

# **CMP-5045B: Embedded Systems**



**Demo: Secure Home System**

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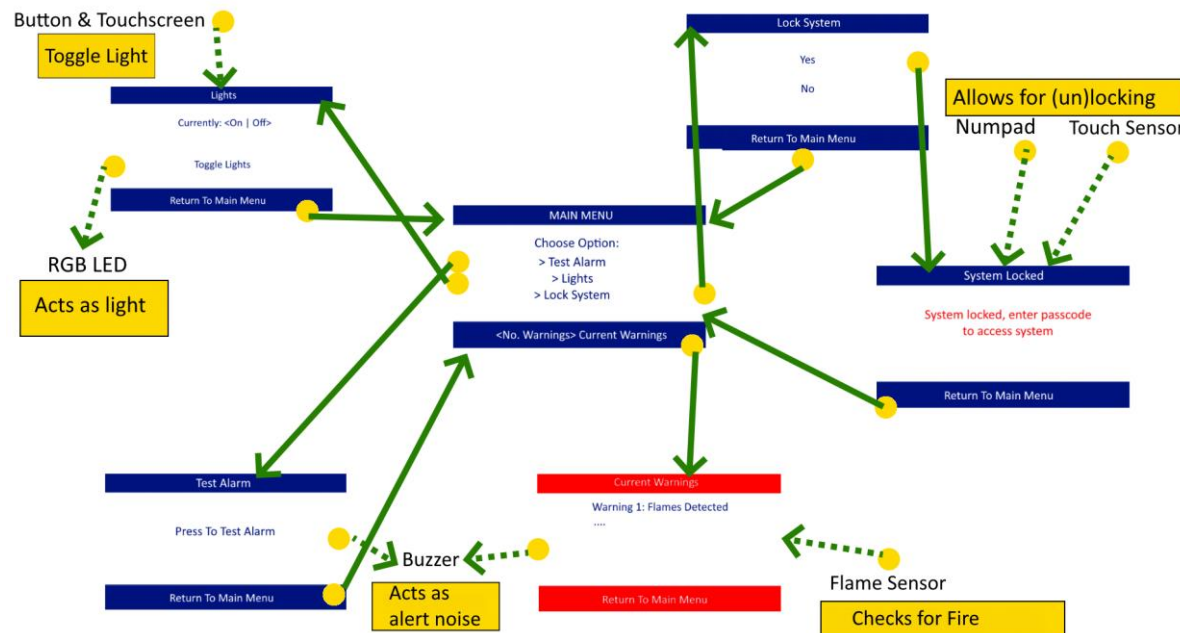
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**University of East Anglia**

# Application Scenario

- ❑ System functions as a basic home security system that could be extended with further features to enhance functionality.
- ❑ Adds small home automation functionality into the system to improve on other systems available on the market
- ❑ Can be used in other building environments if scaled upwards.



# Hardware and Software Specification

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## □ Hardware

- STM32f7-discovery Board (inc. GLCD, Touchscreen)
- Button, Touch Sensor, LED
- Flame Sensor, Buzzer, Keypad

## □ Software

- Board Support: STM32F746G Discovery (v1.1.1)
- Keil uVision5 MDK-Lite (v5.17.0.0)
- Keil::MDK-Middleware (v7.0.0beta)
- ARM::CMSIS CORE (v4.5.0)

# Connections

- LED (D0)
- Buzzer (D1)
- Flame (D2)
- Button (D4)
- Touch (D5)
- Keypad (D7-D15)

UM1907

Connectors

Table 5. ARDUINO® connectors (CN4, CN5, CN6 and CN7)

Left connectors					Right connectors				
CN No.	Pin No.	Pin name	STM32 pin	Function	Function	STM32 pin	Pin name	Pin No.	CN No.
CN6 power	1	NC	-	-	I2C1_SCL	PB8	D15	10	CN7 digital
	2	IOREF	-	3.3V Ref	I2C1_SDA	PB9	D14	9	
	3	RESET	NRST	RESET	AVDD	-	AREF	8	
	4	+3V3	-	3.3V input/output	Ground	-	GND	7	
	5	+5V	-	5V output	SPI2_SCK	PI1	D13	6	
	6	GND	-	Ground	SPI2_MISO	PB14	D12	5	
	7	GND	-	Ground	TIM12_CH2, SPI2_MOSI	PB15	D11	4	
	8	VIN	-	Power input	TIM1_CH1	PA8	D10	3	
CN5 analog	1	A0	PA0	ADC3_IN0	TIM2_CH1	PA15	D9	2	CN4 digital
	2	A1	PF10	ADC3_IN8	-	PI2	D8	1	
	3	A2	PF9	ADC3_IN7	-	PI3	D7	8	
	4	A3	PF8	ADC3_IN6	TIM12_CH1	PH6	D6	7	
	5	A4	PF7 or PB <sup>(1)</sup>	ADC3_IN5 (PF7) or I2C1_SDA (PB9)	TIM5_CH4, SPI2_NSS	PI0	D5	6	
	6	A5	PF6 or PB <sup>(1)</sup>	ADC3_IN4 (PC0) or I2C1_SCL (PB8)	-	PG7	D4	5	
					TIM3_CH1	PB4	D3	4	
					-	PG6	D2	3	
					USART6_TX	PC6	D1	2	CN4 digital
					USART6_RX	PC7	D0	1	

