

D

Project 3: 7-Segment Display Counter

Overview

This project will introduce you to the shift register, the seven segment display, and the active piezoelectric buzzer. You will incorporate many of the lessons previously learned including digital inputs and filtering, interrupts, digital outputs, mode selection, and counting.

Undergraduate Students

You will only be focussed on working with the four digit seven segment display counter. You wire up the display with the 74HC595 shift register IC and increment the display based on the current millisecond reading of the Arduino since time on *or* a count reset button press. When the reset count button is pressed, the counter will reset back to 0 and a buzzer will sound for auditory feedback.

For heaps of extra credit, you may elect to do the graduate student section of this project.

Since this project is more complicated than previous ones, the schematic for the breadboard and the pseudocode are provided in this document. It is *strongly* suggested you start this project early and do not wait to work on it.

In decimal, the display can only display up to four non-negative digits meaning you can only display a maximum of 9999. Make sure your code is capable of re-setting the counter when this value is reached. *For extra credit:* figure out how to make it count higher than 9999.

Requirements

For this project you will be required to have the following:

- ▶ A button wired to an interrupt-capable input
 - These buttons will be attached to digital interrupts to trigger the counter reset and sound a buzzer
- ▶ The current counter value will be displayed on a 4-digit, 7-segment display

For extra credit: Figure out how to change the buzzer's volume without changing the circuit every time

Pseudocode

```

1 Program: 4-Digit 7-Segment Display Counter
2
3 Define the 74HC595 data pin as some Arduino pin
4 Define the 74HC595 latch pin as some Arduino pin
5 Define the 74HC595 clock pin as some Arduino pin
6 Define the digit control pins as an array of some Arduino pins
7 Initialize the display digital values as an array of values with Digit One being ind
8
9 Initialize an array of hex values corresponding to letters and numbers
10
11 Define the button reset pin on some interrupt-capable Arduino pin
12
13 Define the buzzer pin as some Arduino pin
14 Define the buzzer active time as some time in milliseconds
15 Initialize the buzzer active flag as false
16 Initialize the buzzer start time as 0
17
18 Initialize the start time as 0 or the current millisecond value
19
20 Function: Setup
21     Set up 7-segment display pins as outputs
22     Set up button input pin as an input pullup
23     Attach the counter reset ISR function to the button input to trigger on the fall
24     Set up the buzzer output pin
25     Set the buzzer output pin to LOW to ensure buzzer is off
26
27 Function: Loop
28     Update the display
29     If one second has passed since the last execution then
30         Reset execution timer
31         update the counter
32
33     If the buzzer active flag is true then
34         If the buzzer active time has not elapsed then
35             Turn the buzzer on
36         Else
37             Set the buzzer active flag to false
38             Turn off the buzzer
39
40 Function: Turn off Display
41     For every pin in the digit display pins array
42         Set the pin to low to turn off the digit
43
44 Function: Display
45     Arguments: Index of value to be displayed, found in the table of values
46     Set the latch pin to low to enable shift register writing
47     Shift out the value of table at the specified index to the shift register
48     Set the latch pin to high to disable shift register writing
49
50 Function: Update Display
51     For every digit in the display digits array
52         Turn off the display

```

```
53     Display the value of the current digit
54     Turn on the specific digit in the display
55     Delay a little bit to give everything time to process (~1 ms)
56     Turn off the display to reduce power consumption
57
58 Function: Update Counter
59     If every digit in the digit display array is equal to 9 then
60         Reset every value in the digit display array to 0
61
62     Initialize the an increment value flag as true
63     For every digit in the digit display array
64         Store the value of the specific digit in a temporary variable
65         If the increment value flag is true then
66             Increment the temporary variable by one
67             Set the increment value flag to false
68             If the temporary variable is greater than 9 then
69                 Reset the specific digit to 0
70                 Set the increment value flag to true
71         Else
72             Set the specific digit to the new value of the temporary variable
73
74 Function: Counter Reset ISR
75     For every digit in the display digits array
76         Set the specific digit value to 0
77     Set the buzzer active flag to true
78     Set the buzzer start time to the current millisecond value
79
```

