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- ! Do not move, delete or rename files in the folder just unzipped.

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

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Preface

Raspberry Pi Pico is a tiny, fast, and versatile board built using RP2040, a brand new microcontroller chip designed by Raspberry Pi in the UK. Supporting Python and C/C++ development, it is perfect for DIY projects. In this tutorial, we use Arduino to learn Pico. If you want to learn the Python version, please refer to another tutorial: [python_tutorial.pdf](#).

Using Arduino IDE as the development environment for Raspberry Pi Pico allows users to learn Pico better and more quickly, which is just like developing Arduino programs. In addition, resources such as Arduino's libraries can be directly used to greatly improve the efficiency of development.

If you haven't downloaded the related material for Raspberry Pi Pico tutorial, you can download it from this link:

https://github.com/Freenove/Freenove_Super_Starter_Kit_for_Raspberry_Pi_Pico

In this tutorial, we devide each project into 4 sections:

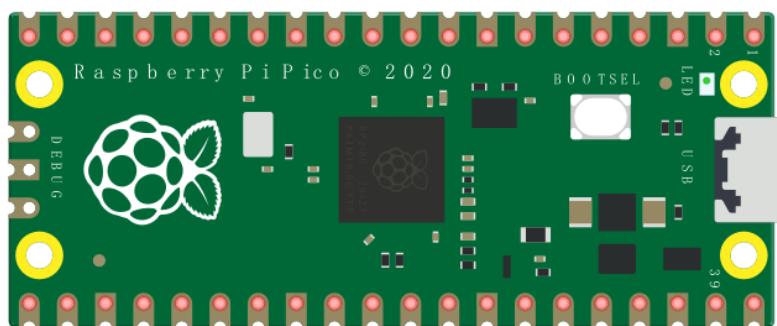
- 1, Component list: helps users to learn and find what components are needed in each project.
- 2, Component Knowledge: allows you to learn the features and usage of the components.
- 3, Circuit: assists to build circuit for each project.
- 4, Sketches and comments: makes it easier for users to learn to use Raspberry Pi Pico and make secondary development.

After completing the projects in this tutorial, you can also combine the components in different projects to make your own smart homes, smart car, robot, etc., bringing your imagination and creativity to life with Raspberry Pi Pico.

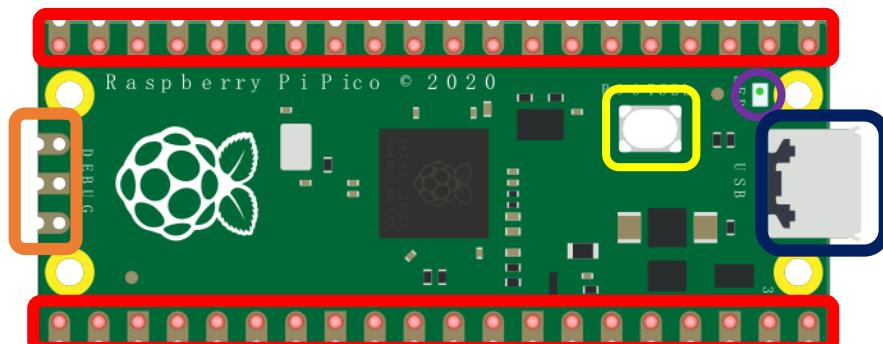
If you have any problems or difficulties using this product, please contact us for quick and free technical support: support@freenove.com

Raspberry Pi Pico

Before learning Pico, we need to know about it. Below is an imitated diagram of Pico, which looks very similar to the actual Pico.



The hardware interfaces are distributed as follows:



Frame color	Description
	Pins
	BOOTSEL button
	USB port
	LED
	Debugging

Function definition of pins:



Color	Pins	Color	Pins
Black	GND	Red	Power
Green	GPIO	Dark Green	ADC
Pink	UART(defualt)	Lavender	UART
Magenta	SPI	Light Blue	I2C
Light Red	System Control	Orange	Debugging

For details: <https://datasheets.raspberrypi.org/pico/pico-datasheet.pdf>

UART, I2C, SPI Defalt Pin

In Arduino IDE, the default pins of serial port are Pin0 and Pin1.

Note: Serial port is virtualized by RP2040. Therefore, when using the serial port, please enable the verification function of DTR. It can work under any baud rate.

UART

Function	Default
UART_BAUDRATE	X
UART_BITS	8
UART_STOP	1
UART_TX	Pin 0
UART_RX	Pin 1

I2C

Function	Default
I2C Frequency	400000
I2C_SDA	Pin 6
I2C_SCL	Pin 7

SPI

Function	Default
SPI_BAUDRATE	1000000
SPI_POLARITY	0
SPI_PHASE	0
SPI_BITS	8
SPI_FIRSTBIT	MSB
SPI_SCK	Pin 2
SPI_MOSI	Pin 3
SPI_MISO	Pin 4
SPI_SS	Pin 5

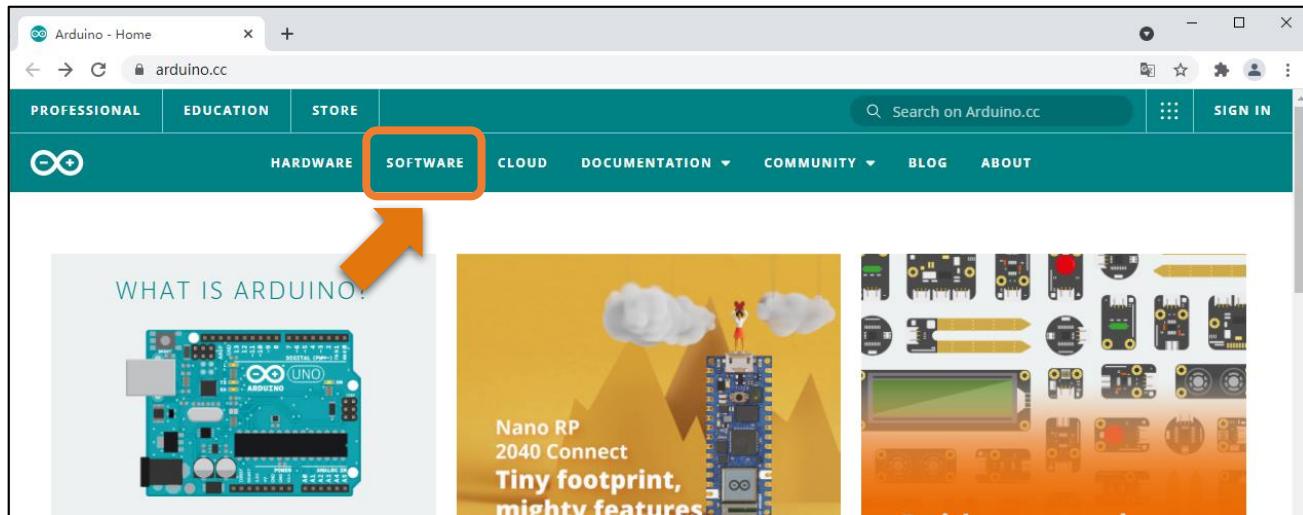
Chapter 0 Getting Ready (Important)

Before starting building the projects, you need to make some preparation first, which is so crucial that you must not skip.

Programming Software

Arduino Software (IDE) is used to write and upload the code for Arduino Board.

First, install Arduino Software (IDE): visit <https://www.arduino.cc>, click "Download" to enter the download page.



Select and download corresponding installer according to your operating system. If you are a windows user, please select the "Windows Installer" to download to install the driver correctly.

Downloads

The page shows the download for Arduino IDE 1.8.16. It includes a software icon, the title "Arduino IDE 1.8.16", a description of the software, installation instructions, links to source code and GitHub, and a large section for "DOWNLOAD OPTIONS" with links for Windows, Linux, and Mac OS X.

DOWNLOAD OPTIONS

- Windows** Win 7 and newer
- Windows** ZIP file
- Windows app** Win 8.1 or 10 [Get](#)
- Linux** 32 bits
- Linux** 64 bits
- Linux** ARM 32 bits
- Linux** ARM 64 bits
- Mac OS X** 10.10 or newer

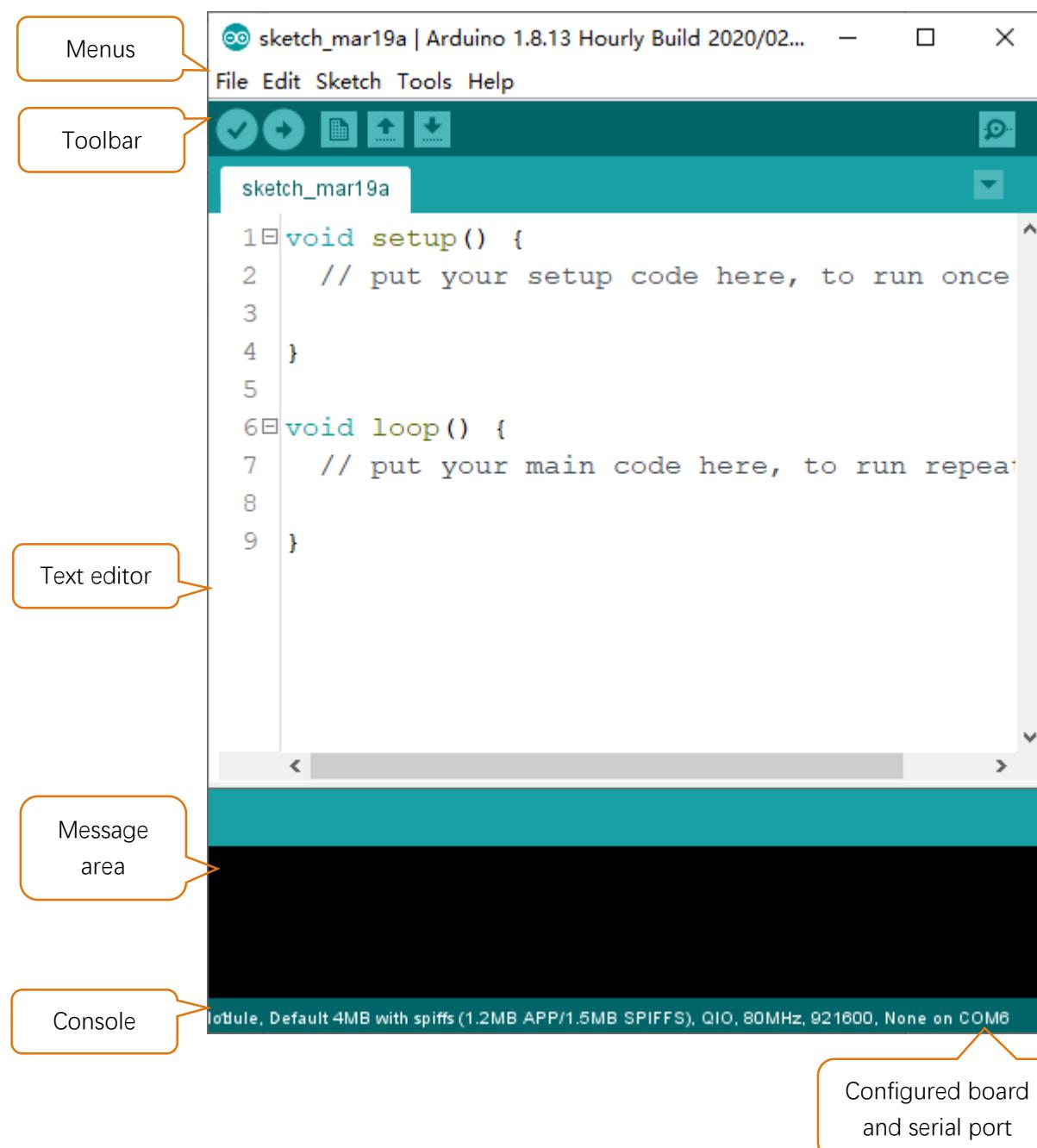
[Release Notes](#) [Checksums \(sha512\)](#)

After the download completes, run the installer. For Windows users, there may pop up an installation dialog box of driver during the installation process. When it comes up, please allow the installation.

After installation is complete, an Arduino Software shortcut will be generated in the desktop. Run the Arduino Software.



The interface of Arduino Software is as follows:





Programs written with Arduino Software (IDE) are called **sketches**. These sketches are written in the text editor and saved with the file extension.**.ino**. The editor has features for cutting/pasting and searching/replacing text. The message area gives feedback while saving and exporting and also displays errors. The console displays text output by the Arduino Software (IDE), including complete error messages and other information. The bottom right-hand corner of the window displays the configured board and serial port. The toolbar buttons allow you to verify and upload programs, create, open, and save sketches, and open the serial monitor.



Verify

Check your code for compile errors .



Upload

Compile your code and upload them to the configured board.



New

Create a new sketch.



Open

Present a menu of all the sketches in your sketchbook. Clicking one will open it within the current window and overwrite its content.



Save

Save your sketch.



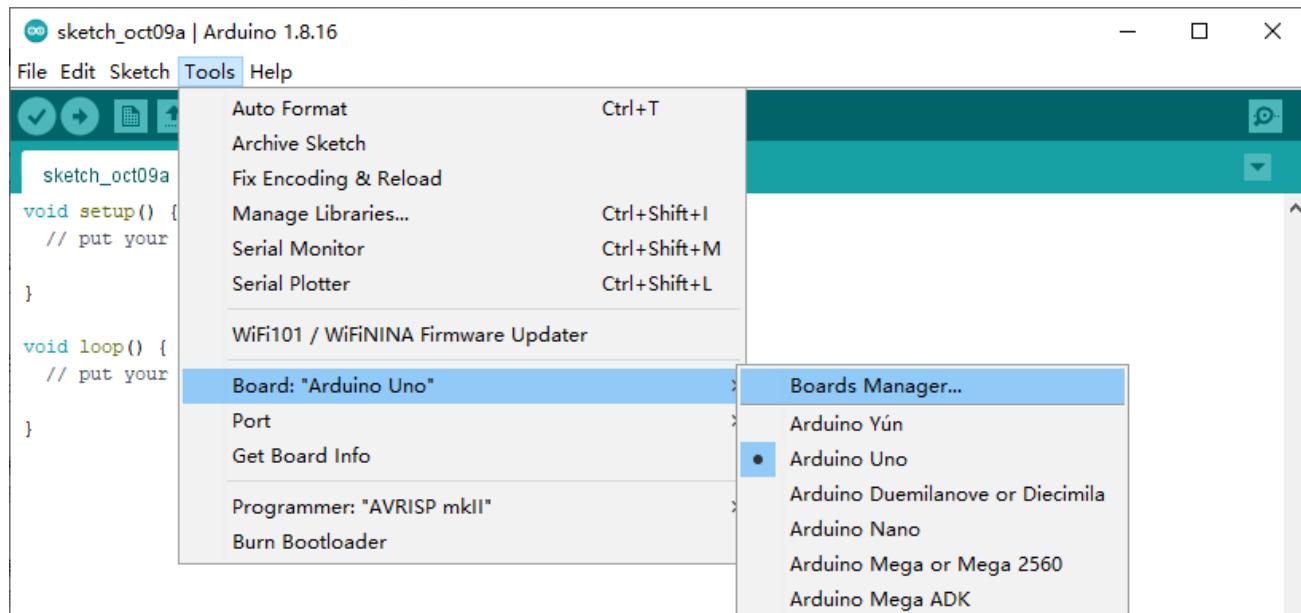
Serial Monitor

Open the serial monitor.

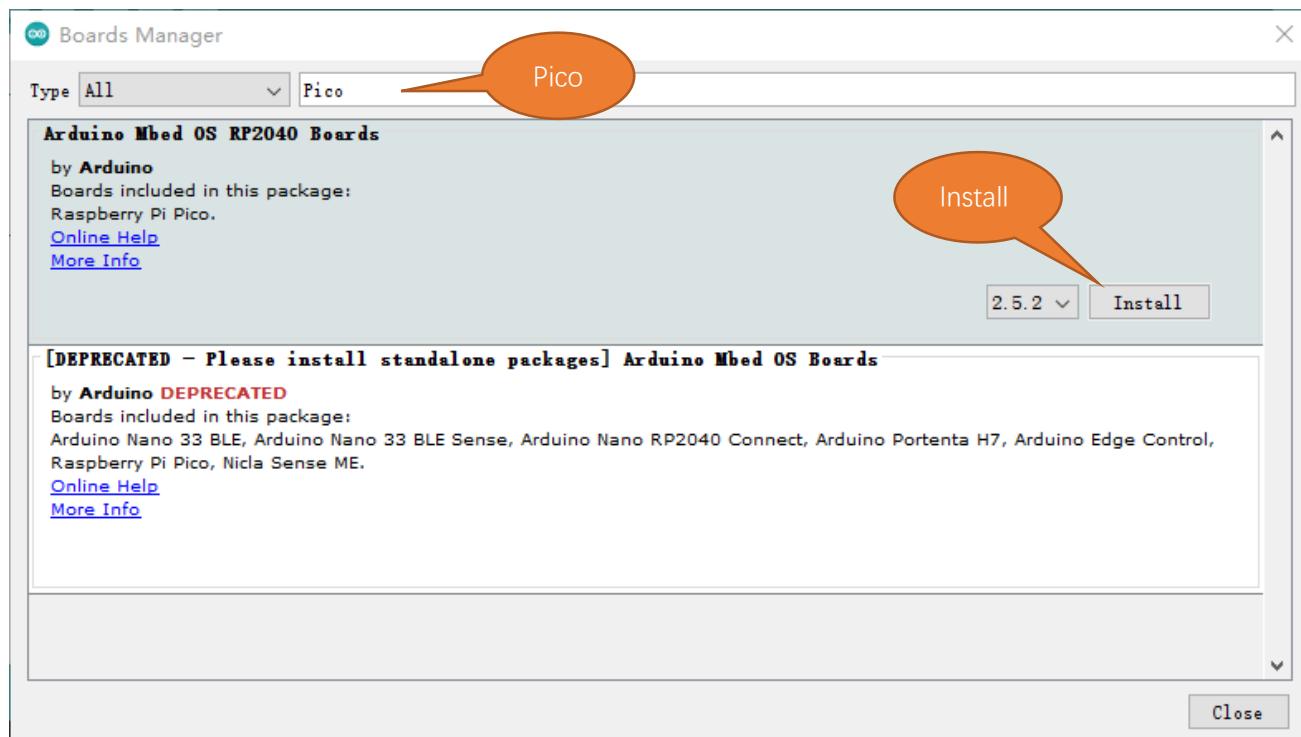
Additional commands are found within the five menus: File, Edit, Sketch, Tools, Help. The menus are context sensitive, which means only those items relevant to the work currently being carried out are available.

Installation of Development Board Support Package

- 1, Make sure your network is of good connection.
- 2, Open Arduino IDE. Click Tools>Board>Boards Manager...on the menu bar.



- 3, Enter Pico in the searching box, select "Arduino Mbed OS RP2040 Boards" and click on Install.

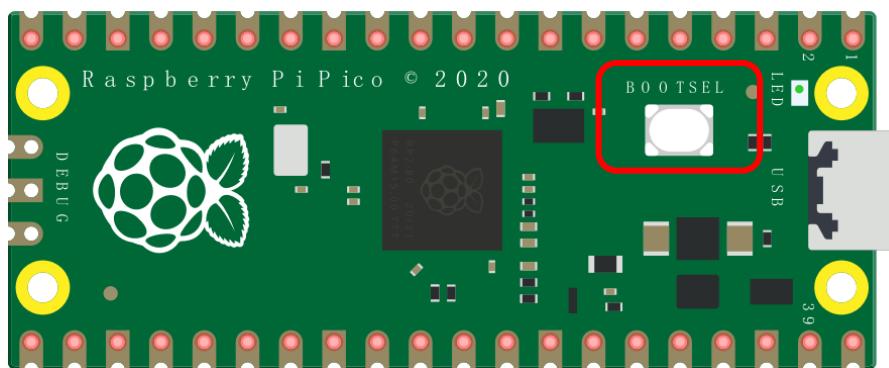


- 4, Click Yes in the pop-up "dpinst-amd64.exe" installation window. (Without it, you will fail to communicate with Arduino.) Thus far, we have finished installing the development support package.

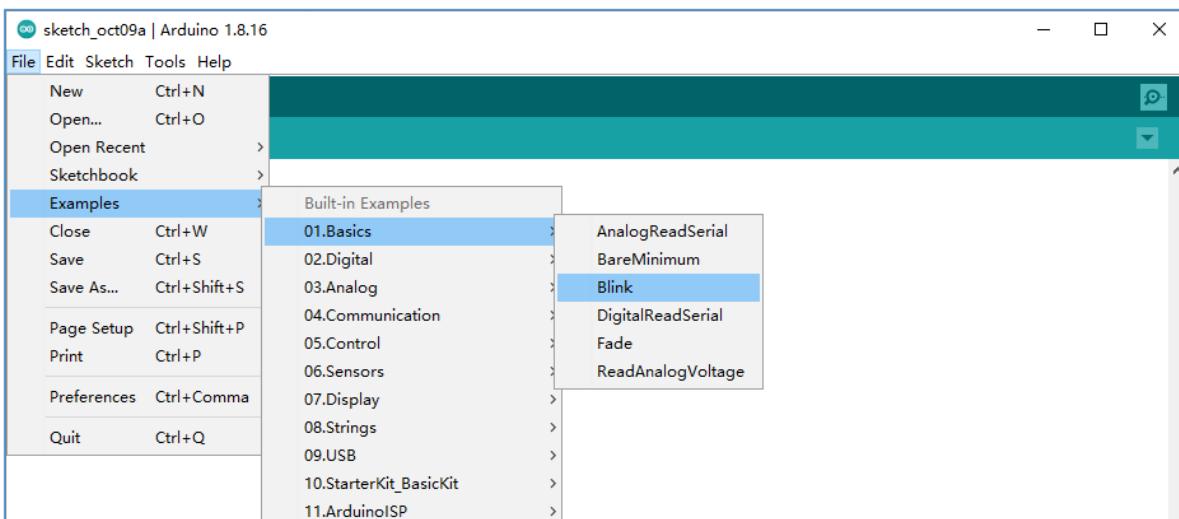
Uploading Arduino-compatible Firmware for Pico

If your Pico is new and you want to use Arduino to learn and develop, you need to upload an Arduino-compatible Firmware for it. Please refer to the following steps to configure.

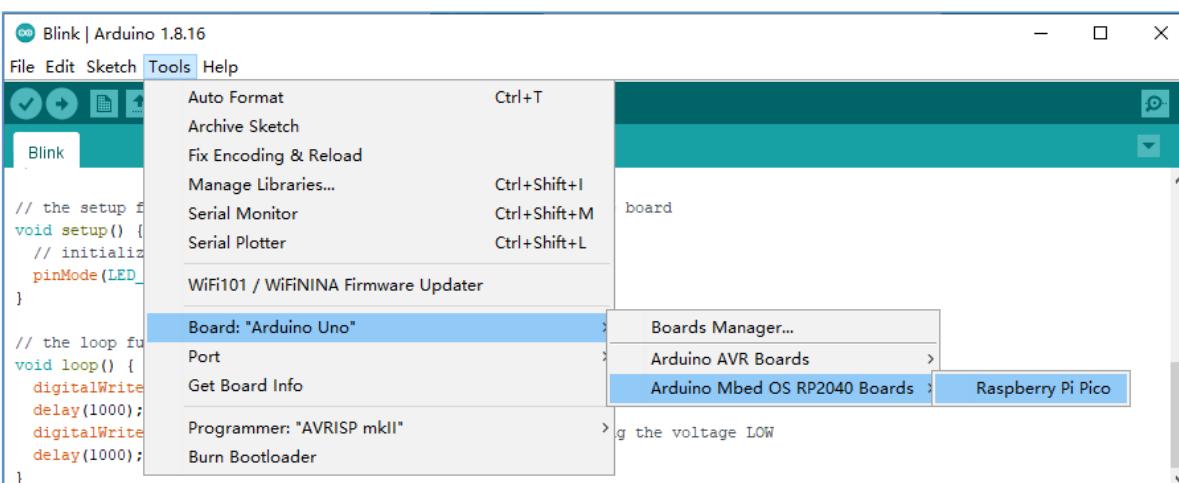
1, Disconnect Pico from computer. Keep pressing the white button(BOOTSEL) on Pico, and connect Pico to computer before releasing the button. (Note: Be sure to keep pressing the button before powering the Pico, otherwise the firmware will not download successfully)



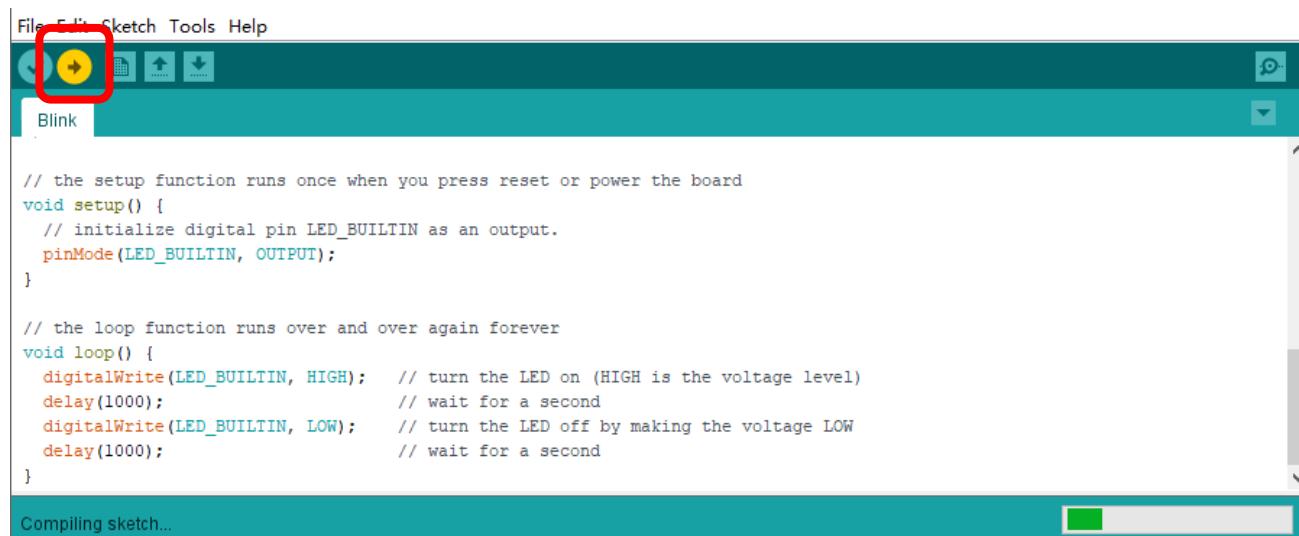
2, Open Arduino IDE. Click File>Examples>01.Basics>Blink.



3, Click Tools>Board>Arduino Mbed OS RP2040 Boards>Raspberry Pi Pico.



4. Upload sketch to Pico.

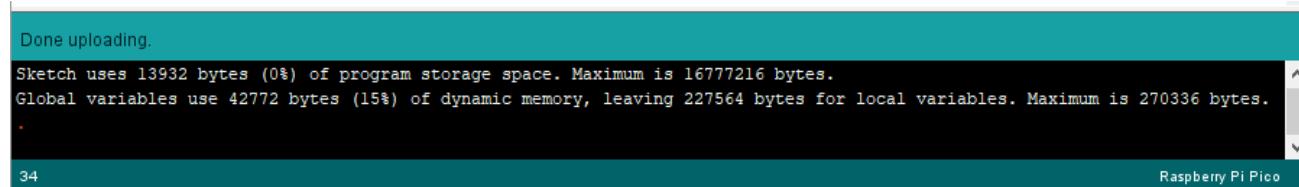


```
// the setup function runs once when you press reset or power the board
void setup() {
    // initialize digital pin LED_BUILTIN as an output.
    pinMode(LED_BUILTIN, OUTPUT);
}

// the loop function runs over and over again forever
void loop() {
    digitalWrite(LED_BUILTIN, HIGH);    // turn the LED on (HIGH is the voltage level)
    delay(1000);                      // wait for a second
    digitalWrite(LED_BUILTIN, LOW);     // turn the LED off by making the voltage LOW
    delay(1000);                      // wait for a second
}
```

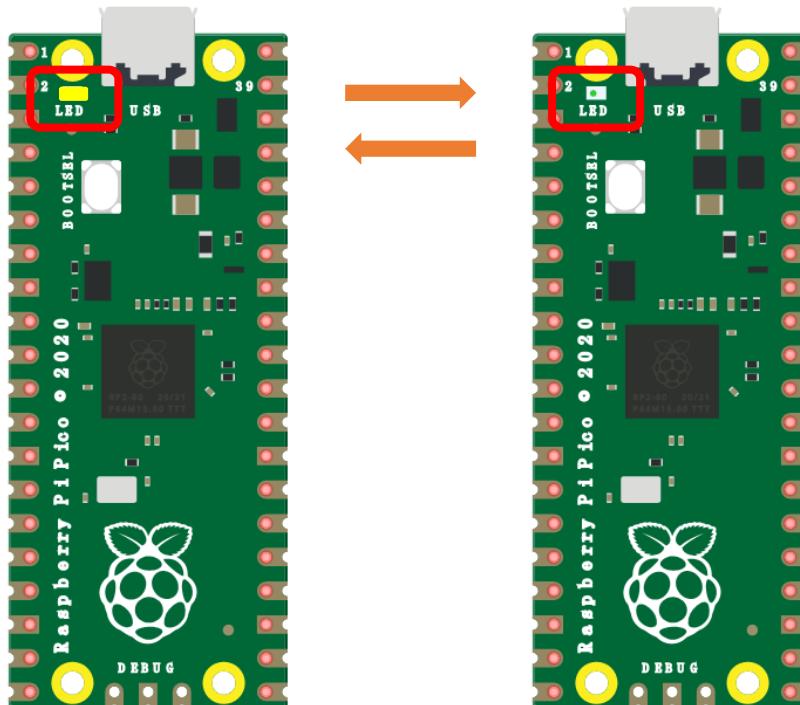
Compiling sketch...

When the sketch finishes uploading, you can see the following prompt.



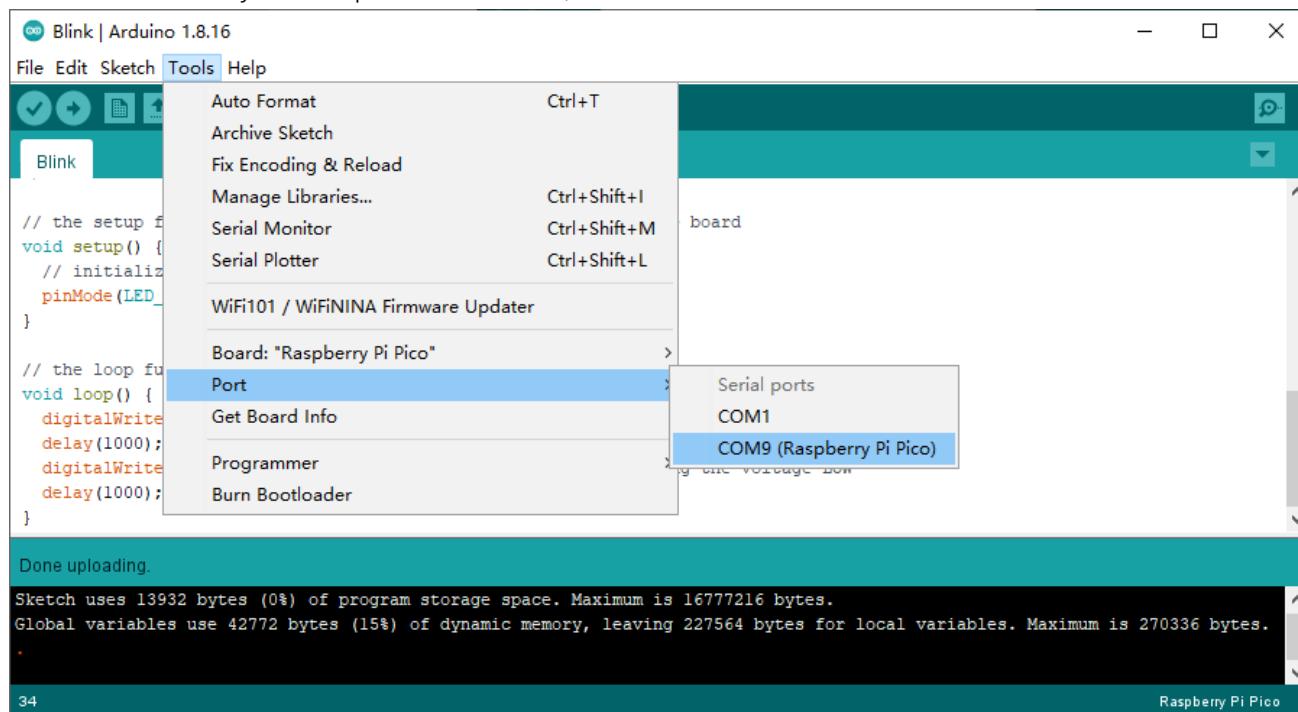
```
Done uploading.
Sketch uses 13932 bytes (0%) of program storage space. Maximum is 16777216 bytes.
Global variables use 42772 bytes (15%) of dynamic memory, leaving 227564 bytes for local variables. Maximum is 270336 bytes.
.
34
```

And the indicator on Pico starts to flash.





5. Click **Tools>Port>COMx(Raspberry Pi Pico)**. X of COMx varies from different computers. Please select the correct one on your computer. In our case, it is COM9.

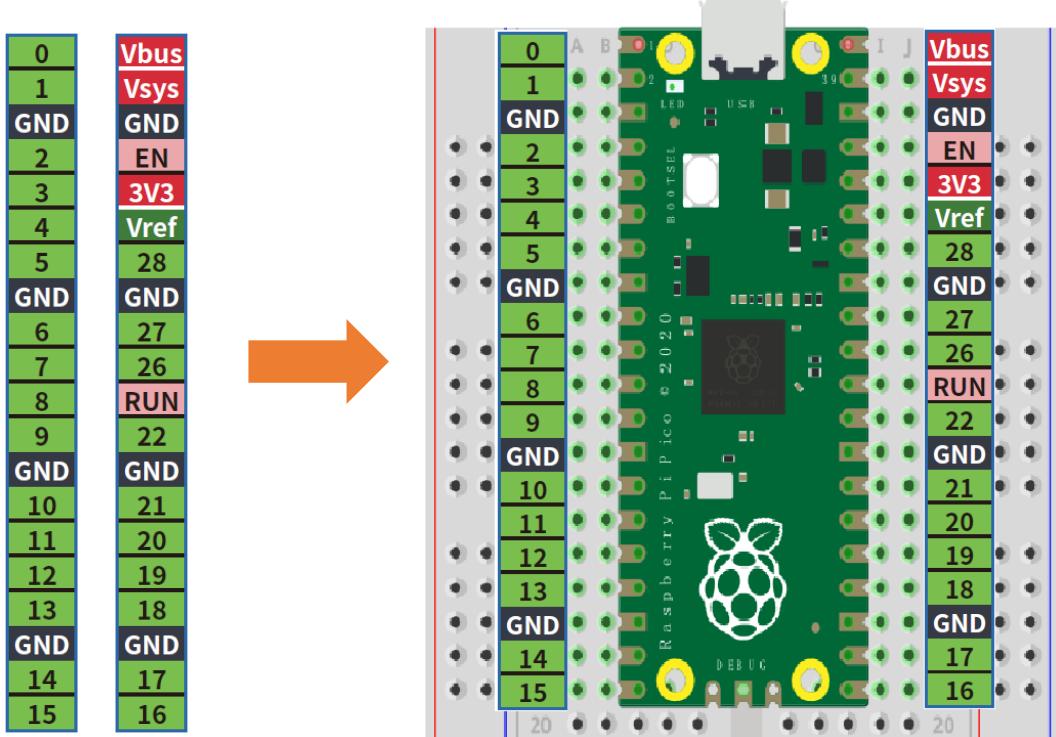


Note:

1. At the first time you use Arduino to upload sketch for Pico, you don't need to select port. After that, each time before uploading sketch, please check whether the port has been selected; otherwise, the downloading may fail.
2. Sometimes when using, Pico may lose firmware due to the code and fail to work. At this point, you can upload firmware for Pico as mentioned above.

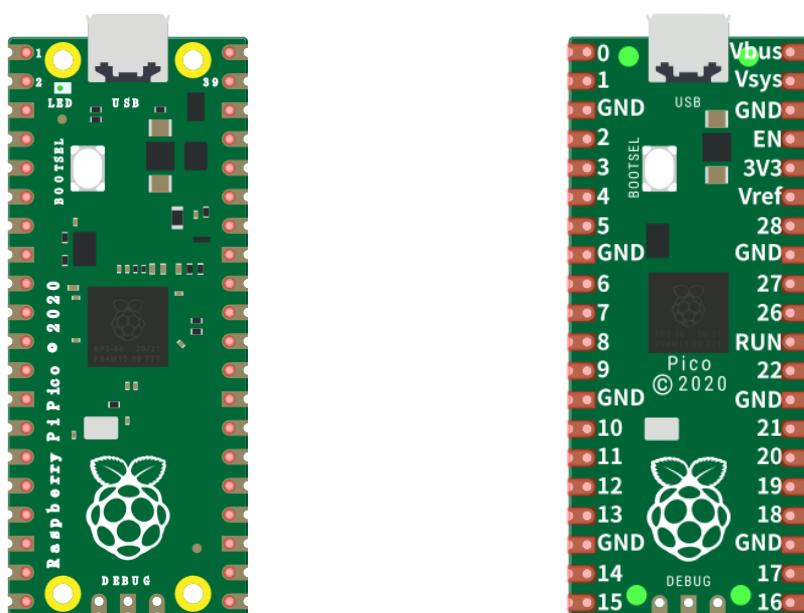
Paste the Sticker on the Breadboard

It is not difficult to use the Pico. However, officially, the pin functions are printed on the back of the board, which makes it inconvenient to use. To help users finish each project in the tutorial faster and easier, we provide stickers of the pin functions as follows:



You can paste the sticker on the blank area of the breadboard as above.

To make the tutorial more intuitive, we've made some changes to the simulation diagram as below. The left one is the actual Pico and the right one is its simulation diagram. Please note that to avoid misunderstanding.





Chapter 1 LED (Important)

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

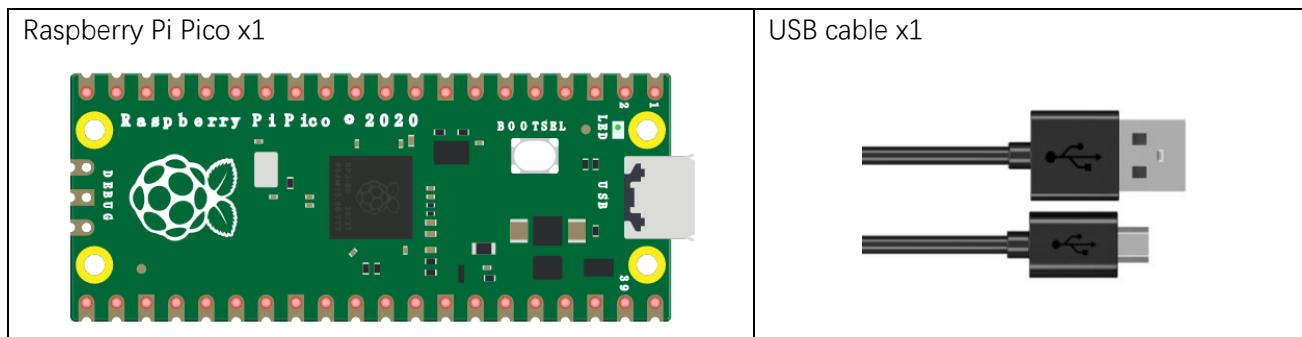
Project 1.1 Blink

In this project, we will use Raspberry Pi Pico to control blinking a common LED.

If you haven't installed Arduino IDE, you can click [Here](#).

If you haven't uploaded firmware for Pico, you can click [Here](#) to upload.

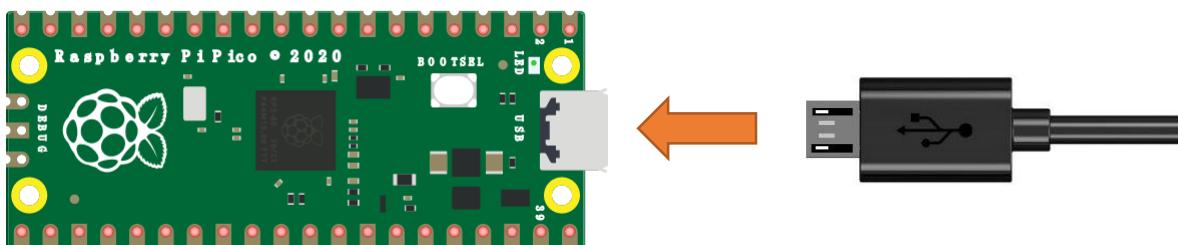
Component List



Power

Raspberry Pi Pico requires 5V power supply. You can either connect external 5V power supply to Vsyst pin of Pico or connect a USB cable to the onboard USB base to power Pico.

In this tutorial, we use USB cable to power Pico and upload sketches.



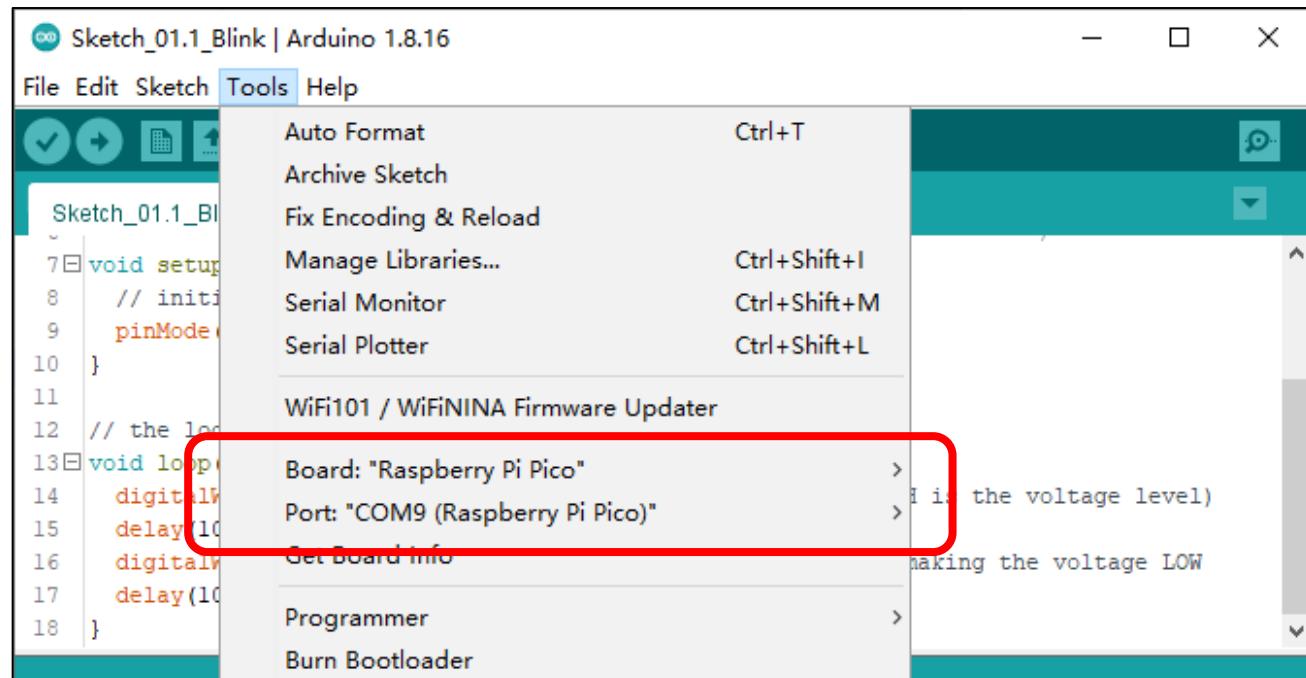
Sketch

The onboard LED of Raspberry Pi Pico is controlled by GP25. When GP25 outputs high level, LED lights up; When it outputs low, LED lights off. You can open the provided code:

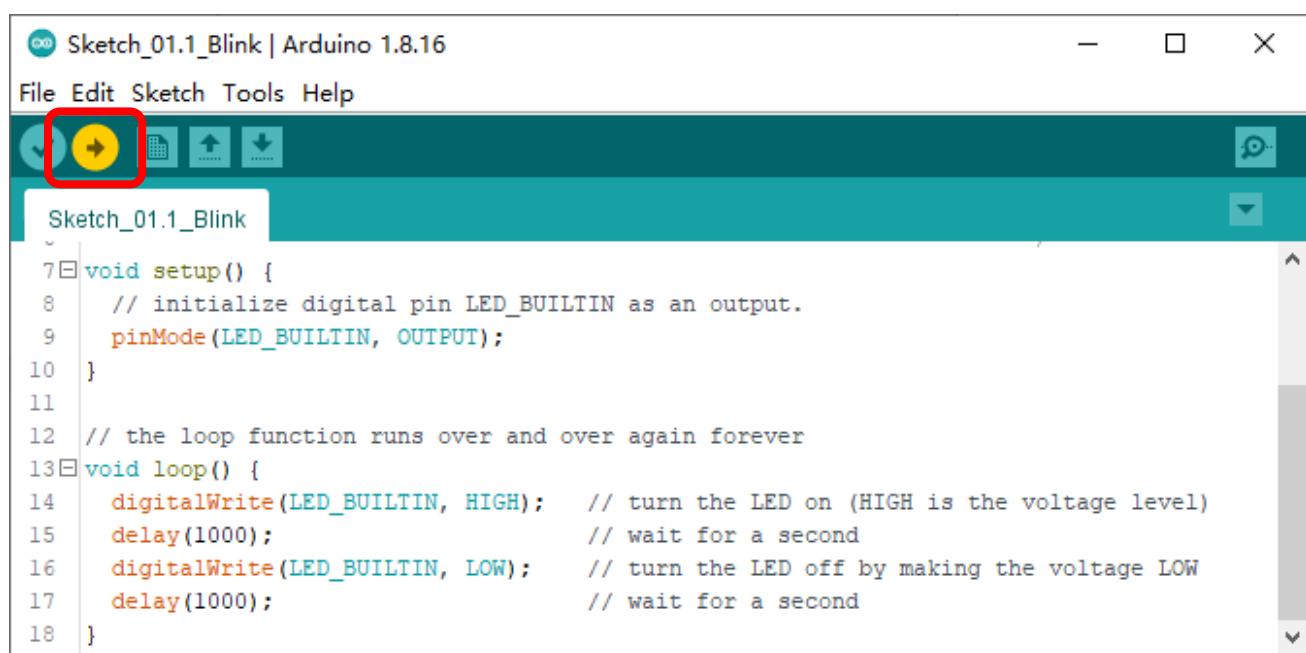
Freenove_Super_Starter_Kit_for_Raspberry_Pi_Pico\C\Sketches\Sketch_01.1_Blink.

Before uploading code to Pico, please check the configuration of Arduino IDE.

Click Tools, make sure Board and Port are as follows:



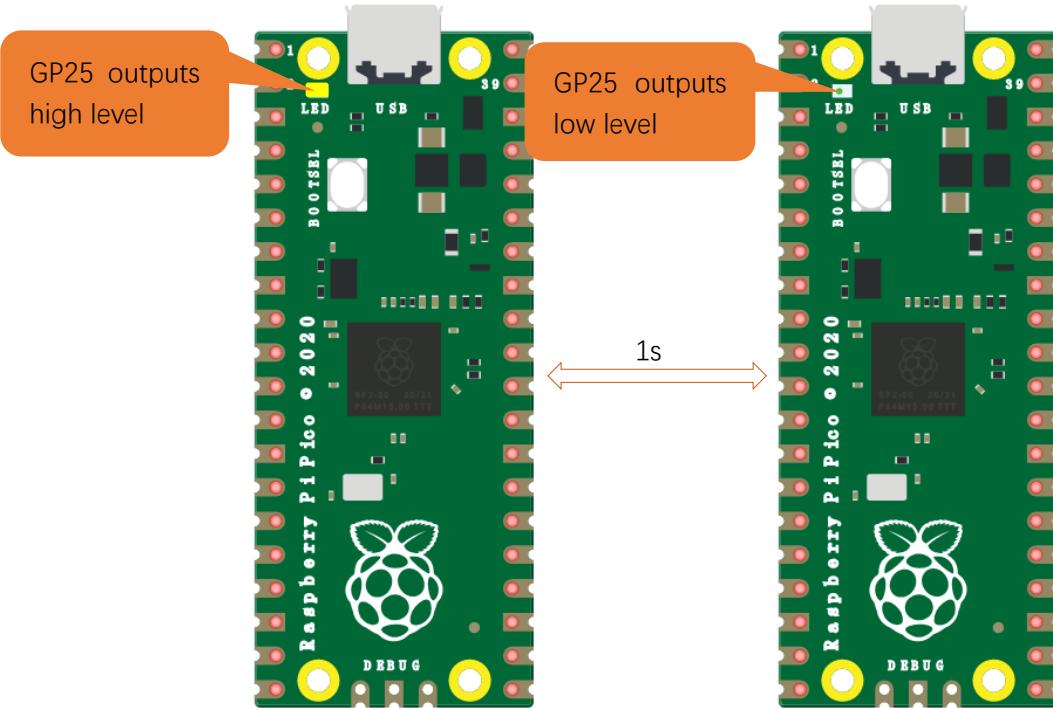
Click "Upload" to upload the sketch to Pico.





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Pico's on-board LED lights on and off every 1s, flashing cyclically.



Any concerns? ✉ support@freenove.com

The following is the program code:

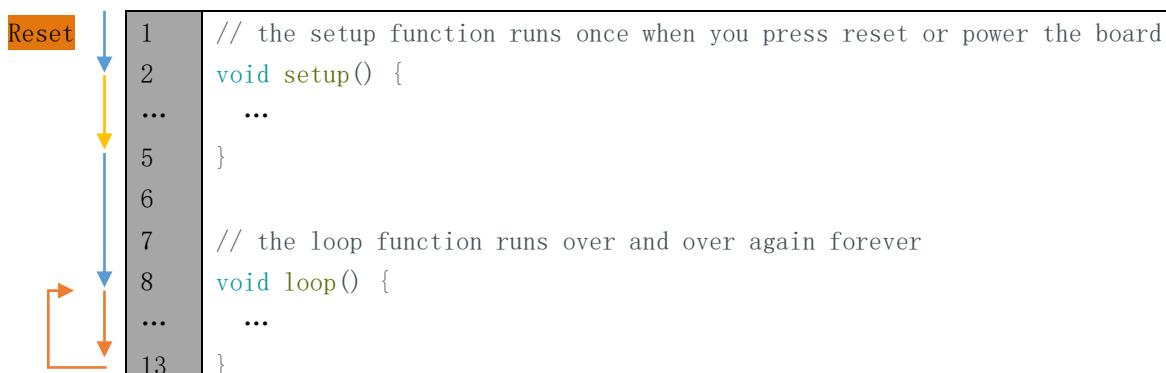
```

1 #define LED_BUILTIN 25
2
3 // the setup function runs once when you press reset or power the board
4 void setup() {
5     // initialize digital pin LED_BUILTIN as an output.
6     pinMode(LED_BUILTIN, OUTPUT);
7 }
8
9 // the loop function runs over and over again forever
10 void loop() {
11     digitalWrite(LED_BUILTIN, HIGH);      // turn the LED on (HIGH is the voltage level)
12     delay(1000);                      // wait for a second
13     digitalWrite(LED_BUILTIN, LOW);     // turn the LED off by making the voltage LOW
14     delay(1000);                      // wait for a second
15 }
```

The Arduino IDE code usually contains two basic functions: void setup() and void loop().

After the board is reset, the setup() function will be executed firstly, and then the loop() function.

setup() function is generally used to write code to initialize the hardware. And loop() function is used to write code to achieve certain functions. loop() function is executed repeatedly. When the execution reaches the end of loop(), it will back to the beginning of loop() to run again.



In the circuit, GP25 of Pico is connected to the LED, so the LED pin is defined as 25.

```
1 #define LED_BUILTIN 25
```

This means that after this line of code, all LED_BUILTIN will be regarded as 25.

In the setup() function, first, we set the LED_BUILTIN as output mode, which can make the port output high or low level.

```

4 // initialize digital pin LED_BUILTIN as an output.
5 pinMode(LED_BUILTIN, OUTPUT);
```

Then, in the loop() function, set the LED_BUILTIN to output high level to make LED light up.

```
10 digitalWrite(LED_BUILTIN, HIGH); // turn the LED on (HIGH is the voltage level)
```

Wait for 1000ms, that is 1s. Delay() function is used to make control board wait for a moment before executing the next statement. The parameter indicates the number of milliseconds to wait for.

```
11 delay(1000); // wait for a second
```



Then set the LED_BUILTIN to output low level, and LED lights off. One second later, the execution of loop() function will be completed.

```
12   digitalWrite(LED_BUILTIN, LOW); // turn the LED off by making the voltage LOW
13   delay(1000); // wait for a second
```

The loop() function is constantly being executed, so LED will keep blinking.

Reference

void pinMode(int pin, int mode);

Configures the specified pin to behave either as an input or an output.

Parameters

pin: the pin number to set the mode of LED.

mode: INPUT, OUTPUT, INPUT_PULLDOWN, or INPUT_PULLUP.

void digitalWrite (int pin, int value);

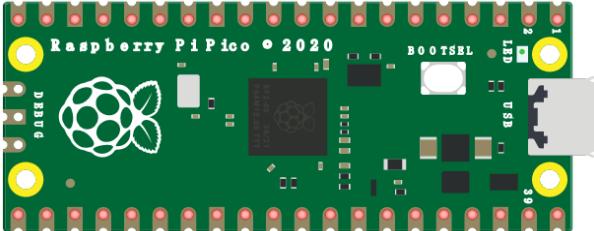
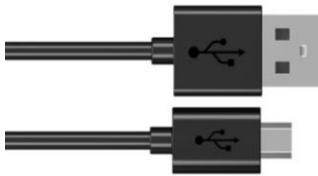
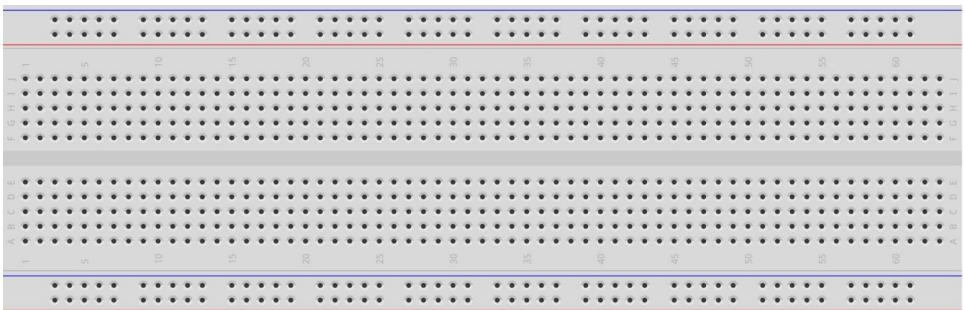
Writes the value HIGH or LOW (1 or 0) to the given pin which must have been previously set as an output.

For more related functions, please refer to <https://www.arduino.cc/reference/en/>

Project 1.2 Blink

In this project, we will use Raspberry Pi Pico to control blinking a common LED.

Component List

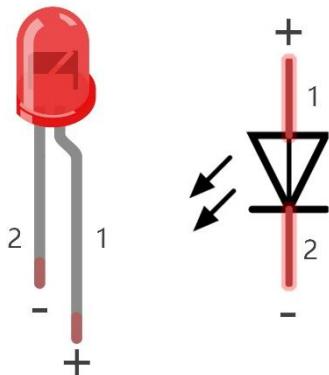
Raspberry Pi Pico x1	USB Cable x1
	
Breadboard x1	
	
LED x1	Resistor 220Ω x1
	
	Jumper
	

Component Knowledge

LED

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

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



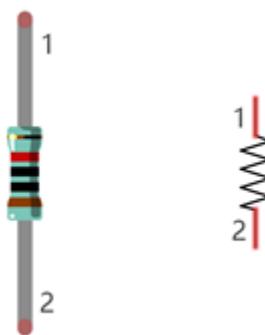
LED	Voltage	Maximum current	Recommended current
Red	1.9 - 2.2V	20mA	10mA
Green	2.9 - 3.4V	10mA	5mA
Blue	2.9 - 3.4V	10mA	5mA
Volt ampere characteristics conform to diode			

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

Resistor

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

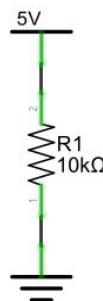
A resistor is a passive electrical component that limits or regulates the flow of current in an electronic circuit. On the left, we see a physical representation of a resistor, and the right is the symbol used to represent the presence of a resistor in a circuit diagram or schematic.



The bands of color on a resistor is a shorthand code used to identify its resistance value. For more details of resistor color codes, please refer to the appendix of this tutorial.

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

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



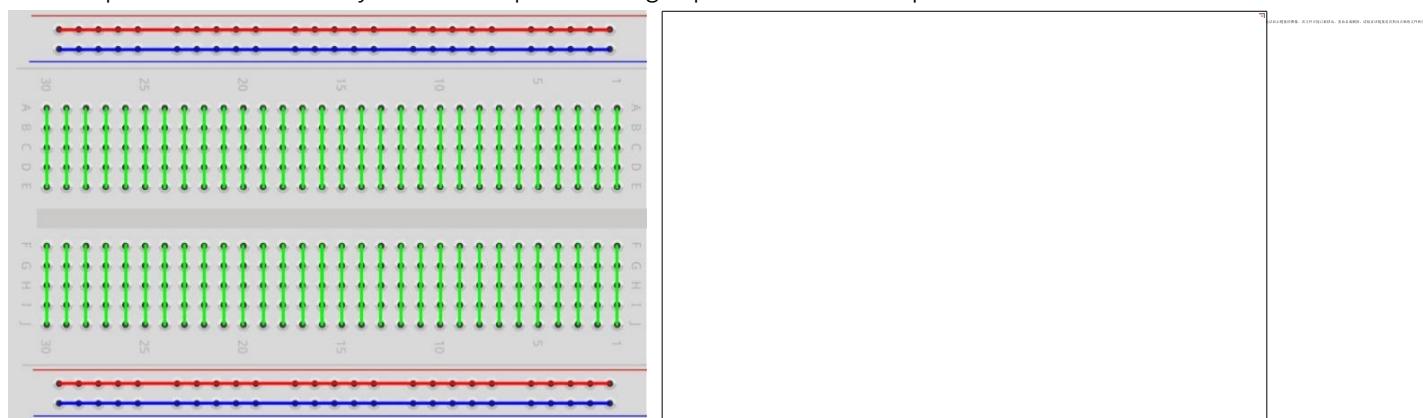
WARNING: Never connect the two poles of a power supply with anything of low resistance value (i.e. a metal object or bare wire) this is a Short and results in high current that may damage the power supply and electronic components.

