

TP 1 : Tutorial

Goals:

1. Learn to manipulate a Raspberry Pi
2. Learn to assemble and use different devices with a Raspberry Pi
3. Implement simple applications in Python, using sensors and actuators connected to the Raspberry

I – Tutorial: [for more details check the annex]

Before proceeding to the exercises, you **MUST** complete the following examples to understand how to assemble and manipulate the devices we are going to use during this course.

The Raspberry PI normally updates the date and time automatically. If not, use the following command to update manually:

```
sudo date -s "Mon Oct 19 15:00:00 GMT+2 2020"
```

1 – Example - LED:

The example below must be followed as a model. It is a code sequence to turn on a LED, wait for 1 second and turn it off. Every line has comments to clarify the subsequent commands. **Attention:** the number at the beginning of each line is there only to guide you.

Code 01: LED

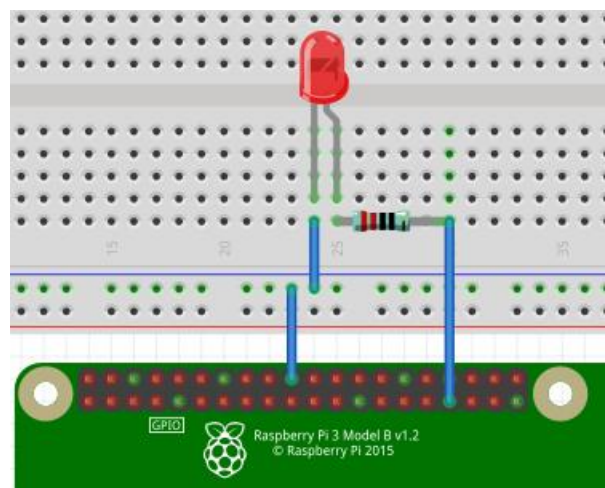
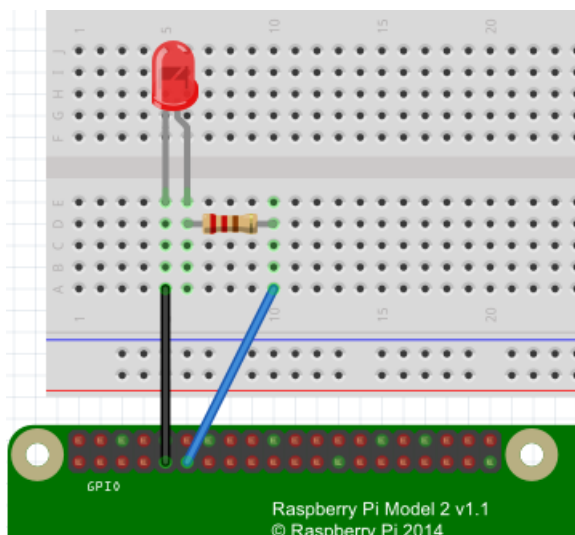
```
1 #! /usr/bin/env python
2 # enable functions and methods to manage the Pi
3 import RPi.GPIO as GPIO
4 # enable use of functions of time
5 import time
6
7 # GPIO used to connect an anode leg LED
8 # GPIO 17 is equal PIN 11 follow the physical enumeration
9 LED=17
10
11 #time to wait
12 FRESH=1
13
```

```

14 # setup the enumeration based on GPIO references 1
15 GPIO.setmode(GPIO.BCM)
16
17 # setup the port 17 as output, in this PIN the energy will go out
18 GPIO.setup(LED, GPIO.OUT)
19
20 # setup to have not energy by the port 17
21 GPIO.output(LED, GPIO.LOW)
22
23 # code of protection; if has no problem the block try will keep always on
24 try:
25     # infinite loop
26     while True:
27         # Active the transmission of energy by port 17
28         GPIO.output(LED, GPIO.HIGH)
29         # Wait 1 second
30         time.sleep(FRESH)
31         # Cut off the transmission of energy
32         GPIO.output(LED, GPIO.LOW)
33         # wait 1 second
34         time.sleep(FRESH)
35 # exceptions are anything that interrupt the try block.
36 # if a CTRL_C be pressed
37 except KeyboardInterrupt:
38     # setup the GPIO to default values; finish any transmission of energy
39     GPIO.cleanup()

```

Two possible sketches for this code:



Attention: A red LED requires a resistor of 180Ω, but we don't have it, so we used a resistor of 220Ω or 330Ω! Since the resistor used is greater than 180Ω, there is no problem. The higher resistance will only reduce the voltage and the luminosity of the LED.