Schematic

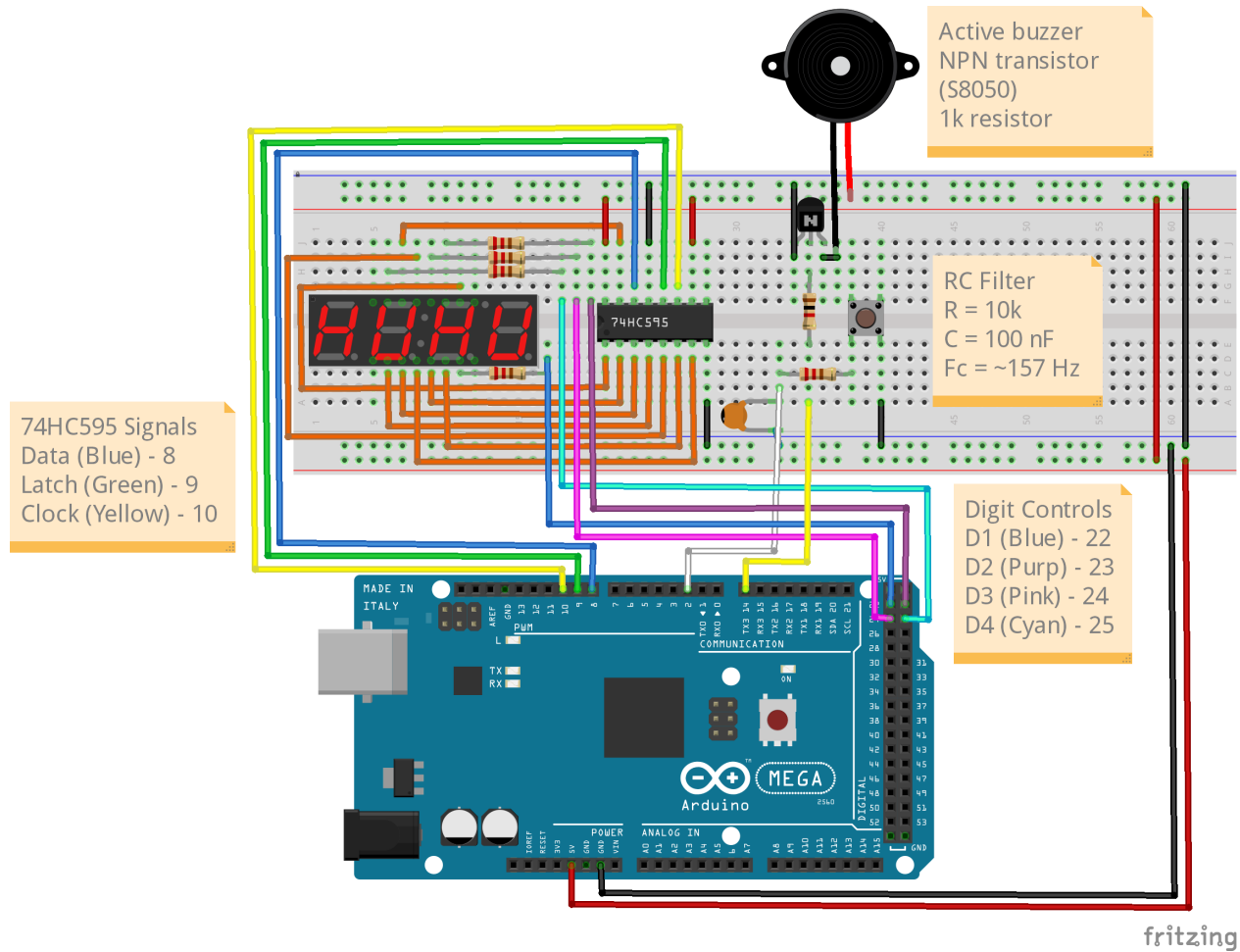


Figure D.1: Breadboard schematic for Project 3 (Undergraduate Version)

Graduate Students

You will wire up five (5) buttons to your Arduino as digital inputs. Three buttons will determine the counter increment (e.g. 1, 10, 100), and two buttons will determine the increment direction (increasing or decreasing) and be attached to interrupts to trigger the counter change. When you hold one of the size buttons and then press either the decrement or increment button, an internal counter will increase or decrease by the size specified and update the number in the 4-digit 7-segment display. When the decrement button is held for a certain amount of time, the counter will be reset back to 0. For each press of the decrement or increment button, you will make an active buzzer sound as audible feedback to your inputs. *For extra credit:* Figure out how to play a different tone for increment or decrement.

Since this project is a little more complicated than previous ones, the schematic has been provided. However, the coding portion is up to you.

Reminder: Some filtering, either software or hardware-based will be required to accurately change the counter and prevent false readings.