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

Breadboard

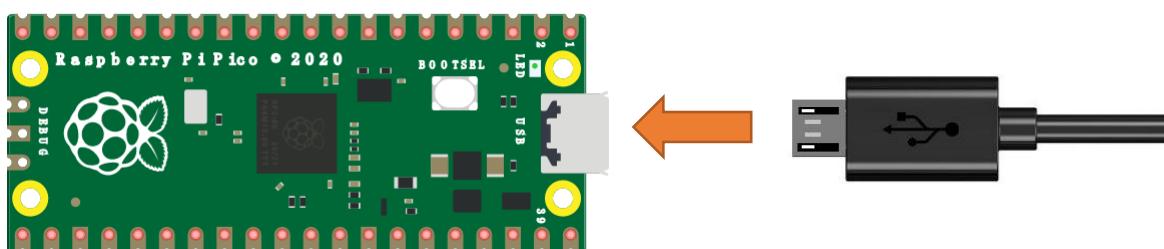
Here we have a small breadboard as an example of how the rows of holes (sockets) are electrically attached.

The left picture shows the way to connect pins. The right picture shows the practical internal structure.



Power

In this tutorial, we connect Raspberry Pi Pico and computer with a USB cable.



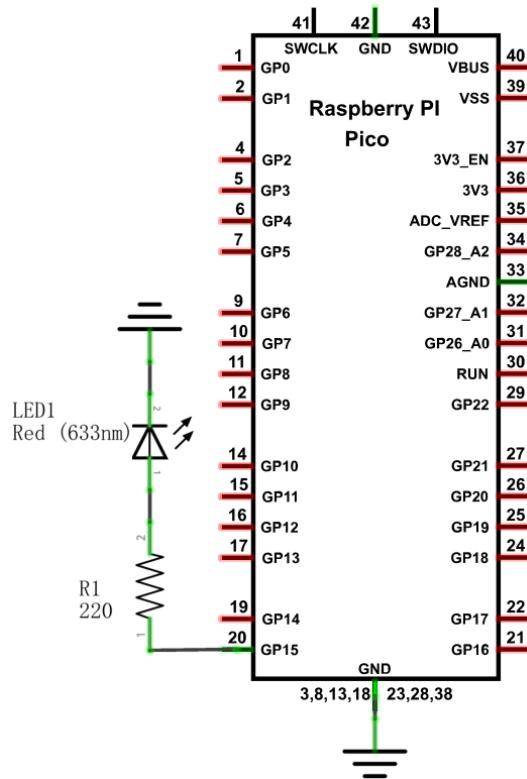
Circuit

First, disconnect all power from the Raspberry Pi Pico. Then build the circuit according to the circuit and hardware diagrams. After the circuit is built and verified correct, connect the PC to Raspberry Pi Pico.

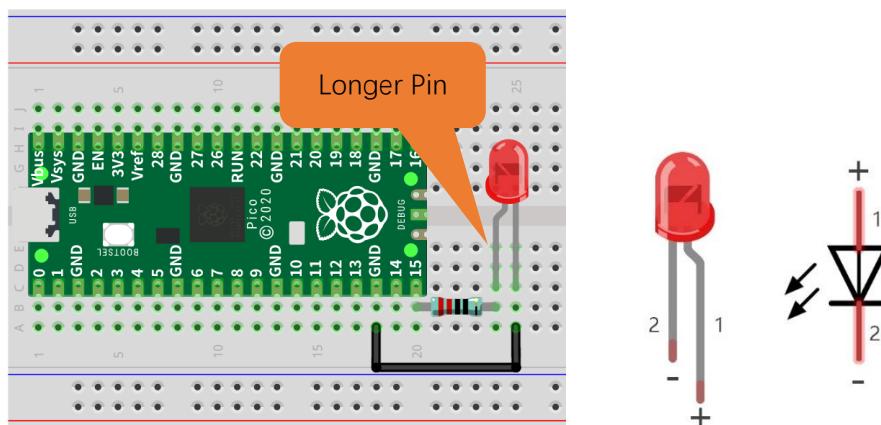
CAUTION: Avoid any possible short circuits (especially connecting 3.3V and GND)!

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

Schematic diagram



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



Note: To help users have a better experience when doing the projects, we have made some modifications to Pico's simulation diagram. Please note that there are certain differences between the simulation diagram and the actual board to avoid misunderstanding.

Any concerns? ✉ support@freenove.com

Sketch

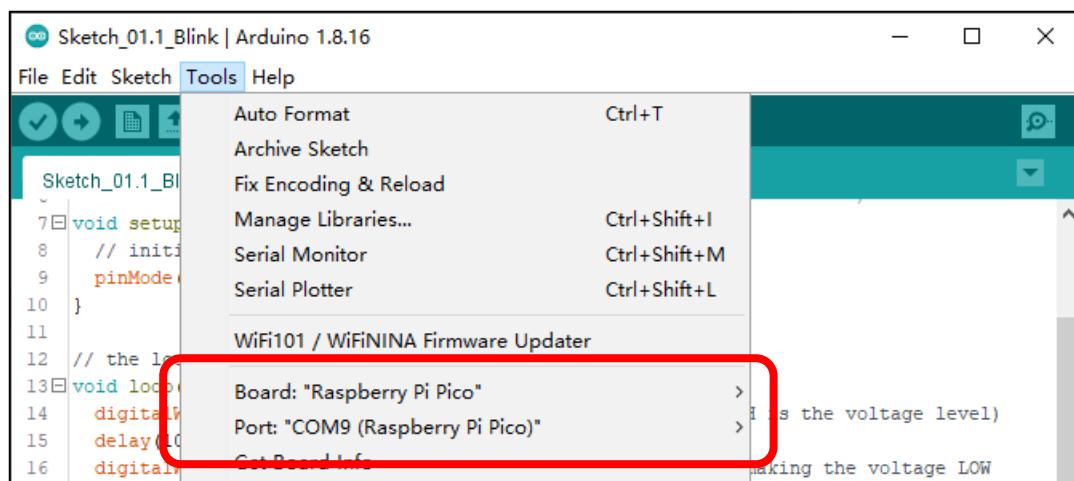
According to the circuit diagram, when GP15 of Pico outputs high level, LED lights up; when it outputs low, LED lights off. Therefore, we can make LED flash repeatedly by controlling GP15 to output high and low repeatedly.

You can open the provided code:

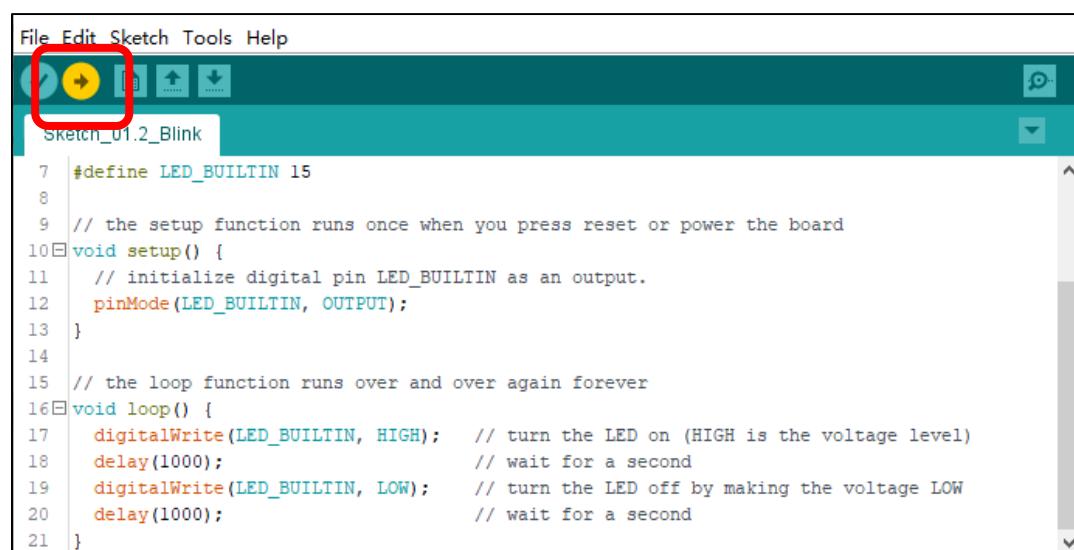
Freenove_Super_Starter_Kit_for_Raspberry_Pi_Pico\C\Sketches\Sketch_01.2_Blink.

Before uploading code to Pico, please check the configuration of Arduino IDE.

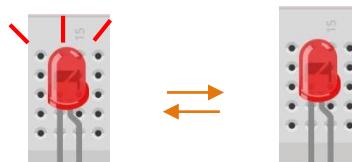
Click Tools, make sure Board and Port are as follows:



Click "Upload" to upload the sketch to Pico.



Click "Upload". Download the code to Pico and your LED in the circuit starts Blink.

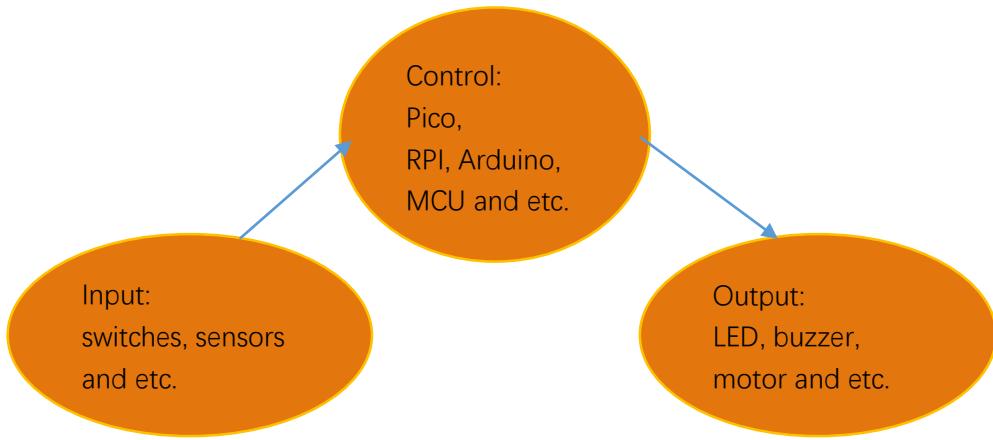


If you have any concerns, please contact us via: support@freenove.com

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Chapter 2 Button & LED

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



Next we make a simple project: build a control system with button, LED and Raspberry Pi Pico.

Input: Button

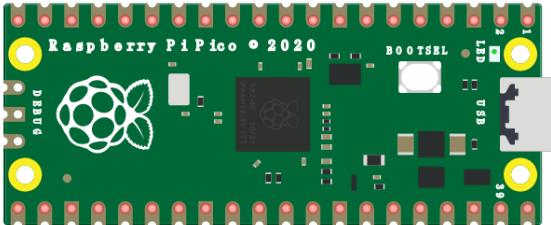
Control: Raspberry Pi Pico

Output: LED

Project 2.1 Button & LED

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

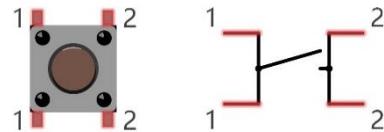
Component List

Raspberry Pi Pico x1		USB cable x1
Breadboard x1		
Jumper		LED x1
		Resistor 220Ω x1
		Resistor 10kΩ x2
		Push button x1

Component Knowledge

Push button

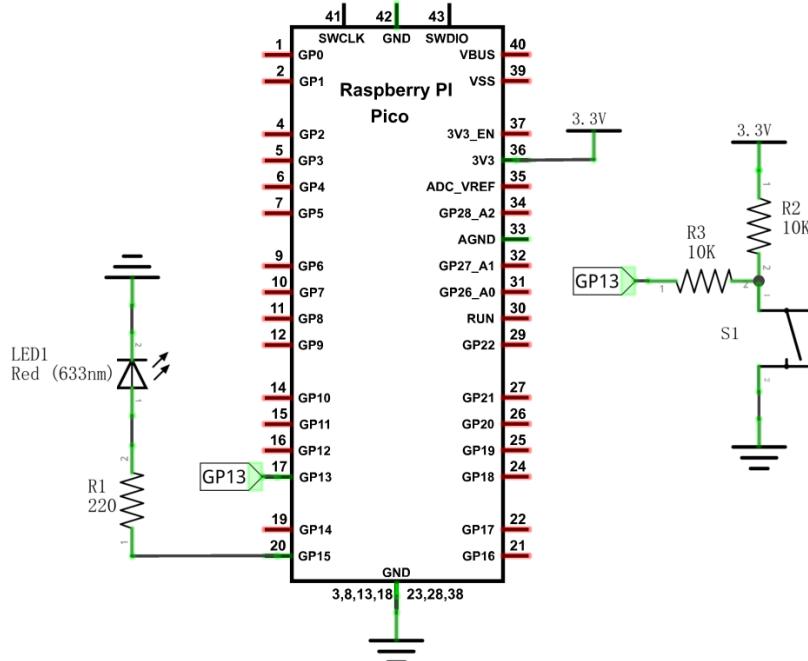
This type of Push Button Switch has 4 pins (2 Pole Switch). Two pins on the left are connected, and both left and right sides are the same per the illustration:



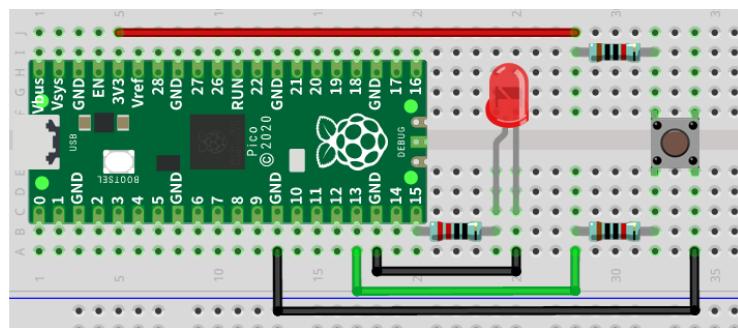
When the button on the switch is pressed, the circuit is completed (your project is Powered ON).

Circuit

Schematic diagram



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



Note: To help users have a better experience when doing the projects, we have made some modifications to Pico's simulation diagram. Please note that there are certain differences between the simulation diagram and the actual board to avoid misunderstanding.

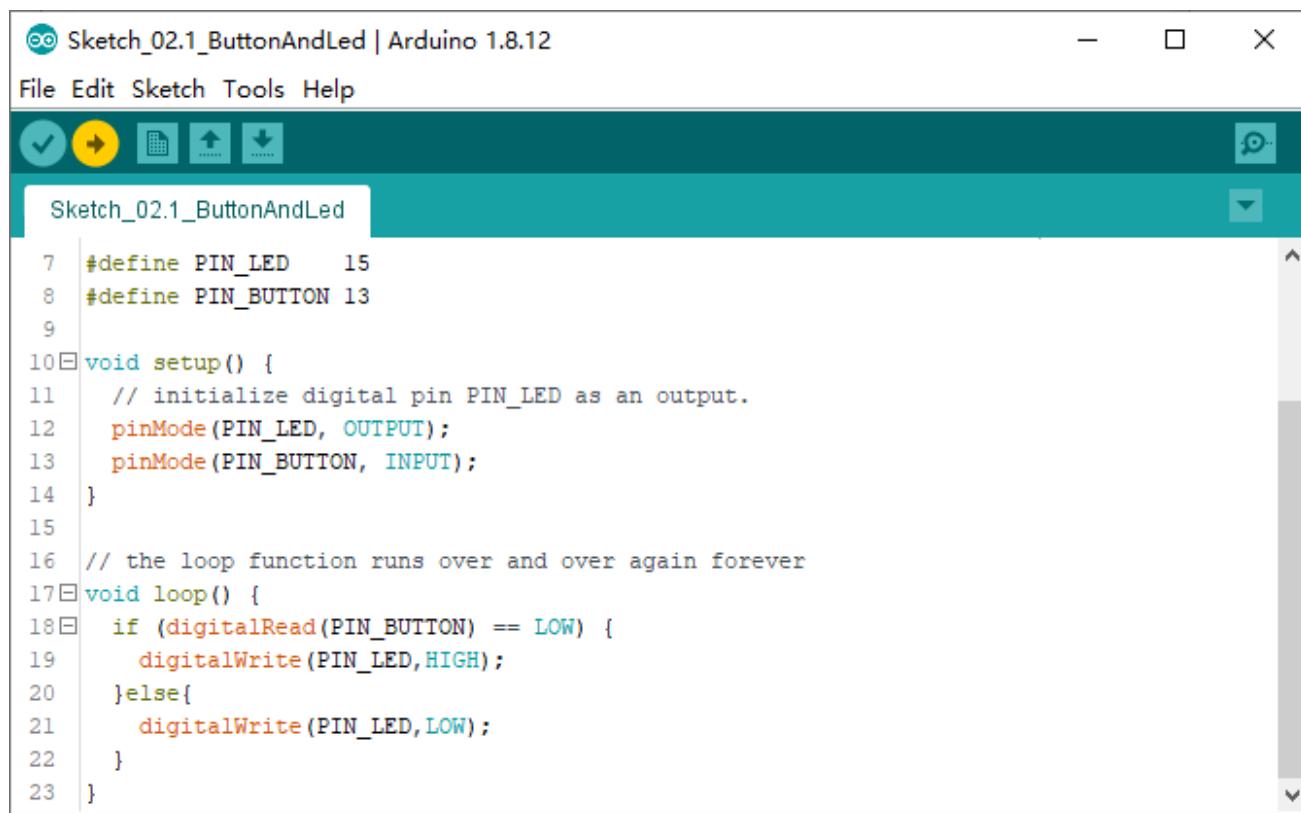
Any concerns? ✉ support@freenove.com

Sketch

This project is designed for learning how to use push button switch to control an LED. We first need to read the state of switch, and then determine whether to turn the LED ON in accordance to the state of the switch. Upload following sketch:

Freenove_Super_Starter_Kit_for_Raspberry_Pi_Pico\Sketches\Sketch_02.1_ButtonAndLed.

Sketch_02.1_ButtonAndLed

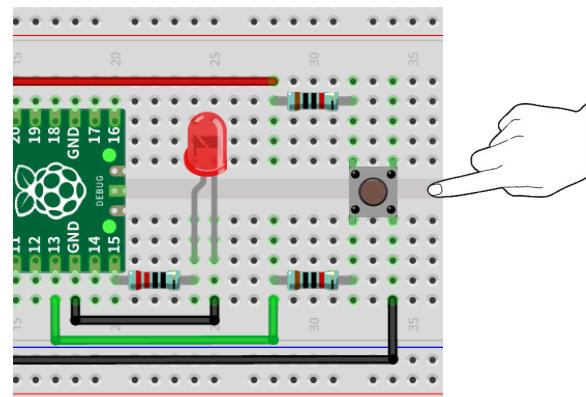
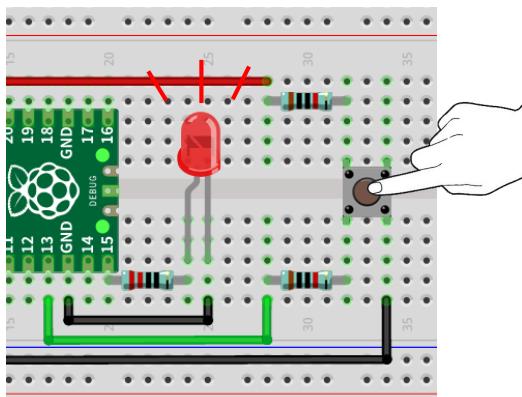


```
#define PIN_LED 15
#define PIN_BUTTON 13

void setup() {
    // initialize digital pin PIN_LED as an output.
    pinMode(PIN_LED, OUTPUT);
    pinMode(PIN_BUTTON, INPUT);
}

// the loop function runs over and over again forever
void loop() {
    if (digitalRead(PIN_BUTTON) == LOW) {
        digitalWrite(PIN_LED,HIGH);
    }else{
        digitalWrite(PIN_LED,LOW);
    }
}
```

Upload the sketch to Pico. When pressing the button, LED lights up; when releasing the button, LED lights OFF.





The following is the program code:

```

1 #define PIN_LED    15
2 #define PIN_BUTTON 13
3 // the setup function runs once when you press reset or power the board
4 void setup() {
5     // initialize digital pin PIN_LED as an output.
6     pinMode(PIN_LED, OUTPUT);
7     pinMode(PIN_BUTTON, INPUT);
8 }
9
10 // the loop function runs over and over again forever
11 void loop() {
12     if (digitalRead(PIN_BUTTON) == LOW) {
13         digitalWrite(PIN_LED, HIGH);
14     }else{
15         digitalWrite(PIN_LED, LOW);
16     }
17 }
```

In the circuit connection, LED and button are connected with GP15 and GP13 respectively, so define ledPin and buttonPin as 15 and 13 respectively.

```

1 #define PIN_LED    15
2 #define PIN_BUTTON 13
```

In the while cycle of main function, use digitalRead(buttonPin) to determine the state of button. When the button is pressed, the function returns low level and the result of "if" is true, so LED lights up. Otherwise, LED lights OFF.

```

11 void loop() {
12     if (digitalRead(PIN_BUTTON) == LOW) {
13         digitalWrite(PIN_LED, HIGH);
14     }else{
15         digitalWrite(PIN_LED, LOW);
16     }
17 }
```

Reference

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

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

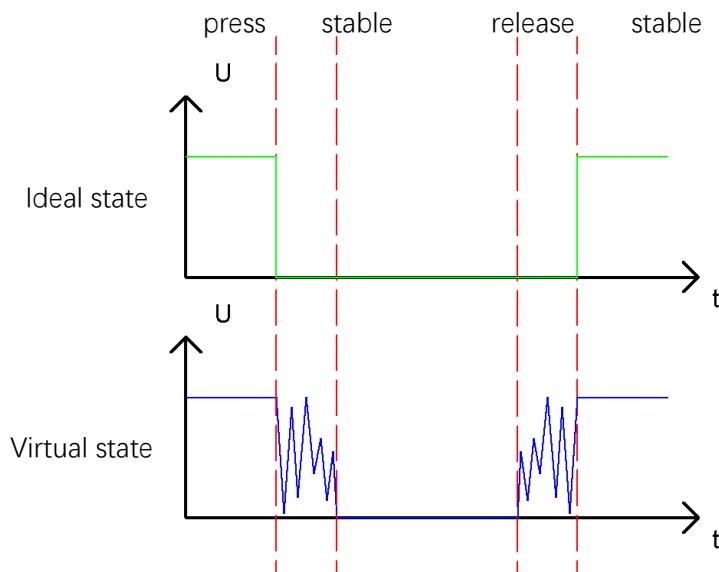
Project 2.2 MINI table lamp

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

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

Debounce for Push Button

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



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

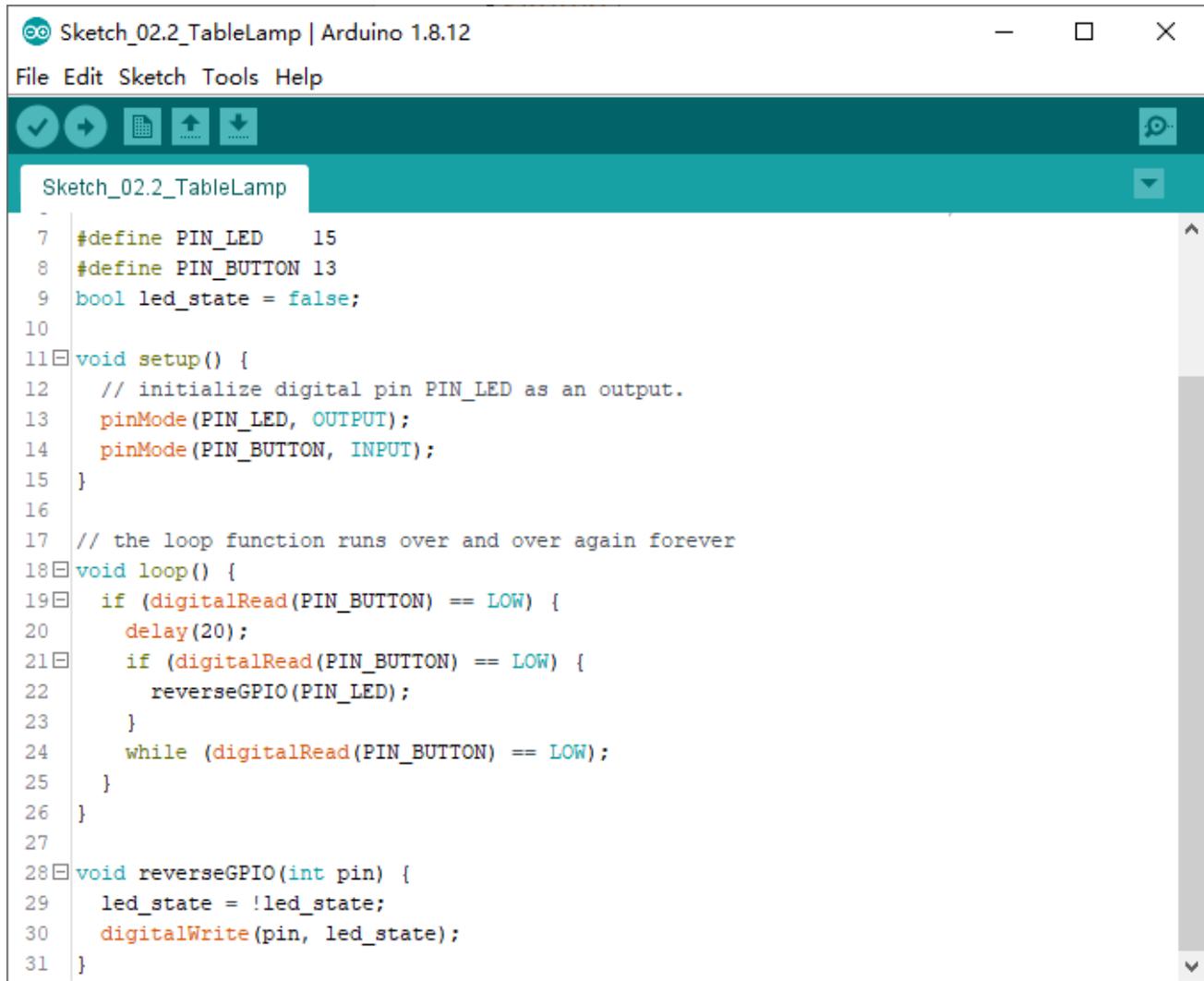
This project needs the same components and circuits as we used in the previous section.

Sketch

Upload following sketch:

Freenove_Super_Starter_Kit_for_Raspberry_Pi_Pico\C\Sketches\Sketch_02.2_TableLamp.

Sketch_02.2_TableLamp

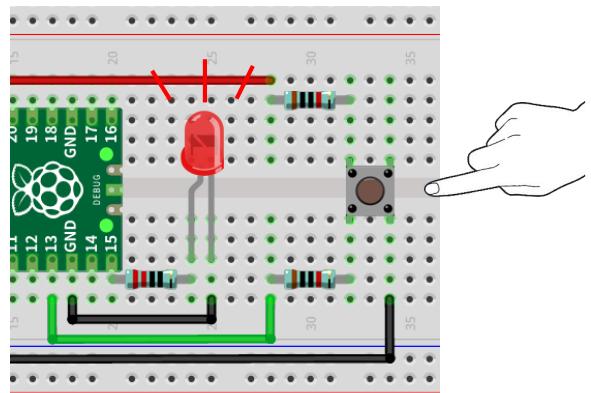
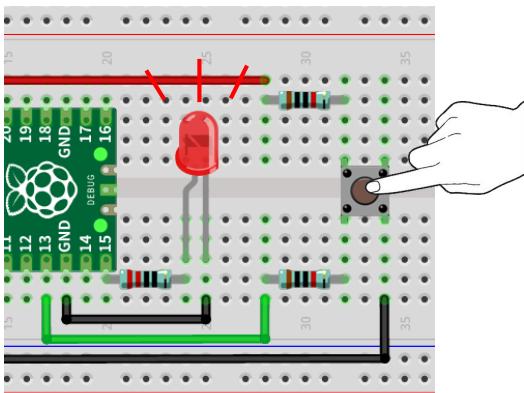


```

Sketch_02.2_TableLamp | Arduino 1.8.12
File Edit Sketch Tools Help
Sketch_02.2_TableLamp
7 #define PIN_LED      15
8 #define PIN_BUTTON 13
9 bool led_state = false;
10
11 void setup() {
12     // initialize digital pin PIN_LED as an output.
13     pinMode(PIN_LED, OUTPUT);
14     pinMode(PIN_BUTTON, INPUT);
15 }
16
17 // the loop function runs over and over again forever
18 void loop() {
19     if (digitalRead(PIN_BUTTON) == LOW) {
20         delay(20);
21         if (digitalRead(PIN_BUTTON) == LOW) {
22             reverseGPIO(PIN_LED);
23         }
24         while (digitalRead(PIN_BUTTON) == LOW);
25     }
26 }
27
28 void reverseGPIO(int pin) {
29     led_state = !led_state;
30     digitalWrite(pin, led_state);
31 }

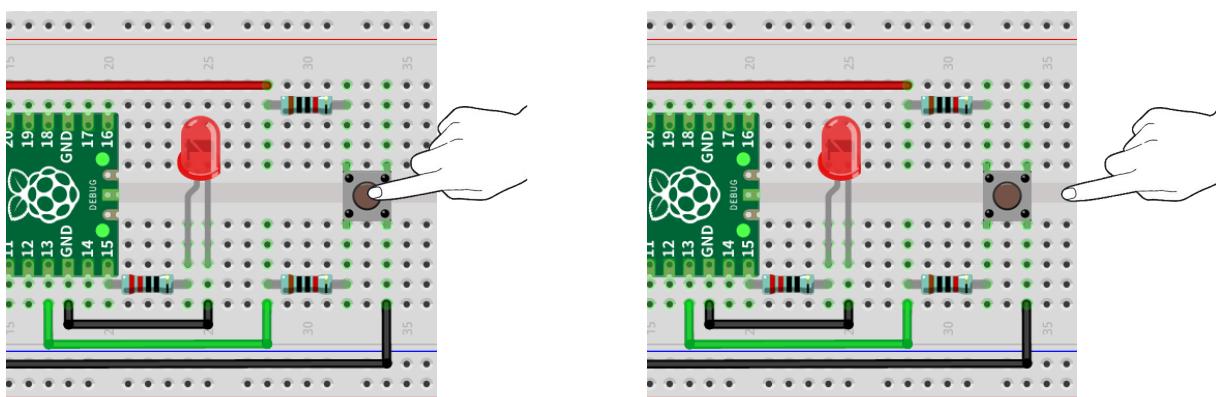
```

Upload the sketch to Pico. When the button is pressed, LED lights up; when the button is released, LED is still ON.



Any concerns? ✉ support@freenove.com

When the button is pressed again, LED turns OFF; when released, LED keeps OFF.



The following is the program code:

```

1 #define PIN_LED    15
2 #define PIN_BUTTON 13
3 bool ledState = false;
4
5 void setup() {
6     // initialize digital pin PIN_LED as an output.
7     pinMode(PIN_LED, OUTPUT);
8     pinMode(PIN_BUTTON, INPUT);
9 }
10
11 // the loop function runs over and over again forever
12 void loop() {
13     if (digitalRead(PIN_BUTTON) == LOW) {
14         delay(20);
15         if (digitalRead(PIN_BUTTON) == LOW) {
16             reverseGPIO(PIN_LED);
17         }
18         while (digitalRead(PIN_BUTTON) == LOW);
19     }
20 }
21
22 void reverseGPIO(int pin) {
23     ledState = !ledState;
24     digitalWrite(pin, ledState);
25 }
```

In the circuit connection, LED and button are connected with GP15 and GP13 respectively, so define ledPin and buttonPin as 15 and 13 respectively.

```

1 #define PIN_LED    15
2 #define PIN_BUTTON 13
```

Define a variable to store the status of LED.

```
3 bool ledState = false;
```



When judging the push button state, if it is detected as "pressed down", wait for a certain time to detect again to eliminate the effect of bounce. When confirmed, flip the LED on and off. Then it starts to wait for the pressed button to be released, and waits for a certain time to eliminate the effect of bounce after it is released.

```
13  if (digitalRead(PIN_BUTTON) == LOW) {  
14      delay(20);  
15      if (digitalRead(PIN_BUTTON) == LOW) {  
16          reverseGPIO(PIN_LED);  
17      }  
18      while (digitalRead(PIN_BUTTON) == LOW);  
19  }
```

When the button is pressed, reverseGPIO function is called to change the variable that controls LED's statue, and write it to Pico to reverse the pin's output state.

```
22  void reverseGPIO(int pin) {  
23      ledState = !ledState;  
24      digitalWrite(pin, ledState);  
25  }
```

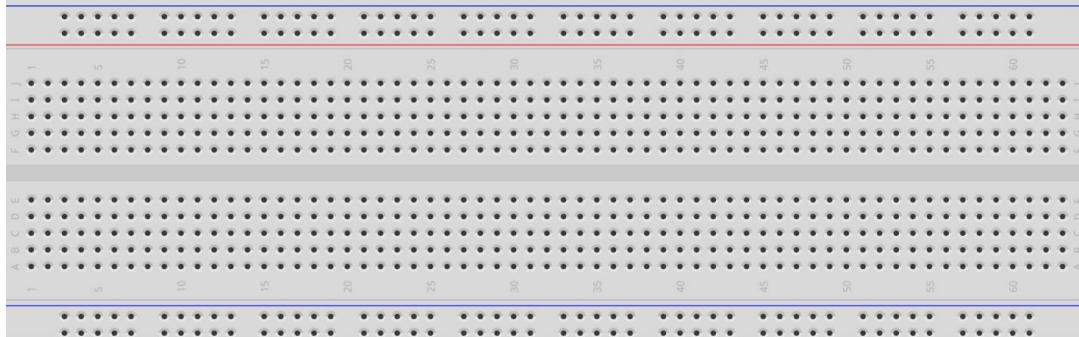
Chapter 3 LED Bar

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

Project 3.1 Flowing Light

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

Component List

Raspberry Pi Pico x1	USB cable x1
	
Breadboard x1	
	Jumper  LED bar graph x1  Resistor 220Ω x10 

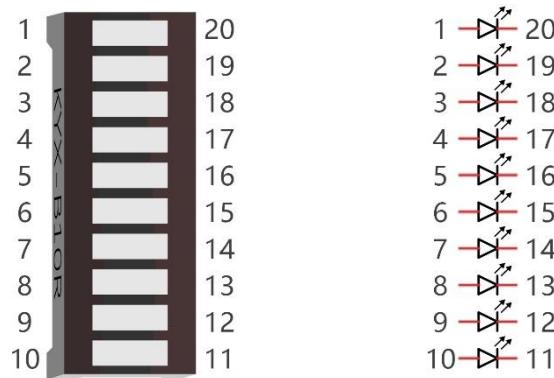


Component Knowledge

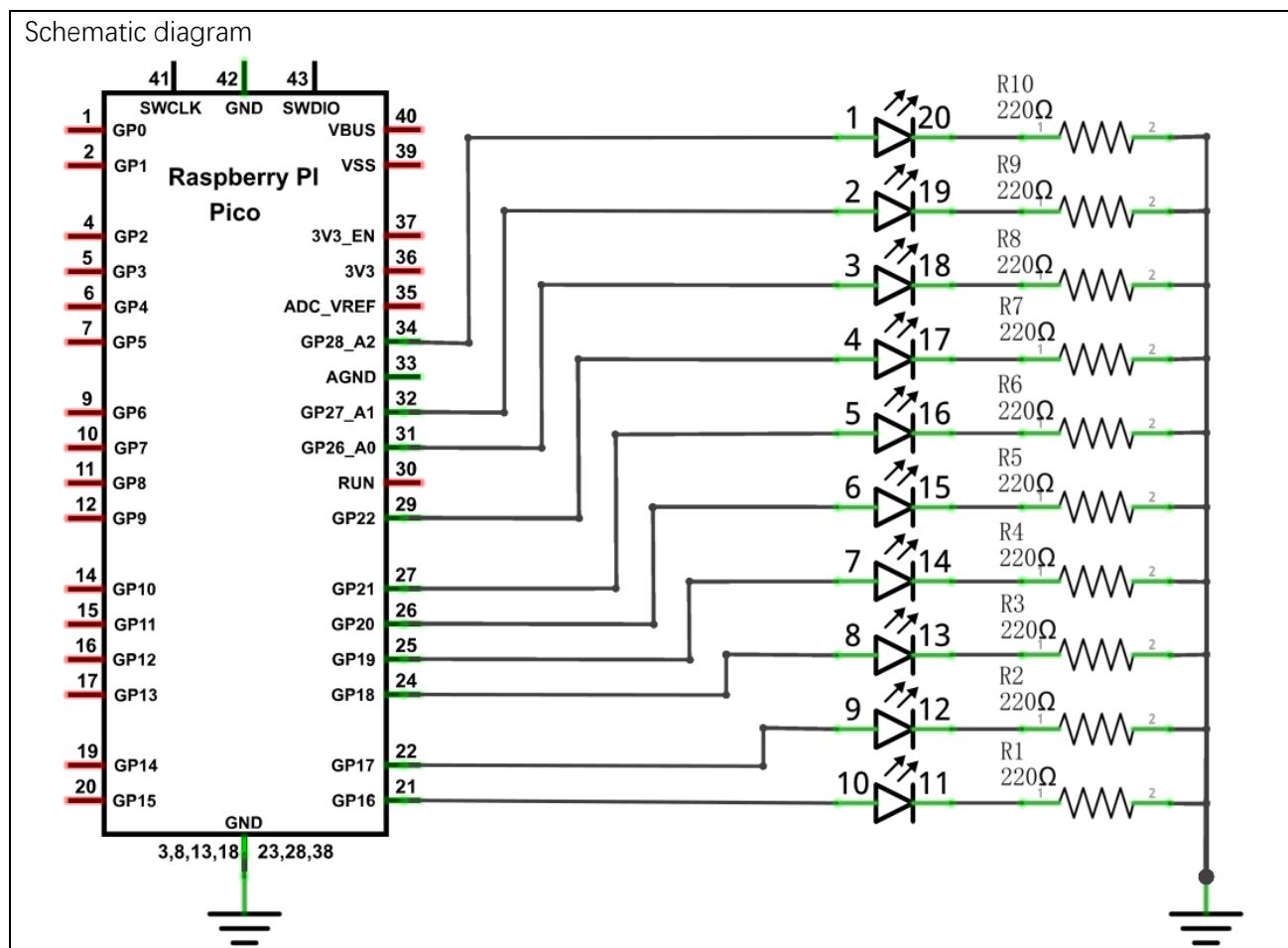
Let us learn about the basic features of these components to use and understand them better.

LED bar

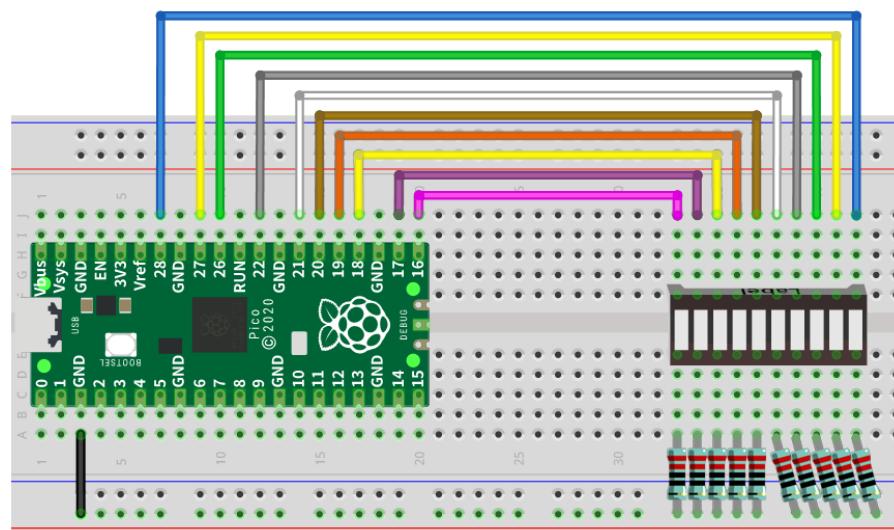
A Bar Graph LED has 10 LEDs integrated into one compact component. The two rows of pins at its bottom are paired to identify each LED like the single LED used earlier.



Circuit



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



Note: To help users have a better experience when doing the projects, we have made some modifications to Pico's simulation diagram. Please note that there are certain differences between the simulation diagram and the actual board to avoid misunderstanding.

If LEDbar doesn't work, try to rotate LEDbar for 180°. The label is random.

Any concerns? [✉ support@freenove.com](mailto:support@freenove.com)



Sketch

This project is designed to make a flowing water lamp, which are these actions: First turn LED #1 ON, then turn it OFF. Then turn LED #2 ON, and then turn it OFF... and repeat the same to all 10 LEDs until the last LED is turns OFF. This process is repeated to achieve the “movements” of flowing water.

Upload following sketch:

Freenove_Super_Starter_Kit_for_Raspberry_Pi_Pico\C\Sketches\Sketch_03.1_FlowingLight.

Sketch_03.1_FlowingLight

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

- Title Bar:** Sketch_03.1_FlowingLight | Arduino 1.8.12
- Menu Bar:** File Edit Sketch Tools Help
- Toolbar:** Includes icons for Save, Upload, and others.
- Sketch Area:** Displays the C++ code for Sketch_03.1_FlowingLight. The code initializes pins 16-28 as outputs and sets up a loop that alternates the state of each pin between HIGH and LOW, starting from pin 16 and ending at pin 28, then repeating the sequence back from pin 28 to pin 16.
- Serial Monitor:** Shows the message "Done uploading." followed by the loading progress of the sketch into Flash memory: "Loading into Flash: [=====]" 91%, "Loading into Flash: [=====]" 96%, and "Loading into Flash: [=====]" 100%.
- Status Bar:** Shows "Raspberry Pi Pico on COM10" and the number "7".

Click Upload to upload the sketch to Pico. LEDs of LED bar graph lights up one by one from left to right and then back from right to left.



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

Any concerns? ✉ support@freenove.com

The following is the program code:

```

1 byte ledPins[] = {16, 17, 18, 19, 20, 21, 22, 26, 27, 28};
2 int ledCounts;
3
4 void setup() {
5     ledCounts = sizeof(ledPins);
6     for (int i = 0; i < ledCounts; i++) {
7         pinMode(ledPins[i], OUTPUT);
8     }
9 }
10
11 void loop() {
12     for (int i = 0; i < ledCounts; i++) {
13         digitalWrite(ledPins[i], HIGH);
14         delay(100);
15         digitalWrite(ledPins[i], LOW);
16     }
17     for (int i = ledCounts - 1; i > -1; i--) {
18         digitalWrite(ledPins[i], HIGH);
19         delay(100);
20         digitalWrite(ledPins[i], LOW);
21     }
22 }
```

Use an array to define 10 GPIO ports connected to LED bar graph for easier operation.

```
1 byte ledPins[] = {16, 17, 18, 19, 20, 21, 22, 26, 27, 28};
```

In setup(), use sizeof() to get the number of array, which is the number of LEDs, then configure the GPIO port to output mode.

```

5 ledCounts = sizeof(ledPins);
6 for (int i = 0; i < ledCounts; i++) {
7     pinMode(ledPins[i], OUTPUT);
8 }
```

Then, in loop(), use two “for” loop to realize flowing water light from left to right and from right to left.

```

12 for (int i = 0; i < ledCounts; i++) {
13     digitalWrite(ledPins[i], HIGH);
14     delay(100);
15     digitalWrite(ledPins[i], LOW);
16 }
17 for (int i = ledCounts - 1; i > -1; i--) {
18     digitalWrite(ledPins[i], HIGH);
19     delay(100);
20     digitalWrite(ledPins[i], LOW);
21 }
```



Chapter 4 Analog & PWM

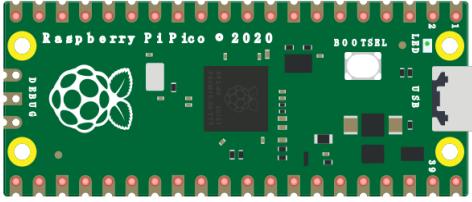
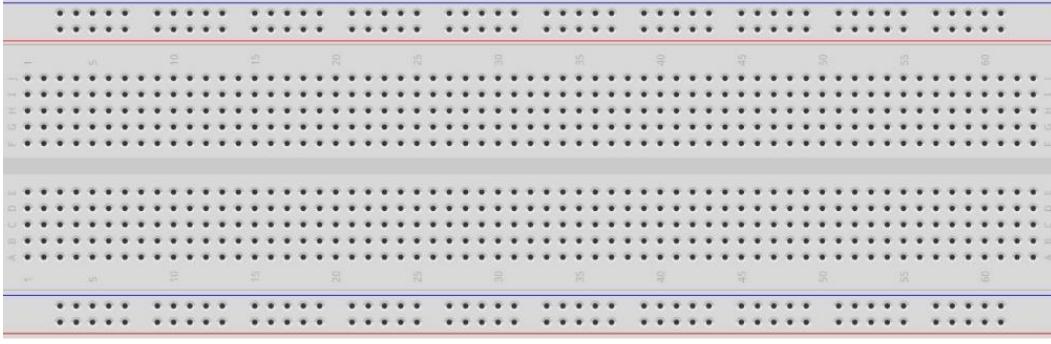
In previous study, we have known that one button has two states: pressed and released, and LED has light-on/off state, then how to enter a middle state? How to output an intermediate state to let LED "semi bright"? That's what we're going to learn.

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

Project 4.1 Breathing LED

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

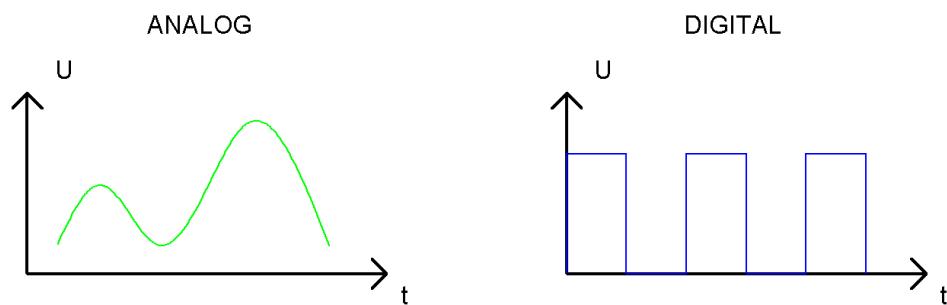
Component List

Raspberry Pi Pico x1		USB cable x1	
Breadboard x1			
LED x1		Resistor 220Ω x1	Jumper

Related Knowledge

Analog & Digital

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



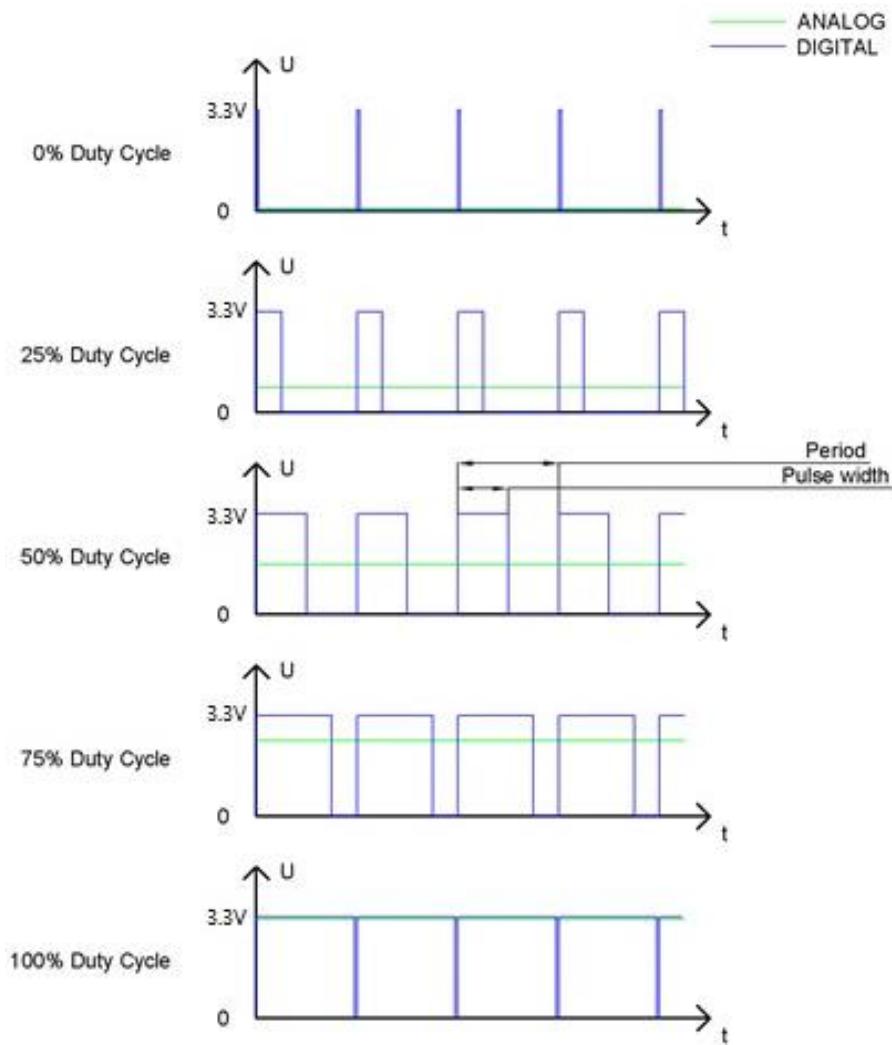
In practical application, we often use binary as the digital signal, that is a series of 0's and 1's. Since a binary signal only has two values (0 or 1), it has great stability and reliability. Lastly, both analog and digital signals can be converted into the other.

PWM

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

PWM technology uses digital pins to send certain frequencies of square waves, that is, the output of high levels and low levels, which alternately last for a while. The total time for each set of high levels and low levels is generally fixed, which is called the period (Note: the reciprocal of the period is frequency). The time of high level outputs are generally called "pulse width", and the duty cycle is the percentage of the ratio of pulse duration, or pulse width (PW) to the total period (T) of the waveform.

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



The longer the PWM duty cycle is, the higher the output power will be. Now that we understand this relationship, we can use PWM to control the brightness of an LED or the speed of DC motor and so on. It is evident from the above that PWM is not 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.

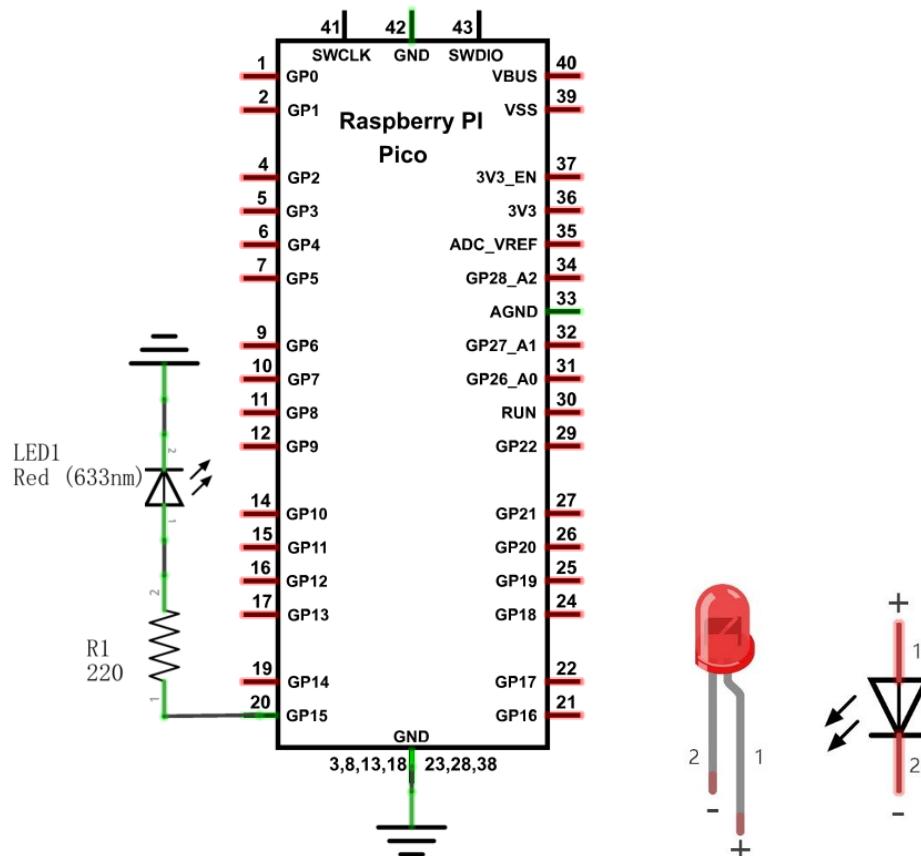
Raspberry Pi Pico and PWM

Raspberry Pi Pico has 16 PWM channels, each of which can control frequency and duty cycle independently. Every pin on Raspberry Pi Pico can be configured as PWM output. In Arduino, PWM frequency is set to 500Hz. You can change the PWM output by changing duty cycle.

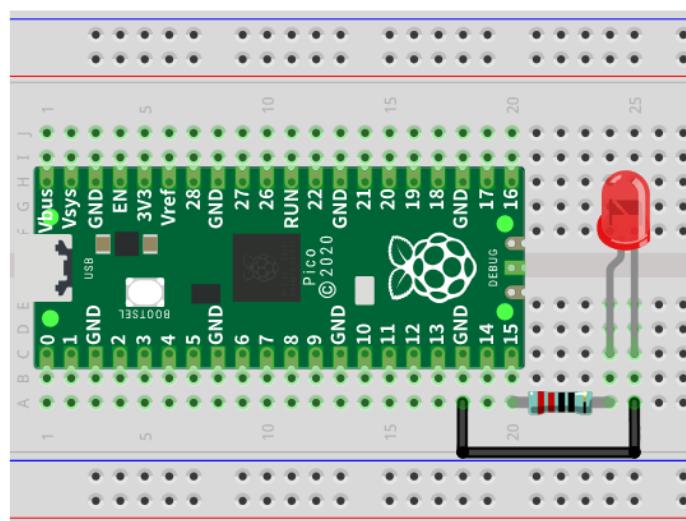
Circuit

This circuit is the same as the one in project Blink.

Schematic diagram



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



Note: To help users have a better experience when doing the projects, we have made some modifications to Pico's simulation diagram. Please note that there are certain differences between the simulation diagram and the actual board to avoid misunderstanding.



Sketch

This project is designed to make PWM output GP15 with pulse width increasing from 0% to 100%, and then reducing from 100% to 0% gradually.

Sketch_04.1_BreathingLight

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

- Title Bar:** Sketch_04.1_BreathingLight | Arduino 1.8.16
- Menu Bar:** File Edit Sketch Tools Help
- Toolbar:** Includes icons for Save, Run, Stop, Upload, and Download.
- Code Editor:** Displays the following C++ code:

```
#define PIN_LED 15 //define the led pin
void setup() {
    pinMode(PIN_LED, OUTPUT);
}
void loop() {
    for (int i = 0; i < 255; i++) { //make light fade in
        analogWrite(PIN_LED, i);
        delay(5);
    }
    for (int i = 255; i > -1; i--) { //make light fade out
        analogWrite(PIN_LED, i);
        delay(5);
    }
}
```
- Status Bar:** Done Saving.
- Bottom Status Bar:** 10 Raspberry Pi Pico on COM10

Download the code to Pico, and you'll see that LED is turned from on to off and then from off to on gradually like breathing.



The following is the program code:

```
1 #define PIN_LED 15 //define the led pin
2
3 void setup() {
4     pinMode(PIN_LED, OUTPUT);
5 }
6
7 void loop() {
8     for (int i = 0; i < 255; i++) { //make light fade in
9         analogWrite(PIN_LED, i);
10        delay(5);
11    }
12    for (int i = 255; i > -1; i--) { //make light fade out
13        analogWrite(PIN_LED, i);
14        delay(5);
15    }
16 }
```

Set the pin controlling LED to output mode.

```
7 pinMode(PIN_LED, OUTPUT);
```

In the loop(), there are two “for” loops. The first makes the LED Pin output PWM from 0% to 100% and the second makes the LED Pin output PWM from 100% to 0%. This allows the LED to gradually light and extinguish.

```
11 for (int i = 0; i < 255; i++) { //make light fade in
12     analogWrite(PIN_LED, i);
13     delay(5);
14 }
15 for (int i = 255; i > -1; i--) { //make light fade out
16     analogWrite(PIN_LED, i);
17     delay(5);
18 }
```

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

analogWrite(pin, value)

Arduino IDE provides the function, analogWrite(pin, value), which can make ports directly output PWM waves. Every pin on Pico board can be configured to output PWM. In the function called analogWrite(pin, value), the parameter "pin" specifies the port used to output PWM wave. The range of value is 0-255, which represents the duty cycle of 0%-100%.

