

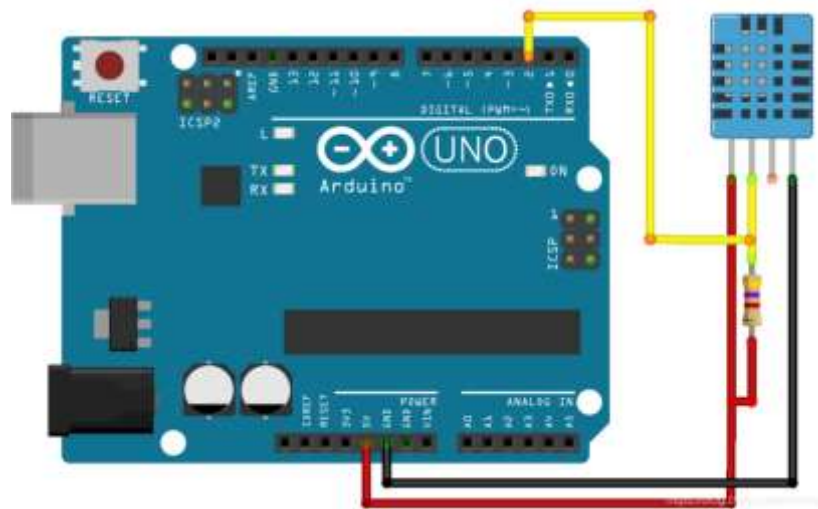
1. Microcontroller Experiments using Arduino or MSP430:
Sensor based Experiments
 - a. Temperature and humidity Sensor.
 - b. HEART BEAT SENSOR.

a. Tempaerature and humidity Sensor

Components Required:

Arduino UNO – Read Best Arduino Starter Kits
DHT11 Temperature and Humidity Sensor
Breadboard
10k Ohm Resistor
Jumper Wires

Pin Diagram:



Program:

```
#include "DHT.h"
#define DHTPIN 2    // Pin connected to DATA
#define DHTTYPE DHT11 // or DHT22
DHT dht(DHTPIN, DHTTYPE);
void setup() {
  Serial.begin(9600);
  dht.begin();
}

void loop() {
  float humidity = dht.readHumidity();
  float temperature = dht.readTemperature(); // Celsius
  if (isnan(humidity) || isnan(temperature)) {
    Serial.println("Failed to read from DHT sensor!");
    return;
  }

  Serial.print("Humidity: ");
  Serial.print(humidity);
  Serial.print(" %\t");
  Serial.print("Temperature: ");
  Serial.print(temperature);
  Serial.println(" *C");
}
```

```
    delay(2000);  
}
```

Output:

b. Heart Beat Sensor

Components Required:

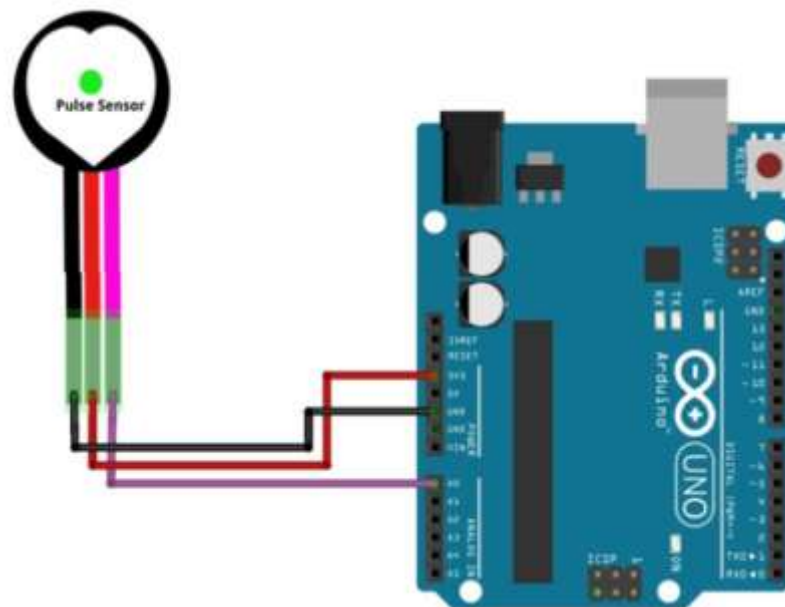
Heart Beat Sensor

Arduino UNO – Read Best Arduino Starter Kits

Breadboard

Jumper Wires

Pin diagram:



Program

```
#define USE_ARDUINO_INTERRUPTS true
```

```
// Include necessary libraries
```

```
#include <PulseSensorPlayground.h>
```

```
// Constants
```

```
const int PULSE_SENSOR_PIN = 0; // Analog PIN where the PulseSensor is connected
```

```
const int LED_PIN = 13; // On-board LED PIN
```

```
const int THRESHOLD = 550; // Threshold for detecting a heartbeat
```

```
// Create PulseSensorPlayground object
```

```
PulseSensorPlayground pulseSensor;
```

```
void setup()
```

```
{
```

```
    // Initialize Serial Monitor
```

```
    Serial.begin(9600);
```

```

// Configure PulseSensor
pulseSensor.analogInput(PULSE_SENSOR_PIN);
pulseSensor.blinkOnPulse(LED_PIN);
pulseSensor.setThreshold(THRESHOLD);

// Check if PulseSensor is initialized
if (pulseSensor.begin())
{
    Serial.println("PulseSensor object created successfully!");
}
}

void loop()
{
    // Get the current Beats Per Minute (BPM)
    int currentBPM = pulseSensor.getBeatsPerMinute();

    // Check if a heartbeat is detected
    if (pulseSensor.sawStartOfBeat())
    {
        Serial.println("A HeartBeat Happened!");
        Serial.print("BPM: ");
        Serial.println(currentBPM);
    }

    // Add a small delay to reduce CPU usage
    delay(20);
}

