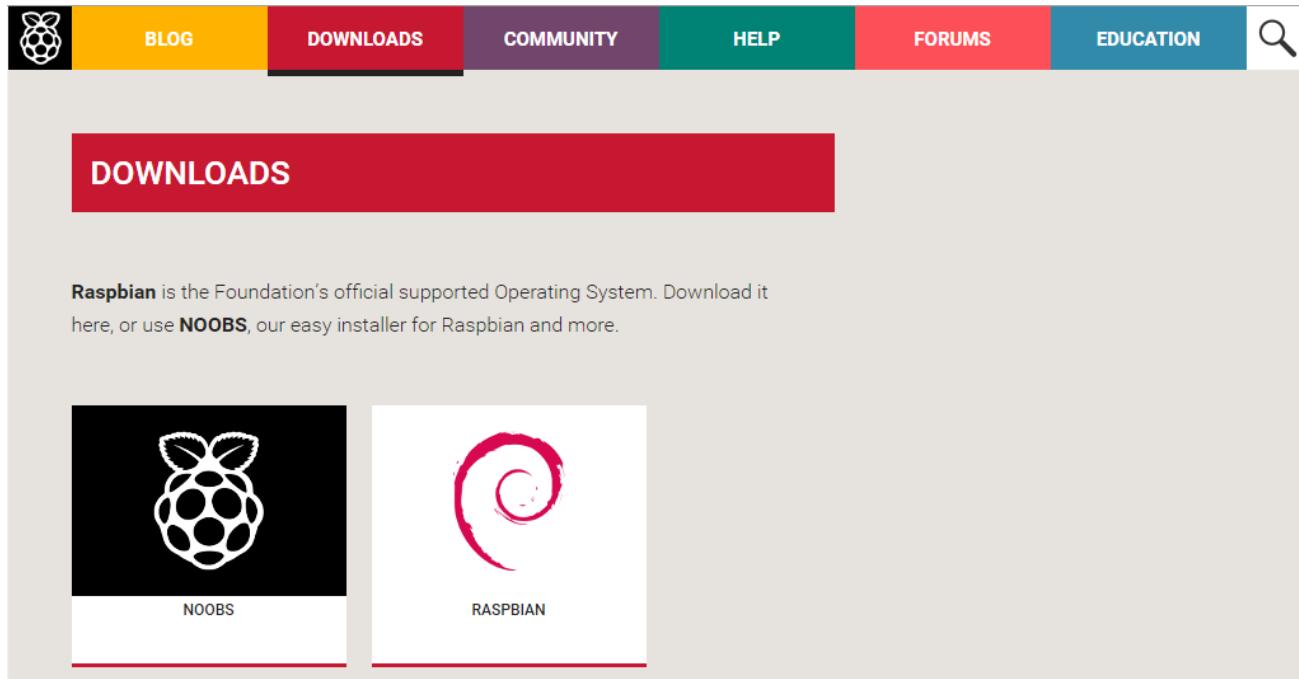
Among these optional components, the Display as a screen for RPi. If no, it does not matter, you can use a remote desktop of your personal PC to control your RPi. Mouse and keyboard are the same, if no, use remote desktop and share a set of keyboard and mouse personal with PC.

Software Tool

A tool Disk Imager Win32 is required to write system. You can download and install it through visiting the web site: <https://sourceforge.net/projects/win32diskimager/>

Selecting System

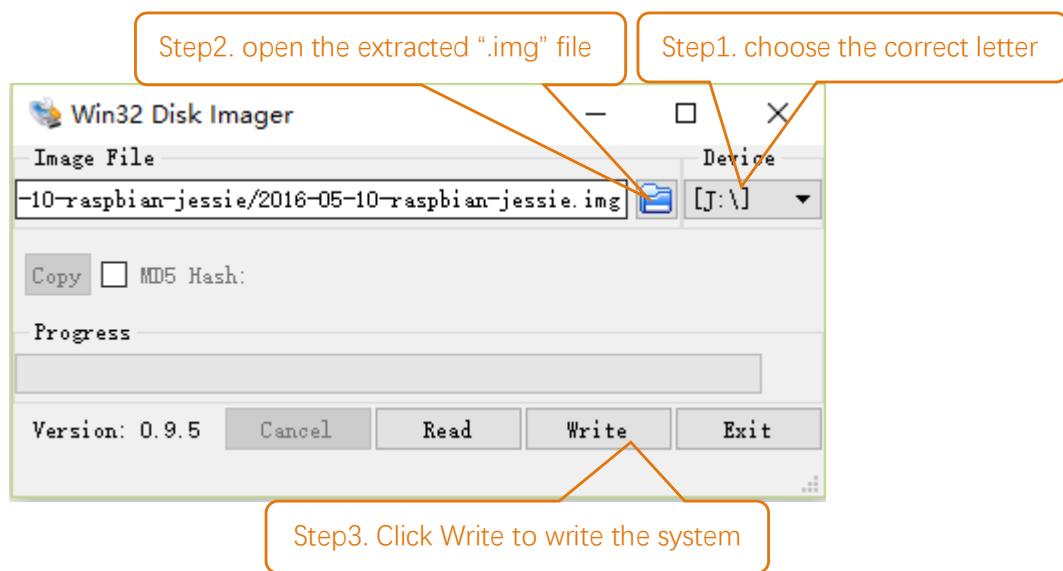
Visit RPi official website (https://www.Raspberry_Pi.org/), click “Downloads” and choose to download “RASPBIAN”. RASPBIAN supported by RPI is an operating system based on Linux, which contains a number of contents required for RPi. We recommended RASPBIAN system to beginners. All experiments in this tutorial are operated under the RASPBIAN system.



After download, extract file with suffix (.img). Preparation is ready to start making the system.

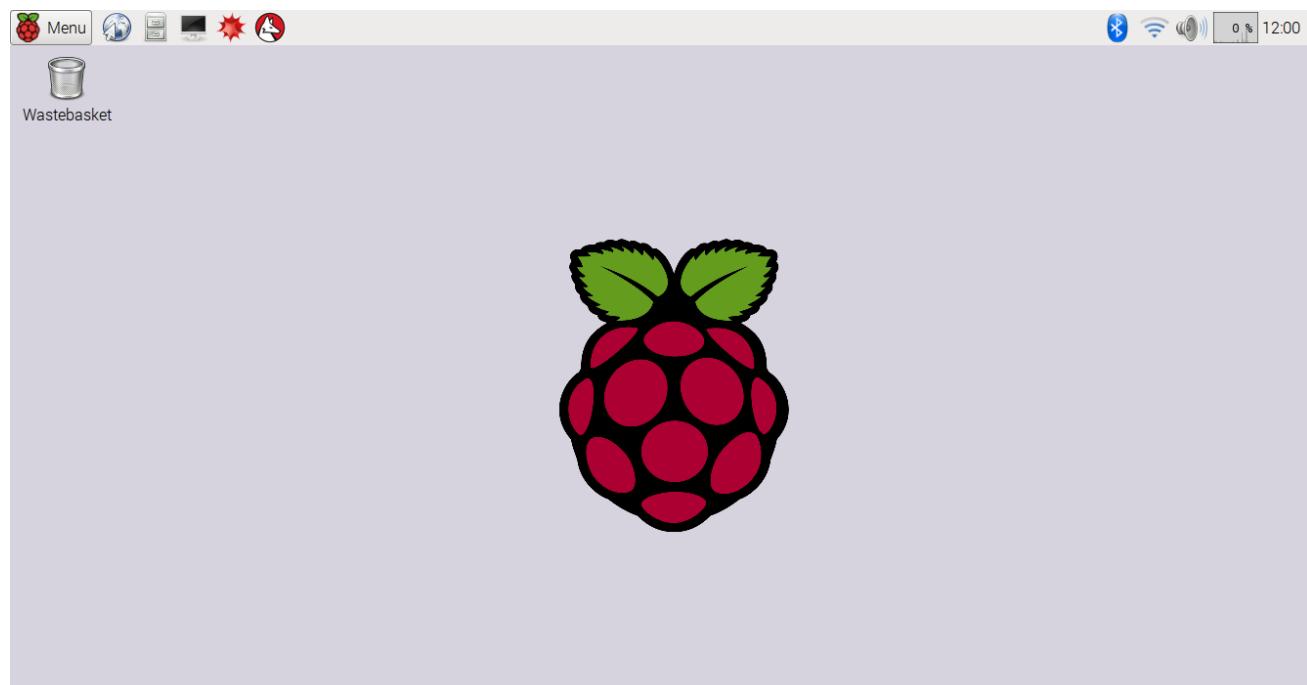
Write System to Micro SD Card

First, put your Micro SD card into card reader and connect it to USB port of PC. Then open Win32 disk imager, choose the correct letter of your Micro SD Card (here is "J"), open the extracted ".img" file and then click the "Write".



Start Raspberry Pi

After the system is written successfully, take out Micro SD Card and put it into the card slot of RPi. Then connect RPi to screen through the HDMI, to mouse and keyboard through the USB port, to network cable through the network card interface and to the power supply. Then your RPi starts initially. Latter, you need to enter the user name and password to login. The default user name: Pi; password: raspberry. Enter and login. After logging in, you can enter the following interface.





Now, you have successfully installed the RASPBIAN operating system for your RPi.

Remote desktop

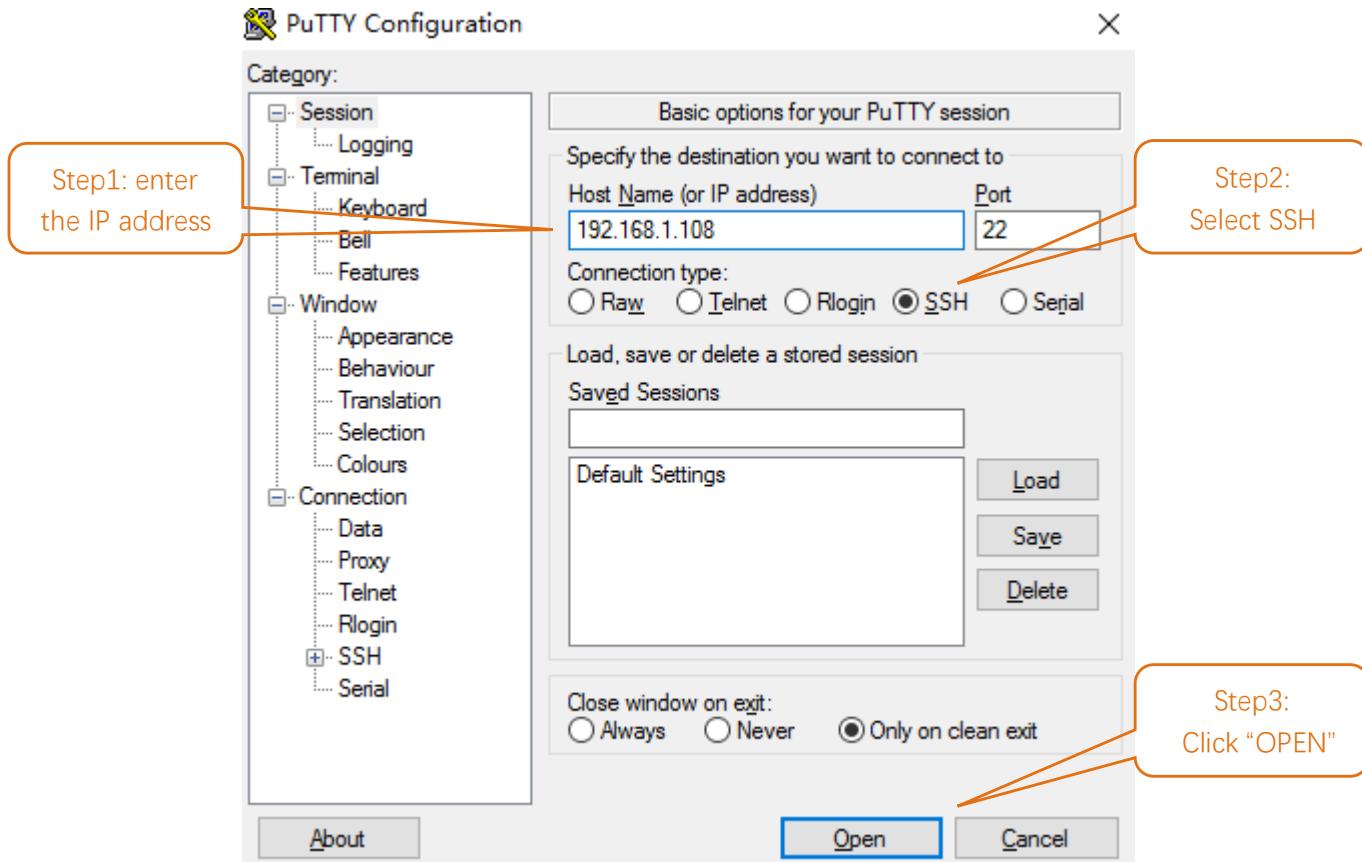
If you don't have a spare display, mouse and keyboard for your RPi, you can use a remote desktop to share a display, keyboard, and mouse with your PC. Below is how to use remote desktop to control RPi under the Windows operating system.

Install Xrdp Services

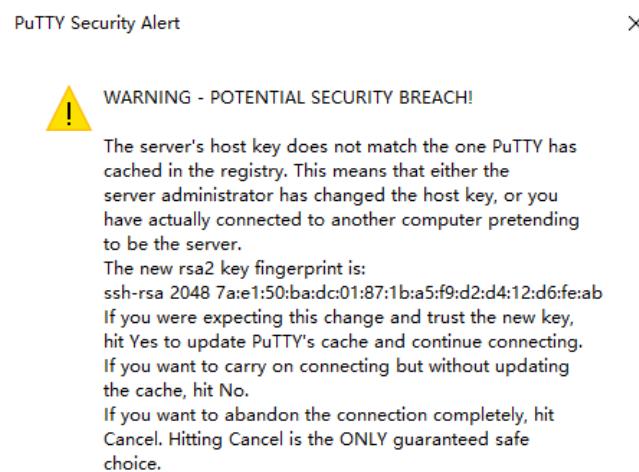
First, download the tool software Putty. Its official address: <http://www.putty.org/>

Or download it here: <http://www.chiark.greenend.org.uk/~sgtatham/putty/download.html>

Then use cable to connect your RPi to the routers of your PC LAN to ensure your PC and your RPi in the same LAN. Then put the system TF card prepared before into the slot of the RPi and turn on the power supply waiting for the start RPi. Later, enter control terminal of the router to inquiry IP address named "raspberrypi". For example, I have inquired to my RPi IP address is "192.168.1.108". Then open Putty, enter the address, select SSH, and then click "OPEN", as shown below:



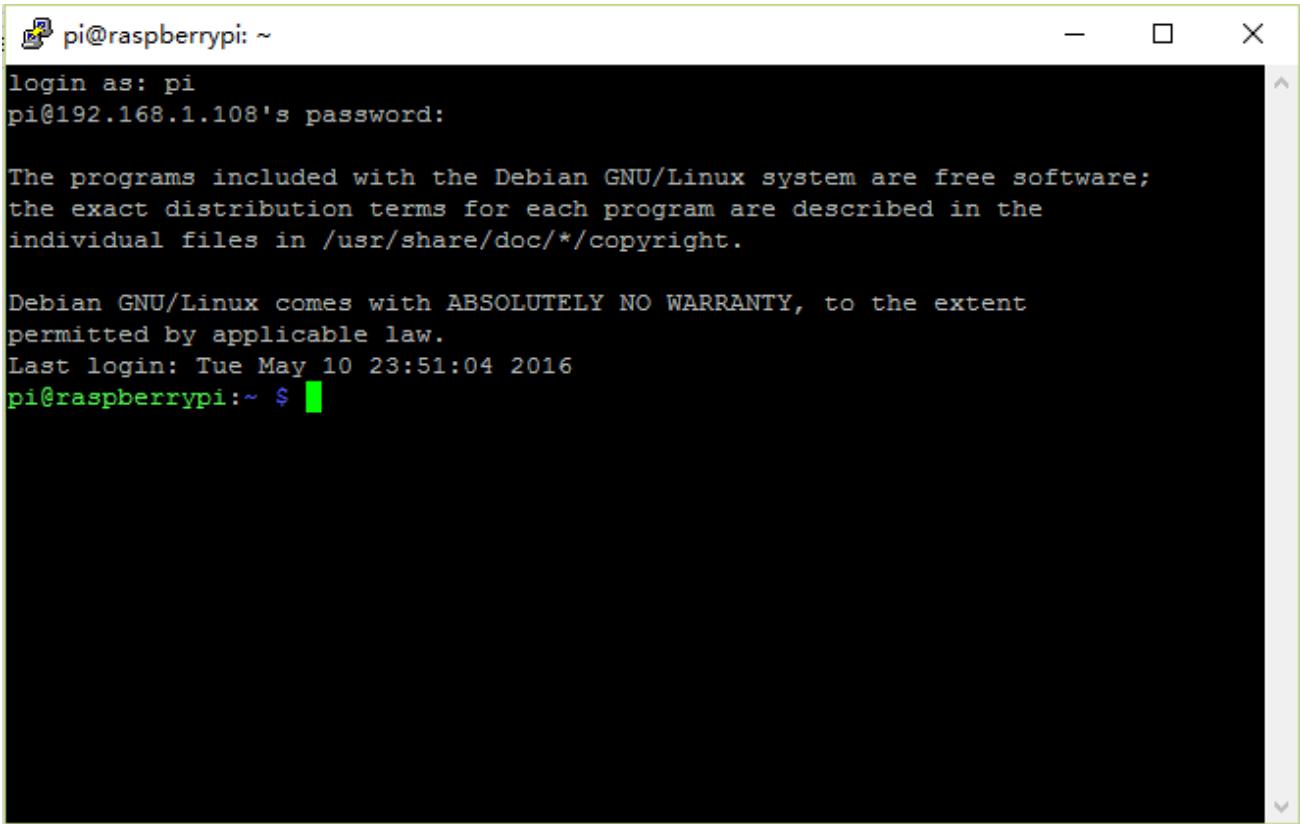
There will appear a security warning at first logging in. Just click "YES".



Then there will be a login interface (RPi default user name: pi; the password: raspberry). When you enter the password, there will be no display on the screen, but this does not mean that you didn't enter. After the correct output, press "Enter" to confirm.



Then enter the command line of RPi, which means that you have successfully logged in to RPi command line mode.



```
pi@raspberrypi: ~
login as: pi
pi@192.168.1.108's password:

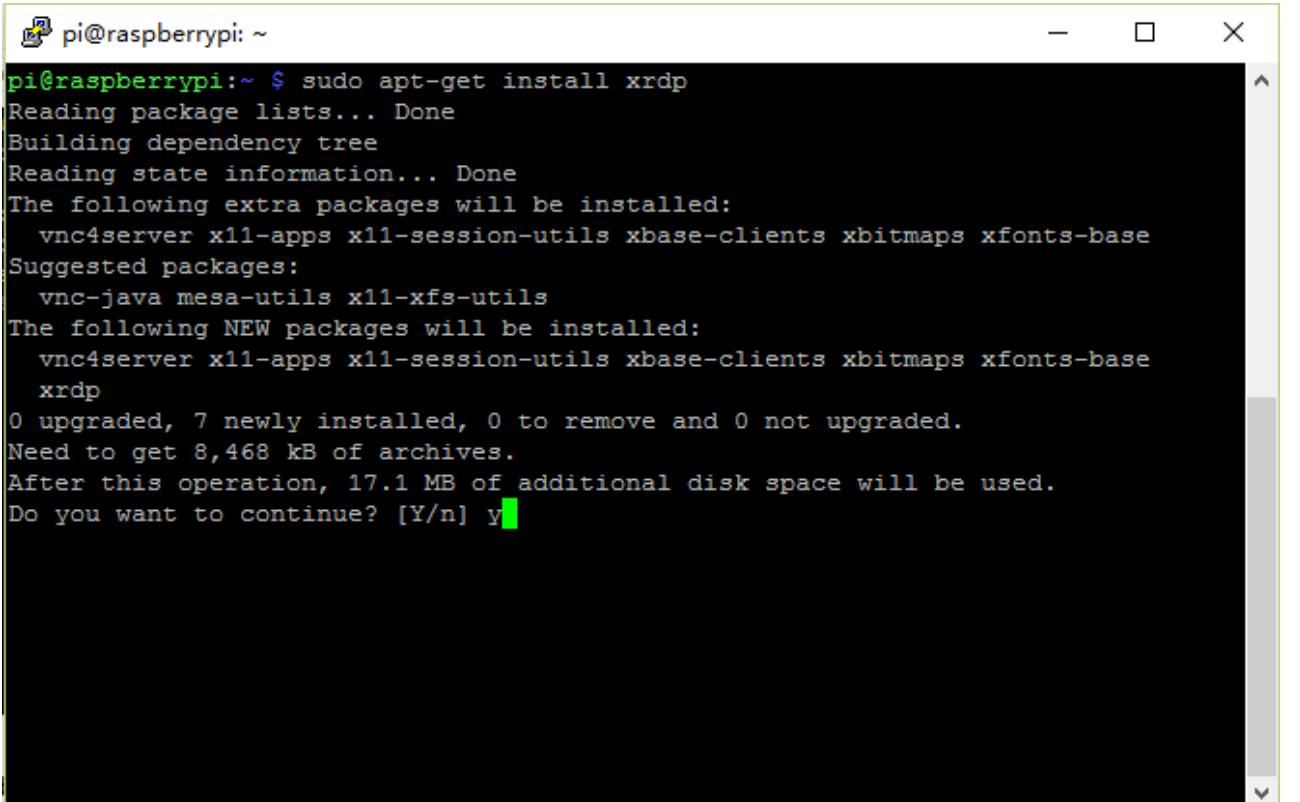
The programs included with the Debian GNU/Linux system are free software;
the exact distribution terms for each program are described in the
individual files in /usr/share/doc/*copyright.

Debian GNU/Linux comes with ABSOLUTELY NO WARRANTY, to the extent
permitted by applicable law.
Last login: Tue May 10 23:51:04 2016
pi@raspberrypi:~ $
```

Next, install a xrdp service, an open source remote desktop protocol(rdp) server, for RPi. Type the following command, then press enter to confirm:

```
sudo apt-get install xrdp
```

Latter, the installation starts.



```
pi@raspberrypi: ~ $ sudo apt-get install xrdp
Reading package lists... Done
Building dependency tree
Reading state information... Done
The following extra packages will be installed:
  vnc4server x11-apps x11-session-utils xbase-clients xbitmaps xfonts-base
Suggested packages:
  vnc-java mesa-utils x11-xfs-utils
The following NEW packages will be installed:
  vnc4server x11-apps x11-session-utils xbase-clients xbitmaps xfonts-base
    xrdp
0 upgraded, 7 newly installed, 0 to remove and 0 not upgraded.
Need to get 8,468 kB of archives.
After this operation, 17.1 MB of additional disk space will be used.
Do you want to continue? [Y/n] y
```

Enter "Y", press key "Enter" to confirm.

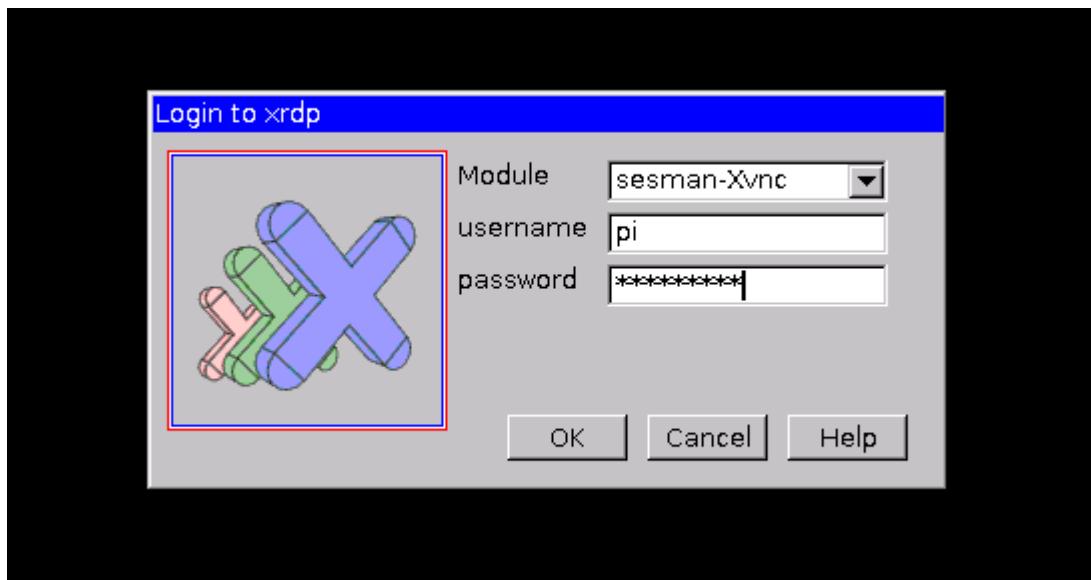
After the installation is completed, you can use Windows remote desktop applications to login to your RPi.

Login to Windows remote desktop

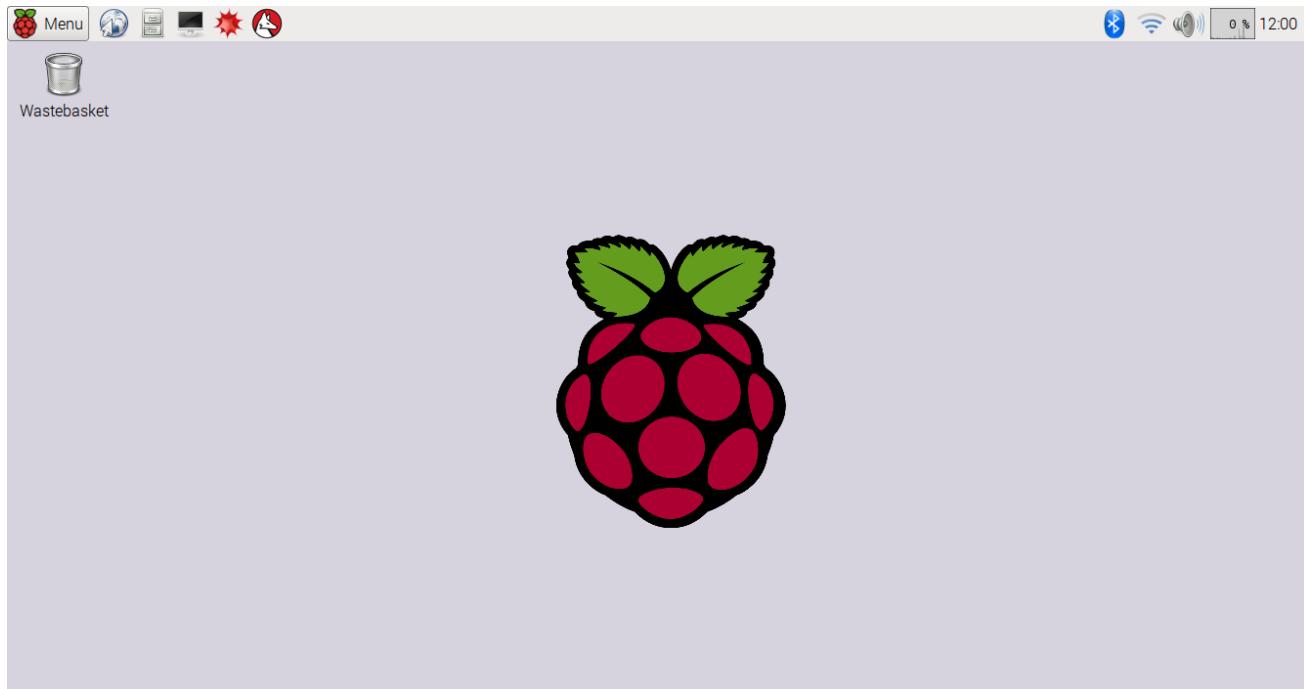
Use "WIN+R" or search function, open the remote desktop application "mstsc.exe" under Windows, enter the IP address of RPi and then click "Connect".



Later, there will be xrdp login screen. Enter the user name and password of RPi (RPi default user name: pi; password: raspberry) and click "OK".



Later, you can enter the RPi desktop system.



Here, you have successfully used the remote desktop login to RPi.

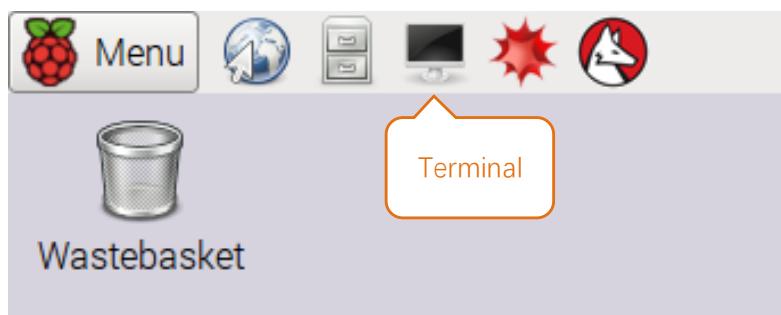
Then continue to do some preparation work: install a GPIO library wiringPi for your RPi.

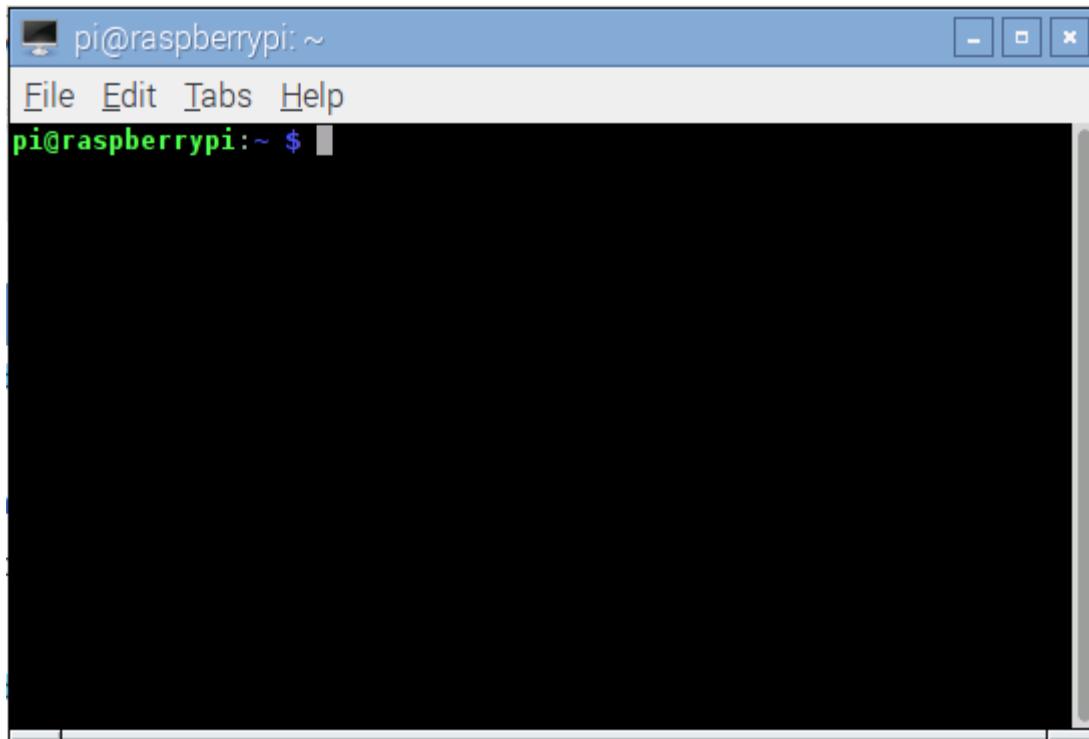
Step 0.2 Install WiringPi

WiringPi is a GPIO access library written in C for the BCM2835/BMC2836/ BMC2837 used in the Raspberry Pi. It's released under the GNU GPLv3 license and is usable from C and C++ and many other languages with suitable wrappers (See below) It's designed to be familiar to people who have used the Arduino "wiring" system. (for more details, please refer to <http://wiringpi.com/>)

WiringPi Installation Steps

open the terminal:





Follow these steps and commands to complete the installation.

Enter the following command in the terminal to obtain WiringPi using GIT:

```
git clone git://git.drogon.net/wiringPi
```

After the cloning operation is completed, go to the wiring folder and update the latest WiringPi.

```
cd wiringPi
```

```
git pull origin
```

Run the build file to start the installation.

```
./build
```

The new build script will compile and install it all for you – it does use the sudo command at one point, so you may wish to inspect the script before running it.

run the gpio command to check the installation:

```
gpio -v  
gpio readall
```

That should give you some confidence that it's working OK.

```
pi@raspberrypi:~ $ gpio -v  
gpio version: 2.32  
Copyright (c) 2012-2015 Gordon Henderson  
This is free software with ABSOLUTELY NO WARRANTY.  
For details type: gpio -warranty  
  
Raspberry Pi Details:  
Type: Pi 3, Revision: 02, Memory: 1024MB, Maker: Embest  
* Device tree is enabled.  
* This Raspberry Pi supports user-level GPIO access.  
-> See the man-page for more details  
-> ie. export WIRINGPI_GPIOMEM=1
```

WiringPi GPIO Numbering

Different from the previous mentioned two kinds of GPIO serial numbers, RPi GPIO serial number of the WiringPi was renumbered. Here we have three kinds of GPIO number mode: based on the number of BCM chip, based on the physical sequence number and based on wiringPi. The correspondence between these three GPIO numbers is shown below:

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 Pi B+, 2B, 3B, 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 correspondence.

```
gpio readall
```

Pi 3 Model B GPIO Pinout											
BCM	wPi	Name	Mode	V	Physical	V	Mode	Name	wPi	BCM	
		3.3v			1 2			5v			
2	8	SDA.1	ALTO	1	3 4			5V			
3	9	SCL.1	ALTO	1	5 6			0v			
4	7	GPIO. 7	IN	1	7 8	1	ALT5	TxD	15	14	
		Ov			9 10	1	ALT5	RxD	16	15	
17	0	GPIO. 0	IN	0	11 12	0	IN	GPIO. 1	1	18	
27	2	GPIO. 2	IN	0	13 14			0v			
22	3	GPIO. 3	IN	0	15 16	0	IN	GPIO. 4	4	23	
		3.3v			17 18	0	IN	GPIO. 5	5	24	
10	12	MOSI	ALTO	0	19 20			0v			
9	13	MISO	ALTO	0	21 22	0	IN	GPIO. 6	6	25	
11	14	SCLK	ALTO	0	23 24	1	OUT	CE0	10	8	
		Ov			25 26	1	OUT	CE1	11	7	
0	30	SDA.0	IN	1	27 28	1	IN	SCL.0	31	1	
5	21	GPIO.21	IN	1	29 30			0v			
6	22	GPIO.22	IN	1	31 32	0	IN	GPIO.26	26	12	
13	23	GPIO.23	IN	0	33 34			0v			
19	24	GPIO.24	IN	0	35 36	0	IN	GPIO.27	27	16	
26	25	GPIO.25	IN	0	37 38	0	IN	GPIO.28	28	20	
		Ov			39 40	0	IN	GPIO.29	29	21	
Pi 3 Model B GPIO Pinout											
BCM	wPi	Name	Mode	V	Physical	V	Mode	Name	wPi	BCM	

For more details about wiringPi, please refer to <http://wiringpi.com/>.

Step 0.3 Obtain the Experiment Code

After the above work is done, you can visit our official website (<http://www.freenove.com>) or our github (<https://github.com/freenove>) to download the latest experiment code. We provide both C language and Python code for each experiment in order to apply to user skilled in different languages.

Method for obtaining the code:

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

```
git clone https://github.com/freenove/Freenove_Super_Starter_Kit_for_Raspberry_Pi
```

Put the file into user directory pi/ and the code file into Freenove_Super_Starter_Kit_for_Raspberry_Pi/Code. There are two folders "C code" and "Python code" used to store C code and Python code of each experiment separately.