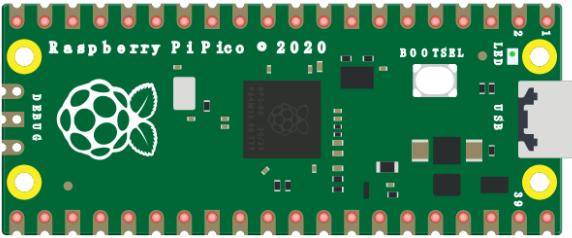
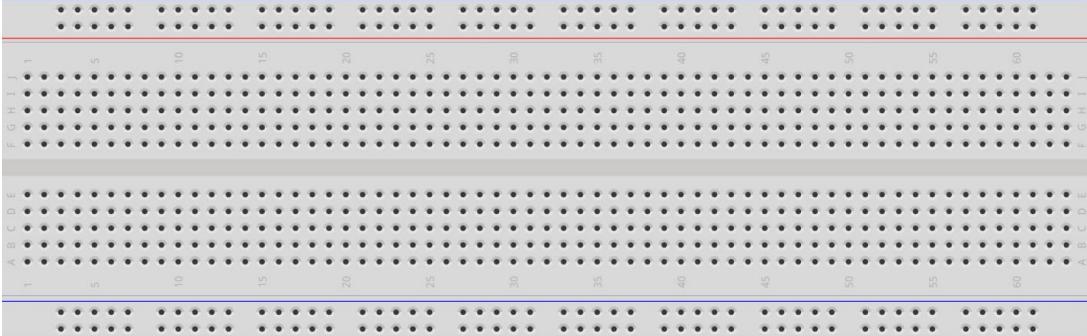
In order to use this function, we need to set the port to output mode.



Project 4.2 Meteor Flowing Light

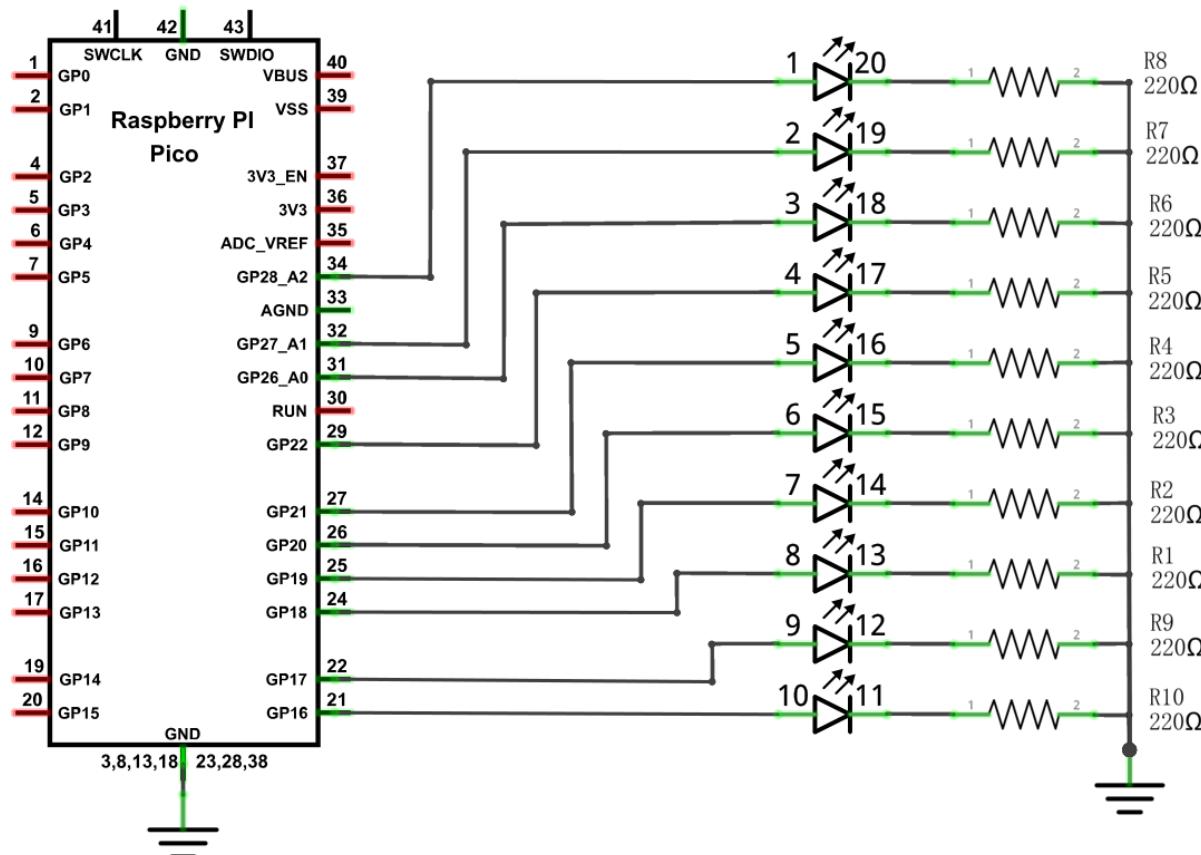
After learning about PWM, we can use it to control LED bar graph and realize a cooler flowing light. The component list, circuit, and hardware are exactly consistent with the project [Flowing Light](#).

Component List

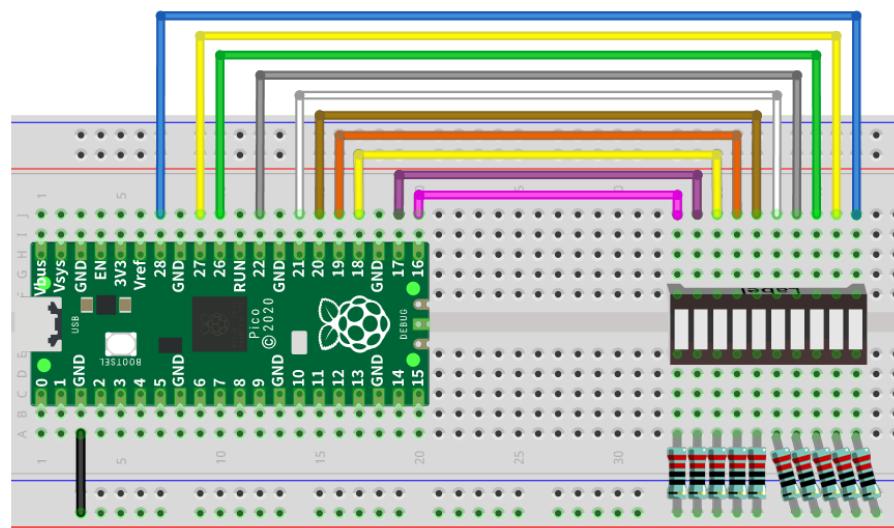
Raspberry Pi Pico x1		USB cable x1
Breadboard x1		
Jumper		LED bar graph x1
		Resistor 220Ω x10

Circuit

Schematic diagram



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



Note: To help users have a better experience when doing the projects, we have made some modifications to Pico's simulation diagram. Please note that there are certain differences between the simulation diagram and the actual board to avoid misunderstanding.

If LEDbar doesn't work, try to rotate LEDbar for 180°. The label is random.

Any concerns? [✉ support@freenove.com](mailto:support@freenove.com)

Sketch

Meteor flowing light will be implemented with PWM.

Sketch_04.2_FlowingLight2

Download the code to Pico, and LED bar graph will gradually light up and out from left to right, then back from right to left.

The following is the program code:

```
1 const byte ledPins[] = {16, 17, 18, 19, 20, 21, 22, 26, 27, 28};      //define led pins
2
3 const int dutys[] = {0,      0,      0,      0,      0,      0,      0,      0,      0,
4                      4095,   2047,   1023,   512,    256,    128,    64,     32,     16,     8,
5                      0,      0,      0,      0,      0,      0,      0,      0,      0};//define the pwm dutys
6
7 int ledCounts;           //the number of leds
8 int delayTimes = 50;    //flowing speed , the smaller, the faster
9 void setup() {
```

Any concerns? support@freenove.com

```

10 ledCounts = sizeof(ledPins);           //get the led counts
11 for (int i = 0; i < ledCounts; i++) {  //setup the pwm channels
12     pinMode(ledPins[i], OUTPUT);
13 }
14 }
15
16 void loop() {
17     for (int i = 0; i < 20; i++) {        //flowing one side to other side
18         for (int j = 0; j < ledCounts; j++) {
19             analogWrite(ledPins[j], map(dutys[i+j], 0, 4095, 0, 255));
20         }
21         delay(delayTimes);
22     }
23     for (int i = 0; i < 20; i++) {        //flowing one side to other side
24         for (int j = 0; j < ledCounts; j++) {
25             analogWrite(ledPins[ledCounts - j - 1], map(dutys[i+j], 0, 4095, 0, 255));
26         }
27         delay(delayTimes);
28     }
29 }
```

First we defined 10 GPIO, 10 PWM channels, and 30 pulse width values.

```

1 const byte ledPins[] = {16, 17, 18, 19, 20, 21, 22, 26, 27, 28};      //define led pins
2
3 const int dutys[] = {0, 0, 0, 0, 0, 0, 0, 0, 0, 0,
4                     4095, 2047, 1023, 512, 256, 128, 64, 32, 16, 8,
5                     0, 0, 0, 0, 0, 0, 0, 0, 0};//define the pwm dutys
```

Define a variable to store the number of LEDs and another to control the flashing speed of the LED bar.

```

7 int ledCounts;          //the number of leds
8 int delayTimes = 50;   //flowing speed , the smaller, the faster
```

Sizeof() function is used to obtain the number of members of the array ledPins and assign it to ledCount.
Use the for loop to set all pins to output mode.

```

10 ledCounts = sizeof(ledPins);           //get the led counts
11 for (int i = 0; i < ledCounts; i++) {  //setup the pwm channels
12     pinMode(ledPins[i], OUTPUT);
13 }
```



In loop(), a nested for loop is used to control the pulse width of the PWM, and LED bar graph moves one grid after each 1 is added in the first for loop, gradually changing according to the values in the array duties. As shown in the table below, the value of the second row is the value in the array duties, and the 10 green squares in each row below represent the 10 LEDs on the LED bar graph. Every 1 is added to I , the value of the LED bar graph will move to the right by one grid, and when it reaches the end, it will move from the end to the starting point, achieving the desired effect.

0	1	2	3	4	5	7	8	9	1	11	1	1	1	1	1	1	1	2	2	2	2	2	2	3
d	0	0	0	0	0	0	0	0	0	10	5	2	1	6	3	1	8	4	2	0	0	0	0	0
i										23	1	5	2	4	2	6								
0																								
1																								
2																								
3																								
...																								
1																								
8																								
1																								
9																								
2																								
0																								

In the code, two nested for loops are used to achieve this effect.

```

17   for (int i = 0; i < 20; i++) {           //flowing one side to other side
18     for (int j = 0; j < ledCounts; j++) {
19       analogWrite(ledPins[j], map(dutys[i+j], 0, 4095, 0, 255));
20     }
21     delay(delayTimes);
22   }
23   for (int i = 0; i < 20; i++) {           //flowing one side to other side
24     for (int j = 0; j < ledCounts; j++) {
25       analogWrite(ledPins[ledCounts - j - 1], map(dutys[i+j], 0, 4095, 0, 255));
26     }
27     delay(delayTimes);
28   }

```

map(value, fromLow, fromHigh, toLow, toHigh)

This function is used to remap a value, which will return a new value whose percentage in the range of toLow-toHigh is equal to the percentage of "value" in the range of fromLow-fromHigh. For example, 1 is the maximum in the range of 0-1 and the maximum value in the scope of 0-2 is 2, that is, the result value of map (1, 0, 1, 0, 2) is 2.

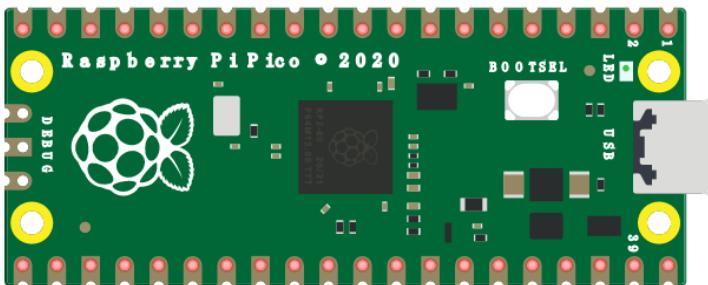
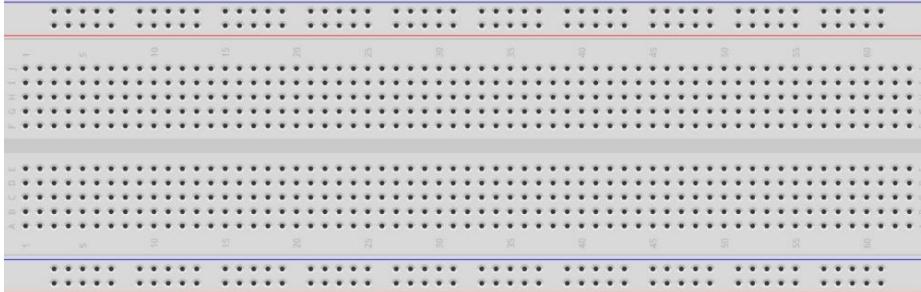
Chapter 5 RGBLED

In this chapter, we will learn how to control an RGBLED. It can emit different colors of light. Next, we will use RGBLED to make a multicolored light.

Project 5.1 Random Color Light

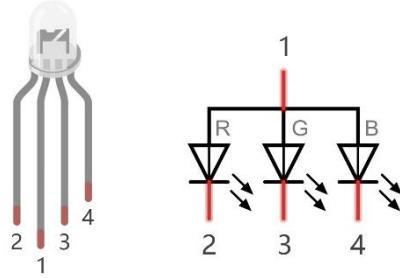
In this project, we will make a multicolored LED. And we can control RGBLED to switch different colors automatically.

Component List

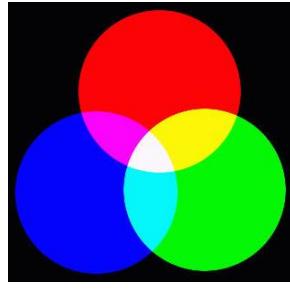
Raspberry Pi Pico x1	USB cable x1	
Breadboard x1		
RGBLED x1	Resistor 220Ω x3	Jumper
		

Related Knowledge

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 is 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 known as three primary colors. When you combine these three primary-color lights 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.

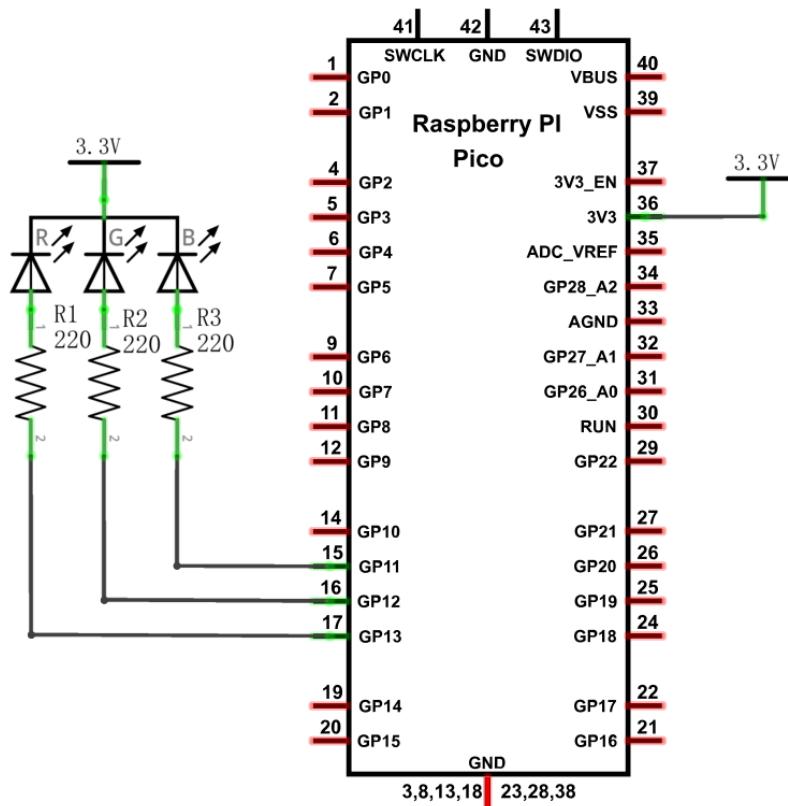


RGB

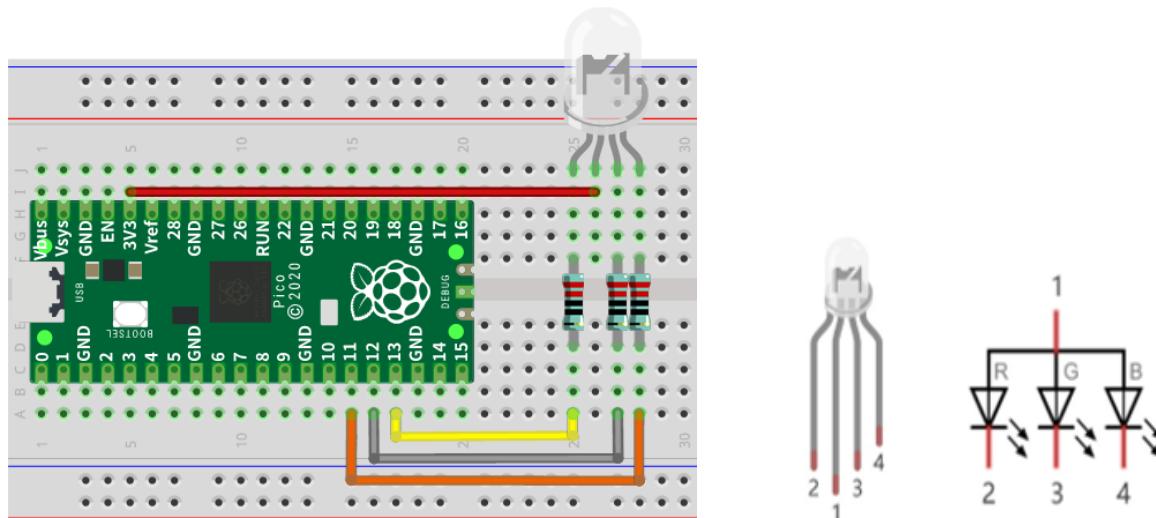
If we use three 8-bit PWMs to control the RGB LED, in theory, we can create $2^8 \times 2^8 \times 2^8 = 16777216$ (16 million) colors through different combinations.

Circuit

Schematic diagram



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



Note: To help users have a better experience when doing the projects, we have made some modifications to Pico's simulation diagram. Please note that there are certain differences between the simulation diagram and the actual board to avoid misunderstanding.



Sketch

We need to create three PWM channels and use random duty cycle to make random RGB LED color.

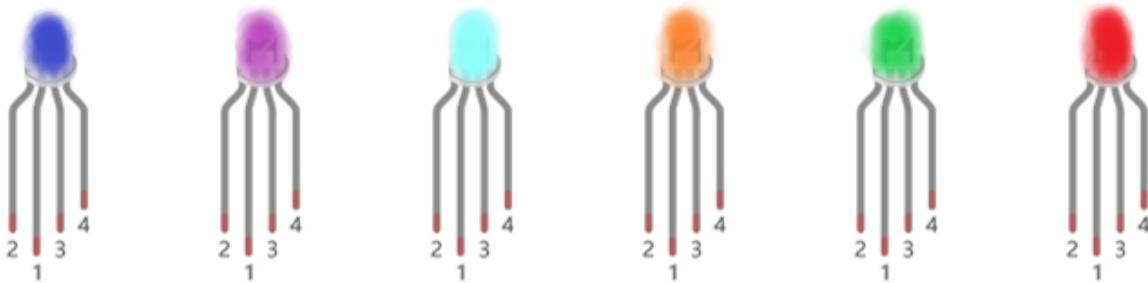
Sketch_05.1_ColorfulLight

```

Sketch_05.1_RandomColorLight | Arduino 1.8.16
File Edit Sketch Tools Help
Sketch_05.1_RandomColorLight
7 int ledPins[] = {13, 12, 11};      //define red, green, blue led pins
8 int red, green, blue;
9 void setup() {
10    for (int i = 0; i < 3; i++) {    //setup the pwm channels,1KHz,8bit
11      pinMode(ledPins[i], OUTPUT);
12    }
13 }
14
15 void loop() {
16   red = random(0, 255)/10;
17   green = random(0, 255)/10;
18   blue = random(0, 255)/10;
19   setColor(red, green, blue);
20   delay(200);
21 }
22
23 void setColor(byte r, byte g, byte b) {
24   analogWrite(ledPins[0], 255-r); //Common anode LED, low level to turn on the led.
25   analogWrite(ledPins[1], 255-g);
26   analogWrite(ledPins[2], 255-b);
27 }

```

With the code downloaded to Pico, RGB LED begins to display random colors.



The following is the program code:

1	<code>int ledPins[] = {13, 12, 11}; //define red, green, blue led pins</code>
2	<code>int red, green, blue;</code>
3	<code>void setup() {</code>
4	<code> for (int i = 0; i < 3; i++) { //setup the pwm channels,1KHz,8bit</code>
5	<code> pinMode(ledPins[i], OUTPUT);</code>
6	<code> }</code>
7	<code>}</code>
8	

Any concerns? ✉ support@freenove.com

```

9 void loop() {
10    red = random(0, 255);
11    green = random(0, 255);
12    blue = random(0, 255);
13    setColor(red, green, blue);
14    delay(200);
15 }
16
17 void setColor(byte r, byte g, byte b) {
18    analogWrite(ledPins[0], 255-r); //Common anode LED, low level to turn on the led.
19    analogWrite(ledPins[1], 255-g);
20    analogWrite(ledPins[2], 255-b);
21 }
```

Define pins to control RGB LED, and configure them as output mode.

```

1 int ledPins[] = {13, 12, 11};      //define red, green, blue led pins
2 int red, green, blue;
3 void setup() {
4     for (int i = 0; i < 3; i++) {    //setup the pwm channels, 1KHz, 8bit
5         pinMode(ledPins[i], OUTPUT);
6     }
7 }
```

In setColor(), this function controls the output color of RGB LED by the given color value. Because the circuit uses a common anode, the LED lights up when the GPIO outputs low power. Therefore, in PWM, low level is the active level, so 255 minus the given value is necessary.

```

19 void setColor(byte r, byte g, byte b) {
20     ledcWrite(chns[0], 255 - r); //Common anode LED, low level to turn on the led.
21     ledcWrite(chns[1], 255 - g);
22     ledcWrite(chns[2], 255 - b);
23 }
```

In loop(), get three random Numbers and set them as color values.

```

12 red = random(0, 255);
13 green = random(0, 255);
14 blue = random(0, 255);
15 setColor(red, green, blue);
16 delay(200);
```

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

long random(min, max);

This function will return a random number(min --- max-1).

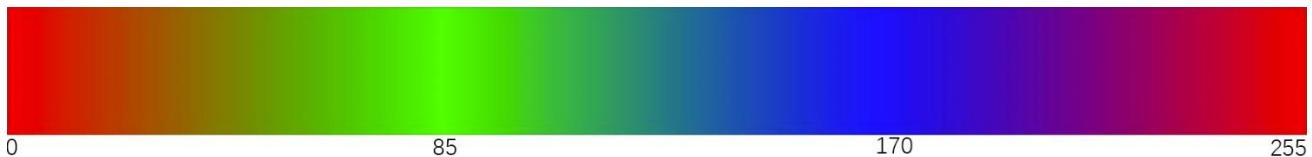


Project 5.2 Gradient Color Light

In the previous project, we have mastered the usage of RGBLED, but the random color display is rather stiff. This project will realize a fashionable Light with soft color changes.

Component list, the circuit is exactly the same as the project random color light.

Using a color model, the color changes from 0 to 255 as shown below.



Sketch

In this code, the color model will be implemented and RGBLED will change colors along the model.

Sketch_05.2_SoftColorfulLight

The following is the program code:

```

1 const byte ledPins[] = {13, 12, 11};      //define led pins
2 void setup() {
3     for (int i = 0; i < 3; i++) {    //setup the pwm channels
4         pinMode(ledPins[i], OUTPUT);
5     }
6 }
7
8 void loop() {
9     for (int i = 0; i < 256; i++) {
10        setColor(wheel(i));
11        delay(100);
12    }
13 }
14
15 void setColor(long rgb) {
16     analogWrite(ledPins[0], 255 - (rgb >> 16) & 0xFF);
17     analogWrite(ledPins[1], 255 - (rgb >> 8) & 0xFF);
18     analogWrite(ledPins[2], 255 - (rgb >> 0) & 0xFF);
19 }
20
21 long wheel(int pos) {
22     long WheelPos = pos % 0xff;
23     if (WheelPos < 85) {
24         return ((255 - WheelPos * 3) << 16) | ((WheelPos * 3) << 8);
25     } else if (WheelPos < 170) {

```

Any concerns? ✉ support@freenove.com

```
26     WheelPos -= 85;  
27     return (((255 - WheelPos * 3) << 8) | (WheelPos * 3));  
28 } else {  
29     WheelPos -= 170;  
30     return ((WheelPos * 3) << 16 | (255 - WheelPos * 3));  
31 }  
32 }
```

In `setColor()`, a variable represents the value of RGB, and a hexadecimal representation of color is a common representation, such as `0xAABBCC`, where AA represents the red value, BB represents the green value, and CC represents the blue value. The use of a variable can make the transmission of parameters more convenient, in the split, only a simple operation can take out the value of each color channel

```
15 void setColor(long rgb) {  
16     ledcWrite(chns[0], 255 - (rgb >> 16) & 0xFF);  
17     ledcWrite(chns[1], 255 - (rgb >> 8) & 0xFF);  
18     ledcWrite(chns[2], 255 - (rgb >> 0) & 0xFF);  
19 }
```

The `wheel()` function is the color selection method for the color model introduced earlier. The **pos** parameter ranges from 0 to 255 and outputs a color value in hexadecimal.

```
21 long wheel(int pos) {  
22     long WheelPos = pos % 0xff;  
23     if (WheelPos < 85) {  
24         return (((255 - WheelPos * 3) << 16) | ((WheelPos * 3) << 8));  
25     } else if (WheelPos < 170) {  
26         WheelPos -= 85;  
27         return (((255 - WheelPos * 3) << 8) | (WheelPos * 3));  
28     } else {  
29         WheelPos -= 170;  
30         return ((WheelPos * 3) << 16 | (255 - WheelPos * 3));  
31     }  
32 }
```

Chapter 6 NeoPixel

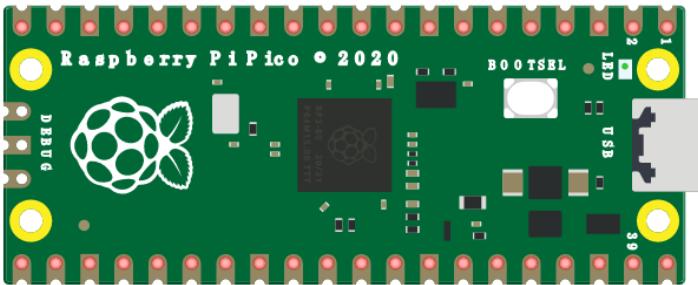
This chapter will help you learn to use a more convenient RGBLED lamp, which requires only one GPIO control and can be connected in infinite series in theory. Each LED can be controlled independently.

Project 6.1 NeoPixel

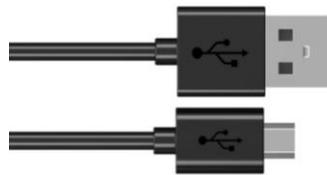
Learn the basic usage of NeoPixel and use it to blink red, green, blue and white.

Component List

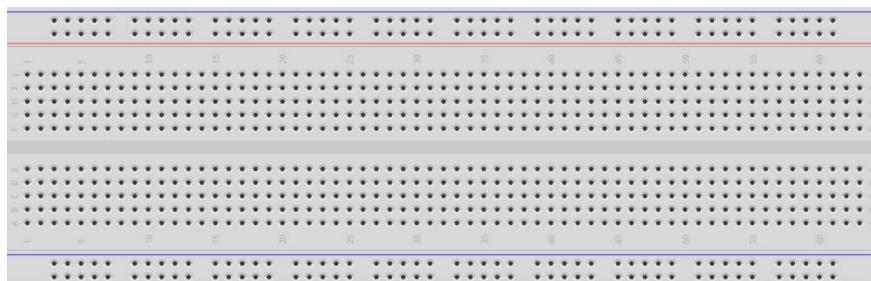
Raspberry Pi Pico x1



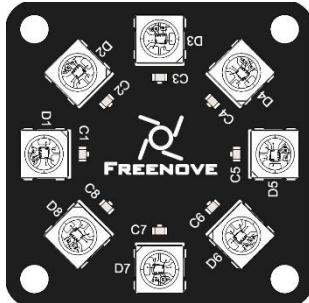
USB cable x1



Breadboard x1



Freenove 8 RGB LED Module x1



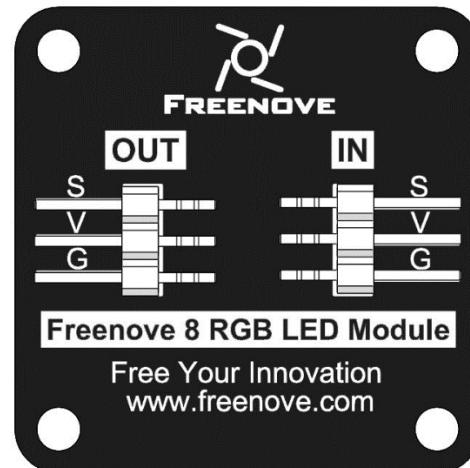
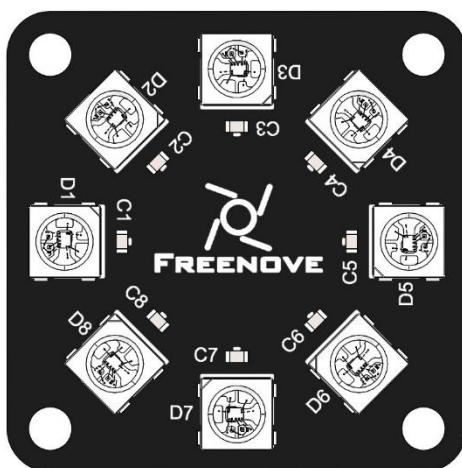
Jumper



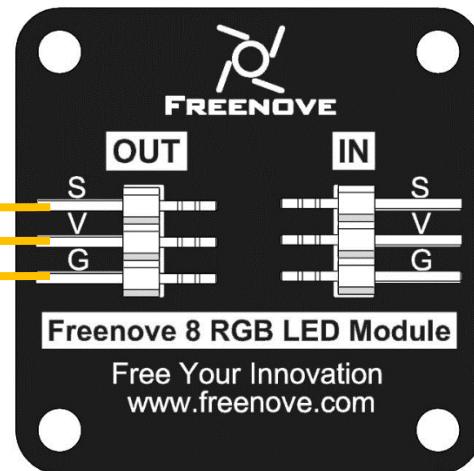
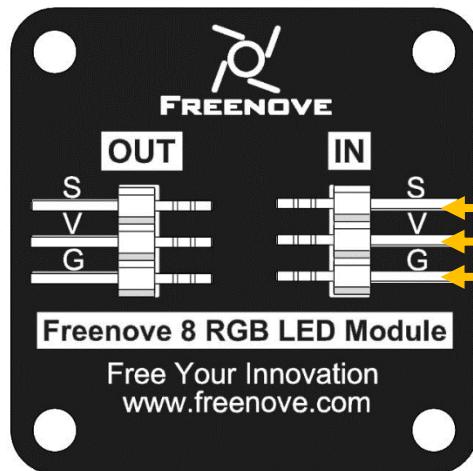
Related Knowledge

Freenove 8 RGB LED Module

The Freenove 8 RGB LED Module is as below. You can use only one data pin to control eight LEDs on the module. As shown below:



And you can also control many modules at the same time. Just connect OUT pin of one module to IN pin of another module. In this way, you can use one data pin to control 8, 16, 32 ... LEDs.

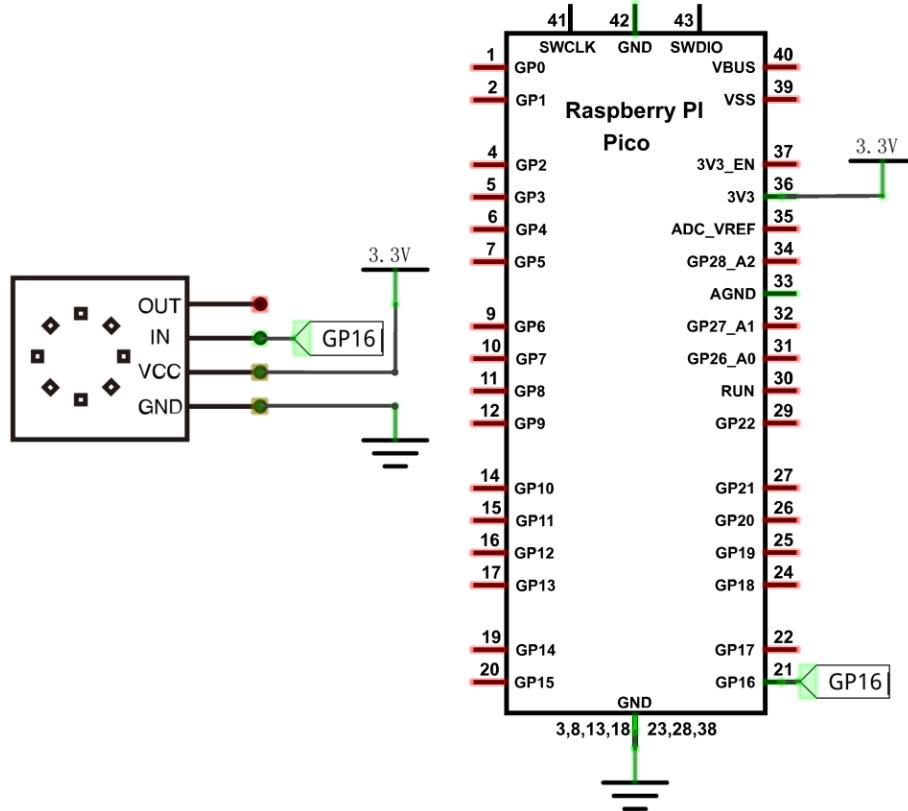


Pin description:

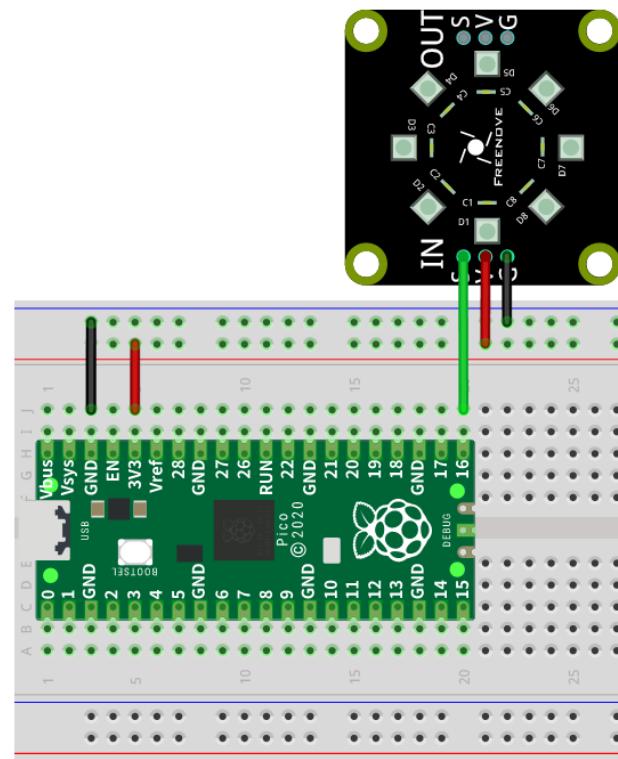
(IN)		(OUT)	
symbol	Function	symbol	Function
S	Input control signal	S	Output control signal
V	Power supply pin, +3.3V~5.5V	V	Power supply pin, +3.3V~5.5V
G	GND	G	GND

Circuit

Schematic diagram



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



Any concerns? ✉ support@freenove.com

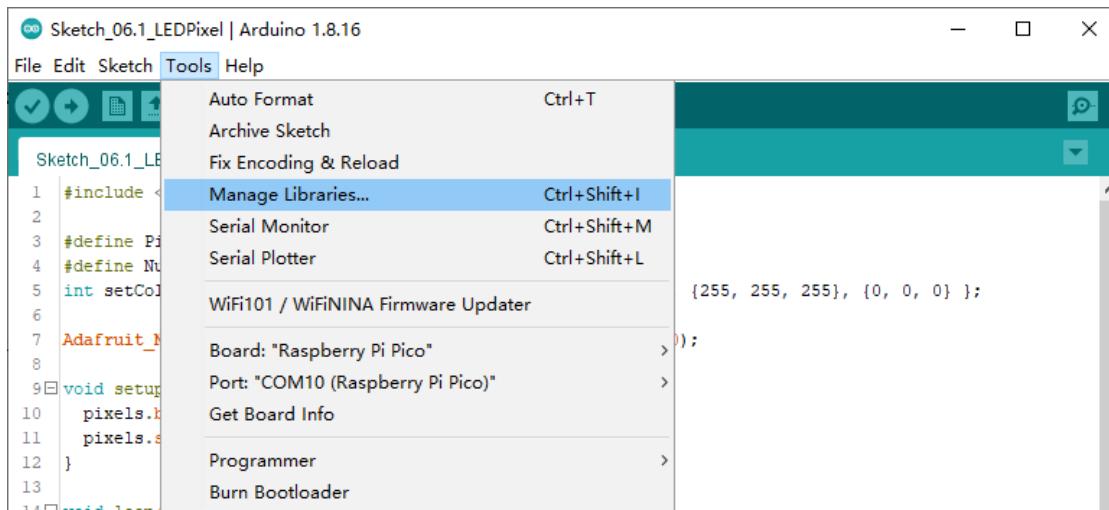
Sketch

This code uses a library named "**Adafruit_NeoPixel**". If you have not installed it, please do so first. Library is an important feature of the open source world, and we know that Arduino is an open source platform that everyone can contribute to. Libraries are generally licensed under the LGPL, which means you can use them for free to apply to your creations.

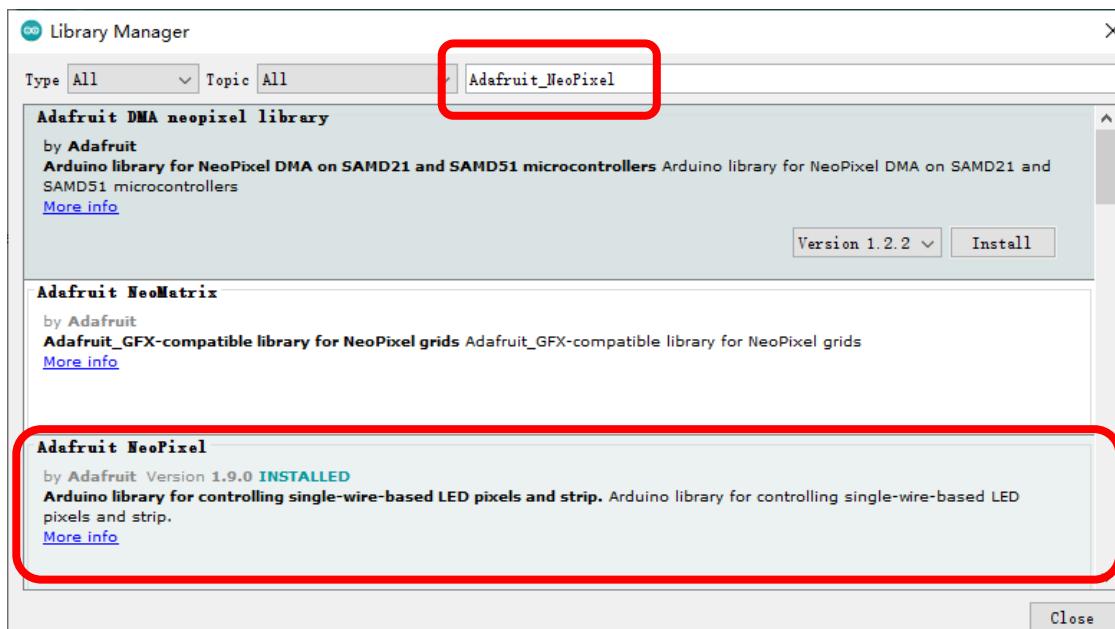
How to install the library

There are two ways to add libraries.

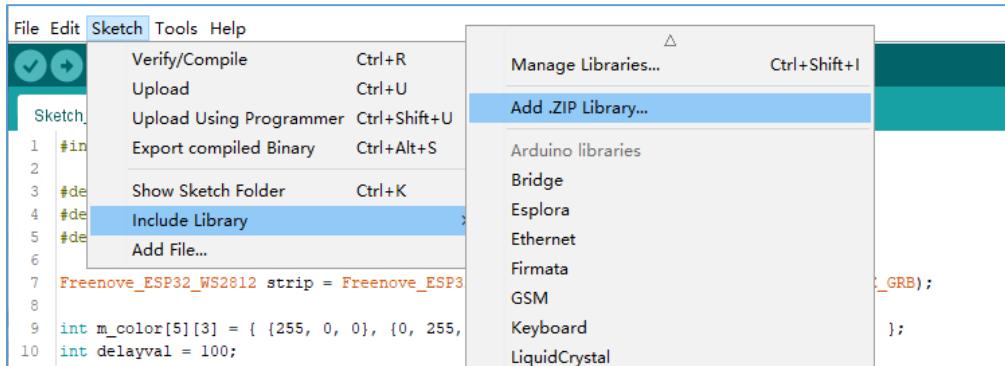
The first way, open the Arduino IDE, click Tools → Manager Libraries.



In the pop-up window, Library Manager, search for the name of the Library, "**Adafruit_NeoPixel**". Then click Install.



The second way, open Arduino IDE, click Sketch→Include Library→Add .ZIP Library. In the pop-up window, find the file named ".Libraries/ **Adafruit_NeoPixel.Zip**" which locates in this directory, and click OPEN.



Sketch_06.1_LEDPixel

Sketch_06.1_LEDPixel | Arduino 1.8.16

```

File Edit Sketch Tools Help
Sketch_06.1_LEDPixel
Sketch_06.1_LEDPixel

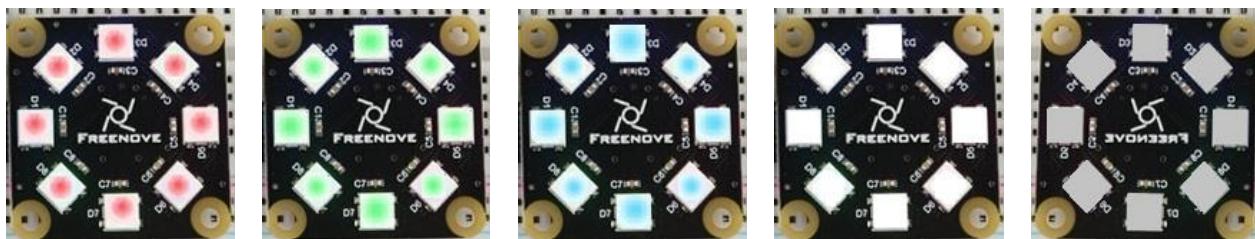
1 #include <Adafruit_NeoPixel.h>
2
3 #define Pin      16
4 #define NumPixels 8
5 int setColor[5][3] = { {255, 0, 0}, {0, 255, 0}, {0, 0, 255}, {255, 255, 255}, {0, 0, 0} };
6
7 Adafruit_NeoPixel pixels(NumPixels, Pin, NEO_GRB + NEO_KHZ800);
8
9 void setup() {
10   pixels.begin();
11   pixels.setBrightness(20);
12 }
13
14 void loop() {
15   for (int i = 0; i < 5; i++) {
16     int color = pixels.Color(setColor[i][0], setColor[i][1], setColor[i][2]);
17     pixels.fill(color, 0, NumPixels);
18     pixels.show();
19     delay(500);
20   }
21 }
```

Done uploading.

rp2040load 1.0.1 - compiled with gol.15.8
Loading into Flash: [=====] 100%

Raspberry Pi Pico on COM10

Download the code to Pico and RGB LED begins to light up in red, green, blue, white and black.



The following is the program code:

```

1 #include <Adafruit_NeoPixel.h>
2
3 #define Pin      16
4 #define NumPixels 8
5 int setColor[5][3] = { {255, 0, 0}, {0, 255, 0}, {0, 0, 255}, {255, 255, 255}, {0, 0, 0} };
6
7 Adafruit_NeoPixel pixels(NumPixels, Pin, NEO_GRB + NEO_KHZ800);
8
9 void setup() {
10   pixels.begin();
11   pixels.setBrightness(20);
12 }
13
14 void loop() {
15   for (int j = 0; j < 5; j++) {
16     for (int i = 0; i < NumPixels; i++) {
17       pixels.setPixelColor(i, setColor[j][0], setColor[j][1], setColor[j][2]);
18       pixels.show();
19       delay(100);
20     }
21     delay(500);
22   }
23 }
```

To use some libraries, first you need to include the library's header file.

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

Define the pins connected to the ring, the number of LEDs on the ring.

```

3 #define Pin      16
4 #define NumPixels 8
```

Apply for an object that controls the RGB LED ring, and assign the number of LEDs, the number of pins that control the LEDs, and the control mode of the LEDs to the object.

```
7 Adafruit_NeoPixel pixels(NumPixels, Pin, NEO_GRB + NEO_KHZ800);
```

Define the color values to be used, as red, green, blue, white, and black.

```
9 u8 m_color[5][3] = { {255, 0, 0}, {0, 255, 0}, {0, 0, 255}, {255, 255, 255}, {0, 0, 0} };
```

Initialize pixels() in setup() and set the brightness.

```

10   pixels.begin();
11   pixels.setBrightness(20);
```

In the loop(), there are two “for” loops, the internal for loop is to light the LED one by one, and the external for loop to switch colors. setPixelColor() is used to set the color, but it does not change immediately. Only when show() is called will the color data be sent to the LED to change the color.

```

15   for (int j = 0; j < 5; j++) {
16     for (int i = 0; i < NumPixels; i++) {
17       pixels.setPixelColor(i, setColor[j][0], setColor[j][1], setColor[j][2]);
18       pixels.show();
```

```

19     delay(100);
20 }
21     delay(500);
22 }
```

Reference

Adafruit_NeoPixel(uint16_t n, int16_t pin = 6, neoPixelType type = NEO_GRB + NEO_KHZ800)

Constructor to create a NeoPixel object.

Before each use of the constructor, please add “[Adafruit_NeoPixel.h](#)”

Parameters

n: The number of led.

pin_gpio: A pin connected to an LED.

type: Types of LED.

NEO_RGB: The sequence of NeoPixel module loading color is red, green and blue.

NEO_RBG: The sequence of NeoPixel module loading color is red, blue and green.

NEO_GRB: The sequence of NeoPixel module loading color is green, red and blue.

TYPE_GBR: The sequence of NeoPixel module loading color is green, blue and red.

NEO_BRG: The sequence of NeoPixel module loading color is blue, red and green.

NEO_BGR: The sequence of NeoPixel module loading color is blue, green and red.

void begin(void);

Initialize the NeoPixel object

void setPixelColor (u8 index, u8 r, u8 g, u8 b);

void setPixelColor (u8 index, u32 rgb);

void setPixelColor (u8 index, u8 r, u8 g, u8 b, u8 w);

Set the color of LED with order number n.

void show(void);

Send the color data to the led and display the set color immediately.

void setBrightness(uint8_t);

Set the brightness of the LED.

If you want to learn more about this library, you can visit the following website:

https://github.com/adafruit/Adafruit_NeoPixel

Project 6.2 Rainbow Light

In the previous project, we have mastered the usage of NeoPixel. This project will realize a slightly complicated Rainbow Light. The component list and the circuit are exactly the same as the project NeoPixel.

Sketch

Continue to use the following color model to equalize the color distribution of the 8 LEDs and gradually change.



Sketch_06.2_RainbowLight

```
#include <Adafruit_NeoPixel.h>

#define Pin 16
#define NumPixels 8
int red = 0;
int green = 0;
int blue = 0;
Adafruit_NeoPixel strip(NumPixels, Pin, NEO_GRB + NEO_KHZ800);

void setup() {
    strip.begin();
    strip.setBrightness(20);
}

void loop() {
    for (int j = 0; j < 256 * 5; j++) {
        for (int i = 0; i < 8; i++) {
            Wheel((i * 256 / 8) + j) * 255);
            strip.setPixelColor(i, strip.Color(red, green, blue));
        }
        strip.show();
        delay(10);
    }
}
```

Done uploading.
Loading into Flash: [=====] 100%

Raspberry Pi Pico on COM10



Download the code to Pico, and the Freenove 8 RGB LED Strip displays different colors and the color changes gradually.



The following is the program code:

```

1 #include <Adafruit_NeoPixel.h>
2
3 #define Pin      16
4 #define NumPixels 8
5 int red = 0;
6 int green = 0;
7 int blue = 0;
8 Adafruit_NeoPixel strip(NumPixels, Pin, NEO_GRB + NEO_KHZ800);
9
10 void setup() {
11     strip.begin();
12     strip.setBrightness(20);
13 }
14
15 void loop() {
16     for (int j = 0; j < 256 * 5; j++) {
17         for (int i = 0; i < 8; i++) {
18             Wheel(((i * 256 / 8) + j)%255);
19             strip.setPixelColor(i, strip.Color(red, green, blue));
20         }
21         strip.show();
22         delay(10);
23     }
24 }
25
26 void Wheel(byte WheelPos) {
27     WheelPos = 255 - WheelPos;
28     if (WheelPos < 85) {
29         red = 255 - WheelPos * 3;
30         green = 0;
31         blue = WheelPos * 3;
32     }
33     else if (WheelPos < 170) {
34         WheelPos -= 85;
35         red = 0;

```

```
36     green = WheelPos * 3;
37     blue = 255 - WheelPos * 3;
38 }
39 else {
40     WheelPos -= 170;
41     red = WheelPos * 3;
42     green = 255 - WheelPos * 3;
43     blue = 0;
44 }
45 }
```

In the loop(), two “for” loops are used, the internal “for” loop(for-i) is used to set the color of each LED, and the external “for” loop(for-i) is used to change the color, in which the self-increment value in i+=1 can be changed to change the color step distance. Changing the delay parameter changes the speed of the color change. Wheel(((i * 256 / 8) + j)%255) will take color from the color model at equal intervals starting from i.

```
16 for (int j = 0; j < 256 * 5; j++) {
17     for (int i = 0; i < 8; i++) {
18         Wheel(((i * 256 / 8) + j)%255);
19         strip.setPixelColor(i, strip.Color(red, green, blue));
20     }
21     strip.show();
22     delay(10);
23 }
```

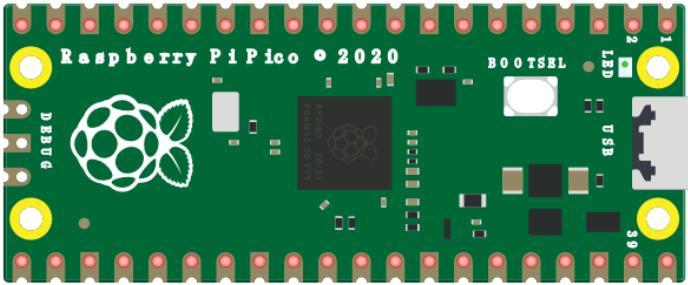
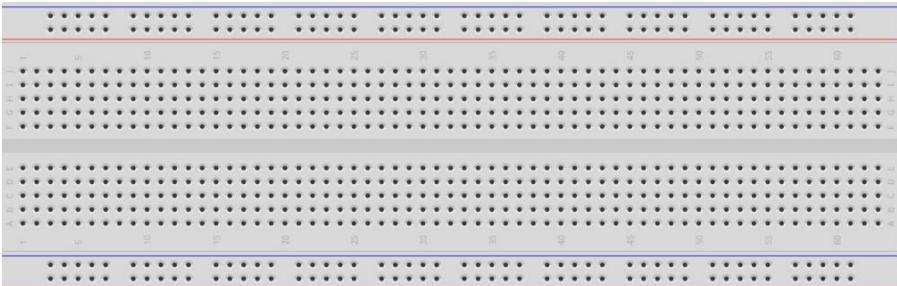
Chapter 7 Buzzer

In this chapter, we will learn about buzzers and the sounds they make.

Project 7.1 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 Pico x1		USB cable x1	
Breadboard x1			
Jumper			
NPN transistor x1 (S8050)		Active buzzer x1	
Push button x1		Resistor 1kΩ x1	
		Resistor 10kΩ x2	

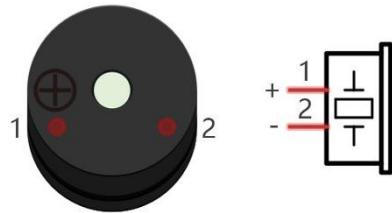
Any concerns?  support@freenove.com

Component Knowledge

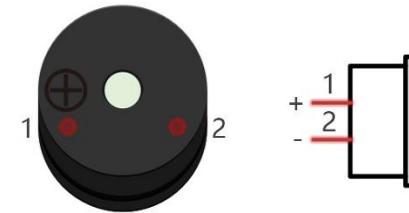
Buzzer

Buzzer is a sounding component, which is widely used in electronic devices such as calculator, electronic warning clock and alarm. Buzzer has two types: active and passive. Active buzzer has oscillator inside, which 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



Passive buzzer



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.

How to identify active and passive buzzer?

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

Active buzzer



Passive buzzer



Transistor

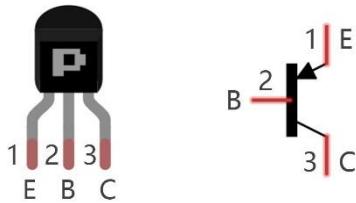
Because the buzzer requires such large current that GP of Raspberry Pi Pico output capability cannot meet the requirement, a transistor of NPN type is needed here to amplify the current.

Transistor, the full name: semiconductor transistor, is a semiconductor device that controls current. Transistor

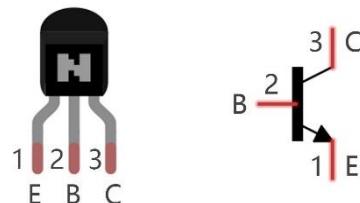


can be used to amplify weak signal, or works as a switch. It has three electrodes(PINs): base (b), collector (c) and emitter (e). When there is current passing between "be", "ce" will allow several-fold current (transistor magnification) pass, at this point, transistor works in the amplifying area. When 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 as shown below: PNP and NPN.

PNP transistor



NPN transistor

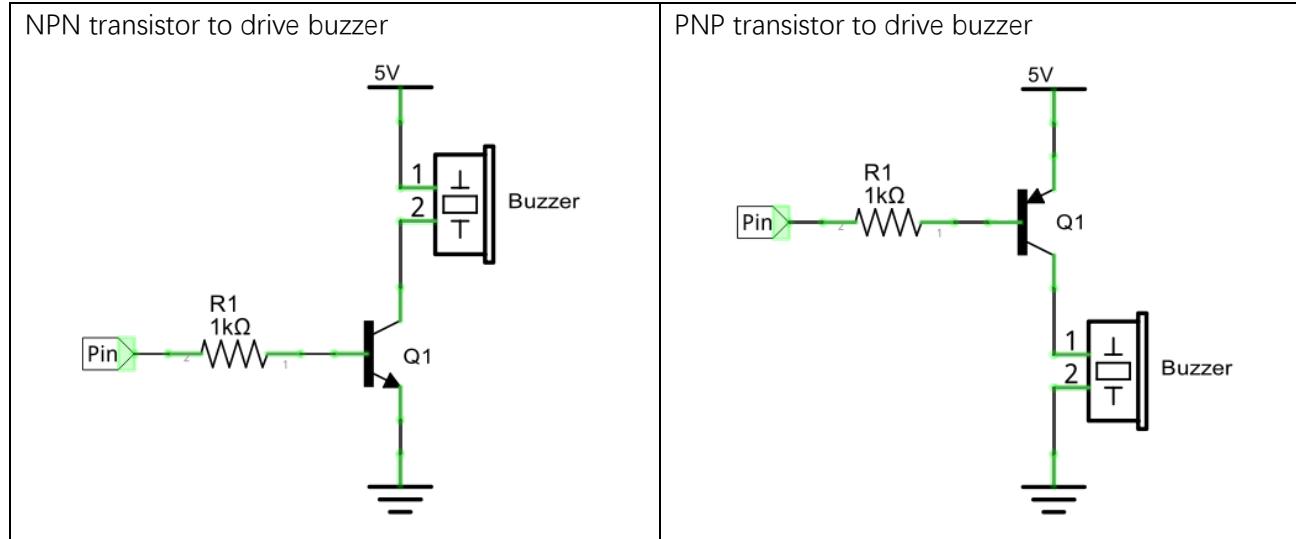


In our kit, the PNP transistor is marked with 8550, and the NPN transistor is marked with 8050.

