Sisteme cu microprocesoare

~ Proiect ~

Controlarea intensitatii unor LED-uri folosind Wi – Fi

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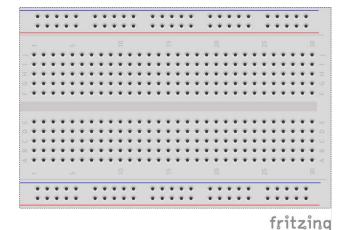
Descrierea proiectului.

Proiectul consta in controlarea intensitatii a 3 dispozitive LED de culoare albastru, galben si rosu. Controlarea intensitatii se face folosind tehnica *PWM*, iar conectarea la Wi-Fi se realizeaza folosind un modul *ESP8266*.

Componente hardware.

Pentru realizarea acestui proiect s-au folosit urmatoarele componente hardware :

• Breadboard 400 puncte.



• Modul Wi-Fi NodeMCU ESP8266 CP2102



• 3 LED-uri.



- Rezistente.
- Fire jumper.

Implementarea hardware.

In schema de mai jos este reprezentata aproximativ schema de mai jos (Fig. 1). Conectarea s-a facut in acest fel datorita spatiului restrans de pe breadboard-ul de 400 de puncte.

LED-urile s-au conectat la pinii digitali **D5**, **D6** si **D7**, corespunzator cu **GPIO14**, **GPIO12**, **GPIO13**(Fig. 2).

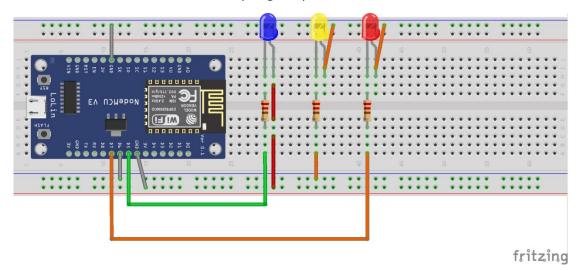


Fig. 1

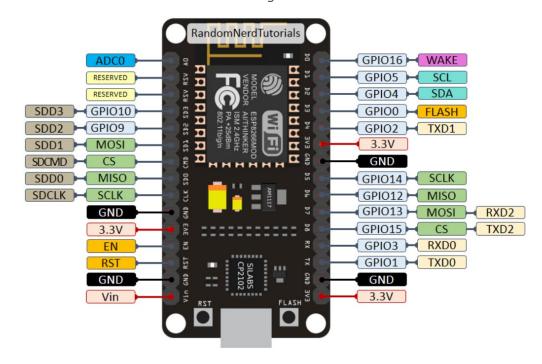


Fig. 2

Implementarea Software.

Partea Software a proiectului a fost implementata folosind **Arduino IDE**, cu bibliotecile specifice pentru modulul Wi-Fi si pentru sincronizarea cu serverul Web.