Step 0.4 Code Editor

vi, nano, Geany

Here we will introduce three kinds of code editor: vi, nano and Geany. Among them, nano and vi are used to edit files directly in the terminal, and Geany is an independent editing software. We will use the three editors to open an example code "Hello.c" respectively. First to demonstrate the use of the vi and nano editor:

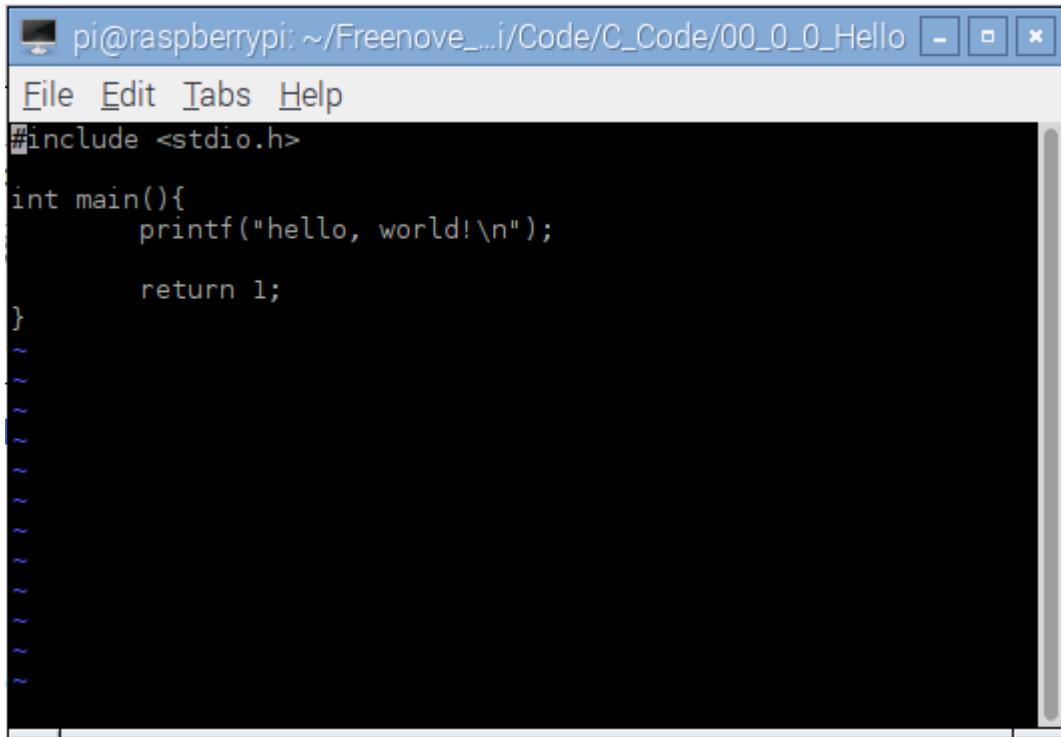
First, use the cd command to enter the sample code folder.

```
cd Freenove_Super_Starter_Kit_for_Raspberry_Pi/Code/C_Code/00_0_0_Hello
```

Use the vi editor to open the file "Hello.c", then press ": q" and "Enter" to exit.

```
vi Hello.c
```

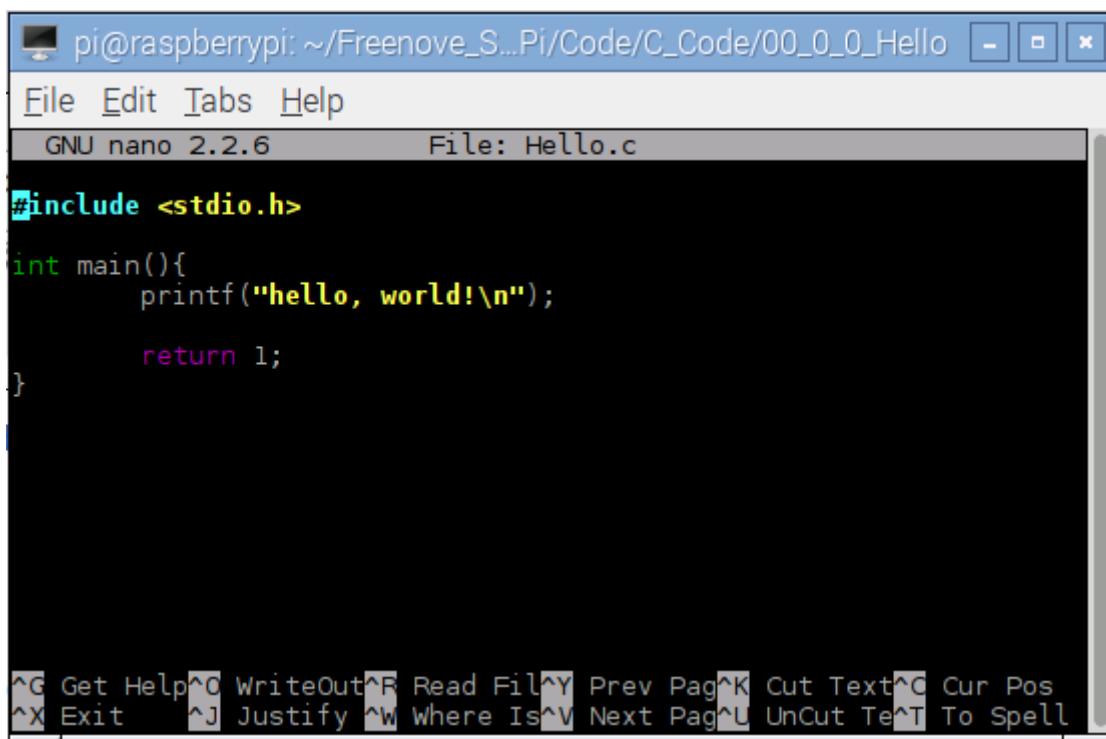
As is shown below:



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

```
nano Hello.c
```

As is shown below :



```
pi@raspberrypi: ~/Freenove_S...Pi/Code/C_Code/00_0_0_Hello
File Edit Tabs Help
GNU nano 2.2.6      File: Hello.c

#include <stdio.h>

int main(){
    printf("hello, world!\n");

    return 1;
}

^G Get Help^O WriteOut^R Read Fil^Y Prev Pag^K Cut Text^C Cur Pos
^X Exit      ^J Justify ^W Where Is^V Next Pag^U UnCut Te^T To Spell
```

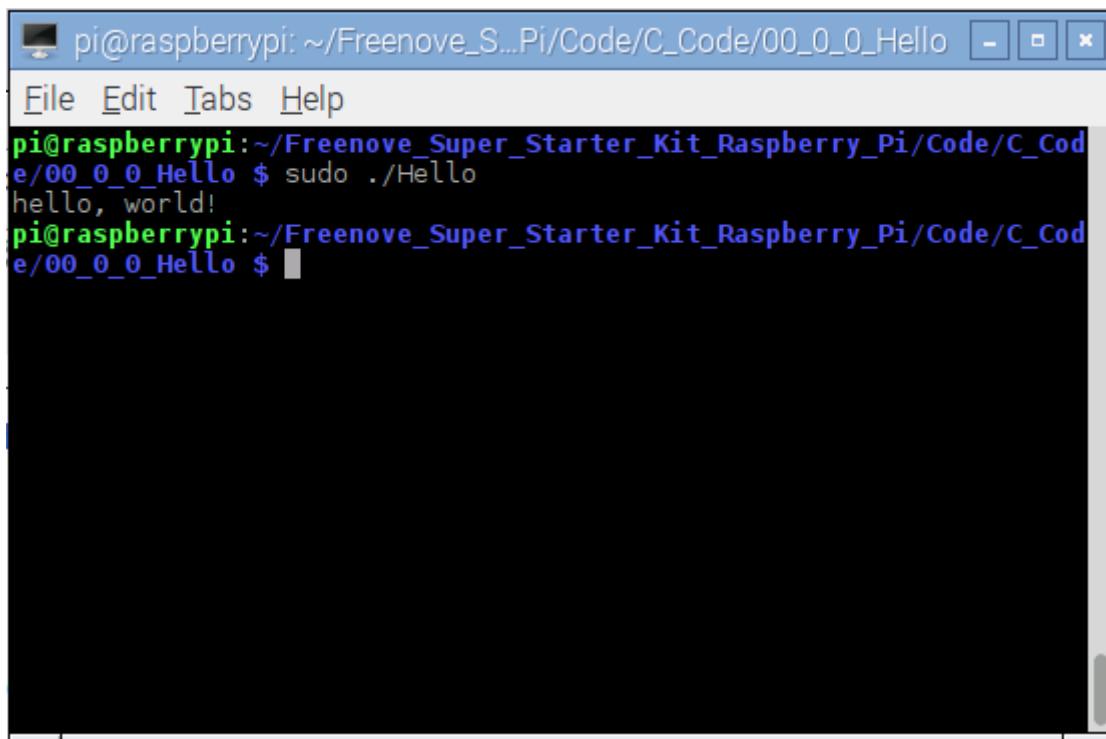
Use the following command to compile the code to generate the executable file "Hello".

```
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.

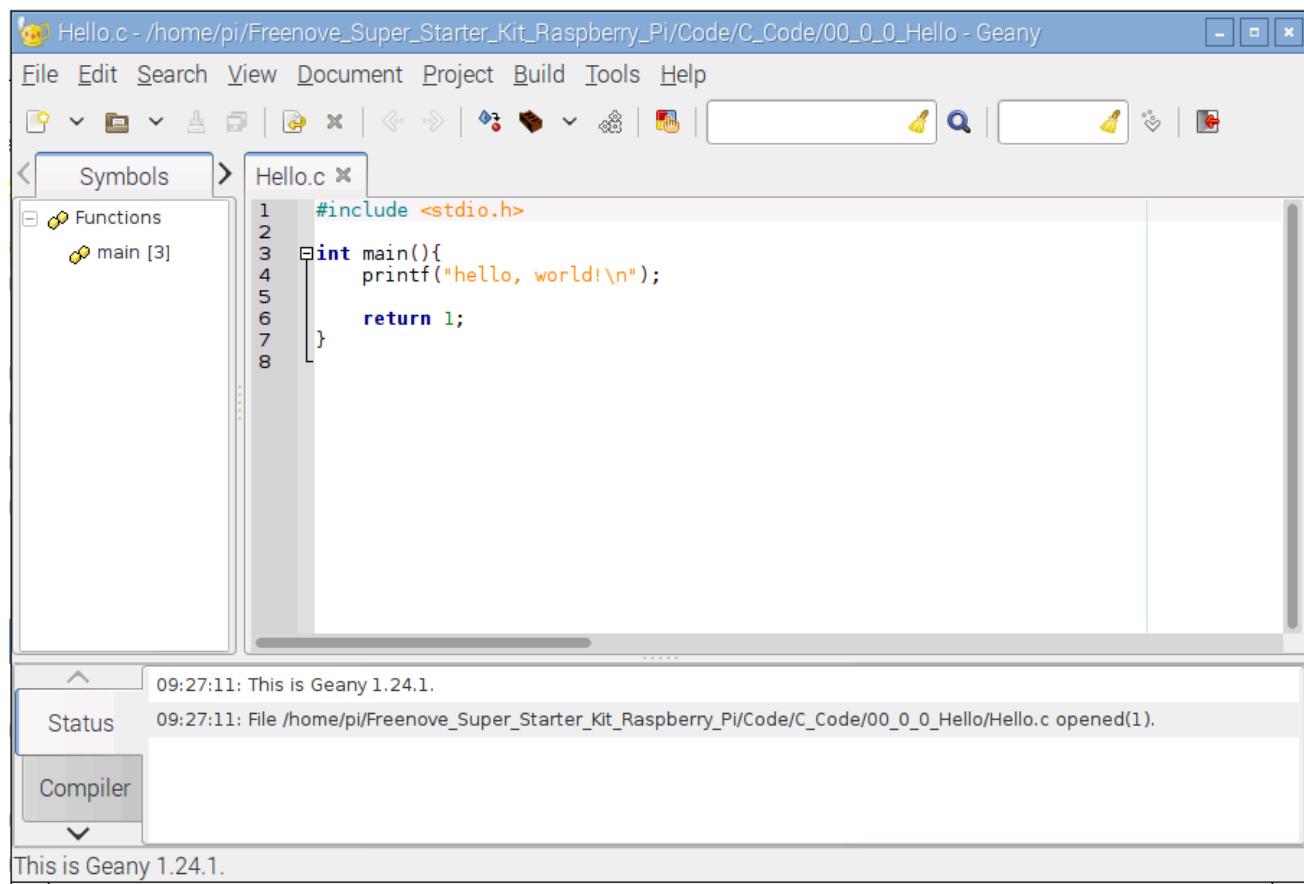
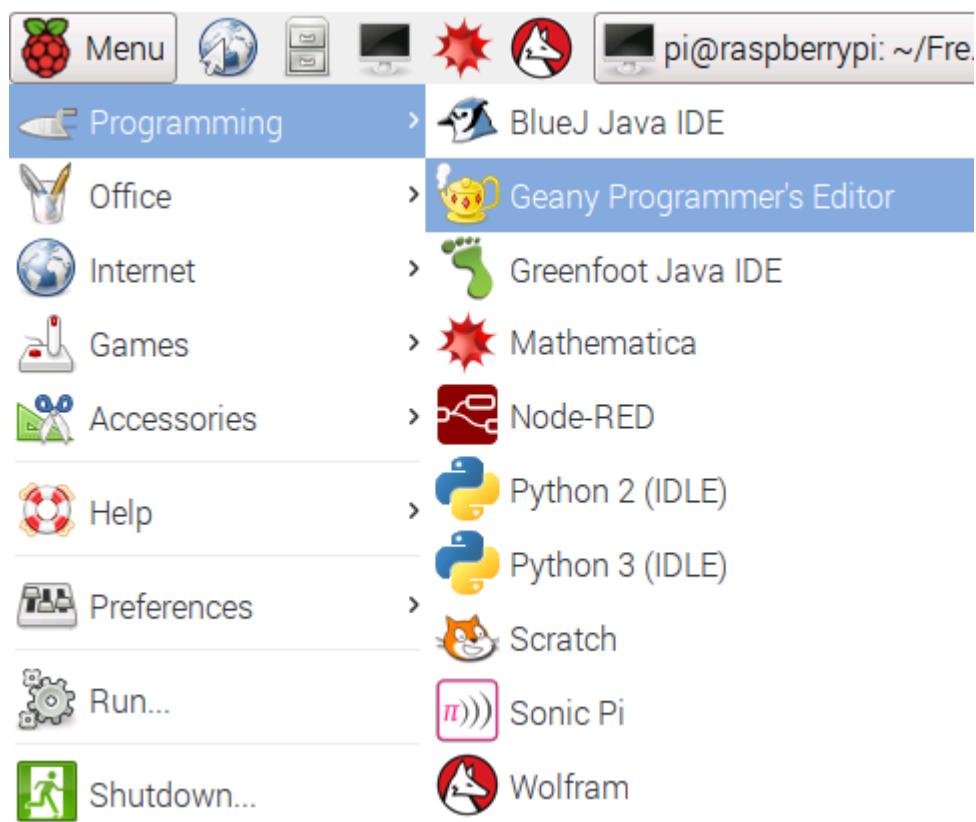


```
pi@raspberrypi: ~/Freenove_S...Pi/Code/C_Code/00_0_0_Hello
File Edit Tabs Help
pi@raspberrypi:~/Freenove_Super_Starter_Kit_Raspberry_Pi/Code/C_Code/00_0_0_Hello $ sudo ./Hello
hello, world!
pi@raspberrypi:~/Freenove_Super_Starter_Kit_Raspberry_Pi/Code/C_Code/00_0_0_Hello $
```

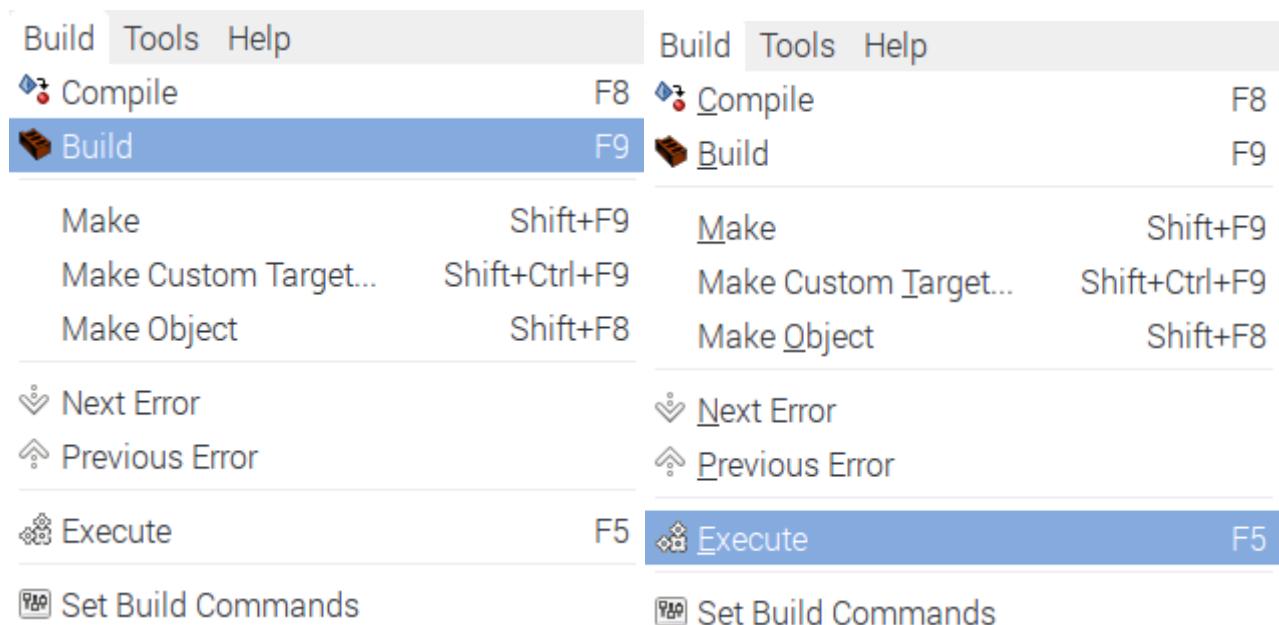
Next, learn to use the Geany editor. Use the following command to open the Geany in the sample file "Hello.c" file directory path.

```
geany Hello.c
```

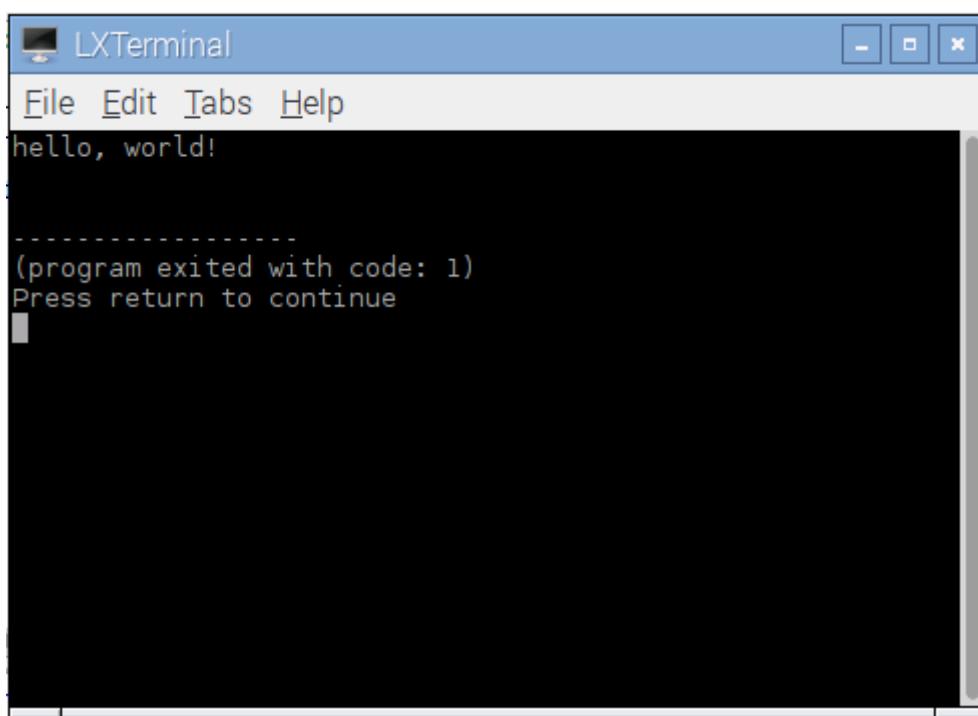
Or find and open Geany directly in the desktop main menu, and then click File->Open to open the "Hello.c", Or drag "Hello.c" to Geany directly.



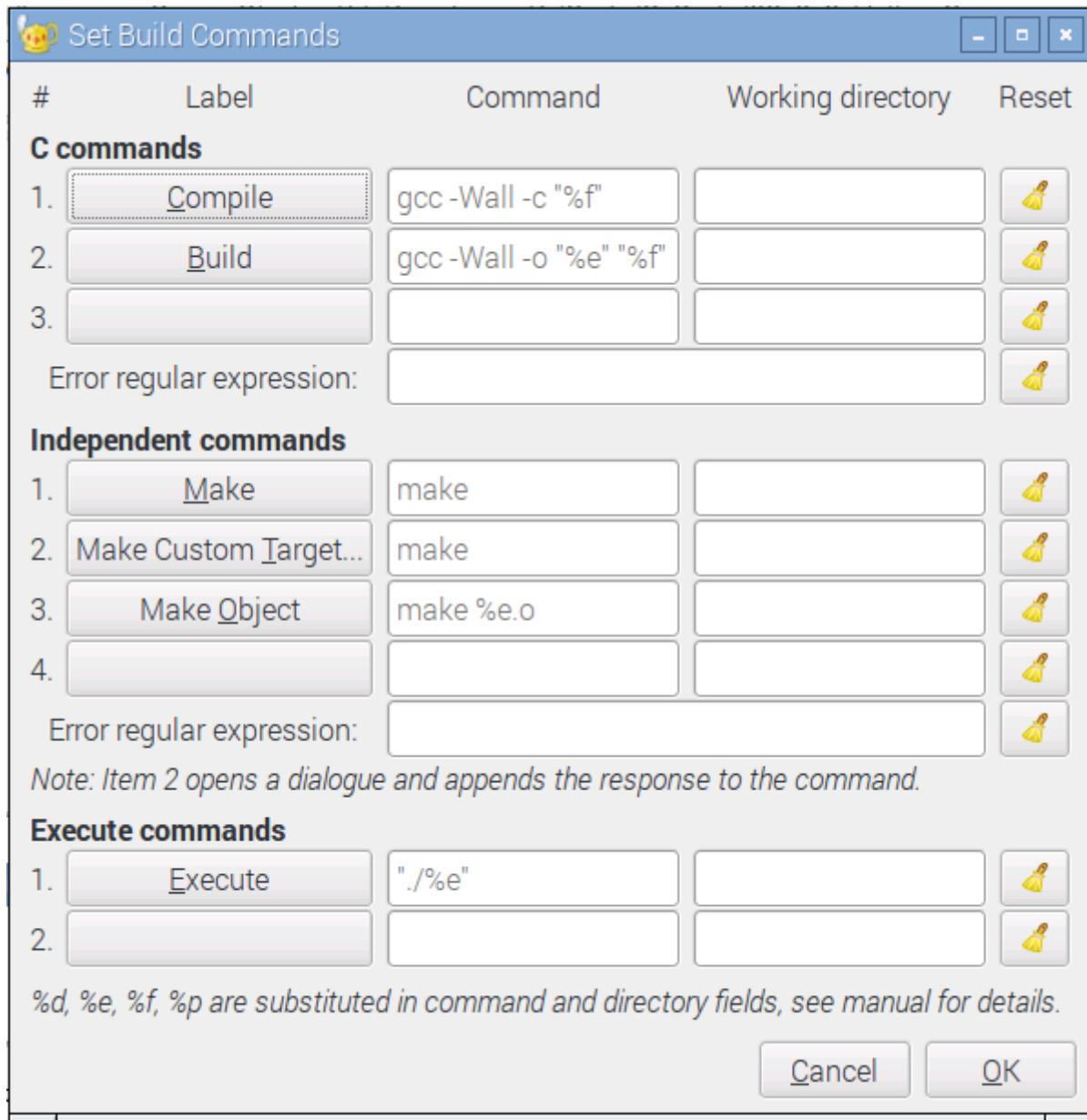
Generates an executable file by clicking menu bar Build->Build, then execute the generated file by clicking menu bar Build->Excute.



After the execution, there will be a terminal printing out the characters "Hello, World!", as shown below:



You can click Build->Set Build Commands to set compiler commands. In later experiments, 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:



Summary

Here we have introduced three code editors. There are also many other good code editors, and you can choose any one you like. In later experiments, about the entry path and the compiler execute commands, we will operate the contents in the terminal as examples. We won't emphasize the code editing process, but will explain the contents of the code in details.

Next

Here, all preliminary preparations have been completed. Next, we will combine the RPi and electronic components to do a series of experiments from easy to difficult and focus on explaining the relevant knowledge of electronic circuit.



Chapter 1 LED

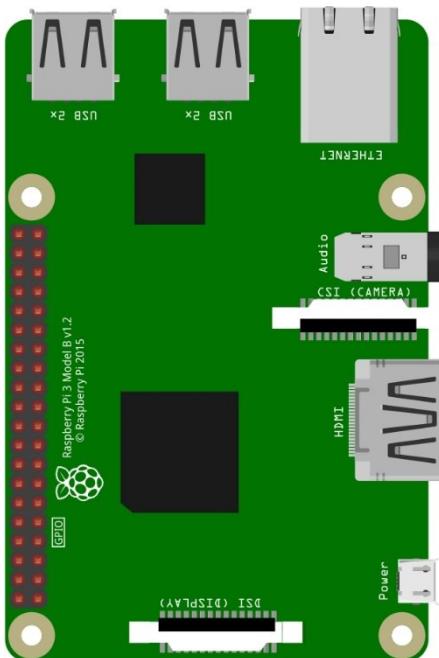
This chapter is the starting point of the journey to explore RPi electronic experiments. Let's start with simple "Blink".

Project 1.1 Blink

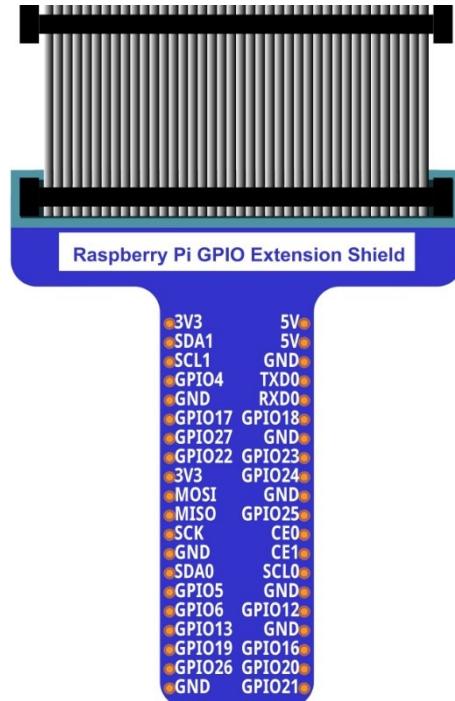
In this project, let's try to use RPi to control LED blinking.

Component List

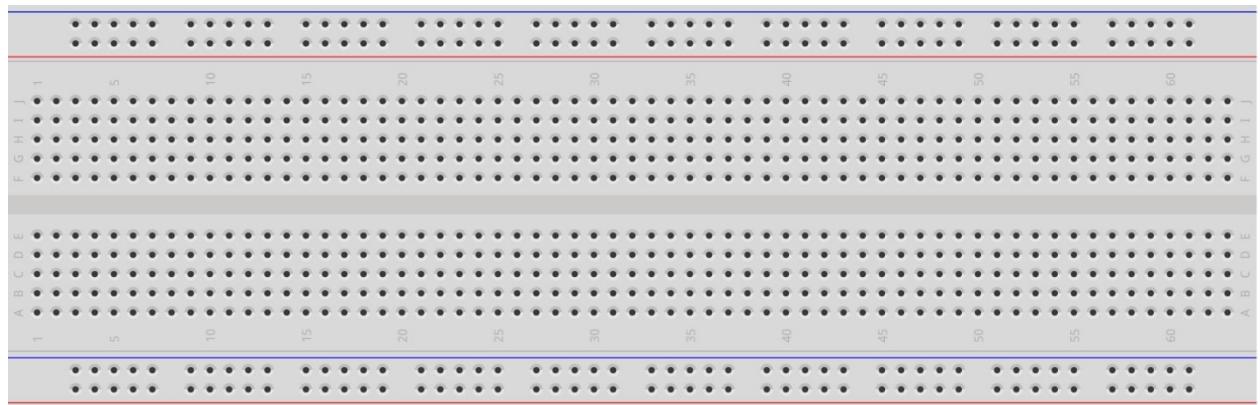
Raspberry Pi 3B x1

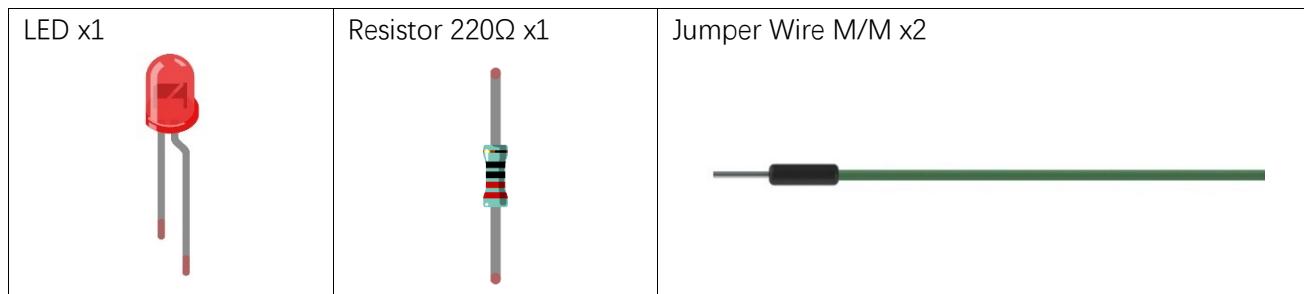


GPIO Extension Board & Wire x1



BreadBoard x1





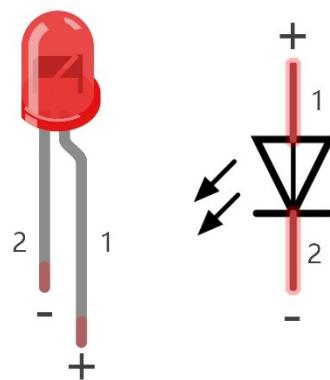
In the components list, 3B GPIO, Extension Shield Raspberry and Breadboard are necessary for each experiment. They will be listed only in text form.

Component knowledge

LED

LED is a kind of diode. LED will shine only if the long pin of LED is connected to the positive electrode and the short pin is connected to negative electrode.

This is also the features of the common diode. Diode works only if the voltage of its positive electrode is higher than its negative electrode.



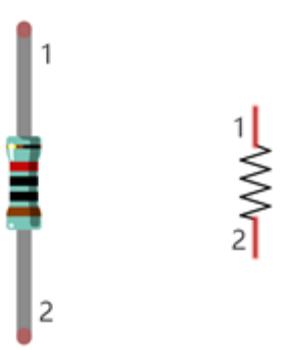
The LED can not be directly connected to power supply, which can damage component. A resistor with certain resistance must be connected in series in the circuit of LED.

Resistor

The unit of resistance(R) is ohm(Ω). $1\text{m}\Omega=1000\text{k}\Omega$, $1\text{k}\Omega=1000\Omega$.

Resistor is an electrical component that limits or regulates the flow of current in an electronic circuit.

The left is the appearance of resistor. and the right is the symbol of resistor represented in circuit.

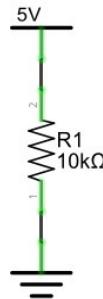


Color rings attached to the resistor is used to indicate its resistance. For more details of resistor color code, please refer to the appendix of this tutorial.



With the same voltage there will be less current with more resistance. And the links among current, voltage and resistance can be expressed by the formula below: $I=U/R$.

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

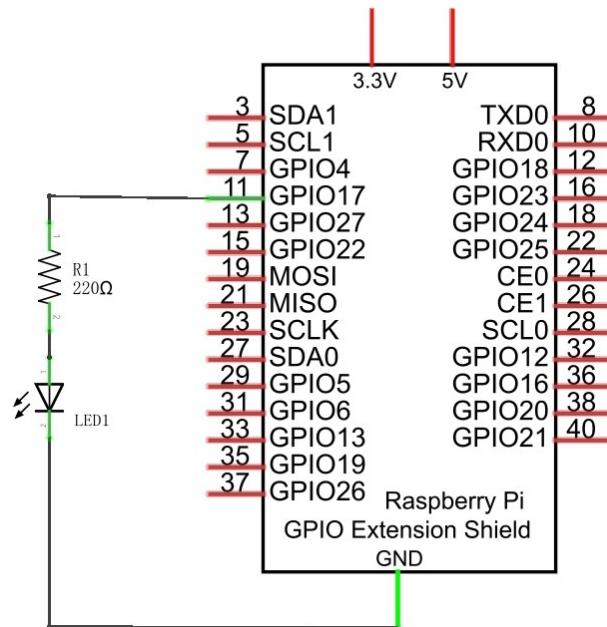


Do not connect the two poles of power supply with low resistance, which will make the current too high to damage electronic components.

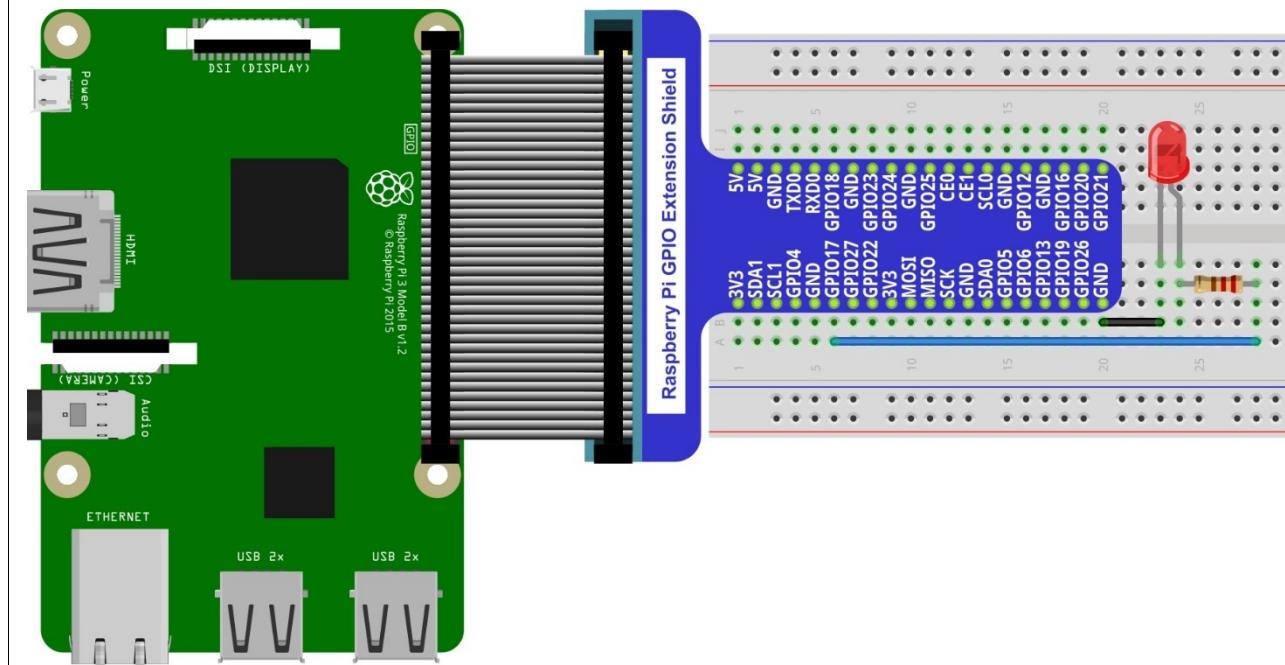
Circuit

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

Schematic diagram



Hardware connection



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

Code

According to the circuit, when the GPIO17 of RPi output high level, LED is turned on. Conversely, when the GPIO17 RPi output low level, LED is turned off. Therefore, we can let GPIO17 output high and low level cyclely to make LED blink. We will use both C code and Python code to achieve the target.

C Code 1.1.1 Blink

First, observe the experimental phenomenon, and then analyze the code.

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

```
cd Freenove_Super_Starter_Kit_for_Raspberry_Pi/Code/C_Code/01.1.1_Blink
```

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

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

3. Then run the generated file "blink".

```
sudo ./Blink
```

Now, LED start blink. 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
5
6 int main(void)
7 {
8     if(wiringPiSetup() == -1) { //when initialize wiring failed, print message to screen
9         printf("setup wiringPi failed !");
10    return 1;
11 }
12 //when initialize wiring successfully, print message to screen
13 printf("wiringPi initialize successfully, GPIO %d(wiringPi pin)\n", ledPin);
14
15 pinMode(ledPin, OUTPUT);
16
17 while(1) {
18     digitalWrite(ledPin, HIGH); //led on
19     printf("led on... \n");
20     delay(1000);
21     digitalWrite(ledPin, LOW); //led off
22     printf("... led off\n");
23     delay(1000);
24 }
25
26 return 0;
27 }
```

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

```
#define ledPin 0
```

In the main function main(), initialize wiringPi first, and then print out the initial results. Once the initialization fails, exit the program.

```
if(wiringPiSetup() == -1) { //when initialize wiring failed, print message to screen
    printf("setup wiringPi failed !");
    return 1;
}
//when initialize wiring successfully, print message to screen
printf("wiringPi initialize successfully, GPIO %d(wiringPi pin)\n", ledPin);
```

After the wiringPi is initialized successfully, set the ledPin to output mode. And then enter the while cycle, which is a endless loop. That is, the program will always be executed in this cycle, unless it is ended outside. In this cycle, use digitalWrite (ledPin, HIGH) to make ledPin output high level, then LED is turned on. After a period of time delay, use digitalWrite (ledPin, LOW) to make ledPin output low level, then LED is turned off, which is followed by a delay. Repeat the cycle, then LED will start blinking.

```
pinMode(ledPin, OUTPUT);
while(1) {
    digitalWrite(ledPin, HIGH); //led is turned on
    printf("led on... \n");
    delay(1000);
    digitalWrite(ledPin, LOW); //led is turned off
    printf("...led off\n");
    delay(1000);
}
```

Among them, 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 functions, please refer to <http://wiringpi.com/reference/>

Python Code 1.1.1 Blink

Net, we will use Python language to make LED blink.

First, observe the experimental phenomenon, and then analyze the code.

1. Use the cd command to enter 01.1.1_Blink directory of Python code.

```
cd Freenove_Super_Starter_Kit_for_Raspberry_Pi/Code/Python_Code/01.1.1_Blink
```

2. Use python command to execute python code blink.py.

```
python Blink.py
```

Now, LED start blinking.

The following is the program code:



```

1 import RPi.GPIO as GPIO
2
3
4 ledPin = 11      # RPi Board pin11
5
6 def setup():
7     GPIO.setmode(GPIO.BARD)      # Numbers GPIOs based on physical location
8     GPIO.setup(ledPin, GPIO.OUT)  # Set ledPin to output mode
9     GPIO.output(ledPin, GPIO.LOW) # Set ledPin low to turn off led
10    print 'using pin%d' %ledPin
11
12 def loop():
13     while True:
14         GPIO.output(ledPin, GPIO.HIGH)  # led is turned on
15         print '...led on'
16         time.sleep(1)
17         GPIO.output(ledPin, GPIO.LOW) # led is turned off
18         print 'led off...'
19         time.sleep(1)
20
21 def destroy():
22     GPIO.output(ledPin, GPIO.LOW)      # led is turned off
23     GPIO.cleanup()                  # Release resource
24
25 if __name__ == '__main__':      # Program start from here
26     setup()
27     try:
28         loop()
29     except KeyboardInterrupt: # When "Ctrl+C" is pressed, the subprogram destroy()
30         will be executed.
31     destroy()

```

In the subfunction setup (), GPIO.setmode (GPIO.BARD) is used to set the serial number for GPIO based on physical location of the pin. The GPIO17 use the pin11 of the board, so define the ledPin as 11 and set the ledPin to output mode (output low level).

```

ledPin = 11      # RPi Board pin11

def setup():
    GPIO.setmode(GPIO.BARD)      # Numbers GPIOs by physical location
    GPIO.setup(ledPin, GPIO.OUT)  # Set ledPin to output mode
    GPIO.output(ledPin, GPIO.LOW) # Set ledPin to low level to turn off led
    print 'using pin%d' %ledPin

```

In the subfunction of loop (), there is a while cycle, which is an endless loop. That is, the program will always be executed in this cycle, unless it is ended outside. In this cycle, set ledPin output high level, then LED is

turned on. After a period of time delay, set ledPin output low level, then LED is turned off, which is followed by a delay. Repeat the cycle, then LED will start blinking.

```
def loop():
    while True:
        GPIO.output(ledPin, GPIO.HIGH) # led is turned on
        print '...led on'
        time.sleep(1)
        GPIO.output(ledPin, GPIO.LOW) # led is turned off
        print 'led off...'
        time.sleep(1)
```

Finally, when the program is terminated, the subfunction will be executed, the LED will be turned off and then the IO port will be released. If close the program terminal directly, the program will be terminated too, but `destroy()` function will not be executed. So, GPIO resources won't be released, in the warning message may appear next time you use GPIO. So, it is not a good habit to close the program terminal directly.

```
def destroy():
    GPIO.output(ledPin, GPIO.LOW)      # led is turned off
    GPIO.cleanup()                   # Release resource
```

About RPi.GPIO :

RPi.GPIO

This is a Python module to control the GPIO on a Raspberry Pi. It includes basic output function and input function of GPIO, and function used to generate PWM.