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

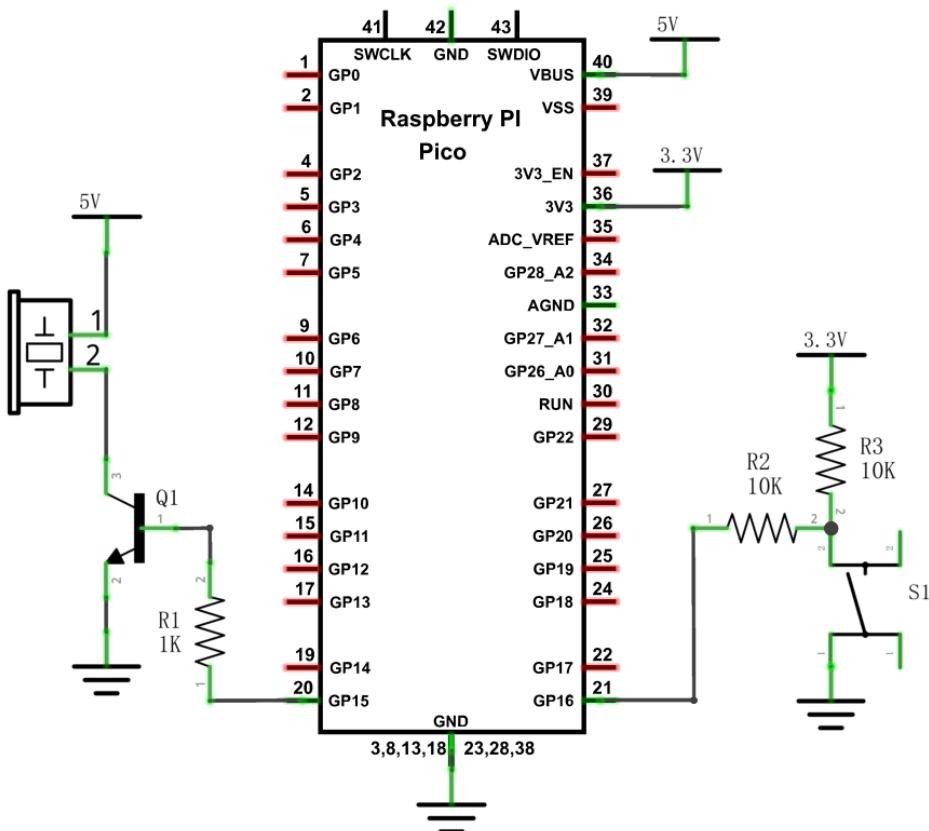
When using NPN transistor to drive buzzer, we often adopt the following method. If GP outputs high level, current will flow through R1, the transistor will get conducted, and the buzzer will sound. If GP outputs low level, no current flows through R1, the transistor will not be conducted, and buzzer will not sound.

When using PNP transistor to drive buzzer, we often adopt the following method. If GP outputs low level, current will flow through R1, the transistor will get conducted, and the buzzer will sound. If GP outputs high level, no current flows through R1, the transistor will not be conducted, and buzzer will not sound.

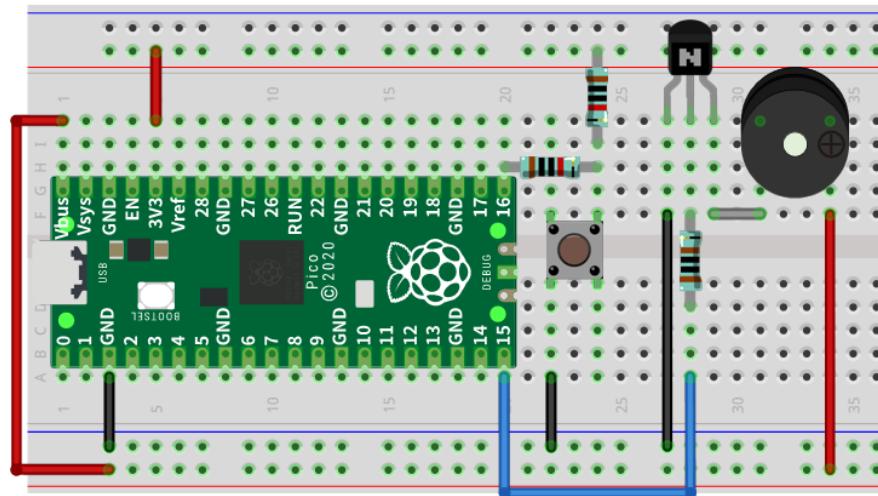


Circuit

Schematic diagram



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



Note:

1. 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.
 2. VBUS should be connect to the positive end of USB cable. If it connects to GND, it may burn the computer or Raspberry Pi Pico. Similarly, please be careful when wiring pins 36-40 of Pico to avoid short circuit.

Any concerns? support@freenove.com



Sketch

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

Sketch_07.1_Doorbell

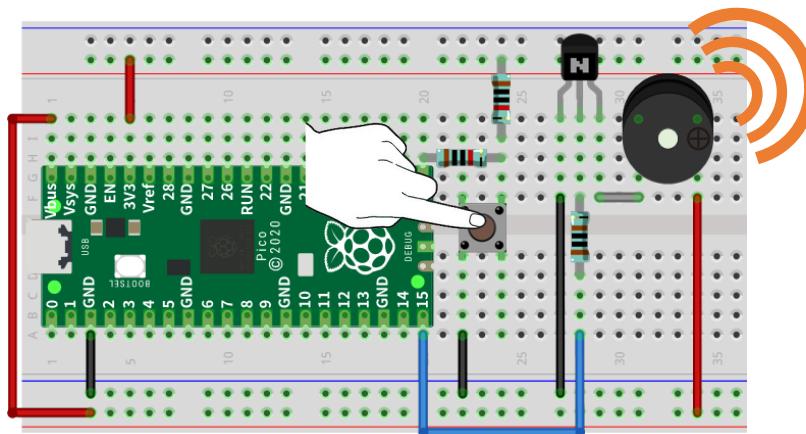
```

7 #define PIN_BUZZER 15
8 #define PIN_BUTTON 16
9
10 void setup() {
11     pinMode(PIN_BUZZER, OUTPUT);
12     pinMode(PIN_BUTTON, INPUT);
13     digitalWrite(PIN_BUZZER,LOW);
14 }
15
16 void loop() {
17     if (digitalRead(PIN_BUTTON) == LOW) {
18         digitalWrite(PIN_BUZZER,HIGH);
19     }else{
20         digitalWrite(PIN_BUZZER,LOW);
21     }
22 }

```

Compiling sketch...

Download the code to Pico, press the push button switch and the buzzer will sound. Release the push button switch and the buzzer will stop.



The following is the program code:

```
1 #define PIN_BUZZER 15
2 #define PIN_BUTTON 16
3
4 void setup() {
5     pinMode(PIN_BUZZER, OUTPUT);
6     pinMode(PIN_BUTTON, INPUT);
7     digitalWrite(PIN_BUZZER, LOW);
8 }
9
10 void loop() {
11     if (digitalRead(PIN_BUTTON) == LOW) {
12         digitalWrite(PIN_BUZZER, HIGH);
13     }else{
14         digitalWrite(PIN_BUZZER, LOW);
15     }
16 }
```

The code is logically the same as using button to control LED.

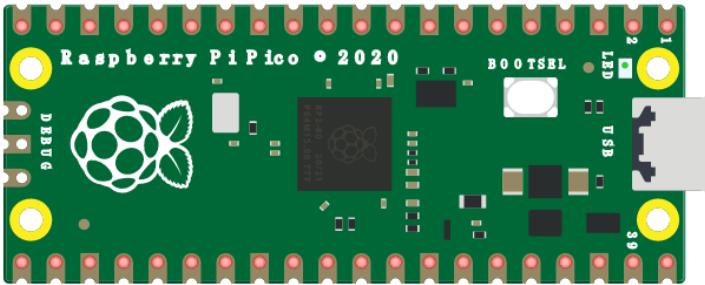
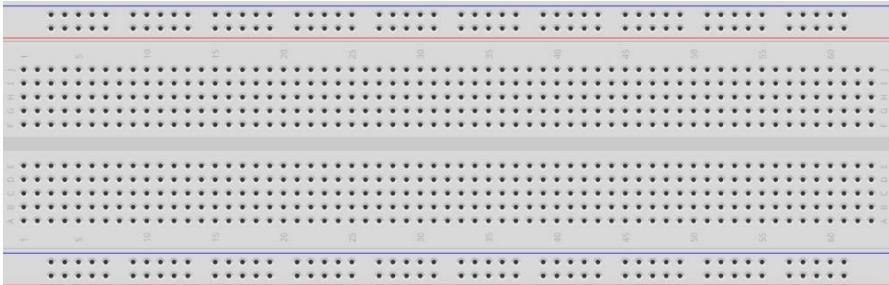


Project 7.2 Alertor

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

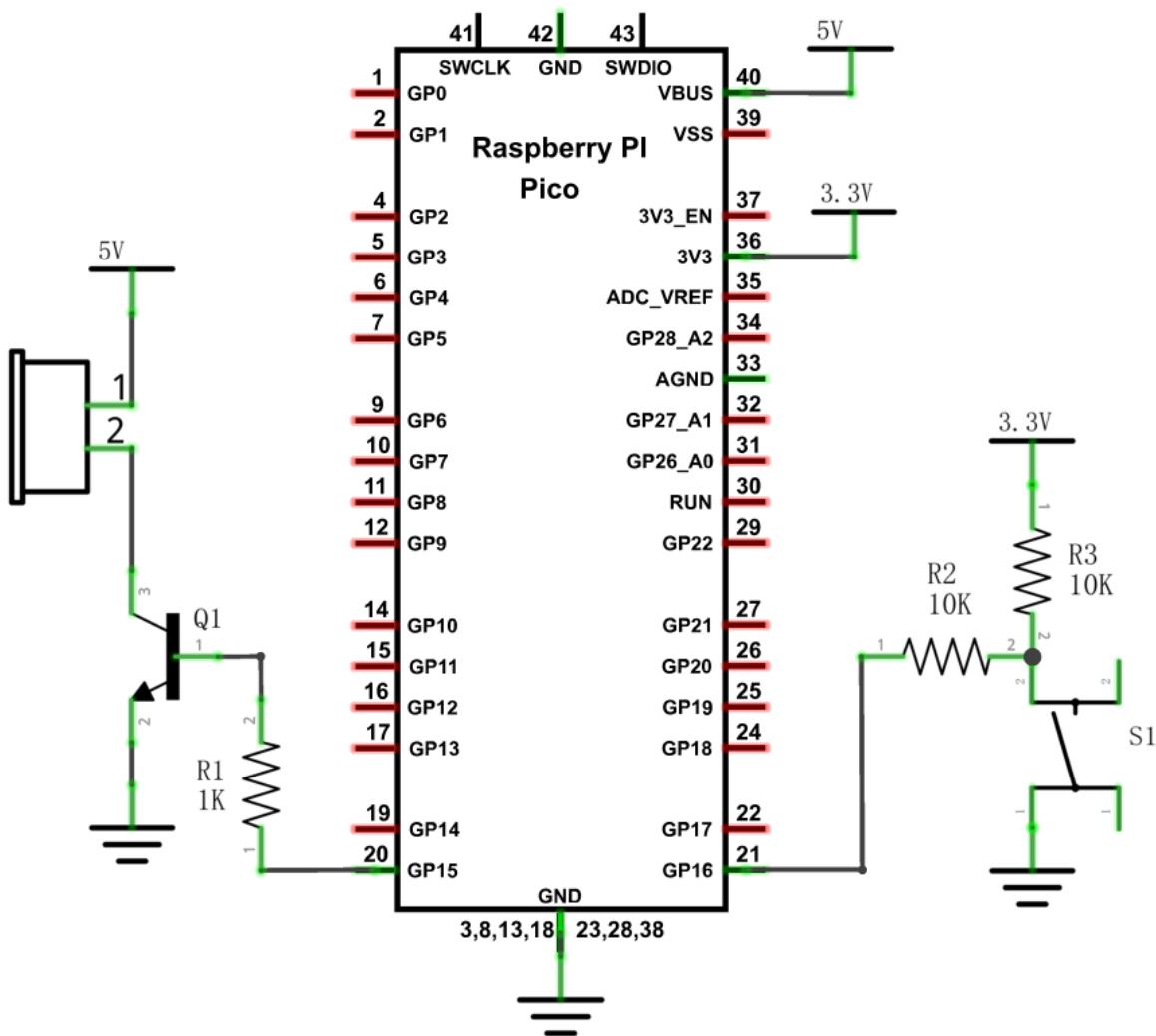
Component list and the circuit part is similar to last section, only the **active buzzer** needs to be **replaced** with a **passive buzzer** for this project.

Component List

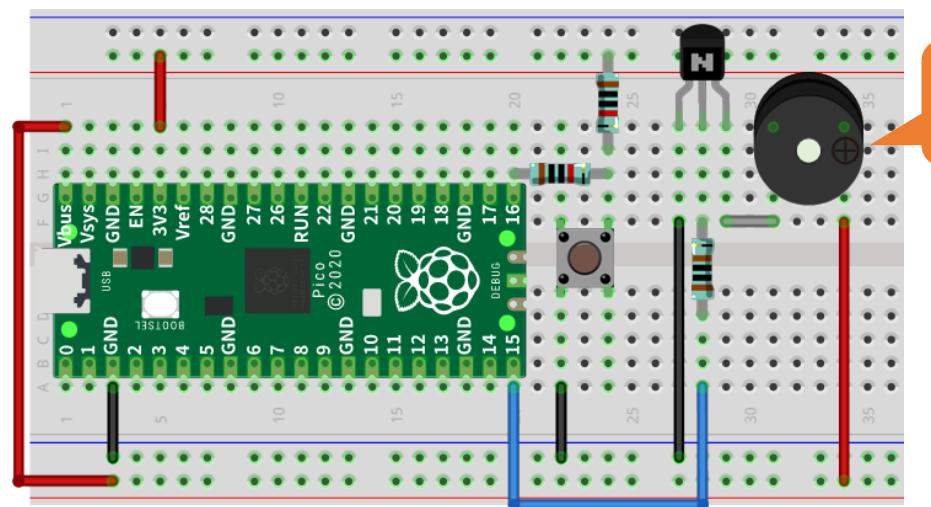
Raspberry Pi Pico x1		USB cable x1	
Breadboard x1			
Jumper			
NPN transistorx1 (S8050)		Passive buzzer x1	
Push button x1		Resistor 1kΩ x1	
		Resistor 10kΩ x2	

Circuit

Schematic diagram



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

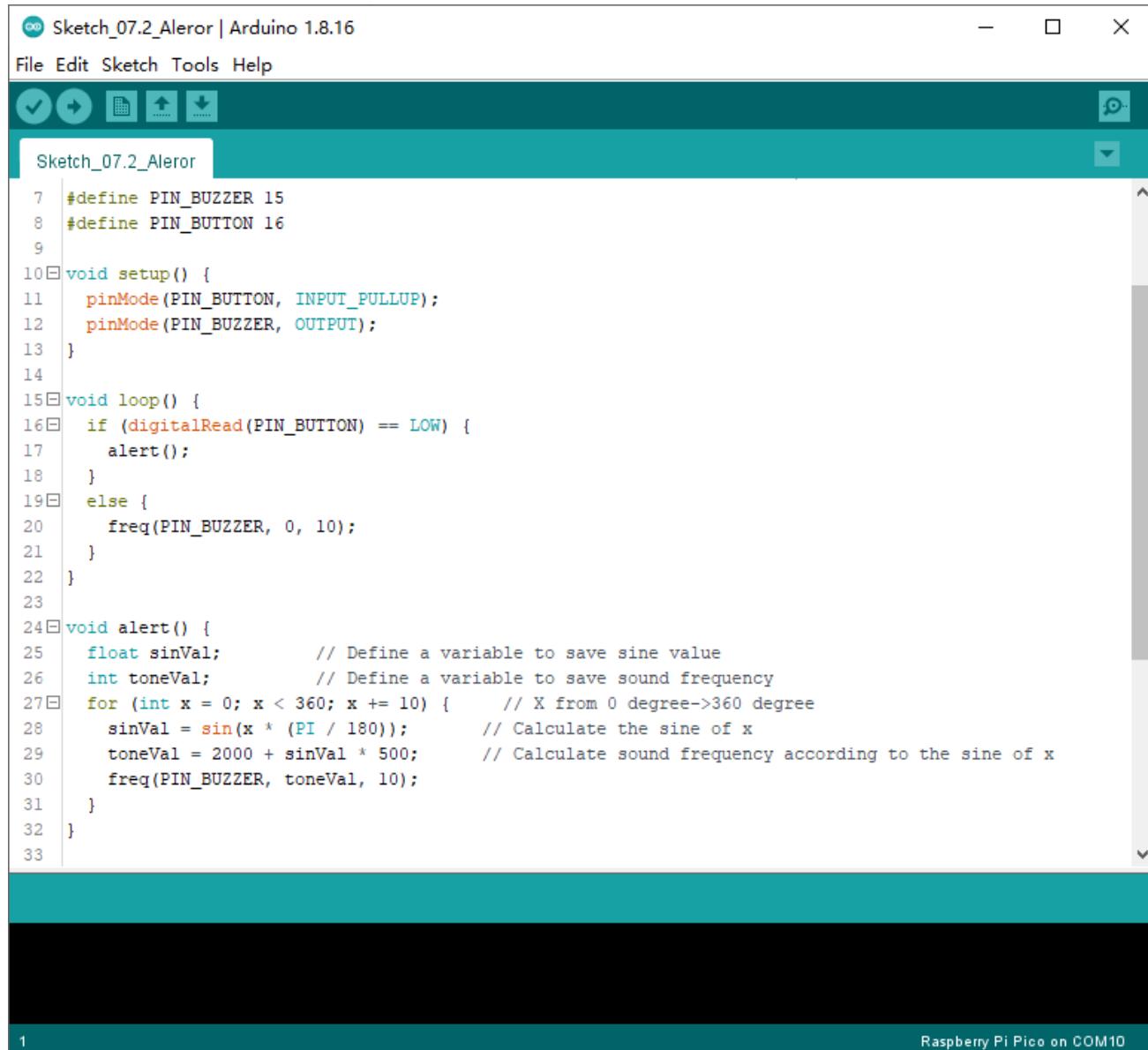


Any concerns? support@freenove.com

Sketch

In this project, the buzzer alarm is controlled by the button. Press the button, then buzzer sounds. If you release the button, the buzzer will stop sounding. It is logically the same as using button to control LED, but in the control method, passive buzzer requires PWM of certain frequency to sound.

Sketch_07.2_Alertor



The screenshot shows the Arduino IDE interface with the sketch titled "Sketch_07.2_Alertor" open. The code implements a simple alert system using a button and a passive buzzer. It defines pins 15 and 16 for the button and buzzer respectively. In the setup() function, both pins are set as inputs with pull-up resistors. The loop() function checks if the button is pressed (LOW). If it is, the alert() function is called. This function generates a sine wave frequency that varies from 2000 Hz at 0 degrees to 3000 Hz at 180 degrees. The frequency is calculated as 2000 + sin(x) * 500, where x is the angle in degrees. The freq() function is used to set the PWM frequency of the buzzer pin to this value for a duration of 10ms. The sketch uses the sin() function from the math library to calculate the sine of the angle.

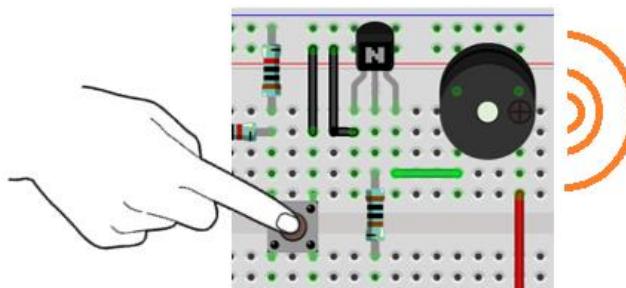
```
#define PIN_BUZZER 15
#define PIN_BUTTON 16

void setup() {
    pinMode(PIN_BUTTON, INPUT_PULLUP);
    pinMode(PIN_BUZZER, OUTPUT);
}

void loop() {
    if (digitalRead(PIN_BUTTON) == LOW) {
        alert();
    }
    else {
        freq(PIN_BUZZER, 0, 10);
    }
}

void alert() {
    float sinVal; // Define a variable to save sine value
    int toneVal; // Define a variable to save sound frequency
    for (int x = 0; x < 360; x += 10) { // X from 0 degree->360 degree
        sinVal = sin(x * (PI / 180)); // Calculate the sine of x
        toneVal = 2000 + sinVal * 500; // Calculate sound frequency according to the sine of x
        freq(PIN_BUZZER, toneVal, 10);
    }
}
```

Download the code to Pico, press the button, then alarm sounds. And when the button is released, the alarm will stop sounding.



The following is the program code:

```
1 #define PIN_BUZZER 15
2 #define PIN_BUTTON 16
3
4 void setup() {
5     pinMode(PIN_BUTTON, INPUT_PULLUP);
6     pinMode(PIN_BUZZER, OUTPUT);
7 }
8
9 void loop() {
10    if (digitalRead(PIN_BUTTON) == LOW) {
11        alert();
12    }else {
13        freq(PIN_BUZZER, 0, 10);
14    }
15 }
16
17 void alert() {
18     float sinVal;          // Define a variable to save sine value
19     int toneVal;           // Define a variable to save sound frequency
20     for (int x = 0; x < 360; x += 10) { // X from 0 degree->360 degree
21         sinVal = sin(x * (PI / 180));      // Calculate the sine of x
22         toneVal = 2000 + sinVal * 500;      // Calculate sound frequency according to the sine of x
23         freq(PIN_BUZZER, toneVal, 10);
24     }
25 }
26
27 void freq(int PIN, int freqs, int times) {
28     if (freqs == 0) {
29         digitalWrite(PIN, LOW);
30     } else {
31         for (int i = 0; i < times * freqs / 1000; i++) {
32             digitalWrite(PIN, HIGH);
```

```

34     delayMicroseconds(1000000 / freqs / 2);
35     digitalWrite(PIN, LOW);
36     delayMicroseconds(1000000 / freqs / 2);
37   }
38 }
39 }
```

Define the button and pin to control the passive buzzer.

```

1 #define PIN_BUZZER 15
2 #define PIN_BUTTON 16
```

Write a function to drive the passive buzzer with a duty cycle of 50%. The `delayMicroseconds()` function is in

1us. $1\text{ s} = 1000000\text{ us}$. By the formula $T = \frac{1}{f}$, when the frequency is fixed, the PWM period T is also fixed.

```

27 void freq(int PIN, int freqs, int times) {
28   if (freqs == 0) {
29     digitalWrite(PIN, LOW);
30   }
31   else {
32     for (int i = 0; i < times * freqs / 1000; i++) {
33       digitalWrite(PIN, HIGH);
34       delayMicroseconds(1000000 / freqs / 2);
35       digitalWrite(PIN, LOW);
36       delayMicroseconds(1000000 / freqs / 2);
37     }
38   }
39 }
```

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 it is 500) and plus the resonant frequency of buzzer.

```

17 void alert() {
18   float sinVal;           // Define a variable to save sine value
19   int toneVal;            // Define a variable to save sound frequency
20   for (int x = 0; x < 360; x += 10) { // X from 0 degree->360 degree
21     sinVal = sin(x * (PI / 180));      // Calculate the sine of x
22     toneVal = 2000 + sinVal * 500;      // Calculate sound frequency according to the sine of x
23     freq(PIN_BUZZER, toneVal, 10);
24   }
25 }
```

In the `loop()` function, when the button is pressed, subfunction `alert()` will be called and the alertor will issue a warning sound; otherwise, it stops the buzzer.

```

10 if (digitalRead(PIN_BUTTON) == LOW) {
11   alert();
12 }else {
13   freq(PIN_BUZZER, 0, 10);
14 }
```

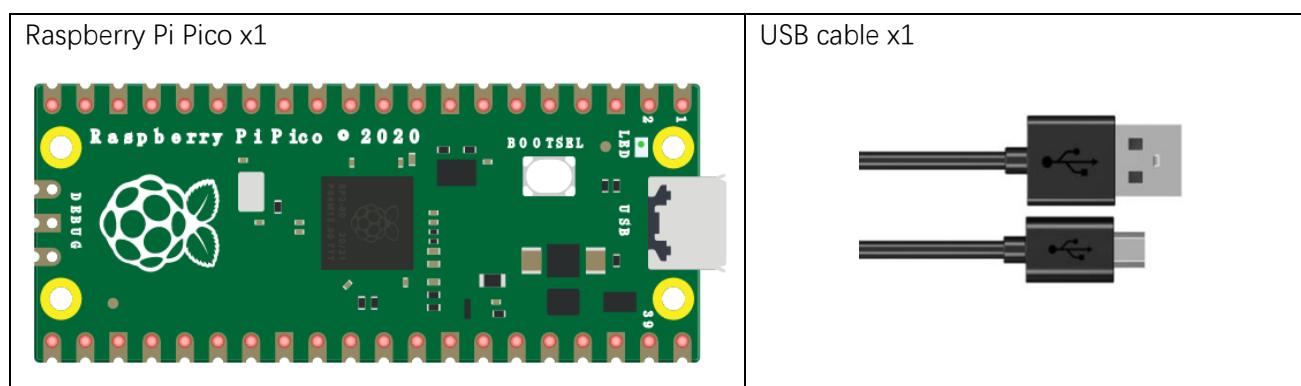
Chapter 8 Serial Communication

Serial Communication is a means of Communication between different devices. This section describes Raspberry Pi Pico Serial Communication.

Project 8.1 Serial Print

This project uses Raspberry Pi Pico serial communicator to send data to the computer and print it on the serial monitor.

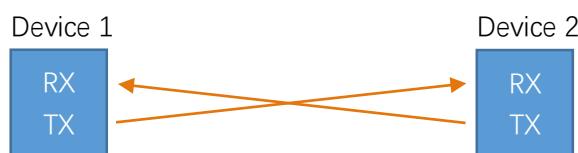
Component List



Related Knowledge

Serial communication

Serial communication generally refers to the Universal Asynchronous Receiver/Transmitter (UART), which is commonly used in electronic circuit communication. It has two communication lines, one is responsible for sending data (TX line) and the other for receiving data (RX line). The serial communication connections two devices use is as follows:



Before serial communication starts, the baud rate of both sides must be the same. Communication between devices can work only if the same baud rate is used. The baud rates commonly used is 9600 and 115200.

Serial port on Raspberry Pi Pico

Raspberry Pi Pico has integrated USB to serial transfer, so it could communicate with computer connecting to USB cable.

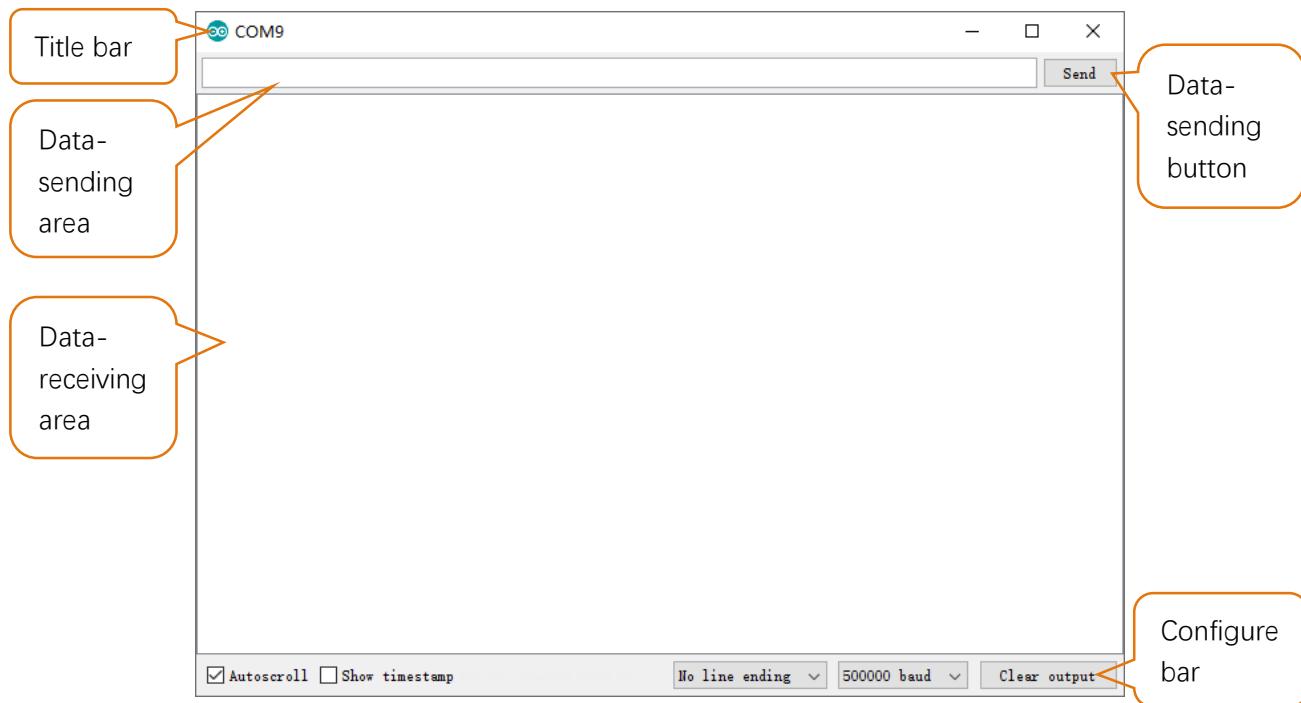


Arduino Software also uploads code to Pico through the serial connection.

Your computer identifies serial devices connecting to it as COMx. We can use the Serial Monitor window of Arduino Software to communicate with Pico, connect Pico to computer through the USB cable, choose the correct device, and then click the Serial Monitor icon to open the Serial Monitor window.

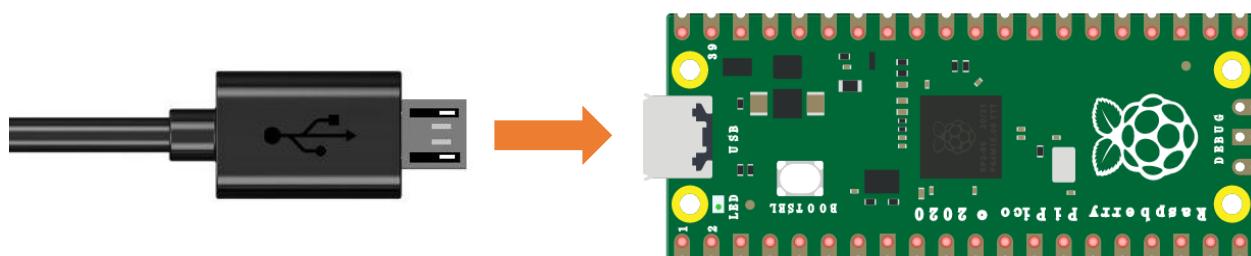


Interface of serial monitor window is as follows. If you can't open it, make sure Pico has been connected to the computer, and choose the right serial port in the menu bar "Tools".



Circuit

Connect Raspberry Pi Pico to the computer with USB cable.

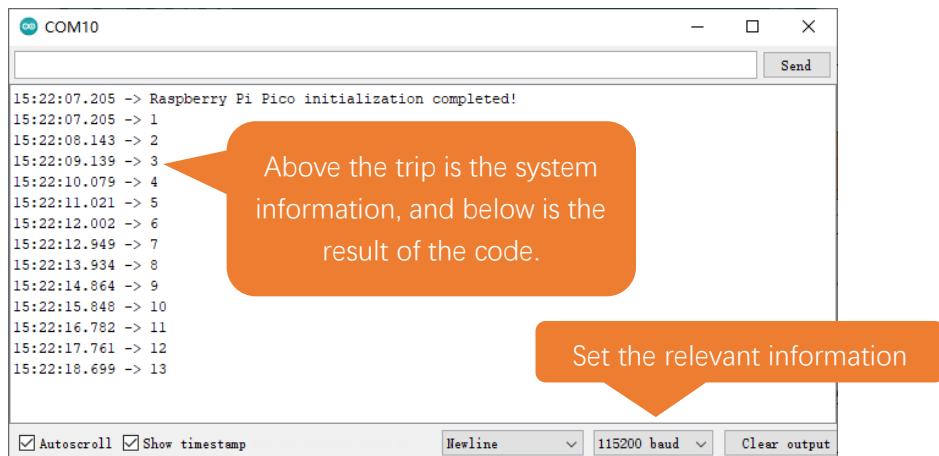


Sketch

Sketch_08.1_SerialPrinter

A screenshot of the Arduino IDE interface. The title bar reads "Sketch_08.1_SerialPrinter | Arduino 1.8.16". The menu bar includes File, Edit, Sketch, Tools, and Help. Below the menu is a toolbar with icons for save, upload, and other functions. The main area shows the code for "Sketch_08.1_SerialPrinter". The code starts with a header block containing file information and a copyright notice. It then defines a setup function that initializes the serial port at 115200 bps and prints a message to the serial monitor. The loop function prints the current time every second. The code ends with a closing brace. At the bottom of the IDE, a status bar displays the message "Done compiling."

Download the code to Pico, open the serial port monitor, set the baud rate to 115200. As shown in the following picture:



As shown above, when the code runs, the data is printed every one second.

Reference

```
void begin(unsigned long baud, uint32_t config=SERIAL_8N1, int8_t rxPin=-1,  
          int8_t txPin=-1, bool invert=false, unsigned long timeout_ms = 20000UL);
```

Initializes the serial port. Parameter baud is baud rate, other parameters generally use the default value.

```
size_t println( arg );
```

Print to the serial port and wrap. The parameter **arg** can be a number, a character, a string, an array of characters, etc.

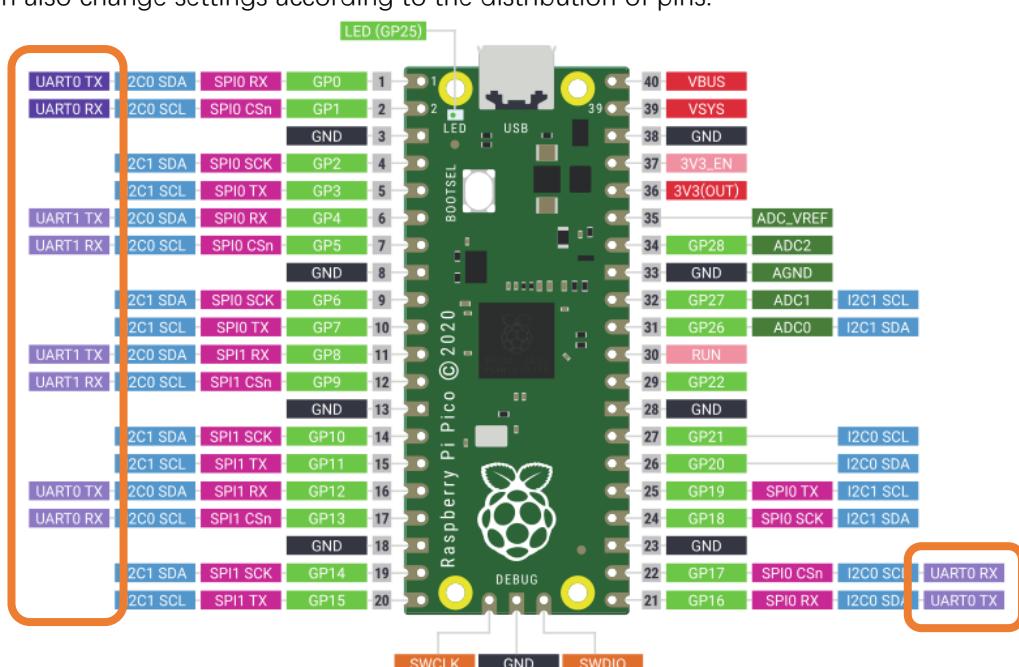
```
size_t printf(const char * format, ...) __attribute__((format (printf, 2, 3)));
```

Print formatted content

```
unsigned long millis();
```

For details, please refer to [UART, I₂C, SPI default pin](#).

And you can also change settings according to the distribution of pins.



Any concerns? ✉ support@freenove.com

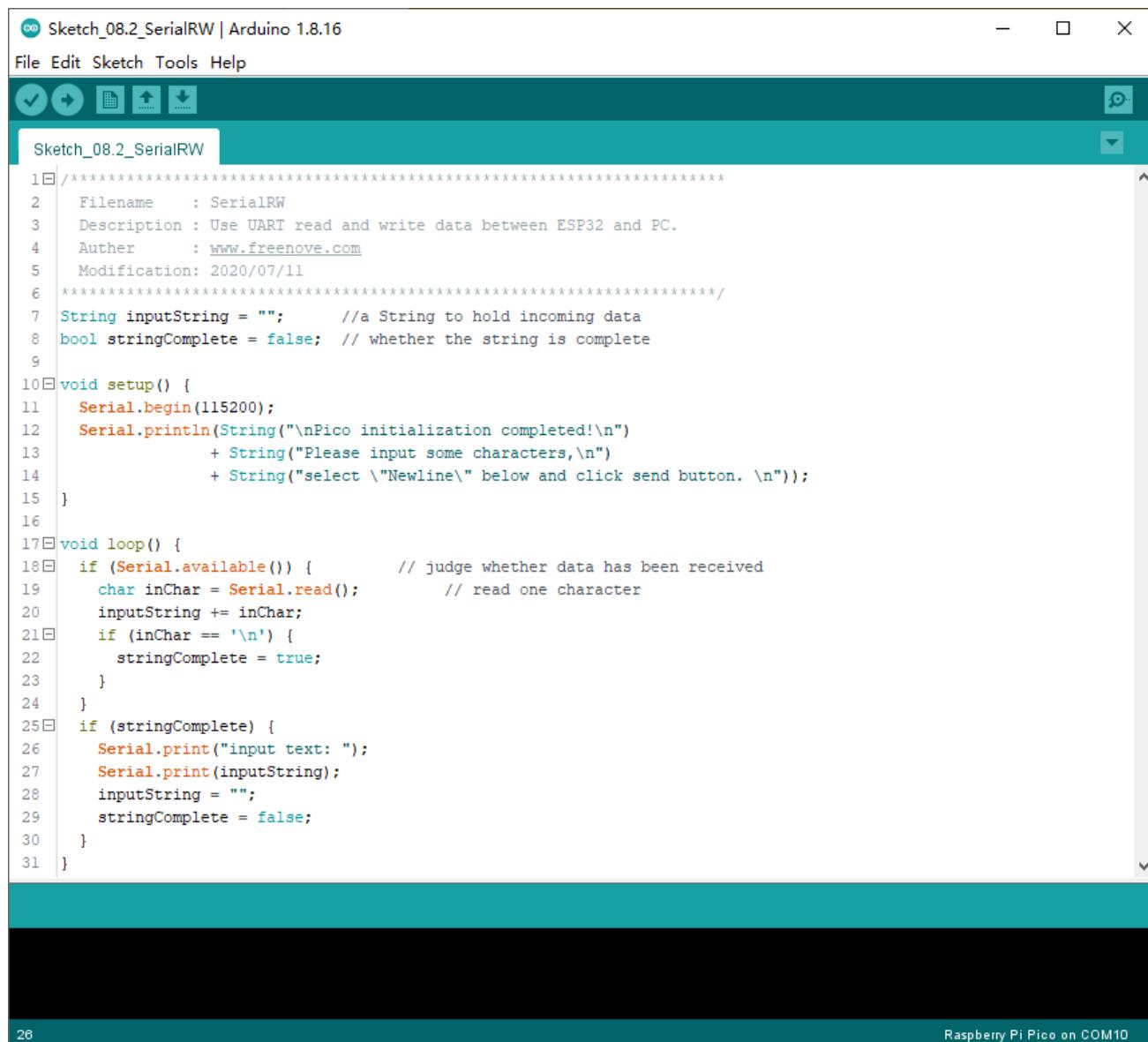
Project 8.2 Serial Read and Write

From last section, we use serial port on Pico to send data to a computer, now we will use that to receive data from computer.

Component and circuit are the same as in the previous project.

Sketch

Sketch_08.2_SerialRW



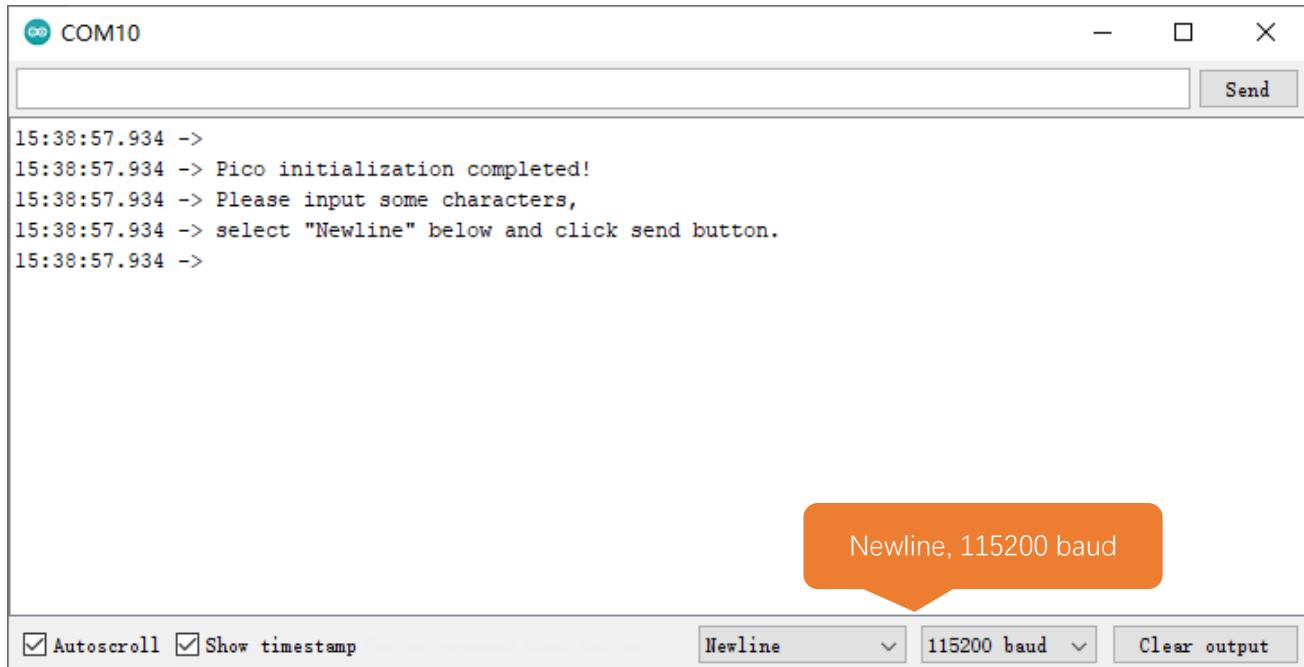
The screenshot shows the Arduino IDE interface with the following details:

- Title Bar:** Sketch_08.2_SerialRW | Arduino 1.8.16
- Menu Bar:** File Edit Sketch Tools Help
- Toolbar:** Includes icons for Save, Run, Upload, and others.
- Sketch Area:** Displays the C++ code for the sketch. The code is for reading and writing data between an ESP32 and a PC via UART. It includes comments for the filename, description, author, and modification date. The setup() function initializes the serial port at 115200 bps and prints a message to the serial monitor. The loop() function reads incoming data, adds it to a string, and checks if a newline character (\n) has been received, which indicates the string is complete. Once complete, it prints the input text and resets the variables.
- Status Bar:** Shows "Raspberry Pi Pico on COM10" and the number "26".

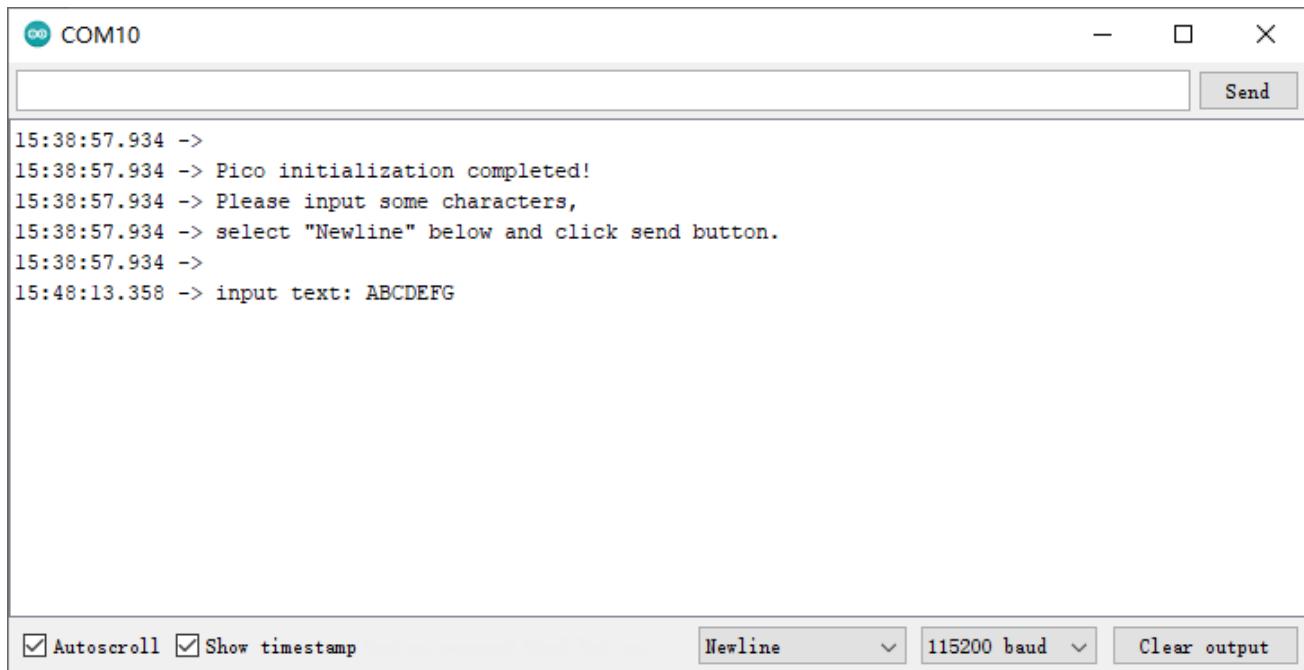
```
Sketch_08.2_SerialRW
1 //*****
2 Filename : SerialRW
3 Description : Use UART read and write data between ESP32 and PC.
4 Author : www.freenove.com
5 Modification: 2020/07/11
6 ****/
7 String inputString = ""; //a String to hold incoming data
8 bool stringComplete = false; // whether the string is complete
9
10 void setup() {
11   Serial.begin(115200);
12   Serial.println(String("\nPico initialization completed!\n")
13                 + String("Please input some characters,\n")
14                 + String("select \"Newline\" below and click send button. \n"));
15 }
16
17 void loop() {
18   if (Serial.available()) { // judge whether data has been received
19     char inChar = Serial.read(); // read one character
20     inputString += inChar;
21     if (inChar == '\n') {
22       stringComplete = true;
23     }
24   }
25   if (stringComplete) {
26     Serial.print("input text: ");
27     Serial.print(inputString);
28     inputString = "";
29     stringComplete = false;
30   }
31 }
```



Download the code to Pico, open the serial monitor, and set the bottom to Newline, 115200, as shown in the following picture:



Then type characters like 'ABCDEFG' into the data sent at the top and click the Send button to print out the data Pico receives.



The following is the program code:

```

1  String inputString = "";      //a String to hold incoming data
2  bool stringComplete = false; // whether the string is complete
3
4  void setup() {
5      Serial.begin(115200);delay(1000);
6      Serial.println(String("\nPico initialization completed!\n")
7                      + String("Please input some characters, \n")
8                      + String("select \"Newline\" below and click send button. \n"));
9  }
10
11 void loop() {
12     if (Serial.available()) {      // judge whether data has been received
13         char inChar = Serial.read();      // read one character
14         inputString += inChar;
15         if (inChar == '\n') {
16             stringComplete = true;
17         }
18     }
19     if (stringComplete) {
20         Serial.print("input text: ");
21         Serial.print(inputString);
22         inputString = "";
23         stringComplete = false;
24     }
25 }
```

In loop(), determine whether the serial port has data, if so, read and save the data, and if the newline character is read, print out all the data that has been read.

Reference

String();

Constructs an instance of the String class.

For more information, please visit

<https://www.arduino.cc/reference/en/language/variables/data-types/stringobject/>

int available(void);

Get the number of bytes (characters) available for reading from the serial port. This is data that's already arrived and stored in the serial receive buffer.

Serial.read();

Reads incoming serial data.

Chapter 9 AD Converter

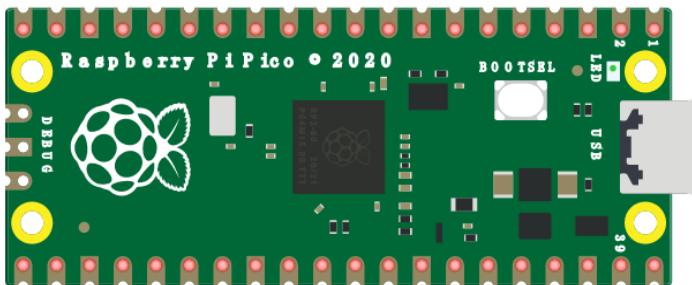
This chapter we learn to use the ADC function of Rasepberry Pi Pico.

Project 9.1 Read the Voltage of Potentiometer

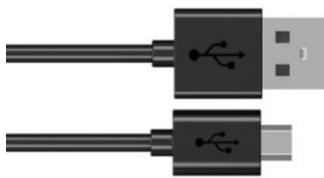
In this chapter, we use ADC function of Pico to read the voltage output by potentiometer.

Component List

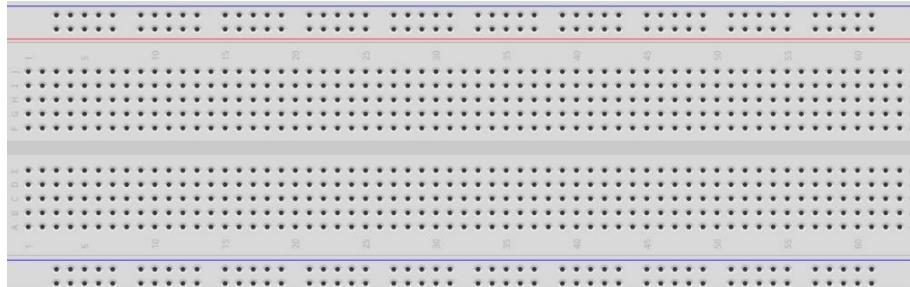
Raspberry Pi Pico x1



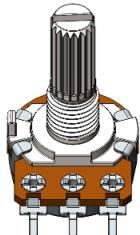
USB cable x1



Breadboard x1



Rotary potentiometer x1



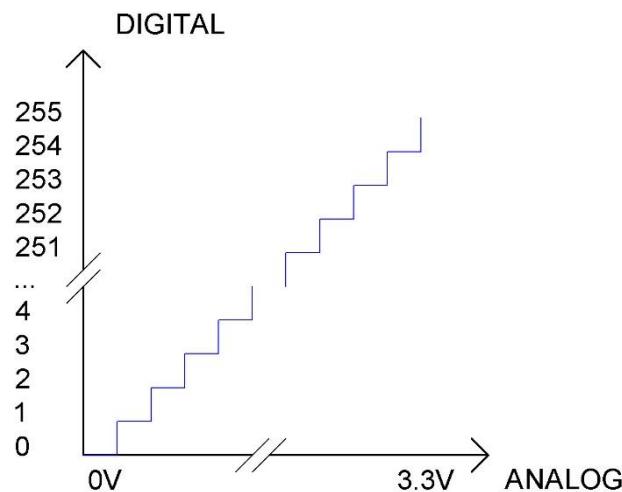
Jumper



Related Knowledge

ADC

An ADC is an electronic integrated circuit used to convert analog signals such as voltages to digital or binary form consisting of 1s and 0s. The range of our ADC on Pico is 10 bits, that means the resolution is $2^{10}=1024$, and it represents a range (at 3.3V) will be divided equally to 1024 parts. The range of analog values corresponds to ADC values. So the more bits the ADC has, the denser the partition of analog will be and the greater the precision of the resulting conversion.



Subsection 1: the analog in range of 0V---3.3/1023 V corresponds to digital 0;

Subsection 2: the analog in range of 3.3/1023V---2*3.3/1023V corresponds to digital 1;

...

The following analog will be divided accordingly.

The conversion formula is as follows:

$$ADC\ Value = \frac{\text{Analog\ Voltage}}{3.3} * 1023$$

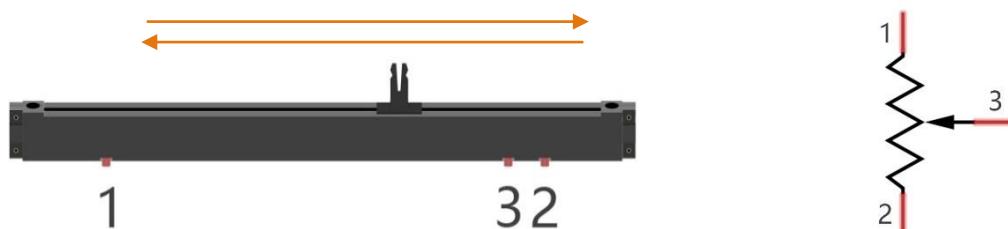
ADC Channels Raspberry Pi Pico

Raspberry Pi Pico has 4 ADC channels, which are ADC0(GP26), ADC1(GP27), ADC2(GP28), ADC3(GP29). ADC3 used to measure VSYS on Pico board. Therefore, there are only three generic ADC channels that can be directly used, namely, ADC0, ADC1 and ADC2.

Component Knowledge

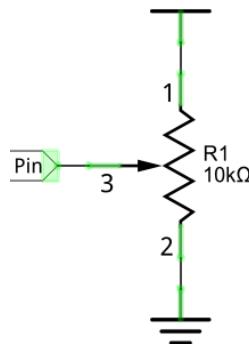
Potentiometer

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



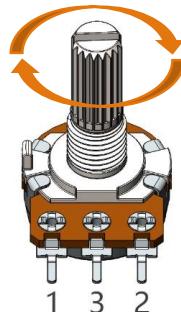
Between potentiometer pin 1 and pin 2 is the resistive element (a resistance wire or carbon) and pin 3 is connected to the brush that makes contact with the resistive element. In our illustration, when the brush moves from pin 1 to pin 2, the resistance value between pin 1 and pin 3 will increase linearly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

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



Rotary potentiometer

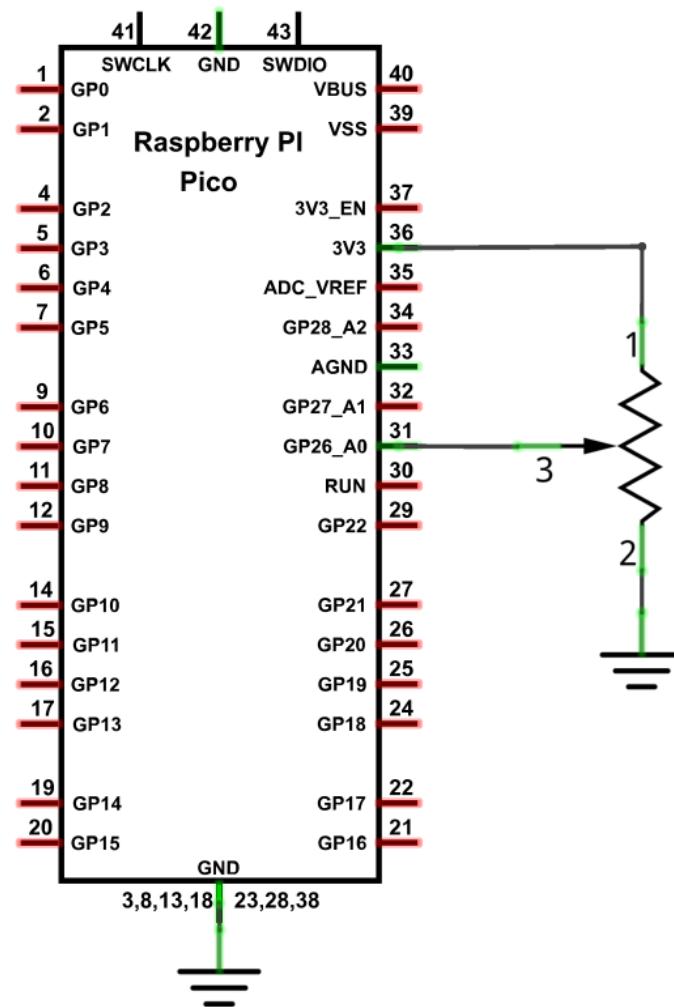
Rotary potentiometers and linear potentiometers have the same function; the only difference being the physical action being a rotational rather than a sliding movement.



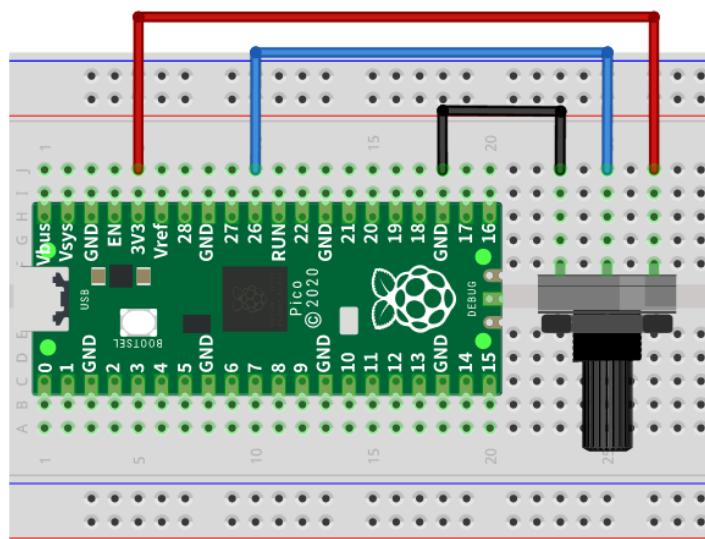
Any concerns? ✉ support@freenove.com

Circuit

Schematic diagram



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



Any concerns? [✉ support@freenove.com](mailto:support@freenove.com)

Sketch

Sketch_09.1_ADC

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

- Title Bar:** Sketch_09.1_ADC | Arduino 1.8.16
- Menu Bar:** File Edit Sketch Tools Help
- Toolbar:** Includes icons for upload, refresh, and save.
- Code Editor:** Displays the C++ code for the sketch.

```

1 #define PIN_ANALOG_IN 26
2
3 void setup() {
4     Serial.begin(115200);
5 }
6
7 void loop() {
8     int adcVal = analogRead(PIN_ANALOG_IN);
9     double voltage = adcVal / 1023.0 * 3.3;
10    Serial.println("ADC Value: " + String(adcVal) + " --- Voltage Value: " + String(voltage) + "V");
11    delay(500);
12 }

```

- Status Bar:** Done uploading.
rp2040load 1.0.1 - compiled with gol.15.8
Loading into Flash: [=====] 100%
Raspberry Pi Pico on COM10

Download the code to Pico, open the serial monitor, and set the baud rate to 115200, as shown in the following picture,

The screenshot shows the Serial Monitor window with the following details:

- Title Bar:** COM10
- Content Area:** Displays a list of timestamped ADC values and their corresponding voltage calculations.

```

16:08:01.822 -> ADC Value: 165 --- Voltage Value: 0.53V
16:08:02.276 -> ADC Value: 168 --- Voltage Value: 0.54V
16:08:02.777 -> ADC Value: 170 --- Voltage Value: 0.55V
16:08:03.279 -> ADC Value: 178 --- Voltage Value: 0.57V
16:08:03.735 -> ADC Value: 184 --- Voltage Value: 0.59V
16:08:04.237 -> ADC Value: 189 --- Voltage Value: 0.61V
16:08:04.693 -> ADC Value: 192 --- Voltage Value: 0.62V
16:08:05.189 -> ADC Value: 193 --- Voltage Value: 0.62V
16:08:05.644 -> ADC Value: 195 --- Voltage Value: 0.63V
16:08:06.146 -> ADC Value: 196 --- Voltage Value: 0.63V
16:08:06.601 -> ADC Value: 196 --- Voltage Value: 0.63V
16:08:07.099 -> ADC Value: 192 --- Voltage Value: 0.62V
16:08:07.600 -> ADC Value: 195 --- Voltage Value: 0.63V
16:08:08.055 -> ADC Value: 191 --- Voltage Value: 0.62V
16:08:08.556 -> ADC Value: 193 --- Voltage Value: 0.62V

```

- Bottom Control Panel:**
 - Autoscroll Show timestamp
 - Newline
 - 115200 baud
 - Clear output

The following is the code:

```
1 #define PIN_ANALOG_IN 26
2
3 void setup() {
4     Serial.begin(115200);
5 }
6
7 void loop() {
8     int adcVal = analogRead(PIN_ANALOG_IN);
9     double voltage = adcVal / 1023.0 * 3.3;
10    Serial.println("ADC Value: " + String(adcVal) + " --- Voltage Value: " + String(voltage) +
11        "V");
12    delay(500);
13 }
```

In loop() function, analogRead is called to get the ADC value of ADC0 and assign it to adcVal. Calculate the measured voltage value through the formula, and print these data through the serial port monitor.

```
8 int adcVal = analogRead(PIN_ANALOG_IN);
9     double voltage = adcVal / 1023.0 * 3.3;
10    Serial.println("ADC Value: " + String(adcVal) + " --- Voltage Value: " + String(voltage) +
11        "V");
```

Reference

`uint16_t analogRead(uint8_t pin);`

Reads the value from the specified analog pin. Return the analog reading on the pin. (0-1023 for 10 bits).