Codul aplicatiei poate fi gasit mai jos :

```
//bibliotecile necesare
#include <ESP8266WiFi.h>
#include <ESPAsyncTCP.h>
#include <ESPAsyncWebServer.h>
//credentiale retea
const char* ssid = "Network Name";
const char* password = "Network Password";
//variabila secventa start
int variable = 0;
//led albastru D5
const int led pin1 = 14; //GPIO
//led galben D6
const int led_pin2 = 12; //GPIO
//led rosu D7
const int led pin3 = 13; //GPIO
//valori pentru slider.
String slider value1 = "0";
String slider_value2 = "0";
String slider value3 = "0";
//caractere pentru a identifica led-ul corespunzator
const char* input parameter1 = "value";
const char* input parameter2 = "value2";
const char* input parameter3 = "value3";
```

```
//crearea serverului
AsyncWebServer server(80);
const char index html[] PROGMEM = R"rawliteral(
<!DOCTYPE HTML><html>
<head>
//scalarea paginii pentru orice tip de dispozitiv
  <meta name="viewport" content="width=device-width, initial-scale=1">
//titlul paginii
  <title>Controlarea intensitatii unui LED prin Wi-fi Server</title>
  <style>
//modelarea paginii web folosind stil CSS
    html {font-family: Times New Roman; display: inline-block; text-align:
center;}
    h {font-size: 2.3rem;}
    p {font-size: 2.0rem;}
    //slider1
    body {max-width: 400px; margin:0px auto; padding-bottom: 25px;}
    .slider { -webkit-appearance: none; margin: 14px; width: 360px; height:
25px; background: #1500ff;
      outline: none; -webkit-transition: .2s; transition: opacity .2s;}
    .slider::-webkit-slider-thumb {-webkit-appearance: none; appearance:
none; width: 35px; height: 35px; background:#01070a; cursor: pointer;}
    .slider::-moz-range-thumb { width: 35px; height: 35px; background:
#01070a; cursor: pointer; }
    //slider2
    h2 {font-size: 2.3rem;}
    p2 {font-size: 2.0rem;}
    //slider2
    body {max-width: 400px; margin:0px auto; padding-bottom: 25px;}
    .slider2 { -webkit-appearance: none; margin: 14px; width: 360px;
height: 25px; background: #f2ff00;
      outline: none; -webkit-transition: .2s; transition: opacity .2s;}
    .slider2::-webkit-slider-thumb {-webkit-appearance: none; appearance:
none; width: 35px; height: 35px; background:#01070a; cursor: pointer;}
    .slider2::-moz-range-thumb { width: 35px; height: 35px; background:
#01070a; cursor: pointer; }
```

```
//slider3
    h3 {font-size: 2.3rem;}
    p3 {font-size: 2.0rem;}
    body {max-width: 400px; margin:0px auto; padding-bottom: 25px;}
    .slider3 { -webkit-appearance: none; margin: 14px; width: 360px;
height: 25px; background: #ff0000;
      outline: none; -webkit-transition: .2s; transition: opacity .2s;}
    .slider3::-webkit-slider-thumb {-webkit-appearance: none; appearance:
none; width: 35px; height: 35px; background:#01070a; cursor: pointer;}
    .slider3::-moz-range-thumb { width: 35px; height: 35px; background:
#01070a; cursor: pointer; }
  </style>
</head>
//definirea body-ului HTML
<body>
  <h>Proiect SMP - Controlarea intensitatii unui LED</h>
//parametrii pentru slider1
  <span id="textslider value1">%SLIDERVALUE1%</span>
  <input type="range" onchange="updateSliderPWM(this)" id="pwmSlider1"</p>
min="0" max="255" value="%SLIDERVALUE1%" step="1" class="slider">
  <h2></h2>
//parametrii pentru slider2
  <p2><span id="textslider value2">%SLIDERVALUE2%</span></p2>
  <p2><input type="range" onchange="updateSliderPWM2(this)" id="pwmSlider2"</pre>
min="0" max="255" value="%SLIDERVALUE2%" step="1" class="slider2"></p2>
  <h3></h3>
//parametrii pentru slider3
  <p3><span id="textslider value3">%SLIDERVALUE3%</span></p3>
  <p3><input type="range" onchange="updateSliderPWM3(this)" id="pwmSlider3"</pre>
min="0" max="255" value="%SLIDERVALUE3%" step="1" class="slider3"></p3>
<script>
//functie slider 1
function updateSliderPWM(element)
  var slider value1 = document.getElementById("pwmSlider1").value;
  document.getElementById("textslider value1").innerHTML = slider value1;
  console.log(slider value1);
```

```
//HTTP GET request
  var xhr = new XMLHttpRequest();
  xhr.open("GET", "/slider?value="+slider value1, true);
 xhr.send();
}
//functie slider2
function updateSliderPWM2(element)
  var slider value2 = document.getElementById("pwmSlider2").value;
  document.getElementById("textslider value2").innerHTML = slider value2;
  console.log(slider value2);
//HTTP GET request
  var xhr = new XMLHttpRequest();
  xhr.open("GET", "/slider?value2="+slider value2, true);
  xhr.send();
}
//functie slider3
function updateSliderPWM3(element)
  var slider value3 = document.getElementById("pwmSlider3").value;
  document.getElementById("textslider value3").innerHTML = slider value3;
  console.log(slider value3);
//HTTP GET request
  var xhr = new XMLHttpRequest();
  xhr.open("GET", "/slider?value3="+slider value3, true);
  xhr.send();
</script>
</body>
</html>
)rawliteral";
//returnarea valorii din slider
```

```
String processor(const String& var)
{
  if (var == "SLIDERVALUE1")
   return slider value1;
  else if (var == "SLIDERVALUE2")
    return slider value2;
  else return slider value3;
  return String();
void setup()
//setarea pinilor pentru secventa de start
  pinMode(14,OUTPUT);
 pinMode(12,OUTPUT);
 pinMode(13,OUTPUT);
  Serial.begin(115200);
  WiFi.begin(ssid, password);
//conectarea la internet a modulului.
  while (WiFi.status() != WL CONNECTED)
    delay(1000);
   Serial.println("Connecting...");
  Serial.println(WiFi.localIP());
  while(variable==0)
    //secv 1
    digitalWrite(14,HIGH);
    delay(250);
    digitalWrite(14,LOW);
```

```
digitalWrite(12,HIGH);
delay(250);
digitalWrite(12,LOW);
digitalWrite(13, HIGH);
delay(250);
digitalWrite(13,LOW);
delay(250);
//secv2
digitalWrite(13, HIGH);
delay(250);
digitalWrite(13,LOW);
digitalWrite(12,HIGH);
delay(250);
digitalWrite(12,LOW);
digitalWrite(14,HIGH);
delay(250);
digitalWrite(14,LOW);
//secv3
digitalWrite(14,HIGH);
digitalWrite(12,HIGH);
digitalWrite(13,HIGH);
delay(300);
digitalWrite(14,LOW);
digitalWrite(12,LOW);
digitalWrite(13,LOW);
delay(300);
digitalWrite(14,HIGH);
digitalWrite(12,HIGH);
digitalWrite(13,HIGH);
delay(300);
digitalWrite(14,LOW);
digitalWrite(12,LOW);
```

```
digitalWrite(13,LOW);
    delay(300);
    digitalWrite(14,HIGH);
    digitalWrite(12,HIGH);
    digitalWrite(13,HIGH);
   delay(300);
   digitalWrite(14,LOW);
   digitalWrite(12,LOW);
   digitalWrite(13,LOW);
   variable=1;
  //GET request pentru /root URL
  server.on("/", HTTP GET, [](AsyncWebServerRequest *request)
    request->send P(200, "text/html", index html, processor);
  });
  //GET request pentru /slider URL
  server.on("/slider", HTTP GET, [] (AsyncWebServerRequest *request)
   String message;
//request slider1
    if (request->hasParam(input parameter1))
    {
     message = request->getParam(input_parameter1)->value();
      slider_value1 = message;
      analogWrite(led pin1,slider value1.toInt());
//request slider2
    if (request->hasParam(input parameter2))
      message = request->getParam(input_parameter2)->value();
      slider_value2 = message;
      analogWrite(led_pin2,slider_value2.toInt());
```

```
//request slider3
   if (request->hasParam(input_parameter3))
   {
      message = request->getParam(input_parameter3)->value();
      slider_value3 = message;
      analogWrite(led_pin3,slider_value3.toInt());
   }
   });
//pornirea serverului
   server.begin();
}
void loop()
{
}
```

