

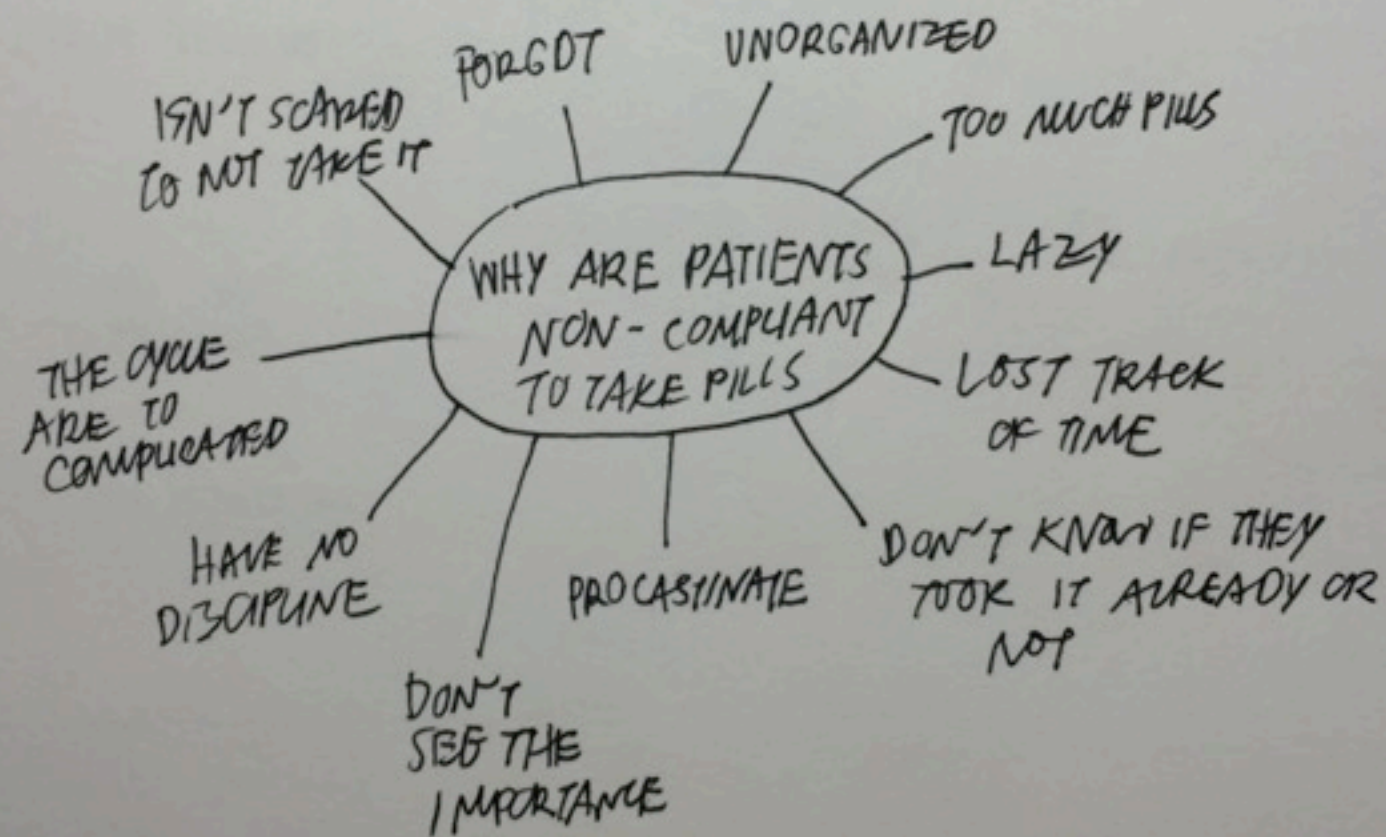
# CCLab Midterm

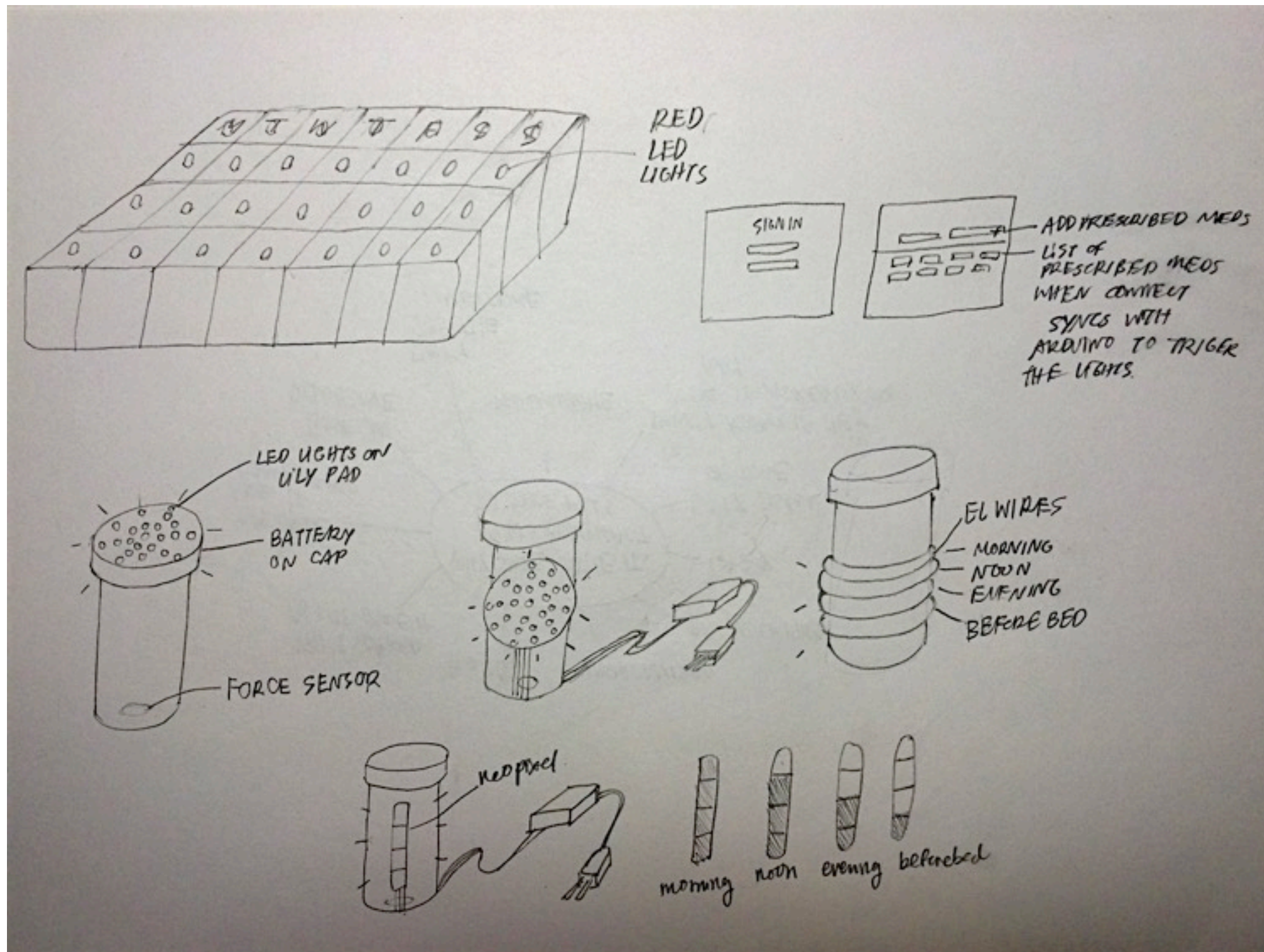
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### **According to Medscape**

- In the United States, some 3.8 billion prescriptions are written every year, yet over 50% of them are taken incorrectly or not at all.
- In a survey of 1000 patients, nearly 75% admitted to not always taking their medications as directed.

I am studying on the reasons patients are non compliant to their prescribed medicine in order to find a solution to help organize their medicine taking routine.