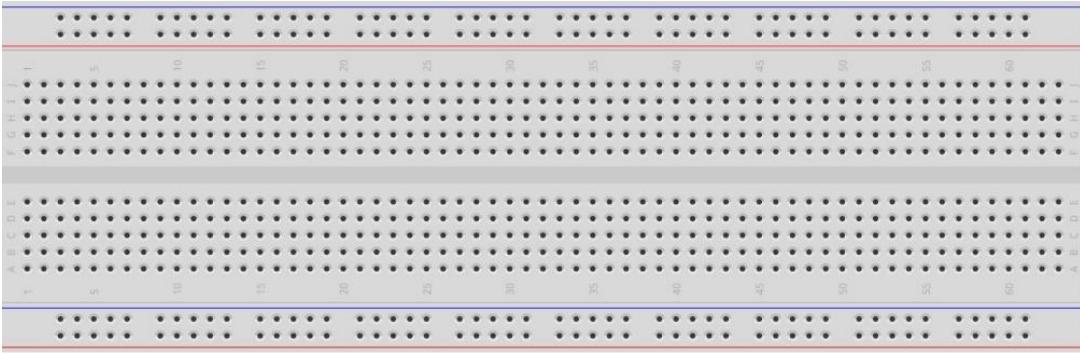
Chapter 10 Potentiometer & LED

We have learnt to use ADC in the previous chapter. In this chapter, we will combine PWM and ADC to use potentiometer to control LED, RGBLED and Neopixel.

Project 10.1 Soft Light

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

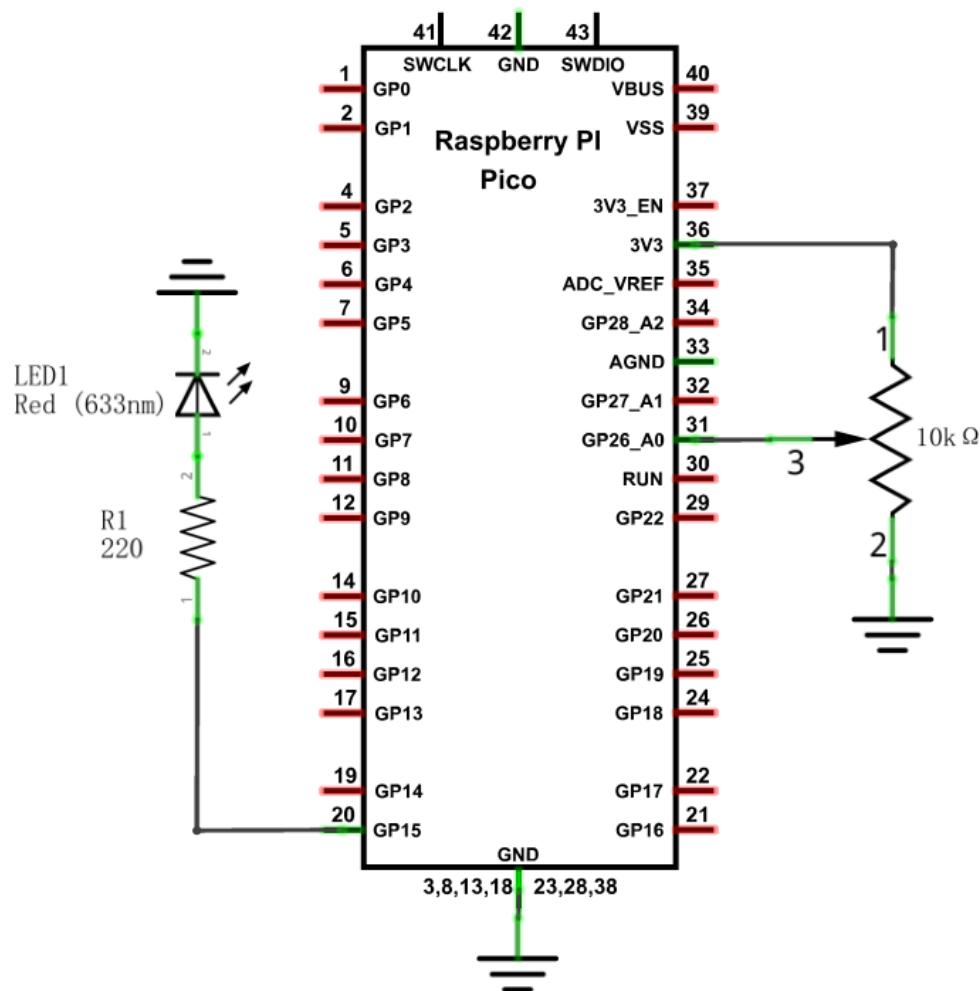
Component List

Raspberry Pi Pico x1		USB cable x1	
			
Breadboard x1			
			
Rotary potentiometer x1	Resistor 220Ω x1	LED x1	Jumper
			

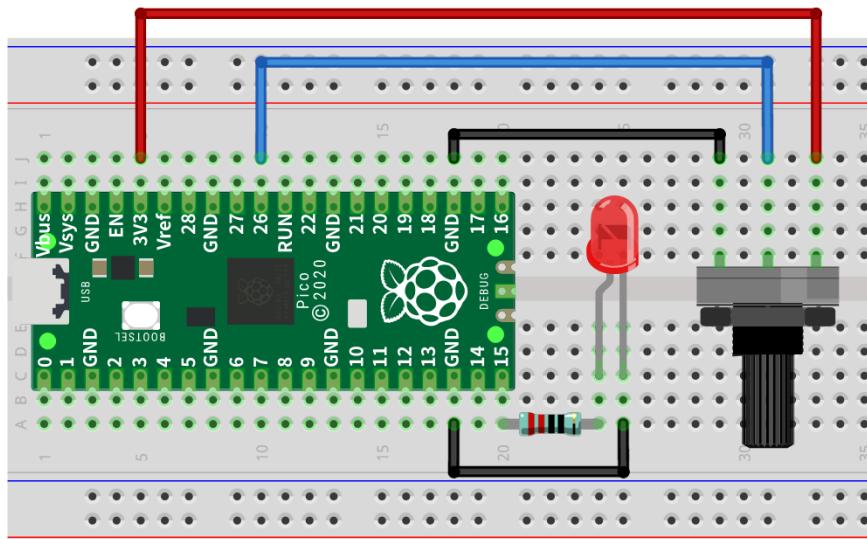
Any concerns? ✉ support@freenove.com

Circuit

Schematic diagram



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

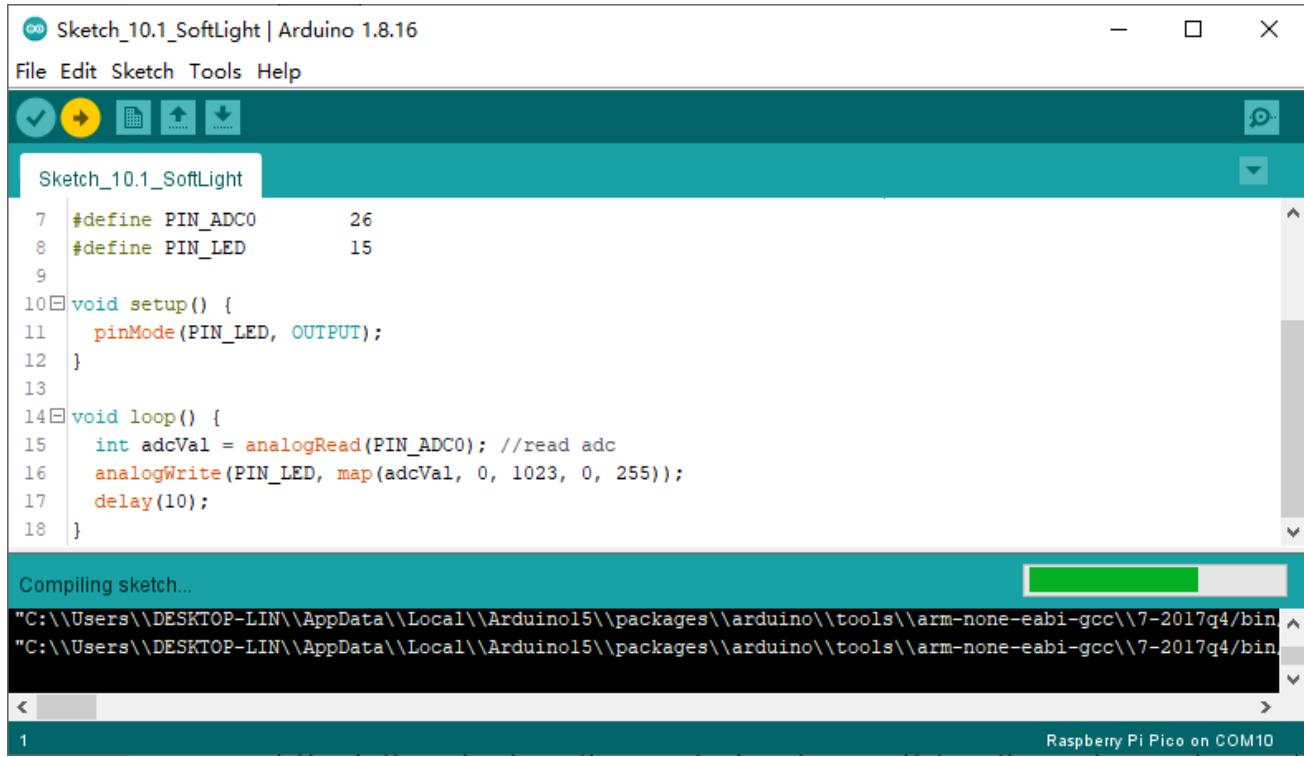


Any concerns? [✉ support@freenove.com](mailto:support@freenove.com)



Sketch

Sketch_10.1_Softlight

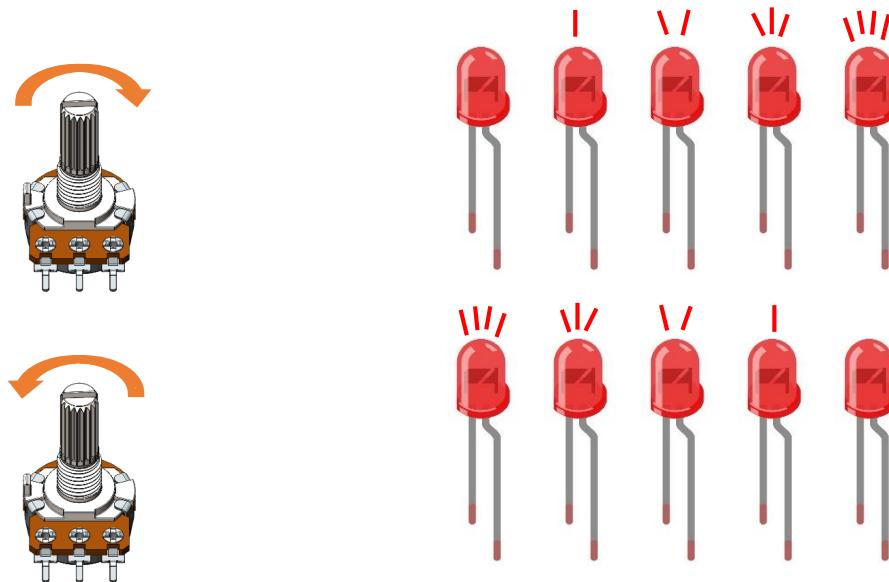


```

Sketch_10.1_SoftLight | Arduino 1.8.16
File Edit Sketch Tools Help
Sketch_10.1_SoftLight
7 #define PIN_ADC0      26
8 #define PIN_LED       15
9
10 void setup() {
11   pinMode(PIN_LED, OUTPUT);
12 }
13
14 void loop() {
15   int adcVal = analogRead(PIN_ADC0); //read adc
16   analogWrite(PIN_LED, map(adcVal, 0, 1023, 0, 255));
17   delay(10);
18 }
Compiling sketch...
"C:\\\\Users\\\\DESKTOP-LIN\\\\AppData\\\\Local\\\\Arduinol5\\\\packages\\\\arduino\\\\tools\\\\arm-none-eabi-gcc\\\\7-2017q4\\bin\\"
"C:\\\\Users\\\\DESKTOP-LIN\\\\AppData\\\\Local\\\\Arduinol5\\\\packages\\\\arduino\\\\tools\\\\arm-none-eabi-gcc\\\\7-2017q4\\bin\\"
Raspberry Pi Pico on COM10

```

Download the code to Pico, by turning the adjustable resistor to change the input voltage of GP26, Pico changes the output voltage of GP15 according to this voltage value, thus changing the brightness of the LED.



The following is the code:

```
1 #define PIN_ADC0      26
2 #define PIN_LED       15
3
4 void setup() {
5     pinMode(PIN_LED, OUTPUT);
6 }
7
8 void loop() {
9     int adcVal = analogRead(PIN_ADC0); //read adc
10    analogWrite(PIN_LED, map(adcVal, 0, 1023, 0, 255));
11    delay(10);
12 }
```

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

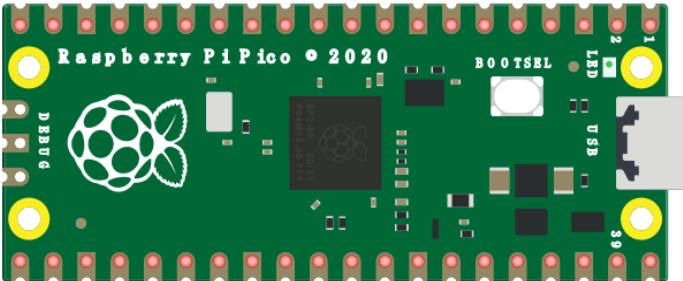
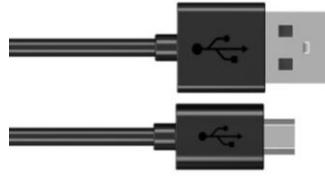
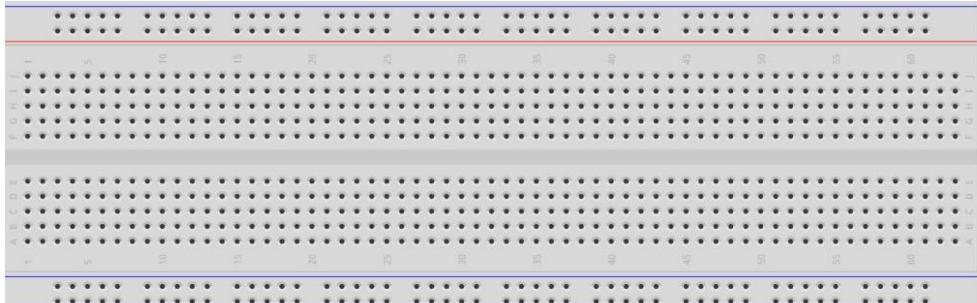
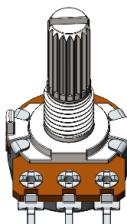
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Project 10.2 Soft Colorful Light

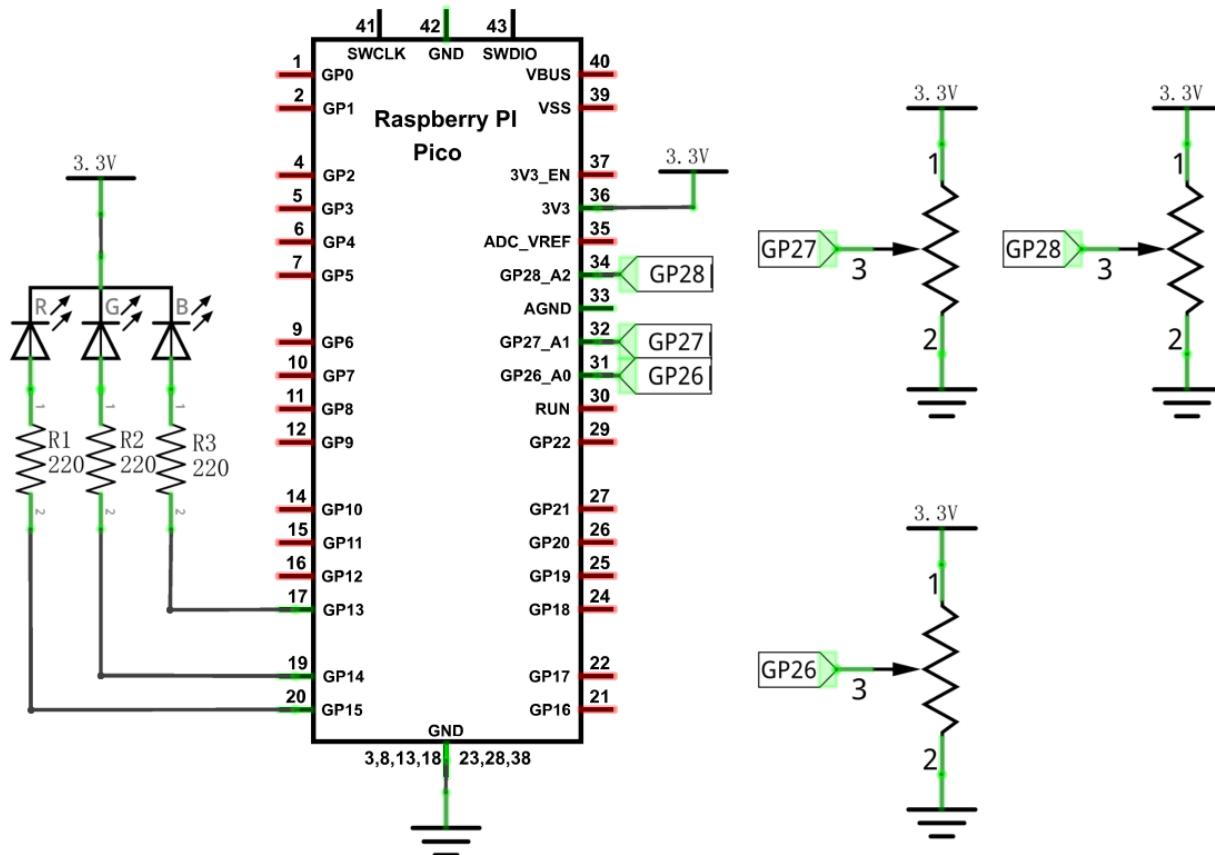
In this project, 3 potentiometers are used to control the RGB LED and in principle it is the same as the Soft Light project. Namely, read the voltage value of the potentiometer and then convert it to PWM used to control LED brightness. Difference is that the original project only controlled one LED, but this project required (3) RGB LEDs.

Component List

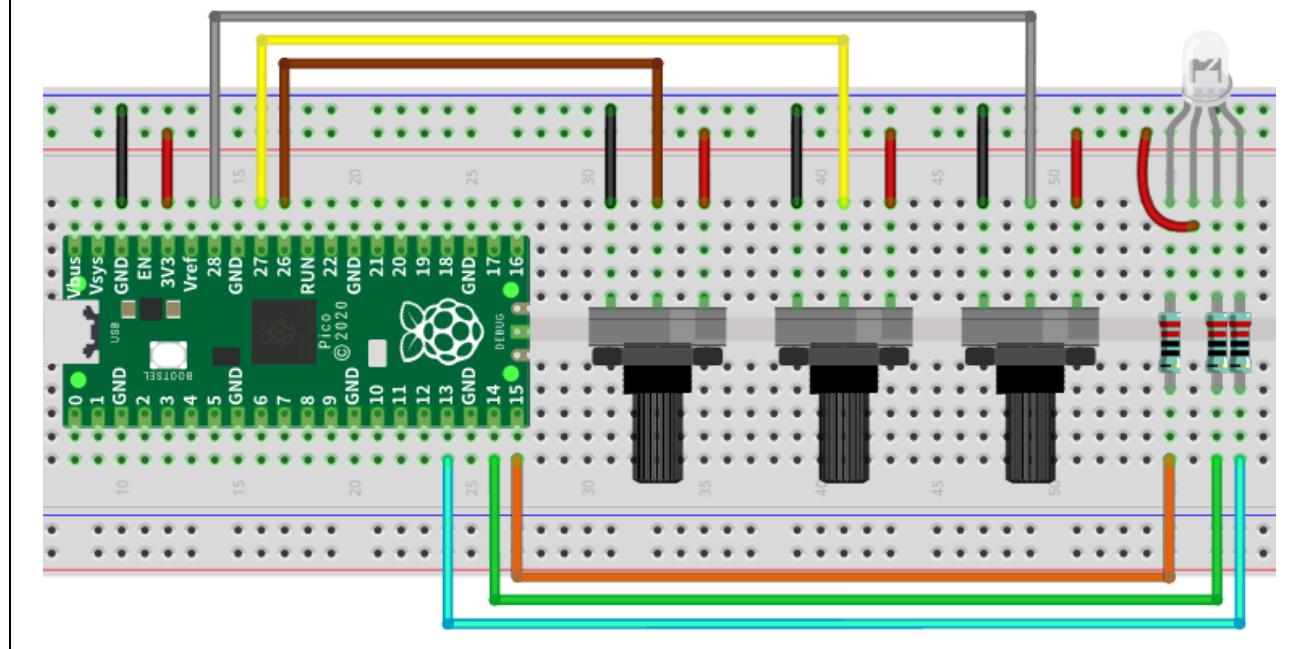
Raspberry Pi Pico x1	USB cable x1		
			
Breadboard x1			
Rotary potentiometer x3	Resistor 220Ω x3	RGBLED x1	Jumper
			

Circuit

Schematic diagram

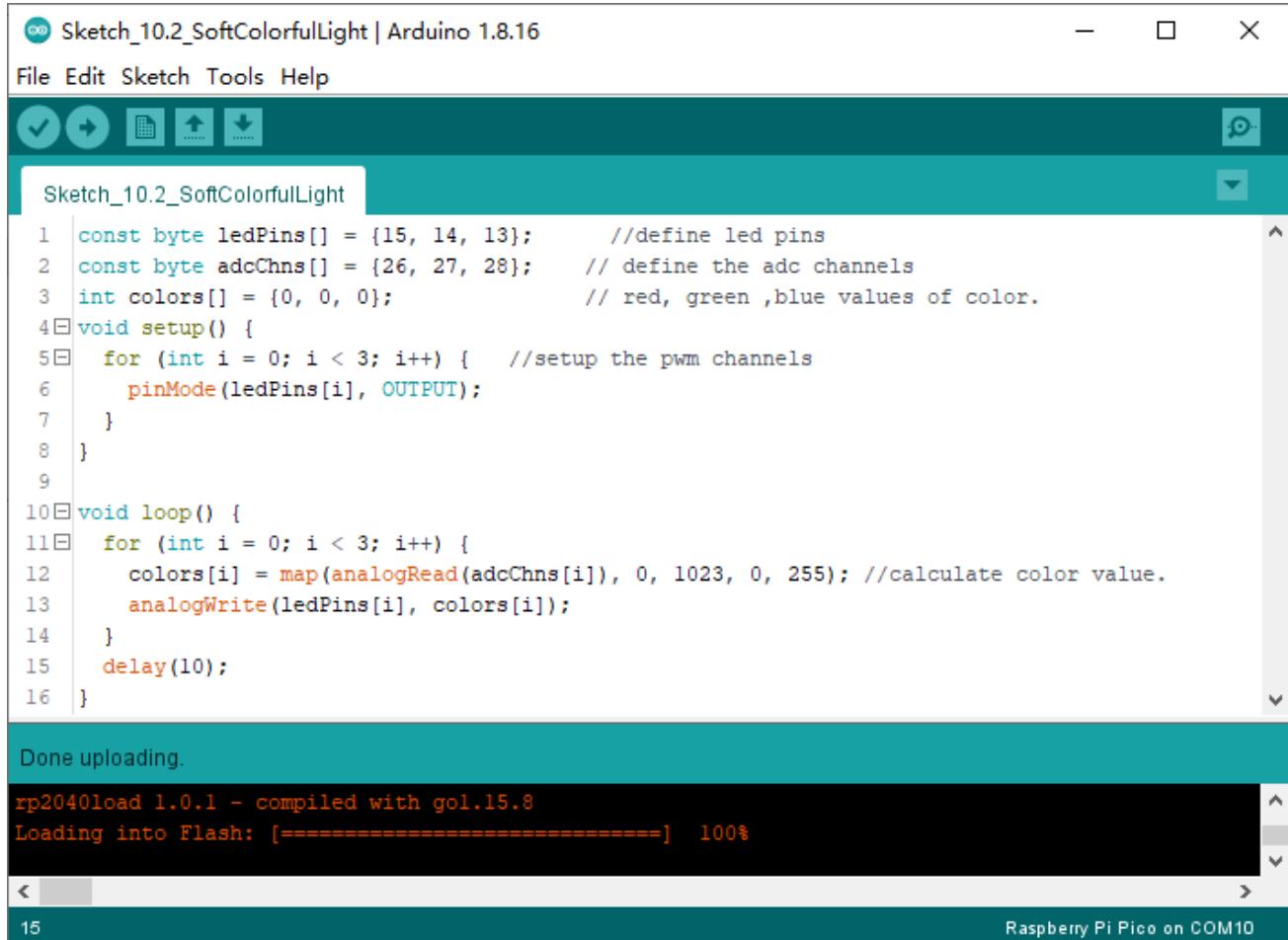


Hardware connection. If you need any support, please free to contact us via: support@freenove.com



Sketch

Sketch_10.2_SoftColorfullLight



```
Sketch_10.2_SoftColorfullLight | Arduino 1.8.16
File Edit Sketch Tools Help
Sketch_10.2_SoftColorfullLight
1 const byte ledPins[] = {15, 14, 13};      //define led pins
2 const byte adcChns[] = {26, 27, 28};      // define the adc channels
3 int colors[] = {0, 0, 0};                  // red, green ,blue values of color.
4 void setup() {
5     for (int i = 0; i < 3; i++) {    //setup the pwm channels
6         pinMode(ledPins[i], OUTPUT);
7     }
8 }
9
10 void loop() {
11     for (int i = 0; i < 3; i++) {
12         colors[i] = map(analogRead(adcChns[i]), 0, 1023, 0, 255); //calculate color value.
13         analogWrite(ledPins[i], colors[i]);
14     }
15     delay(10);
16 }
```

Done uploading.
rp2040load 1.0.1 - compiled with gol.15.8
Loading into Flash: [=====] 100%

15 Raspberry Pi Pico on COM10

Download the code to Pico, rotate one of the potentiometers, then the color of RGB LED will change.

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

Any concerns? ✉ support@freenove.com

The following is the program code:

```
1 const byte ledPins[] = {15, 14, 13};      //define led pins
2 const byte adcChns[] = {26, 27, 28};      // define the adc channels
3 int colors[] = {0, 0, 0};                  // red, green ,blue values of color.
4 void setup() {
5     for (int i = 0; i < 3; i++) {    //setup the pwm channels
6         pinMode(ledPins[i], OUTPUT);
7     }
8 }
9
10 void loop() {
11     for (int i = 0; i < 3; i++) {
12         colors[i] = map(analogRead(adcChns[i]), 0, 1023, 0, 255); //calculate color value.
13         analogWrite(ledPins[i], colors[i]);
14     }
15     delay(10);
16 }
```

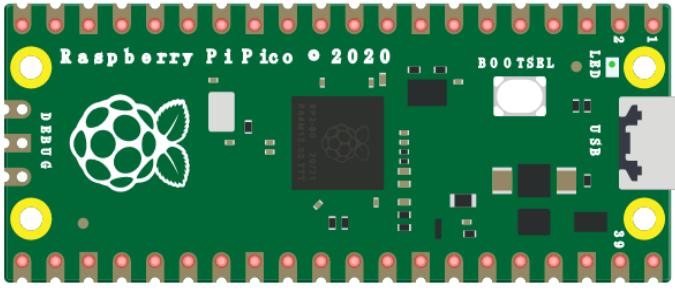
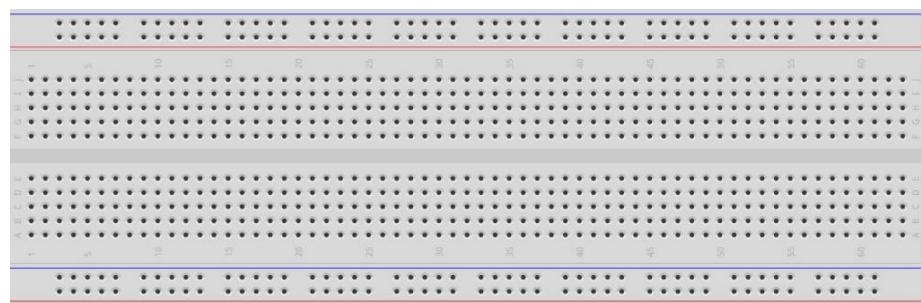
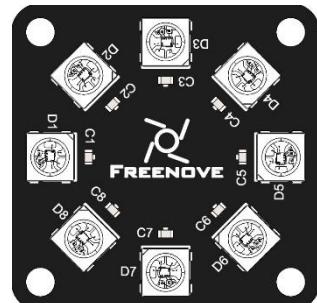
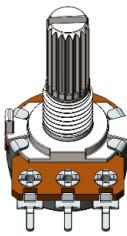
In the code you can read the ADC values of the 3 potentiometers and map it into a PWM duty cycle to control the 3 LED elements to vary the color of their respective RGB LED.



Project 10.3 Soft Rainbow Light

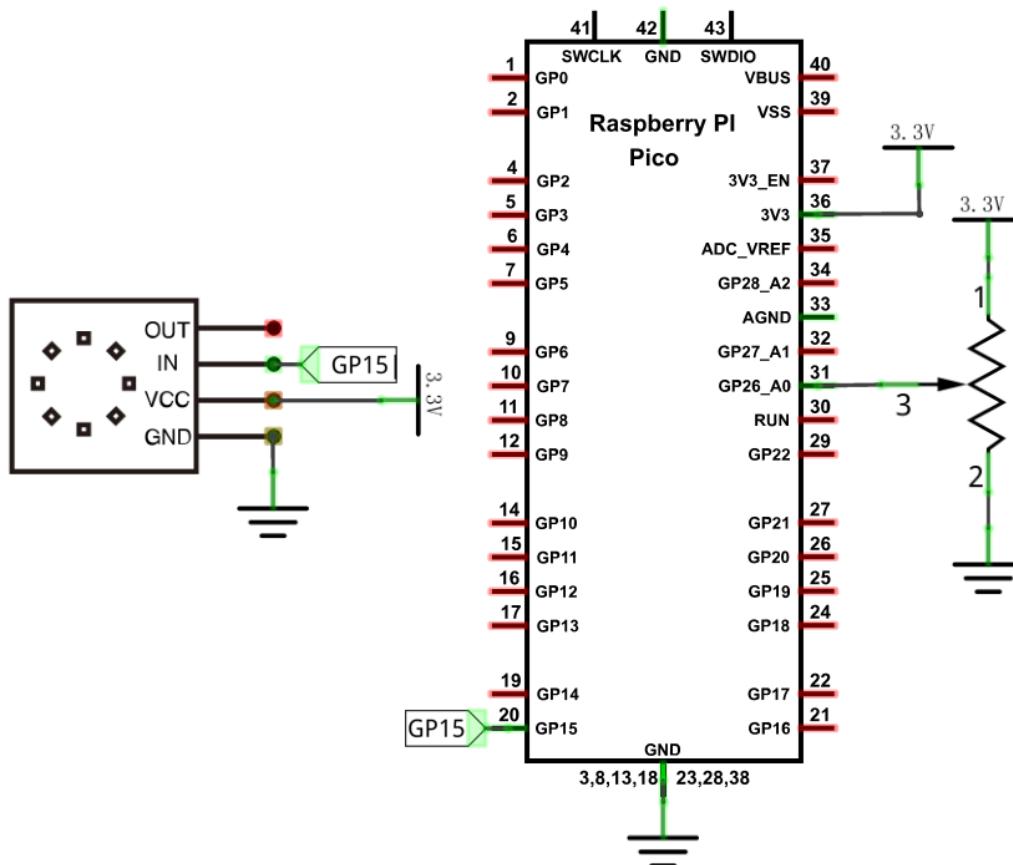
In this project, we use a potentiometer to control Freenove 8 RGBLED Module.

Component List

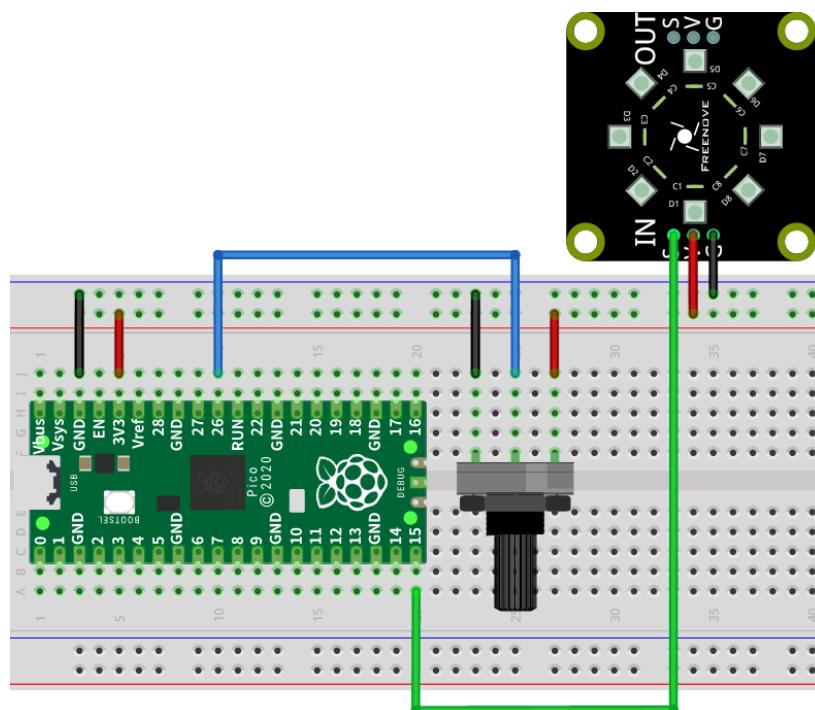
Raspberry Pi Pico x1	USB cable x1
Breadboard x1	
Rotary potentiometer x1	Freenove 8 RGB LED Module x1
	
	
	Jumper Jumper
	

Circuit

Schematic diagram



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



Any concerns? [✉ support@freenove.com](mailto:support@freenove.com)



Sketch

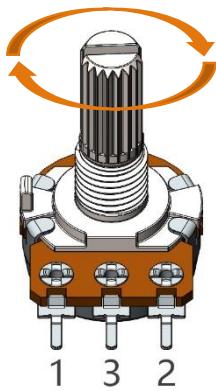
Sketch_10.3_Soft_Rainbow_Light

```

Sketch_10.3_SoftRainbowLight | Arduino 1.8.16
File Edit Sketch Tools Help
Sketch_10.3_SoftRainbowLight
1 #include <Adafruit_NeoPixel.h>
2
3 #define Pin 16
4 #define NumPixels 8
5 #define Pin_ADC0 26
6 int red = 0;
7 int green = 0;
8 int blue = 0;
9 int adcVal = 0;
10 Adafruit_NeoPixel strip(NumPixels, Pin, NEO_GRB + NEO_KHZ800);
11
12 void setup() {
13   strip.begin();
14   strip.setBrightness(20);
15 }
16 void loop() {
17   adcVal = map(analogRead(Pin_ADC0), 0, 1023, 0, 255);
18   for(int i=0; i< 8; i++) {
19     Wheel((i * 256 / 8) + adcVal) & 255;
20     strip.setPixelColor(i, strip.Color(red, green, blue));
21   }
22   strip.show();
23   delay(10);
24 }

```

Download the code to Pico, rotate the handle of the potentiometer, and the color of the lamp ring will change.



The following is the program code:

```

1 #include <Adafruit_NeoPixel.h>
2
3 #define Pin 16
4 #define NumPixels 8
5 #define Pin_ADC0 26
6 int red = 0;

```

```
7 int green = 0;
8 int blue = 0;
9 int adcVal = 0;
10 Adafruit_NeoPixel strip(NumPixels, Pin, NEO_GRB + NEO_KHZ800);
11
12 void setup() {
13     strip.begin();
14     strip.setBrightness(20);
15 }
16 void loop() {
17     adcVal = map(analogRead(Pin_ADC0), 0, 1023, 0, 255);
18     for(int i=0; i< 8; i++) {
19         Wheel(((i * 256 / 8) + adcVal) & 255);
20         strip.setPixelColor(i, strip.Color(red, green, blue));
21     }
22     strip.show();
23     delay(10);
24 }
25
26 void Wheel(byte WheelPos) {
27     WheelPos = 255 - WheelPos;
28     if(WheelPos < 85) {
29         red = 255 - WheelPos * 3;
30         green = 0;
31         blue = WheelPos * 3;
32     } else if(WheelPos < 170) {
33         WheelPos -= 85;
34         red = 0;
35         green = WheelPos * 3;
36         blue = 255 - WheelPos * 3;
37     } else{
38         WheelPos -= 170;
39         red = WheelPos * 3;
40         green = 255 - WheelPos * 3;
41         blue = 0;
42     }
43 }
```

The overall logical structure of the code is the same as the previous project rainbow light, except that the starting point of the color in this code is controlled by potentiometer.



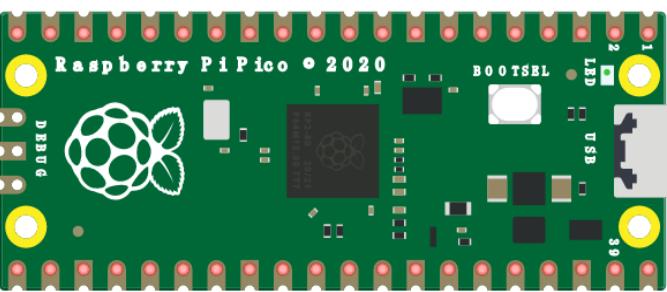
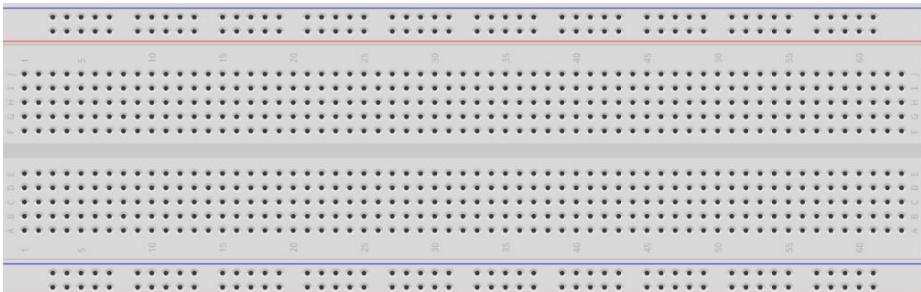
Chapter 11 Photoresistor & LED

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

Project 11.1 Control LED through Photoresistor

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

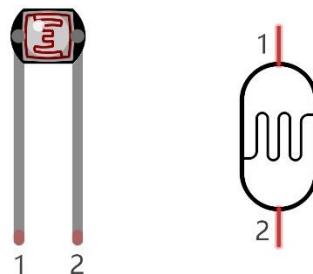
Component List

Raspberry Pi Pico x1		USB cable x1								
Breadboard x1										
Photoresistor x1	<table border="1"> <thead> <tr> <th colspan="2">Resistor</th> <th>LED x1</th> <th>Jumper</th> </tr> </thead> <tbody> <tr> <td>220Ω x1</td> <td>10KΩ x1</td> <td></td> <td></td> </tr> </tbody> </table>		Resistor		LED x1	Jumper	220Ω x1	10KΩ x1		
Resistor		LED x1	Jumper							
220Ω x1	10KΩ x1									
										

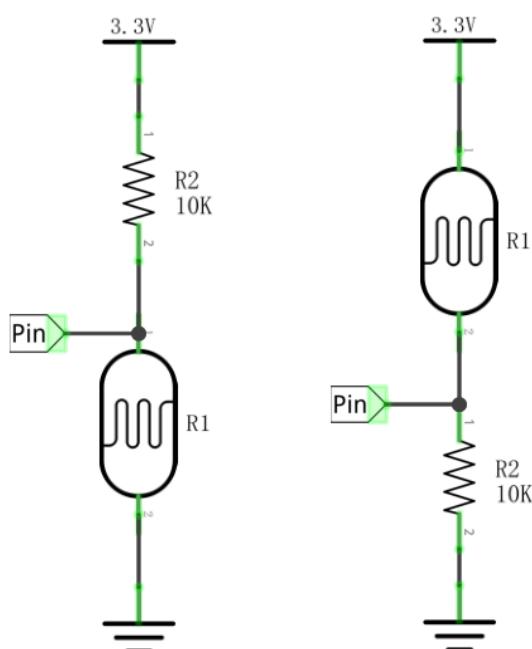
Component Knowledge

Photoresistor

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



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

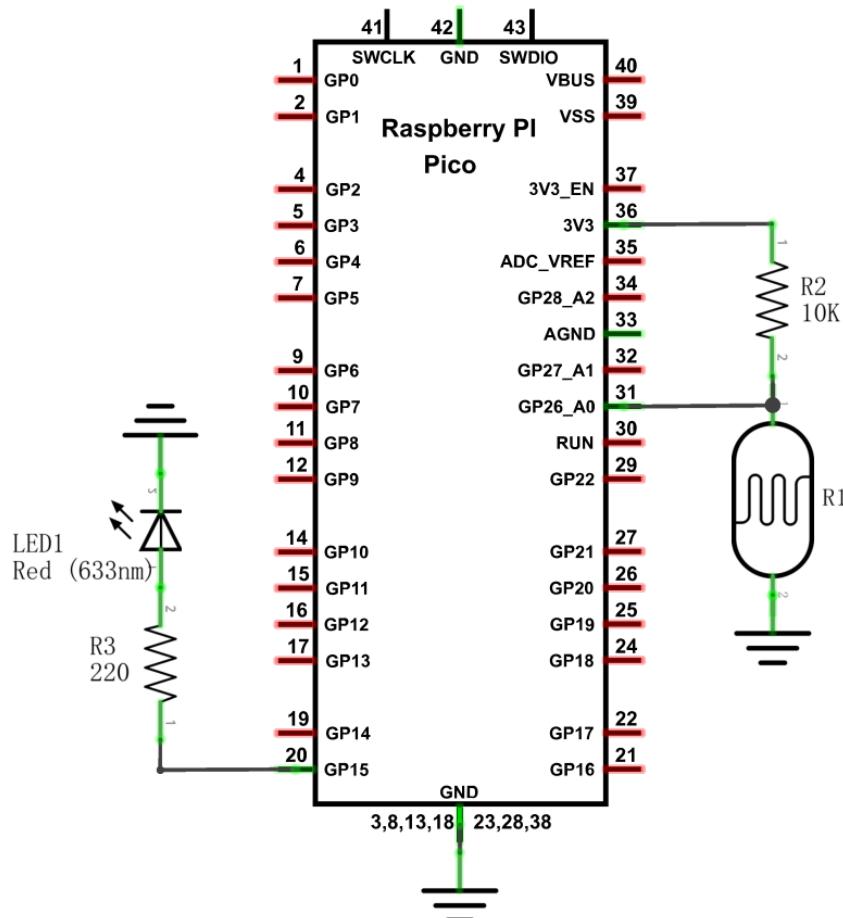


In the above circuit, when a Photoresistor's resistance value changes due to a change in light intensity, the voltage between the Photoresistor and Resistor R1 will also change. Therefore, the intensity of the light can be obtained by measuring this voltage.

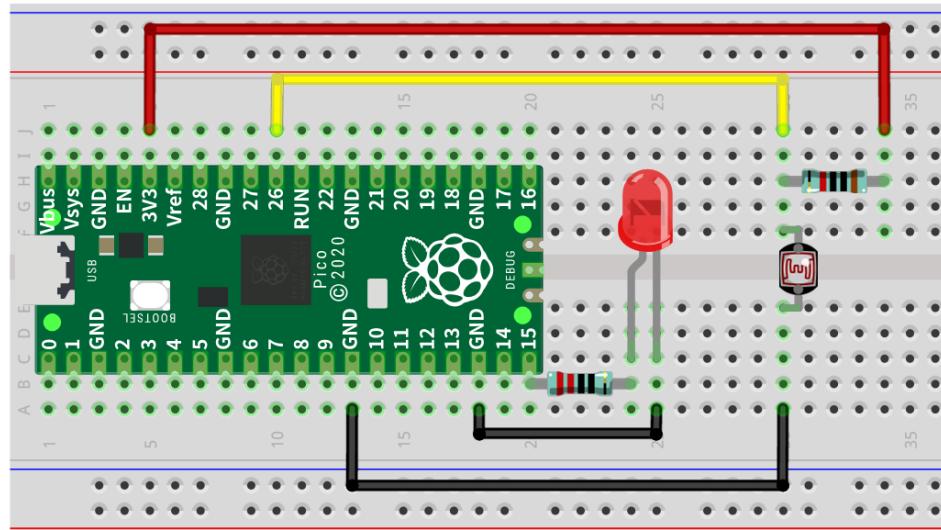
Circuit

The circuit of this project is similar to SoftLight. The only difference is that the input signal is changed from a potentiometer to a combination of a photoresistor and a resistor.

Schematic diagram



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

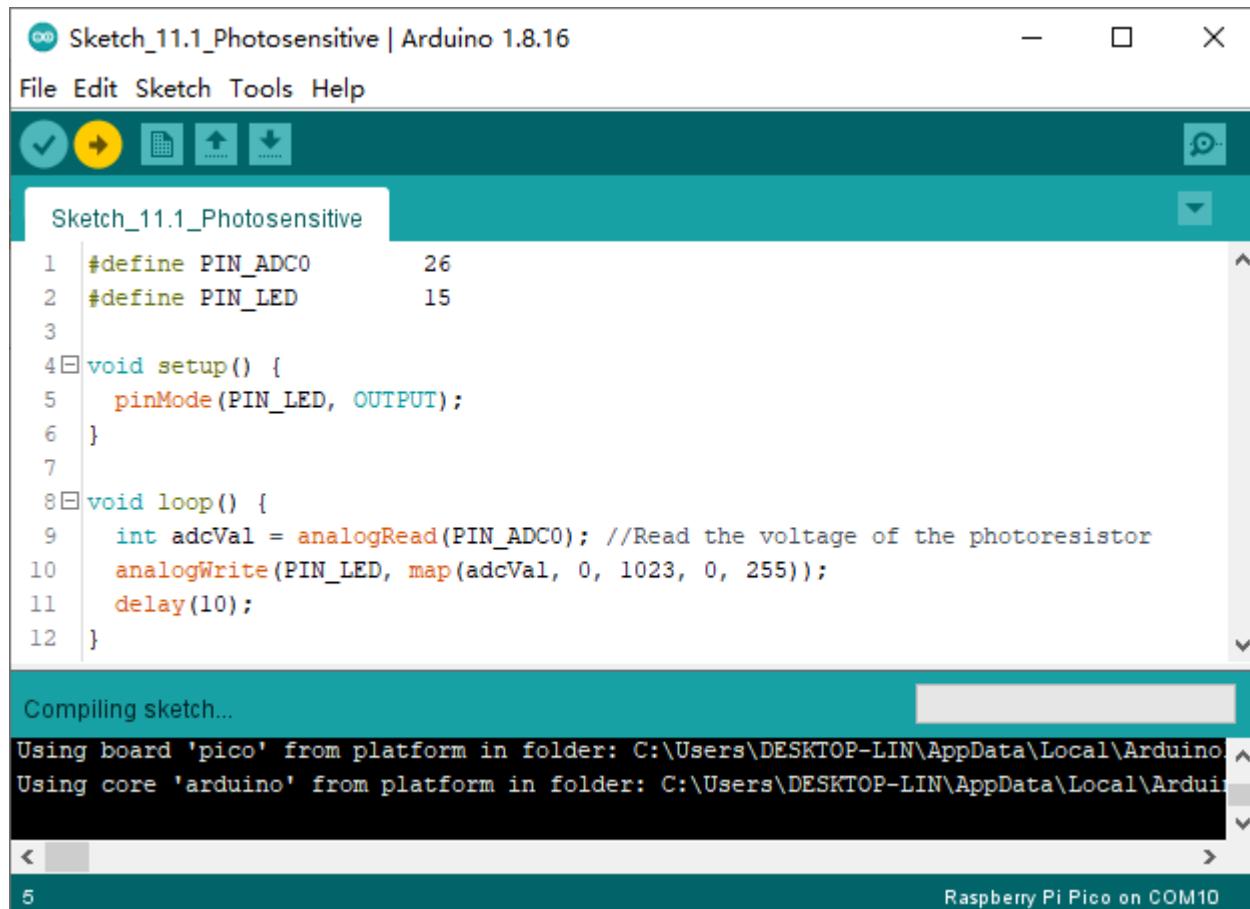


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Sketch

The circuit used is similar to the project Soft Light. The only difference is that the input signal of the ADC0 pin of ADC changes from a potentiometer to a combination of a photoresistor and a resistor.

Sketch_11.1_Nightlamp



```

Sketch_11.1_Photosensitive | Arduino 1.8.16
File Edit Sketch Tools Help
Sketch_11.1_Photosensitive
1 #define PIN_ADC0      26
2 #define PIN_LED       15
3
4 void setup() {
5   pinMode(PIN_LED, OUTPUT);
6 }
7
8 void loop() {
9   int adcVal = analogRead(PIN_ADC0); //Read the voltage of the photoresistor
10  analogWrite(PIN_LED, map(adcVal, 0, 1023, 0, 255));
11  delay(10);
12 }

```

Compiling sketch...

Using board 'pico' from platform in folder: C:\Users\DESKTOP-LIN\AppData\Local\Arduino

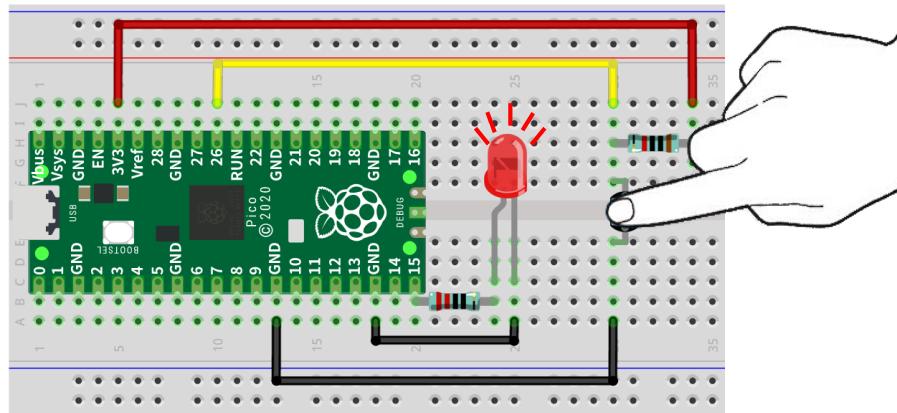
Using core 'arduino' from platform in folder: C:\Users\DESKTOP-LIN\AppData\Local\Arduino

Raspberry Pi Pico on COM10

Download the code to Pico, if you cover the photoresistor or increase the light shining on it, the brightness of the LED changes accordingly.