GPIO.setmode(mode)

Set the mode for pin serial number of GPIO.

`mode=GPIO.BCM`, which represents the GPIO pin serial number is based on physical location of RPi.
`mode=GPIO.BCM`, which represents the pin serial number is based on CPU of BCM chip.

GPIO.setup(pin, mode)

Set pin to input mode or output mode. "pin" for the GPIO pin, "mode" for INPUT or OUTPUT.

GPIO.output(pin, mode)

Set pin to output mode. "pin" for the GPIO pin, "mode" for HIGH (high level) or LOW (low level).

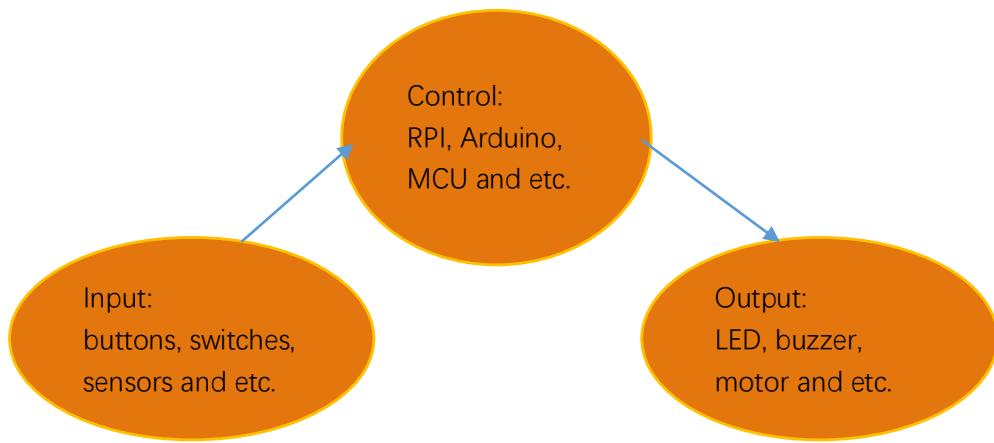
For more funtions related to RPi.GPIO, please refer to:

<https://sourceforge.net/p/raspberry-gpio-python/wiki/Examples/>



Chapter 2 Button & LED

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



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

Project 2.1 Button & LED

In the experiment, control the LED state through a button. When the button is pressed, LED will be turn on, and when it is released, LED will be turn off.

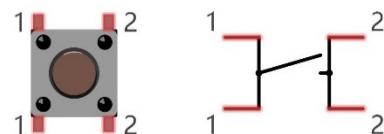
Component List

Raspberry Pi 3B x1 GPIO Extension Board & Wire x1 BreadBoard x1	LED x1 	Resistor 220Ω x1 	Resistor 10kΩ x2 	Push button x1 
Jumper M/M x5 				

Component knowledge

Push button

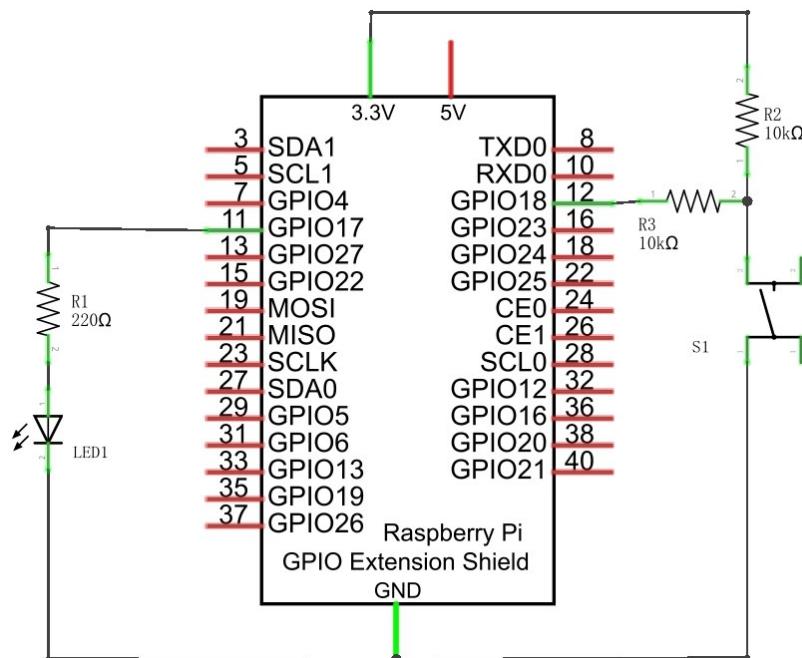
Push button has 4 pins. Two pins on the left is connected, and the right is similar as the left, which is shown in the below:



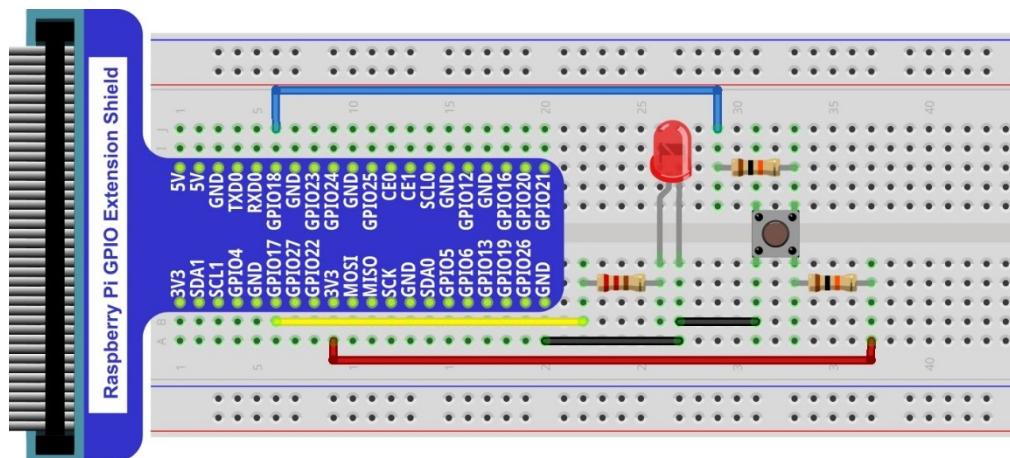
When the push button is pressed, the circuit is turned on.

Circuit

Schematic diagram



Hardware connection





Code

This experiment is designed for how to use button to control LED. We first need to read the state of button, and then determine whether turn on LED according to the state of the button.

C Code 2.1.1 ButtonLED

First, observe the experimental phenomena, then analyse the code.

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

```
cd Freenove_Super_Starter_Kit_for_Raspberry_Pi/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
```

Latter, the terminal window continue to print out the characters “led off…”. Press the button, then LED is turned on and then terminal window print out the “led on…”. Release the button, then LED is turned off and then terminal window print 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 int main(void)
8 {
9     if(wiringPiSetup() == -1) { //when initialization for wiring fails,print message to
10    screen
11         printf("setup wiringPi failed !");
12         return 1;
13     }
14
15     pinMode(ledPin, OUTPUT);
16     pinMode(buttonPin, INPUT);
17
18     pullUpDnControl(buttonPin, PUD_UP); //pull up to high level
19     while(1) {
20
21         if(digitalRead(buttonPin) == LOW) { //button has pressed down
22             digitalWrite(ledPin, HIGH); //led on
23             printf("led on... \n");
24         }
25         else { //button has released
26             digitalWrite(ledPin, LOW); //led off
27             printf("...led off\n");
28         }
29     }
30 }
```

```

28 }
29 }
30 return 0;
}

```

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 cycle of main function, use digitalWrite (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");
}

```

About digitalRead():

```
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.

The code of Python language is shown below.

Python Code 2.1.1 ButtonLED

First, observe the experimental phenomena, then analyze the code.

1. Use the cd command to enter 01.1.1_btnLED directory of Python code.

```
cd Freenove_Super_Starter_Kit_for_Raspberry_Pi/Code/Python_Code/02.1.1_ButtonLED
```

2. Use Python command to execute btnLED.py.

```
python ButtonLED.py
```

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

The following is the program code:

```

1 import RPi.GPIO as GPIO
2
3 ledPin = 11 # define the ledPin
4 buttonPin = 12 # define the buttonPin
5
6 def setup():
7     print 'Program is starting...'
8     GPIO.setmode(GPIO.BCM) # Numbers GPIOs by physical location

```

```

9     GPIO.setup(ledPin, GPIO.OUT)      # Set ledPin's mode is output
10    GPIO.setup(buttonPin, GPIO.IN, pull_up_down=GPIO.PUD_UP)      # Set buttonPin's mode is
11    input, and pull up to high level(3.3V)
12
13    def loop():
14        while True:
15            if GPIO.input(buttonPin)==GPIO.LOW:
16                GPIO.output(ledPin,GPIO.HIGH)
17                print 'led on ...'
18            else :
19                GPIO.output(ledPin,GPIO.LOW)
20                print 'led off ...'
21
22    def destroy():
23        GPIO.output(ledPin, GPIO.LOW)      # led off
24        GPIO.cleanup()                  # Release resource
25
26    if __name__ == '__main__':      # Program start from here
27        setup()
28    try:
29        loop()
30    except KeyboardInterrupt:      # When 'Ctrl+C' is pressed, the child program destroy()
31        will be executed.
32        destroy()

```

In subfunction setup (), GPIO.setmode (GPIO.BOARD) is used to set the serial number of the GPIO, which is based on physical location of the pin. So, GPIO17 and GPIO18 correspond to pin11 and pin12 respectively in the circuit. Then set ledPin to output mode, buttonPin to input mode with a pull resistor.

```

ledPin = 11      # define the ledPin
buttonPin = 12    # define the buttonPin
def setup():
    print 'Program is starting...'
    GPIO.setmode(GPIO.BOARD)          # Numbers GPIOs by physical location
    GPIO.setup(ledPin, GPIO.OUT)       # Set ledPin's mode is output
    GPIO.setup(buttonPin, GPIO.IN, pull_up_down=GPIO.PUD_UP)      # Set buttonPin's mode is
    input, and pull up to high level(3.3V)

```

In the loop function while dead circulation, continue to judge whether the key is pressed. When the button is pressed, the GPIO.input(buttonPin) will return low level, then the result of "if" is true, ledPin outputs high level, LED is turned on. Or, LED will be turned off.

```

def loop():
    while True:
        if GPIO.input(buttonPin)==GPIO.LOW:
            GPIO.output(ledPin,GPIO.HIGH)
            print 'led on ...'

```

```

    else :
        GPIO.output(ledPin, GPIO.LOW)
        print ' led off ...'

```

Execute the function `destroy()`, close the program and release the resource.

About function `GPIO.input()`:

GPIO.input()

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.

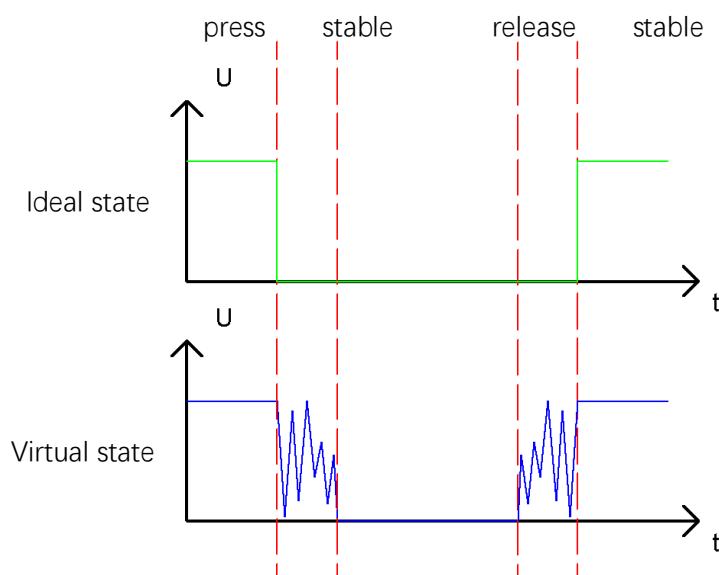
Project 2.2 MINI table lamp

We will also use a button, LED and UNO to make a MINI table lamp. But the function is different: Press the button, the LED will be turned on, and press the button again, the LED goes out.

First, let us learn some knowledge about the button.

Debounce for Push Button

When a Push Button is pressed, it will not change from one state to another state immediately. Due to mechanical vibration, there will be a continuous buffering before it becomes another state. And the releasing-situation is similar with that process.



Therefore, if we directly detect the state of Push Button, there may be multiple pressing and releasing action in one pressing process. The buffering will mislead the high-speed operation of the microcontroller to cause a lot of false judgments. So we need to eliminate the impact of buffering. Our solution is: to judge the state of the button several times. Only when the button state is stable after a period of time, can it indicate that the button is pressed down.

This project needs the same components and circuits with the last section.



Code

In the experiment, we still detect the state of Button to control LED. Here we need to define a variable to save the state of LED. And when the button is pressed once, the state of LED will be changed once. This has achieved the function of the table lamp.

C Code 2.2.1 Tablelamp

First observe the experimental phenomenon, and then analyze the code.

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

```
cd Freenove_Super_Starter_Kit_for_Raspberry_Pi/Code/C_Code/02.1.1_Tablelamp
```

2. Use 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 once, then LED is turned on. Press the Button another time, then LED is turned 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 button state stable time
11 int reading;
12 int main(void)
13 {
14     if(wiringPiSetup() == -1) { //when initialize wiring failed, print message to screen
15         printf("setup wiringPi failed !");
16         return 1;
17     }
18     printf("Program is starting... \n");
19     pinMode(ledPin, OUTPUT);
20     pinMode(buttonPin, INPUT);
21
22     pullUpDnControl(buttonPin, PUD_UP); //pull up to high level
23     while(1) {
24         reading = digitalRead(buttonPin); //read the current state of button
25         if( reading != lastbuttonState){ //if the button state has changed ,record the
26             time point
27             lastChangeTime = millis();
28         }

```

```

29      //if changing-state of the button last beyond the time we set,we considered that
30      //the current button state is an effective change rather than a buffeting
31      if(millis() - lastChangeTime > captureTime) {
32          //if button state is changed ,update the data.
33          if(reading != buttonState) {
34              buttonState = reading;
35              //if the state is low ,the action is pressing
36              if(buttonState == LOW) {
37                  printf("Button is pressed!\n");
38                  ledState = !ledState;
39                  if(ledState) {
40                      printf("turn on LED ... \n");
41                  }
42                  else {
43                      printf("turn off LED ... \n");
44                  }
45              }
46              //if the state is high ,the action is releasing
47              else {
48                  printf("Button is released!\n");
49              }
50          }
51      }
52      digitalWrite(ledPin, ledState);
53      lastbuttonState = reading;
54  }
55  return 0;
56 }
```

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

```

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

millis()

Returns the number of milliseconds since the Arduino board began running the current program.

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

```

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

```

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

```

1 if(buttonState == LOW) {
2     printf("Button is pressed!\n");
3     ledState = !ledState;
4     if(ledState) {
5         printf("turn on LED ... \n");
6     }
7     else {
8         printf("turn off LED ... \n");
9     }
10 }
11 //if the state is high ,the action is releasing
12 else {
13     printf("Button is released!\n");
14 }

```

Python Code 2.2.1 Tablelamp

First observe the experimental phenomenon, and then analyze the code.

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

```
cd Freenove_Super_Starter_Kit_for_Raspberry_Pi/Code/Python_Code/02.2.1_Tablelamp
```

2. Use python command to execute python code "Tablelamp.py".

```
python Tablelamp.py
```

When the program is executed, press the Button once, then LED is turned on. Press the Button another time, then LED is turned off.

```

1 import RPi.GPIO as GPIO
2
3 ledPin = 11      # define the ledPin
4 buttonPin = 12    # define the buttonPin
5 ledState = False
6
7 def setup():
8     print 'Program is starting...'
9     GPIO.setmode(GPIO.BRD)      # Numbers GPIOs by physical location
10    GPIO.setup(ledPin, GPIO.OUT)  # Set ledPin's mode is output
11    GPIO.setup(buttonPin, GPIO.IN, pull_up_down=GPIO.PUD_UP)  # Set buttonPin's mode is
12    input, and pull up to high
13
14 def buttonEvent(channel):

```

```
15 global ledState
16 print 'buttonEvent GPIO%d' %channel
17 ledState = not ledState
18 if ledState :
19     print 'Turn on LED ... '
20 else :
21     print 'Turn off LED ... '
22 GPIO.output(ledPin, ledState)
23
24 def loop():
25     #Button detect
26     GPIO.add_event_detect(buttonPin, GPIO.FALLING, callback = buttonEvent, bouncetime=300)
27     while True:
28         pass
29
30 def destroy():
31     GPIO.output(ledPin, GPIO.LOW)      # led off
32     GPIO.cleanup()                  # Release resource
33
34 if __name__ == '__main__':      # Program start from here
35     setup()
36     try:
37         loop()
38     except KeyboardInterrupt:    # When 'Ctrl+C' is pressed, the child program destroy()
39     will be executed.
40     destroy()
```

RPi.GPIO provides us with a simple and effective function to eliminate the jitter, that is GPIO.add_event_detect(). It uses callback function. Once it detect that the buttonPin has a specified action FALLING, execute the specified function buttonEvent(). In the function buttonEvent, each time the ledState is reversed, the state of the LED will be updated.

```
def buttonEvent(channel):
    global ledState
    print 'buttonEvent GPIO%d' %channel
    ledState = not ledState
    if ledState :
        print 'Turn on LED ... '
    else :
        print 'Turn off LED ... '
    GPIO.output(ledPin, ledState)

def loop():
    #Button detect
    GPIO.add_event_detect(buttonPin, GPIO.FALLING, callback = buttonEvent, bouncetime=300)
```

```
while True:  
    pass
```

Of course, you can also use the same programming idea of C code above to achieve this target.

GPIO.add_event_detect(channel, GPIO.RISING, callback=my_callback, bouncetime=200)

This is an event detection function. The first parameter specifies the IO port to be detected. The second parameter specifies the action to be detected. The third parameter specified a function name, the function will be executed when the specified action is detected. And the fourth parameter is used to set the jitter time.

Chapter 3 LEDBar Graph

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

Project 3.1 Flowing Water Light

In this experiment, we use a number of LED to make a flowing water light.

Component List

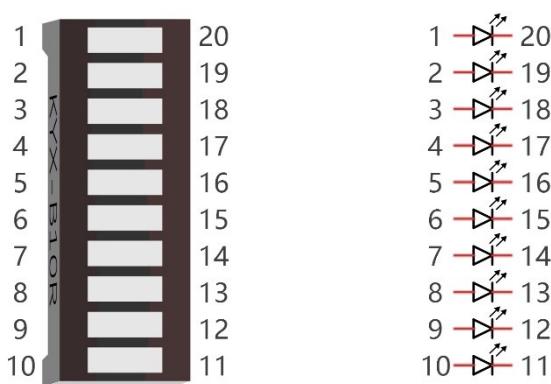
Raspberry Pi 3B x1 GPIO Extension Board & Wire x1 BreadBoard x1	LED bar graph x1	Resistor 220Ω x10
Jumper M/M x11 		

Component knowledge

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

LED bar graph

LED bar graph is a component Integration consist of 10 LEDs. There are two rows of pins at its bottom.

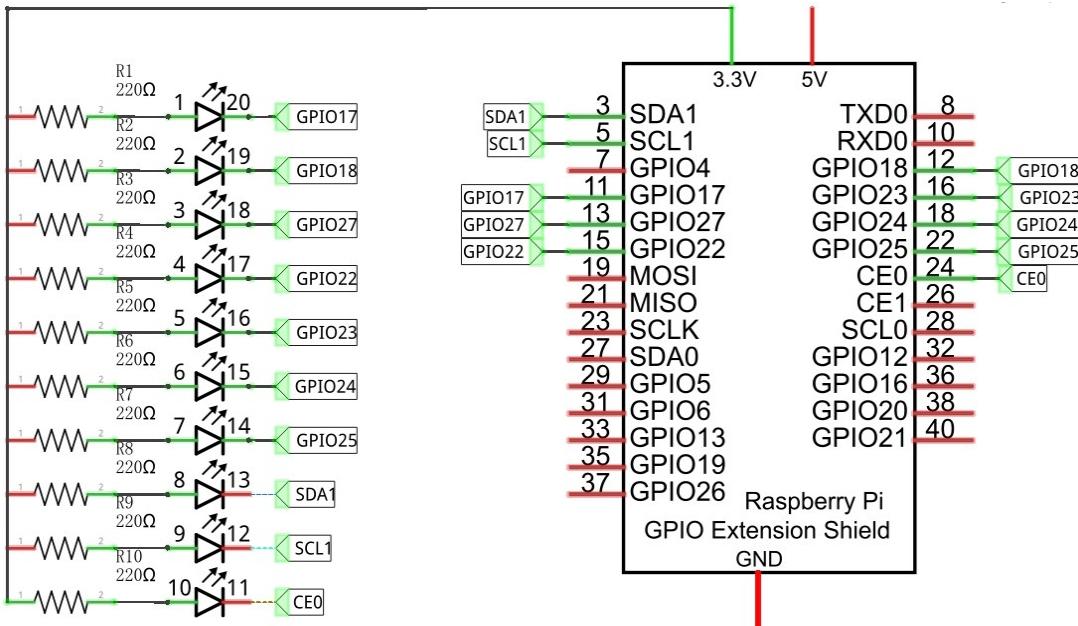




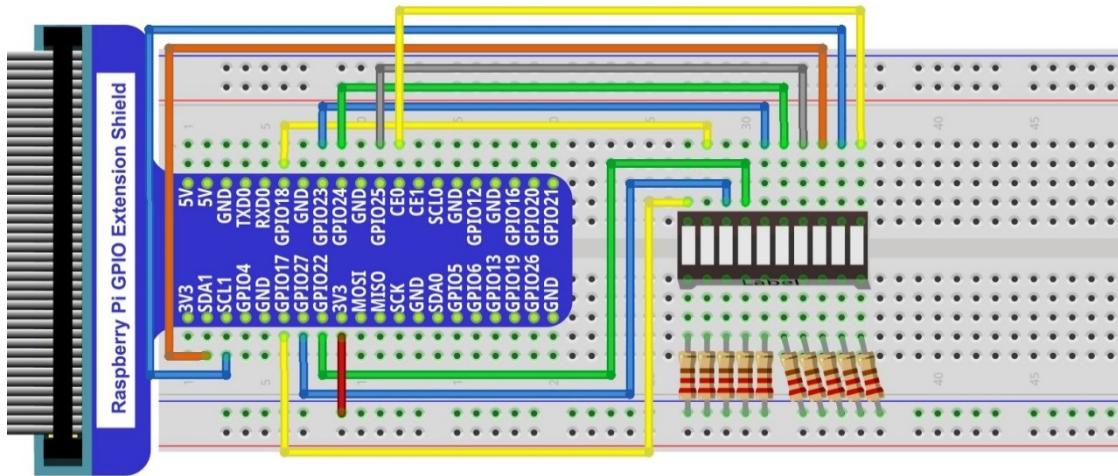
Circuit

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

Schematic diagram



Hardware connection



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

Code

This experiment is designed to make a water lamp. First turn on the first LED, then turn off it. Then turn on the second LED, and then turn off it..... Until the last LED is turned on, then is turned off. And repeats the process to achieve the effect of flowing water light.

C Code 3.1.1 LightWater

First observe the experimental phenomenon, and then analyze the code.

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

```
cd Freenove_Super_Starter_Kit_for_Raspberry_Pi/Code/C_Code/03.1.1_LightWater
```

2. Use 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 LEDBar Graph starts with the flowing water way to be turned on from left to right, and then from right to left.

The following is the program code:

```
1 #include <wiringPi.h>
2 #include <stdio.h>
3 #define leds 10
4 int pins[leds] = {0, 1, 2, 3, 4, 5, 6, 8, 9, 10} ;
5 void led_on(int n)//make led_n on
6 {
7     digitalWrite(n, LOW) ;
8 }
9
10 void led_off(int n)//make led_n off
11 {
12     digitalWrite(n, HIGH) ;
13 }
14
15 int main(void)
16 {
17     int i;
18     printf("Program is starting ... \n");
19     if(wiringPiSetup() == -1){ //when initialize wiring failed, print message to screen
20         printf("setup wiringPi failed !");
21         return 1;
22     }
23     for(i=0;i<leds;i++){ //make leds pins' mode is output
24         pinMode(pins[i], OUTPUT);
25     }
26     while(1){
27         for(i=0;i<leds;i++){ //make led on from left to right
28             led_on(i);
29             delay(100);
30             led_off(i);
31             delay(100);
32         }
33         for(i=9;i>=0;i--){ //make led on from right to left
34             led_on(i);
35             delay(100);
36             led_off(i);
37             delay(100);
38         }
39     }
40 }
```

```

28         led_on(pins[i]);
29         delay(100);
30         led_off(pins[i]);
31     }
32     for(i=leds-1;i>-1;i--) { //make led on from right to left
33         led_on(pins[i]);
34         delay(100);
35         led_off(pins[i]);
36     }
37 }
38 return 0;
39 }
```

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

```

while(1) {
    for(i=0;i<leds;i++) { //make led on from left to right
        led_on(pins[i]);
        delay(100);
        led_off(pins[i]);
    }
    for(i=leds-1;i>-1;i--) { //make led on from right to left
        led_on(pins[i]);
        delay(100);
        led_off(pins[i]);
    }
}
```

Python Code 3.1.1 LightWater

First observe the experimental phenomenon, and then analyze the code.

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

```
cd Freenove_Super_Starter_Kit_for_Raspberry_Pi/Code/Python_Code/03.1.1_LightWater
```

2. Use Python command to execute Python code “LightWater.py”.

```
python LightWater.py
```

After the program is executed, you will see that LEDBar Graph starts with the flowing water way to be turned on from left to right, and then from right to left.

The following is the program code:

```

1 import RPi.GPIO as GPIO
2 import time
3 ledPins = [11, 12, 13, 15, 16, 18, 22, 3, 5, 24]
4 def setup():
5     print 'Program is starting...'
6     GPIO.setmode(GPIO.BRD)          # Numbers GPIOs by physical location
7     for pin in ledPins:
8         GPIO.setup(pin, GPIO.OUT)   # Set all ledPins' mode is output
```

```

9      GPIO.output(pin, GPIO.HIGH) # Set all ledPins to high(+3.3V) to off led
10     def loop():
11         while True:
12             for pin in ledPins:      #make led on from left to right
13                 GPIO.output(pin, GPIO.LOW)
14                 time.sleep(0.1)
15                 GPIO.output(pin, GPIO.HIGH)
16             for pin in ledPins[10:0:-1]:      #make led on from right to left
17                 GPIO.output(pin, GPIO.LOW)
18                 time.sleep(0.1)
19                 GPIO.output(pin, GPIO.HIGH)
20     def destroy():
21         for pin in ledPins:
22             GPIO.output(pin, GPIO.HIGH)    # turn off all leds
23         GPIO.cleanup()                # Release resource
24     if __name__ == '__main__':      # Program start from here
25         setup()
26     try:
27         loop()
28     except KeyboardInterrupt:   # When 'Ctrl+C' is pressed, the child program destroy()
29     will be executed.
30     destroy()

```

In the program, first define 10 pins connected to LED, and set them to output mode in the sub function setup(). Then in the loop() function, use two “for” cycles to realize flowing water light from right to left and from left to right. Among them, ledPins[10:0:-1] is used to traverse elements of ledPins in reverse order.

```

def loop():
    while True:
        for pin in ledPins:      #make led on from left to right
            GPIO.output(pin, GPIO.LOW)
            time.sleep(0.1)
            GPIO.output(pin, GPIO.HIGH)
        for pin in ledPins[10:0:-1]:      #make led on from right to left
            GPIO.output(pin, GPIO.LOW)
            time.sleep(0.1)
            GPIO.output(pin, GPIO.HIGH)

```



Chapter 4 Analog & PWM

In the previous study, we have known that the button has two states: pressed and released, and LED has light-on/off state, then how to enter a middle state? How to output an intermediate state to let LED "semi bright"? That's what we're going to learn.

First, let's learn how to control the brightness of a LED.

Project 4.1 Breathing LED

Breathing light, that is, LED is turned from off to on gradually, gradually from on to off, just like "breathing". So, how to control the brightness of a LED? We will use PWM to achieve this target.

Component List

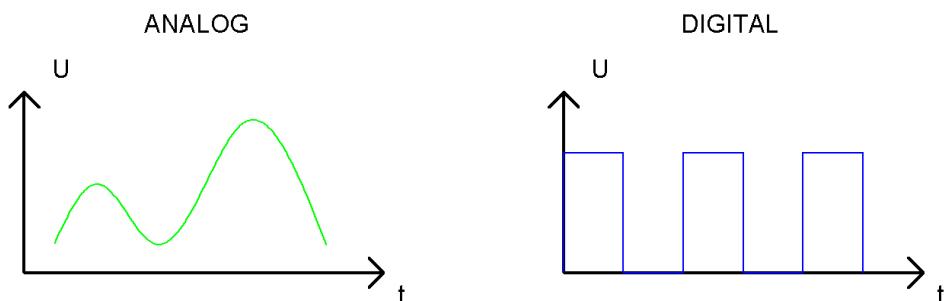
Raspberry Pi 3B x1 GPIO Extension Board & Wire x1 BreadBoard x1	LED x1	Resistor 220Ω x1
Jumper M/M x2 		

Circiut knowledge

Analog & Digital

The analog signal is a continuous signal in time and value. On the contrary, digital signal is a discrete signal in time and value. Most signals in life are analog signals, for example, the temperature in one day is continuously changing, and will not appear a sudden change directly from 0°C to 10°C, while the digital signal is a jump change, which can be directly from 1 to 0.

Their difference can be illustrated by the following figure.



In practical application, we often use binary signal as digital signal, that is 0 and 1. The binary signal only has

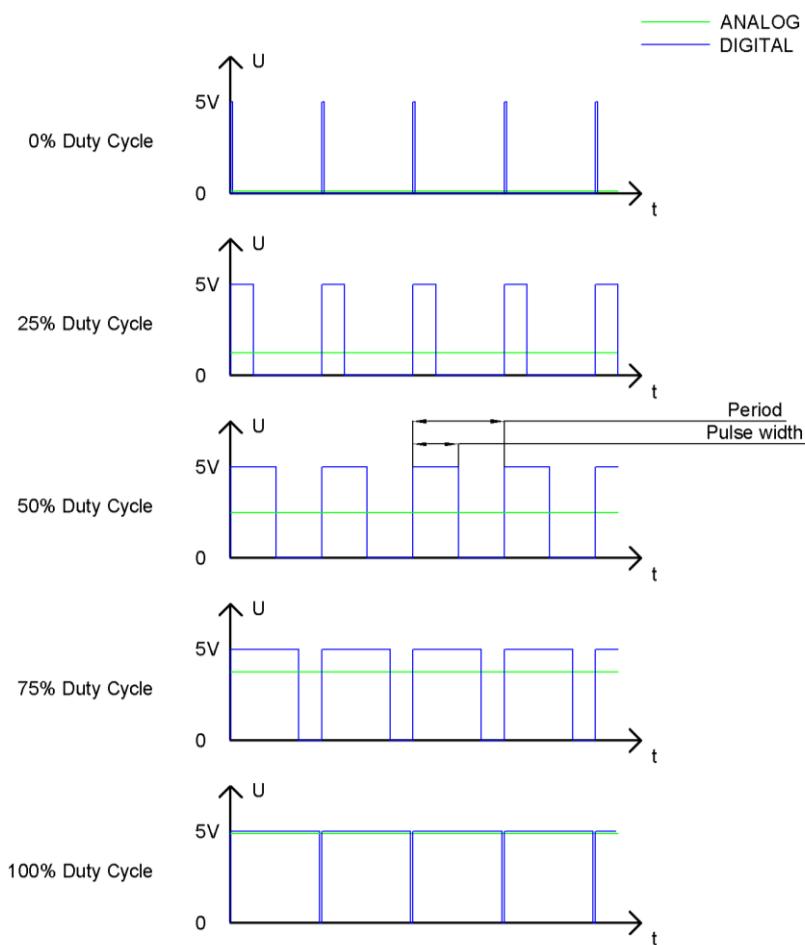
two forms (0 or 1), so it has strong stability. And digital signal and analog signal can be converted to each other.

PWM

PWM, namely Width Modulation Pulse, is a very effective technique for using digital signals to control analog circuits. The common processors can not directly output analog signals. PWM technology make it very convenient to achieve this purpose.

PWM technology uses digital pins to send certain frequency of square waves, that is, the output of high level and low level that last for a while alternately. The total time for each set of high level and low level is generally fixed, which is called period (the reciprocal of the period is frequency). The time of high level outputting is generally called pulse width, and the percentage of pulse width is called duty cycle.

The longer the output of high level last, the larger the duty cycle and the larger the corresponding voltage in analog signal will be. The following figures show how the analog signals voltage vary between 0V-5V (high level is 5V) corresponding to the pulse width 0%-100%:



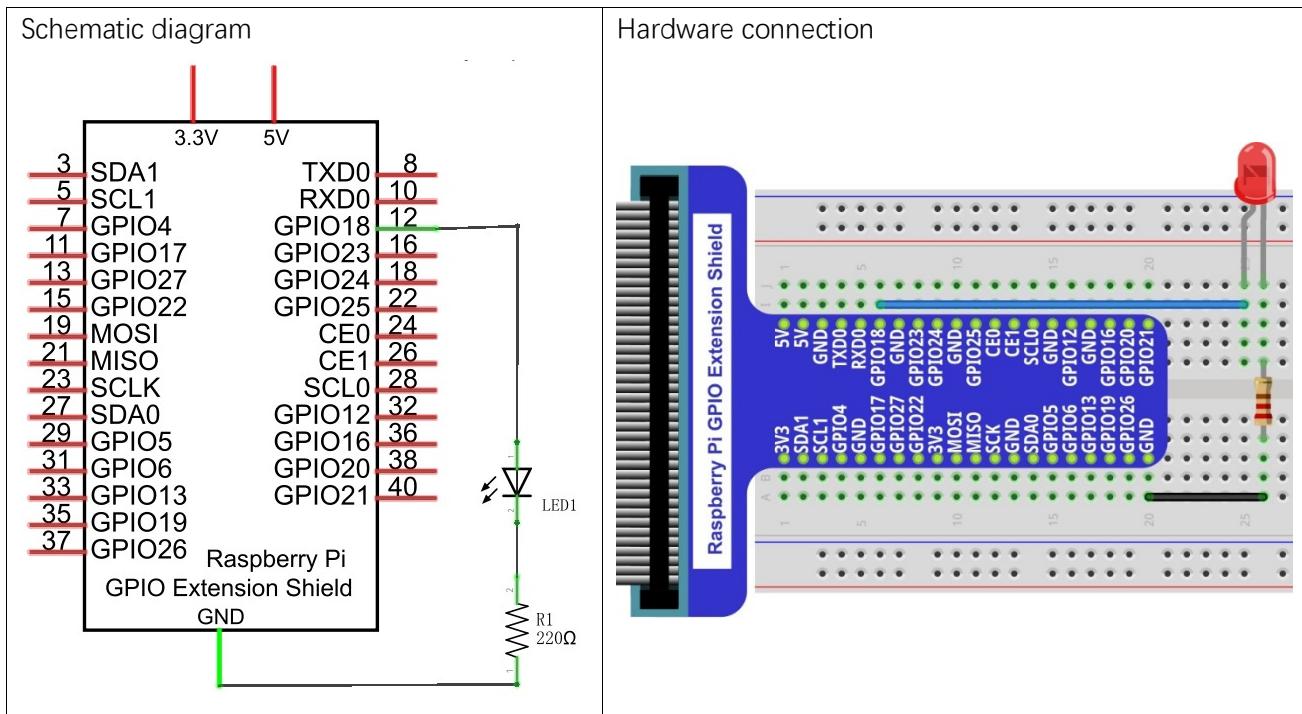
The larger PWM duty cycle is, the larger the output power will be. So we can use PWM to control the brightness of LED, the speed of DC motor and so on.

It is evident from the above that PWM is not real analog, and the effective value of the voltage is equivalent to the corresponding analog. so, we can control the output power of the LED and other output modules to achieve different effects.

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



Circuit



Code

This experiment is designed to make PWM output GPIO18 with pulse width increasing from 0% to 100%, and then reducing from 100% to 0% gradually.

C Code 4.1.1 BreathingLED

First observe the experimental phenomenon, and then analyze the code.

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

```
cd Freenove_Super_Starter_Kit_for_Raspberry_Pi/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 turn 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 #define ledPin    1 //Only GPIO18 can output PWM
4 int main(void)
5 {
6     int i;
7     if(wiringPiSetup() == -1) { //when initialize wiring failed, print message to screen
8         printf("setup wiringPi failed !");
9     }
10 }
```

```

9         return 1;
10        }
11
12        pinMode(ledPin, PWM_OUTPUT); //pwm output mode
13        while(1) {
14            for(i=0;i<1024;i++) {
15                pwmWrite(ledPin, i);
16                delay(2);
17            }
18            delay(300);
19            for(i=1023;i>=0;i--) {
20                pwmWrite(ledPin, i);
21                delay(2);
22            }
23            delay(300);
24        }
25        return 0;
26    }

```

Since only GPIO18 of RPi has hardware capability to output PWM, the ledPin should be defined as 1 and set its output mode to PWM_OUTPUT based on the corresponding chart for pins.

```
pinMode(ledPin, PWM_OUTPUT); //pwm output mode
```

There are two “for” cycles in the next endless “while” cycle. The first makes the ledPin output PWM from 0% to 100% and the second makes the ledPin output PWM from 100% to 0%.

```

while(1) {
    for(i=0;i<1024;i++) {
        pwmWrite(ledPin, i);
        delay(2);
    }
    delay(300);
    for(i=1023;i>=0;i--) {
        pwmWrite(ledPin, i);
        delay(2);
    }
    delay(300);
}

```

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

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

Writes the value to the PWM register for the given pin. The Raspberry Pi has one on-board PWM pin, pin 1 (BCM_GPIO 18, Phys 12) and the range is 0-1024..



Python Code 4.1.1 BreathingLED

First observe the experimental phenomenon, and then analyze the code.

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

```
cd Freenove_Super_Starter_Kit_for_Raspberry_Pi/Code/Python_Code/04.1.1_BreathingLED
```

2. Use python command to execute python code "BreathingLED.py".