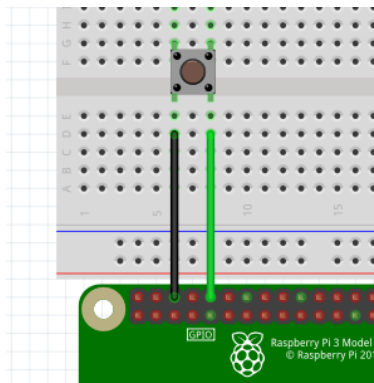
2 – Example - Button:

The next example is a model about how to use a button. In this example, the program prints the number 0 if the button is not pressed, otherwise, the value 1 is written on screen [when the button is pressed].

Code 02: Button

```
1 import RPi.GPIO as GPIO
2 import time
3
4 GPIO.setmode(GPIO.BCM)
5 GPIO.setup(18, GPIO.IN, pull_up_down=GPIO.PUD_UP)
6
7 try:
8     while True:
9         button_state = GPIO.input(18)
10        if button_state == True:
11            print('Button not Pressed...')
12            time.sleep(0.05)
13        else:
14            print('Button Pressed...')
15 except:
16     GPIO.cleanup()
17 _
```

Sketch of prototype of Code 02:



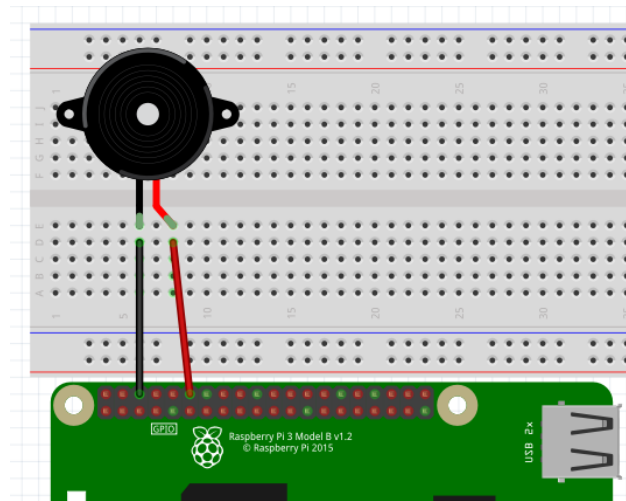
3 – Example - Buzzer:

In this example, we will use an active buzzer. We will control a GPIO to make the buzzer sound and to make it stop.



Code 3 - Buzzer

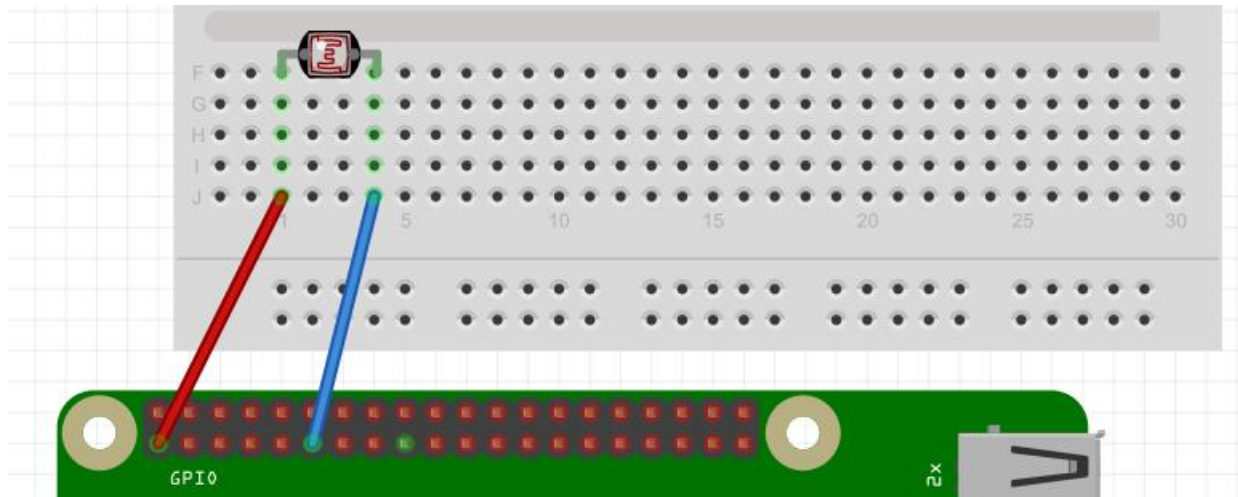
```
1 #! /usr/bin/env python
2 import RPi.GPIO as GPIO
3 import time
4 LED=18
5 FRESH=2
6 GPIO.setmode(GPIO.BCM)
7 GPIO.setup(LED, GPIO.OUT)
8 GPIO.output(LED, GPIO.HIGH)
9 try:
10     while True:
11         GPIO.output(LED, GPIO.HIGH)
12         time.sleep(FRESH)
13         GPIO.output(LED, GPIO.LOW)
14         time.sleep(FRESH)
15 except KeyboardInterrupt:
16     GPIO.cleanup()
17
```