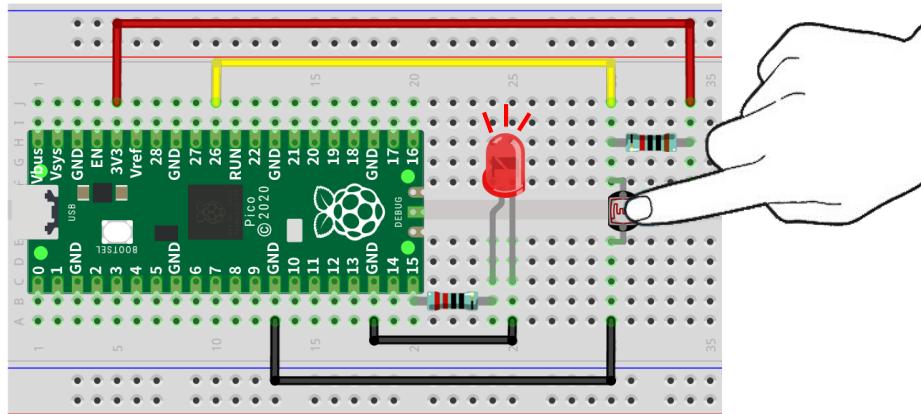
If you have any concerns, please contact us via: support@freenove.com

Fully cover the photoresistor:

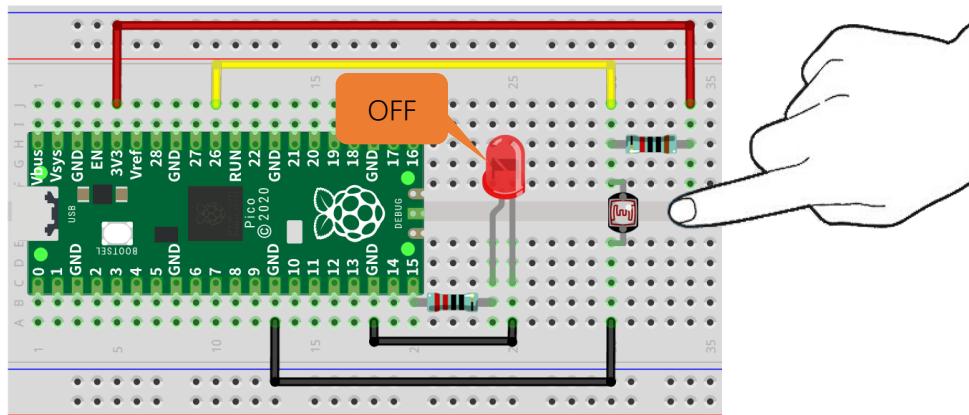


Any concerns? [✉ support@freenove.com](mailto:support@freenove.com)

Half cover the photoresistor:



Not cover the photoresistor:



The following is the program code:

```

1 #define PIN_ADC0      26
2 #define PIN_LED       15
3
4 void setup() {
5     pinMode(PIN_LED, OUTPUT);
6 }
7
8 void loop() {
9     int adcVal = analogRead(PIN_ADC0); //Read the voltage of the photoresistor
10    analogWrite(PIN_LED, map(adcVal, 0, 1023, 0, 255));
11    delay(10);
12 }
```

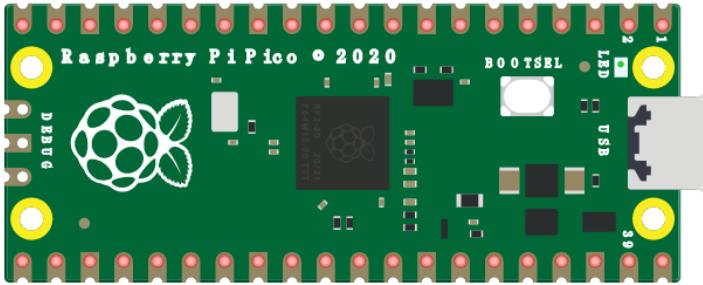
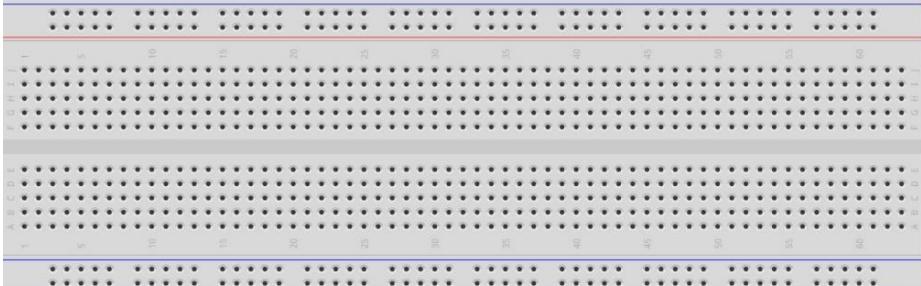
Chapter 12 Thermistor

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

Project 12.1 Thermometer

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

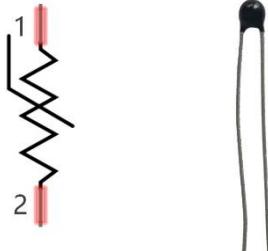
Component List

Raspberry Pi Pico x1	USB cable x1	
		
Breadboard x1		
		
Thermistor x1	Resistor 10kΩ x1	Jumper
		

Component Knowledge

Thermistor

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



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

$$R_t = R * \text{EXP} \left[B * \left(\frac{1}{T_2} - \frac{1}{T_1} \right) \right]$$

Where:

Rt is the thermistor resistance under T2 temperature;

R is the nominal resistance of thermistor under T1 temperature;

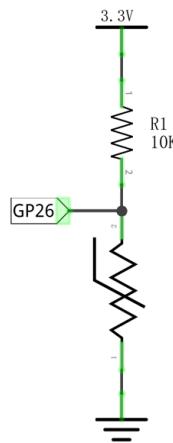
EXP[n] is nth power of e;

B is for thermal index;

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

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

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



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

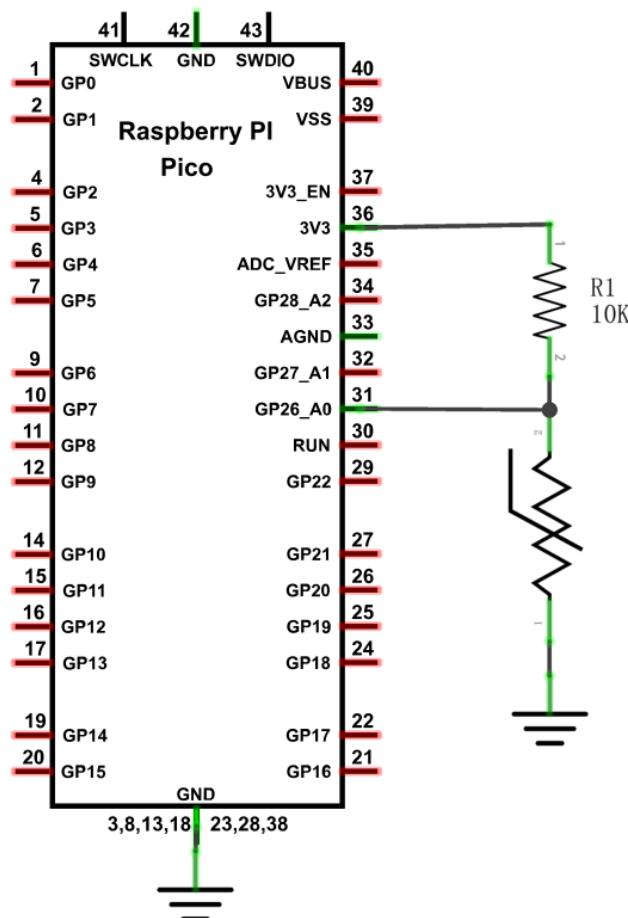
Therefore, the temperature formula can be derived as:

$$T_2 = 1 / \left(\frac{1}{T_1} + \ln \left(\frac{R_t}{R} \right) / B \right)$$

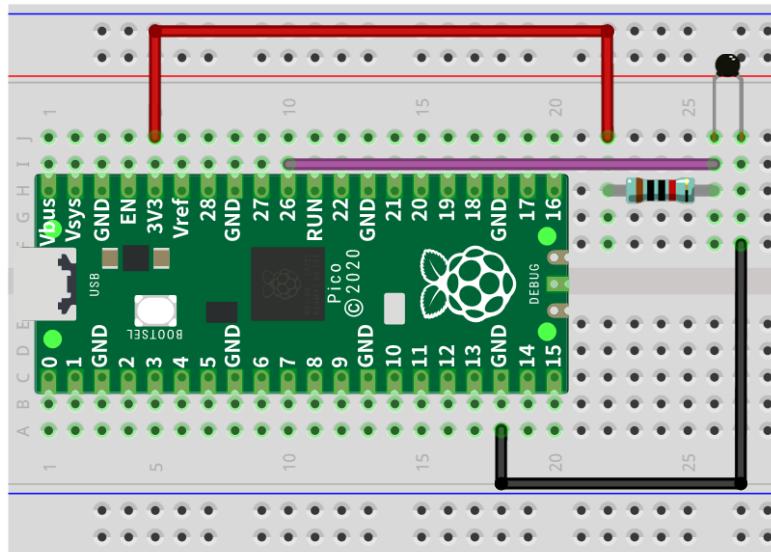
Circuit

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

Schematic diagram



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



Any concerns? support@freenove.com

Sketch

Sketch_12.1_Thermometer

The screenshot shows the Arduino IDE interface. The title bar says "Sketch_12.1_Thermometer | Arduino 1.8.16". The menu bar includes File, Edit, Sketch, Tools, Help. Below the menu is a toolbar with icons for file operations. The main area contains the sketch code:

```

1 #define PIN_ADC0 26
2 void setup() {
3     Serial.begin(115200);
4 }
5
6 void loop() {
7     int adcValue = analogRead(PIN_ADC0); //read ADC pin
8     double voltage = (float)adcValue / 1023.0 * 3.3; // calculate voltage
9     double Rt = 10 * voltage / (3.3 - voltage); //calculate resistance value of thermistor
10    double tempK = 1 / (1 / (273.15 + 25) + log(Rt / 10) / 3950.0); //calculate temperature (Kelvin)
11    double tempC = tempK - 273.15; //calculate temperature (Celsius)
12    Serial.println("Voltage: " + String(voltage) + "V\t" + "Kelvins: " + String(tempK) + "K\t" + "Temperature: " + String(tempC) + "C");
13    delay(1000);
14 }

```

Below the code, it says "Uploading..." with a progress bar. The status bar at the bottom shows "C:\Users\DESKTOP-LIN\AppData\Local\Arduino15\packages\arduino\tools\rp2040tools\1.0.2\rp2040load -v -D C:\Users\DESKTOP-LIN\AppData\Local\Temp\arduino\rp2040load 1.0.1 - compiled with gol.15.8" and "Loading into Flash: [=====] 89%". The bottom right corner shows "Raspberry Pi Pico on COM10".

Upload the code to Pico and serial monitor will display the current ADC, voltage and temperature values. Try to “pinch” the thermistor (without touching the leads) with your index finger and thumb for a brief time, you should see that the temperature value increases.

The screenshot shows the Serial Monitor window titled "COM10". The text area displays the following data:

Voltage	Kelvins	Temperature
1.61V	299.25K	26.10C
1.60V	299.43K	26.28C
1.59V	299.70K	26.55C
1.60V	299.61K	26.46C
1.61V	299.34K	26.19C
1.60V	299.52K	26.37C
1.62V	298.99K	25.84C
1.61V	299.17K	26.02C
1.61V	299.17K	26.02C
1.61V	299.25K	26.10C
1.62V	298.99K	25.84C
1.61V	299.17K	26.02C
1.61V	299.25K	26.10C

At the bottom, there are checkboxes for "Autoscroll" and "Show timestamp", and dropdown menus for "Newline", "115200 baud", and "Clear output".

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The following is the code:

```
1 #define PIN_ADC0 26
2 void setup() {
3     Serial.begin(115200);
4 }
5
6 void loop() {
7     int adcValue = analogRead(PIN_ADC0); //read ADC pin
8     double voltage = (float)adcValue / 1023.0 * 3.3;// calculate voltage
9     double Rt = 10 * voltage / (3.3 - voltage);//calculate resistance value of thermistor
10    double tempK = 1 / (1 / (273.15 + 25) + log(Rt / 10) / 3950.0);//calculate temperature
11    (Kelvin)
12    double tempC = tempK - 273.15;//calculate temperature (Celsius)
13    Serial.println("Voltage: " + String(voltage) + "V,\t\t" + "Kelvins: " + String(tempK) +
14    "K,\t" + "Temperature: " + String(tempC) + "C");
15    delay(1000);
}
```

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



Chapter 13 Joystick

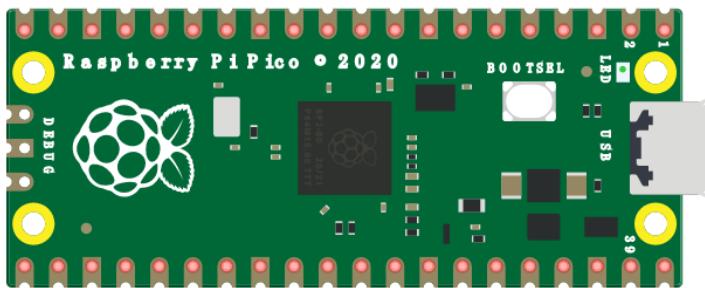
In the previous chapter, we have learned how to use rotary potentiometer. Now, let's learn a new electronic module Joystick which works on the same principle as rotary potentiometer.

Project 13.1 Joystick

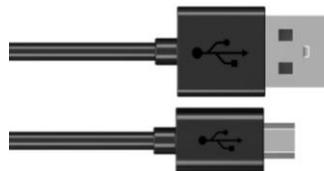
In this project, we will read the output data of a Joystick and display it to the Terminal screen.

Component List

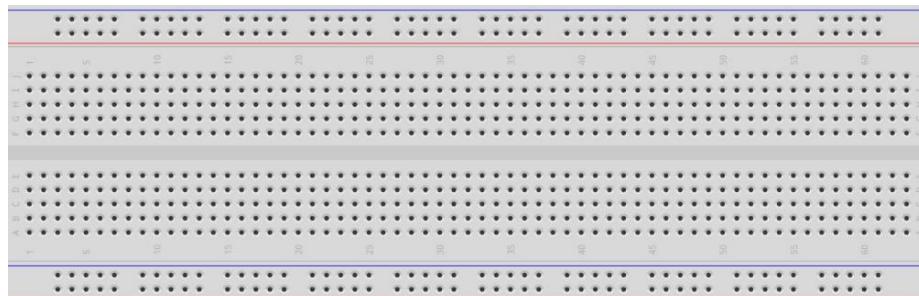
Raspberry Pi Pico x1



USB cable x1



Breadboard x1



Joystick x1



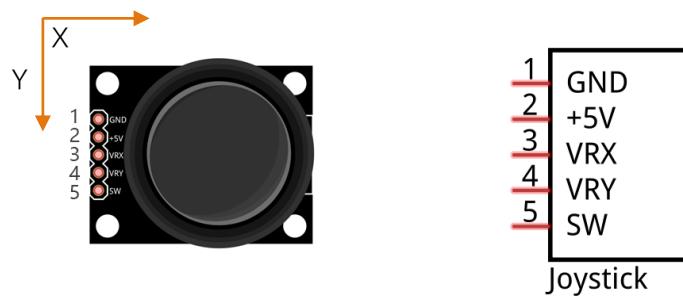
Jumper



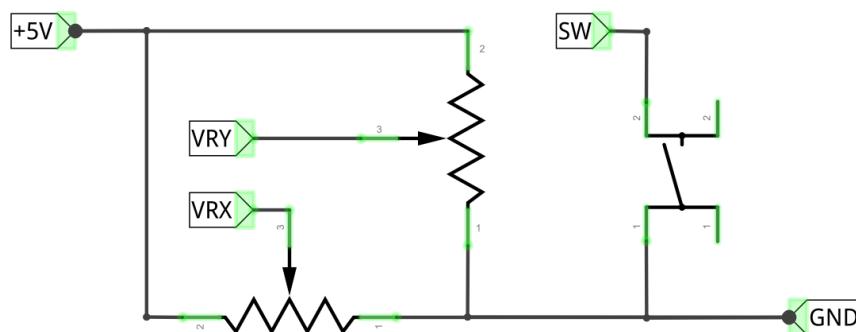
Component Knowledge

Joystick

A Joystick is a kind of input sensor used with your fingers. You should be familiar with this concept already as they are widely used in gamepads and remote controls. It can receive input on two axes (Y and or X) at the same time (usually used to control direction on a two dimensional plane). And it also has a third direction capability by pressing down (Z axis/direction).



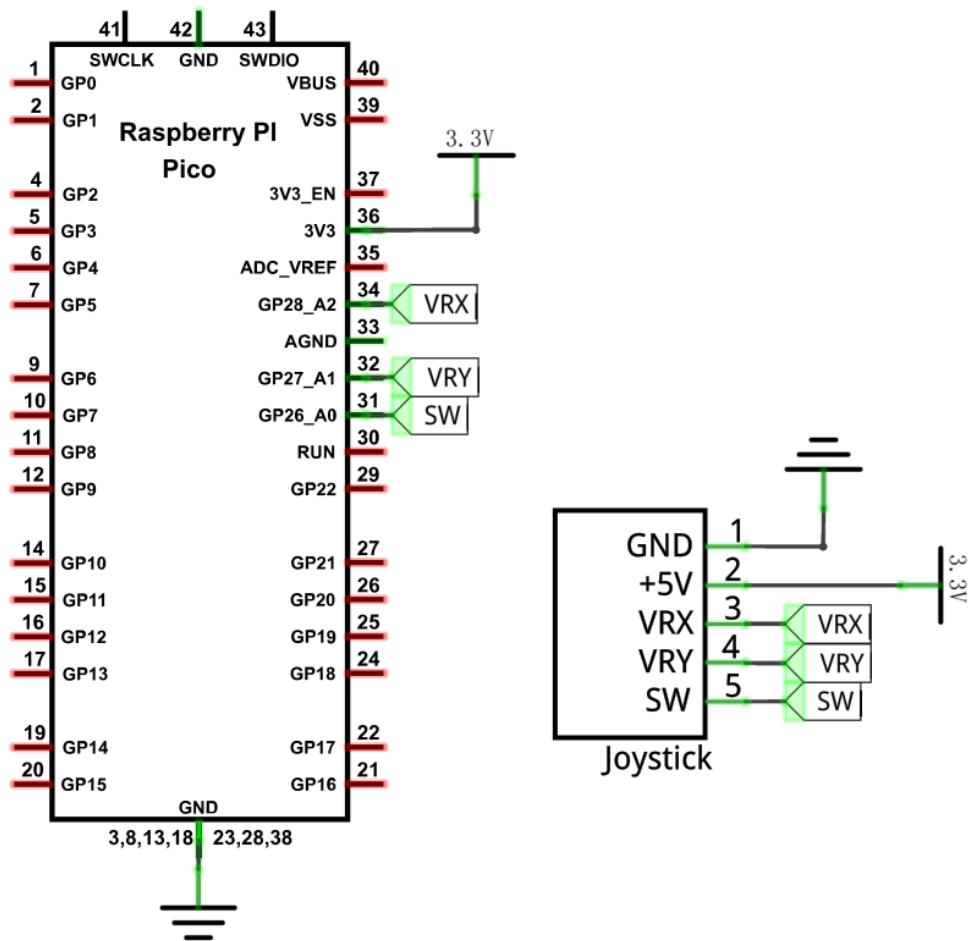
This is accomplished by incorporating two rotary potentiometers inside the Joystick Module at 90 degrees of each other, placed in such a manner as to detect shifts in direction in two directions simultaneously and with a Push Button Switch in the “vertical” axis, which can detect when a User presses on the Joystick.



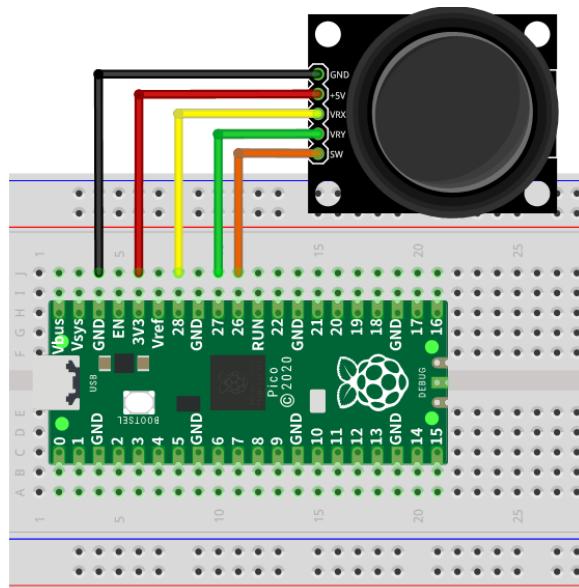
When the Joystick data is read, there are some differences between the axes: data of X and Y axes is analog, which needs to use the ADC. The data of the Z axis is digital, so you can directly use the GPIO to read this data or you have the option to use the ADC to read this.

Circuit

Schematic diagram



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



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Sketch

In this project's code, we will read the ADC values of X and Y axes of the joystick, and read digital quality of the Z axis, then display these out in terminal.

Sketch_13.1_Joystick

The screenshot shows the Arduino IDE interface. The top menu bar includes File, Edit, Sketch, Tools, and Help. Below the menu is a toolbar with icons for file operations like Open, Save, and Print. The main workspace displays the following code:

```

Sketch_13.1_Joystick
1 int xyzPins[] = {28, 27, 26}; //x,y,z pins
2 void setup() {
3     Serial.begin(115200);
4     pinMode(xyzPins[2], INPUT_PULLUP); //z axis is a button.
5 }
6
7 void loop() {
8     int xVal = analogRead(xyzPins[0]);
9     int yVal = analogRead(xyzPins[1]);
10    int zVal = digitalRead(xyzPins[2]);
11    Serial.println("X,Y,Z: " + String(xVal) + ", " + String(yVal) + ", " + String(zVal));
12    delay(500);
13 }

```

The status bar at the bottom indicates "Done Saving." and "Loading into Flash: [=====] 100%". The terminal window below shows the output: "Raspberry Pi Pico on COM10".

Download the code to Pico, open the serial port monitor, the baud rate is 115200, as shown in the picture below, shift (moving) the joystick or pressing it down will make the data change.

The screenshot shows the serial monitor window titled "COM10". It displays a series of timestamped data lines:

```

17:26:22.074 -> X,Y,Z: 522, 523, 0
17:26:22.576 -> X,Y,Z: 517, 525, 1
17:26:23.074 -> X,Y,Z: 518, 520, 1
17:26:23.526 -> X,Y,Z: 5, 523, 1
17:26:24.024 -> X,Y,Z: 516, 524, 1
17:26:24.478 -> X,Y,Z: 1023, 527, 1
17:26:24.977 -> X,Y,Z: 516, 526, 1
17:26:25.476 -> X,Y,Z: 516, 6, 1
17:26:25.929 -> X,Y,Z: 520, 523, 1
17:26:26.430 -> X,Y,Z: 520, 1023, 1
17:26:26.888 -> X,Y,Z: 521, 522, 1
17:26:27.382 -> X,Y,Z: 522, 521, 0
17:26:27.836 -> X,Y,Z: 522, 520, 1
17:26:28.337 -> X,Y,Z: 518, 525, 1

```

At the bottom of the window are several control buttons: "Autoscroll", "Show timestamp", "Newline", "115200 baud", and "Clear output".



The following is the code:

```
1 int xyzPins[] = {28, 27, 26}; //x, y, z pins
2
3 void setup() {
4     Serial.begin(115200);
5     pinMode(xyzPins[2], INPUT_PULLUP); //z axis is a button.
6 }
7
8 void loop() {
9     int xVal = analogRead(xyzPins[0]);
10    int yVal = analogRead(xyzPins[1]);
11    int zVal = digitalRead(xyzPins[2]);
12    Serial.println("X,Y,Z: " + String(xVal) + ", " + String(yVal) + ", " + String(zVal));
13    delay(500);
14 }
```

In the code, configure xyzPins[2] to pull-up input mode. In loop(), use analogRead () to read the value of axes X and Y and use digitalWrite () to read the value of axis Z, then display them.

```
5 pinMode(xyzPins[2], INPUT_PULLUP); //z axis is a button.
```

In the code, configure xyzPins[2] to pull-up input mode. In loop(), use analogRead () to read the value of axes X and Y and use digitalWrite () to read the value of axis Z, then display them.

```
9 int xVal = analogRead(xyzPins[0]);
10 int yVal = analogRead(xyzPins[1]);
11 int zVal = digitalRead(xyzPins[2]);
12 Serial.printf("X,Y,Z: %d, \t%d, \t%d\n", xVal, yVal, zVal);
13 delay(500);
```

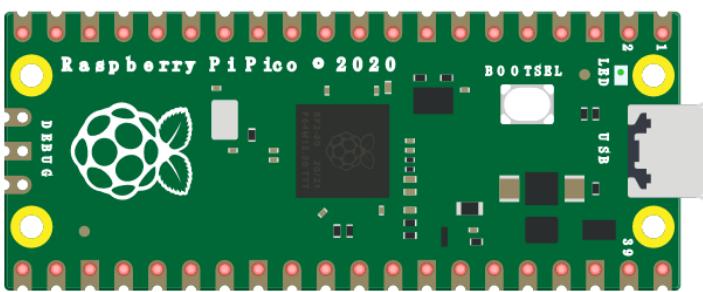
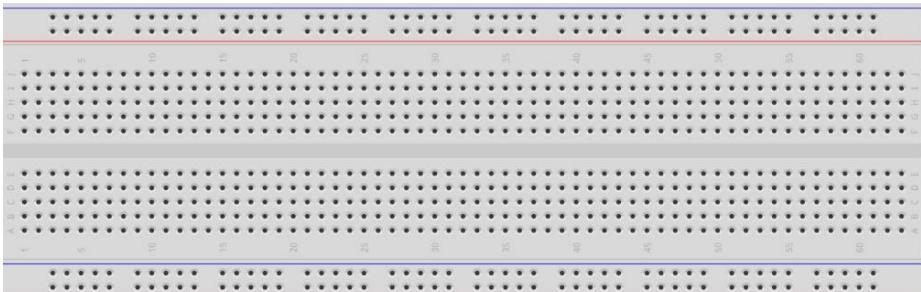
Chapter 14 74HC595 & LED Bar Graph

We have used LED Bar Graph to make a flowing water light, in which 10 GPIO ports of Raspberry Pi Pico is occupied. More GPIO ports mean that more peripherals can be connected to Raspberry Pi Pico, 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 14.1 Flowing Water Light

Now let's learn how to use the 74HC595 IC Chip to make a flowing water light using less GPIO.

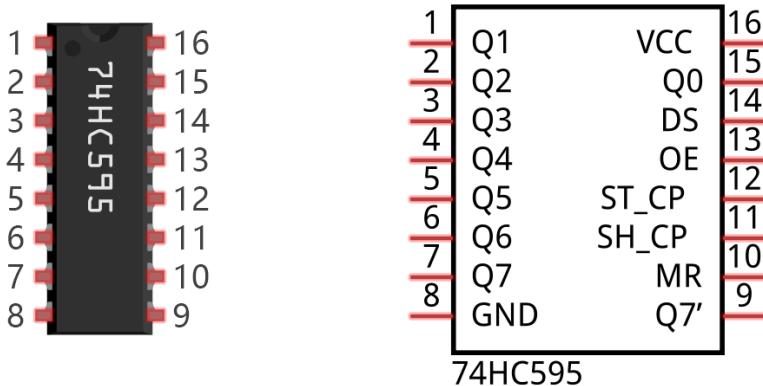
Component List

Raspberry Pi Pico x1		USB cable x1	
Breadboard x1			
74HC595 x1		LED Bar Graph x1	
		Resistor 220Ω x8	Jumper

Related Knowledge

74HC595

A 74HC595 chip is used to convert serial data into parallel data. A 74HC595 chip can convert the serial data of one byte into 8 bits, and send its corresponding level to each of the 8 ports correspondingly. With this characteristic, the 74HC595 chip can be used to expand the IO ports of Raspberry Pi Pico. At least 3 ports are required to control the 8 ports of the 74HC595 chip.

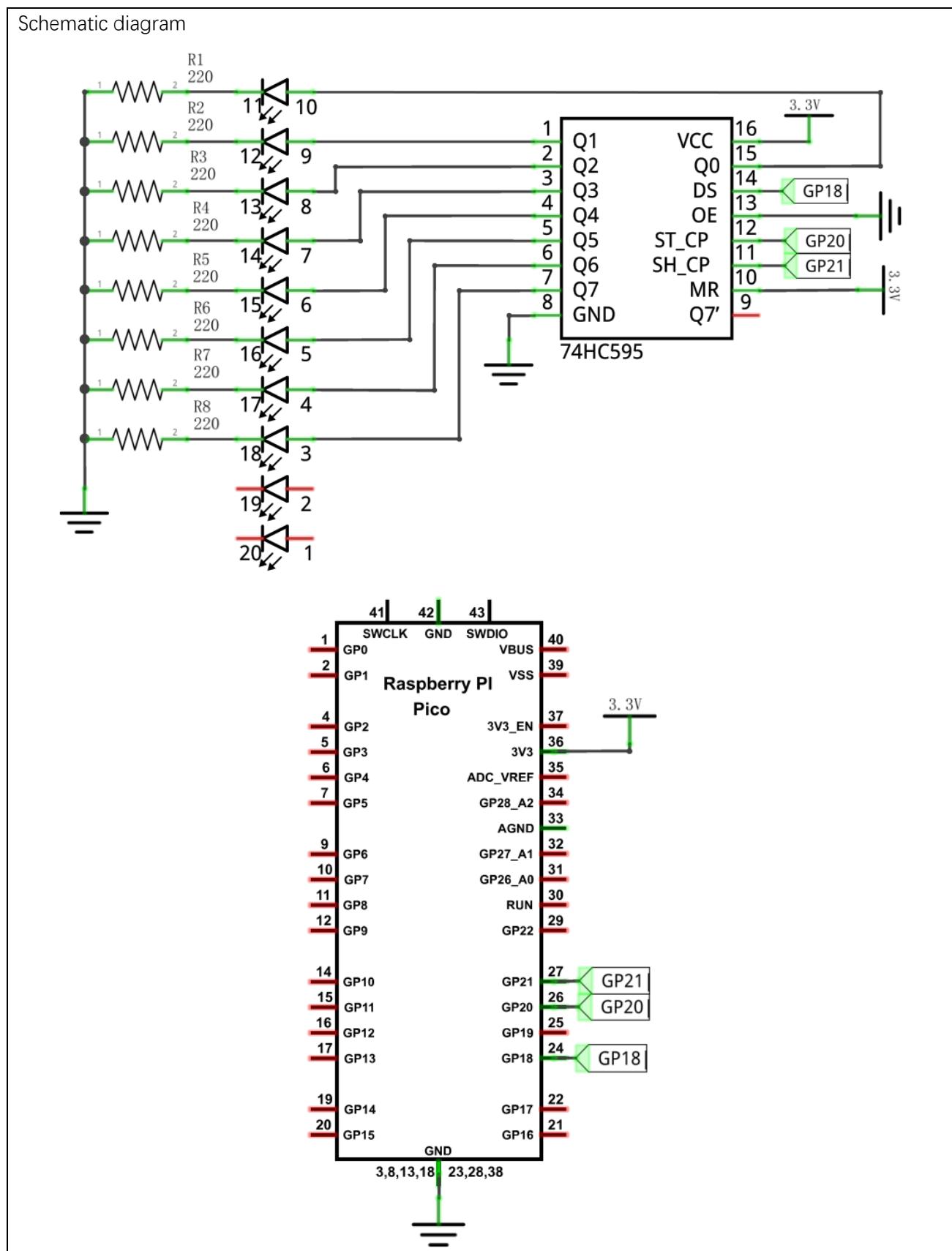


The ports of the 74HC595 chip are described as follows:

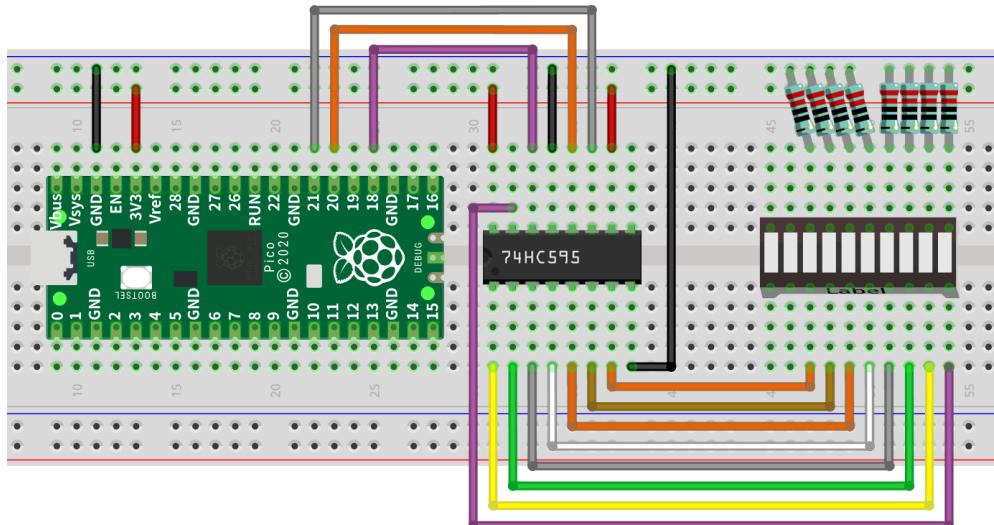
Pin name	GPIO number	Description
Q0-Q7	15, 1-7	Parallel data output
VCC	16	The positive electrode of power supply, the voltage is 2~6V
GND	8	The negative electrode of power supply
DS	14	Serial data Input
OE	13	Enable output, When this pin is in high level, Q0-Q7 is in high resistance state When this 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 datasheet on the 74HC595 chip.

Circuit



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



Sketch

In this project, we will make a flowing water light with a 74HC595 chip to learn about its functions.

Sketch_14.1_FlowingLight2

```
Sketch_14.1_FlowingLight02 | Arduino 1.8.16
File Edit Sketch Tools Help
Sketch_14.1_FlowingLight02
1 int dataPin = 18; // Pin connected to DS of 74HC595(Pin14)
2 int latchPin = 20; // Pin connected to ST_CP of 74HC595(Pin12)
3 int clockPin = 21; // Pin connected to SH_CP of 74HC595(Pin11)
4
5 void setup() {
6     // set pins to output
7     pinMode(latchPin, OUTPUT);
8     pinMode(clockPin, OUTPUT);
9     pinMode(dataPin, OUTPUT);
10 }
11
12 void loop() {
13     // Define a one-byte variable to use the 8 bits to represent the state of 8 LEDs of LED bar graph.
14     // This variable is assigned to 0x01, that is binary 00000001, which indicates only one LED light on.
15     byte x = 0x01; // Ob 0000 0001
16     for (int j = 0; j < 8; j++) { // Let led light up from right to left
17         writeTo595(LSBFIRST, x);
18         x <= 1; // make the variable move one bit to left once, then the bright LED move one step to the left once.
19         delay(100);
20     }
21     delay(100);
}

Compiling sketch...
Compiling sketch...
C:\Users\DESKTOP-LIN\AppData\Local\Arduino15\packages\arduino\tools\arm-none-eabi-gcc\7-2017q4/bin/arm-none-eabi-gcc
Raspberry Pi Pico on COM10
```

Download the code to Pico. You will see that LED bar graph starts with the flowing water pattern flashing from left to right and then back from right to left.

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Any concerns? ✉ support@freenove.com

The following is the program code:

```

1 int dataPin = 18; // Pin connected to DS of 74HC595(Pin14)
2 int latchPin = 20; // Pin connected to ST_CP of 74HC595(Pin12)
3 int clockPin = 21; // Pin connected to SH_CP of 74HC595(Pin11)
4
5 void setup() { // set pins to output
6     pinMode(latchPin, OUTPUT);
7     pinMode(clockPin, OUTPUT);
8     pinMode(dataPin, OUTPUT);
9 }
10
11 void loop() {
12     // Define a variable to use the 8 bits to represent the state of 8 LEDs of LED bar graph.
13     // This variable is assigned to 0x01, which indicates only one LED light on.
14     byte x = 0x01; // 0b 0000 0001
15     for (int j = 0; j < 8; j++) { // Let led light up from right to left
16         writeTo595(LSBFIRST, x);
17         x <<= 1; // make the variable move one bit to left once, then the bright LED move one step
18         to the left once.
19         delay(100);
20     }
21     delay(100);
22     x = 0x80; // 0b 1000 0000
23     for (int j = 0; j < 8; j++) { // Let led light up from left to right
24         writeTo595(LSBFIRST, x);
25         x >>= 1;
26         delay(100);
27     }
28 }
29 void writeTo595(BitOrder order, byte _data) {
30     // Output low level to latchPin
31     digitalWrite(latchPin, LOW);
32     // Send serial data to 74HC595
33     shiftOut(dataPin, clockPin, order, _data);
34     // Output high level to latchPin, and 74HC595 will update the data to the parallel output
35     // port.
36     digitalWrite(latchPin, HIGH);
37 }
```

In the code, we configure three pins to control the 74HC595 chip and define a one-byte variable to control the state of the 8 LEDs (in the LED bar graph Module) through the 8 bits of the variable. The LEDs light 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.

14	byte x = 0x01; // 0b 0000 0001
----	--------------------------------



In the loop(), use "for" loop to send x to 74HC595 output pin to control the LED. In "for" loop, x will shift one bit to the LEFT in one cycle, then when data of x is sent to 74HC595, the LED that is turned ON will move one bit to the LEFT once.

```

15   for (int j = 0; j < 8; j++) { // Let led light up from right to left
16     writeTo595(LSBFIRST, x);
17     x <<= 1;
18     delay(50);
19 }
```

In second "for" loop, the situation is the same. The difference is that x is shift from 0x80 to the RIGHT in order.

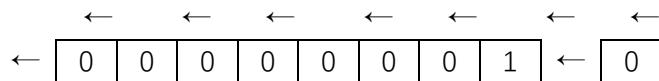
The subfunction writeTo595() is used to write data to 74HC595 and immediately output on the port of 74HC595.

Reference

<< 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;

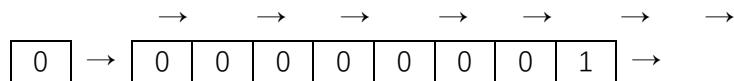


The result of x is 2 (binary 00000010) .



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) .



X <<= 1 is equivalent to x = x << 1 and x >>= 1 is equivalent to x = x >> 1

```
void shiftOut(uint8_t dataPin, uint8_t clockPin, uint8_t bitOrder, uint8_t val);
```

This is used to shift an 8-bit data value in with the data appearing on the dataPin and the clock being sent out on the clockPin. Order is as above. The data is sampled after the cPin goes high. (So clockPin high, sample data, clockPin low, repeat for 8 bits) The 8-bit value is returned by the function.

Parameters

dataPin: the pin on which to output each bit. Allowed data types: int.

clockPin: the pin to toggle once the dataPin has been set to the correct value. Allowed data types: int.

bitOrder: which order to shift out the bits; either MSBFIRST or LSBFIRST. (Most Significant Bit First, or, Least Significant Bit First).

value: the data to shift out. Allowed data types: byte.

For more details about shift function, please refer to:

<https://www.arduino.cc/reference/en/language/functions/advanced-io/shifout/>

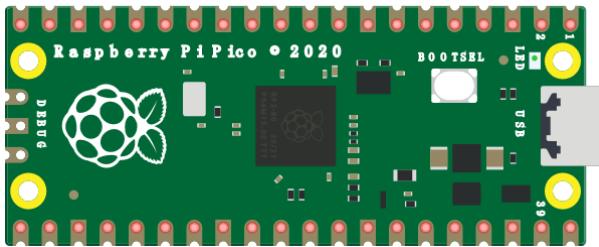
Chapter 15 74HC595 & 7-Segment Display.

In this chapter, we will introduce the 7-Segment Display.

Project 15.1 7-Segment Display.

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

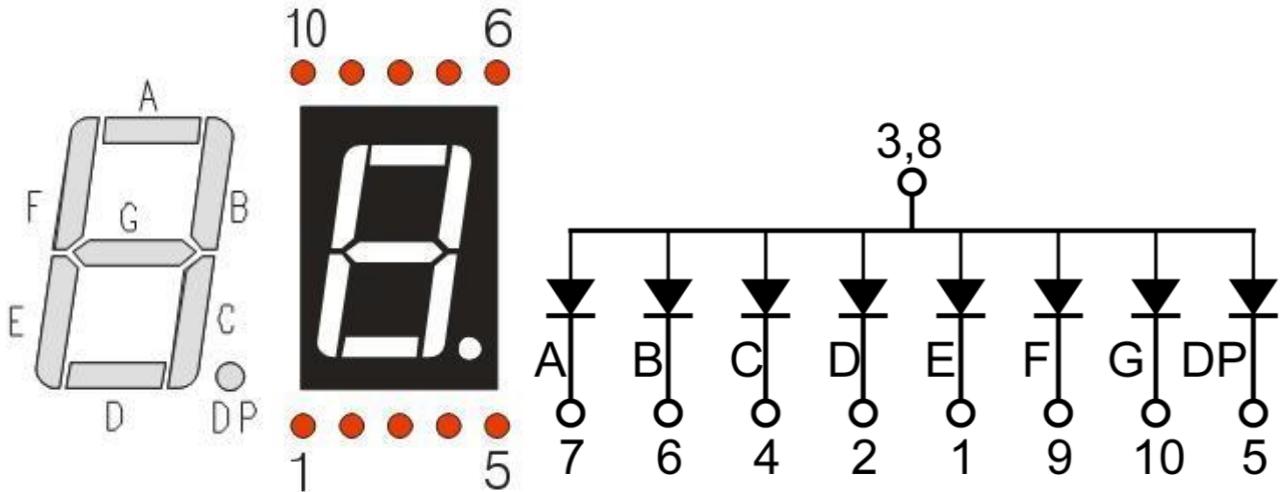
Component List

Raspberry Pi Pico x1		USB cable x1
Breadboard x1		
74HC595 x1	7-segment display x1	Resistor 220Ω x8
		 Jumper

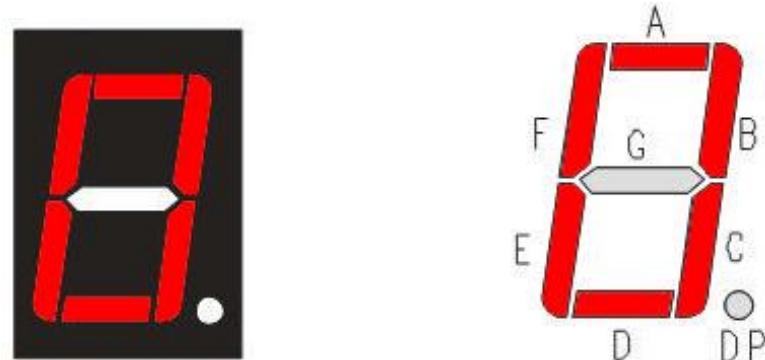
Component Knowledge

7-segment display

A 7-Segment Display is a digital electronic display device. There is a figure "8" and a decimal point represented, which consists of 8 LEDs. The LEDs have a Common Anode and individual Cathodes. Its internal structure and pin designation diagram is shown below:



As we can see in the above circuit diagram, we can control the state of each LED separately. Also, by combining LEDs with different states of ON and OFF, we can display different characters (Numbers and Letters). For example, to display a "0": we need to turn ON LED segments A, B, C, D, E and F, and turn OFF LED segments G and DP.



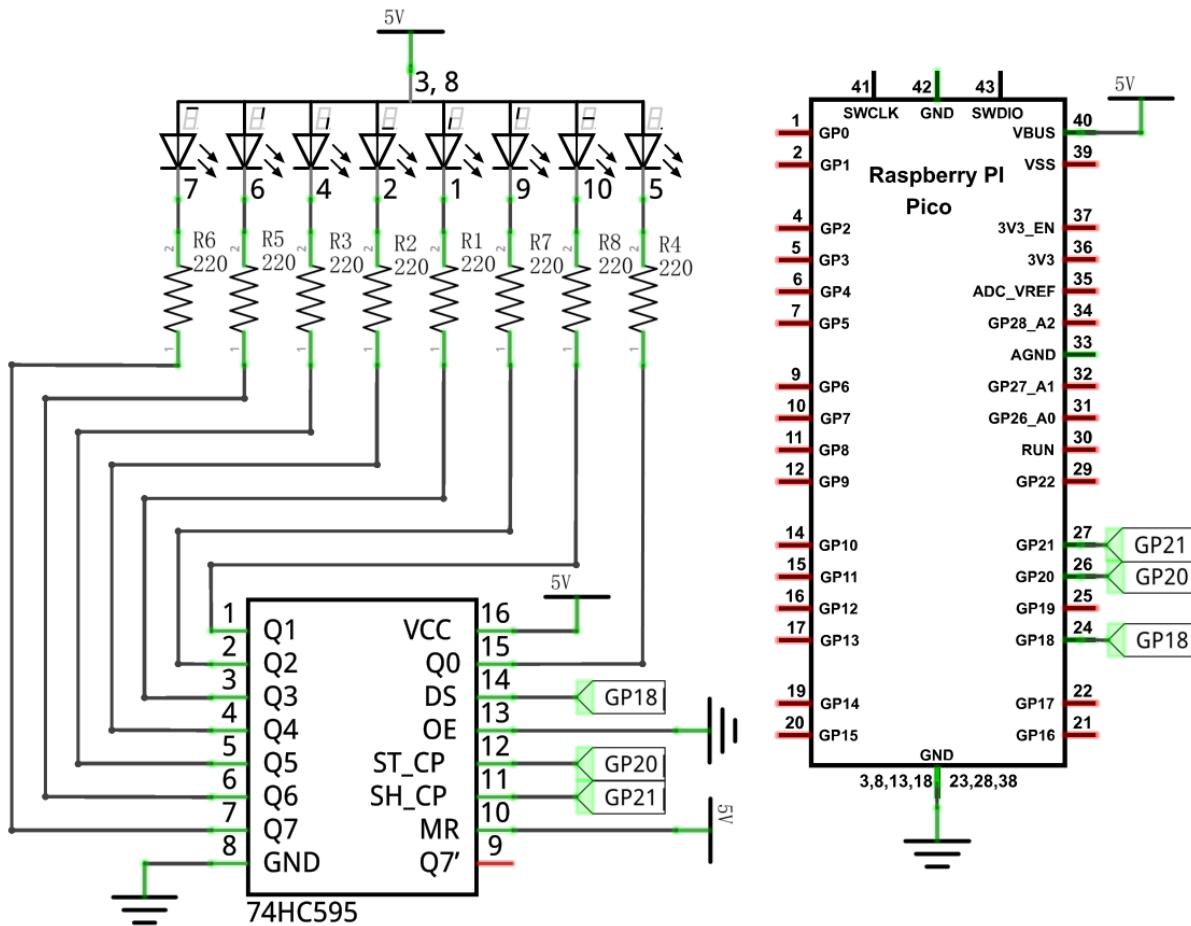
In this project, we will use a 7-Segment Display with a Common Anode. Therefore, when there is an input low level to an LED segment the LED will turn ON. Defining segment "A" as the lowest level and segment "DP" as the highest level, from high to low would look like this: "DP", "G", "F", "E", "D", "C", "B", "A". Character "0" corresponds to the code: $1100\ 0000_2 = 0xc0$.

For detailed code values, please refer to the following table (common anode).

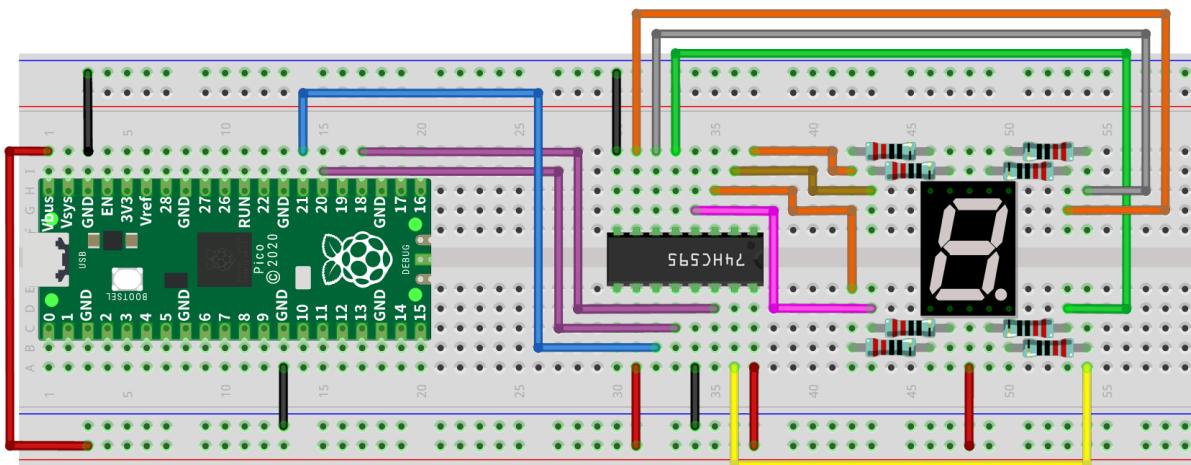
CHAR	DP	G	F	E	D	C	B	A	Hex	ASCII
0	1	1	0	0	0	0	0	0	0xc0	1100 0000
1	1	1	1	1	1	0	0	1	0xf9	1111 1001
2	1	0	1	0	0	1	0	0	0xa4	1010 0100
3	1	0	1	1	0	0	0	0	0xb0	1011 0000
4	1	0	0	1	1	0	0	1	0x99	1001 1001
5	1	0	0	1	0	0	1	0	0x92	1001 0010
6	1	0	0	0	0	0	1	0	0x82	1000 0010
7	1	1	1	1	1	0	0	0	0xf8	1111 1000
8	1	0	0	0	0	0	0	0	0x80	1000 0000
9	1	0	0	1	0	0	0	0	0x90	1001 0000
A	1	0	0	0	1	0	0	0	0x88	1000 1000
B	1	0	0	0	0	0	1	1	0x83	1000 0011
C	1	1	0	0	0	1	1	0	0xc6	1100 0110
D	1	0	1	0	0	0	0	1	0xa1	1010 0001
E	1	0	0	0	0	1	1	0	0x86	1000 0110
F	1	0	0	0	1	1	1	0	0x8e	1000 1110

Circuit

Schematic diagram



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



Sketch

In this section, the 74HC595 is used in the same way as in the previous section, but with different values transferred. We can learn how to master the digital display by sending the coded value of "0" - "F".

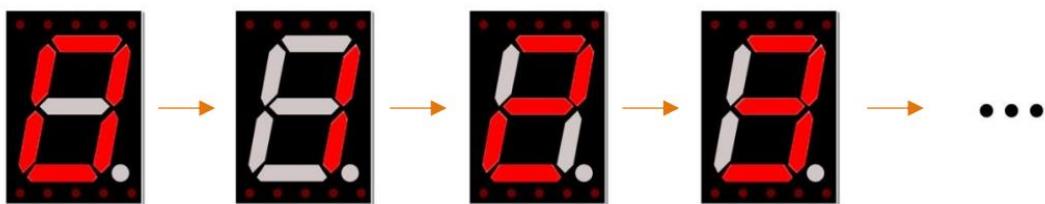
Sketch_15.1_7_Segment_Display

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

- Title Bar:** Sketch_15.1_1_Digit_7-Segment_Display | Arduino 1.8.16
- Menu Bar:** File Edit Sketch Tools Help
- Toolbar:** Includes icons for Save, Run, Upload, and Download.
- Code Editor:** Displays the C++ code for the sketch. The code initializes pins, defines a character encoding table, and sets up a loop to display characters from 0 to F on a common-anode 7-segment display.
- Status Bar:** Shows the command line output: "Compiling sketch..." and the terminal output: "D:\arduino-1.8.16\arduino-builder -dump-prefs -logger=machine -hardware D:\arduino-1.8.16\hardw".
- Terminal:** Shows the connection information: "1 ESP32 Wrover Module, Default 4MB with spiffs (1.2MB APP/1.5MB SPIFFS), QIO, 80MHz, 921600, None on COM4".



Verify and upload the code, and you'll see a 1-bit, 7-segment display displaying 0-f in a loop.



The following is the program code:

```

1 int dataPin = 18;           // Pin connected to DS of 74HC595 (Pin14)
2 int latchPin = 20;          // Pin connected to ST_CP of 74HC595 (Pin12)
3 int clockPin = 21;          // Pin connected to SH_CP of 74HC595 (Pin11)
4 // Define the encoding of characters 0-F for the common-anode 7-Segment Display
5 byte num[] = {
6     0xc0, 0xf9, 0xa4, 0xb0, 0x99, 0x92, 0x82, 0xf8,
7     0x80, 0x90, 0x88, 0x83, 0xc6, 0xa1, 0x86, 0x8e
8 };
9
10 void setup() {
11     // set pins to output
12     pinMode(latchPin, OUTPUT);
13     pinMode(clockPin, OUTPUT);
14     pinMode(dataPin, OUTPUT);
15 }
16
17 void loop() {
18     // display 0-F on digital tube
19     for (int i = 0; i < 16; i++) {
20         writeData(num[i]); // Send data to 74HC595
21         delay(1000);      // delay 1 second
22         writeData(0xff); // Clear the display content
23     }
24 }
25
26 void writeData(int value) {
27     // Make latchPin output low level
28     digitalWrite(latchPin, LOW);
29     // Send serial data to 74HC595
30     shiftOut(dataPin, clockPin, LSBFIRST, value);
31     // Make latchPin output high level
32     digitalWrite(latchPin, HIGH);
33 }
```

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

```

4 // Define the encoding of characters 0-F for the common-anode 7-Segment Display
5 byte num[] = {
6     0xc0, 0xf9, 0xa4, 0xb0, 0x99, 0x92, 0x82, 0xf8,
7     0x80, 0x90, 0x88, 0x83, 0xc6, 0xa1, 0x86, 0x8e
8 };

```

Then, in the loop, we transfer the member of the “num” to 74HC595 by calling the writeData function, so that the digital tube displays what we want. After each display, “0xff” is used to eliminate the previous effect and prepare for the next display.

```

17 void loop() {
18     // display 0-F on digital tube
19     for (int i = 0; i < 16; i++) {
20         writeData(num[i]); // Send data to 74HC595
21         delay(1000);      // delay 1 second
22         writeData(0xff); // Clear the display content
23     }
24 }

```

In the shiftOut() function, whether to use LSBFIRST or MSBFIRST as the parameter depends on the physical situation.

```

26 void writeData(int value) {
27     // Make latchPin output low level
28     digitalWrite(latchPin, LOW);
29     // Send serial data to 74HC595
30     shiftOut(dataPin, clockPin, LSBFIRST, value);
31     // Make latchPin output high level, then 74HC595 will update data to parallel output
32     digitalWrite(latchPin, HIGH);
33 }

```

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.

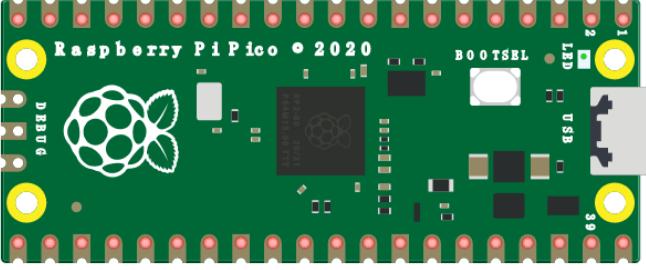
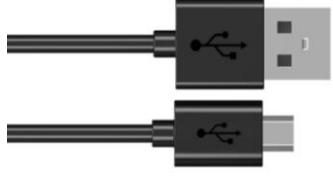
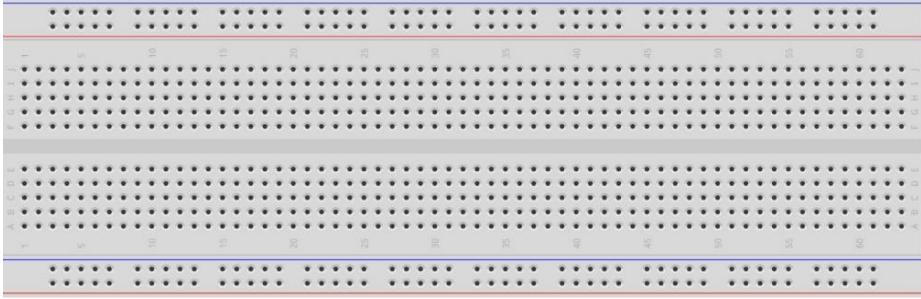
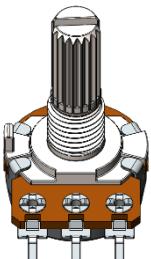
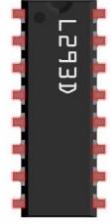
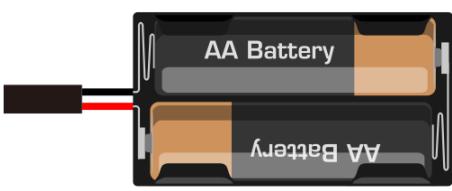
```
30 shiftOut(dataPin, clockPin, LSBFIRST, value & 0x7f);
```

Chapter 16 L293D & Motor

Project 16.1 Control Motor with Potentiometer

Control the direction and speed of the motor with a potentiometer.

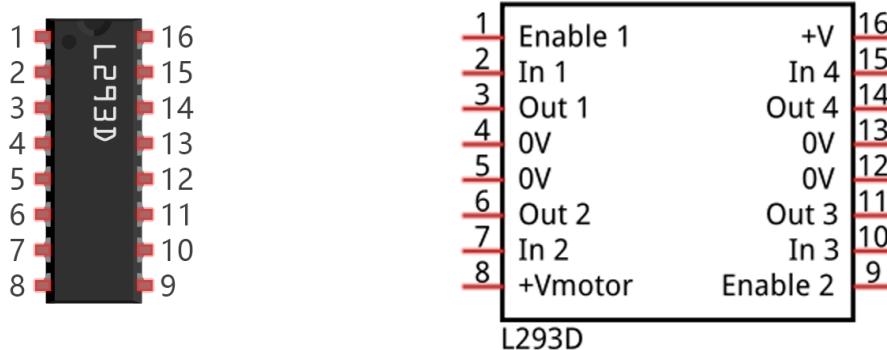
Component List

Raspberry Pi Pico x1	USB cable x1
	
Breadboard x1	
	
Rotary potentiometer x1	Motor x1
	
L293D x1	
	
Jumper	Battery box x1
	

Component Knowledge

L293D

L293D is an IC Chip (Integrated Circuit Chip) with a 4-channel motor drive. You can drive a Unidirectional DC Motor with 4 ports or a Bi-Directional DC Motor with 2 ports or a Stepper Motor (Stepper Motors are covered later in this Tutorial).



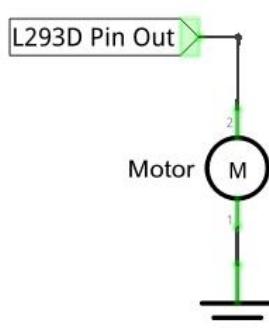
Port description of L293D module is as follows:

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 3.0~36V
+Vmotor	8	Positive electrode of load power supply, provide power supply for the Out pin x, the supply voltage is +3V~36V

For more details, please refer to the datasheet for this IC Chip.

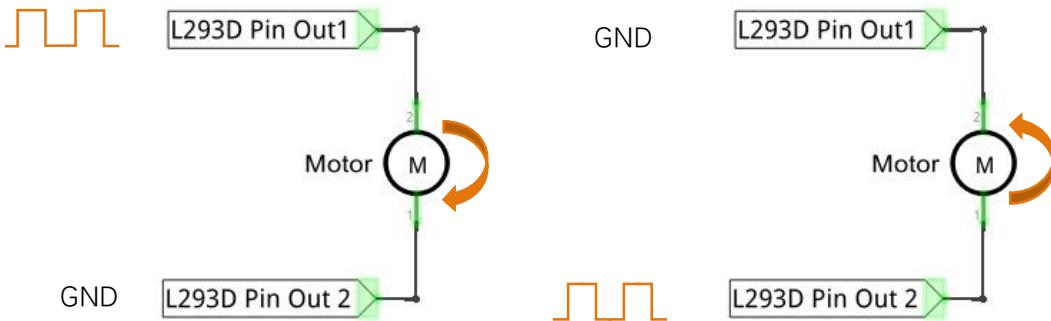
When using L293D to drive DC motor, there are usually two connection options.

The following connection option uses one channel of the L293D, which can control motor speed through the PWM. However, the motor then can only rotate in one direction.





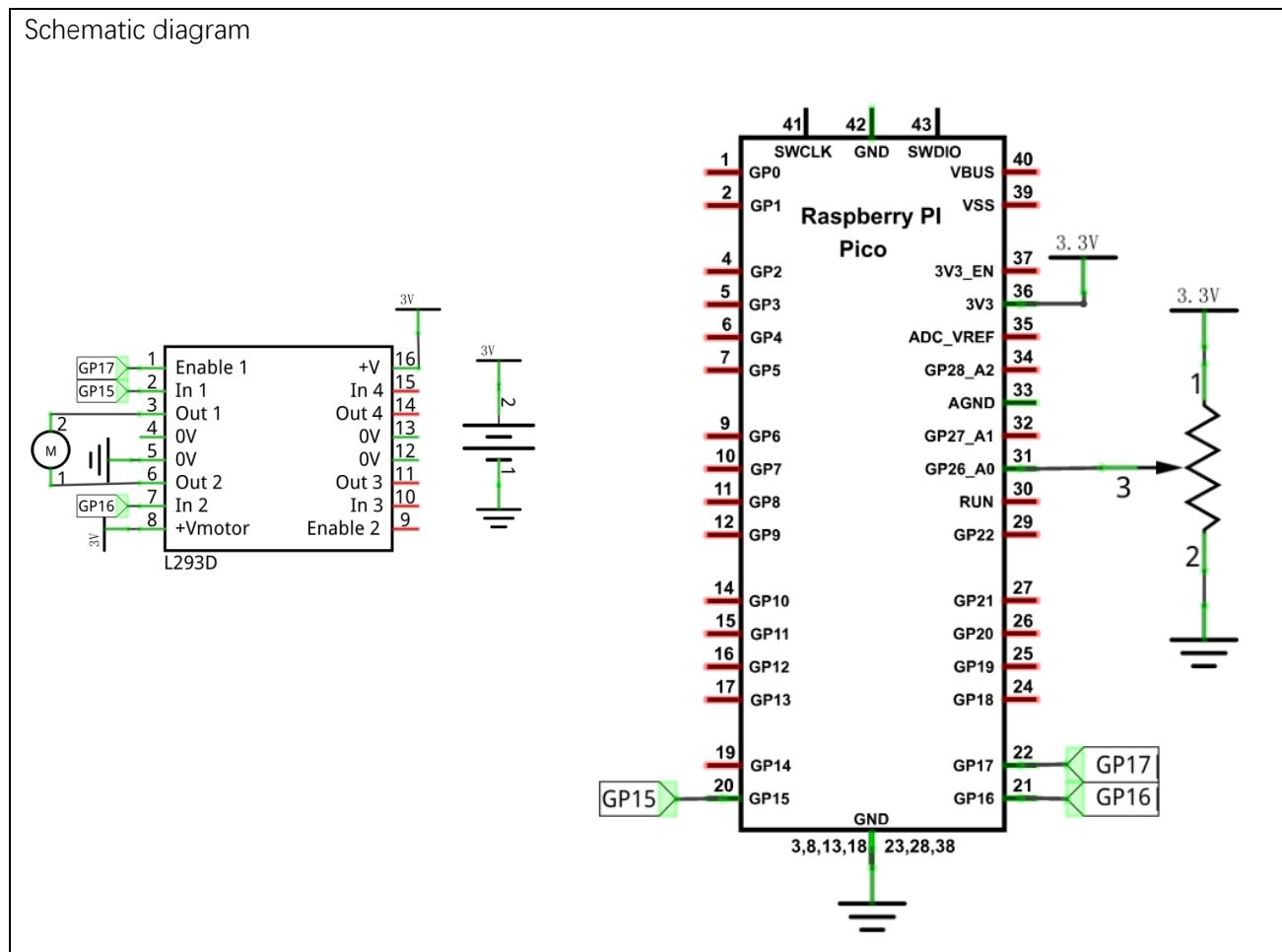
The following connection uses two channels of the L293D: one channel outputs the PWM wave, and the other channel connects to GND, therefore you can control the speed of the motor. When these two channel signals are exchanged, not only can they control the speed of motor, but also control the direction of the motor.