## Precedents







Morning



Noon



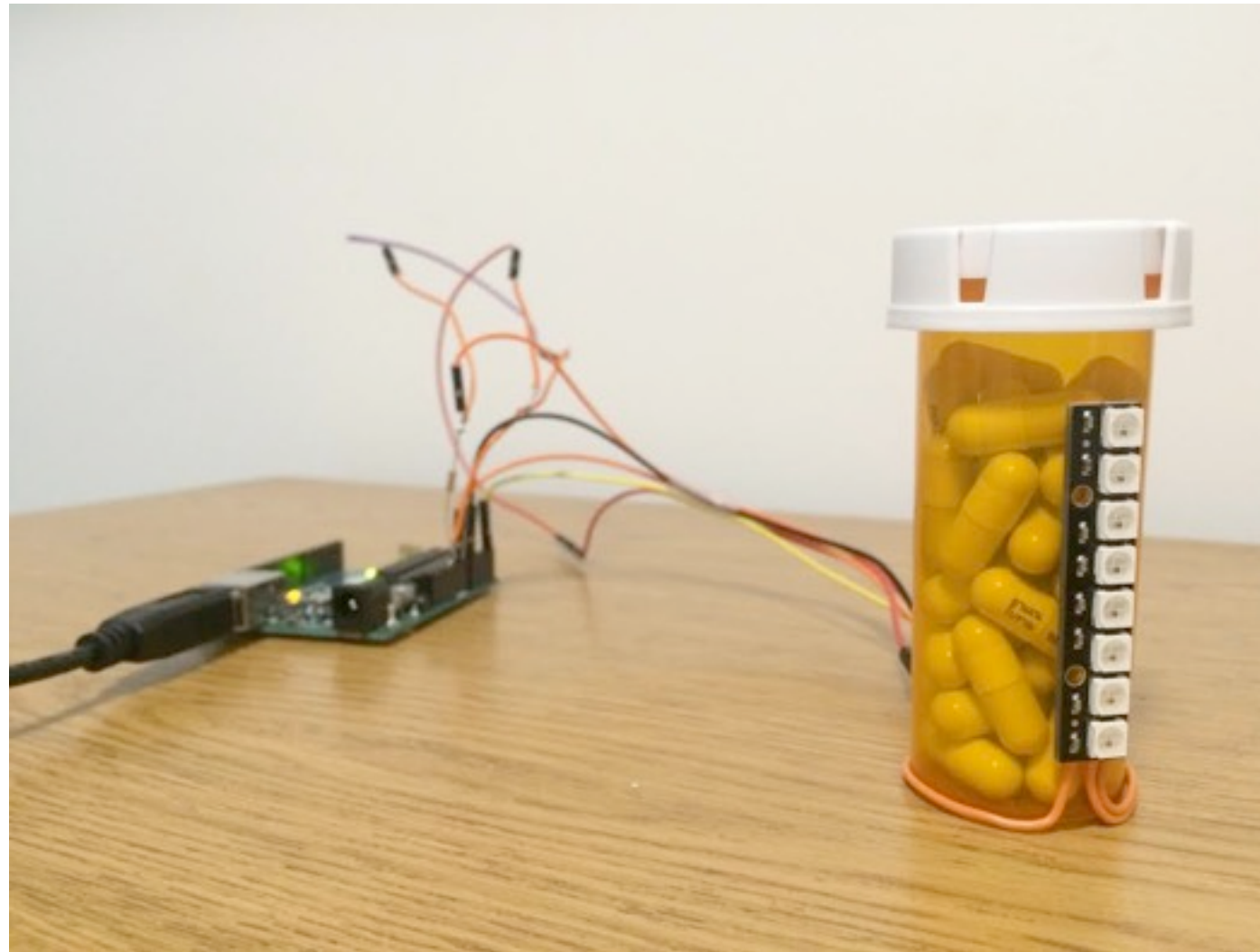
Evening



Before Bed



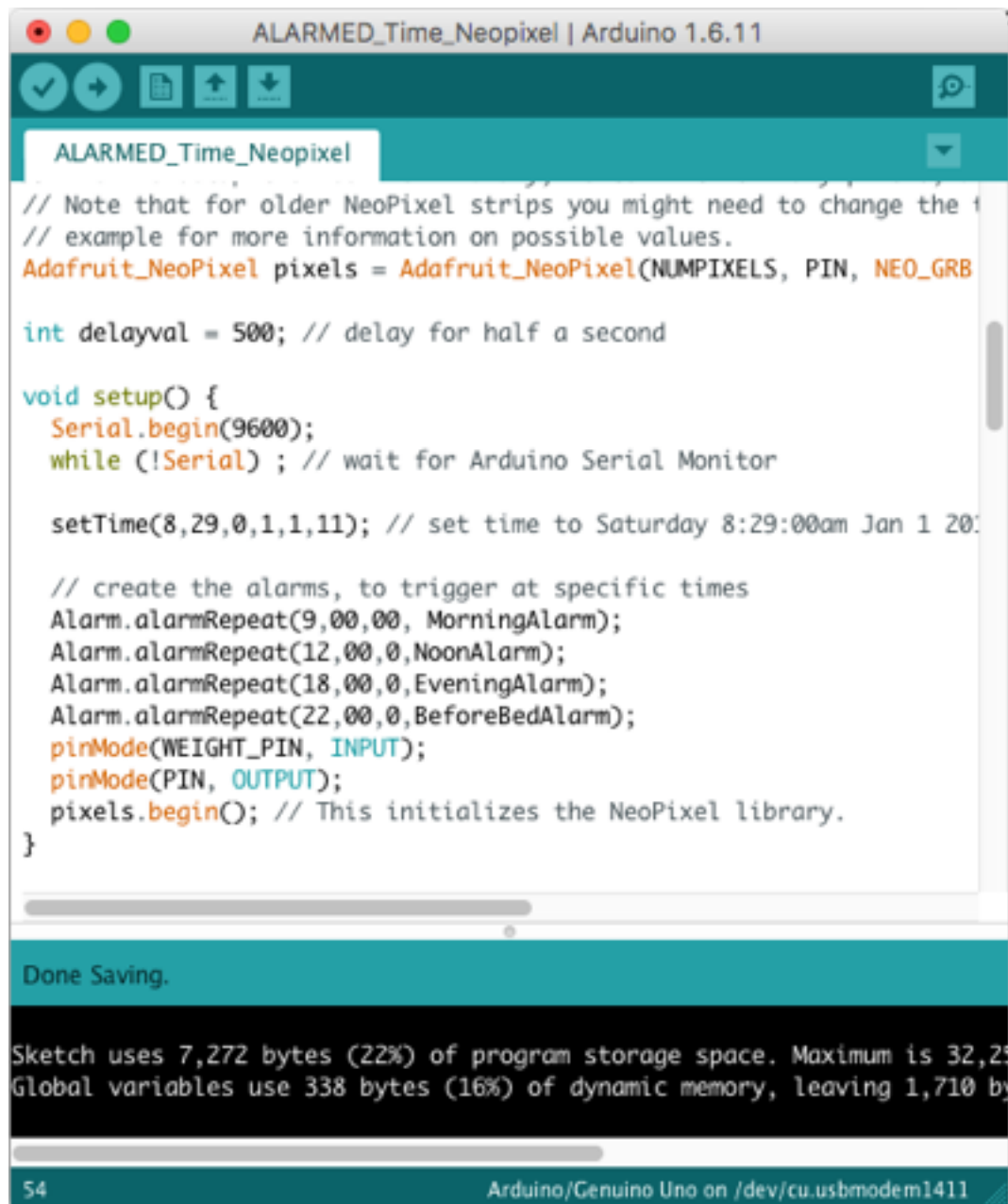
## Assembling the Arduino



## Pseudo Code

1. Time triggers Neopixel to light up at different time of the day
2. If weight of 'amount of pill' is decreased, the Neopixel will turn off
3. The light combination won't turn off if patient didn't take the pill at that time yet

## Code (Connecting Neopixel with Time)



```
ALARMED_Time_Neopixel | Arduino 1.6.11
ALARMED_Time_Neopixel
// Note that for older NeoPixel strips you might need to change the t
// example for more information on possible values.
Adafruit_NeoPixel pixels = Adafruit_NeoPixel(NUMPIXELS, PIN, NEO_GRB

int delayval = 500; // delay for half a second

void setup() {
  Serial.begin(9600);
  while (!Serial) ; // wait for Arduino Serial Monitor

  setTime(8,29,0,1,1,11); // set time to Saturday 8:29:00am Jan 1 20

  // create the alarms, to trigger at specific times