```
python BreathingLED.py
```

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

The following is the program code:

```

1 import RPi.GPIO as GPIO
2
3 import time
4
5 LedPin = 12
6
7 def setup():
8     global p
9     GPIO.setmode(GPIO.BCM)      # Numbers GPIOs by physical location
10    GPIO.setup(LedPin, GPIO.OUT) # Set LedPin's mode is output
11    GPIO.output(LedPin, GPIO.LOW) # Set LedPin to low
12    p = GPIO.PWM(LedPin, 1000)  # set Frequece to 1KHz
13    p.start(0)                # Duty Cycle = 0
14
15 def loop():
16     while True:
17         for dc in range(0, 101, 1): # Increase duty cycle: 0~100
18             p.ChangeDutyCycle(dc)   # Change duty cycle
19             time.sleep(0.01)
20             time.sleep(1)
21         for dc in range(100, -1, -1): # Decrease duty cycle: 100~0
22             p.ChangeDutyCycle(dc)
23             time.sleep(0.01)
24             time.sleep(1)
25
26 def destroy():
27     p.stop()
28     GPIO.output(LedPin, GPIO.LOW) # turn off led
29     GPIO.cleanup()
30
31 if __name__ == '__main__':      # Program start from here
32     setup()
33     try:
34         loop()
35     except KeyboardInterrupt: # When 'Ctrl+C' is pressed, the child program destroy()
36         will be executed.
37         destroy()
```

LED is connected to the IO port called GPIO18. And LedPin is defined as 12 and set to output mode according to the corresponding chart for pins. Then create a PWM instance and set the PWM frequency to 1000HZ, the initial duty cycle to 0%.

```

LedPin = 12
def setup():
    global p
    GPIO.setmode(GPIO.BOARD)      # Numbers GPIOs by physical location
    GPIO.setup(LedPin, GPIO.OUT)   # Set LedPin's mode is output
    GPIO.output(LedPin, GPIO.LOW)  # Set LedPin to low
    p = GPIO.PWM(LedPin, 1000)    # set Freqeuce to 1KHz
    p.start(0)                   # Duty Cycle = 0

```

There are two “for” cycles used to realize breathing LED in the next endless “while” cycle. The first makes the ledPin output PWM from 0% to 100% and the second makes the ledPin output PWM from 100% to 0%.

```

def loop():
    while True:
        for dc in range(0, 101, 1): # Increase duty cycle: 0~100
            p.ChangeDutyCycle(dc)   # Change duty cycle
            time.sleep(0.01)
        time.sleep(1)
        for dc in range(100, -1, -1): # Decrease duty cycle: 100~0
            p.ChangeDutyCycle(dc)
            time.sleep(0.01)
        time.sleep(1)

```

The related functions of PWM are described as follows:

p = GPIO.PWM(channel, frequency)

To create a PWM instance:

p.start(dc)

To start PWM:, where dc is the duty cycle (0.0 <= dc <= 100.0)

p.ChangeFrequency(freq)

To change the frequency, where freq is the new frequency in Hz

p.ChangeDutyCycle(dc)

To change the duty cycle, where 0.0 <= dc <= 100.0

p.stop()

To stop PWM。

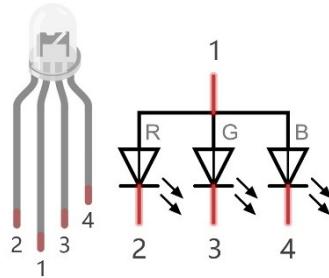
For more details about usage method for PMW of RPi.GPIO, please refer to:

<https://sourceforge.net/p/raspberry-gpio-python/wiki/PWM/>

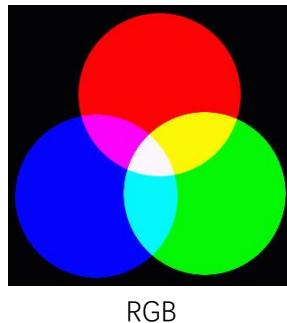
Chapter 5 RGBLED

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

RGB LED has integrated 3 LEDs that can respectively emit red, green and blue light. And it has 4 pins. The long pin (1) is the common port, that is, 3 LED's positive or negative port. The RGB LED with common positive port and its symbol are shown below. We can make RGB LED emit various colors of light by controlling these 3 LEDs to emit light with different brightness,



Red, green, and blue light are called 3 primary colors. When you combine these three primary-color light with different brightness, it can produce almost all kinds of visible lights. Computer screens, single pixel of cell phone screen, neon, and etc. are working under this principle.



RGB

If we use three 8 bit PWM to control the RGBLED, in theory, we can create $2^8 * 2^8 * 2^8 = 16777216$ (16 million) color through different combinations.

Next, we will use RGBLED to make a colorful LED.

Project 5.1 Colorful LED

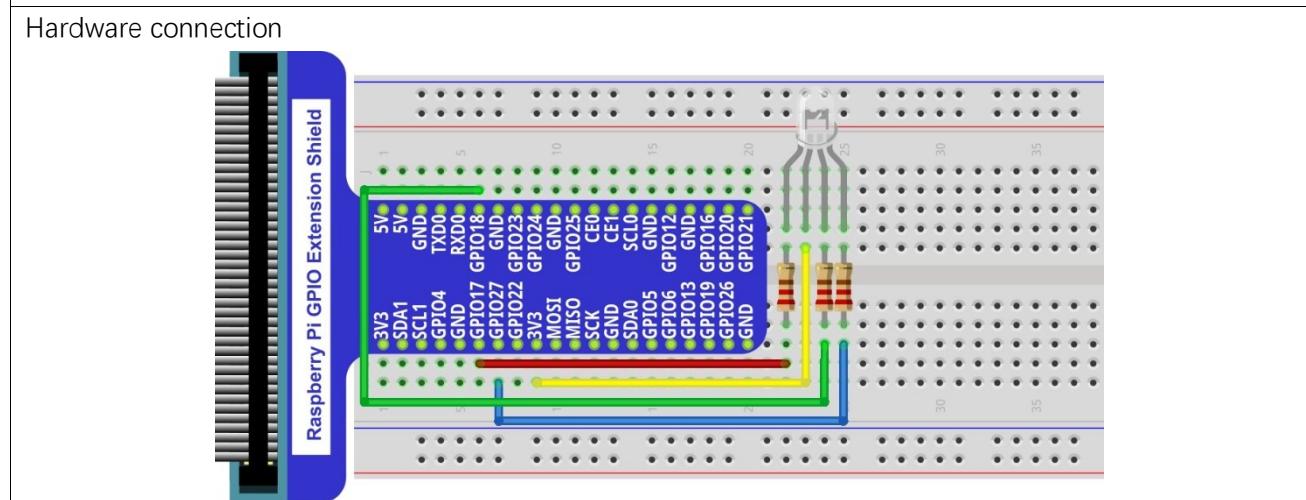
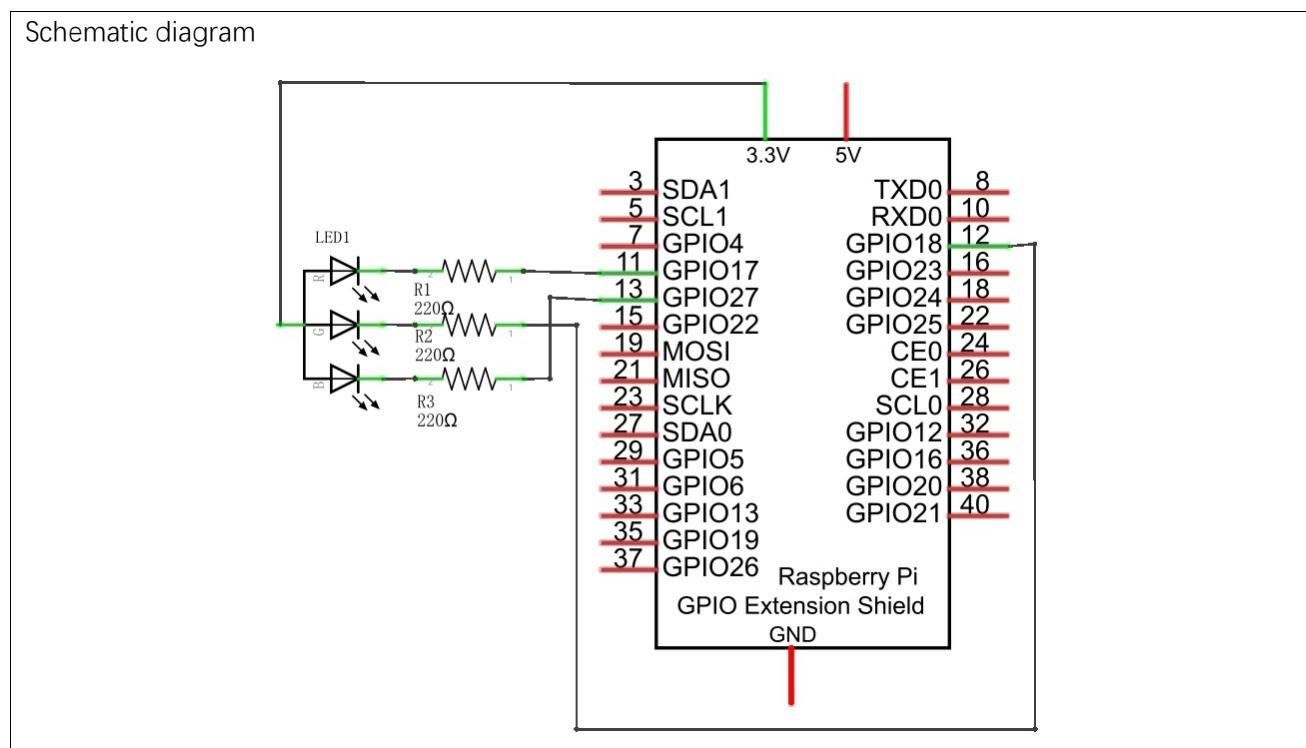
In this experiment, we will make a colorful LED. And we can control RGBLED to switch different colors automatically.

Component List

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

Jumper M/M x4		
		

Circuit





Code

Since this test requires 3 PWM, but in RPi, only one GPIO has the hardware capability to output PWM, we need to use the software to make the ordinary GPIO output PWM.

C Code 5.1.1 ColorfulLED

First observe the experimental phenomenon, and then analyze the code.

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

```
cd Freenove_Super_Starter_Kit_for_Raspberry_Pi/Code/C_Code/05.1.1_ColorfulLED
```

2. Use following command to compile “ColorfulLED.c” and generate executable file “ColorfulLED”. Note: in this experiment, the software PWM uses a multi-threading mechanism. So “-lpthread” option need to be add the compiler.

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

3. And then run the generated by “ColorfulLED”.

```
sudo ./ColorfulLED
```

After the program is executed, you will see that the RGBLED shows light of different color randomly.

The following is the program code:

```

1 #include <wiringPi.h>
2 #include <softPwm.h>
3 #include <stdio.h>
4
5 #define ledPinRed    0
6 #define ledPinGreen  1
7 #define ledPinBlue   2
8
9 void ledInit(void)
10 {
11     softPwmCreate(ledPinRed, 0, 100);
12     softPwmCreate(ledPinGreen, 0, 100);
13     softPwmCreate(ledPinBlue, 0, 100);
14 }
15
16 void ledColorSet(int r_val, int g_val, int b_val)
17 {
18     softPwmWrite(ledPinRed, r_val);
19     softPwmWrite(ledPinGreen, g_val);
20     softPwmWrite(ledPinBlue, b_val);
21 }
22
23 int main(void)
24 {
25     int r, g, b;
26     if(wiringPiSetup() == -1) { //when initialize wiring failed, print message to screen
27         printf("setup wiringPi failed !");

```

```

28         return 1;
29     }
30     printf("Program is starting ... \n");
31     ledInit();
32
33     while(1) {
34         r=random()%100;
35         g=random()%100;
36         b=random()%100;
37         ledColorSet(r, g, b);
38         printf("r=%d,  g=%d,  b=%d \n", r, g, b);
39         delay(300);
40     }
41     return 0;
42 }
```

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

```

void ledInit(void)
{
    softPwmCreate(ledPinRed, 0, 100);
    softPwmCreate(ledPinGreen, 0, 100);
    softPwmCreate(ledPinBlue, 0, 100);
}
```

Then create the sub function, and set the PWM of three pins.

```

void ledColorSet(int r_val, int g_val, int b_val)
{
    softPwmWrite(ledPinRed, r_val);
    softPwmWrite(ledPinGreen, g_val);
    softPwmWrite(ledPinBlue, b_val);
}
```

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

```

while(1) {
    r=random()%100;
    g=random()%100;
    b=random()%100;
    ledColorSet(r, g, b);
    printf("r=%d,  g=%d,  b=%d \n", r, g, b);
    delay(300);
}
```



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

```
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.

```
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/>

Python Code 5.1.1 ColorfullLED

First observe the experimental phenomenon, and then analyze the code.

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

```
cd Freenove_Super_Starter_Kit_for_Raspberry_Pi/Code/Python_Code/05.1.1_ColorfullLED
```

2. Use python command to execute python code "ColorfullLED.py".

```
python ColorfullLED.py
```

After the program is executed, you will see that the RGBLED shows light of different color randomly.

The following is the program code:

```

1 import RPi.GPIO as GPIO
2 import time
3 import random
4 pins = {'pin_R':11, 'pin_G':12, 'pin_B':13} # pins is a dict
5 def setup():
6     global p_R, p_G, p_B
7     print 'Program is starting ... '
8     GPIO.setmode(GPIO.BOARD)      # Numbers GPIOs by physical location
9     for i in pins:
10         GPIO.setup(pins[i], GPIO.OUT)    # Set pins' mode is output
11         GPIO.output(pins[i], GPIO.HIGH) #Set pins to high(+3.3V) to off led
12         p_R = GPIO.PWM(pins['pin_R'], 2000) # set Freuece to 2KHz
13         p_G = GPIO.PWM(pins['pin_G'], 2000)
14         p_B = GPIO.PWM(pins['pin_B'], 2000)
15         p_R.start(0)      # Initial duty Cycle = 0
16         p_G.start(0)
17         p_B.start(0)
18 def setColor(r_val, g_val, b_val):
19     p_R.ChangeDutyCycle(r_val)      # Change duty cycle
20     p_G.ChangeDutyCycle(g_val)
21     p_B.ChangeDutyCycle(b_val)
22 def loop():
23     while True :
24         r=random.randint(0, 100)
25         g=random.randint(0, 100)
26         b=random.randint(0, 100)
```

```

27         setColor(r, g, b)
28         print 'r=%d, g=%d, b=%d' %(r ,g, b)
29         time.sleep(0.3)
30     def destroy():
31         p_R.stop()
32         p_G.stop()
33         p_B.stop()
34         GPIO.cleanup()
35     if __name__ == '__main__':      # Program start from here
36         setup()
37         try:
38             loop()
39         except KeyboardInterrupt: # When 'Ctrl+C' is pressed, the child program destroy()
40             will be executed.
41         destroy()

```

In the last chapter, we have learned how to use python language to make a pin output PWM. In this experiment, we let three pins output PWM, and the usage is exactly the same as last chapter. In the “while” cycle of “loop” function, we first obtain three random numbers, and then specify these three random numbers as the PWM value of the three pins.so that the RGBLED switching of different colors randomly.

```

def loop():
    while True :
        r=random.randint(0, 100)
        g=random.randint(0, 100)
        b=random.randint(0, 100)
        setColor(r, g, b)
        print 'r=%d, g=%d, b=%d' %(r ,g, b)
        time.sleep(0.3)

```

About function randint():

random.randint(a, b)

The function can returns a random integer within the specified range (a, b).



Chapter 6 Buzzer

In this chapter, we will learn a component that can sound, buzzer.

Project 6.1 Doorbell

We will make this kind of doorbell: when the button is pressed, the buzzer sounds; and when the button is released, the buzzer stops sounding.

Component List

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

Component knowledge

Buzzer

Buzzer is a sounding component, which is widely used in electronic devices such as calculator, electronic warning clock, alarm. Buzzer has active and passive type. Active buzzer has oscillator inside, and it will sound as long as it is supplied with power. Passive buzzer requires external oscillator signal (generally use PWM with different frequency) to make a sound.



Active buzzer is easy to use. Generally, it can only make a specific frequency of sound. Passive buzzer requires an external circuit to make a sound, but it can be controlled to make a sound with different frequency. The resonant frequency of the passive buzzer is 2kHz, which means the passive buzzer is loudest when its resonant frequency is 2kHz.

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

Transistor

Due to the current operating of buzzer is so large that GPIO of RPi output capability can not be satisfied, a transistor of NPN type is needed here to amplify the current.

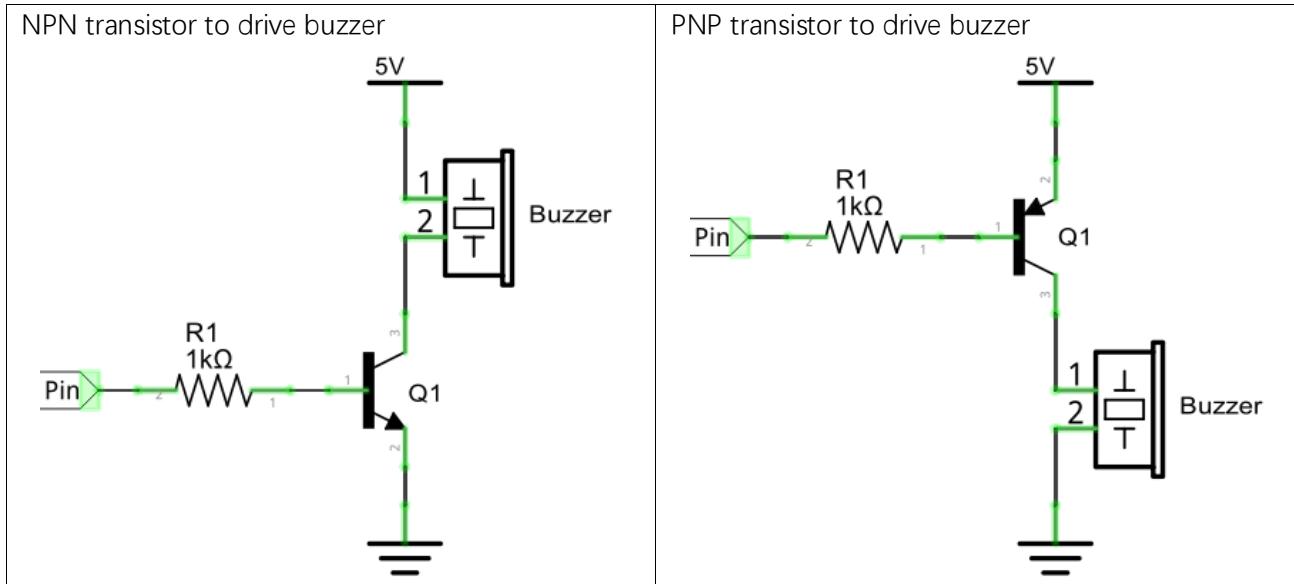
Transistor, the full name: semiconductor transistor, is a semiconductor device that controls current. Transistor can be used to amplify weak signal, or works as a switch. It has three electrodes(PINs): base (b), collector (c) and emitter (e). When there is current passing between "be", "ce" will allow several-fold current (transistor magnification) pass, at this point, transistor works in the amplifying area. When current between "be" exceeds a certain value, "ce" will not allow current to increase any longer, at this point, transistor works in the saturation area. Transistor has two types shown below: PNP and NPN,



According to the transistor's characteristics, it is often used as a switch in digital circuits. For micro-controller's capacity of output current is very weak, we will use transistor to amplify current and drive large-current components.

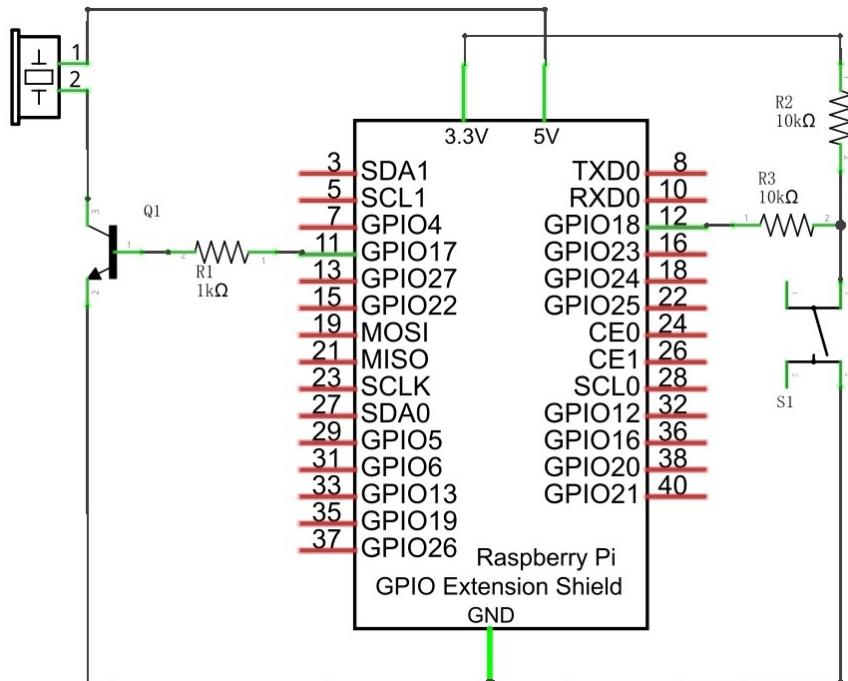
When use NPN transistor to drive buzzer, we often adopt the following method. If GPIO outputs high level, current will flow through R1, the transistor gets conducted, and the buzzer make a sound. If GPIO outputs low level, no current flows through R1, the transistor will not be conducted, and buzzer will not sound.

When use PNP transistor to drive buzzer, we often adopt the following method. If GPIO outputs low level, current will flow through R1, the transistor gets conducted, buzzer make a sound. If GPIO outputs high level, no current flows through R1, the transistor will not be conducted, and buzzer will not sound.

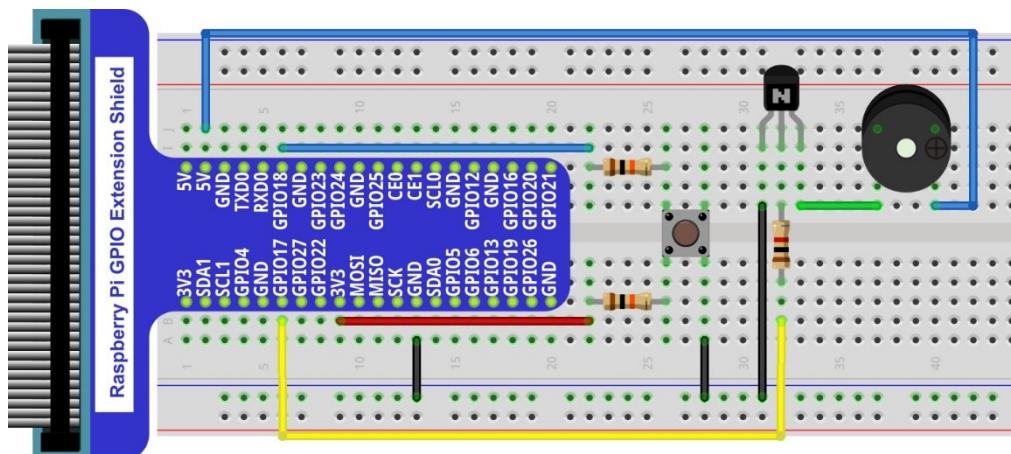


Circuit

Schematic diagram



Hardware connection



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



Code

In this experiment, buzzer is controlled by the button. When the button is pressed, the buzzer sounds. And when the button is released, the buzzer stops sounding. In the logic, it is the same to using button to control LED.

C Code 6.1.1 Doorbell

First observe the experimental phenomenon, and then analyze the code.

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

```
cd Freenove_Super_Starter_Kit_for_Raspberry_Pi/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 button, then buzzer sounds. And when the button is release, the buzzer will stop sounding.

The following is the program code:

```

1 #include <wiringPi.h>
2 #include <stdio.h>
3
4 #define buzzPin 0      //define the buzzPin
5 #define buttonPin 1    //define the buttonPin
6
7 int main(void)
8 {
9     if(wiringPiSetup() == -1) { //when initialize wiring failed, print message to screen
10         printf("setup wiringPi failed !");
11         return 1;
12     }
13
14     pinMode(buzzPin, OUTPUT);
15     pinMode(buttonPin, INPUT);
16
17     pullUpDnControl(buttonPin, PUD_UP); //pull up to high level
18     while(1) {
19
20         if(digitalRead(buttonPin) == LOW) { //button has pressed down
21             digitalWrite(buzzPin, HIGH); //buzzer on
22             printf("buzzer on...\n");
23         }
24         else { //button has released
25             digitalWrite(buzzPin, LOW); //buzzer off
26             printf("...buzzer off\n");
27         }
28     }
29 }
```

```

28     }
29
30     return 0;
31 }
```

The code is exactly the same to using button to control LED logically. You can try to use the PNP transistor to achieve the function of his circuit once again.

Python Code 6.1.1 Doorbell

First observe the experimental phenomenon, then analyze the code.

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

```
cd Freenove_Super_Starter_Kit_for_Raspberry_Pi/Code/Python_Code/06.1.1_Doorbell
```

2. Use python command to execute python code "Doorbell.py".

```
python Doorbell.py
```

After the program is executed, press the button, then buzzer sounds. And when the button is released, the buzzer will stop sounding.

The following is the program code:

```

1 import RPi.GPIO as GPIO
2
3 buzzRPin = 11      # define the buzzRPin
4 buttonPin = 12      # define the buttonPin
5
6 def setup():
7     print 'Program is starting...'
8     GPIO.setmode(GPIO.BOARD)      # Numbers GPIOs by physical location
9     GPIO.setup(buzzRPin, GPIO.OUT)  # Set buzzRPin's mode is output
10    GPIO.setup(buttonPin, GPIO.IN, pull_up_down=GPIO.PUD_UP)  # Set buttonPin's mode is
11        input, and pull up to high level(3.3V)
12
13 def loop():
14     while True:
15         if GPIO.input(buttonPin)==GPIO.LOW:
16             GPIO.output(buzzRPin,GPIO.HIGH)
17             print 'buzzer on ...'
18         else :
19             GPIO.output(buzzRPin,GPIO.LOW)
20             print 'buzzer off ...'
21
22 def destroy():
23     GPIO.output(buzzRPin, GPIO.LOW)      # buzzer off
24     GPIO.cleanup()                      # Release resource
25
26 if __name__ == '__main__':      # Program start from here
27     setup()
28     try:
29         loop()
```

```

30     except KeyboardInterrupt: # When 'Ctrl+C' is pressed, the child program destroy()
31         will be executed.
32         destroy()

```

The code is exactly the same to using button to control LED logically. You can try to use the PNP transistor to achieve the function of his circuit once again.

Project 6.2 Alertor

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

Component list and the circuit part is the similar to last section. In the Doorbell circuit only the active buzzer needs to be replaced with a passive buzzer.

Code

In this experiment, the buzzer alarm is controlled by the button. Press the button, then buzzer sounds. If you release the button, the buzzer will stop sounding. In the logic, it is the same to using button to control LED. In the control method, passive buzzer requires PWM of certain frequency to sound.

C Code 6.2.1 Alertor

First observe the experimental phenomenon, and then analyze the code.

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

```
cd Freenove_Super_Starter_Kit_for_Raspberry_Pi/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 are needed to add 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 button, then buzzer sounds. And when the button is released, the buzzer will stop sounding.

The following is the program code:

```

1 #include <wiringPi.h>
2 #include <stdio.h>
3 #include <softTone.h>
4 #include <math.h>
5 #define buzzPin 0 //define the buzzPin
6 #define buttonPin 1 //define the buttonPin
7 void alertor(int pin){
8     int x;
9     double sinVal, toneVal;
10    for(x=0;x<360;x++) { // The frequency is based on the sine curve.
11        sinVal = sin(x * (M_PI / 180));
12        toneVal = 2000 + sinVal * 500;
13        softToneWrite(pin, toneVal);
14        delay(1);

```

```

15 }
16 }
17 void stopAlertor(int pin) {
18     softToneWrite(pin, 0);
19 }
20 int main(void)
21 {
22     if(wiringPiSetup() == -1) { //when initialize wiring failed, print message to screen
23         printf("setup wiringPi failed !");
24         return 1;
25     }
26     pinMode(buzzRPin, OUTPUT);
27     pinMode(buttonPin, INPUT);
28     softToneCreate(buzzRPin);
29     pullUpDnControl(buttonPin, PUD_UP); //pull up to high level
30     while(1) {
31         if(digitalRead(buttonPin) == LOW) { //button has pressed down
32             alertor(buzzRPin); //buzzer on
33             printf("alertor on... \n");
34         }
35         else { //button has released
36             stopAlertor(buzzRPin); //buzzer off
37             printf("...buzzer off\n");
38         }
39     }
40     return 0;
41 }
```

The code is the same to the active buzzer logically, but the way to control the buzzer is different. Passive buzzer requires PWM of certain frequency to control, so you need to create a software PWM pin through softToneCreate (buzzRPin). Here softTone is dedicated to generate square wave with variable frequency and duty cycle fixed to 50%, which is a better choice for controlling the buzzer.

	softToneCreate (buzzRPin) ;
--	-----------------------------

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

	<pre> 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); } }</pre>
--	---

```

}
}
```

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

```

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

The related functions of softTone is 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/>

Python Code 6.2.1 Alertor

First observe the experimental phenomenon, and then analyze the code.

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

```
cd Freenove_Super_Starter_Kit_for_Raspberry_Pi/Code/Python_Code/06.2.1_Alertor
```

2. Use the python command to execute the Python code “Alertor.py”.

```
python Alertor.py
```

After the program is executed, press the button, then the buzzer sounds. When the button is released, the buzzer will stop sounding.

The following is the program code:

```

1 import RPi.GPIO as GPIO
2
3 import time
4
5 import math
6
7
8 buzzRPin = 11      # define the buzzRPin
9 buttonPin = 12      # define the buttonPin
10
11
12 def setup():
13     global p
14     print 'Program is starting...'
15     GPIO.setmode(GPIO.BOARD)      # Numbers GPIOs by physical location
16     GPIO.setup(buzzRPin, GPIO.OUT)  # Set buzzRPin's mode is output
17     GPIO.setup(buttonPin, GPIO.IN, pull_up_down=GPIO.PUD_UP)  # Set buttonPin's mode is
18     input, and pull up to high level(3.3V)
19     p = GPIO.PWM(buzzRPin, 1)
20     p.start(0);
21
22
23 def loop():
24     while True:
25         if GPIO.input(buttonPin)==GPIO.LOW:
26             alertor()
27             print 'buzzer on ...'
28         else :
```

```

24         stopAlertor()
25         print 'buzzer off ...'
26 def alertor():
27     p.start(50)
28     for x in range(0, 361):
29         sinVal = math.sin(x * (math.pi / 180.0))
30         toneVal = 2000 + sinVal * 500
31         p.ChangeFrequency(toneVal)
32         time.sleep(0.001)
33
34 def stopAlertor():
35     p.stop()
36 def destroy():
37     GPIO.output(buzzerRPin, GPIO.LOW)      # buzzer off
38     GPIO.cleanup()                      # Release resource
39 if __name__ == '__main__':      # Program start from here
40     setup()
41     try:
42         loop()
43     except KeyboardInterrupt:    # When 'Ctrl+C' is pressed, the child program destroy()
44     will be executed.
45     destroy()

```

The code is the same to the active buzzer logically, but the way to control the buzzer is different. Passive buzzer requires PWM of certain frequency to control, so you need to create a software PWM pin through softToneCreate (buzzerRPin). The way to creat PMW is also introduced before in the sections about BreathingLED and RGBLED.

```

def setup():
    global p
    print 'Program is starting...'
    GPIO.setmode(GPIO.BOARD)      # Numbers GPIOs by physical location
    GPIO.setup(buzzerRPin, GPIO.OUT)  # Set buzzerRPin's mode is output
    GPIO.setup(buttonPin, GPIO.IN, pull_up_down=GPIO.PUD_UP)  # Set buttonPin's mode is
    input, and pull up to high level(3.3V)
    p = GPIO.PWM(buzzerRPin, 1)
    p.start(0);

```

In the while cycle of main function, when the button is pressed, the subfunction alertor () will be called and the alertor will issue a warning sound. The frequency curve of the alarm is based on the sine curve. We need to calculate the sine value from 0 to 360 degree and multiply a certain value (here is 500) and plus the resonant frequency of buzzer. We can set the PWM frequency through p.ChangeFrequency(toneVal).

```

def alertor():
    p.start(50)
    for x in range(0, 361):
        sinVal = math.sin(x * (math.pi / 180.0))
        toneVal = 2000 + sinVal * 500

```

```
p.ChangeFrequency(toneVal)  
time.sleep(0.001)
```

When the button is released, the buzzer will be closed.

```
def stopAlertor():  
    p.stop()
```

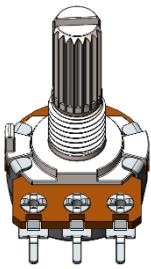
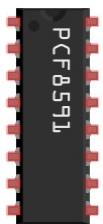
Chapter 7 PCF8591

We have learned how to control the brightness of LED through the output PWM and understood that PWM is not the real analog before. In this chapter, we will learn how to read analog quantities through PCF8591, convert it into digital quantity and convert the digital quantity into analog output. That is, ADC and DAC.

Project 7.1 Read the Voltage of Potentiometer

In this experiment, we will use the ADC function of PCF8591 to read the voltage value of potentiometer. And then output the voltage value through the DAC to control the brightness of LED.

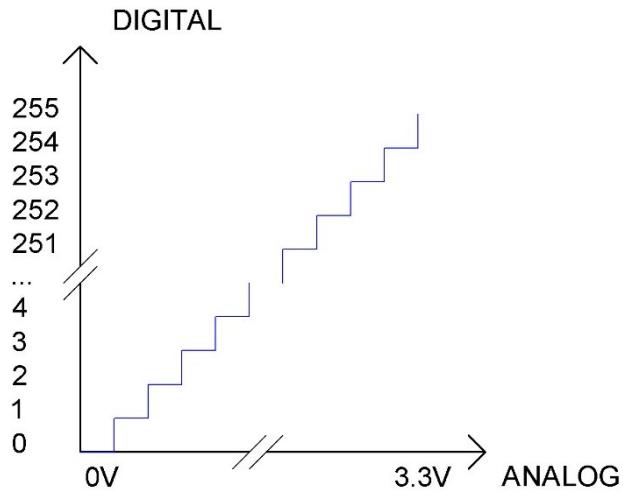
Component List

Raspberry Pi 3B x1 GPIO Extension Board & Wire x1 BreadBoard x1	Jumper M/M x16 			
Rotary potentiometer x1 	PCF8591 x1 	Resistor 10kΩ x2 	Resistor 220Ω x1 	LED x1 

Circuit knowledge

ADC

ADC, Analog-to-Digital Converter, is a device used to convert analog to digital. The range of the ADC on PCF8591 is 8 bits, that means the resolution is $2^8=256$, and it represents the range (here is 3.3V) will be divided equally to 256 parts. The analog of each range corresponds to one ADC values. So the more bits ADC has, the denser the partition of analog will be, also the higher precision of the conversion will be.



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

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

...

The following analog will be divided accordingly.

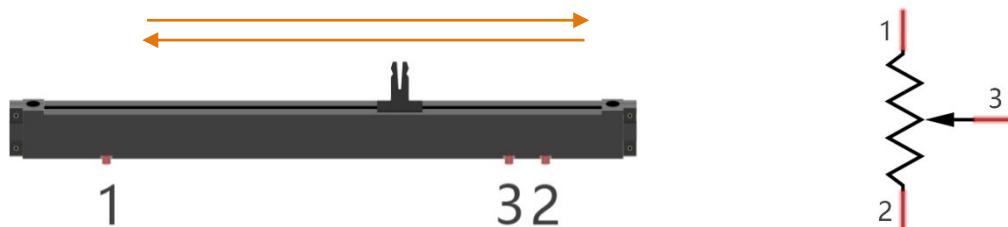
DAC

DAC, that is, Digital-to-Analog Converter, is the reverse process of ADC. The digital I/O port can output high level and low level, but can not output an intermediate voltage value, which can be solved by DAC. 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 accuracy of PCF8591 is, the higher the accuracy of output voltage value is.

Component knowledge

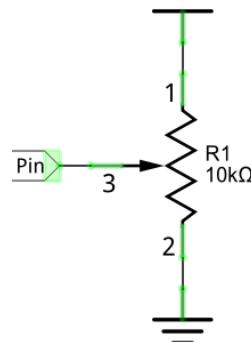
Potentiometer

Potentiometer is a resistive element with three Terminal part and the resistance can be adjusted according to a certain variation. Potentiometer is often made up by resistance and removable brush. When the brush moves along the resistor body, there will be resistance or voltage that has a certain relationship with displacement on the output side (3). Figure shown below is the linear sliding potentiometer and its symbol.



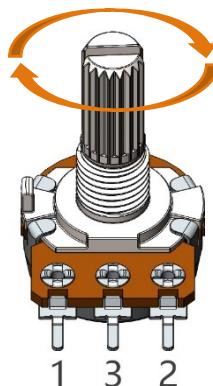
What between potentiometer pin 1 and pin 2 is the resistor body, and pins 3 is connected to brush. When brush moves from pins 1 to pin 2, the resistance between pin 1, and pin 3 will increase up to body resistance linearly, and the resistance between pin 2 and pin 3 will decrease down to 0 linearly.

In the circuit. The both sides of resistance body are often connected to the positive and negative electrode of the power. When you slide the brush pin 3, you can get a certain voltage in the range of the power supply.



Rotary potentiometer

Rotary potentiometer and linear potentiometer have similar function; the only difference is: the resistance is adjusted through rotating the potentiometer.





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.