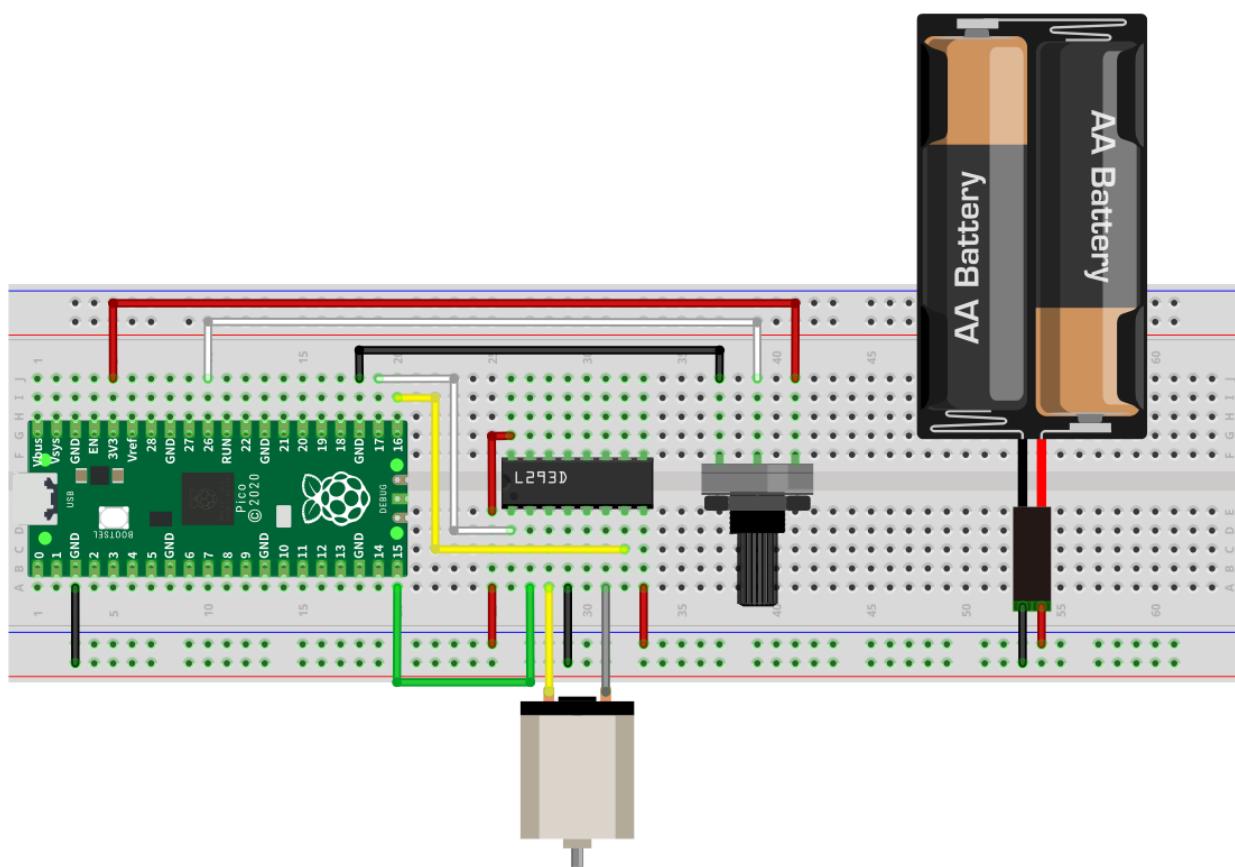
In practical use the motor is usually connected to channels 1 and 2 by outputting different levels to in1 and in2 to control the rotational direction of the motor, and output to the PWM wave to Enable1 port to control the motor's rotational speed. If the motor is connected to channel 3 and 4 by outputting different levels to in3 and in4 to control the motor's rotation direction, and output to the PWM wave to Enable2 pin to control the motor's rotational speed.

Circuit

Schematic diagram



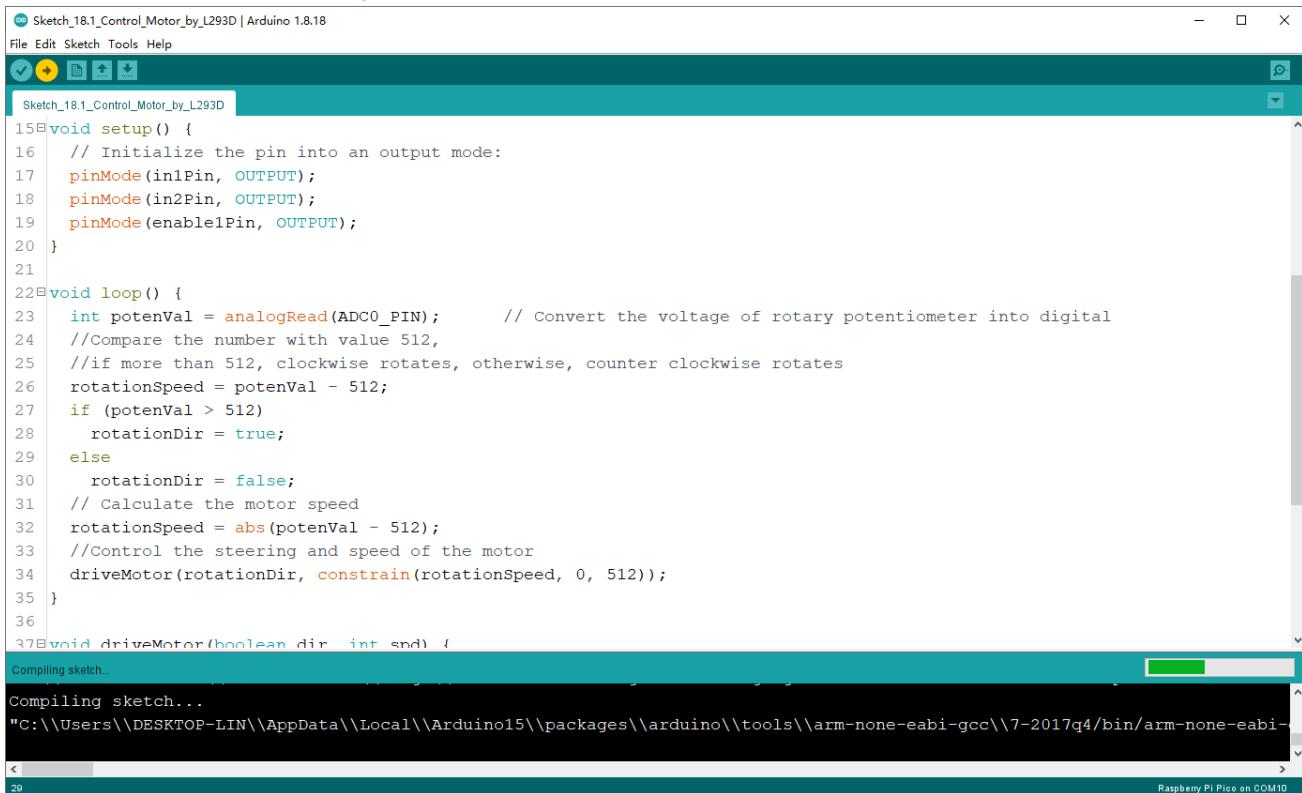
Hardware connection. If you need any support, please free to contact us via: support@freenove.com



Any concerns? [✉ support@freenove.com](mailto:support@freenove.com)

Sketch

Sketch_16.1_Control_Motor_by_L293D

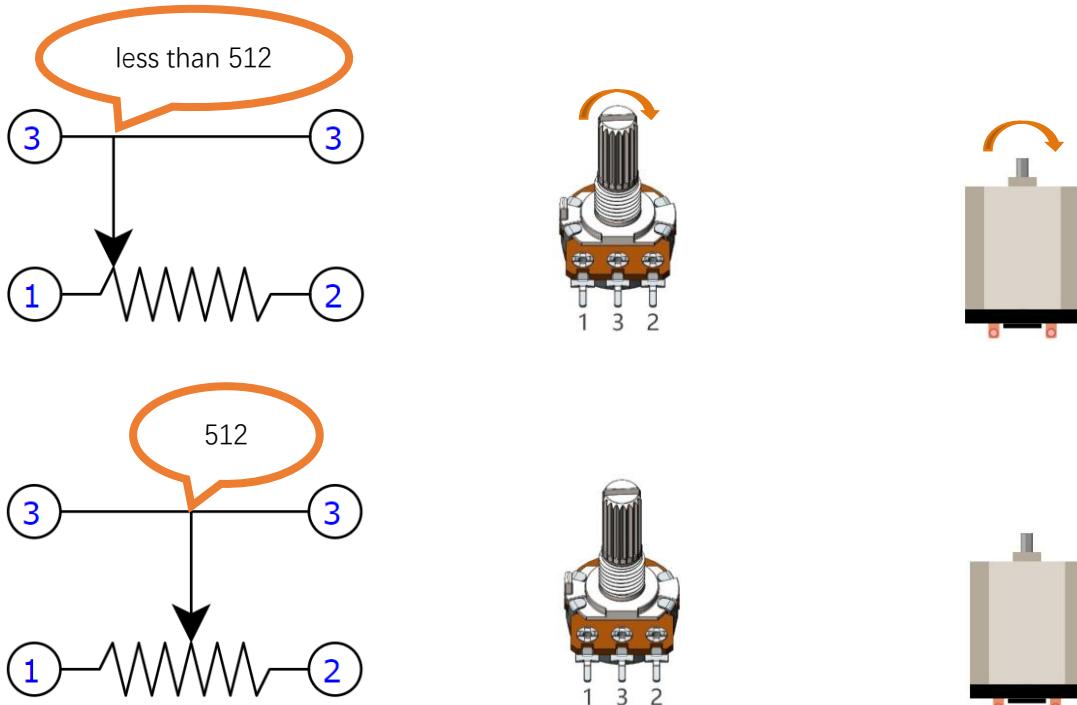


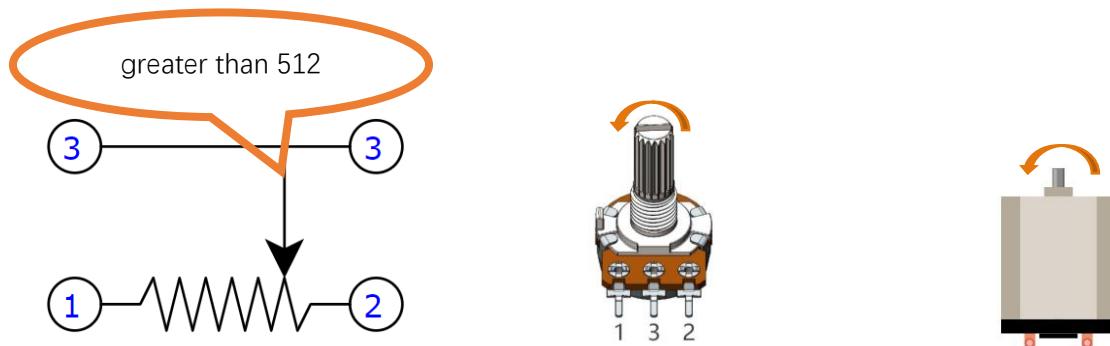
```

Sketch_16.1_Control_Motor_by_L293D | Arduino 1.8.18
File Edit Sketch Tools Help
Sketch_16.1_Control_Motor_by_L293D
15 void setup() {
16   // Initialize the pin into an output mode:
17   pinMode(in1Pin, OUTPUT);
18   pinMode(in2Pin, OUTPUT);
19   pinMode(enable1Pin, OUTPUT);
20 }
21
22 void loop() {
23   int potenVal = analogRead(ADC0_PIN);      // Convert the voltage of rotary potentiometer into digital
24   //Compare the number with value 512,
25   //if more than 512, clockwise rotates, otherwise, counter clockwise rotates
26   rotationSpeed = potenVal - 512;
27   if (potenVal > 512)
28     rotationDir = true;
29   else
30     rotationDir = false;
31   // Calculate the motor speed
32   rotationSpeed = abs(potenVal - 512);
33   //Control the steering and speed of the motor
34   driveMotor(rotationDir, constrain(rotationSpeed, 0, 512));
35 }
36
37 void driveMotor(boolean dir, int spd) {
Compiling sketch...
Compiling sketch...
"C:\Users\DESKTOP-LIN\AppData\Local\Arduino15\packages\arduino\tools\arm-none-eabi-gcc\7-2017q4/bin/arm-none-eabi-
29
Raspberry Pi Pico on COM10"

```

Download code to Pico, rotate the potentiometer in one direction and the motor speeds up slowly in one direction. And then rotate the potentiometer in the other direction and the motor will slow down to stop. And then rotate it in an inverse direction to accelerate the motor.





The following is the sketch:

```

1 int in1Pin = 15;           // Define L293D channel 1 pin
2 int in2Pin = 16;           // Define L293D channel 2 pin
3 int enable1Pin = 17;        // Define L293D enable 1 pin
4 int ADC0_PIN = 26;

5
6 boolean rotationDir; // Define a variable to save the motor's rotation direction
7 int rotationSpeed;    // Define a variable to save the motor rotation speed
8
9 void setup() {
10 // Initialize the pin into an output mode:
11 pinMode(in1Pin, OUTPUT);
12 pinMode(in2Pin, OUTPUT);
13 pinMode(enable1Pin, OUTPUT);
14 }
15
16 void loop() {
17 int potenVal = analogRead(ADC0_PIN);      // Convert the voltage of rotary potentiometer
into digital
18 //Compare the number with value 512,
19 //if more than 512, clockwise rotates, otherwise, counter clockwise rotates
20 rotationSpeed = potenVal - 512;
21 if (potenVal > 512)
22     rotationDir = true;
23 else
24     rotationDir = false;
25 // Calculate the motor speed
26 rotationSpeed = abs(potenVal - 512);
27 //Control the steering and speed of the motor
28 driveMotor(rotationDir, constrain(rotationSpeed, 0, 512));
29 }
30
31 void driveMotor(boolean dir, int spd) {
32 // Control motor rotation direction

```

```

33   if (dir) {
34     digitalWrite(in1Pin, HIGH);
35     digitalWrite(in2Pin, LOW);
36   }
37   else {
38     digitalWrite(in1Pin, LOW);
39     digitalWrite(in2Pin, HIGH);
40   }
41   // Control motor rotation speed
42   analogWrite(enable1Pin, spd);
43 }
```

The ADC of Pico has a 10-bit accuracy, corresponding to a range from 0 to 1023. In this program, set the number 512 as the midpoint. If the value of ADC is less than 512, make the motor rotate in one direction. If the value of ADC is greater than 512, make the motor rotate in the other direction. Subtract 512 from the ADC value and take the absolute value and use this result as the speed of the motor.

```

17   int potenVal = analogRead(ADC0_PIN);      // Convert the voltage of rotary potentiometer
into digital
18   //Compare the number with value 512,
19   //if more than 512, clockwise rotates, otherwise, counter clockwise rotates
20   rotationSpeed = potenVal - 512;
21   if (potenVal > 512)
22     rotationDir = true;
23   else
24     rotationDir = false;
25   // Calculate the motor speed
26   rotationSpeed = abs(potenVal - 512);
27   //Control the steering and speed of the motor
28   driveMotor(rotationDir, constrain(rotationSpeed, 0, 512));
```

Function `driveMotor` is used to control the rotation direction and speed of the motor. The `dir` represents direction while `spd` refers to speed.

```

31 void driveMotor(boolean dir, int spd) {
32   // Control motor rotation direction
33   if (dir) {
34     digitalWrite(in1Pin, HIGH);
35     digitalWrite(in2Pin, LOW);
36   }
37   else {
38     digitalWrite(in1Pin, LOW);
39     digitalWrite(in2Pin, HIGH);
40   }
41   // Control motor rotation speed
42   analogWrite(enable1Pin, spd);
43 }
```

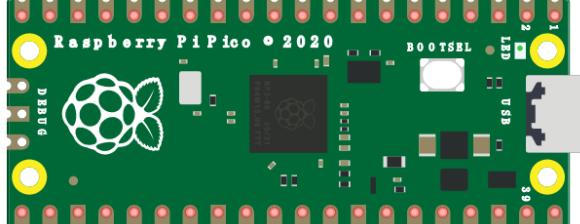
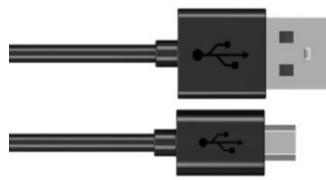
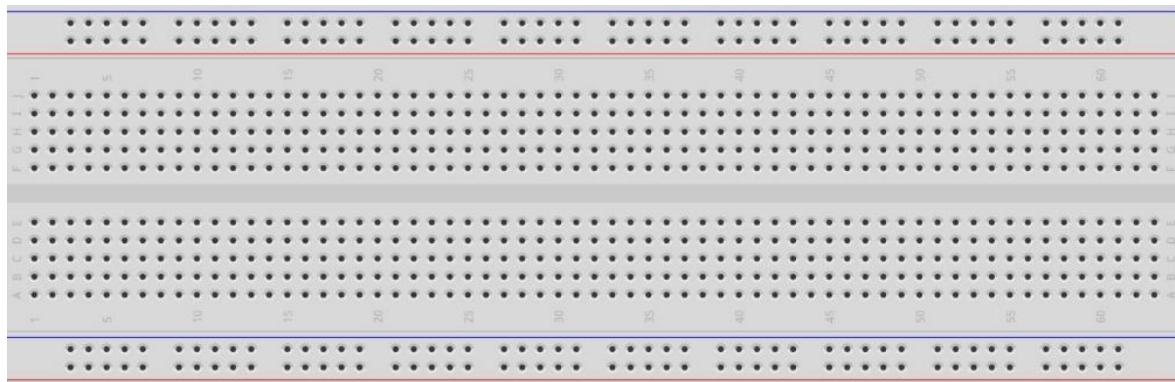
Chapter 17 Servo

Previously, we learned how to control the speed and rotational direction of a Motor. In this chapter, we will learn about Servos which are a rotary actuator type motor that can be controlled to rotate to specific angles.

Project 17.1 Servo Sweep

First, we need to learn how to make a Servo rotate.

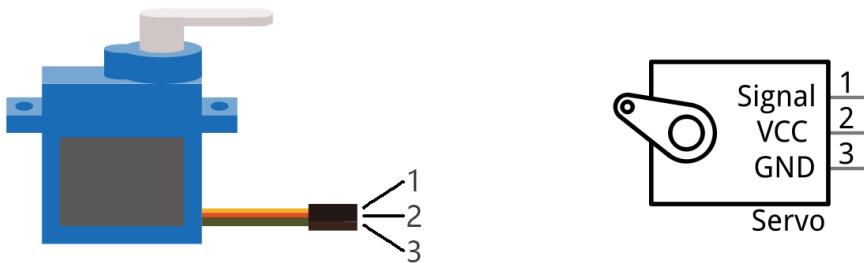
Component List

Raspberry Pi Pico x1	USB cable x1
 A green printed circuit board (PCB) for the Raspberry Pi Pico. It features a central Broadcom SoC, a USB Type-C port, and various pins and connectors. The board is labeled "Raspberry Pi Pico • 2020".	 Two standard black USB cables, each with a black USB-A connector at one end and a grey USB-B connector at the other.
Breadboard x1	 A schematic diagram of a breadboard. It shows a grid of 6 columns by 10 rows of 0.1-inch spaced holes. The columns are labeled A through F and the rows are numbered 1 through 60. Power rails are shown at the top and bottom.
Servo x1	Jumper

Component Knowledge

Servo

Servo is a compact package which consists of a DC Motor, a set of reduction gears to provide torque, a sensor and control circuit board. Most Servos only have a 180-degree range of motion via their "horn". Servos can output higher torque than a simple DC Motor alone and they are widely used to control motion in model cars, model airplanes, robots, etc. Servos have three wire leads which usually terminate to a male or female 3-pin plug. Two leads are for electric power: Positive (2-VCC, Red wire), Negative (3-GND, Brown wire), and the signal line (1-Signal, Orange wire) as represented in the Servo provided in your Kit.



We will use a 50Hz PWM signal with a duty cycle in a certain range to drive the Servo. The time interval of 0.5ms-2.5ms of PWM single cycle high level corresponds to the Servo angle 0 degrees - 180 degrees linearly. Part of the corresponding values are as follows:

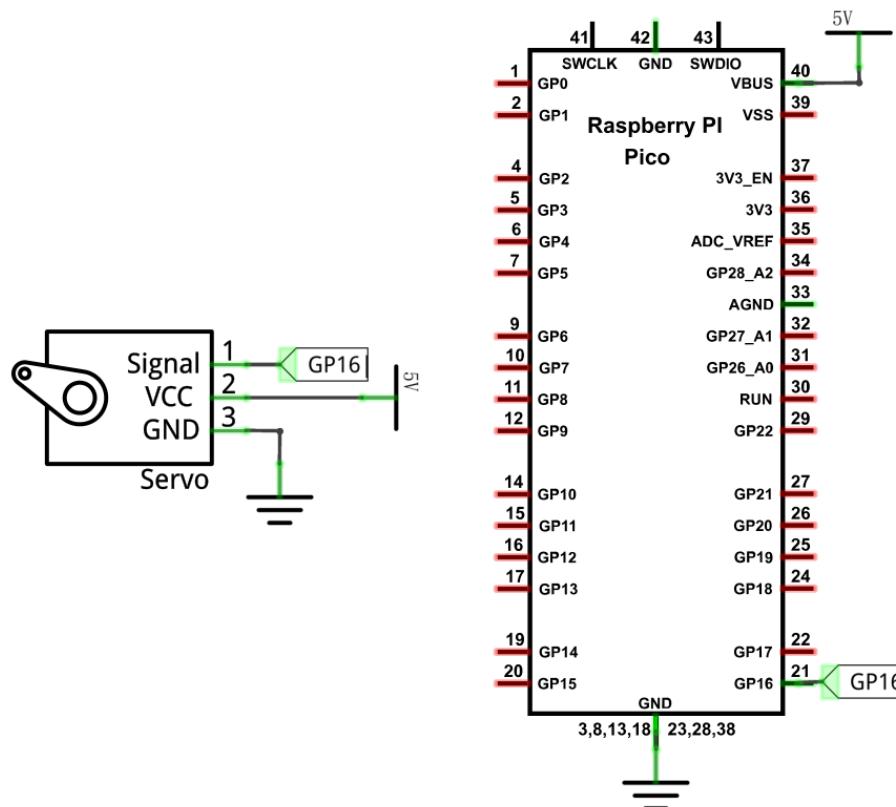
High level time	Servo angle
0.5ms	0 degree
1ms	45 degree
1.5ms	0 degree
2ms	45 degree
2.5ms	180 degree

When you change the Servo signal value, the Servo will rotate to the designated angle.

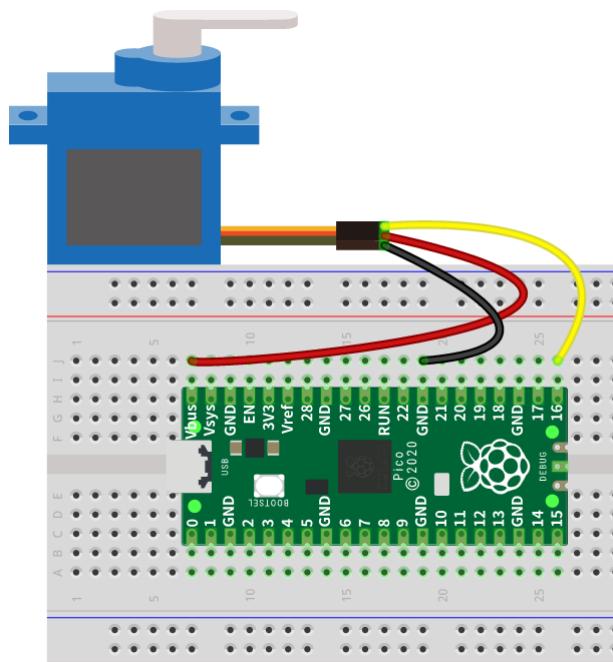
Circuit

Use caution when supplying power to the Servo, it should be 5V. Make sure you do not make any errors when connecting the Servo to the power supply.

Schematic diagram



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



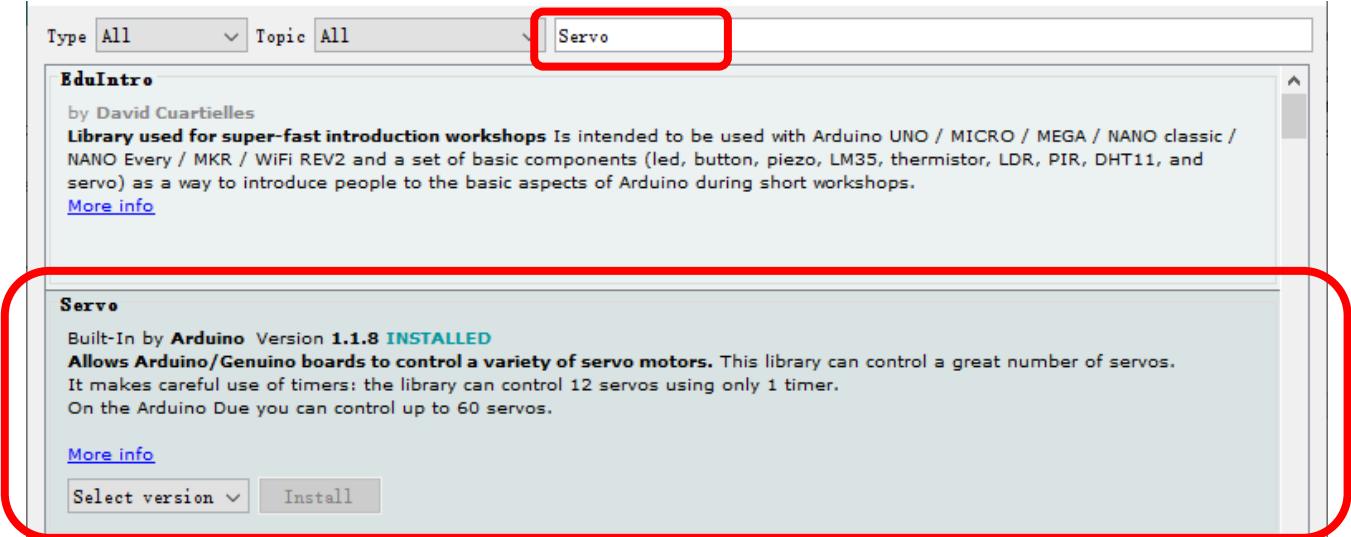
Any concerns? [✉ support@freenove.com](mailto:support@freenove.com)



Sketch

How to install the library

If you haven't installed it yet, please do so before learning. The steps to add third-party Libraries are as follows: open arduino->Sketch->Include library-> Manage libraries. Enter " Servo" in the search bar and select "Servo" for installation. Refer to the following operations:



Use the Servo library to control the servo motor and let the servo motor rotate back and forth.

Sketch_17.1_Servo_Sweep

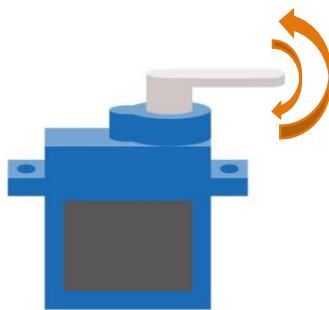
```

Sketch_19.1_Servo_Sweep | Arduino 1.8.18
File Edit Sketch Tools Help
Sketch_19.1_Servo_Sweep
7 #include <Servo.h>
8 #define servoPin 16
9
10 Servo myServo; // create servo object to control a servo
11 int pos = 0; // variable to store the servo position
12
13 void setup() {
14   myServo.attach(servoPin); // attaches the servo on pin 9 to the servo object
15 }
16
17 void loop() {
18   for (pos = 0; pos <= 180; pos += 1) { // goes from 0 degrees to 180 degrees
19     // in steps of 1 degree
20     myServo.write(pos); // tell servo to go to position in variable 'pos'
21     delay(15); // waits 15 ms for the servo to reach the position
22   }
23   for (pos = 180; pos >= 0; pos -= 1) { // goes from 180 degrees to 0 degrees
24     myServo.write(pos); // tell servo to go to position in variable 'pos'
25     delay(15); // waits 15 ms for the servo to reach the position
26   }
27 }

```

Compiling sketch...

Compile and upload the code to Pico, the servo will rotate from 0 degrees to 180 degrees and then reverse the direction to make it rotate from 180 degrees to 0 degrees and repeat these actions in an endless loop.



The following is the program code:

```

1 #include <Servo.h>
2 #define servoPin 16
3
4 Servo myServo; // create servo object to control a servo
5 int pos = 0; // variable to store the servo position
6
7 void setup() {
8     myServo.attach(servoPin); // attaches the servo on pin 9 to the servo object
9 }
10
11 void loop() {
12     for (pos = 0; pos <= 180; pos += 1) { // goes from 0 degrees to 180 degrees
13         // in steps of 1 degree
14         myServo.write(pos); // tell servo to go to position in variable 'pos'
15         delay(15); // waits 15 ms for the servo to reach the position
16     }
17     for (pos = 180; pos >= 0; pos -= 1) { // goes from 180 degrees to 0 degrees
18         myServo.write(pos); // tell servo to go to position in variable 'pos'
19         delay(15); // waits 15 ms for the servo to reach the position
20     }
21 }
```

Servo uses the Servo library, like the following reference to Servo library:

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

Servo library provides the Servo class that controls it. Servo class must be instantiated before using:

```
4 Servo myServo; // create servo object to control a servo
```

Set the control servo motor pin.

```
8 myServo.attach(servoPin); // attaches the servo on pin 9 to the servo object
```

After initializing the servo, you can control the servo to rotate to a specific angle:

```
17 myServo.write(posVal);
```



Reference

Servo Class

Servo class must be instantiated when used, that is, define an object of Servo type, for example:

Servo myservo;

Most other boards can define 12 objects of Servo type, namely, they can control up to 12 servos.

The function commonly used in the servo class is as follows:

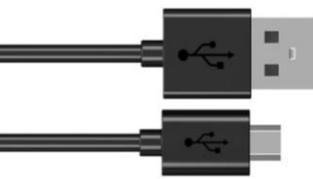
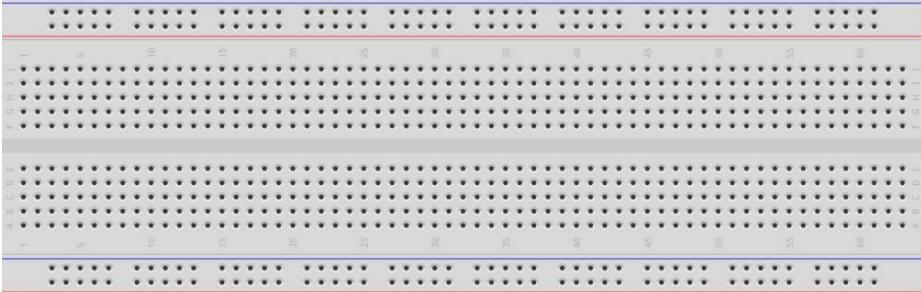
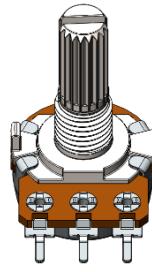
myservo.attach(pin): Initialize the servo, the parameter is the port connected to servo signal line;

myservo.write(angle): Control servo to rotate to the specified angle; parameter here is to specify the angle.

Project 17.2 Servo Knob

Use a potentiometer to control the servo motor to rotate at any angle.

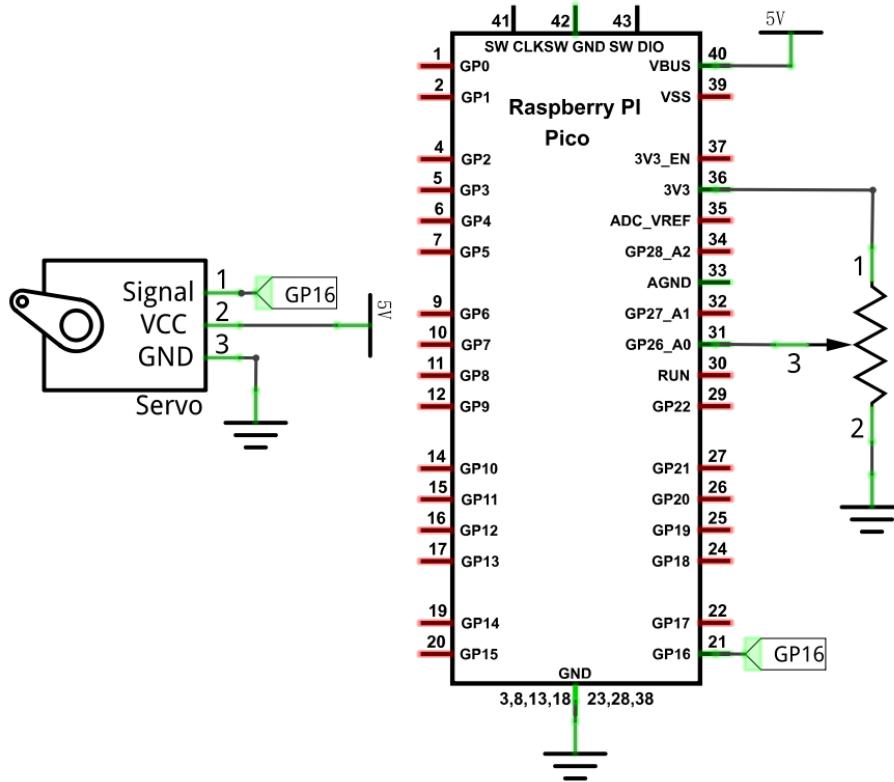
Component List

Raspberry Pi Pico x1	USB cable x1	
		
Breadboard x1		
		
Servo x1	Jumper	Rotary potentiometer x1
		

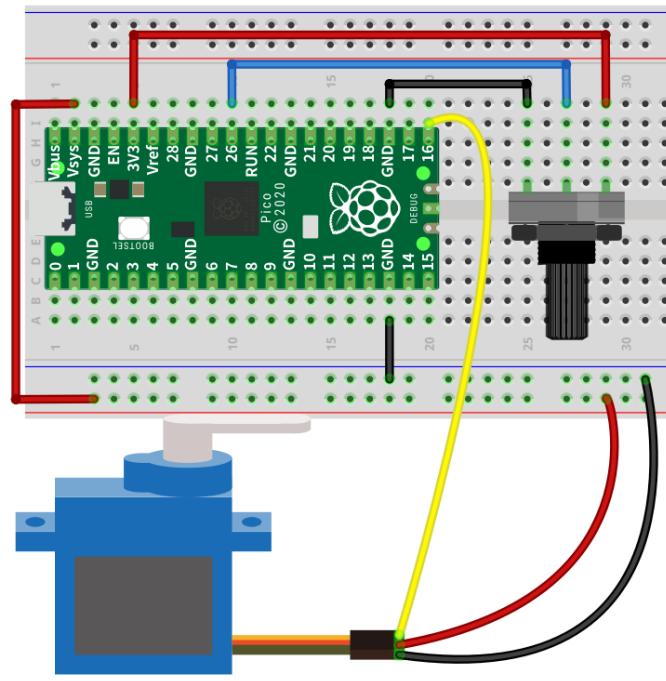
Circuit

Use caution when supplying power to the Servo, it should be 5V. Make sure you do not make any errors when connecting the Servo to the power supply.

Schematic diagram



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



Any concerns? ✉ support@freenove.com

Sketch

Sketch_17.2_Control_Servo_by_Potentiometer

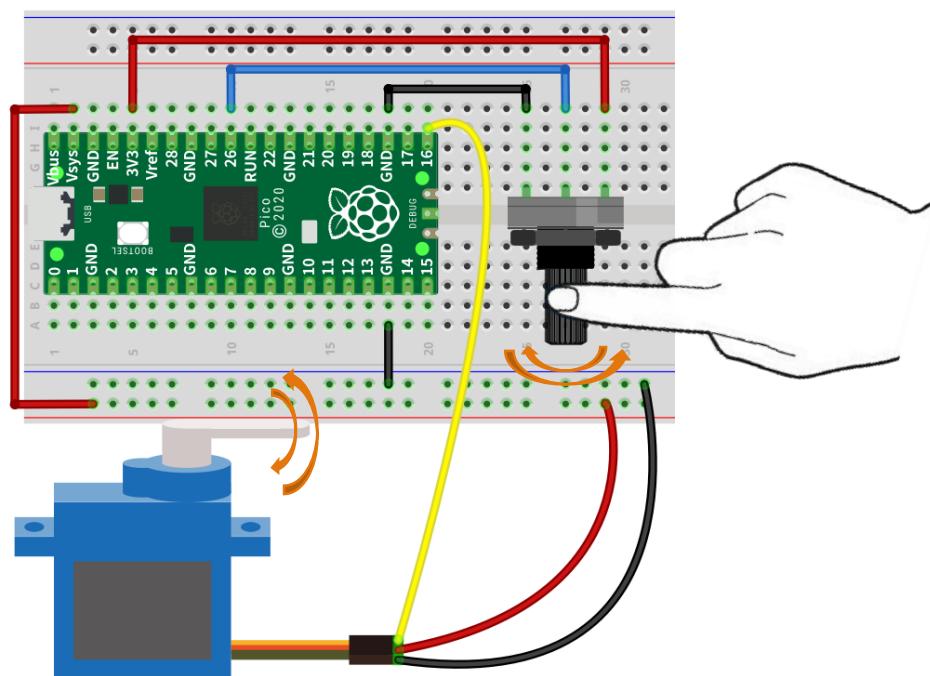
Now, write the code to detect the voltage of rotary potentiometer, and control servo to rotate to a different angle according to that.

```

1 #include <Servo.h>
2
3 #define servoPin 16          // define the pin of servo signal line
4 #define adcPin   26          // analog pin used to connect the potentiometer
5
6 Servo myservo;           // create servo object to control a servo
7 int potVal;              // variable to read the potValue from the analog pin
8
9 void setup() {
10     myservo.attach(servoPin); // attaches the servo on servoPin to the servo object
11 }
12
13 void loop() {
14     potVal = analogRead(adcPin);      // reads the potValue of the potentiometer
15     potVal = map(potVal, 0, 1023, 0, 180); // scale it to use it with the servo
16     myservo.write(potVal);           // sets the servo position
17     delay(15);                   // waits for the servo to get there
18 }
```

In the code, we obtain the ADC value of GP26, and map it to the servo angle.

Verify and upload the code, turn the potentiometer shaft, then the servo will rotate to a corresponding angle.



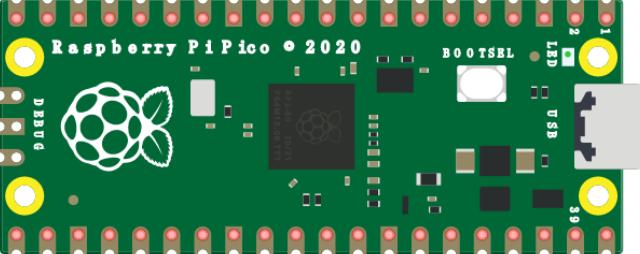
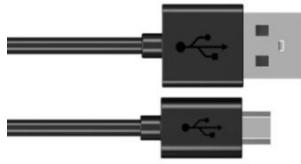
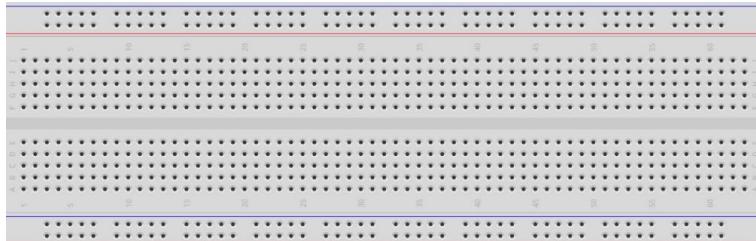
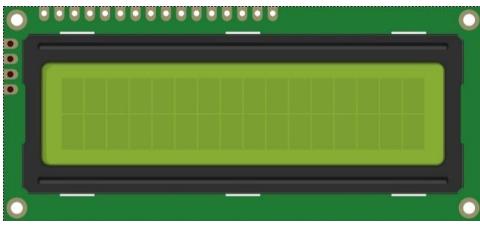
Chapter 18 LCD1602

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

Project 18.1 LCD1602

In this section we learn how to use LCD1602 to display something.

Component List

Raspberry Pi Pico x1		USB cable x1	
Breadboard x1			
LCD1602 Module x1		Jumper	

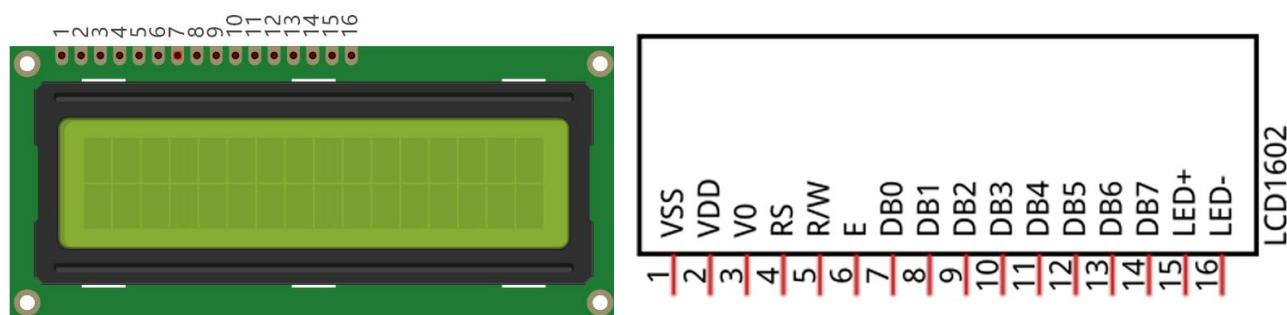
Component Knowledge

I2C communication

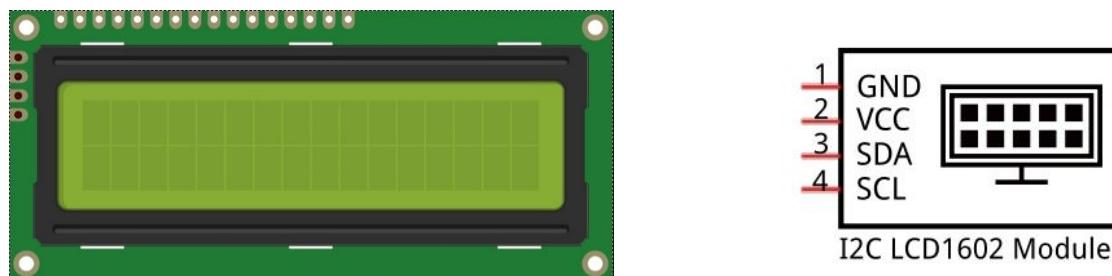
I2C (Inter-Integrated Circuit) is a two-wire serial communication mode, which can be used for the connection of micro controllers and their peripheral equipment. Devices using I2C communication must be connected to the serial data (SDA) line, and serial clock (SCL) line (called I2C bus). Each device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

LCD1602 communication

The LCD1602 Display Screen can display 2 lines of characters in 16 columns. It is capable of displaying numbers, letters, symbols, ASCII code and so on. As shown below is a monochrome LCD1602 Display Screen along with its circuit pin diagram.

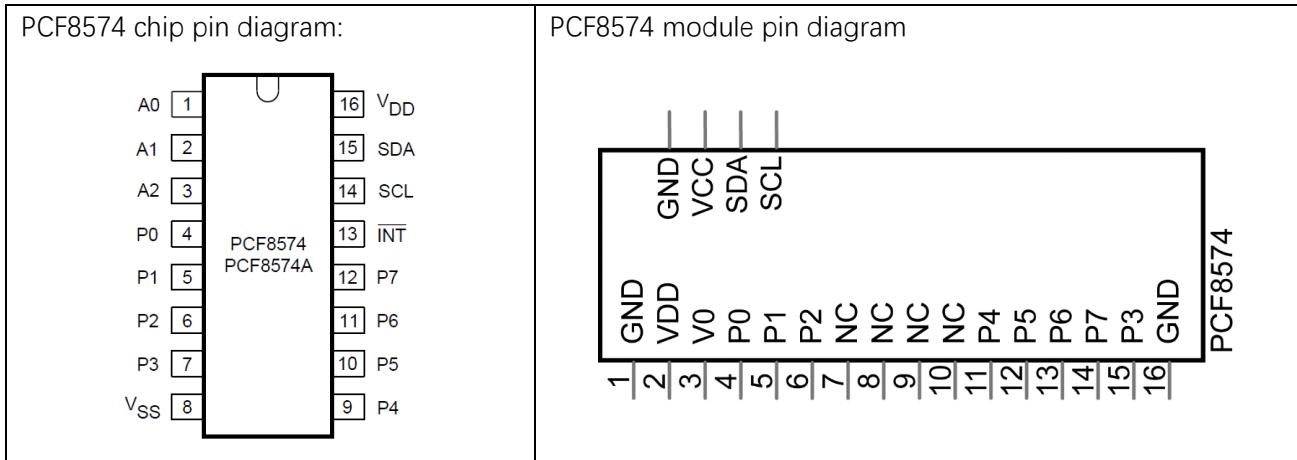


I2C LCD1602 Display Screen integrates an I2C interface, which connects the serial-input & parallel-output module to the LCD1602 Display Screen. This allows us to use only 4 lines to operate the LCD1602.

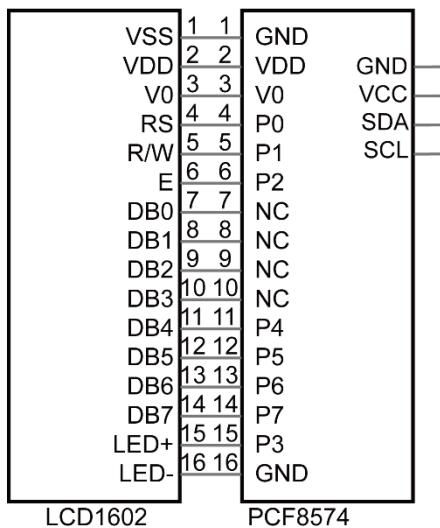


The serial-to-parallel IC chip used in this module is PCF8574T (PCF8574AT), and its default I2C address is 0x27(0x3F).

Below is the PCF8574 pin schematic diagram and the block pin diagram:



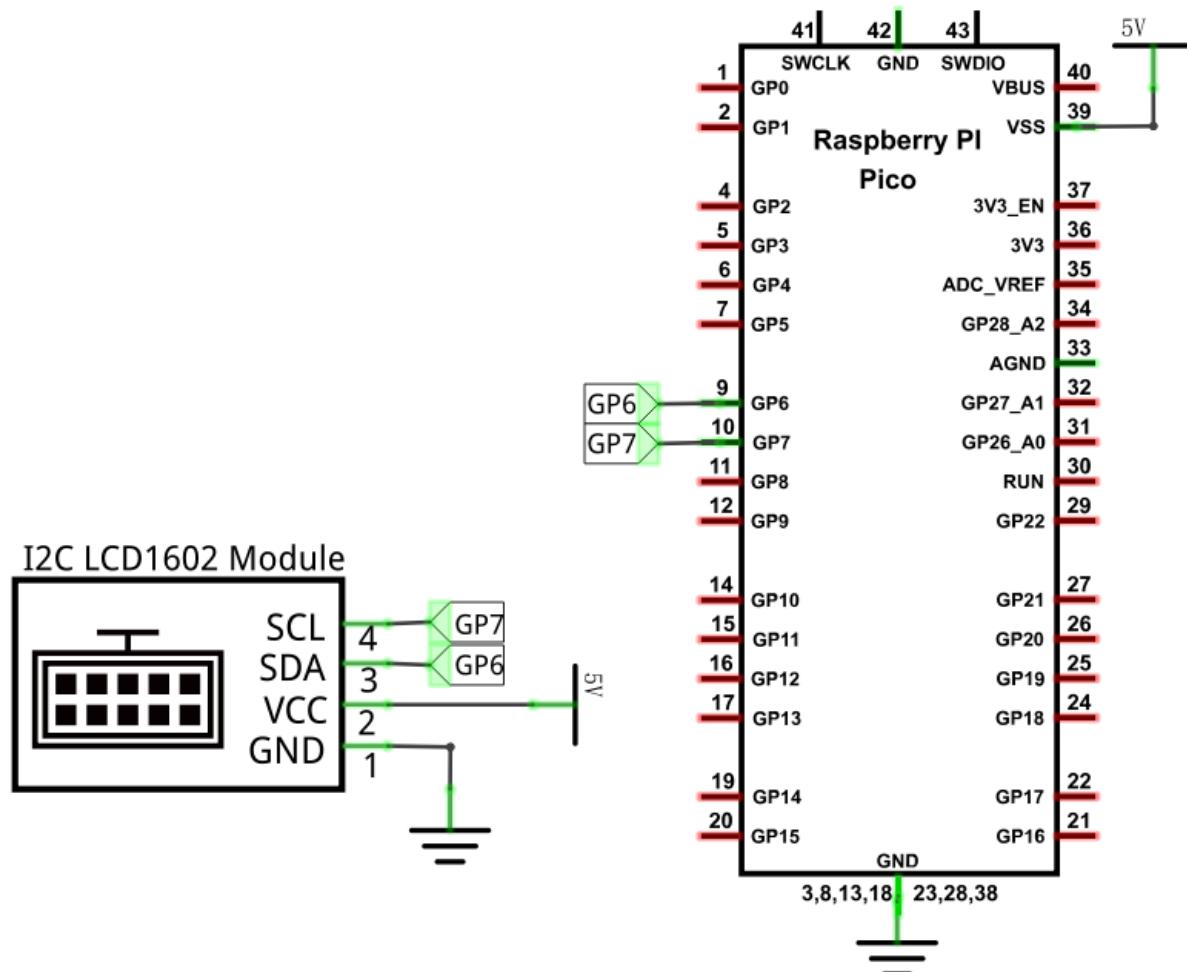
PCF8574 module pin and LCD1602 pin are corresponding to each other and connected with each other:



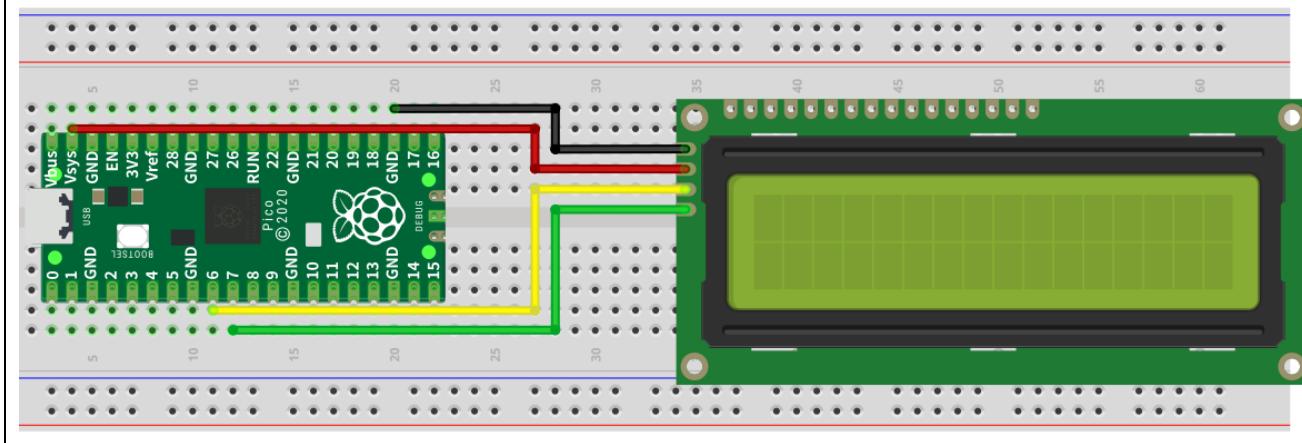
So we only need 4 pins to control the 16 pins of the LCD1602 Display Screen through the I2C interface. In this project, we will use the I2C LCD1602 to display some static characters and dynamic variables.

Circuit

Schematic diagram



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

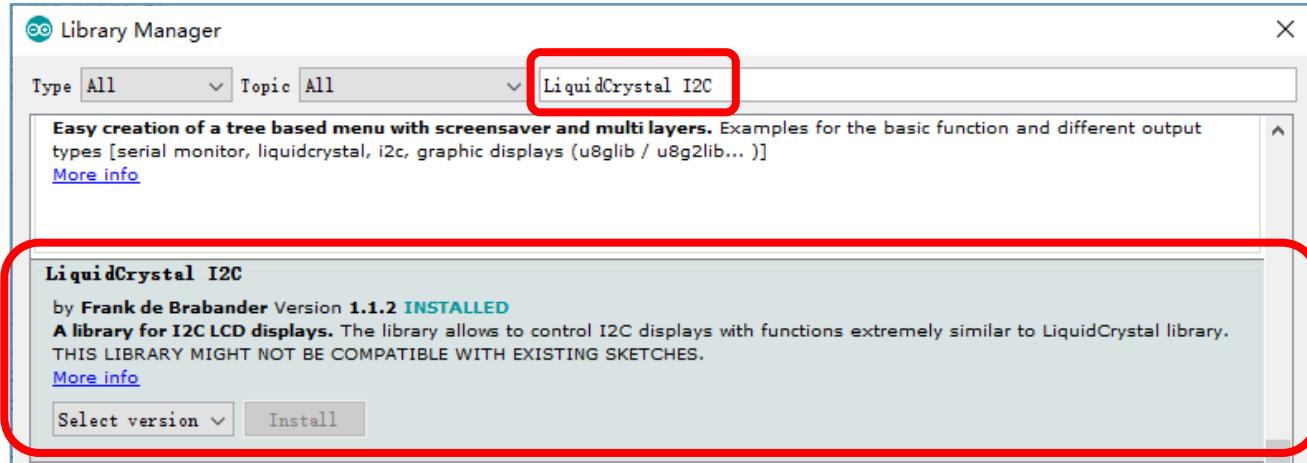




Sketch

How to install the library

We use the third party library **LiquidCrystal I2C**. If you haven't installed it yet, please do so before learning. The steps to add third-party Libraries are as follows: open arduino->Sketch->Include library-> Manage libraries. Enter " LiquidCrystal I2C" in the search bar and select " LiquidCrystal I2C " for installation.



Use I2C LCD 1602 to display characters and variables.

Sketch_18.1_Display_the_string_on_LCD1602

```

Sketch_21.1_Display_the_string_on_LCD1602 | Arduino 1.8.18
File Edit Sketch Tools Help
Sketch_21.1_Display_the_string_on_LCD1602
7 #include <LiquidCrystal_I2C.h>
8
9 /*
10  * note:If lcd1602 uses PCF8574T, IIC's address is 0x27,
11  *       or lcd1602 uses PCF8574AT, IIC's address is 0x3F.
12 */
13 LiquidCrystal_I2C lcd(0x27,16,2);
14
15 void setup() {
16   lcd.init(); // LCD driver initialization
17   lcd.backlight(); // Open the backlight
18   lcd.setCursor(0,0); // Move the cursor to row 0, column 0
19   lcd.print("hello world"); // The print content is displayed on the LCD
20 }
21
22 void loop() {
23   lcd.setCursor(0,1); // Move the cursor to row 1, column 0
24   lcd.print("Counter:"); // The count is displayed every second
25   lcd.print(millis() / 1000);
26   delay(1000);
27 }

```

Compile and upload the code to Pico and the LCD1602 displays characters.