```

Output:

2. Microcontroller Experiments using Arduino or MSP430:

- a. Fire Sensor
- b. Big sound/small sound sensor

a. Fire Sensor

Components Required:

Arduino Uno
Breadboard
USB Cable
Sound Sensor Module
Buzzer (or small speaker)
Jumper Wires

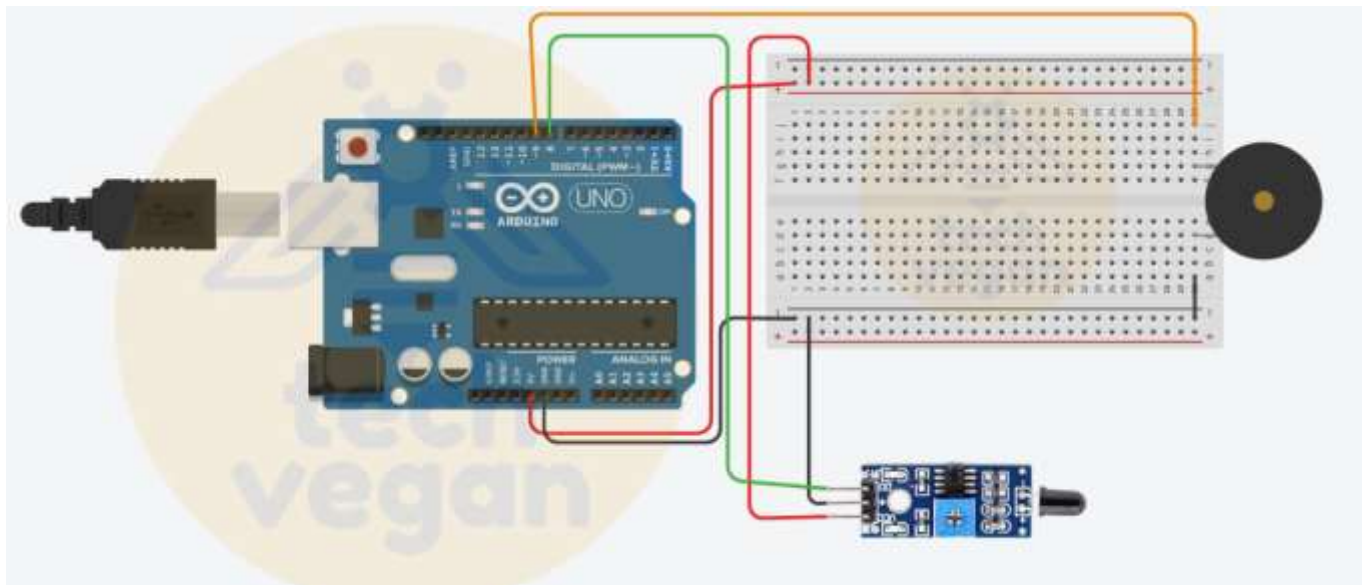
Program:

```
const int fireSensorPin = 8;
```

```
void setup()
{
  Serial.begin(9600);
  pinMode(fireSensorPin, INPUT);
}
```

```
void loop()
{
  int fireValue = digitalRead(fireSensorPin);
  Serial.println(fireValue);
  delay(500);
}
```

Pin Diagram



b. Big sound/small sound sensor

```
const int soundSensorPin = A0; // Analog pin connected to the Big Sound Sensor Module
const int ledPin = 2; // Digital pin connected to the LED (optional)
```

```
void setup() {
  pinMode(soundSensorPin, INPUT); // Set the Sound Sensor pin as INPUT
  pinMode(ledPin, OUTPUT); // Set the LED pin as OUTPUT (optional)
  Serial.begin(9600); // Initialize serial communication for debugging (optional)
}
```

```
void loop() {
  int soundValue = analogRead(soundSensorPin); // Read the analog value from the Sound Sensor
```

```
  // Display the sound sensor value on the Serial Monitor
```

```
  Serial.print("Sound Level: ");
```

```
  Serial.println(soundValue);
```

```
  // Adjust the threshold value according to your environment
```

```
  int threshold = 400;
```

```
  if (soundValue > threshold) {
```

```
    // Sound detected! Add your desired action here.
```

```
    // For example, turn on the LED as a visual indication of sound detection.
```

```
    digitalWrite(ledPin, HIGH);
```

```
  } else {
```

```
    // No sound detected, turn off the LED (optional)
```

```
    digitalWrite(ledPin, LOW);
```

```
  }
```

```
  delay(100); // Add a small delay to avoid rapid repeated detections
```

```
}
```