FEATURES

- Single power supply
- Operating supply voltage 2.5 V to 6 V
- Low standby current
- Serial input/output via I2C-bus
- Address by 3 hardware address pins
- Sampling rate given by I2C-bus speed
- differential inputs
- Auto-incremented channel selection
- Analog voltage range from VSS to VDD
- On-chip track and hold circuit
- 8-bit successive approximation A/D conversion
- Multiplying DAC with one analog output.
- 4 analog inputs programmable as single-ended or

PINNING

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 supplay voltage	

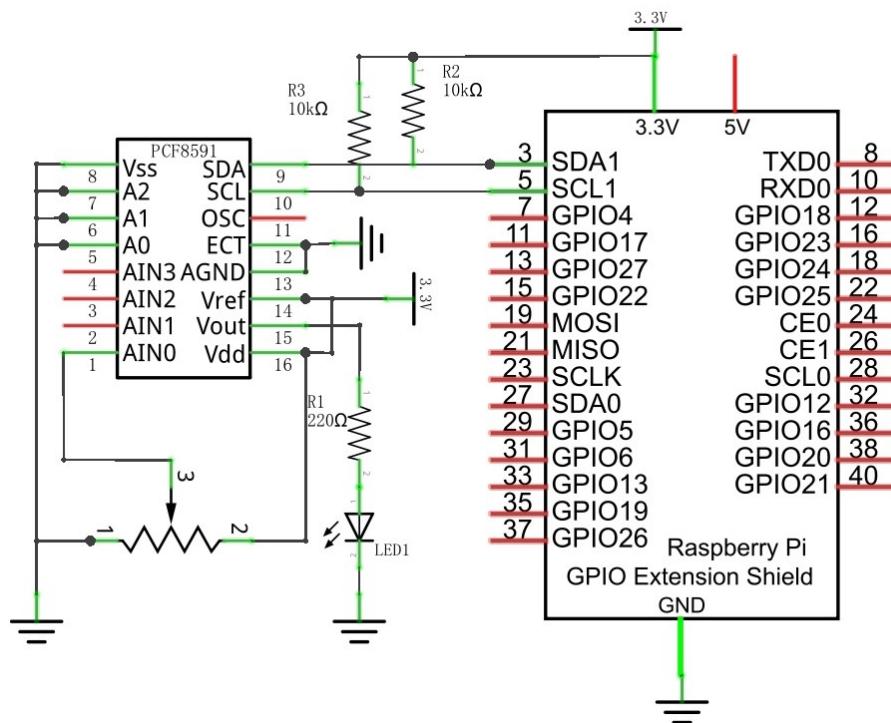
For more details about PCF8591, please refer to datasheet.

I2C communication

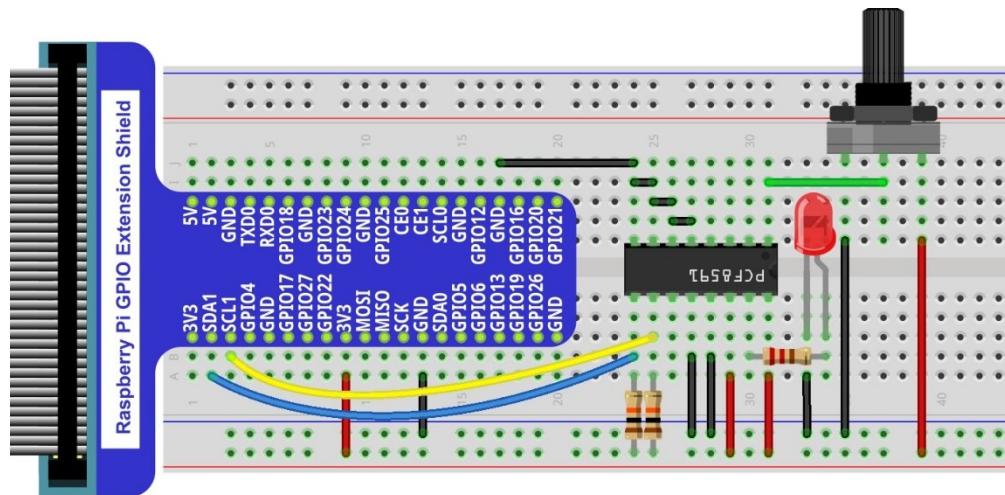
I2C(Inter-Integrated Circuit) is a two-wire serial communication mode, which can be used to connection of micro controller and its peripheral equipment. Devices using I2C communication must be connected to the serial data (SDA) line, and serial clock (SCL) line (called I2C bus). Each device has a unique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

Circuit

Schematic diagram



Hardware connection



Configure I2C

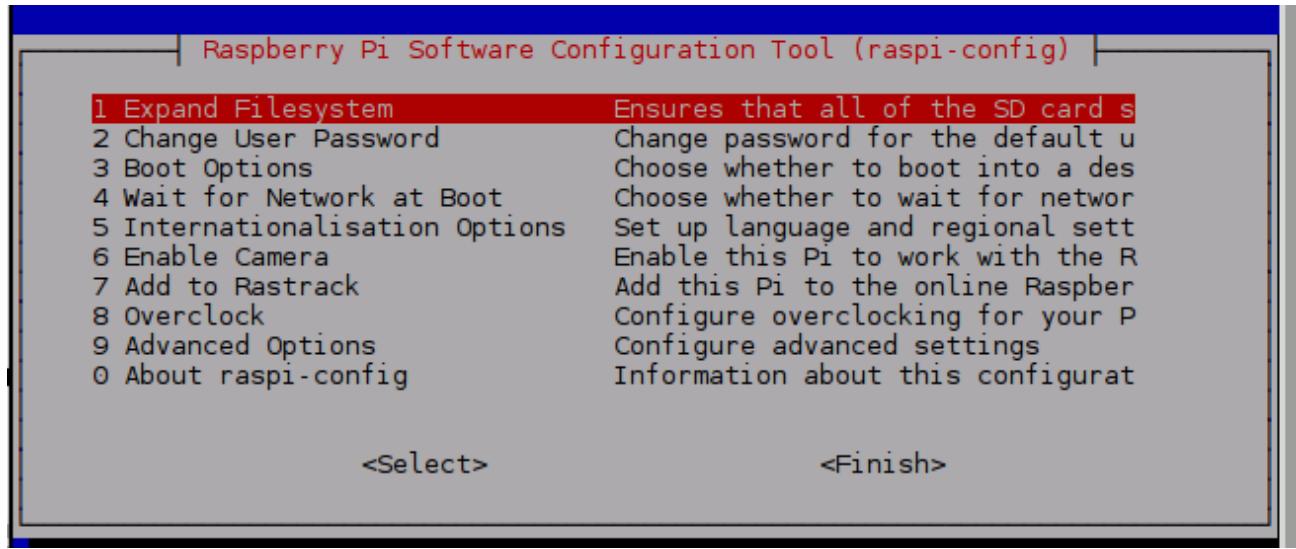
Enable I2C

The I2C interface raspberry pie is closed in default. You need to open it manually. You can enable the I2C interface in the following way.

Type command in the terminal:

```
sudo raspi-config
```

Then open the following dialog box:



Choose “9 Advanced Options” “A6 I2C”→“Yes”→“Finish” in order and restart your RPi later. Then the I2C module is 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:

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

Install I2C-Tools

Type the command to install I2C-Tools.

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

I2C device address detection:

```
i2cdetect -y 1
```

```
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: -
pi@raspberrypi:~ $
```

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

Code

C Code 7.1.1 pcf8591

First observe the experimental phenomenon, and then analyze the code.

1. Use the cd command to enter 07.1.1_PCF8591 directory of C code.

```
cd Freenove_Super_Starter_Kit_for_Raspberry_Pi/Code/C_Code/07.1.1_PCF8591
```

2. Use following command to compile "PCF8591.c" and generate executable file "PCF8591".

```
gcc PCF8591.c -o PCF8591 -lwiringPi
```

3. Then run the generated file "PCF8591".

```
sudo ./PCF8591
```

After the program is executed, shift the potentiometer, then the terminal will print out the potentiometer voltage value and the converted digital content. When the voltage is greater than 1.6V (voltage need to turn on red LED), LED starts emitting light. If you continue to increase the output voltage, the LED will become more bright gradually.

```
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 <pcf8591.h>
3 #include <stdio.h>
4
5 #define address 0x48      //pcf8591 default address
6 #define pinbase 64        //any number above 64
7 #define A0 pinbase + 0
8 #define A1 pinbase + 1
9 #define A2 pinbase + 2
10 #define A3 pinbase + 3
11
12 int main(void) {
13     int value;
14     float voltage;
15     wiringPiSetup();
16     pcf8591Setup(pinbase, address);
17     while(1) {
18         value = analogRead(A0); //read A0 pin
19         analogWrite(pinbase+0, value);
20         voltage = (float)value / 255.0 * 3.3; // calculate voltage
21         printf("ADC value : %d , \tVoltage : %.2fV\n", value, voltage);
22         delay(100);
23     }
24 }
```

The default I_C address of PCF8591 is 0x48. The pinbase is an any value greater than or equal to 64. And we have defined the ADC input channel A1, A2, A0, A3 of PCF8591.

```

#define address 0x48      //pcf8591 default address
#define pinbase 64        //any number above 64
#define A0 pinbase + 0
#define A1 pinbase + 1
#define A2 pinbase + 2
#define A3 pinbase + 3
```

In the main function, after PCF8591 is initialized by pcf8591Setup(pinbase, address), you can use the function analogRead() and analogWrite() to operate the ADC and DAC.

```
pcf8591Setup(pinbase, address);
```

In the “while” cycle, analogRead (A0) is used to read the ADC value of the A0 port (connected potentiometer), then the readed ADC value is output through analogWrite(). And then the corresponding actual voltage value will be calculated and displayed.

```

while(1) {
    value = analogRead(A0); //read A0 pin
    analogWrite(pinbase+0, value);
    voltage = (float)value / 255.0 * 3.3; // calculate voltage
    printf("ADC value : %d , \tVoltage : %.2fV\n", value, voltage);
```

```

    delay(100);
}

```

Details about analogRead() and analogWrite():

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

This writes the given value to the supplied analog pin. You will need to register additional analog modules to enable this function for devices.

```
int analogRead (int pin) ;
```

This returns the value read on the supplied analog input pin. You will need to register additional analog modules to enable this function for devices.

For more detailed instructions about PCF8591 of wiringPi, please refer to:

<http://wiringpi.com/extensio.../i2c-pcf8591/>

Python Code 7.1.1 pcf8591

First install a smbus module, and the command is as follows:

```
sudo apt-get install python-smbus
```

After the installation is completed, operate according to the following steps. Observe the experimental phenomenon, and then analyze the code.

1. Use the cd command to enter 07.1.1_pcf8591 directory of Python code.

```
cd Freenove_Super_Starter_Kit_for_Raspberry_Pi/Code/Python_Code/07.1.1_pcf8591
```

2. Use the python command to execute the Python code “pcf8591.py”..

```
python pcf8591.py
```

After the program is executed, shift the potentiometer, then the terminal will print out the potentiometer voltage value and the converted digital content. When the voltage is greater than 1.6V (voltage need to turn on red LED), LED starts emitting light. If you continue to increase the output voltage, the LED will become more bright gradually.

```

ADC Value : 168, Voltage : 2.17
ADC Value : 169, Voltage : 2.19
ADC Value : 168, Voltage : 2.17
ADC Value : 168, Voltage : 2.17

```

The following is the code:

```

1 import smbus
2 import time
3
4 address = 0x48 #default address of PCF8591
5 bus=smbus.SMBus(1)
6 cmd=0x40      #command
7

```

```

8 def analogRead(chn):# read ADC value, chn:0, 1, 2, 3
9     value = bus.read_byte_data(address, cmd+chn)
10    return value
11
12 def analogWrite(value):#write DAC value
13     bus.write_byte_data(address, cmd, value)
14
15 def loop():
16     while True:
17         value = analogRead(0) # read the ADC value of channel 0
18         analogWrite(value)      # write the DAC value
19         voltage = value / 255.0 * 3.3 # calculate the voltage value
20         print 'ADC Value : %d, Voltage : %.2f' %(value, voltage)
21         time.sleep(0.01)
22
23 def destroy():
24     bus.close()
25
26 if __name__ == '__main__':
27     print 'Program is starting ...'
28     try:
29         loop()
30     except KeyboardInterrupt:
31         destroy()

```

First, define the I2C address and control word of PCF8591, and then instantiate object bus of SMBus, which can be used to operate ADC and DAC of PCF8591.

```

address = 0x48 # default address of PCF8591
bus=smbus.SMBus(1)
cmd=0x40      # command

```

This sub function is used to read the ADC. Its parameter "chn" represents the input channel number: 0, 1, 2, 3. Its return value is the readed ADC value.

```

def analogRead(chn):# read ADC value, chn:0, 1, 2, 3
    value = bus.read_byte_data(address, cmd+chn)
    return value

```

This sub function is used to write DAC. Its parameter "value" represents the digital quality to be written, between 0-255.

```

def analogWrite(value):# write DAC value
    bus.write_byte_data(address, cmd, value)

```

In the "while" cycle, first read the ADC value of channel 0, and then wite the value as the DAC digital quality and output corresponding voltage in the Aout pin of PCF8591. Then calculate the corresponding voltage value and print it out.

```

def loop():
    while True:
        value = analogRead(0) #read the ADC value of channel 0

```

```
analogWrite(value)      # write ADC value  
voltage = value / 255.0 * 3.3 # calculate voltage value  
print 'ADC Value : %d, Voltage : %.2f' %(value, voltage)  
time.sleep(0.01)
```

About smbus module:

smbus Module

That is System Management Bus. This module defines an object type that allows SMBus transactions on hosts running the Linux kernel. The host kernel must have I2C support, I2C device interface support, and a bus adapter driver. All of these can be either built-in to the kernel, or loaded from modules.

In Python, you can use help(smbus) to view the relevant function and their descriptions.

bus=smbus.SMBus(1) : Create an SMBus class object.

bus.read_byte_data(address,cmd+chn) : Read a byte of data from an address and return it.

bus.write_byte_data(address,cmd,value) : Write a byte of data to an address.



Chapter 8 Potentiometer & LED

We have learned how to use ADC and DAC before. When using DAC output analog to drive LED, we found that, when the output voltage is less than led turn-on voltage, the LED does not light, the output analog voltage is greater than the LED voltage, the LED will light. This leads to a certain degree of waste of resources. Therefore, in the control of LED brightness, we should choose a more reasonable way of PWM control. In this chapter, we learn to control the brightness of LED through a potentiometer.

Project 8.1 Soft Light

In this experiment, we will make a soft light. Use PCF8591 to read ADC value of potentiometers and map it to duty cycle ratio of PWM used to control the brightness of LED. Then you can make the LED brightness changed by shifting the potentiometer.

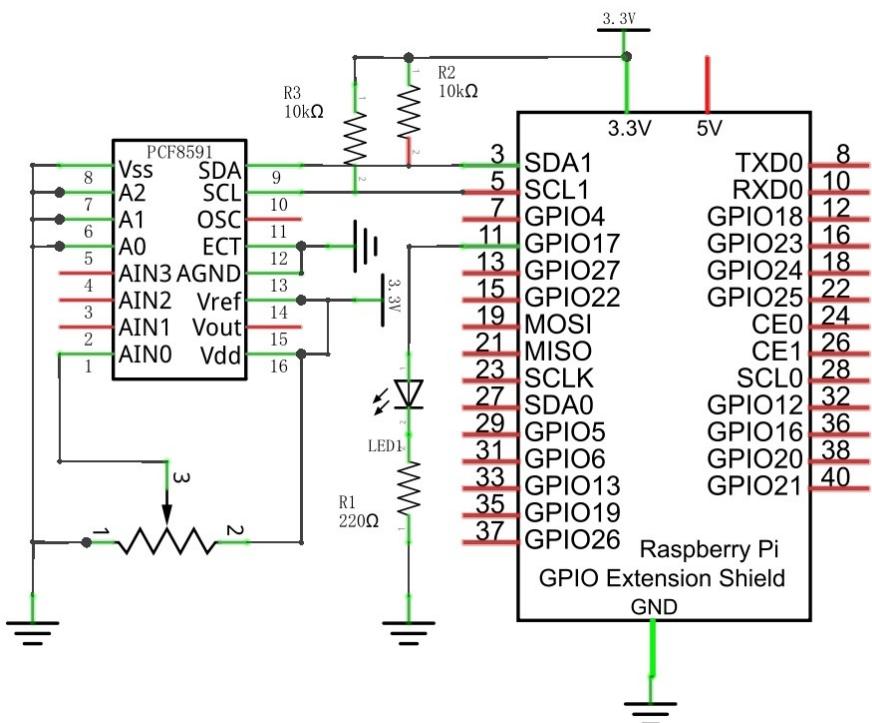
Component List

Raspberry Pi 3B x1 GPIO Extension Board & Wire x1 BreadBoard x1	Jumper M/M x17 			
Rotary potentiometer x1 	PCF8591 x1 	Resistor 10kΩ x2 	Resistor 220Ω x1 	LED x1

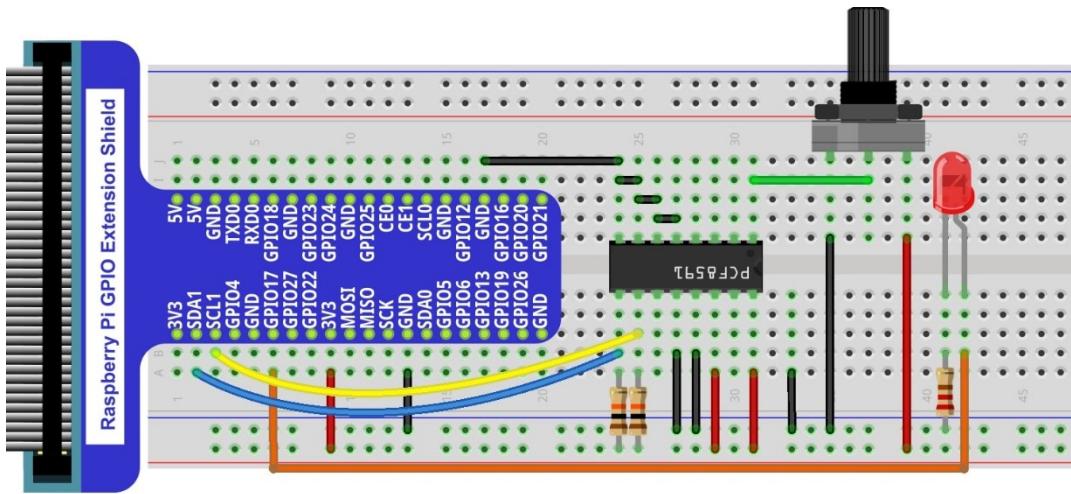
Circuit

The circuit of this experiment is similar to the one in the last chapter. The only difference is that the pin used to control LED is different.

Schematic diagram



Hardware connection





Code

C Code 8.1.1 Softlight

First observe the experimental phenomenon, and then analyze the code.

1. Use the cd command to enter 08.2.1_Softlight directory of C code.

```
cd Freenove_Super_Starter_Kit_for_Raspberry_Pi/Code/C_Code/08.1.1_Softlight
```

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

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

3. Then run the generated file "Softlight".

```
sudo ./Softlight
```

After the program is executed, shift the potentiometer, then the terminal window will print out the voltage value of the potentiometer and the converted digital quantity. And brightness of LED will be changed consequently.

The following is the code:

```

1 #include <wiringPi.h>
2 #include <pcf8591.h>
3 #include <stdio.h>
4 #include <softPwm.h>
5
6 #define address 0x48      //pcf8591 default address
7 #define pinbase 64        //any number above 64
8 #define A0 pinbase + 0
9 #define A1 pinbase + 1
10 #define A2 pinbase + 2
11 #define A3 pinbase + 3
12
13 #define ledPin 0
14 int main(void) {
15     int value;
16     float voltage;
17     if(wiringPiSetup() == -1){ //when initialize wiring failed, print message to screen
18         printf("setup wiringPi failed !");
19         return 1;
20     }
21     softPwmCreate(ledPin, 0, 100);
22     pcf8591Setup(pinbase, address);
23
24     while(1) {
25         value = analogRead(A0); //read A0 pin
26         softPwmWrite(ledPin, value*100/255);
27         voltage = (float)value / 255.0 * 3.3; // calculate voltage
28         printf("ADC value : %d , \tVoltage : %.2fV\n", value, voltage);
29         delay(100);

```

```
30     }
31     return 0;
32 }
```

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

Python Code 8.1.1 Softlight

First observe the experimental phenomenon, and then analyze the code.

1. Use the cd command to enter 08.2.1_Softlight directory of Python code

```
cd Freenove_Super_Starter_Kit_for_Raspberry_Pi/Code/Python_Code/08.1.1_Softlight
```

2. Use the python command to execute the Python code “Softlight.py”.

```
python Softlight.py
```

After the program is executed, shift the potentiometer, then the terminal window will print out the voltage value of the potentiometer and the converted digital quantity. And brightness of LED will be changed consequently.

The following is the code:

```
1 import RPi.GPIO as GPIO
2 import smbus
3 import time
4
5 address = 0x48
6 bus=smbus.SMBus(1)
7 cmd=0x40
8 ledPin = 11
9
10 def analogRead(chn):
11     value = bus.read_byte_data(address, cmd+chn)
12     return value
13
14 def analogWrite(value):
15     bus.write_byte_data(address, cmd, value)
16
17 def setup():
18     global p
19     GPIO.setmode(GPIO.BCM)
20     GPIO.setup(ledPin, GPIO.OUT)
21     GPIO.output(ledPin, GPIO.LOW)
22
23     p = GPIO.PWM(ledPin, 1000)
24     p.start(0)
25
26 def loop():
27     while True:
28         value = analogRead(0)
29         p.ChangeDutyCycle(value*100/255)
30         voltage = value / 255.0 * 3.3
```

```
31     print 'ADC Value : %d, Voltage : %.2f' %(value, voltage)
32     time.sleep(0.01)
33
34 def destroy():
35     bus.close()
36     GPIO.cleanup()
37
38 if __name__ == '__main__':
39     print 'Program is starting ...'
40     setup()
41     try:
42         loop()
43     except KeyboardInterrupt:
44         destroy()
```

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

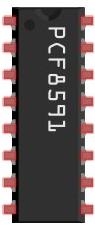
Chapter 9 Photoresistor & LED

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

Project 9.1 NightLamp

Photoresistor is very sensitive to illumination strength. So we can use this feature to make a nightlamp, when ambient light gets darker, LED wil become brighter automaticly, and when the ambient light gets brighter, LED wil become darker automatically.

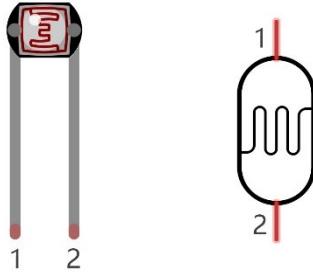
Component List

Raspberry Pi 3B x1 GPIO Extension Board & Wire x1 BreadBoard x1	Jumper M/M x15			
Photoresistor x1 	PCF8591 x1 	Resistor 10kΩ x3 	Resistor 220Ω x1 	LED x1 

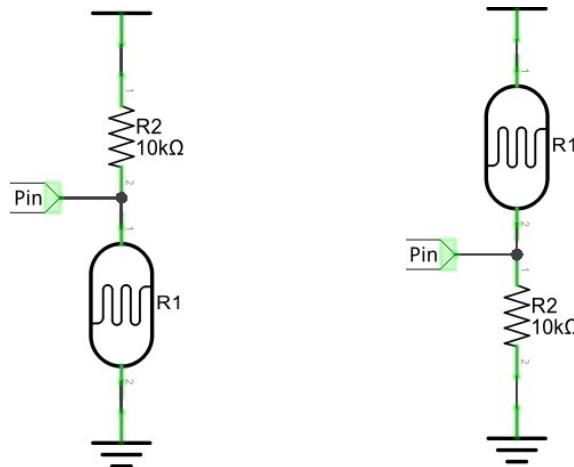
Component knowledge

Photoresistor

Photoresistor is a light sensitive resistor. When the strength that light casts onto the photoresistor surface is not the same, resistance of photoresistor will change. With this feature, we can use photoresistor to detect light intensity. Photoresistor and symbol are as follows.



The circuit below is often used to detect the change of photoresistor resistance:

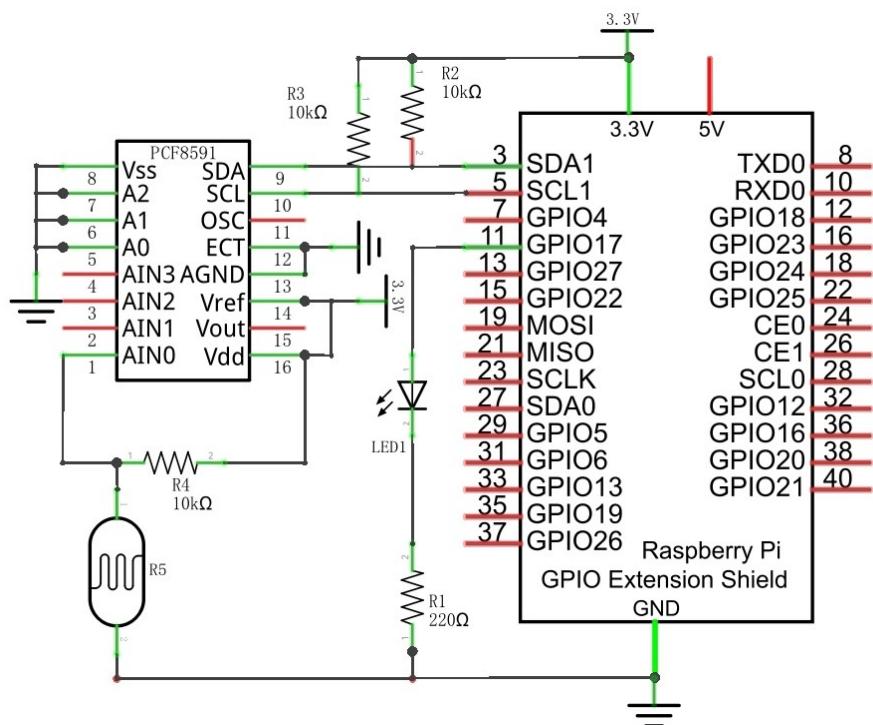


In the above circuit, when photoresistor resistance changes due to light intensity, voltage between photoresistor and resistor R1 will change, so light's intensity can be obtained by measuring the voltage.

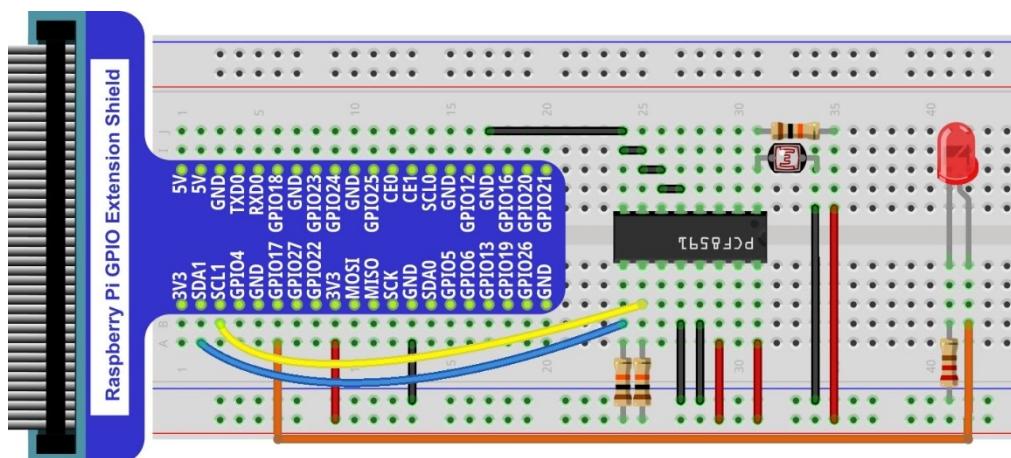
Circuit

The circuit of this experiment is similar to the one in last chapter. The only difference is that the input signal of the AIN0 pin of PCF8591 is changed from a potentiometer to combination of a photoresistor and a resistor.

Schematic diagram



Hardware connection





Code

The code of this experiment is identical with the one in last chapter logically.

C Code 9.1.1 Nightlamp

First observe the experimental phenomenon, and then analyze the code.

1. Use the cd command to enter 09.1.1_Nightlamp directory of C code.

```
cd Freenove_Super_Starter_Kit_for_Raspberry_Pi/Code/C_Code/09.1.1_Nightlamp
```

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

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

3. Then run the generated file "Nightlamp".

```
sudo ./Nightlamp
```

After the program is executed, when you cover the photosensitive resistance or make a flashlight toward the photoresistor, the brightness of LED will be enhanced or weakened. And the terminal window will print out the current input voltage value of PCF8591 AIN0 pin and the converted digital quantity.

The following is the program code:

```

1 #include <wiringPi.h>
2 #include <pcf8591.h>
3 #include <stdio.h>
4 #include <softPwm.h>
5
6 #define address 0x48      //pcf8591 default address
7 #define pinbase 64        //any number above 64
8 #define A0 pinbase + 0
9 #define A1 pinbase + 1
10 #define A2 pinbase + 2
11 #define A3 pinbase + 3
12
13 #define ledPin 0
14 int main(void) {
15     int value;
16     float voltage;
17     if(wiringPiSetup() == -1) { //when initialize wiring failed, print message to screen
18         printf("setup wiringPi failed !");
19         return 1;
20     }
21     softPwmCreate(ledPin, 0, 100);
22     pcf8591Setup(pinbase, address);
23
24     while(1) {
25         value = analogRead(A0); //read A0 pin
26         softPwmWrite(ledPin, value*100/255);
27         voltage = (float)value / 255.0 * 3.3; // calculate voltage
28         printf("ADC value : %d , \tVoltage : %.2fV\n", value, voltage);
}

```

```

29         delay(100);
30     }
31     return 0;
32 }
```

Python Code 9.1.1 Nightlamp

First observe the experimental phenomenon, and then analyze the code.

1. Use the cd command to enter 09.1.1_Nightlamp directory of Python code.

```
cd Freenove_Super_Starter_Kit_for_Raspberry_Pi/Code/Python_Code/09.1.1_Nightlamp
```

2. Use the python command to execute the Python code “Nightlamp.py”.

```
python Nightlamp.py
```

After the program is executed, when you cover the photosensitive resistance or make a flashlight toward the photoresistor, the brightness of LED will be enhanced or weakened. And the terminal window will print out the current input voltage value of PCF8591 AIN0 pin and the converted digital quantity.

The following is the program code:

```

1 import RPi.GPIO as GPIO
2 import smbus
3 import time
4
5 address = 0x48
6 bus=smbus.SMBus(1)
7 cmd=0x40
8 ledPin = 11
9
10 def analogRead(chn):
11     value = bus.read_byte_data(address, cmd+chn)
12     return value
13
14 def analogWrite(value):
15     bus.write_byte_data(address, cmd, value)
16
17 def setup():
18     global p
19     GPIO.setmode(GPIO.BCM)
20     GPIO.setup(ledPin, GPIO.OUT)
21     GPIO.output(ledPin, GPIO.LOW)
22
23     p = GPIO.PWM(ledPin, 1000)
24     p.start(0)
25
26 def loop():
27     while True:
28         value = analogRead(0)
29         p.ChangeDutyCycle(value*100/255)
30         voltage = value / 255.0 * 3.3
```

```
31     print 'ADC Value : %d, Voltage : %.2f' %(value, voltage)
32     time.sleep(0.01)
33
34 def destroy():
35     bus.close()
36     GPIO.cleanup()
37
38 if __name__ == '__main__':
39     print 'Program is starting ...'
40     setup()
41     try:
42         loop()
43     except KeyboardInterrupt:
44         destroy()
```

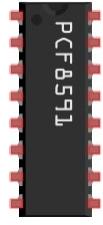
Chapter 10 Thermistor

In this chapter, we will learn another new kind of resistor, thermistor.

Project 10.1 Thermometer

The resistance of thermistor will be changed with temperature change. So we can make a thermometer according to this feature.

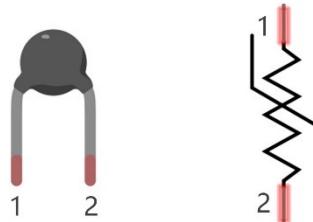
Component List

Raspberry Pi 3B x1 GPIO Extension Board & Wire x1 BreadBoard x1	Jumper M/M x14
Thermistor x1	
PCF8591 x1	
Resistor 10kΩ x3	

Component knowledge

Thermistor

Thermistor is a temperature sensitive resistor. When the temperature changes, resistance of thermistor will change. With this feature, we can use thermistor to detect temperature intensity. Thermistor and symbol are as follows.



The relationship between resistance value and temperature of thermistor is:

$$R_t = R \cdot \text{EXP}[B \cdot (1/T_2 - 1/T_1)]$$

Where:

Rt is the thermistor resistance under T2 temperature;

R is the nominal resistance of thermistor under T1 temperature;

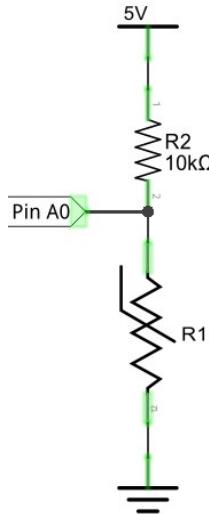
EXP[n] is nth power of E;

B is for thermal index;

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

Parameters of the thermistor we use is: B=3950, R=10k, T1=25.

The circuit connection method of the thermistor is similar to photoresistor, like the following method:



We can use the value measured by the analog pin of UNO to obtain resistance value of thermistor, and then can use the formula to obtain the temperature value.

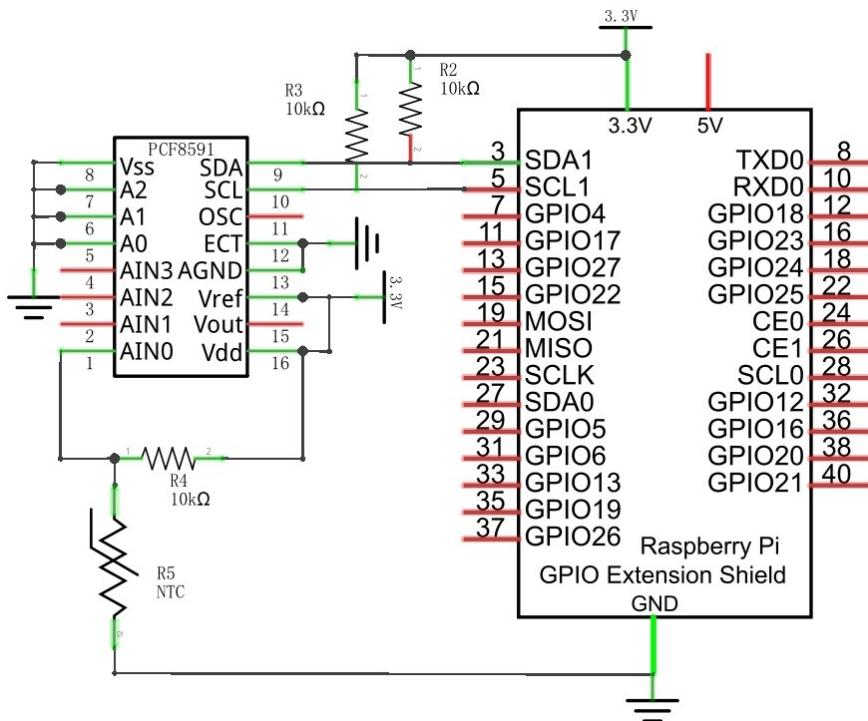
Consequently, the temperature formula can be concluded:

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

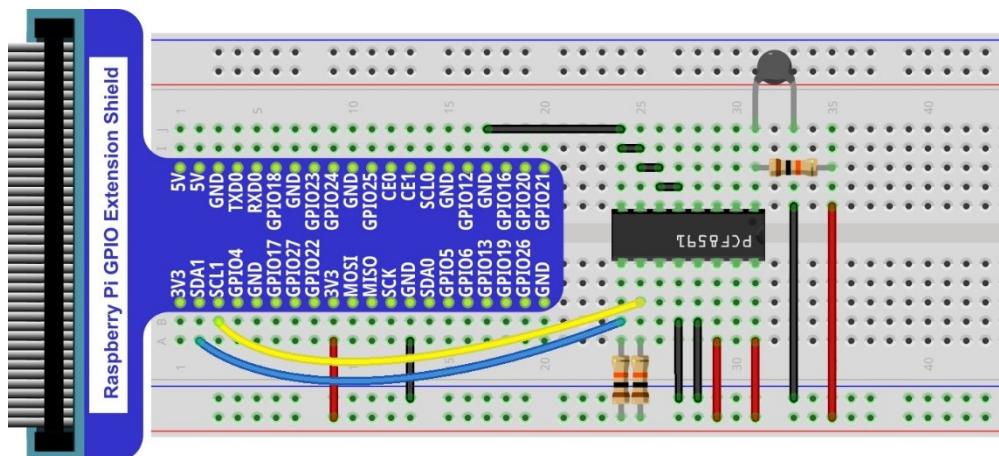
Circuit

The circuit of this experiment 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



Code

In this experimental code, the ADC value is still needed to be read, and the difference is that a specific formula is used to calculate the temperature value.

C Code 10.1.1 Thermometer

First observe the experimental phenomenon, and then analyze the code.

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

```
cd Freenove_Super_Starter_Kit_for_Raspberry_Pi/Code/C_Code/10.1.1_Termometer
```

1. Use following command to compile "Thermometer.c" and generate executable file "Thermometer". "-lM" option is needed.

```
gcc Thermometer.c -o Thermometer -lwiringPi -lm
```

2. Then run the generated file “Thermometer”.

```
sudo ./Thermometer
```

After the program is executed, the terminal window will print out the current ADC value, voltage value and temperature value. Try to pinch the thermistor (do not touch pin) with hand lasting for a while, then the temperature value will be increased.

The following is the code:

```
1 #include <wiringPi.h>
2 #include <pcf8591.h>
3 #include <stdio.h>
4 #include <math.h>
5
6 #define address 0x48          //pcf8591 default address
7 #define pinbase 64            //any number above 64
8 #define A0 pinbase + 0
9 #define A1 pinbase + 1
10 #define A2 pinbase + 2
11 #define A3 pinbase + 3
12
13 int main(void) {
```

```
14 int adcValue;
15 float tempK, tempC;
16 float voltage, Rt;
17 if(wiringPiSetup() == -1) { //when initialize wiring failed, print message to screen
18     printf("setup wiringPi failed !");
19     return 1;
20 }
21 pcf8591Setup(pinbase, address);
22 while(1) {
23     adcValue = analogRead(A0); //read A0 pin
24     voltage = (float)adcValue / 255.0 * 3.3; // calculate voltage
25     Rt = 10 * voltage / (3.3 - voltage); //calculate resistance value of thermistor
26     tempK = 1/(1/(273.15 + 25) + log(Rt/10)/3950.0); //calculate temperature (Kelvin)
27     tempC = tempK -273.15; //calculate temperature (Celsius)
28     printf("ADC value : %d , \tVoltage : %.2fV,
29 \tTemperature : %.2fC\n", adcValue, voltage, tempC);
30     delay(100);
31 }
32 return 0;
33 }
```

In the code, read the ADC value of PCF8591 A0 port, and then calculate the voltage and the resistance of thermistor according to Ohms law. Finally, calculate the current temperature according to the front formula

Python Code 10.1.1 Thermometer

First observe the experimental phenomenon, and then analyze the code

1. Use the cd command to enter 10.1.1 Thermometer directory of Python code.

cd Freenove_Super_Starter_Kit_for_Raspberry_Pi/Code/Python_Code/10.1.1_Termometer

2. Use python command to execute python code “Thermometer.py”.

python Thermometer.py

After the program is executed, the terminal window will print out the current ADC value, voltage value and temperature value. Try to pinch the thermistor (do not touch pin) with hand lasting for a while, then the temperature value will be increased.