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



The following is the program code:

```

1 #include <LiquidCrystal_I2C.h>
2 /*
3 * note:If lcd1602 uses PCF8574T, IIC's address is 0x27,
4 *      or lcd1602 uses PCF8574AT, IIC's address is 0x3F.
5 */
6 LiquidCrystal_I2C lcd(0x27, 16, 2);
7
8 void setup() {
9     lcd.init();                      // LCD driver initialization
10    lcd.backlight();                 // Open the backlight
11    lcd.setCursor(0,0);              // Move the cursor to row 0, column 0
12    lcd.print("hello world");        // The print content is displayed on the LCD
13 }
14
15 void loop() {
16     lcd.setCursor(0,1);              // Move the cursor to row 1, column 0
17     lcd.print("Counter:");          // The count is displayed every second
18     lcd.print(millis() / 1000);
19     delay(1000);
20 }
```

Include header file of Liquid Crystal Display (LCD)1602.

```
1 #include <LiquidCrystal_I2C.h>
```

Instantiate the I2C LCD1602 screen. It should be noted here that if your LCD driver chip uses PCF8574T, set the I2C address to 0x27, and if uses PCF8574AT, set the I2C address to 0x3F.

```
7 LiquidCrystal_I2C lcd(0x27, 16, 2);
```

Initialize LCD1602 and turn on the backlight of LCD.

```
10  lcd.init();           // LCD driver initialization
11  lcd.backlight();      // Turn on the backlight
```

Move the cursor to the first row, first column, and then display the character.

```
12  lcd.setCursor(0,0);    // Move the cursor to row 0, column 0
13  lcd.print("hello, world!"); // The print content is displayed on the LCD
```

Print the number on the second line of LCD1602.

```
16 void loop() {
17   lcd.setCursor(0,1);      // Move the cursor to row 1, column 0
18   lcd.print("Counter:");   // The count is displayed every second
19   lcd.print(millis() / 1000);
20   delay(1000);
21 }
```

Reference

class LiquidCrystal

The LiquidCrystal class can manipulate common LCD screens. The first step is defining an object of LiquidCrystal, for example:

LiquidCrystal_I2C lcd(0x27, 16, 2);

Instantiate the Lcd1602 and set the I2C address to 0x27, with 16 columns per row and 2 rows per column.

init();

Initializes the Lcd1602's device

backlight();

Turn on Lcd1602's backlight.

setCursor(column, row);

Sets the screen's column and row.

column: The range is 0 to 15.

row: The range is 0 to 1.

print(String);

Print the character string on Lcd1602

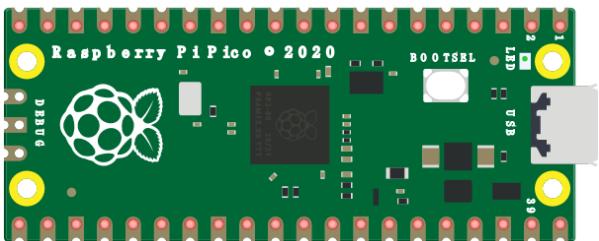
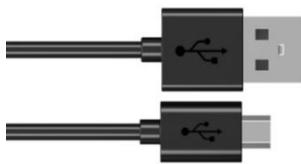
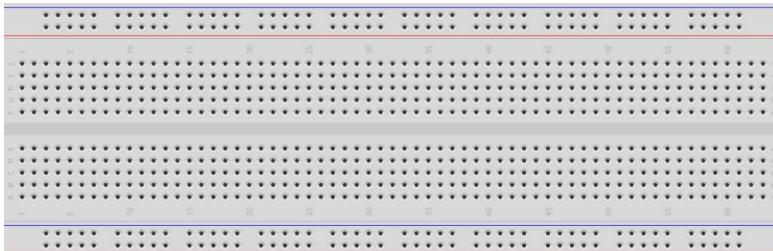
Chapter 19 Ultrasonic Ranging

In this chapter, we learn a module which use ultrasonic to measure distance, HC SR04.

Project 19.1 Ultrasonic Ranging

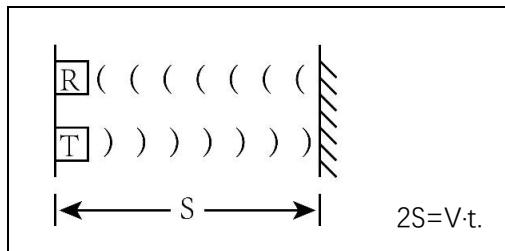
In this project, we use ultrasonic ranging module to measure distance, and print out the data in the terminal.

Component List

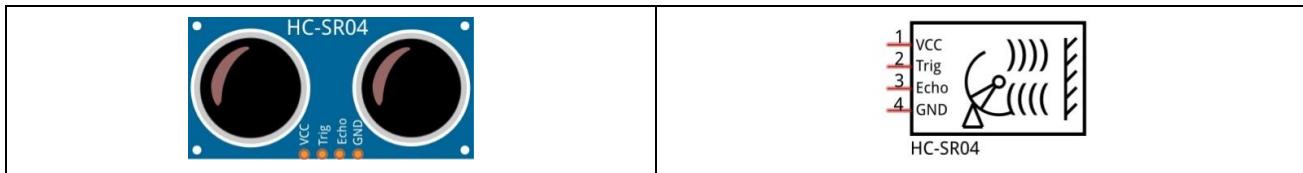
Raspberry Pi Pico x1		USB cable x1	
Breadboard x1			
Jumper		HC SR04 x1	

Component Knowledge

The Ultrasonic Ranging Module uses the principle that ultrasonic waves will reflect when they encounter any obstacles. This is possible by counting the time interval between when the ultrasonic wave is transmitted to when the ultrasonic wave reflects back after encountering an obstacle. Time interval counting will end after an ultrasonic wave is received, and the time difference (delta) is the total time of the ultrasonic wave's journey from being transmitted to being received. Because the speed of sound in air is a constant, and is about $v=340\text{m/s}$, we can calculate the distance between the Ultrasonic Ranging Module and the obstacle: $s=vt/2$.



The HC-SR04 Ultrasonic Ranging Module integrates both an ultrasonic transmitter and a receiver. The transmitter is used to convert electrical signals (electrical energy) into high frequency (beyond human hearing) sound waves (mechanical energy) and the function of the receiver is opposite of this. The picture and the diagram of the HC SR04 Ultrasonic Ranging Module are shown below:



Pin description:

Pin	Description
VCC	power supply pin
Trig	trigger pin
Echo	Echo pin
GND	GND

Technical specs:

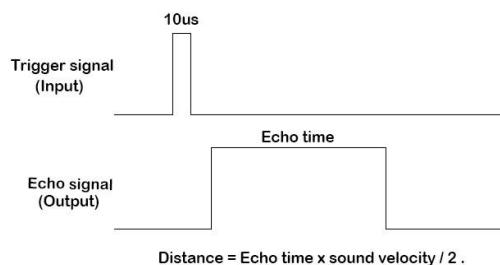
Working voltage: 5V

Working current: 12mA

Minimum measured distance: 2cm

Maximum measured distance: 200cm

Instructions for Use: output a high-level pulse in Trig pin lasting for least 10us, the module begins to transmit ultrasonic waves. At the same time, the Echo pin is pulled up. When the module receives the returned ultrasonic waves from encountering an obstacle, the Echo pin will be pulled down. The duration of high level in the Echo pin is the total time of the ultrasonic wave from transmitting to receiving, $s=vt/2$.

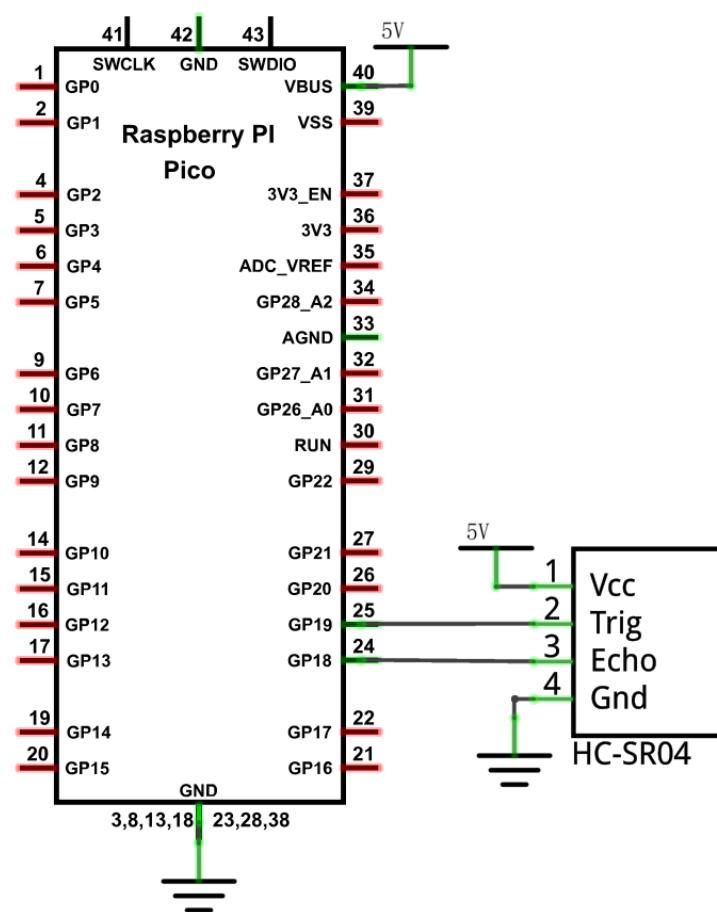


Any concerns? ✉ support@freenove.com

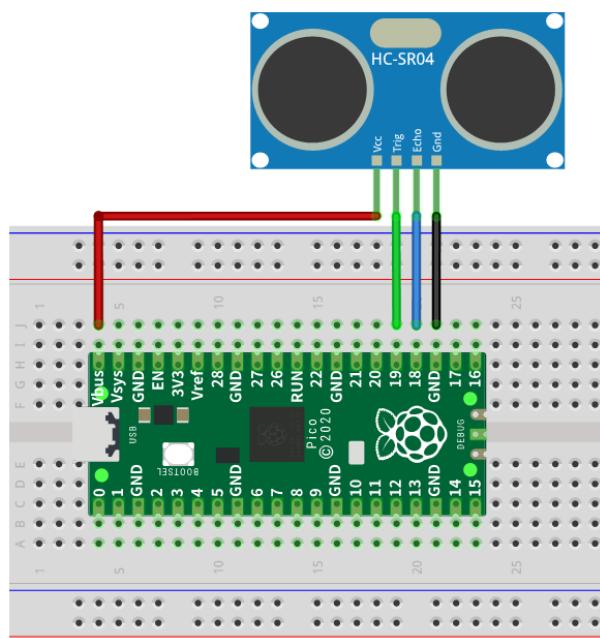
Circuit

Note that the voltage of ultrasonic module is 5V in the circuit.

Schematic diagram



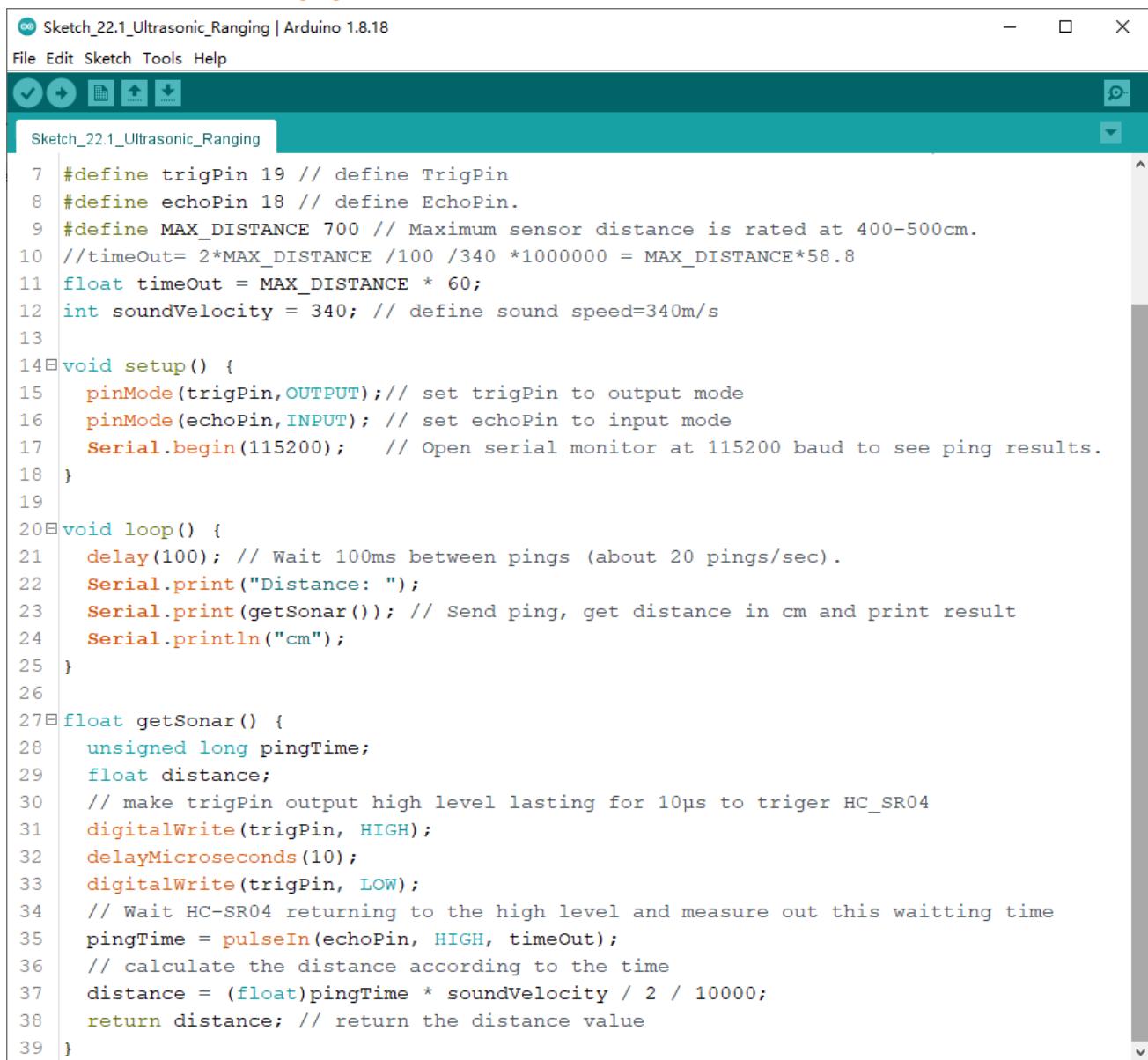
Hardware connection. If you need any support, please feel free to contact us via: support@freenove.com



Any concerns? ✉ support@freenove.com

Sketch

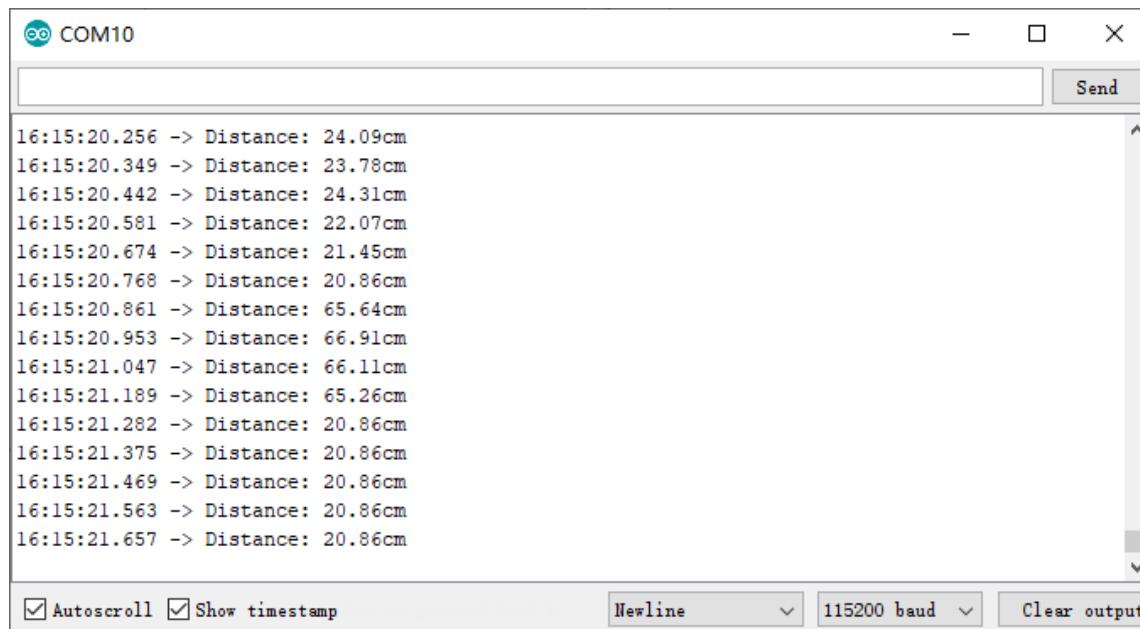
Sketch_19.1_Ultrasonic_Ranging



The screenshot shows the Arduino IDE interface with the sketch titled "Sketch_19.1_Ultrasonic_Ranging". The code implements ultrasonic ranging using pins 19 and 18. It defines a maximum distance of 700 cm, sets up the pins, and initializes the serial port at 115200 baud. The loop sends ping requests every 100ms, prints the distance in cm, and adds a "cm" suffix. The getSonar() function triggers the HC-SR04 module and measures the time taken for the echo to return.

```
#define trigPin 19 // define TrigPin
#define echoPin 18 // define EchoPin.
#define MAX_DISTANCE 700 // Maximum sensor distance is rated at 400-500cm.
//timeOut= 2*MAX_DISTANCE /100 /340 *1000000 = MAX_DISTANCE*58.8
float timeOut = MAX_DISTANCE * 60;
int soundVelocity = 340; // define sound speed=340m/s
13
void setup() {
  pinMode(trigPin,OUTPUT); // set trigPin to output mode
  pinMode(echoPin,INPUT); // set echoPin to input mode
  Serial.begin(115200); // Open serial monitor at 115200 baud to see ping results.
}
19
void loop() {
  delay(100); // Wait 100ms between pings (about 20 pings/sec).
  Serial.print("Distance: ");
  Serial.print(getSonar()); // Send ping, get distance in cm and print result
  Serial.println("cm");
}
26
float getSonar() {
  unsigned long pingTime;
  float distance;
  // make trigPin output high level lasting for 10µs to trigger HC_SR04
  digitalWrite(trigPin, HIGH);
  delayMicroseconds(10);
  digitalWrite(trigPin, LOW);
  // Wait HC-SR04 returning to the high level and measure out this waiting time
  pingTime = pulseIn(echoPin, HIGH, timeOut);
  // calculate the distance according to the time
  distance = (float)pingTime * soundVelocity / 2 / 10000;
  return distance; // return the distance value
}
```

Download the code to Pico, open the serial monitor, set the baud rate to 115200 and you can use it to measure the distance between the ultrasonic module and the object, as shown in the following picture:



The following is the program code:

```

1 #define trigPin 19 // define trigPin
2 #define echoPin 18 // define echoPin.
3 #define MAX_DISTANCE 700 // Maximum sensor distance is rated at 400–500cm.
4 //timeOut= 2*MAX_DISTANCE /100 /340 *1000000 = MAX_DISTANCE*58.8
5 float timeOut = MAX_DISTANCE * 60;
6 int soundVelocity = 340; // define sound speed=340m/s
7
8 void setup() {
9     pinMode(trigPin,OUTPUT);// set trigPin to output mode
10    pinMode(echoPin,INPUT); // set echoPin to input mode
11    Serial.begin(115200); // Open serial monitor at 115200 baud to see ping results.
12 }
13
14 void loop() {
15     delay(100); // Wait 100ms between pings (about 20 pings/sec).
16     Serial.printf("Distance: ");
17     Serial.print(getSonar()); // Send ping, get distance in cm and print result
18     Serial.println("cm");
19 }
20
21 float getSonar() {
22     unsigned long pingTime;
23     float distance;
24     // make trigPin output high level lasting for 10us to trigger HC_SR04
25     digitalWrite(trigPin, HIGH);
26     delayMicroseconds(10);
27     digitalWrite(trigPin, LOW);

```

```

28 // Wait HC-SR04 returning to the high level and measure out this waiting time
29 pingTime = pulseIn(echoPin, HIGH, timeOut);
30 // calculate the distance according to the time
31 distance = (float)pingTime * soundVelocity / 2 / 10000;
32 return distance; // return the distance value
33 }
```

First, define the pins and the maximum measurement distance.

```

1 #define trigPin 19 // define trigPin
2 #define echoPin 18 // define echoPin.
3 #define MAX_DISTANCE 700           //define the maximum measured distance
```

If the module does not return high level, we cannot wait for this forever, so we need to calculate the time period for the maximum distance, that is, time Out. timeOut= $2 \times \text{MAX_DISTANCE} / 100 / 340 \times 1000000$. The result of the constant part in this formula is approximately 58.8.

```
5 float timeOut = MAX_DISTANCE * 60;
```

Subfunction getSonar () function is used to start the ultrasonic module to begin measuring, and return the measured distance in cm units. In this function, first let trigPin send 10us high level to start the ultrasonic module. Then use pulseIn () to read the ultrasonic module and return the duration time of high level. Finally, the measured distance according to the time is calculated.

```

21 float getSonar() {
22     unsigned long pingTime;
23     float distance;
24     // make trigPin output high level lasting for 10 μs to trigger HC_SR04?
25     digitalWrite(trigPin, HIGH);
26     delayMicroseconds(10);
27     digitalWrite(trigPin, LOW);
28     // Wait HC-SR04 returning to the high level and measure out this waiting time
29     pingTime = pulseIn(echoPin, HIGH, timeOut);
30     // calculate the distance according to the time
31     distance = (float)pingTime * soundVelocity / 2 / 10000;
32     return distance; // return the distance value
33 }
```

Lastly, in loop() function, get the measurement distance and display it continually.

```

14 void loop() {
15     delay(100); // Wait 100ms between pings (about 20 pings/sec).
16     Serial.printf("Distance: ");
17     Serial.print(getSonar()); // Send ping, get distance in cm and print result
18     Serial.println("cm");
19 }
```

About function pulseIn ():

int pulseIn(int pin, int level, int timeout);

pin: the number of the Arduino pin on which you want to read the pulse. Allowed data types: int.

value: type of pulse to read: either HIGH or LOW. Allowed data types: int.

timeout (optional): the number of microseconds to wait for the pulse to start; default is one second.

Project 19.2 Ultrasonic Ranging

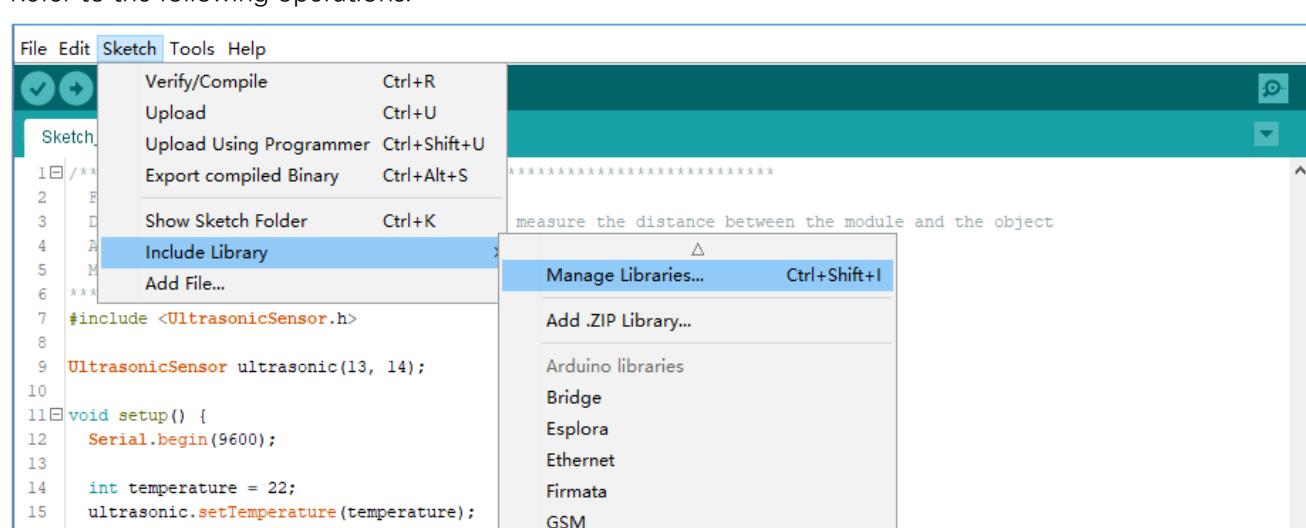
Component List and Circuit

Component List and Circuit are the same as the previous section.

Sketch

How to install the library

We use the third party library UltrasonicSensor. If you haven't installed it yet, please do so before learning. The steps to add third-party Libraries are as follows: open arduino->Sketch->Include library-> Manage libraries. Enter "UltrasonicSensor" in the search bar and select "UltrasonicSensor" for installation. Refer to the following operations:





Sketch_19.2_Ultrasonic_Ranging

```

Sketch_22.2_Ultrasonic_Ranging | Arduino 1.8.18
File Edit Sketch Tools Help
Sketch_22.2_Ultrasonic_Ranging
7 #include <UltrasonicSensor.h>
8
9 //Attach the trigger and echo pins
10 UltrasonicSensor ultrasonic(19, 18);
11
12 void setup() {
13   Serial.begin(115200);
14   //set the speed of sound propagation according to the temperature to reduce errors
15   int temperature = 22;//Setting ambient temperature
16   ultrasonic.setTemperature(temperature);
17 }
18
19 void loop() {
20   int distance = ultrasonic.distanceInCentimeters();
21   Serial.println(String("Distance: ")+distance+String("cm"));
22   delay(300);
23 }

```

Upload the sketch to Pico, open the serial monitor and set the baud rate to 115200. Use the ultrasonic module to measure distance, as shown in the following picture:

```

COM10
16:27:27.886 -> Distance: 26cm
16:27:28.211 -> Distance: 23cm
16:27:28.492 -> Distance: 24cm
16:27:28.773 -> Distance: 27cm
16:27:29.096 -> Distance: 21cm
16:27:29.380 -> Distance: 25cm
16:27:29.658 -> Distance: 24cm
16:27:29.939 -> Distance: 28cm
16:27:30.264 -> Distance: 31cm
16:27:30.539 -> Distance: 24cm
16:27:30.816 -> Distance: 23cm
16:27:31.141 -> Distance: 22cm
16:27:31.421 -> Distance: 27cm
16:27:31.700 -> Distance: 22cm
16:27:31.985 -> Distance: 21cm

```

Autoscroll Show timestamp Newline 115200 baud Clear output

The following is the program code:

```

1 #include <UltrasonicSensor.h>
2
3 //Attach the trigger and echo pins
4 UltrasonicSensor ultrasonic(19, 18);
5
6 void setup() {
7   Serial.begin(115200);
8   //set the speed of sound propagation according to the temperature to reduce errors
9   int temperature = 22; //Setting ambient temperature
10  ultrasonic.setTemperature(temperature);
11 }
12
13 void loop() {
14   int distance = ultrasonic.distanceInCentimeters();
15   Serial.print(String("Distance: ")+distance+String("cm\n"));
16   delay(300);
17 }
```

First, add UltrasonicSensor library.

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

Define an ultrasonic object and associate it with the pins.

```
4 UltrasonicSensor ultrasonic(19, 18);
```

Set the ambient temperature to make the module measure more accurately.

```
10 ultrasonic.setTemperature(temperature);
```

Use the distanceInCentimeters function to get the distance measured by the ultrasound and print it out through the serial port.

```

13 void loop() {
14   int distance = ultrasonic.distanceInCentimeters();
15   Serial.print(String("Distance: ")+distance+String("cm\n"));
16   delay(300);
17 }
```

Reference

class UltrasonicSensor

class UltrasonicSensor must be instantiated when used, that is, define an object of Servo type, for example:

UltrasonicSensor ultrasonic(19, 18);

setTemperature(value): The speed of sound propagation is different at different temperatures. In order to get more accurate data, this function needs to be called. **value** is the temperature value of the current environment.

distanceInCentimeters(): The ultrasonic distance acquisition function returns the value in centimeters.

distanceInMillimeters(): The ultrasonic distance acquisition function returns the value in millimeter.



Chapter 20 Infrared Remote

In this chapter, we'll learn how to use an infrared remote control, and control an LED.

Project 20.1 Infrared Remote Control

First, we need to understand how infrared remote control works, then get the command sent from infrared remote control.

Component List

Raspberry Pi Pico x1	A green printed circuit board with a central Broadcom SoC, labeled "Raspberry Pi Pico • 2020". It has various pins, a USB port, and a power jack.	USB cable x1	Two standard black USB-A to USB-B cables.
Breadboard x1	A standard breadboard with a grid of 40 columns and 24 rows of holes for component placement.		
Jumper	A long, thin black wire with two small black caps at the ends.		
Infrared Remote x1	A small grey remote control device with a single infrared LED on top.	Resistor 10kΩ x1	A cylindrical component with a red band indicating its value.
	A diagram showing the layout of buttons on an infrared remote, including numbers 0-9, arrows, and special functions like TEST, C, and MENU.		

Component Knowledge

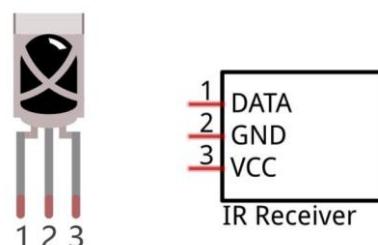
Infrared Remote

An infrared(IR) remote control is a device with a certain number of buttons. Pressing down different buttons will make the infrared emission tube, which is located in the front of the remote control, send infrared ray with different command. Infrared remote control technology is widely used in electronic products such as TV, air conditioning, etc. Thus making it possible for you to switch TV programs and adjust the temperature of the air conditioning when away from them. The remote control we use is shown below:



Infrared receiver

An infrared(IR) receiver is a component which can receive the infrared light, so we can use it to detect the signal emitted by the infrared remote control. DATA pin here outputs the received infrared signal.





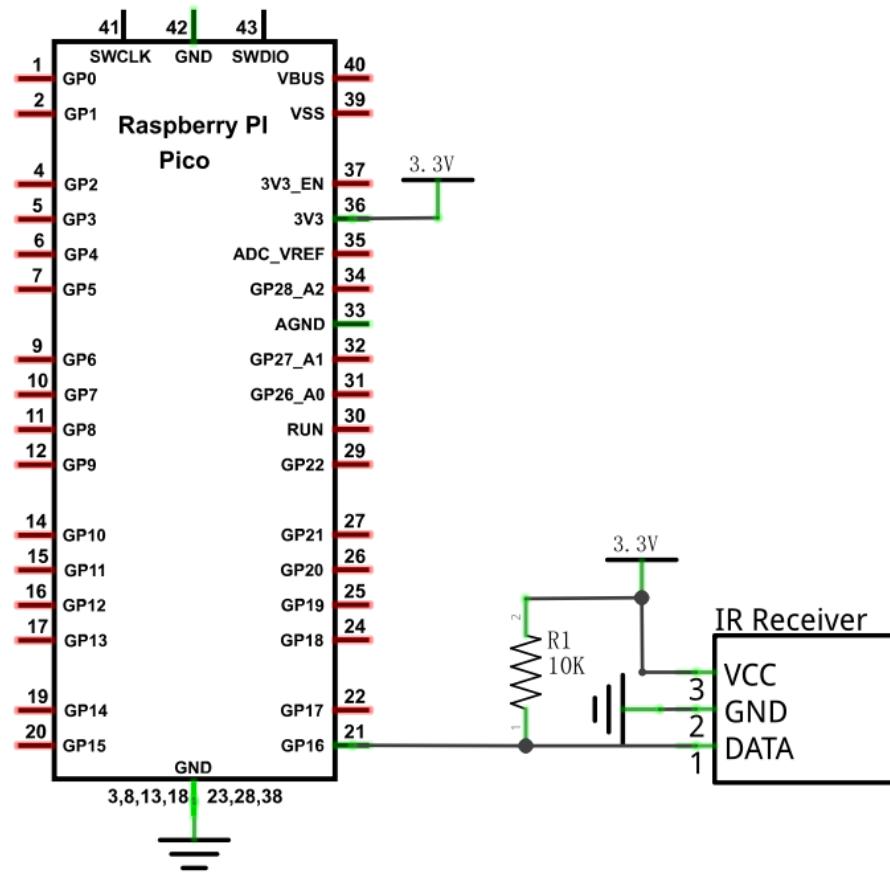
When you use the infrared remote control, it sends a key value to the receiving circuit according to the pressed key. We can program the Raspberry Pi Pico to do things like lighting, when a key value is received.

The following is the key value that the receiving circuit will receive when each key of the infrared remote control is pressed.

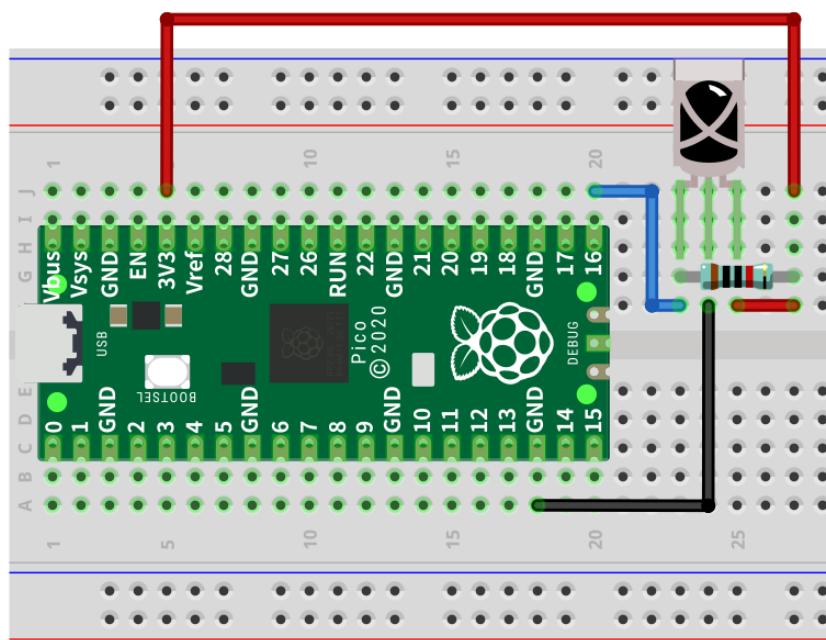
ICON	KEY Value	ICON	KEY Value
	FFA25D		FFB04F
	FFE21D		FF30CF
	FF22DD		FF18E7
	FF02FD		FF7A85
	FFC23D		FF10EF
	FFE01F		FF38C7
	FFA857		FF5AA5
	FF906F		FF42BD
	FF6897		FF4AB5
	FF9867		FF52AD

Circuit

Schematic diagram



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

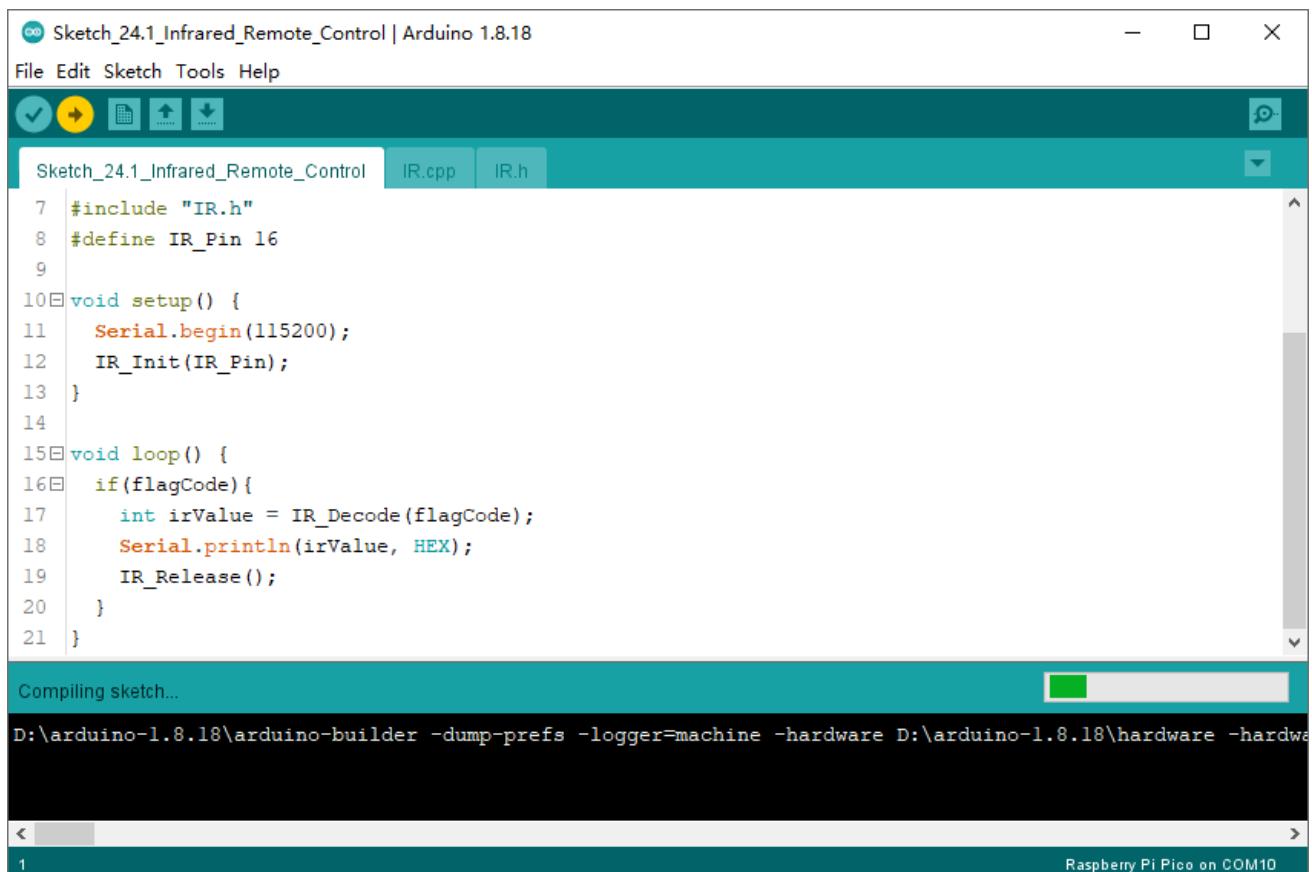


Any concerns? [✉ support@freenove.com](mailto:support@freenove.com)

Sketch

This sketch uses the infrared receiving tube to receive the value sent from the infrared remote control, and print it out via the serial port.

Sketch_20.1_Infrared_Remote_Control



```

Sketch_24.1_Infrared_Remote_Control | Arduino 1.8.18
File Edit Sketch Tools Help
Sketch_24.1_Infrared_Remote_Control IR.cpp IR.h
7 #include "IR.h"
8 #define IR_Pin 16
9
10 void setup() {
11     Serial.begin(115200);
12     IR_Init(IR_Pin);
13 }
14
15 void loop() {
16     if(flagCode) {
17         int irValue = IR_Decode(flagCode);
18         Serial.println(irValue, HEX);
19         IR_Release();
20     }
21 }

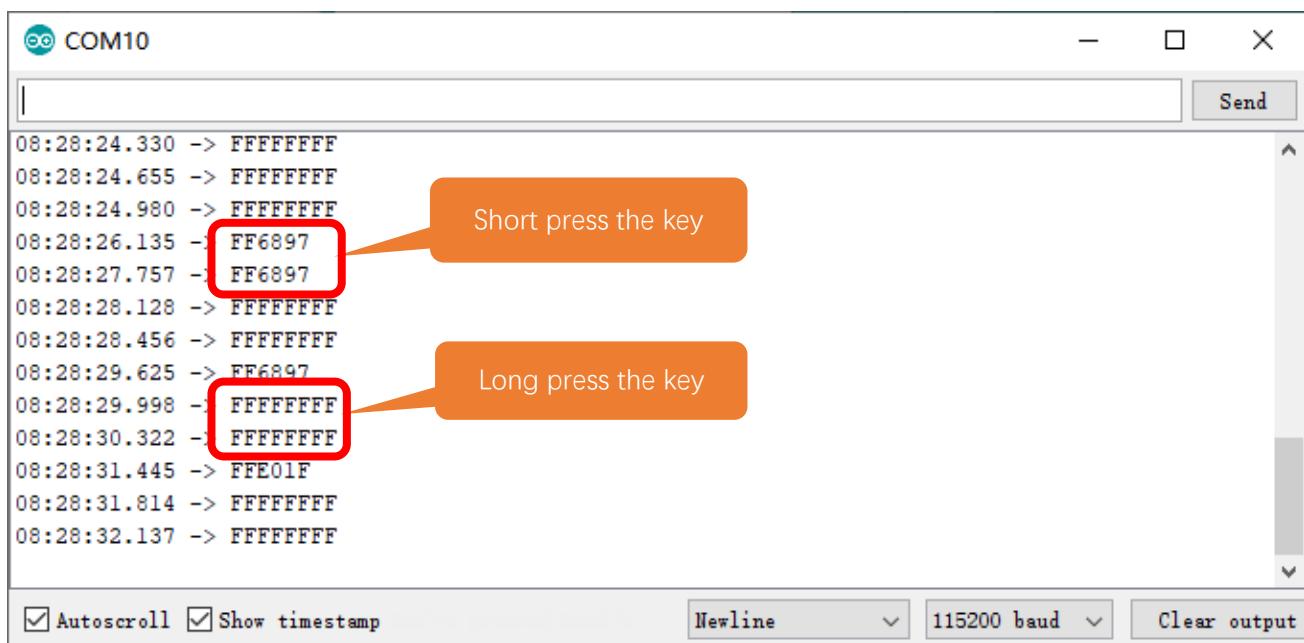
```

Compiling sketch...

D:\arduino-1.8.18\arduino-builder -dump-prefs -logger=machine -hardware D:\arduino-1.8.18\hardware -hardware

Raspberry Pi Pico on COM10

Download the code to Pico, open the serial port monitor, set the baud rate to 115200, press the IR remote control, the pressed keys value will be printed out through the serial port.



```

08:28:24.330 -> FFFFFFFF
08:28:24.655 -> FFFFFFFF
08:28:24.980 -> FFFFFFFF
08:28:26.135 -> FF6897
08:28:27.757 -> FF6897
08:28:28.128 -> FFFFFFFF
08:28:28.456 -> FFFFFFFF
08:28:29.625 -> FF6897
08:28:29.998 -> FFFFFFFF
08:28:30.322 -> FFFFFFFF
08:28:31.445 -> FFE01F
08:28:31.814 -> FFFFFFFF
08:28:32.137 -> FFFFFFFF

```

Autoscroll Show timestamp Newline 115200 baud Clear output

Any concerns? ✉ support@freenove.com

IR.cpp

```
1 #include "IR.h"
2
3 int logList[32];
4 unsigned long startTime;
5 int endTime, end2Time;
6 int flagCode = 0;
7 int irPin;
8 bool irState = true;
9
10 void IR_Init(int pin) {
11     irPin = pin;
12     pinMode(irPin, INPUT_PULLUP);
13     attachInterrupt(digitalPinToInterrupt(irPin), IR_Read, CHANGE);
14 }
15
16 void IR_Read() {
17     if (irState == true) {
18         unsigned long lowTime, highTime, intervalTime;
19         int num = 0;
20         while (digitalRead(irPin) == LOW) {
21             startTime = micros();
22             while (digitalRead(irPin) == LOW) {
23                 lowTime = micros();
24             }
25             intervalTime = lowTime - startTime;
26             while (digitalRead(irPin) == HIGH) {
27                 highTime = micros();
28                 intervalTime = highTime - lowTime;
29                 if (intervalTime > 10000) {
30                     end2Time = millis();
31                     if (num == 32) {
32                         flagCode = 1;
33                         endTime = millis();
34                     }
35                     else if (num == 0 && end2Time - endTime > 300 && end2Time - endTime < 400) {
36                         flagCode = 2;
37                         endTime = millis();
38                     }
39                     return;
40                 }
41             }
42             if (intervalTime < 2000) {
43                 if (intervalTime < 700) {
```

```

44         logList[num ++] = 0;
45     }
46     else {
47         logList[num ++] = 1;
48     }
49 }
50 }
51 }
52 }

53

54 unsigned long IR_Decode(int &code) {
55     unsigned long irData = 0;
56     irState=false;
57     if (code == 1) {
58         code = 0;
59         for (int i = 0; i < 32; i++) {
60             if (logList[i] == 0) {
61                 irData <<= 1;
62             }
63             else {
64                 irData <<= 1;
65                 irData++;
66             }
67             logList[i] = 0;
68         }
69     }
70     if (code == 2) {
71         code = 0;
72         irData = 0xffffffff;
73     }
74     return irData;
75 }
76 }

77

78 void IR_Release() {
79     irState=true;
80 }
```

When the IR_Init() function is called, Pico initializes the infrared received pin and sets the external interrupt, associating it with the IR_Read() function. Every time the infrared receives data, external interrupt calls IR_Read() function to receive data, and resets the bit flag.

	<pre> extern int flagCode; void IR_Init(int pin); void IR_Read();</pre>
--	---

You can check whether flagCode has been reset, If it is reset, call IR_Decode() to decode the infrared data.

Note: once IR_Decode() is called, infrared receiver won't receive data until IR_Release() is called.

```
unsigned long IR_Decode(int &code);  
void IR_Release();
```

The following is the program code:

```
1 #include "IR.h"  
2 #define IR_Pin 16  
3  
4 void setup() {  
5     Serial.begin(115200);  
6     IR_Init(IR_Pin);  
7 }  
8  
9 void loop() {  
10    if(flagCode){  
11        int irValue = IR_Decode(flagCode);  
12        Serial.println(irValue, HEX);  
13        IR_Release();  
14    }  
15 }
```

IR_Init() is called to initialize infrared receiving pin GP16, enable external interrupt and associate it with GP16.

```
6     IR_Init(IR_Pin);
```

In loop(), determines whether infrared bit flag is reset. If it is, IR_Decode() is called to decode the data and print them out via serial monitor.

After using the infrared decoding function IR_Decode(), you need to call IR_Release() to release the infrared data receiving function. Otherwise, it won't receiver new infrared data again.

```
10 if(flagCode){  
11     int irValue = IR_Decode(flagCode);  
12     Serial.println(irValue, HEX);  
13     IR_Release();  
14 }
```



Project 20.2 Control LED through Infrared Remote

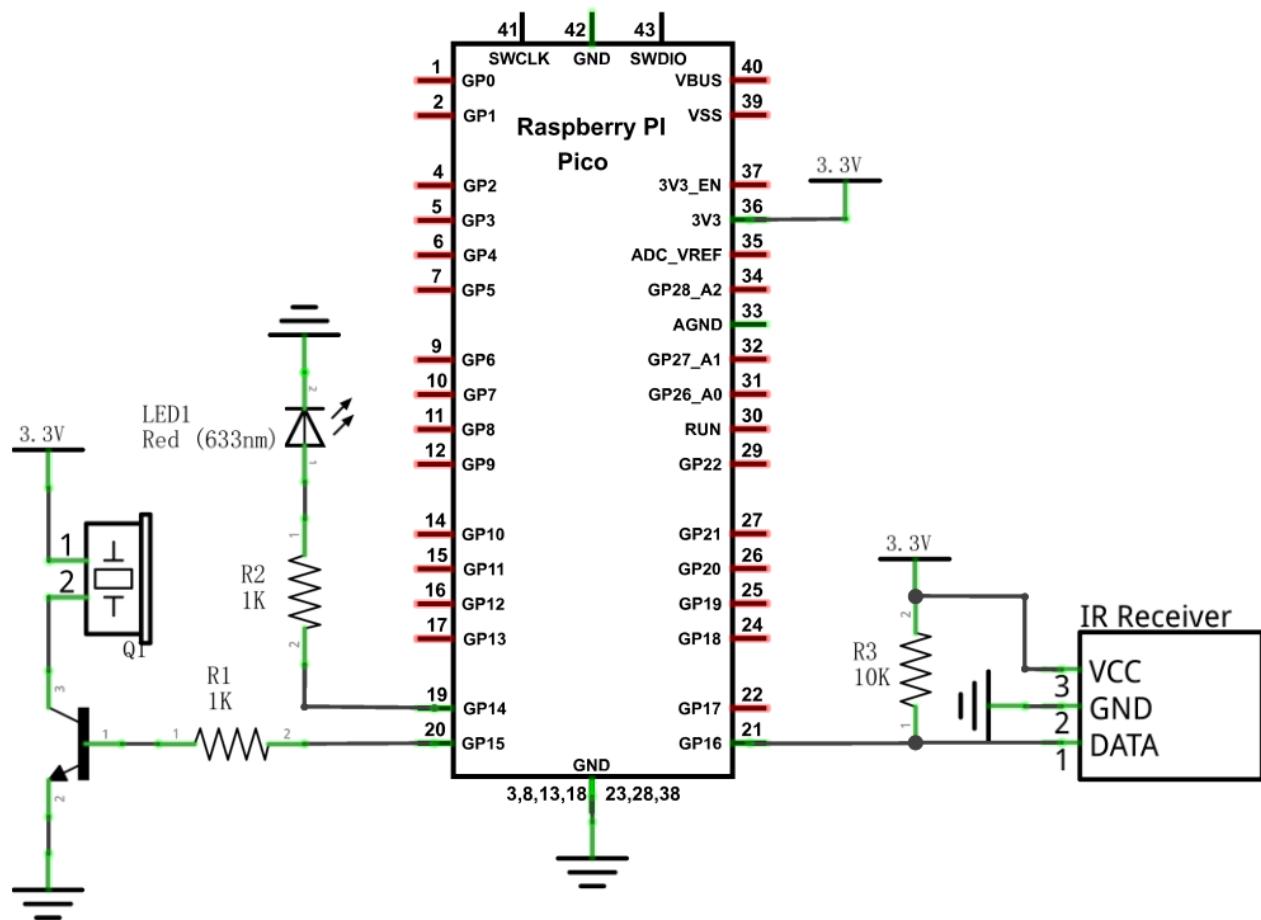
In this project, we will control the brightness of LED lights through an infrared remote control.

Component List

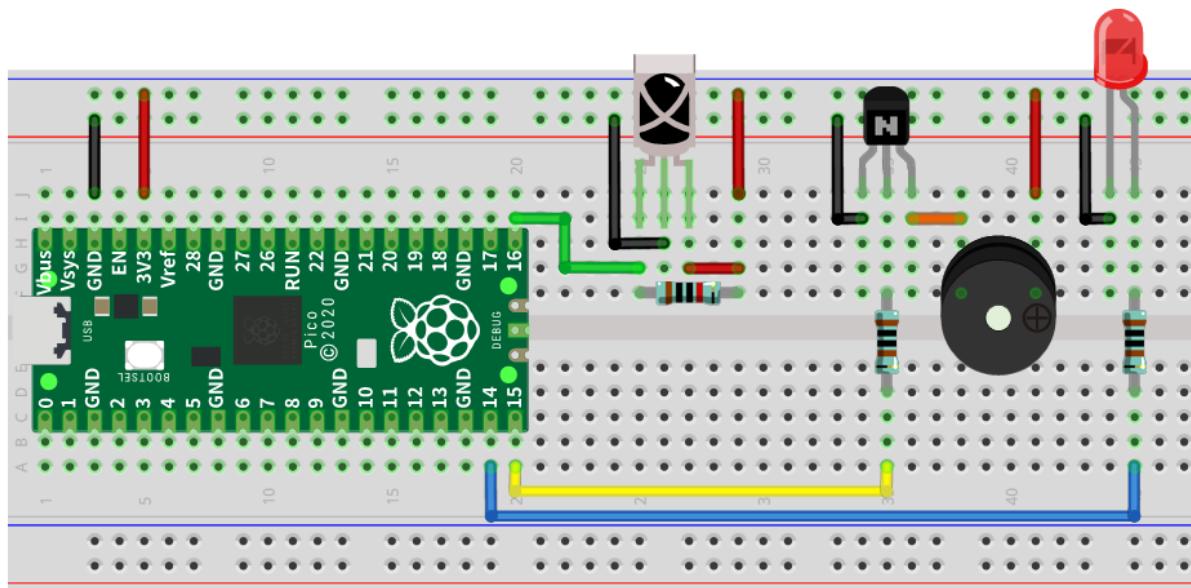
Raspberry Pi Pico x1	USB cable x1
A green printed circuit board with a central Broadcom SoC, labeled "Raspberry Pi Pico • 2020". It has various pins, a USB port, and a small screen.	Two standard black USB cables, one with a male A connector and one with a male B connector.
Breadboard x1	A schematic diagram of a breadboard with numbered vertical columns from 1 to 60, showing its grid structure and power rails.
Jumper	Infrared Remote x1 (May need CR2025 battery x1, please check the battery holder)
A red light-emitting diode (LED) with two引脚 (leads).	A diagram of an infrared remote control with a numeric keypad (0-9), a power button, a test button, and other function buttons like menu, plus, minus, and arrows.
LED x1	Active buzzer x1
A small electronic component with four引脚 (leads), used for receiving infrared signals.	Resistor 1kΩ x2
Infrared receiver x1	NPN transistor x1 (S8050)
A black integrated circuit package with three引脚 (leads), representing an NPN transistor.	Resistor 10kΩ x1

Circuit

Schematic diagram



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





Sketch

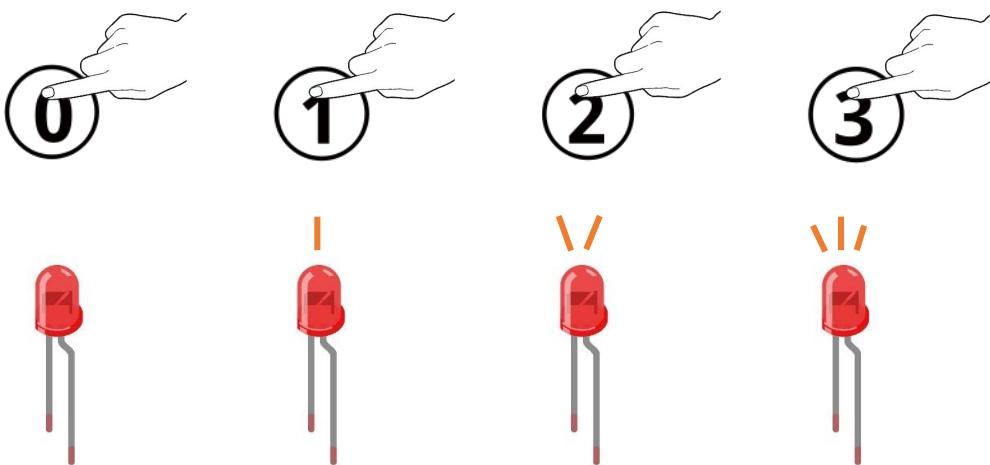
The sketch controls the brightness of the LED by determining the key value of the infrared received.

[Sketch_20.2_Control_LED_through_Infrared_Remote](#)

```
Sketch_24.2_Control_LED_through_Infrared_Remote | Arduino 1.8.18
File Edit Sketch Tools Help
Sketch_24.2_Control_LED_through_Infrared_Remote IR.cpp IR.h
13 void setup() {
14   Serial.begin(115200);
15   IR_Init(irPin);
16   pinMode(ledPin, OUTPUT);
17   pinMode(buzzerPin, OUTPUT);
18 }
19
20 void loop() {
21   if(flagCode){
22     int irValue = IR_Decode(flagCode);
23     Serial.println(irValue, HEX);
24     handleControl(irValue);
25     IR_Release();
26   }
27 }
28
29 void handleControl(unsigned long value) {
30   digitalWrite(buzzerPin, HIGH);
31   delay(100);
32   digitalWrite(buzzerPin, LOW);
33   // Handle the commands
34   switch (value) {
35     case 0xFF6897:           // Receive the number '0'
36       analogWrite(ledPin, 0); // Turn off LED
37   }
38 }
```

Compile and upload the code to the Pico. When pressing "0", "1", "2", "3" of the infrared remote control, the buzzer will sound once, and the brightness of the LED light will change correspondingly.

Rendering:



The following is the program code:

```
1 #include "IR.h"
2
3 #define irPin 16
4 #define ledPin 14
5 #define buzzerPin 15
6
7 void setup() {
8     Serial.begin(115200);
9     IR_Init(irPin);
10    pinMode(ledPin, OUTPUT);
11    pinMode(buzzerPin, OUTPUT);
12 }
13
14 void loop() {
15     if(flagCode) {
16         int irValue = IR_Decode(flagCode);
17         Serial.println(irValue, HEX);
18         handleControl(irValue);
19         IR_Release();
20     }
21 }
22
23 void handleControl(unsigned long value) {
24     digitalWrite(buzzerPin, HIGH);
25     delay(100);
26     digitalWrite(buzzerPin, LOW);
27     // Handle the commands
28     switch (value) {
29         case 0xFF6897:           // Receive the number '0'
30             analogWrite(ledPin, 0); // Turn off LED
31             break;
32         case 0xFF30CF:           // Receive the number '1'
33             analogWrite(ledPin, 50); // Dimmest brightness
34             break;
35         case 0xFF18E7:           // Receive the number '2'
36             analogWrite(ledPin, 100); // Medium brightness
37             break;
38         case 0xFF7A85:           // Receive the number '3'
39             analogWrite(ledPin, 255); // Strongest brightness
40             break;
41     }
42 }
```



The handleControl() function is used to execute events corresponding to infrared code values. Every time when the function is called, the buzzer sounds once and determine the brightness of the LED based on the infrared key value. If the key value is not "0", "1", "2", "3", the buzzer sounds once, but the brightness of LED will not change.

```

23 void handleControl(unsigned long value) {
24     digitalWrite(buzzerPin, HIGH);
25     delay(100);
26     digitalWrite(buzzerPin, LOW);
27     // Handle the commands
28     switch (value) {
29         case 0xFF6897:           // Receive the number '0'
30             analogWrite(ledPin, 0); // Turn off LED
31             break;
32         case 0xFF30CF:           // Receive the number '1'
33             analogWrite(ledPin, 50); // Dimmest brightness
34             break;
35         case 0xFF18E7:           // Receive the number '2'
36             analogWrite(ledPin, 100); // Medium brightness
37             break;
38         case 0xFF7A85:           // Receive the number '3'
39             analogWrite(ledPin, 255); // Strongest brightnss
40             break;
41     }
42 }
```

In the loop() function, each time the infrared data is received, it is decoded and printed out through the serial monitor, and the handleControl() function is called to control the LED and buzzer to execute the corresponding code.

```

14 void loop() {
15     if(flagCode) {
16         int irValue = IR_Decode(flagCode);
17         Serial.println(irValue, HEX);
18         handleControl(irValue);
19         IR_Release();
20     }
21 }
```

What's Next?

THANK YOU for participating in this learning experience!

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

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

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