1. Refer to Table 12 for details.

# GPIO Clock/Pin/Modes

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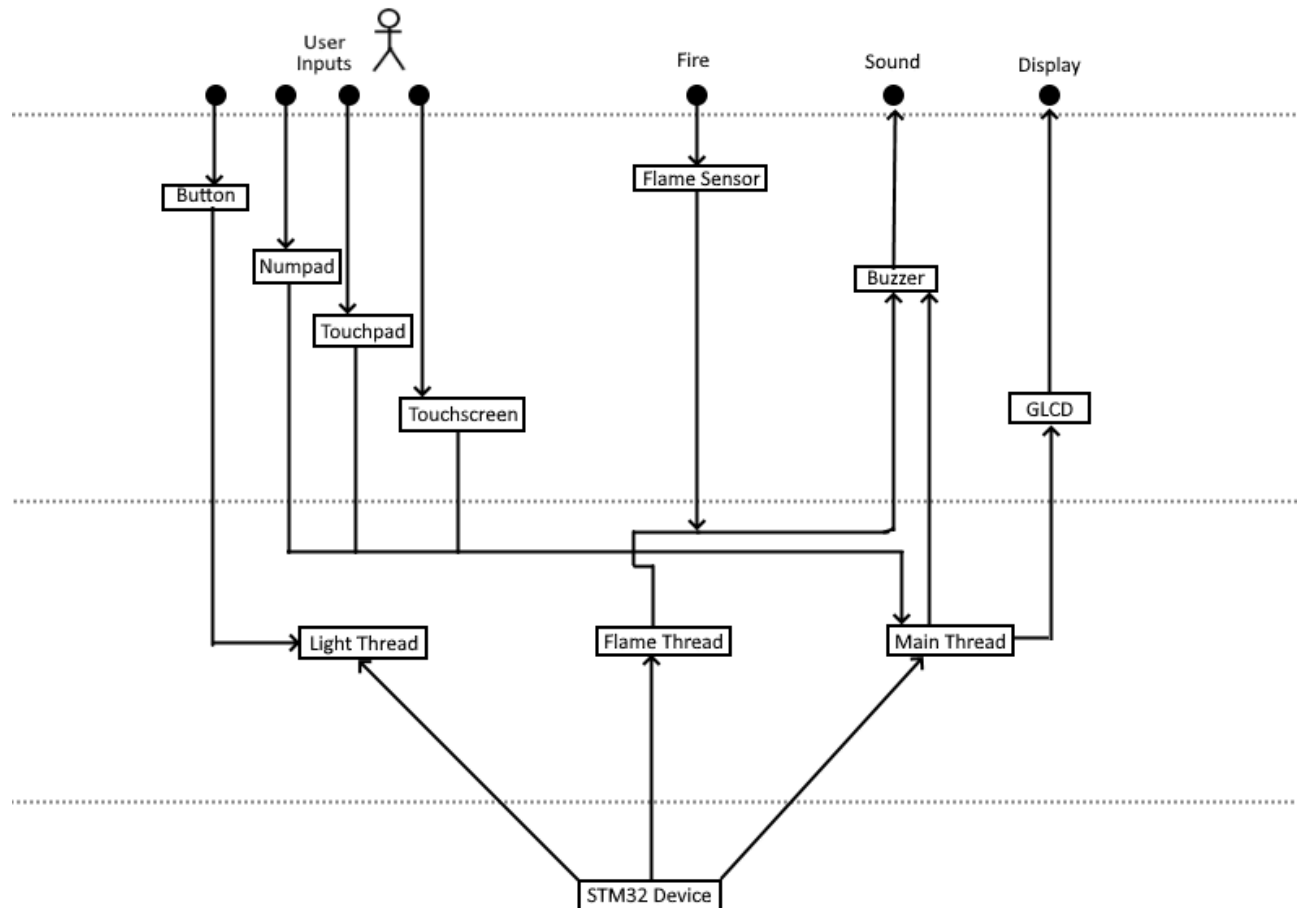
- ❑ LED – Clock C, Pin 7, Output, Pulldown
- ❑ Buzzer – Clock C, Pin 6, Output Pulldown
- ❑ Flame – Clock G, Pin 6, Input Pulldown
- ❑ Button – Clock G, Pin 7, Input Pulldown
- ❑ Touch – Clock B, Pin 4, Input Pulldown
- ❑ Keypad – Clock A Pins 8, 15

Clock B Pins 8, 9, 14, 15

Clock I Pins 1, 2

Input & Output Pulldown

# System Architecture



# Considerations

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## □ Hearing Impairments?

- Can use visual elements to help convey data

## □ Visual Impairments?

- Can use audio elements to help convey data

## □ Mobility Issues?

- Could implement ease-of-access features
- (i.e: light switch on screen as well as physical button)