The following is the code:

```

1 import RPi.GPIO as GPIO
2 import smbus
3 import time
4 import math
5
6 address = 0x48
7 bus=smbus.SMBus(1)
8 cmd=0x40
9
10 def analogRead(chn):
11     value = bus.read_byte_data(address, cmd+chn)
12     return value
13
14 def analogWrite(value):
15     bus.write_byte_data(address, cmd, value)
16
17 def setup():
18     GPIO.setmode(GPIO.BOARD)
19
20 def loop():
21     while True:
22         value = analogRead(0)          #read A0 pin
23         voltage = value / 255.0 * 3.3      #calculate voltage
24         Rt = 10 * voltage / (3.3 - voltage) #calculate resistance value of thermistor
25         tempK = 1/(1/(273.15 + 25) + math.log(Rt/10)/3950.0) #calculate temperature
26         (Kelvin)
27         tempC = tempK -273.15           #calculate temperature (Celsius)
28         print 'ADC Value : %d, Voltage : %.2f, Temperature : %.2f' %(value, voltage, tempC)
29         time.sleep(0.01)
30
31 def destroy():
32     GPIO.cleanup()
33
34 if __name__ == '__main__':
35     print 'Program is starting ... '
36     setup()
37     try:
38         loop()
39     except KeyboardInterrupt:
40         destroy()

```

In the code, read the ADC value of PCF8591 A0 port, and then calculate the voltage and the resistance of thermistor according to Ohms law. Finally, calculate the current temperature. according to the front formula.

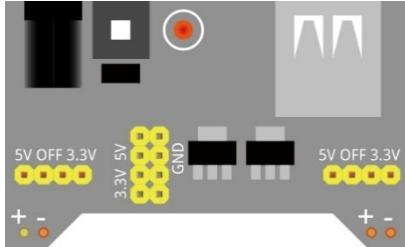
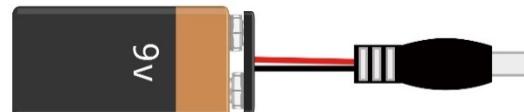
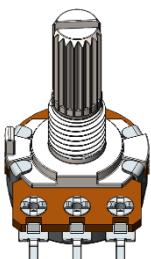
Chapter 11 Motor & Driver

In this chapter, we will learn some knowledge about DC motor and DC motor drive, and how to control the speed and direction of motor.

Project 11.1 Control Motor with Potentiometer

In this experiment, a potentiometer is used to control motor. When the potentiometer is in the midpoint position, the motor will stops rotating, and when away from the middle position, the motor speed increases. When potentiometer is shifted to limited ends, the motor speed reaches maximum. When the potentiometer position is at different side of middle position, the direction of motor is different.

Component List

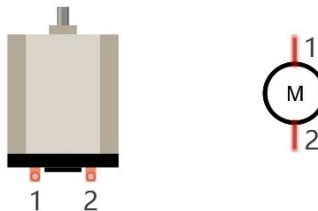
Raspberry Pi 3B x1 GPIO Extension Board & Wire x1 BreadBoard x1	Jumper M/M x22 			
Breadboard power module x1 	9V Battery (provided by yourself) & battery cable 			
Rotary potentiometer x1 	Motor x1 	Resistor 10kΩ x2 	PCF8591 x1 	L293D 



Component knowledge

Motor

Motor is a device that converts electrical energy into mechanical energy. Motor consists of two parts: stator and rotor. When motor works, the stationary part is stator, and the rotating part is rotor. Stator is usually the outer case of motor, and it has terminals to connect to the power. Rotor is usually the shaft of motor, and can drive other mechanical devices to run. Diagram below is a small DC motor with two pins.

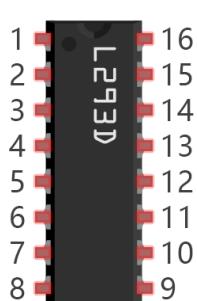


When motor get connected to the power supply, it will rotate in one direction. Reverse the polarity of power supply, then motor rotates in opposite direction.



L293D

L293D is a chip integrated with 4-channel motor drive. You can drive a unidirectional motor with 4 ports or a bi-directional motor with 2 port or a stepper motor.



1	Enable 1	+V	16
2	In 1	In 4	15
3	Out 1	Out 4	14
4	0V	0V	13
5	0V	0V	12
6	Out 2	Out 3	11
7	In 2	In 3	10
8	+Vmotor	Enable 2	9

L293D

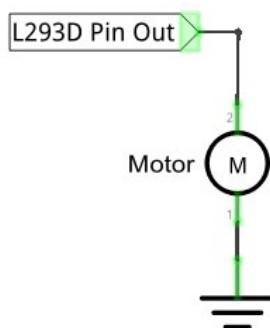
Port description of L293D module is as follows:

Pin name	Pin number	Description
In x	2, 7, 10, 15	Channel x digital signal input pin
Out x	3, 6, 11, 14	Channel x output pin, input high or low level according to In x pin, get connected to +Vmotor or 0V
Enable1	1	Channel 1 and channel 2 enable pin, high level enable
Enable2	9	Channel 3 and channel 4 enable pin, high level enable
0V	4, 5, 12, 13	Power cathode (GND)
+V	16	Positive electrode (VCC) of power supply, supply voltage 4.5~36V
+Vmotor	8	Positive electrode of load power supply, provide power supply for the Out pin x, the supply voltage is +V~36V

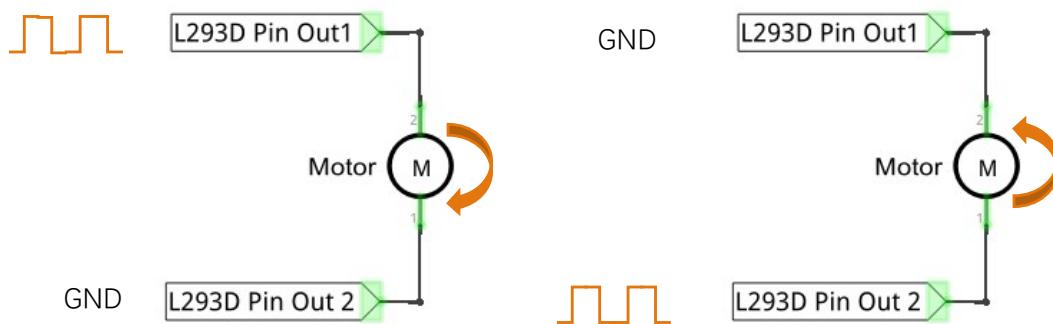
For more details, please see datasheet.

When using L293D to drive DC motor, there are usually two kinds of connection.

Following connection uses one channel, and it can control motor speed through PWM, but the motor can only rotate in one direction.



Following connection uses two channels: one channel outputs PWM wave, and another channel connects GND, so you can control the speed of motor. When these two channel signals are exchanged, the current direction of the motor can be reversed, and the motor will rotate in reverse direction. This can not only control the speed of motor, but also can control the steering of motor.

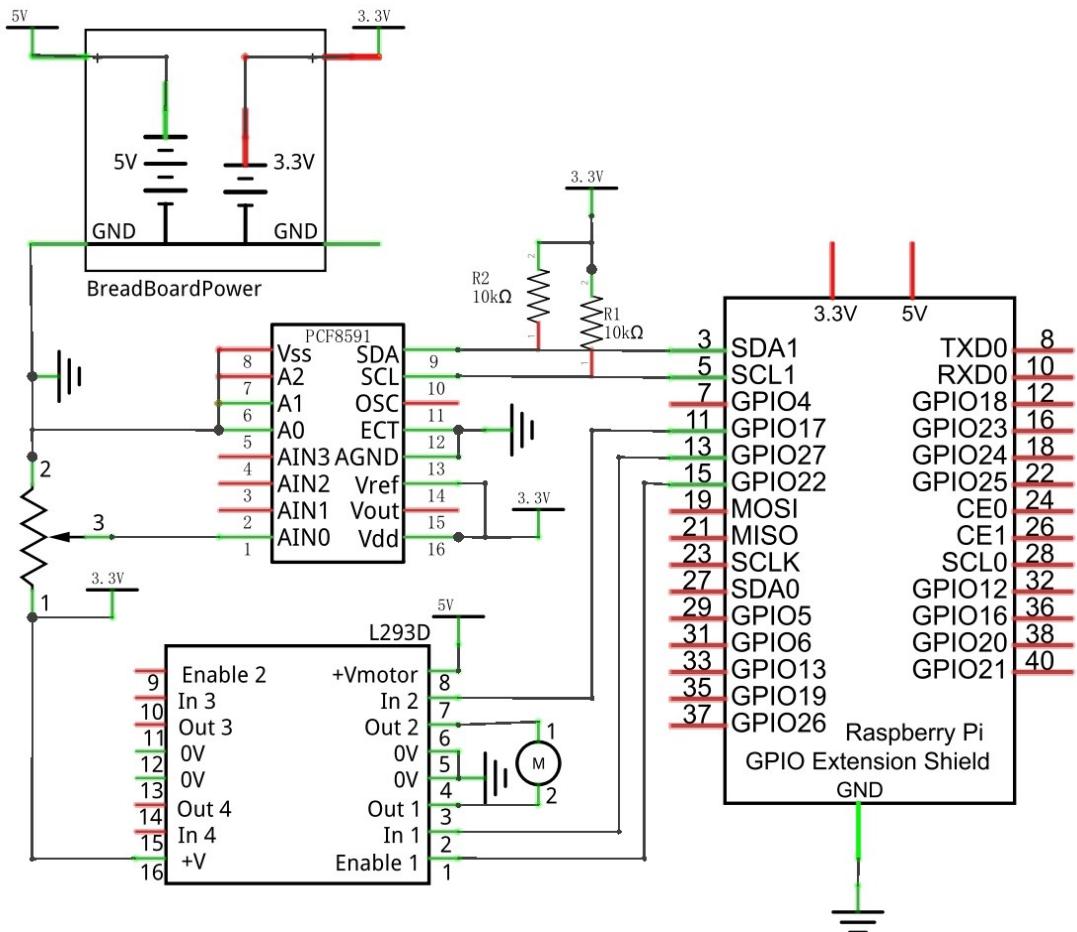


In actual use, motor is usually connected to the channel 1 and 2, output different level to in1 and in2 to control the rotation direction of the motor, and output PWM wave to Enable1 port to control the motor rotation speed. Or, get motor connected to the channel 3 and 4, output different level to in3 and in4 to control the motor's rotation direction, and output PWM wave to Enable2 pin to control the motor rotation speed.

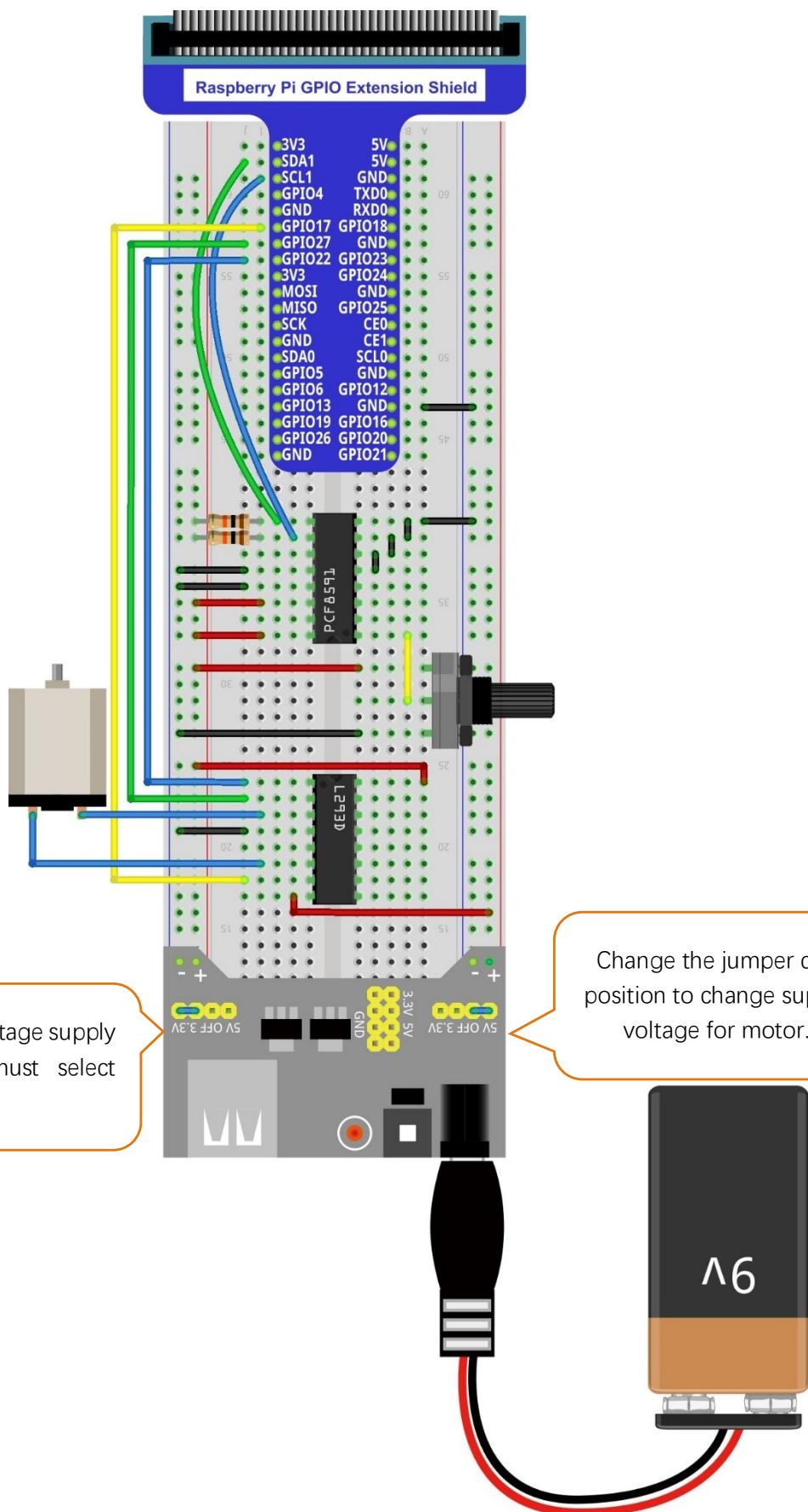
Circuit

When connecting the circuit, pay attention to that because the motor is a high-power component, do not use the power provided by the RPi, which may do damage to your RPi. the logic circuit can be powered by RPi power or external power supply which should have the common ground with RPi.

Schematic diagram



Hardware connection





Code

In this experimental code, first read the ADC value, and then control the rotation direction and speed of the motor according to the value of the ADC.

C Code 11.1.1 Motor

First observe the experimental phenomenon, and then analyze the code.

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

```
cd Freenove_Super_Starter_Kit_for_Raspberry_Pi/Code/C_Code/11.1.1_Motor
```

2. Use following command to compile "Motor.c" and generate executable file "Motor". "-lm" and "-lpthread" option is needed.

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

3. Then tun the generated file "Motor".

```
sudo ./Motor
```

After the program is executed, shift the potentiometer, then the rotation speed and direction of the motor will change with it. And when the potentiometer is turned to midpoint position, the motor stops running. When away from the middle position, the motor speed will increase. When to both ends, motor speed reach to maximum. When the potentiometer is turned to different side of the middle position, the motor will run with different direction. Meanwhile, the terminal will print out ADC value of the potentiometer, the motor direction and the PWM duty cycle used to control motor speed.

```
turn Forward...
The PWM duty cycle is 66%
ADC value : 212
turn Forward...
The PWM duty cycle is 66%
ADC value : 212
turn Forward...
The PWM duty cycle is 66%
ADC value : 212
turn Forward...
The PWM duty cycle is 66%
ADC value : 212
turn Forward...
The PWM duty cycle is 66%
ADC value : 212
turn Forward...
The PWM duty cycle is 66%
ADC value : 212
turn Forward...
```

The following is the code:

1	#include <wiringPi.h>
2	#include <pcf8591.h>
3	#include <stdio.h>
4	#include <softPwm.h>
5	#include <math.h>
6	#include <stdlib.h>
7	
8	#define address 0x48 //pcf8591 default address
9	#define pinbase 64 //any number above 64

```
10 #define A0 pinbase + 0
11 #define A1 pinbase + 1
12 #define A2 pinbase + 2
13 #define A3 pinbase + 3
14
15 #define motorPin1 2      // define the pin connected to L293D
16 #define motorPin2 0
17 #define enablePin 3
18 // Map function: map the value from a range of mapping to another range.
19 long map(long value, long fromLow, long fromHigh, long toLow, long toHigh) {
20     return (toHigh-toLow)*(value-fromLow) / (fromHigh-fromLow) + toLow;
21 }
22 //motor function: determine the direction and speed of the motor according to the ADC
23 value to be input.
24 void motor(int ADC) {
25     int value = ADC -128;
26     if(value>0) {
27         digitalWrite(motorPin1, HIGH);
28         digitalWrite(motorPin2, LOW);
29         printf("turn Forward... \n");
30     }
31     else if (value<0) {
32         digitalWrite(motorPin1, LOW);
33         digitalWrite(motorPin2, HIGH);
34         printf("turn Back... \n");
35     }
36     else {
37         digitalWrite(motorPin1, LOW);
38         digitalWrite(motorPin2, LOW);
39         printf("Motor Stop... \n");
40     }
41     softPwmWrite(enablePin, map(abs(value), 0, 128, 0, 255));
42     printf("The PWM duty cycle is %d%%\n", abs(value)*100/127); //print the PMW duty cycle.
43 }
44 int main(void) {
45     int value;
46     if(wiringPiSetup() == -1) { //when initialize wiring failed, print message to screen
47         printf("setup wiringPi failed !");
48         return 1;
49     }
50     pinMode(enablePin, OUTPUT); // set mode for the pin
51     pinMode(motorPin1, OUTPUT);
52     pinMode(motorPin2, OUTPUT);
53     softPwmCreate(enablePin, 0, 100); // define PMW pin
```

```

54     pcf8591Setup(pinbase, address); //initialize PCF8591
55
56     while(1) {
57         value = analogRead(A0); //read A0 pin
58         printf("ADC value : %d \n", value);
59         motor(value); // start the motor
60         delay(100);
61     }
62     return 0;
}

```

We have been familiar with reading ADC value. So, let's learn directly the subfunction void motor(int ADC): first, compare ADC value with 128 (value corresponding to midpoint). When the current ADC value is greater, make motoRPin1 output high level and motoRPin2 output low level to control motor to run with corotation direction. When the current ADC value, make motoRPin1 output low level and motoRPin2 output high level to control run with reversed direction. When the ADC value is equal to 128, make motoRPin1 and motoRPin2 output low level, then the motor stops. And then determine PWM duty cycle according to the difference between ADC value and 128. Because the absolute difference value stays within 0-128. We need to use the map() sub function mapping the difference value to range of 0-255. Finally print out the duty cycle.

```

void motor(int ADC) {
    int value = ADC -128;
    if(value>0) {
        digitalWrite(motorPin1, HIGH);
        digitalWrite(motorPin2, LOW);
        printf("turn Forward... \n");
    }
    else if (value<0) {
        digitalWrite(motorPin1, LOW);
        digitalWrite(motorPin2, HIGH);
        printf("turn Backward... \n");
    }
    else {
        digitalWrite(motorPin1, LOW);
        digitalWrite(motorPin2, LOW);
        printf("Motor Stop... \n");
    }
    softPwmWrite(enablePin, map(abs(value), 0, 128, 0, 255));
    printf("The PWM duty cycle is %d%%\n", abs(value)*100/127); // print out PMW duty
cycle.
}

```

Python Code 11.1.1 Motor

First observe the experimental phenomenon, and then analyze the code.

1. Use the cd command to enter 11.1.1_Motor directory of Python code.

```
cd Freenove_Super_Starter_Kit_for_Raspberry_Pi/Code/Python_Code/11.1.1_Motor
```

2. Use python command to execute python code "Motor.py".

```
python Motor.py
```

After the program is executed, shift the potentiometer, then the rotation speed and direction of the motor will change with it. And when the potentiometer is turned to midpoint position, the motor stops running. When away from the middle position, the motor speed will increase. When to both ends, motor speed reach to maximum. When the potentiometer is turned to different side of the middle position, the motor will run with different direction. Meanwhile, the terminal will print out ADC value of the potentiometer, the motor direction and the PWM duty cycle used to control motor speed.

```
Turn Forward...
The PWM duty cycle is 100%

ADC Value : 255
Turn Forward...
The PWM duty cycle is 100%

ADC Value : 255
Turn Forward...
The PWM duty cycle is 100%

ADC Value : 255
Turn Forward...
The PWM duty cycle is 100%
```

The following is the code:

```
1 import RPi.GPIO as GPIO
2 import smbus
3 import time
4
5 address = 0x48
6 bus=smbus.SMBus(1)
7 cmd=0x40
8 # define the pin connected to L293D
9 motorPin1 = 13
10 motorPin2 = 11
11 enablePin = 15
12
13 def analogRead(chn):
14     value = bus.read_byte_data(address, cmd+chn)
15     return value
16
17 def analogWrite(value):
18     bus.write_byte_data(address, cmd, value)
19
```



```
20 def setup():
21     global p
22     GPIO.setmode(GPIO.BOARD)      # set mode for pin
23     GPIO.setup(motorPin1,GPIO.OUT)
24     GPIO.setup(motorPin2,GPIO.OUT)
25     GPIO.setup(enablePin,GPIO.OUT)
26
27     p = GPIO.PWM(enablePin,1000) # creat PWM
28     p.start(0)
29 #mapNUM function: map the value from a range of mapping to another range.
30
31 def mapNUM(value,fromLow,fromHigh,toLow,toHigh):
32     return (toHigh-toLow)*(value-fromLow) / (fromHigh-fromLow) + toLow
33 #motor function: determine the direction and speed of the motor according to the ADC
34 value to be input.
35 def motor(ADC):
36     value = ADC -128
37     if (value > 0):
38         GPIO.output(motorPin1,GPIO.HIGH)
39         GPIO.output(motorPin2,GPIO.LOW)
40         print 'Turn Forward...'
41     elif (value < 0):
42         GPIO.output(motorPin1,GPIO.LOW)
43         GPIO.output(motorPin2,GPIO.HIGH)
44         print 'Turn Backward...'
45     else :
46         GPIO.output(motorPin1,GPIO.LOW)
47         GPIO.output(motorPin2,GPIO.LOW)
48         print 'Motor Stop...'
49     p.start(mapNUM(abs(value),0,128,0,100))
50     print 'The PWM duty cycle is %d%%\n'%(abs(value)*100/127)    #print PMW duty cycle.
51
52 def loop():
53     while True:
54         value = analogRead(0)
55         print 'ADC Value : %d'%(value)
56         motor(value)
57         time.sleep(0.01)
58
59 def destroy():
60     bus.close()
61     GPIO.cleanup()
62
63 if __name__ == '__main__':
```

```
64     print 'Program is starting ... '
65     setup()
66     try:
67         loop()
68     except KeyboardInterrupt:
69         destroy()
```

We have been familiar with reading ADC value. So, let's learn directly the subfunction `def motor(ADC)`: first, compare ADC value with 128 (value corresponding to midpoint). When the current ADC value is greater, make motoRPin1 output high level and motoRPin2 output low level to control motor to run with corotation direction. When the current ADC value, make motoRPin1 output low level and motoRPin2 output high level to control run with reversed direction. When the ADC value is equal to 128, make motoRPin1 and motoRPin2 output low level, then the motor stops. And then determine PWM duty cycle according to the difference between ADC value and 128. Because the absolute difference value stays within 0-128. We need to use the map () sub function mapping the difference value to range of 0-255. Finally print out the duty cycle.

```
def motor(ADC):
    value = ADC -128
    if (value > 0):
        GPIO.output(motorPin1, GPIO.HIGH)
        GPIO.output(motorPin2, GPIO.LOW)
        print 'Turn Forward...'
    elif (value < 0):
        GPIO.output(motorPin1, GPIO.LOW)
        GPIO.output(motorPin2, GPIO.HIGH)
        print 'Turn Backward...'
    else :
        GPIO.output(motorPin1, GPIO.LOW)
        GPIO.output(motorPin2, GPIO.LOW)
        print 'Motor Stop...'
    p.start(mapNUM(abs(value), 0, 128, 0, 100))
    print 'The PWM duty cycle is %d%%\n' %(abs(value)*100/127) #print PWM duty cycle.
```

Chapter 12 74HC595 & LEDBar Graph

We have used LEDBar Graph to make a flowing water light, in which 10 GPIO ports of RPi is occupied. More GPIO ports mean that more peripherals can be connected to RPi, so GPIO resource is very precious. Can we make flowing water light with less GPIO? In this chapter, we will learn a component, 74HC595, which can achieve the target.

Project 12.1 Flowing Water Light

Now let's learn how to use 74HC595 to make a flowing water light with less GPIO.

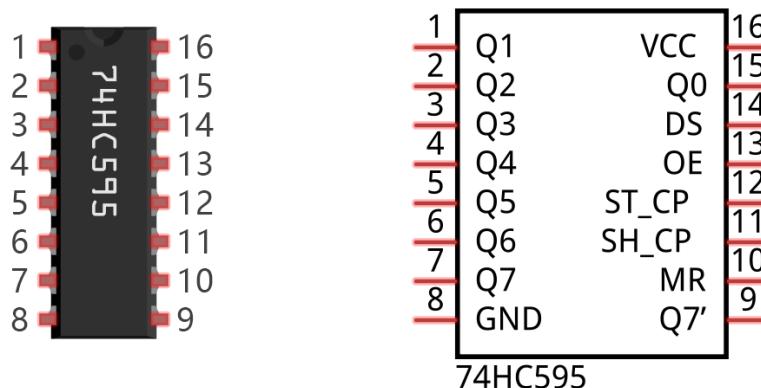
Component List

Raspberry Pi 3B x1 GPIO Extension Board & Wire x1 BreadBoard x1	Jumper M/M x17
74HC595 x1	
LEDBar Graph x1	
Resistor 220Ω x8	

Component knowledge

74HC595

74HC595 chip is used to convert serial data into parallel data. 74HC595 can convert the serial data of one byte to 8 bits, and send its corresponding level to the corresponding 8 ports. With this feature, 74HC595 can be used to expand the IO port of Arduino board. At least 3 ports on the RPI board are need to control 8 ports of 74HC595.



The ports of 74HC595 are described as follows:

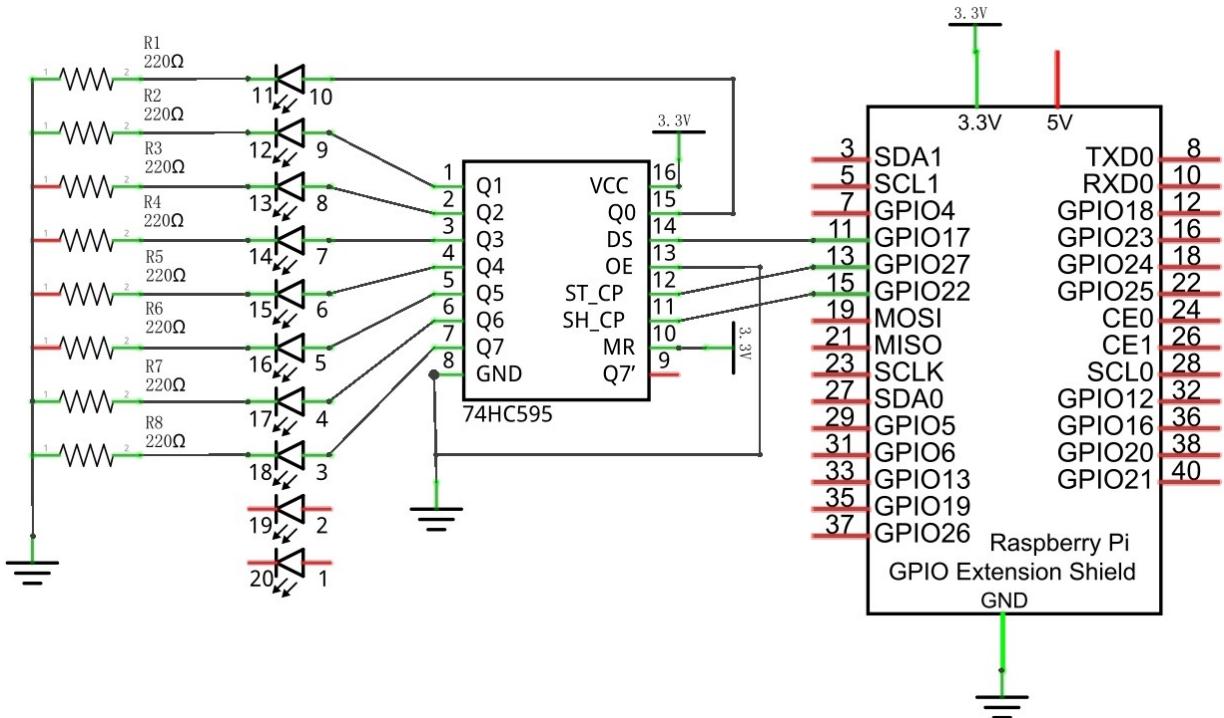
Pin name	Pin number	Description
Q0-Q7	15, 1-7	Parallel data output
VCC	16	The positive electrode of power supply, the voltage is 2~6V
GND	8	The negative electrode of power supply
DS	14	Serial data Input
OE	13	Enable output, When this pin is in high level, Q0-Q7 is in high resistance state When this pin is in low level, Q0-Q7 is in output mode
ST_CP	12	Parallel update output: when its electrical level is rising, it will update the parallel data output.
SH_CP	11	Serial shift clock: when its electrical level is rising, serial data input register will do a shift.
MR	10	Remove shift register: When this pin is in low level, the content in shift register will be cleared .
Q7'	9	Serial data output: it can be connected to more 74HC595 in series.

For more detail, please refer to the dataheet.

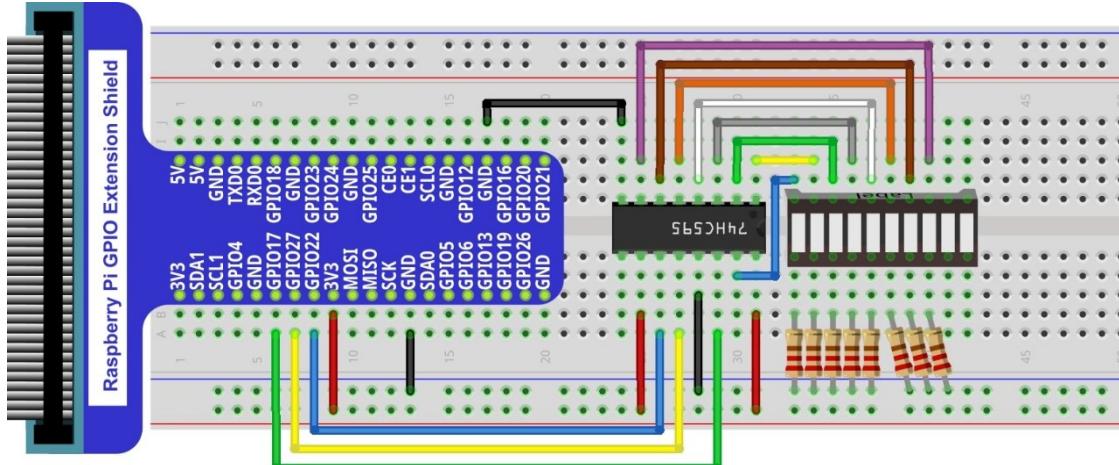


Circuit

Schematic diagram



Hardware connection



Code

In this experiment, make a flowing water light with 74HC595 to learn its usage.

C Code 12.1.1 LightWater02

First observe the experimental phenomenon, and then analyze the code.

1. Use the cd command to enter 12.1.1_LightWater02 directory of C code.

```
cd Freenove_Super_Starter_Kit_for_Raspberry_Pi/Code/C_Code/12.1.1_LightWater02
```

2. Use following command to compile "LightWater02.c" and generate executable file "LightWater02".

```
gcc LightWater02.c -o LightWater02 -lwiringPi
```

3. Then run the generated file "LightWater02".

```
sudo ./LightWater02
```

After the program is executed, LEDBar Graph begin to display flowing water light from left to right, then from right to left.

The following is the program code:

```
1 #include <wiringPi.h>
2 #include <stdio.h>
3 #include <wiringShift.h>
4
5 #define  dataPin  0 //DS Pin of 74HC595(Pin14)
6 #define  latchPin 2 //ST_CP Pin of 74HC595(Pin12)
7 #define  clockPin 3 //SH_CP Pin of 74HC595(Pin11)
8
9 int main(void)
10 {
11     int i;
12     unsigned char x;
13     if(wiringPiSetup() == -1) { //when initialize wiring failed, print message to screen
14         printf("setup wiringPi failed !");
15         return 1;
16     }
17     pinMode(dataPin, OUTPUT);
18     pinMode(latchPin, OUTPUT);
19     pinMode(clockPin, OUTPUT);
20     while(1) {
21         x=0x01;
22         for(i=0;i<8;i++) {
23             digitalWrite(latchPin, LOW);      // Output low level to latchPin
24             shiftOut(dataPin, clockPin, LSBFIRST, x); // Send serial data to 74HC595
25             digitalWrite(latchPin, HIGH); // Output high level to latchPin, and 74HC595
26             will update the data to the parallel output port.
27             x<<=1; // make the variable move one bit to left once, then the bright LED
28             move one step to the left once.
29             delay(100);
30     }
```

```

30 }
31 x=0x80;
32 for(i=0;i<8;i++) {
33     digitalWrite(latchPin, LOW);
34     shiftOut(dataPin, clockPin, LSBFIRST, x);
35     digitalWrite(latchPin, HIGH);
36     x>>=1;
37     delay(100);
38 }
39 }
40 return 0;
}

```

In the code, we configure three pins to control the 74HC595. And define a one-byte variable to control the state of 8 LEDs through the 8 bits of the variable. The LED lights on when the corresponding bit is 1. If the variable is assigned to 0x01, that is 00000001 in binary, there will be only one LED on.

```
x=0x01;
```

In the “while” cycle of main function, use “for” cycle to send x to 74HC595 output pin to control the LED. In “for” cycle, x will be shift one bit to left in one cycle, then in the next round when data of x is sent to 74HC595, the LED turned on will move one bit to left once.

```

for(i=0;i<8;i++) {
    digitalWrite(latchPin, LOW); // Output low level to latchPin
    shiftOut(dataPin, clockPin, LSBFIRST, x); // Send serial data to 74HC595
    digitalWrite(latchPin, HIGH); // Output high level to latchPin, and 74HC595
will update the data to the parallel output port.
    x<<=1; // make the variable move one bit to left once, then the bright LED
move one step to the left once.
    delay(100);
}

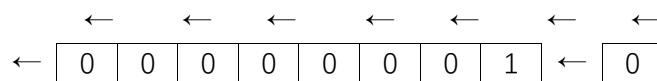
```

In second “for” cycle, the situation is the same. The difference is that x is shift from 0x80 to right in order.

<< operator

“<<” is the left shift operator, which can make all bits of 1 byte shift by several bits to the left (high) direction and add 0 on the right (low). For example, shift binary 00000001 by 1 bit to left:

```
byte x = 1 << 1;
```

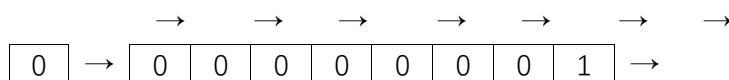


The result of x is 2 (binary 00000010).



There is another similar operator “>>”. For example, shift binary 00000001 by 1 bit to right:

```
byte x = 1 >> 1;
```



The result of x is 0 (00000000).

0	0	0	0	0	0	0	0
---	---	---	---	---	---	---	---

$X \ll= 1$ is equivalent to $x = x \ll 1$ and $x \gg= 1$ is equivalent to $x = x \gg 1$

About shift function :

`uint8_t shiftIn (uint8_t dPin, uint8_t cPin, uint8_t order);`

This shifts an 8-bit data value in with the data appearing on the dPin and the clock being sent out on the cPin. Order is either LSBFIRST or MSBFIRST. The data is sampled after the cPin goes high. (So cPin high, sample data, cPin low, repeat for 8 bits) The 8-bit value is returned by the function.

`void shiftOut (uint8_t dPin, uint8_t cPin, uint8_t order, uint8_t val);`

This shifts an 8-bit data value val out with the data being sent out on dPin and the clock being sent out on the cPin. order is as above. Data is clocked out on the rising or falling edge – ie. dPin is set, then cPin is taken high then low – repeated for the 8 bits.

For more details about shift function, please refer to:<http://wiringpi.com/reference/shift-library/>

Pyhton Code 12.1.1 LightWater02

First observe the experimental phenomenon, and then analyze the code.

1. Use the cd command to enter 12.1.1_LightWater02 directory of Python code.

`cd Freenove_Super_Starter_Kit_for_Raspberry_Pi/Code/Python_Code/12.1.1_LightWater02`

2. Use python command to execute python code “LightWater02.py”.

`python LightWater02.py`

After the program is executed, LEDBar Graph begin to display flowing water light from left to right, then from right to left.