4 - Example Light-dependent Resistors (LDR):

An LDR (sometimes called a photocell) is a special type of resistor. LDR's resistance is very low when it's light, but very high when it's dark.





Code 04: LDR

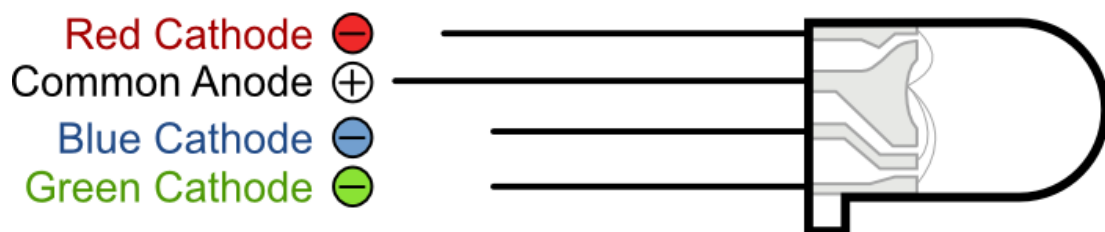
```

1  import Rpi.GPIO as GPIO
2  import time
3  LDR = 23
4  FRESH = 1
5  GPIO.setmode(GPIO.BCM)
6  GPIO.setup (LDR, GPIO.IN, pull_up_down = GPIO.PUD_DOWN)
7  try:
8      while True:
9          if GPIO.input(LDR) == GPIO.HIGH:
10             print("light up")
11          else:
12             print("light down")
13             time.sleep(FRESH)
14 except KeyboardInterrupt:
15     GPIO.cleanup()

```

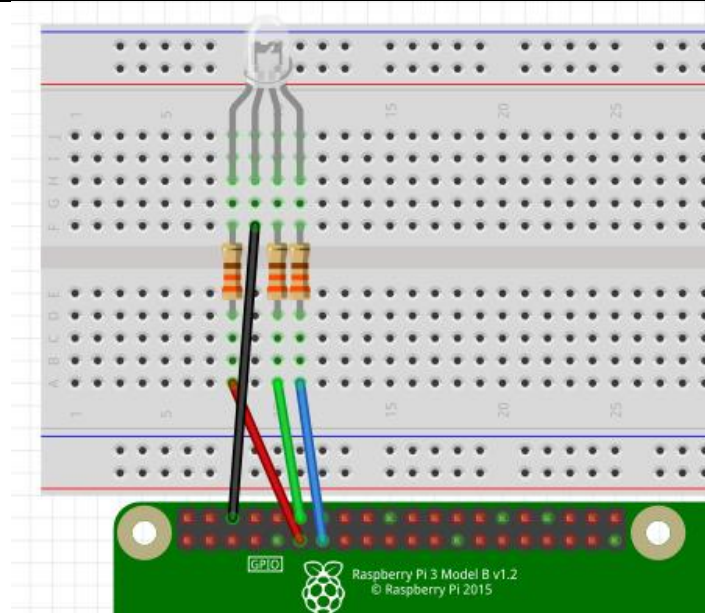
5 - Example - LED RGB:

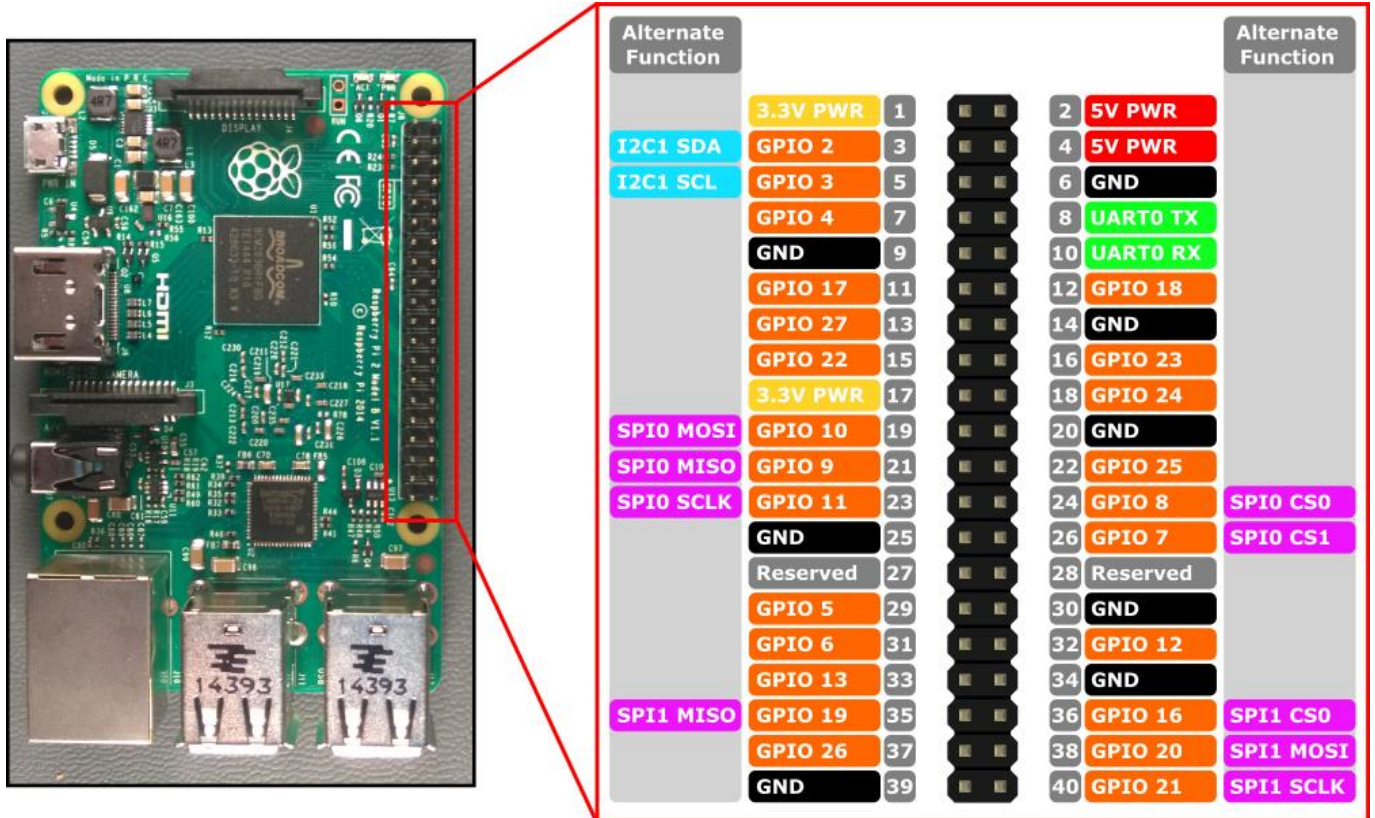
RGB stands for the red, green, and blue color channels and it is an industry color standard. RGB displays colors by changing the three channels and superimposing them. Each of the three-color channels of red, green, and blue has 255 stages of brightness. When the three primary colors are set to 0, light will be off.



Code 05: LED RGB

```
1 #! /usr/bin/env python
2 import RPi.GPIO as gpio
3 import time
4 import random
5 RED=17
6 GREEN=187
7 BLUE=27
8 legs = (RED, GREEN, BLUE)
9 gpio.setmode(gpio.BCM)
10 gpio.setup(RED,gpio.OUT)
11 gpio.setup(GREEN,gpio.OUT)
12 gpio.setup(BLUE, gpio.OUT)
13 gpio.output(RED, gpio.LOW)
14 gpio.output(GREEN, gpio.LOW)
15 gpio.output(BLUE, gpio.LOW)
16 try:
17     while True:
18         x = int(random.random()*2)
19         gpio.output(legs[x], gpio.HIGH)
20         time.sleep(0.05)
21         x = int(random.random()*2)
22         gpio.output(legs[x], gpio.LOW)
23 except KeyboardInterrupt:
24     gpio.cleanup()
25
```





For more information about Raspberry Pi GPIO ports, check:

<https://pinout.xyz>