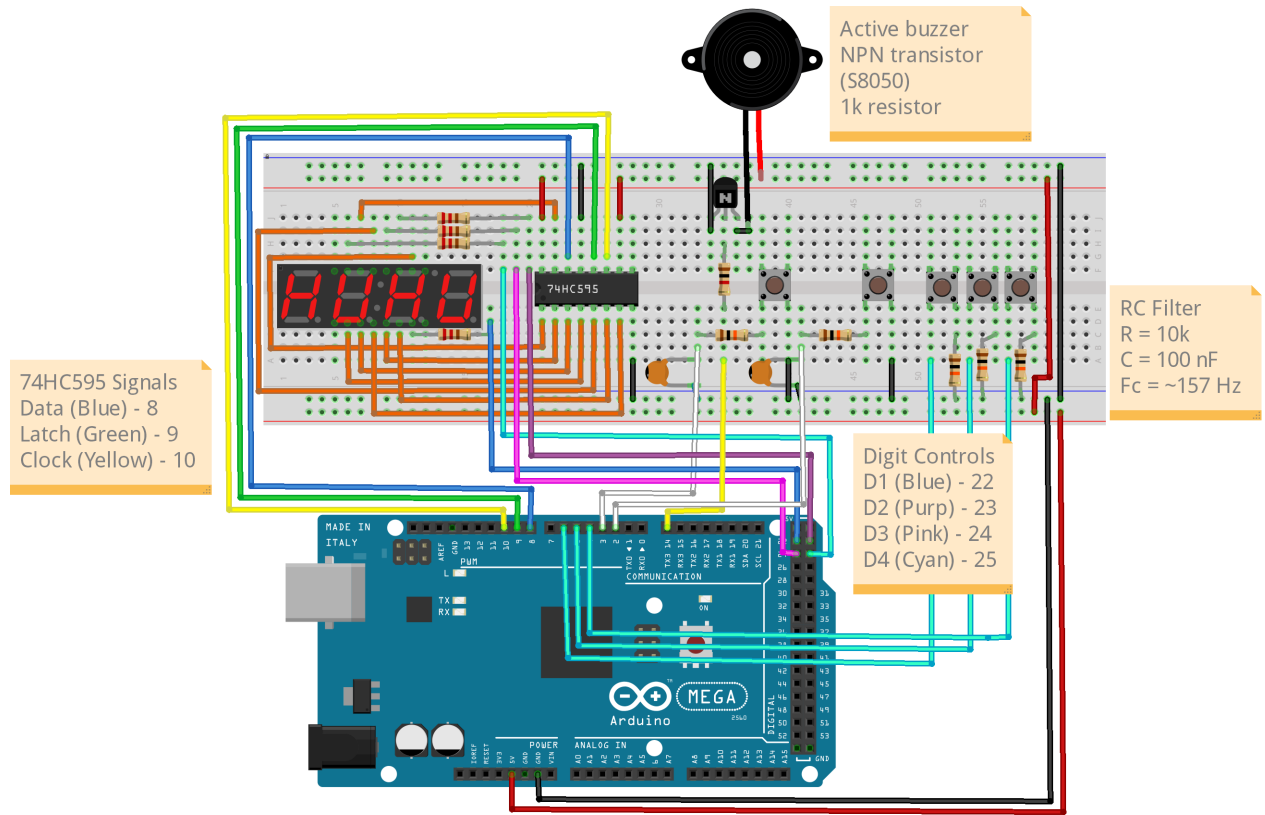
The display is only capable of showing up to four non-negative digits. So the limits of your counter will be between 0 and 9999. *For extra credit:* Figure out how to make it count higher.

Requirements

For this project you will be required to have the following:

- ▶ A button wired to an interrupt-capable input
 - Three (3) of those buttons will determine how much the counter changes
 - Two (2) of them will determine the counter's change in direction (either increment or decrement)
 - * These buttons will be attached to digital interrupts to trigger the change in the counter
 - * Each press of these buttons will sound a buzzer for auditory feedback
- ▶ The current counter value will be displayed on a 4-digit, 7-segment display

Schematic



fritzing

Figure D.2: Breadboard schematic for Project 3 (Graduate Version)

Submission

You will be required to submit the following on Canvas:

- ▶ a video of the project working with narration of what is occurring
- ▶ the source code file
- ▶ a still image of your breadboard and Arduino setup

Grading

You will be graded along the following criteria:

Criterion	Points
Efficacy	60
Breadboard neatness	20
Code neatness	20
Extra credit	10
Extra extra credit *	25

If you are willing to dig in a little bit more, this project has a couple of opportunities to earn extra credit points! If you want to try and get the extra credit points, please let the instructor know in the submission and detail why you believe you earn the points.

Miscellanea

Since working with bits and registers and 7-segment displays can be tricky for beginners, the binary sequences for various numbers and letters are provided in the table below. Note that these values will change depending on how the shift register is wired to the 7-segment display. The values provided are known and tested to have worked with the schematics shown above.

* Undergraduate students only

Character	Hex Code
0	0x3F
1	0x06
2	0x5B
3	0x4F
4	0x66
5	0x6D
6	0x7D
7	0x07
8	0x7F
9	0x6F
A	0x77
b	0x7c
C	0x39
d	0x5E
E	0x79
F	0x71
	0x00