The following is the program code:

```

1 import RPi.GPIO as GPIO
2 import time
3 # Defines the data bit that is transmitted preferentially in the shiftOut function.
4 LSBFIRST = 1
5 MSBFIRST = 2
6 #define the pins connect to 74HC595
7 dataPin = 11      #DS Pin of 74HC595(Pin14)
8 latchPin = 13     #ST_CP Pin of 74HC595(Pin12)
9 clockPin = 15      #SH_CP Pin of 74HC595(Pin11)
10
11 def setup():
12     GPIO.setmode(GPIO.BOARD)      # Number GPIOs by its physical location
13     GPIO.setup(dataPin, GPIO.OUT)
14     GPIO.setup(latchPin, GPIO.OUT)
15     GPIO.setup(clockPin, GPIO.OUT)
16 # shiftOut function, use bit serial transmission.
17 def shiftOut(dPin,cPin,order,val):
18     for i in range(0,8):
19         GPIO.output(cPin,GPIO.LOW);
20         if(order == LSBFIRST):
21             GPIO.output(dPin,(0x01&(val>>i)==0x01) and GPIO.HIGH or GPIO.LOW)

```



```

22     elif(order == MSBFIRST):
23         GPIO.output(dPin, (0x80&(val<<i)==0x80) and GPIO.HIGH or GPIO.LOW)
24         GPIO.output(cPin,GPIO.HIGH);
25
26 def loop():
27     while True:
28         x=0x01
29         for i in range(0,8):
30             GPIO.output(latchPin,GPIO.LOW) #Output low level to latchPin
31             shiftOut(dataPin,clockPin,LSBFIRST,x)#Send serial data to 74HC595
32             GPIO.output(latchPin,GPIO.HIGH)#Output high level to latchPin, and 74HC595
33             will update the data to the parallel output port.
34             x<<=1# make the variable move one bit to left once, then the bright LED move
35             one step to the left once.
36             time.sleep(0.1)
37             x=0x80
38             for i in range(0,8):
39                 GPIO.output(latchPin,GPIO.LOW)
40                 shiftOut(dataPin,clockPin,LSBFIRST,x)
41                 GPIO.output(latchPin,GPIO.HIGH)
42                 x>>=1
43                 time.sleep(0.1)
44
45 def destroy(): # When 'Ctrl+C' is pressed, the function is executed.
46     GPIO.cleanup()
47
48 if __name__ == '__main__': # Program starting from here
49     print 'Program is starting...'
50     setup()
51     try:
52         loop()
53     except KeyboardInterrupt:
54         destroy()

```

In the code, we define a shiftOut() function, which is used to output val with bit in order. And where the dPin for the data pin, cPin for the clock and order for the priority bit flag (high or low). This function conforms to the operation mode of 74HC595.

```

def shiftOut(dPin,cPin,order,val):
    for i in range(0,8):
        GPIO.output(cPin,GPIO.LOW);
        if(order == LSBFIRST):
            GPIO.output(dPin, (0x01&(val>>i)==0x01) and GPIO.HIGH or GPIO.LOW)
        elif(order == MSBFIRST):
            GPIO.output(dPin, (0x80&(val<<i)==0x80) and GPIO.HIGH or GPIO.LOW)
        GPIO.output(cPin,GPIO.HIGH);

```

In the loop () function, we use two “for” cycle to achieve the target. First, define a variable x=0x01, binary 00000001. When it is transferred to the output port of 74HC595, the low bit outputs high level, then a LED is turned on. Next, x is shifted one bit, when x is transferred to the output port of 74HC595 once again, the LED turned on will be shifted. Repeat the operation, the effect of flowing water light will be formed. If the direction of the shift operation for x is different, the flowing direction is different.

```
def loop():
    while True:
        x=0x01
        for i in range(0,8):
            GPIO.output(latchPin,GPIO.LOW) #Output low level to latchPin
            shiftOut(dataPin,clockPin,LSBFIRST,x)#Send serial data to 74HC595
            GPIO.output(latchPin,GPIO.HIGH)#Output high level to latchPin, and 74HC595
            will update the data to the parallel output port.
            x<<=1# make the variable move one bit to left once, then the bright LED move
            one step to the left once.
            time.sleep(0.1)
        x=0x80
        for i in range(0,8):
            GPIO.output(latchPin,GPIO.LOW)
            shiftOut(dataPin,clockPin,LSBFIRST,x)
            GPIO.output(latchPin,GPIO.HIGH)
            x>>=1
            time.sleep(0.1)
```

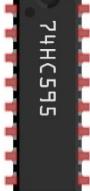
Chapter 13 74HC595 & 7-segment display.

In this chapter, we will learn a new component, 7-segment display.

Project 13.1 7-segment display.

We will use 74HC595 to control 7-segment display. and make it display sixteen decimal character "0-F".

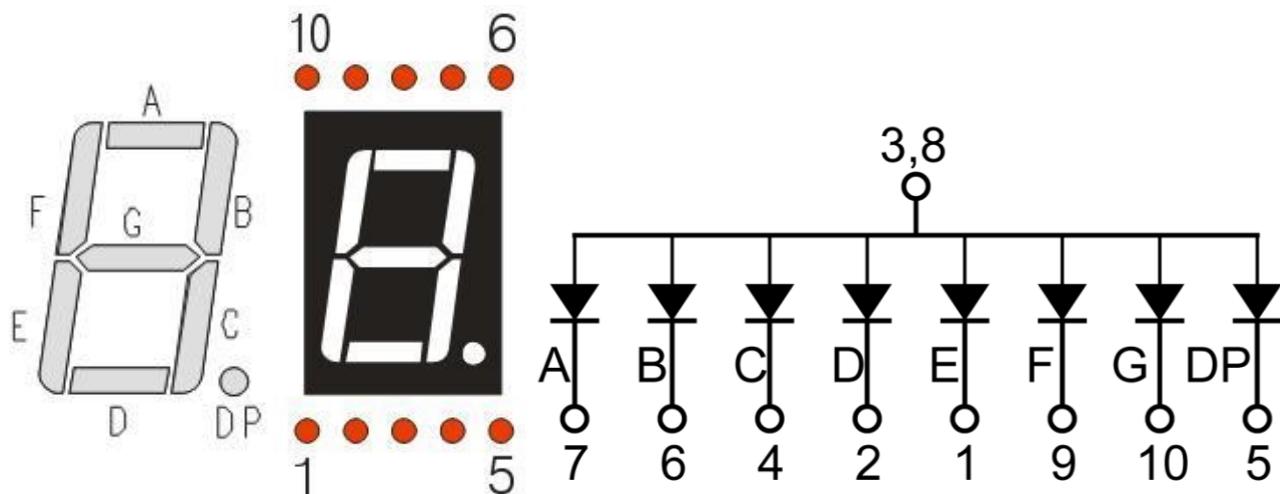
Component List

Raspberry Pi 3B x1 GPIO Extension Board & Wire x1 BreadBoard x1	Jumper M/M x18
74HC595 x1	7-segment display x1
	

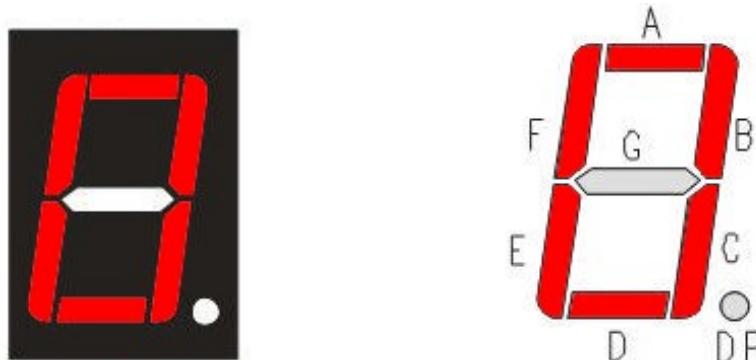
Component knowledge

7-segment display

7-segment display is a digital electronic display device. There is a figure of "8" and a decimal point, which consist of 8 LED. According to the difference about common cathode and anode, its internal structure and pins diagram is shown below:



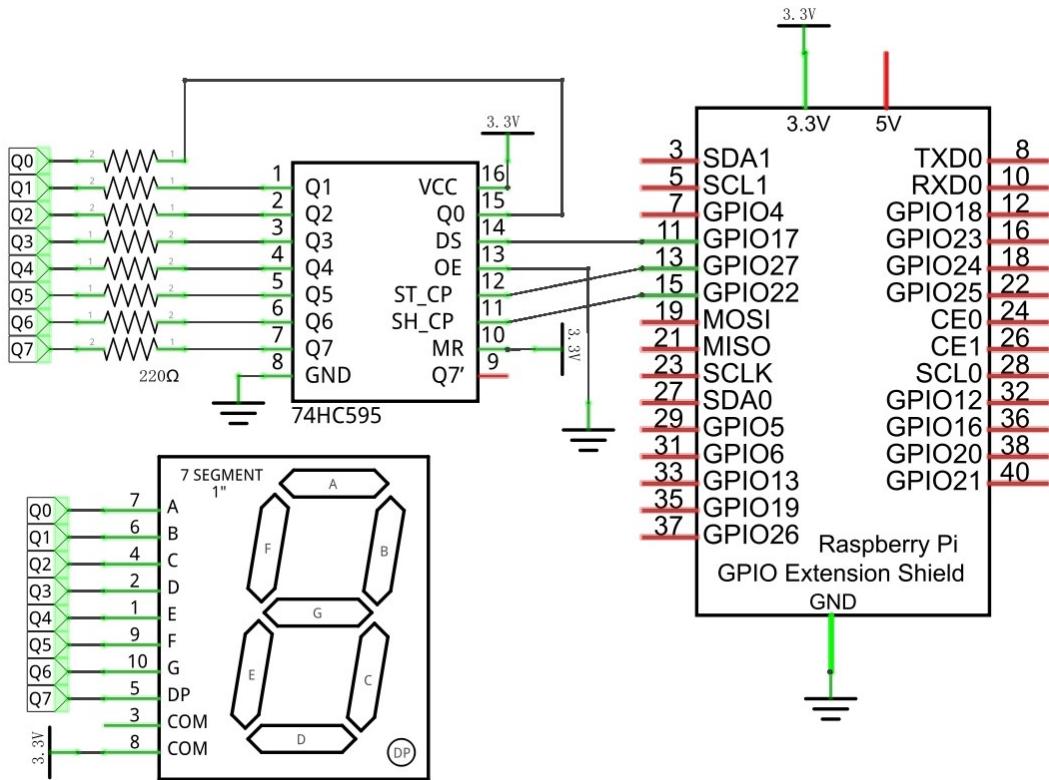
As is known from the above circuit diagram that we can control the state of each LED separately. So, through combinating LED with different state, we can display different numbers. For example, display figure 0: we need to turn on LED segment A, B, C, D, E, F, and turn off LED segment G and DP.



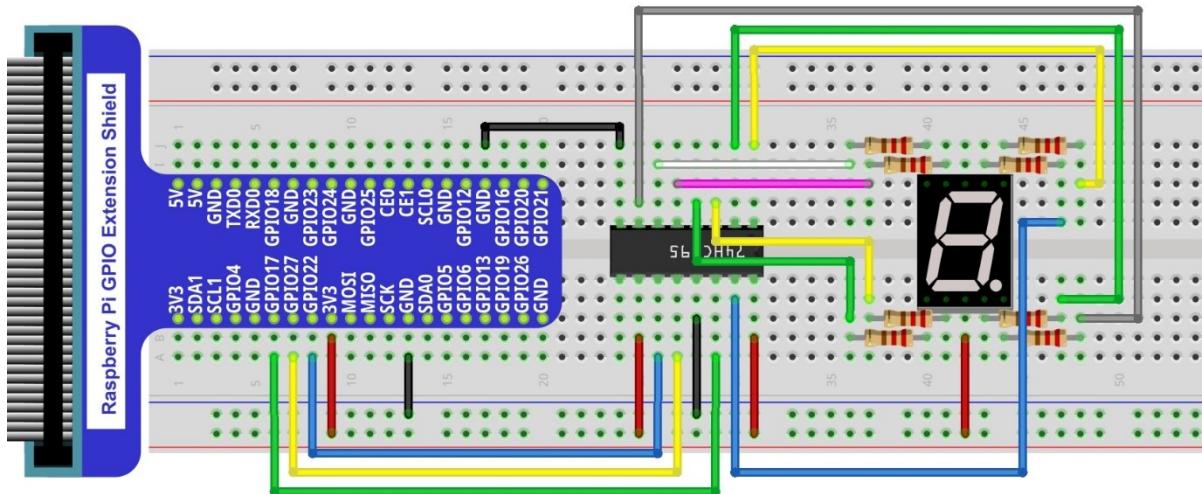
In this experiment, we use a display 7-segment (common anode). Therefore, when the input low level to a LED segment, the LED will be turned on. Define segment "A" as the lowest level, the segment "DP" as the highest level, that is, from high to low: "DP", "G", "F", "E", "D", "C", "B", "A". And character "0" corresponds to the code: 1100 0000b=0xc0.

Circuit

Schematic diagram



Hardware connection



Code

In this code, uses 74HC595 to control the 7-segment display. The usage of 74HC595 is generally the same to last section. The content 74HC595 outputs is different. We need code character “0”- “F” one by one, and then output them with 74HC595.

C Code 13.1.1 SevenSegmentDisplay

First observe the experimental phenomenon, and then analyze the code.

1. Use the cd command to enter 13.1.1_SevenSegmentDisplay directory of C code.

```
cd Freenove_Super_Starter_Kit_for_Raspberry_Pi/Code/C_Code/13.1.1_SevenSegmentDisplay
```

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

```
gcc SevenSegmentDisplay.c -o SevenSegmentDisplay -lwiringPi
```

3. Then run the generated file “SevenSegmentDisplay”.

```
sudo ./SevenSegmentDisplay
```

After the program is executed, SevenSegmentDisplay starts to display the character “0”- “F” successively.

The following is the program code:

```

1 #include <wiringPi.h>
2 #include <stdio.h>
3 #include <wiringShift.h>
4
5 #define  dataPin  0 //DS Pin of 74HC595(Pin14)
6 #define  latchPin 2 //ST_CP Pin of 74HC595(Pin12)
7 #define  clockPin 3 //SH_CP Pin of 74HC595(Pin11)
8 // encoding for character 0-F of common anode SevenSegmentDisplay.
9 unsigned char
10 num[]={0xc0,0xf9,0xa4,0xb0,0x99,0x92,0x82,0xf8,0x80,0x90,0x88,0x83,0xc6,0xa1,0x86,0x8e} ;
11
12 int main(void)
13 {
14     int i;
15     if(wiringPiSetup() == -1) { //when initialize wiring failed, print message to screen
16         printf("setup wiringPi failed !");
17         return 1;
18     }
19     pinMode(dataPin, OUTPUT);
20     pinMode(latchPin, OUTPUT);
21     pinMode(clockPin, OUTPUT);
22     while(1){
23         for(i=0;i<sizeof(num);i++) {
24             digitalWrite(latchPin, LOW);
25             shiftOut(dataPin, clockPin, MSBFIRST, num[i]); //Output the figures and the
26             highest level is transferred preferentially.
27             digitalWrite(latchPin, HIGH);
28         }
29     }
30 }
```

```

28         delay(500);
29     }
30     for(i=0;i<sizeof(num);i++) {
31         digitalWrite(latchPin, LOW);
32         shiftOut(dataPin, clockPin, MSBFIRST, num[i] & 0x7f); // Use the "&0x7f" to
33         display the decimal point.
34         digitalWrite(latchPin, HIGH);
35         delay(500);
36     }
37 }
38 return 0;
}

```

First, put encoding of "0" - "F" into the array.

```

unsigned char
num[]={0xc0, 0xf9, 0xa4, 0xb0, 0x99, 0x92, 0x82, 0xf8, 0x80, 0x90, 0x88, 0x83, 0xc6, 0xa1, 0x86, 0x8e};

```

In the "for" cycle of loop() function, use 74HC595 to output contents of array "num" successively. SevenSegmentDisplay can correctly display the corresponding characters. Pay attention to that in shiftOut function, the transmission bit, flag bit highest bit will be transmitted preferentially.

```

for(i=0;i<sizeof(num);i++) {
    digitalWrite(latchPin, LOW);
    shiftOut(dataPin, clockPin, MSBFIRST, num[i]); //Output the figures and the
    highest level is transferred preferentially.
    digitalWrite(latchPin, HIGH);
    delay(500);
}

```

If you want to display the decimal point, make the highest bit of each array become 0, which can be implemented easily by num[i]&0x7f.

```

shiftOut(dataPin, clockPin, MSBFIRST, num[i] & 0x7f);

```

Python Code 13.1.1 SevenSegmentDisplay

First observe the experimental phenomenon, and then analyze the code.

1. Use the cd command to enter 13.1.1_SevenSegmentDisplay directory of Python code.

```

cd Freenove_Super_Starter_Kit_for_Raspberry_Pi/Code/Python_Code/13.1.1_SevenSegmentDisplay

```

2. Use python command to execute python code "SevenSegmentDisplay.py".

```

python SevenSegmentDisplay.py

```

After the program is executed, SevenSegmentDisplay starts to display the character "0" - "F" successively.

The following is the program code:

```

1 import RPi.GPIO as GPIO
2 import time
3
4 LSBFIRST = 1
5 MSBFIRST = 2
6 #define the pins connect to 74HC595
7 dataPin = 11      #DS Pin of 74HC595(Pin14)

```

```
8  latchPin = 13      #ST_CP Pin of 74HC595(Pin12)
9  clockPin = 15      #SH_CP Pin of 74HC595(Pin11)
10 #SevenSegmentDisplay display the character "0" - "F" successively
11 num = [0xc0, 0xf9, 0xa4, 0xb0, 0x99, 0x92, 0x82, 0xf8, 0x80, 0x90, 0x88, 0x83, 0xc6, 0xa1, 0x86, 0x8e]
12 def setup():
13     GPIO.setmode(GPIO.BOARD)      # Number GPIOs by its physical location
14     GPIO.setup(dataPin, GPIO.OUT)
15     GPIO.setup(latchPin, GPIO.OUT)
16     GPIO.setup(clockPin, GPIO.OUT)
17
18 def shiftOut(dPin, cPin, order, val):
19     for i in range(0, 8):
20         GPIO.output(cPin, GPIO.LOW);
21         if(order == LSBFIRST):
22             GPIO.output(dPin, (0x01&(val>>i)==0x01) and GPIO.HIGH or GPIO.LOW)
23         elif(order == MSBFIRST):
24             GPIO.output(dPin, (0x80&(val<<i)==0x80) and GPIO.HIGH or GPIO.LOW)
25         GPIO.output(cPin, GPIO.HIGH);
26
27 def loop():
28     while True:
29         for i in range(0, len(num)):
30             GPIO.output(latchPin, GPIO.LOW)
31             shiftOut(dataPin, clockPin, MSBFIRST, num[i])# Output the figures and the
32             highest level is transferred preferentially.
33             GPIO.output(latchPin, GPIO.HIGH)
34             time.sleep(0.5)
35         for i in range(0, len(num)):
36             GPIO.output(latchPin, GPIO.LOW)
37             shiftOut(dataPin, clockPin, MSBFIRST, num[i]&0x7f)#Use "&0x7f" to display the
38             decimal point.
39             GPIO.output(latchPin, GPIO.HIGH)
40             time.sleep(0.5)
41
42 def destroy(): # When 'Ctrl+C' is pressed, the function is executed.
43     GPIO.cleanup()
44
45 if __name__ == '__main__': # Program starting from here
46     print 'Program is starting...'
47     setup()
48     try:
49         loop()
50     except KeyboardInterrupt:
51         destroy()
```

First, put encoding of “0” - “F” into the array.

```
num = [0xc0, 0xf9, 0xa4, 0xb0, 0x99, 0x92, 0x82, 0xf8, 0x80, 0x90, 0x88, 0x83, 0xc6, 0xa1, 0x86, 0x8e]
```

In the “for” cycle of loop() function, use 74HC595 to output contents of array “num” successively. SevenSegmentDisplay can correctly display the corresponding characters. Pay attention to that in shiftOut function, the transmission bit, flag bit highest bit will be transmitted preferentially.

```
for i in range(0, len(num)):  
    GPIO.output(latchPin, GPIO.LOW)  
    shiftOut(dataPin, clockPin, MSBFIRST, num[i])#Output the figures and the highest  
    level is transferred preferentially.  
    GPIO.output(latchPin, GPIO.HIGH)  
    time.sleep(0.5)
```

If you want to display the decimal point, make the highest bit of each array become 0, which can be implemented easily by num[i]&0x7f.

```
shiftOut(dataPin, clockPin, MSBFIRST, num[i]&0x7f) # Use "&0x7f" to display the decimal  
point.
```

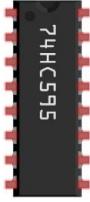
Chapter 14 74HC595 & LED Matrix

We have learned how to use 74HC595 to control LEDBar Graph and Seven-SegmentDisplay. And we will continue to use the 74HC595 to control more LED, LEDMatrix.

Project 14.1 LED Matrix

In this experiment, we will use two 74HC595 to control a monochrome LEDMatrix (8*8) to make it display some graphics and characters.

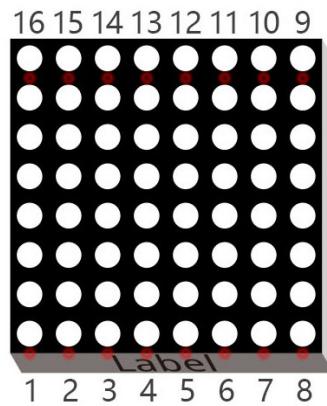
Component List

Raspberry Pi 3B x1 GPIO Extension Board & Wire x1 BreadBoard x1	Jumper M/M x41 
74HC595 x2 	8*8 LEDMatrix x1 
	Resistor 220Ω x8 

Componet knowledge

LED matrix

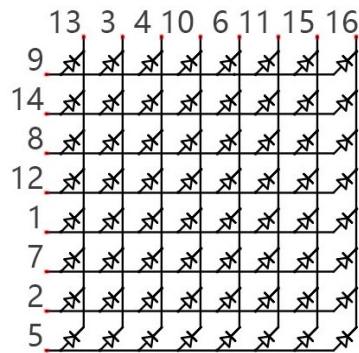
LED matrix is a rectangular display module that consists of several LEDs. The following is an 8*8 monochrome LED matrix with 64 LEDs (8 rows and 8 columns).



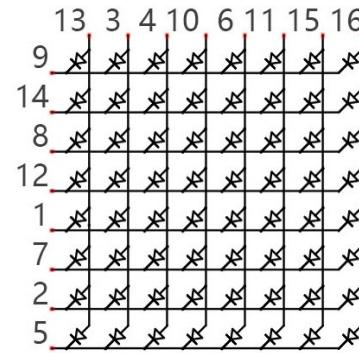
In order to facilitate the operation and save the ports, positive pole of LEDs in each row and negative pole of LEDs in each column are respectively connected together inside LED matrix module, which is called Common Anode. There is another form. Negative pole of LEDs in each row and positive pole of LEDs in each column are respectively connected together, which is called Common Cathode.

The one we use in this experiment is a common anode LEDMatrix.

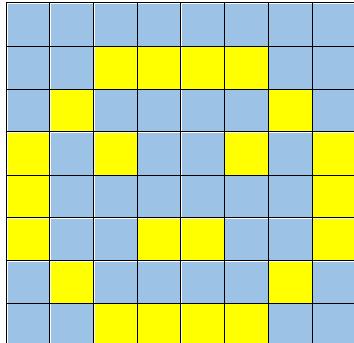
Connection mode of common anode



Connection mode of common cathode



Let us learn how connection mode of common anode works. Choose 16 ports on RPi board to connect to the 16 ports of LED Matrix. Configured one port in columns for low level, which make the column of the port selected. Then configure the eight ports in row to display content in the selected column. Delay for a moment. And then select the next column and outputs the corresponding content. This kind of operation to column is called scan. If you want to display the following image of a smiling face, you can display it in 8 columns, and each column is represented by one byte.



1	2	3	4	5	6	7	8
0	0	0	0	0	0	0	0
0	0	1	1	1	1	0	0
0	1	0	0	0	0	1	0
1	0	1	0	0	1	0	1
1	0	0	0	0	0	0	1
1	0	0	1	1	0	0	1
0	1	0	0	0	0	1	0
0	0	1	1	1	1	0	0

Column	Binary	Hexadecimal
1	0001 1100	0x1c
2	0010 0010	0x22
3	0101 0001	0x51
4	0100 0101	0x45
5	0100 0101	0x45
6	0101 0001	0x51
7	0010 0010	0x22
8	0001 1100	0x1c

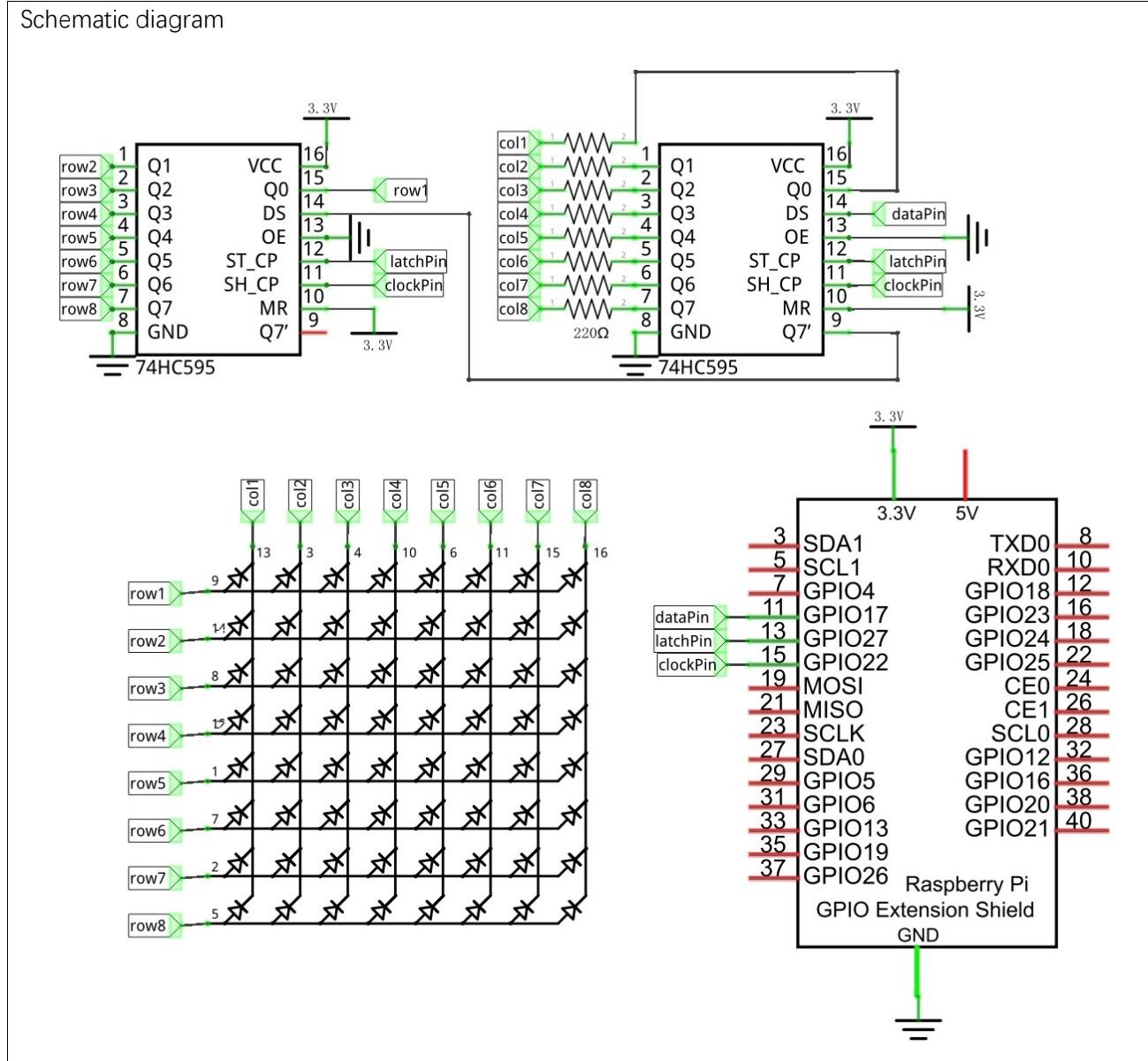
First, display the first column, then turn off the first column and display the second column..... turn off the seventh column and display the 8th column, and then start from the first column again like the control of Graph LEDBar. The whole process will be repeated rapidly and circularly. Due to afterglow effect of LED and visual residual effect of human eyes, we will see a picture of a smiling face directly rather than LED are turned on one column by one column (although in fact it is the real situation).

Scanning rows is another display way of dot matrix. Whether scanning line or column, 16 GPIO are required. In order to save GPIO of control board, two 74HC595 is used. Every piece of 74HC595 has eight parallel output ports, so two pieces has 16 ports in total, just enough. The control line and data line of two 74HC595 are not all connected to the RPi, but connect Q7 pin of first stage 74HC595 to data pin of second one, namely, two 74HC595 are connected in series. It is the same to using one "74HC595" with 16 parallel output ports.

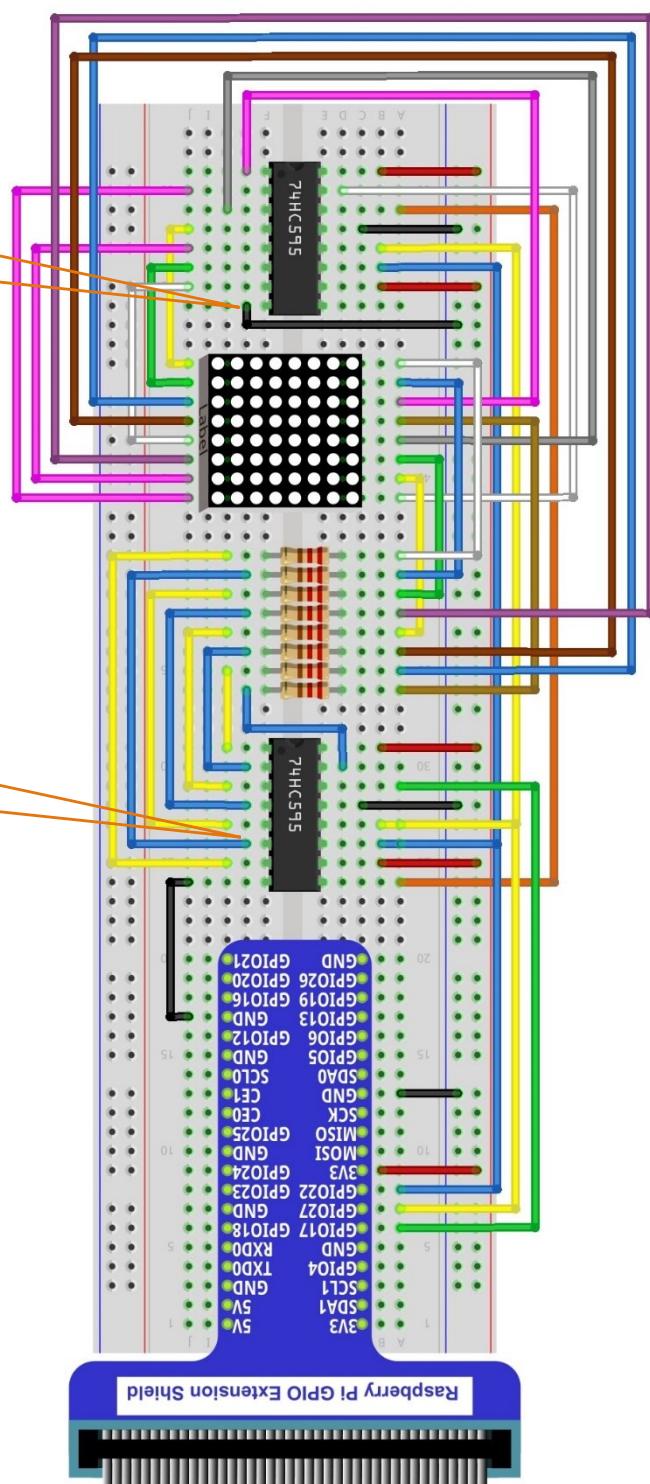
Circuit

In this experimental circuit, the power pin of 74HC595 is connected to 3.3V. It can also be connected to 5V to make LEDMatrix brighter.

Schematic diagram



Hardware connection



Code

Two 74HC595 are used in this experiment used, one for controlling columns of LEDMatrix, another for lines. And two 74HC595 are connected in cascade way (series) and has 16 output port. Beacause shiftOut () function output 8-bit data once, twice shiftOut () function are required and data of second stage 74HC595 should be transmitted preferentially. There are two 74HC595 in this experimental circuit, A (first stage) and B (second stage). When the RPi uses shiftOut() function to send data "data1", data of A port will be "data1", and data of B will be 0. Next, use shiftOut() to send "data2", then data "data1" of A will be moved to B and new data "data2" will be moved to A. According to the circuit connection, line data should be sent first, then send column data. The following code will make LEDMatrix display a smiling face, and then display scrolling character "0-F".

C Code 14.1.1 LEDMatrix

First observe the experimental phenomenon, and then analyze the code.

1. Use the cd command to enter 14.1.1_LEDMatrix directory of C language.

```
cd Freenove_Super_Starter_Kit_for_Raspberry_Pi/Code/C_Code/14.1.1_LEDMatrix
```

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

```
gcc LEDMatrix.c -o LEDMatrix -lwiringPi
```

3. Then run the generated file "LEDMatrix".

```
sudo ./LEDMatrix
```

After the program is executed, LEDMatrix will display a smiling face, and then the display scrolling character "0-F", circularly.

The following is the program code:

```

1 #include <wiringPi.h>
2 #include <stdio.h>
3 #include <wiringShift.h>
4
5 #define  dataPin  0 //DS Pin of 74HC595(Pin14)
6 #define  latchPin 2 //ST_CP Pin of 74HC595(Pin12)
7 #define  clockPin 3 //SH_CP Pin of 74HC595(Pin11)
8 // data of smiling face
9 unsigned char pic[]={0x1c,0x22,0x51,0x45,0x45,0x51,0x22,0x1c} ;
10 unsigned char data[]={ // data of "0-F"
11     0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, // " "
12     0x00, 0x00, 0x3E, 0x41, 0x41, 0x3E, 0x00, 0x00, // "0"
13     0x00, 0x00, 0x21, 0x7F, 0x01, 0x00, 0x00, 0x00, // "1"
14     0x00, 0x00, 0x23, 0x45, 0x49, 0x31, 0x00, 0x00, // "2"
15     0x00, 0x00, 0x22, 0x49, 0x49, 0x36, 0x00, 0x00, // "3"
16     0x00, 0x00, 0x0E, 0x32, 0x7F, 0x02, 0x00, 0x00, // "4"
17     0x00, 0x00, 0x79, 0x49, 0x49, 0x46, 0x00, 0x00, // "5"
18     0x00, 0x00, 0x3E, 0x49, 0x49, 0x26, 0x00, 0x00, // "6"
19     0x00, 0x00, 0x60, 0x47, 0x48, 0x70, 0x00, 0x00, // "7"
20     0x00, 0x00, 0x36, 0x49, 0x49, 0x36, 0x00, 0x00, // "8"
21     0x00, 0x00, 0x32, 0x49, 0x49, 0x3E, 0x00, 0x00, // "9"

```

```
22     0x00, 0x00, 0x3F, 0x44, 0x44, 0x3F, 0x00, 0x00, // "A"
23     0x00, 0x00, 0x7F, 0x49, 0x49, 0x36, 0x00, 0x00, // "B"
24     0x00, 0x00, 0x3E, 0x41, 0x41, 0x22, 0x00, 0x00, // "C"
25     0x00, 0x00, 0x7F, 0x41, 0x41, 0x3E, 0x00, 0x00, // "D"
26     0x00, 0x00, 0x7F, 0x49, 0x49, 0x41, 0x00, 0x00, // "E"
27     0x00, 0x00, 0x7F, 0x48, 0x48, 0x40, 0x00, 0x00, // "F"
28     0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, // " "
29 };
30 int main(void)
31 {
32     int i, j, k;
33     unsigned char x;
34     if(wiringPiSetup() == -1) { //when initialize wiring failed, print message to screen
35         printf("setup wiringPi failed !");
36         return 1;
37     }
38     pinMode(dataPin, OUTPUT);
39     pinMode(latchPin, OUTPUT);
40     pinMode(clockPin, OUTPUT);
41     while(1){
42         for(j=0;j<500;j++) { // Repeat enough times to display the smiling face a period of
43             time
44             x=0x80;
45             for(i=0;i<8;i++){
46                 digitalWrite(latchPin, LOW);
47                 shiftOut(dataPin,clockPin,LSBFIRST,pic[i]); // first shift data of line
48             information to the first stage 74HC959
49                 shiftOut(dataPin,clockPin,LSBFIRST,^x); // then shift data of column
50             information to the second stage 74HC959
51
52                 digitalWrite(latchPin, HIGH); // Output data of two stage 74HC595 at the
53             same time
54                 x>>=1; // display the next column
55                 delay(1);
56             }
57         }
58         for(k=0;k<sizeof(data)-8;k++) { // sizeof(data) total number of "0-F" columns
59             for(j=0;j<20;j++) { // times of repeated displaying LEDMatrix in every frame,
60             the bigger the "j", the longer the display time
61                 x=0x80; // Set the column information to start from the first column
62                 for(i=k;i<8+k;i++){
63                     digitalWrite(latchPin, LOW);
64                     shiftOut(dataPin,clockPin,LSBFIRST,data[i]);
65                     shiftOut(dataPin,clockPin,LSBFIRST,^x);
```

```

66         digitalWrite(latchPin, HIGH) ;
67         x>>=1;
68         delay(1);
69     }
70 }
71 }
72 }
73 return 0;
74 }
```

The first “for” cycle in the “while” cycle is used to display a static smile. Display column information from left to right, one column by one column, totally 8 columns. Repeat 500 times to ensure display time enough.

```

for(j=0;j<500;j++) { // Repeat enough times to display the smiling face a period
of time
    x=0x80;
    for(i=0;i<8;i++) {
        digitalWrite(latchPin, LOW);
        shiftOut(dataPin,clockPin,LSBFIRST,pic[i]);
        shiftOut(dataPin,clockPin,LSBFIRST,^x);
        digitalWrite(latchPin, HIGH);
        x>>=1;
        delay(1);
    }
}
```

The second “for” cycle is used to display scrolling characters "0-F", totally $18 \times 8 = 144$ columns. Display the 0-8 column, 1-9 column, 2-10 column..... 138-144 column in turn to achieve the scrolling effect. The display of each frame is repeated a certain number of times, and the more times the number of repetitions, the longer the single frame display, the slower the rolling.

```

for(k=0;k<sizeof(data)-8;k++) { //sizeof(data) total number of "0-F" columns
    for(j=0;j<20;j++) { // times of repeated displaying LEDMatrix in every frame,
the bigger the "j", the longer the display time
        x=0x80; // Set the column information to start from the first column
        for(i=k;i<8+k;i++) {
            digitalWrite(latchPin, LOW);
            shiftOut(dataPin,clockPin,LSBFIRST,data[i]);
            shiftOut(dataPin,clockPin,LSBFIRST,^x);
            digitalWrite(latchPin, HIGH);
            x>>=1;
            delay(1);
        }
    }
}
```

Python Code 14.1.1 LEDMatrix

First observe the experimental phenomenon, and then analyze the code.

1. Use the cd command to enter 14.1.1_LEDMatrix directory of Python language.

```
cd Freenove_Super_Starter_Kit_for_Raspberry_Pi/Code/Python_Code/14.1.1_LEDMatrix
```

2. Use python command to execute python code "LEDMatrix.py".

```
python LEDMatrix.py
```

After the program is executed, LEDMatrix will display a smiling face, and then the display scrolling character "0-F", circularly.

