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How do I complete the Lab tasks in MIcrocontroller Lab? Explain step by step.

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Required Equipment
Microcontroller board (Arduino Uno / STM32 Nucleo / ESP32 / PIC board)
USB cable & programmer/debugger (if needed)
Breadboard & jumper wires
LED (1–2 pcs), push button (1 pc)
Resistors: 220 \Omega (for LED), 10 k\Omega (for button pull-down)
Computer with IDE installed (Arduino IDE / STM32CubeIDE / MPLAB X depending on MCU)
Pre-lab Preparation
Read about the differences between microcontrollers and microprocessors.
Review microcontroller architecture: CPU, Flash memory, RAM, I/O ports.'
Install the required IDE and drivers for your platform.
Lab Activities
Part A: Toolchain Setup (30 min)
Connect the microcontroller board to your computer.
Open the IDE, select the correct board and COM port.
Upload a sample "Hello World" program (LED blink).
Example (Arduino C code):
void setup() {
pinMode(13, OUTPUT); // Set pin 13 as output
}
void loop() {
digitalWrite(13, HIGH); // LED ON
delay(1000); // Wait 1 sec
digitalWrite(13, LOW); // LED OFF
delay(1000); // Wait 1 sec
Part B: Digital Input (45 min)
Wire a push button to pin 2 with a pull-down resistor.
Modify the code to read the button state.
Print button status to the Serial Monitor.
Example snippet:
int buttonPin = 2;
void setup() {
pinMode(buttonPin, INPUT);
Serial.begin(9600);
```

```
void loop() {
int state = digitalRead(buttonPin);
Serial.println(state);
delay(200);
}
Part C: Input → Output Control (1 hr)
Connect LED to pin 8.
Write a program where the LED turns ON only when the button is pressed.
Extend: Press → LED toggles state (like a switch).
Part D: Debugging Practice (30 min)
Use Serial.print() (or debugger breakpoints) to observe variable values.
Introduce deliberate error (wrong pin, missing resistor) → troubleshoot.
```

Provide the circuit diagram and pin diagram for ESP32-WROOM-DA

Here is the step-by-step guide to completing the Microcontroller Lab tasks, followed by the circuit and pin diagrams for the ESP32-WROOM-DA.

Step-by-Step Lab Tasks

Required Equipment

- Microcontroller board (ESP32-WROOM-DA in this case)
- USB cable & programmer/debugger (if needed)
- Breadboard & jumper wires
- LEDs (1–2 pcs), push button (1 pc)
- Resistors: 220 Ω for LED, 10 k Ω for button pull-down
- Computer with IDE installed (Arduino IDE for ESP32)

Pre-lab Preparation

- 1. Read about differences between microcontrollers and microprocessors.
- 2. Review microcontroller architecture: CPU, Flash memory, RAM, I/O ports.
- 3. Install Arduino IDE and ESP32 board drivers on your computer.

Part A: Toolchain Setup (30 min)

- 1. Connect the ESP32-WROOM-DA board to your computer via USB.
- 2. Open Arduino IDE, select "ESP32 Dev Module" and correct COM port.
- 3. Upload a sample "Hello World" program (LED blink). Example Arduino code for LED blink on ESP32:

```
void setup() {
  pinMode(2, OUTPUT); // GPI02 usually connected to built-in LED on ESP32
}
```

Part B: Digital Input (45 min)

- 1. Wire a push button to GPIO pin 0, with a 10 k Ω pull-down resistor to GND.
- 2. Modify code to read the button state and print it to Serial Monitor. Example code snippet:

```
int buttonPin = 0;
void setup() {
   pinMode(buttonPin, INPUT);
   Serial.begin(9600);
}
void loop() {
   int state = digitalRead(buttonPin);
   Serial.println(state);
   delay(200);
}
```

Part C: Input → Output Control (1 hr)

- 1. Connect an LED to GPIO pin 4 with 220 Ω resistor in series to GND.
- 2. Write a program where the LED turns ON only when the button is pressed.
- 3. Extend program so pressing the button toggles LED state like a switch.

Part D: Debugging Practice (30 min)

- 1. Use Serial.print() statements or debugger breakpoints to observe variables.
- 2. Introduce deliberate faults (e.g., incorrect pin wiring or missing resistor).
- 3. Troubleshoot and fix the issues.

ESP32-WROOM-DA Pin Diagram and Circuit Information

- The ESP32-WROOM-DA has 41 pins including 24 GPIOs.
- Key pins used for this lab are:
 - GPIO0: Push button input
 - GPIO2: Built-in LED or external LED output
 - GPIO4: External LED output
 - GND: Ground reference
 - 3V3: Power supply (3.3V)

- The module includes two PCB antennas.
- See the attached pin layout diagram from the ESP32-WROOM-DA datasheet below for exact pin positions.

Basic Circuit Diagram for Lab Tasks on ESP32-WROOM-DA

- Connect one leg of push button to GPIO0 and the other leg to GND through 10 $k\Omega$ resistor (pull-down).
- Connect LED anode (+) to GPIO4 via 220 Ω resistor, LED cathode to GND.
- USB powers the ESP32 board and allows programming via the Arduino IDE.

This setup will enable performing the lab steps effectively using the ESP32-WROOM-DA board. [1] [2] [3]

If needed, more detailed hardware schematics or code examples can be provided.



- 1. https://techtonions.com/esp32-pinout/
- 2. https://esp32io.com/tutorials/esp32-button-led
- 3. https://www.espressif.com/sites/default/files/documentation/esp32-wroom-da_datasheet_en.pdf
- 4. https://forum.arduino.cc/t/esp-32-wroom-32-pin-allocation/1228704
- 5. https://docs.sunfounder.com/projects/umsk/en/latest/03_esp32/esp32_lesson01_button.html
- 6. https://www.youtube.com/watch?v=yxU_Kw2de08
- 7. https://www.espressif.com/sites/default/files/documentation/esp32-wroom-32_datasheet_en.pdf
- 8. https://soslab.net/articles/esp32-tutorial-how-to-control-an-led-with-a-button-toggle-debounce
- 9. https://oshwlab.com/Zulfahmi27/esp32-devkit-v1
- 10. https://cdn-shop.adafruit.com/product-files/5344/5344_esp32-wroom-da_datasheet_en.pdf
- 11. https://randomnerdtutorials.com/esp32-pcb-weather-station-interface-circuit-diagram-circuit/
- 12. https://www.youtube.com/watch?v=QUNKY87Da7A
- 13. https://circuitdigest.com/esp32-projects
- 14. https://circuitdigest.com/microcontroller-projects/getting-started-with-esp32-with-arduino-ide
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- 16. https://randomnerdtutorials.com/esp32-pinout-reference-gpios/
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