Demonstrarea functionalitatii.

Dupa ce am alimentat placa la un dispozitiv, putem deschide Arduino IDE. Dupa apasarea butonului **RST**, modulul va incerca sa stabileasca o conexiune cu reteaua. In momentul in care conexiunea a reusit, pe monitorul serial (Serial Monitor) va aparea adresa IP a serverului (Fig. 3), iar LED-urile vor incepe o secventa de start, in care se aprind si se sting.

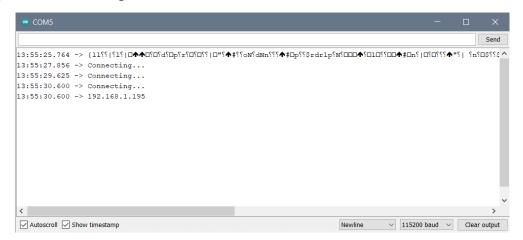


Fig. 3

In acest moment ne putem conecta la adresa IP indicata. Pagina Web va arata asa :

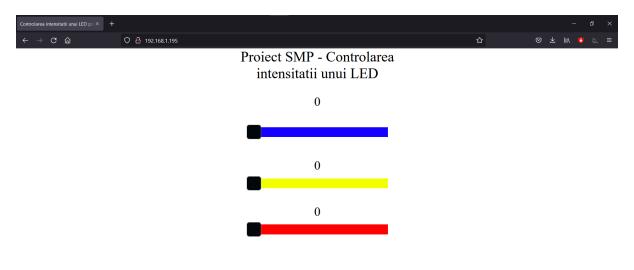


Fig. 4

De aici putem controla intensitatea fiecarui LED in parte. Valorile merg de la 0 la 255.

Referinte.

- https://microcontrollerslab.com
- https://randomnerdtutorials.com/esp8266-pinout-reference-gpios/