The following is the program code:

```
1 import RPi.GPIO as GPIO
2
3
4 LSBFIRST = 1
5 MSBFIRST = 2
6 #define the pins connect to 74HC595
7 dataPin = 11      #DS Pin of 74HC595(Pin14)
8 latchPin = 13     #ST_CP Pin of 74HC595(Pin12)
9 clockPin = 15      #SH_CP Pin of 74HC595(Pin11)
10 pic = [0x1c, 0x22, 0x51, 0x45, 0x45, 0x51, 0x22, 0x1c]# data of smiling face
11 data = [#data of "0-F"
12     0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, # ""
13     0x00, 0x00, 0x3E, 0x41, 0x41, 0x3E, 0x00, 0x00, # "0"
14     0x00, 0x00, 0x21, 0x7F, 0x01, 0x00, 0x00, 0x00, # "1"
15     0x00, 0x00, 0x23, 0x45, 0x49, 0x31, 0x00, 0x00, # "2"
16     0x00, 0x00, 0x22, 0x49, 0x49, 0x36, 0x00, 0x00, # "3"
17     0x00, 0x00, 0x0E, 0x32, 0x7F, 0x02, 0x00, 0x00, # "4"
18     0x00, 0x00, 0x79, 0x49, 0x49, 0x46, 0x00, 0x00, # "5"
19     0x00, 0x00, 0x3E, 0x49, 0x49, 0x26, 0x00, 0x00, # "6"
20     0x00, 0x00, 0x60, 0x47, 0x48, 0x70, 0x00, 0x00, # "7"
21     0x00, 0x00, 0x36, 0x49, 0x49, 0x36, 0x00, 0x00, # "8"
22     0x00, 0x00, 0x32, 0x49, 0x49, 0x3E, 0x00, 0x00, # "9"
23     0x00, 0x00, 0x3F, 0x44, 0x44, 0x3F, 0x00, 0x00, # "A"
24     0x00, 0x00, 0x7F, 0x49, 0x49, 0x36, 0x00, 0x00, # "B"
25     0x00, 0x00, 0x3E, 0x41, 0x41, 0x22, 0x00, 0x00, # "C"
26     0x00, 0x00, 0x7F, 0x41, 0x41, 0x3E, 0x00, 0x00, # "D"
27     0x00, 0x00, 0x7F, 0x49, 0x49, 0x41, 0x00, 0x00, # "E"
28     0x00, 0x00, 0x7F, 0x48, 0x48, 0x40, 0x00, 0x00, # "F"
29     0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, # ""
30 ]
31 def setup():
32     GPIO.setmode(GPIO.BOARD)      # Number GPIOs by its physical location
33     GPIO.setup(dataPin, GPIO.OUT)
34     GPIO.setup(latchPin, GPIO.OUT)
35     GPIO.setup(clockPin, GPIO.OUT)
```

```

36
37 def shiftOut(dPin, cPin, order, val):
38     for i in range(0, 8):
39         GPIO.output(cPin, GPIO.LOW);
40         if(order == LSBFIRST):
41             GPIO.output(dPin, (0x01&(val>>i)==0x01) and GPIO.HIGH or GPIO.LOW)
42         elif(order == MSBFIRST):
43             GPIO.output(dPin, (0x80&(val<<i)==0x80) and GPIO.HIGH or GPIO.LOW)
44         GPIO.output(cPin, GPIO.HIGH);
45
46 def loop():
47     while True:
48         for j in range(0, 500):# Repeat enough times to display the smiling face a period
49             of time
50             x=0x80
51             for i in range(0, 8):
52                 GPIO.output(latchPin, GPIO.LOW)
53                 shiftOut(dataPin, clockPin, LSBFIRST, pic[i]) #first shift data of line
54             information to first stage 74HC595
55
56             shiftOut(dataPin, clockPin, LSBFIRST, ~x) #then shift data of column
57             information to second stage 74HC595
58             GPIO.output(latchPin, GPIO.HIGH)# Output data of two stage 74HC595 at the
59             same time
60             time.sleep(0.001)# display the next column
61             x>>=1
62             for k in range(0, len(data)-8):#len(data) total number of "0-F" columns
63                 for j in range(0, 20):# times of repeated displaying LEDMatrix in every frame,
64                 the bigger the "j" , the longer the display time.
65                 x=0x80      # Set the column information to start from the first column
66                 for i in range(k, k+8):
67                     GPIO.output(latchPin, GPIO.LOW)
68                     shiftOut(dataPin, clockPin, LSBFIRST, data[i])
69                     shiftOut(dataPin, clockPin, LSBFIRST, ~x)
70                     GPIO.output(latchPin, GPIO.HIGH)
71                     time.sleep(0.001)
72                     x>>=1
73     def destroy(): # When 'Ctrl+C' is pressed, the function is executed.
74         GPIO.cleanup()
75     if __name__ == '__main__': # Program starting from here
76         print 'Program is starting...'
77         setup()
78         try:
79             loop()

```

```

80     except KeyboardInterrupt:
81         destroy()

```

The first “for” cycle in the “while” cycle is used to display a static smile. Display column information from left to right, one column by one column, totally 8 columns. Repeat 500 times to ensure display time enough.

```

        for j in range(0, 500):# Repeat enough times to display the smiling face a period
        of time
            x=0x80
            for i in range(0, 8):
                GPIO.output(latchPin, GPIO.LOW)
                shiftOut(dataPin, clockPin, LSBFIRST, pic[i])#first shift data of line
                information to first stage 74HC595
                shiftOut(dataPin, clockPin, LSBFIRST, ~x)#then shift data of column
                information to first stage 74HC595

                GPIO.output(latchPin, GPIO.HIGH)# Output data of two stage 74HC595 at the
                same time.
                time.sleep(0.001)# display the next column
                x>>=1

```

The second “for” cycle is used to display scrolling characters "0-F", totally $18*8=144$ columns. Display the 0-8 column, 1-9 column, 2-10 column..... 138-144 column in turn to achieve the scrolling effect. The display of each frame is repeated a certain number of times, and the more times the number of repetitions, the longer the single frame display, the slower the rolling.

```

        for k in range(0, len(data)-8):#len(data) total number of "0-F" columns.
            for j in range(0, 20):# times of repeated displaying LEDMatrix in every frame,
            the bigger the "j" , the longer the display time
                x=0x80      # Set the column information to start from the first column
                for i in range(k, k+8):
                    GPIO.output(latchPin, GPIO.LOW)
                    shiftOut(dataPin, clockPin, LSBFIRST, data[i])
                    shiftOut(dataPin, clockPin, LSBFIRST, ~x)
                    GPIO.output(latchPin, GPIO.HIGH)
                    time.sleep(0.001)
                x>>=1

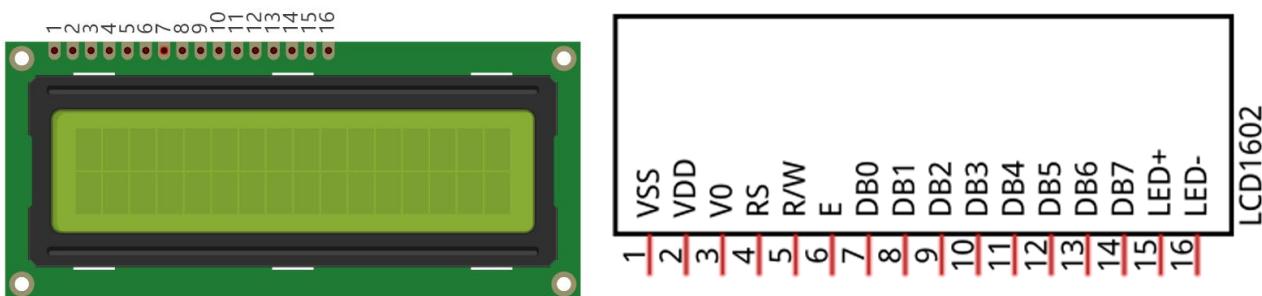
```

Chapter 15 LCD1602

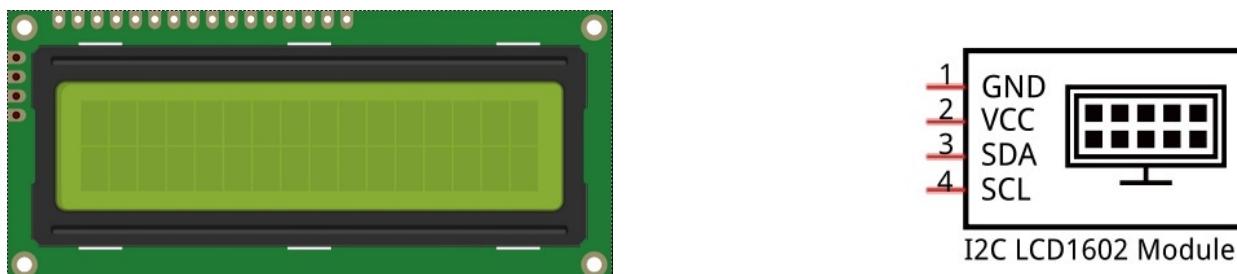
In this chapter, we will learn a display screen, LCD1602.

Project 15.1 I2C LCD1602

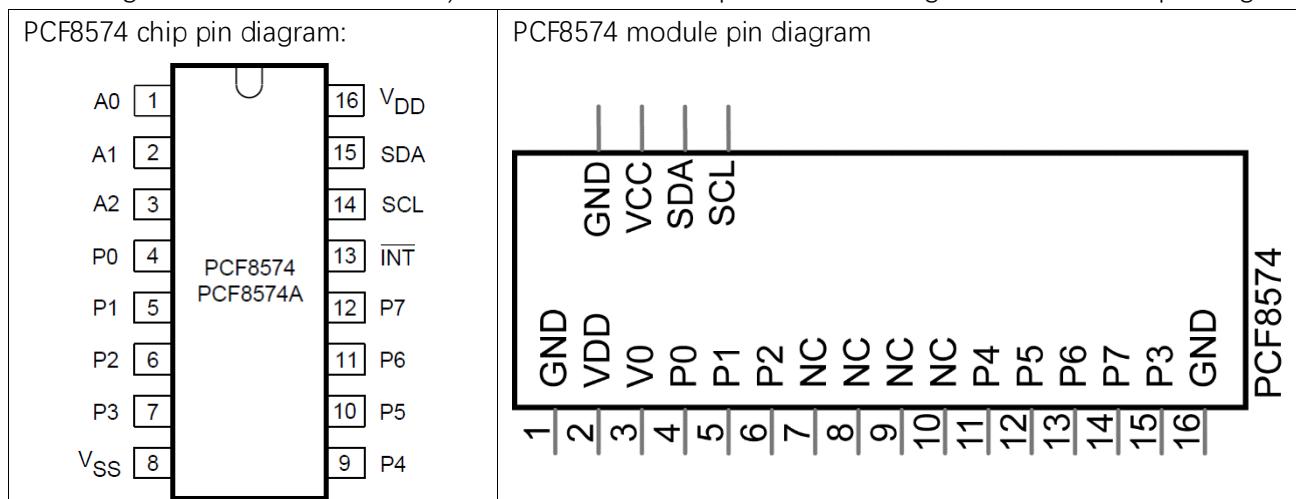
LCD1602 can display 2 lines of characters in 16 columns. It can display numbers, letters, symbols, ASCII code and so on. As shown below is a monochrome LCD1602 display screen, and its circuit pin diagram :



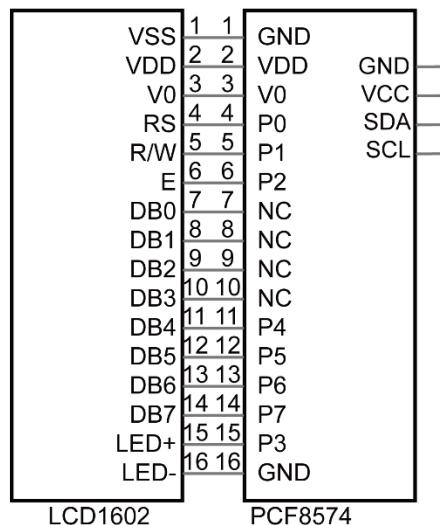
I2C LCD1602 integrates a I2C interface, which connects the serial-input ¶llel-output module to LCD1602. We just use 4 lines to the operate LCD1602 easily.



The serial-to-parallel chip used in this module is PCF8574(PCF8574A),and its default I2C address is 0x27(0x3F), and you can view all the RPI bus on your I2C device address through command "i2cdetect -y 1" to. (refer to the "configuration I2C" section below) below is the PCF8574 pin schematic diagram and the block pin diagram:



PCF8574 module pin and LCD1602 pin are corresponding to each other and connected with each other:



So, we can use just 4 pins to control LCD1602 with 16 pins easily through I2C interface.

In this experiment, we will use I2CLCD1602 to display some static characters and dynamic variables.

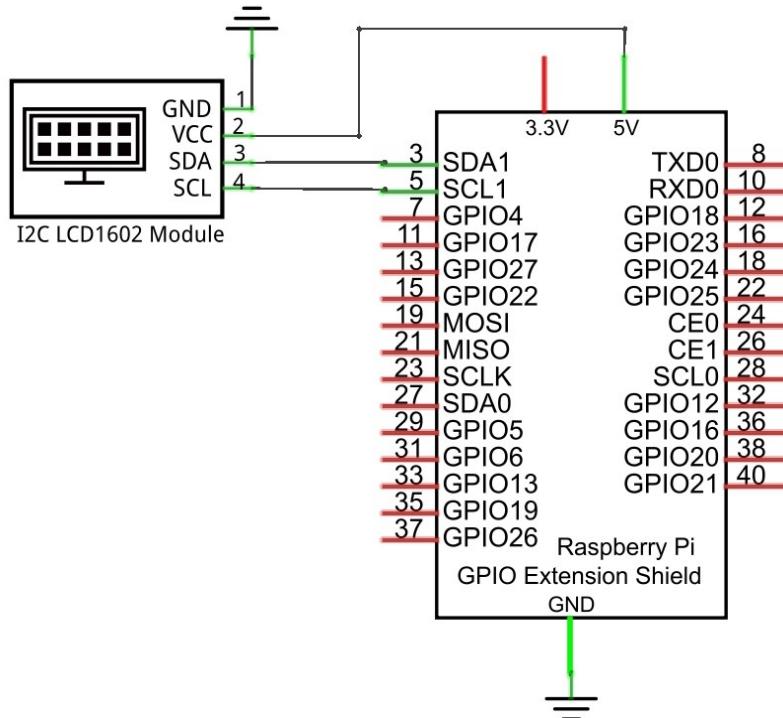
Component List

Raspberry Pi 3B x1 GPIO Extension Board & Wire x1 BreadBoard x1	Jumper M/M x4
I2C LCD1602 Module x1	

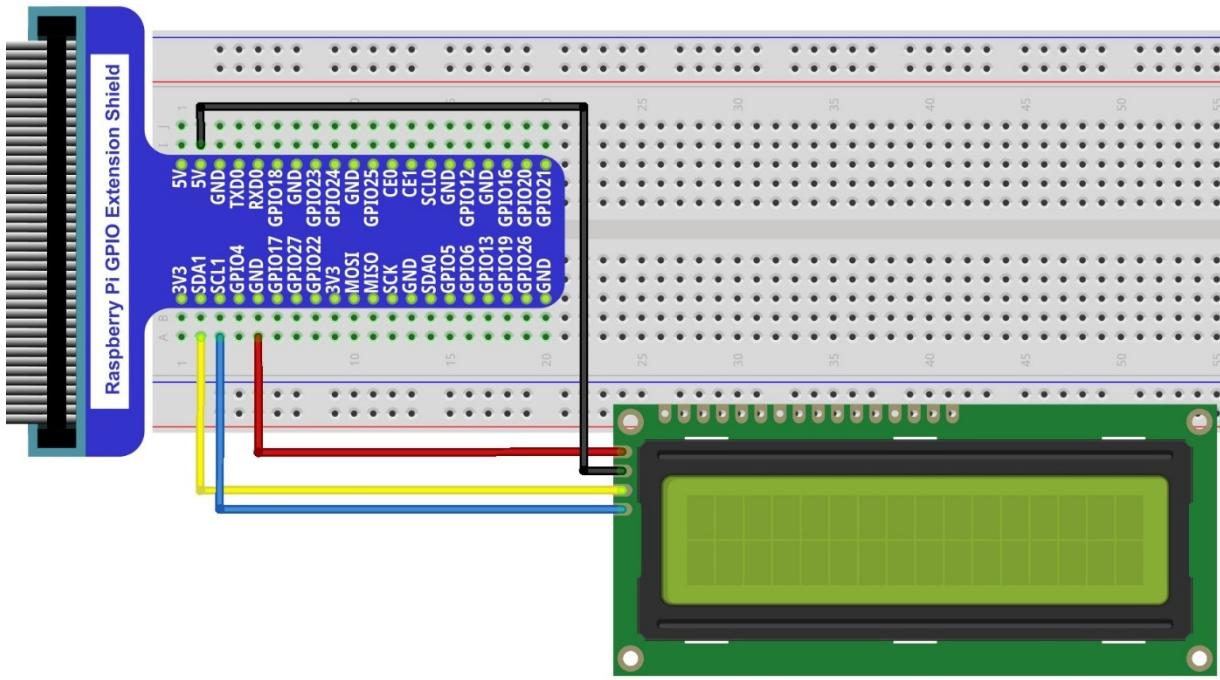
Circuit

Note that the power supply for I2CLCD1602 in this circuit is 5V.

Schematic diagram



Hardware connection



Code

This code will get the CPU temperature and system time of RPi, display them on LCD1602.

C Code 15.1.1 I2CLCD1602

First observe the experimental phenomenon, and then analyze the code.

1. Use the cd command to enter 15.1.1_ I2CLCD1602 directory of C code.

```
cd Freenove_Super_Starter_Kit_for_Raspberry_Pi/Code/C_Code/15.1.1_I2CLCD1602
```

2. Open the file I2CLCD1602.c, and find the macro definition "pcf8574_address". If your serial-to-parallel module uses chip PCF8574, set the macro "pcf8574_address" value to 0x27. If your serial-to-parallel module uses chip PCF8574A, set the macro "pcf8574_address" value to 0x3F.

```
14 // #define pcf8574_address 0x27      // default I2C address of Pcf8574
15 #define pcf8574_address 0x3F      // default I2C address of Pcf8574A
```

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

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

4. Then run the generated file "I2CLCD1602".

```
sudo ./ I2CLCD1602
```

After the program is executed, LCD1602 screen will display current CPU temperature and system time. If there is no display or the display is not clear, adjust potentiometer of PCF8574 module to adjust the contrast of LCD1602 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 <pcf8574.h>
5 #include <lcd.h>
6 #include <time.h>
7
8 // #define pcf8574_address 0x27      // default I2C address of Pcf8574
9 #define pcf8574_address 0x3F      // default I2C address of Pcf8574A
10 #define BASE 64      // BASE is not less than 64
11 ////////////// Define the output pins of the PCF8574, which are directly connected to the
12 LCD1602 pin.
13 #define RS      BASE+0
14 #define RW      BASE+1
15 #define EN      BASE+2
16 #define LED     BASE+3
17 #define D4      BASE+4
18 #define D5      BASE+5
19 #define D6      BASE+6
20 #define D7      BASE+7
21
22 int lcdhd;// used to handle LCD
23 void printCPUtemperature() { // sub function used to print CPU temperature
```



```
24 FILE *fp;
25 char str_temp[15];
26 float CPU_temp;
27 // CPU temperature data is stored in this directory.
28 fp=fopen("/sys/class/thermal/thermal_zone0/temp", "r");
29 fgets(str_temp, 15, fp);      // read file temp
30 CPU_temp = atof(str_temp)/1000.0; // convert to Celsius degrees
31 printf("CPU's temperature : %.2f \n", CPU_temp);
32 lcdPosition(lcdhd, 0, 0);      // set the LCD cursor position to (0,0)
33 lcdPrintf(lcdhd, "CPU:%.2fC", CPU_temp); // Display CPU temperature on LCD
34 fclose(fp);
35 }
36 void printDataTime() { //used to print system time
37     time_t rawtime;
38     struct tm *timeinfo;
39     time(&rawtime); // get system time
40     timeinfo = localtime(&rawtime); // convert to local time
41     printf("%s \n", asctime(timeinfo));
42     lcdPosition(lcdhd, 0, 1); // set the LCD cursor position to (0,1)
43     lcdPrintf(lcdhd, "Time:%d:%d:%d", timeinfo->tm_hour, timeinfo->tm_min, timeinfo->tm_sec);
44     //Display system time on LCD
45 }
46 int main(void) {
47     int i;
48
49     if(wiringPiSetup() == -1){ //when initialize wiring failed, print message to screen
50         printf("setup wiringPi failed !");
51         return 1;
52     }
53     pcf8574Setup(BASE, pcf8574_address); // initialize PCF8574
54     for(i=0;i<8;i++){
55         pinMode(BASE+i, OUTPUT); // set PCF8574 port to output mode
56     }
57     digitalWrite(LED, HIGH); // turn on LCD backlight
58     digitalWrite(RW, LOW); // allow writing to LCD
59     lcdhd = lcdInit(2, 16, 4, RS, EN, D4, D5, D6, D7, 0, 0, 0, 0); // initialize LCD and return "handle"
60     used to handle LCD
61     if(lcdhd == -1){
62         printf("lcdInit failed !");
63         return 1;
64     }
65     while(1){
66         printCPUtemperature(); // print CPU temperature
67         printDataTime(); // print system time
```

```

68     delay(1000);
69 }
70 return 0;
}

```

It can be seen from the code that PCF8591 and PCF8574 have a lot of similarities, they are through the I2C interface to expand the GPIO RPI. First defines the I2C address of the PCF8574 and the Extension of the GPIO pin, which is connected to the GPIO pin of the LCD1602.

```

//#define pcf8574_address 0x27      // default I2C address of Pcf8574
#define pcf8574_address 0x3F      // default I2C address of Pcf8574A
#define BASE 64          // BASE is not less than 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.

```

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 (namely, can be write) according to requirements of this function. The return value of the function called "Handle" is used to handle LCD1602 next.

```

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 initialisation function and must be called before you use any other LCD functions.

Rows and **cols** are the rows and columns on the display (e.g. 2, 16 or 4,20). **Bits** is the number of bits wide on the interface (4 or 8). The **rs** and **strb** represent the pin numbers of the displays RS pin and Strobe (E) pin. The parameters **d0** through **d7** are the pin numbers of the 8 data pins connected from the Pi 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 parameters)

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

In the next “while”, two sub functions are called to display the CPU temperature and the time. First look at the sub function printCPUtemperature(). The CPU temperature data is stored in the “/sys/class/thermal/thermal_zone0/temp” file. We need read contents of the file, and converts it to temperature value stored in variable CPU_temp, and use lcdPrintf() to display it on LCD.

```
void printCPUtemperature() { //sub function 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 printf formatting commands.

Next is sub function printDataTime() used to print system time. First, got the standard time and store it into variable rawtime, and then converted it to the local time and tore it into timeinfo, and finally display the time information on LCD1602.

```
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
}
```

Python Code 15.1.1 I2CLCD1602

First observe the experimental phenomenon, and then analyze the code.

1. Use the cd command to enter 15.1.1_I2CLCD1602 directory of Python code.

```
cd Freenove_Super_Starter_Kit_for_Raspberry_Pi/Code/Python_Code/15.1.1_I2CLCD1602
```

2. Use python command to execute python code "I2CLCD1602.py".

```
python I2CLCD1602.py
```

After the program is executed, LCD1602 screen will display current CPU temperature and system time. If there is no display or the display is not clear, adjust potentiometer of PCF8574 module to adjust the contrast of LCD1602 until the screen can display clearly.

The following is the program code:

```
1  from PCF8574 import PCF8574_GPIO
2  from Adafruit_LCD1602 import Adafruit_CharLCD
3
4  from time import sleep, strftime
5  from datetime import datetime
6
7  def get_cpu_temp():      # get CPU temperature and store it into file
8      "/sys/class/thermal/thermal_zone0/temp"
9      tmp = open('/sys/class/thermal/thermal_zone0/temp')
10     cpu = tmp.read()
11     tmp.close()
12     return '{:.2f}'.format(float(cpu)/1000) + ' C'
13
14 def get_time_now():      # get system time
15     return datetime.now().strftime('%H:%M:%S')
16
17 def loop():
18     mcp.output(3, 1)      # turn on LCD backlight
19     lcd.begin(16, 2)      # set number of LCD lines and columns
20     while(True):
21         #lcd.clear()
22         lcd.setCursor(0, 0) # set cursor position
23         lcd.message('CPU: ' + get_cpu_temp()+'\n')# display CPU temperature
24         lcd.message(get_time_now())    # display the time
25         sleep(1)
26
27 def destroy():
28     lcd.clear()
29
30 PCF8574_address = 0x27 # I2C address of the PCF8574 chip.
31 PCF8574A_address = 0x3F # I2C address of the PCF8574A chip.
32 # Create PCF8574 GPIO adapter.
33 try:
34     mcp = PCF8574_GPIO(PCF8574_address)
```

```

35     except:
36         try:
37             mcp = PCF8574_GPIO(PCF8574A_address)
38         except:
39             print 'I2C Address Error !'
40             exit(1)
41 # Create LCD, passing in MCP GPIO adapter.
42 lcd = Adafruit_CharLCD(pin_rs=0, pin_e=2, pins_db=[4, 5, 6, 7], GPIO=mcp)

43 if __name__ == '__main__':
44     print 'Program is starting ... '
45     try:
46         loop()
47     except KeyboardInterrupt:
48         destroy()

```

Two modules are used in the code, PCF8574.py and Adafruit_LCD1602.py. These two documents and the code file are stored in the same directory, and neither of them is dispensable. Please do not delete. PCF8574.py is used to provide I2C communication mode and operation method of some port for RPi and PCF8574 chip. Adafruit module Adafruit_LCD1602.py is used to provide some function operation method for LCD1602.

In the code, first get the object used to operate PCF8574 port, then get the object used to operate LCD1602.

```

address = 0x27 # I2C address of the PCF8574 chip.
# Create PCF8574 GPIO adapter.
mcp = PCF8574_GPIO(address)
# Create LCD, passing in MCP GPIO adapter.
lcd = Adafruit_CharLCD(pin_rs=0, pin_e=2, pins_db=[4, 5, 6, 7], GPIO=mcp)

```

According to the circuit connection, port 3 of PCF8574 is connected to positive pole of LCD1602 backlight. Then in the loop () function, use of mcp.output(3,1) to turn on LCD1602 backlight, and set number of LCD lines and columns.

```

def loop():
    mcp.output(3,1)      # turn on the LCD backlight
    lcd.begin(16,2)      # set number of LCD lines and columns

```

In the next while cycle, set the cursor position, and display the CPU temperature and time.

```

while(True):
    #lcd.clear()
    lcd.setCursor(0,0)  # set cursor position
    lcd.message('CPU: ' + get_cpu_temp()+'\n')# display CPU temperature
    lcd.message(get_time_now())   # display the time
    sleep(1)

```

CPU temperature is stored in file “/sys/class/thermal/thermal_zone0/temp”. Open the file and read content of the file, and then convert it to Celsius degrees and return. Sub function used to get CPU temperature is shown below:

```

def get_cpu_temp():    # get CPU temperature and store it into file
    "/sys/class/thermal/thermal_zone0/temp"
    tmp = open('/sys/class/thermal/thermal_zone0/temp')

```

```
cpu = tmp.read()
tmp.close()
return '{:.2f}'.format(float(cpu)/1000) + ' C'
```

Sub function used to get time:

```
def get_time_now():      # get the time
    return datetime.now().strftime('%H:%M:%S')
```

Details about PCF8574.py and Adafruit_LCD1602.py:

Module PCF8574

This module provides two classes **PCF8574_I2C** and **PCF8574_GPIO**.

Class **PCF8574_I2C** : provides reading and writing method for PCF8574.

Class **PCF8574_GPIO** : provides a standardized set of GPIO functions.

More information can be viewed through opening PCF8574.py.

Adafruit_LCD1602 Mofule

Mofule Adafruit_LCD1602

This module provides the basic operation method of LCD1602, including class Adafruit_CharLCD. Some member functions are described as follows:

def begin(self, cols, lines): set the number of lines and columns of the screen.

def clear(self): clear the screen

def setCursor(self, col, row): set the cursor position

def message(self, text): display contents

More information can be viewed through opening Adafruit_CharLCD.py.

Chapter 16 WebIOPi & IOT

In this chapter, we will learn how to use GPIO to control RPi through remote network and how to build a WebIOPi service on the RPi.

“IOT” is Internet of Things. The development of IOT will greatly change our habits and make our lives more convenient and efficient.

“WebIOPi” is the Raspberry Pi Internet of Things Framework. After configuration for WebIOPi on your RPi is completed, you can use web browser on mobile phones, computers and other equipments to control, debug and use RPi GPIO conveniently. It also supports many commonly used communication protocol, such as serial, I2C, SPI, etc., and a lot of equipments, like AD/DA converter pcf8591 used before and so on. Then on this basis, through adding some peripheral circuits, you can create your own smart home.

For more details about WebIOPi, please refer to: <http://webiopi.trouch.com/>

Project 16.1 Remote LED

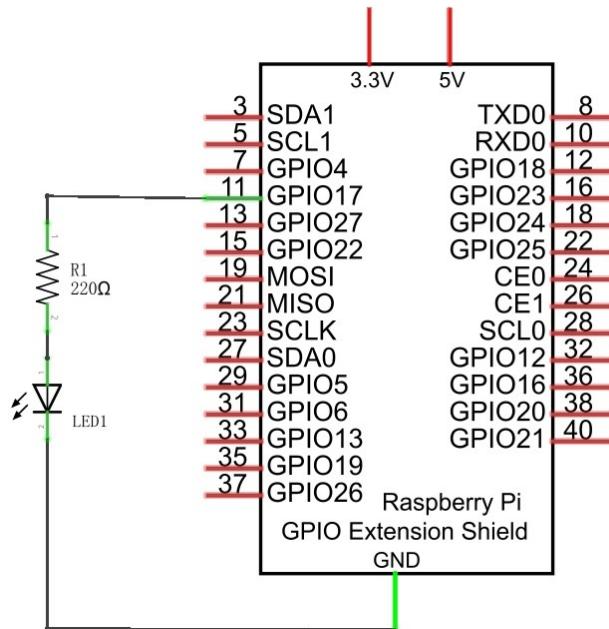
In this experiment, we need build a WebIOPi service, and then control the RPi GPIO to control a LED through Web browser of phone or PC.

Component List

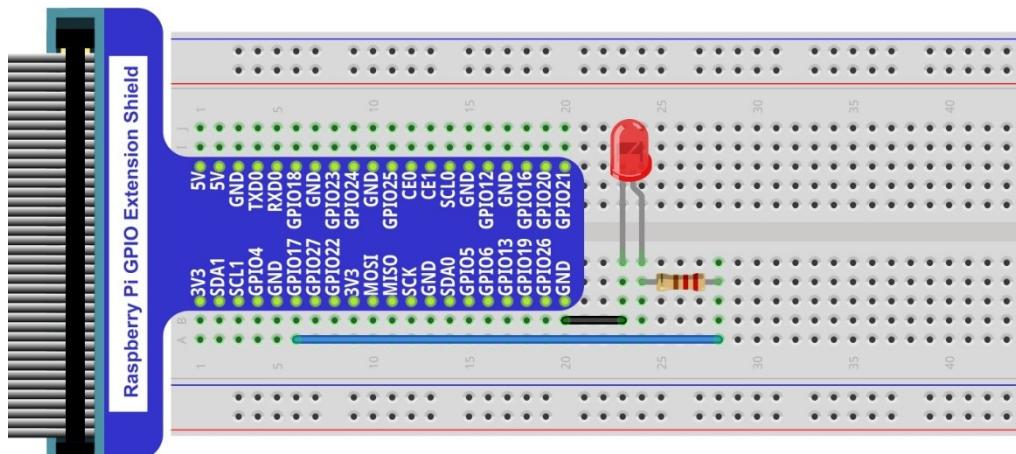
Raspberry Pi 3B x1 GPIO Extension Board & Wire x1 BreadBoard x1	LED x1	Resistor 220Ω x1
Jumper M/M x2 		

Circuit

Schematic diagram



Hardware connection



Build WebIOPi Service Framework

The following is the key part of this chapter. The installation steps refer to WebIOPi official. And you also can directly refer to the official installation installation steps. The latest version (until 2016-6-27) WebIOPi is 0.7.1. So, if your RPi model is 2B or 3B, you may have some problems in use. We will explain these problems and provide the solution in the following installation steps.

Here are the steps to build WebIOPi:

Installation

1. visit <http://webiopi.trouch.com/DOWNLOADS.html> to get the latest installation package. You can use the following command to obtain.

```
wget http://sourceforge.net/projects/webiopi/files/WebIOPi-0.7.1.tar.gz/download
```

2. Rename the package to WebIOPi.tar.gz.

```
mv download WebIOPi.tar.gz
```

3. Extract the package and generate a folder named "WebIOPi-0.7.1". Then enter the folder.

```
tar xvzf WebIOPi.tar.gz
```

```
cd WebIOPi-0.7.1
```

4. If your RPi version is 2B or 3B, then you need to modify some files to make it work properly. If your RPi is the other version, you don't need to modify and you can just skip this step.

1) Edit the file "python/native/cpuinfo.c". Find "BCM2708" and change it to "BCM2709".

```
while(!feof(fp)) {
    fgets(buffer, sizeof(buffer) , fp);
    sscanf(buffer, "Hardware : %s", hardware);
    if (strcmp(hardware, "BCM2708") == 0)
        rpi_found = 1;
    sscanf(buffer, "Revision : %s", revision);
}

while(!feof(fp)) {
    fgets(buffer, sizeof(buffer) , fp);
    sscanf(buffer, "Hardware : %s", hardware);
    if (strcmp(hardware, "BCM2709") == 0)
        rpi_found = 1;
    sscanf(buffer, "Revision : %s", revision);
}
```

- 2) Edit the file "python/native/gpio.c". Change "#define BCM2708_PERI_BASE 0x20000000" to "#define BCM2708_PERI_BASE 0x3f000000".

```
#define BCM2708_PERI_BASE 0x20000000
#define BCM2708_PERI_BASE 0x3f000000
```

5. Run setup.sh to start the installation, and the process need a period of time to wait.

```
sudo ./setup.sh
```

Run

After the installation is completed, you can use the webiopi command to start running.

```
$ sudo webiopi [-h] [-c config] [-l log] [-s script] [-d] [port]
```

Options:

-h, --help	Display this help
-c, --config file	Load config from file
-l, --log file	Log to file
-s, --script file	Load script from file
-d, --debug	Enable DEBUG

Arguments:

port	Port to bind the HTTP Server
-------------	------------------------------

For instance, to start with verbose output and the default config file :

```
$ sudo webiopi -d -c /etc/webiopi/config
```

The Port is 8000 in default.

Until now, WebIOPi has been launched, and you can press "Ctrl+C" to terminate service.

Access WebIOPi over local network

Under the same network, use mobile phone or PC browser to open your RPi IP address, and add port number like 8000. For example, my raspberry pie IP address is 192.168.1.109. Then, in the browser, should input:
<http://192.168.1.109:8000/>

Default user is "webiopi" and password is "raspberry".

Then, enter the main control interface:

WebIOPi Main Menu

GPIO Header

Control and Debug the Raspberry Pi GPIO with a display which looks like the physical header.

GPIO List

Control and Debug the Raspberry Pi GPIO ordered in a single column.

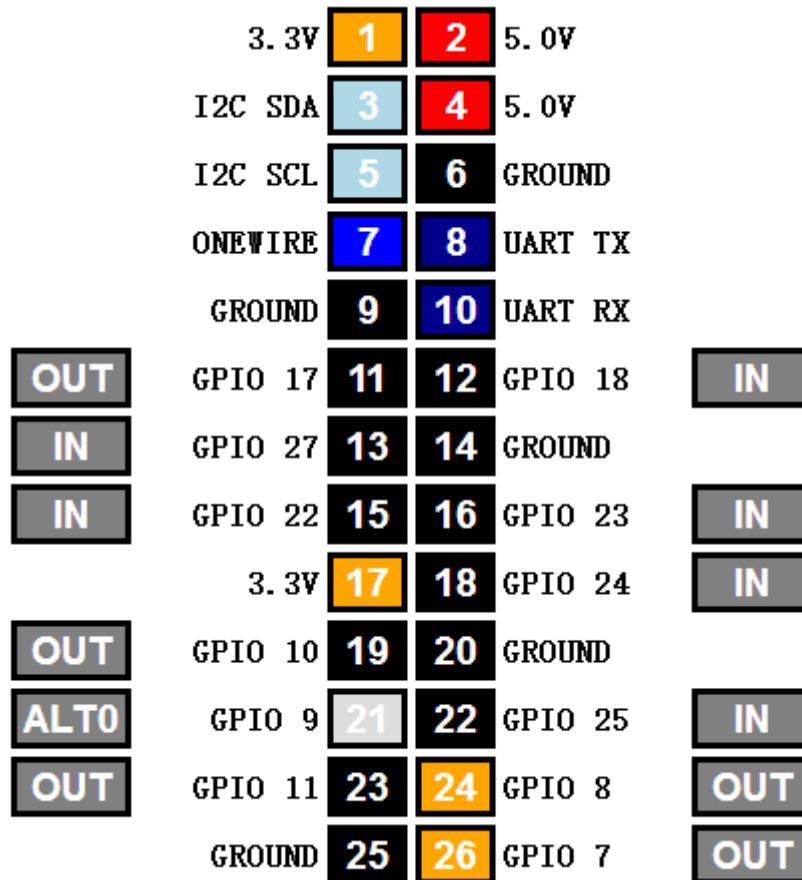
Serial Monitor

Use the browser to play with Serial interfaces configured in WebIOPi.

Devices Monitor

Control and Debug devices and circuits wired to your Pi and configured in WebIOPi.

Click on GPIO Header to enter the GPIO control interface.



Control methods :

- Click/Tap the OUT/IN button to change GPIO direction.
- Click/Tap pins to change the GPIO output state.

Completed

According to the circuit we build, set GPIO17 to OUT, then click Header11 to control the LED.

About WebIOPi

The reason for changing file in the configuration process is that the model of new generation of RPi CPU is different from old one, which result in some of the issues during using.

WebIOPi has not provide corresponding installation package for RPi 2B and 3B timely. Therefore, there are two changes in the configuration, and some BUG may exist to cause some problems to WebIOPi function. We look forward to that the author of WebIOPi to provide a complete set of the latest version of installation package to fit with RPi. WebIOPi can achieve far more than this, so we also look forward to learning and exploring with the funs.

What's next?

Thanks for your reading.

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

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

Thank you again for choosing Freenove products.