

LAB EXPERIMENT : 11

11) Implement an application that writes data to the SD card.

AIM:

The aim of this project is to design an application that writes data to an SD card using a microcontroller (such as Arduino or ESP32). The program will demonstrate how to write text data to a file on the SD card.

ALGORITHM:

- **Initialize SD Card:**
 - Begin by initializing the SD card interface and checking if the card is correctly detected.
- **Open a File:**
 - Open a file on the SD card in write mode.
- **Write Data:**
 - Write data (e.g., text strings or sensor data) to the file on the SD card.
- **Close the File:**
 - Properly close the file after writing to ensure data integrity.
- **Error Handling:**
 - Handle any errors that might occur, such as SD card not being detected or file access issues.
- **Repeat (if necessary):**
 - Optionally, repeat the writing process for continuous logging of data.

SOURCE CODE:

```
#include <SD.h> // Include the SD card library

#include <SPI.h> // Include the SPI library (needed for SD card communication)

const int chipSelect = 10; // Chip select pin for the SD card module

void setup() {
    // Start serial communication at 9600 baud
    Serial.begin(9600);

    // Initialize the SD card
    if (!SD.begin(chipSelect)) {
```

```
Serial.println("Initialization failed!"); // If initialization fails
return;
}
Serial.println("SD card initialized.");

// Open the file "data.txt" for writing
File dataFile = SD.open("data.txt", FILE_WRITE);

// Check if the file opened successfully
if (dataFile) {
    dataFile.println("Hello, SD card!"); // Write a test message
    dataFile.close(); // Close the file to save data
    Serial.println("Data written to SD card.");
} else {
    // If the file didn't open, print an error message
    Serial.println("Error opening data.txt");
}

void loop() {
    // Nothing to do in the loop for this example
}
```

RESULT :

When the application runs, the SD card will store the text data "Hello, SD card!" in a file named `data.txt`. The user can read this data on the SD card by connecting the card to a computer or card reader.

OUTPUT :