  Alarm.alarmRepeat(9,00,00, MorningAlarm);
  Alarm.alarmRepeat(12,00,0, NoonAlarm);
  Alarm.alarmRepeat(18,00,0, EveningAlarm);
  Alarm.alarmRepeat(22,00,0, BeforeBedAlarm);
  pinMode(WEIGHT_PIN, INPUT);
  pinMode(PIN, OUTPUT);
  pixels.begin(); // This initializes the NeoPixel library.
}
```

Done Saving.

Sketch uses 7,272 bytes (22%) of program storage space. Maximum is 32,256 bytes.  
Global variables use 338 bytes (16%) of dynamic memory, leaving 1,710 bytes free.

54 Arduino/Genuino Uno on /dev/cu.usbmodem1411



```
ALARMED_Time_Neopixel | Arduino 1.6.11
ALARMED_Time_Neopixel

void MorningAlarm() {
  pixels.setPixelColor(0, pixels.Color(255,0,0));
  pixels.setPixelColor(1, pixels.Color(255,0,0));
  pixels.setPixelColor(2, pixels.Color(255,0,0));
  pixels.setPixelColor(3, pixels.Color(255,0,0));
  pixels.setPixelColor(4, pixels.Color(255,0,0));
  pixels.setPixelColor(5, pixels.Color(255,0,0));
  pixels.setPixelColor(6, pixels.Color(255,0,0));
  pixels.setPixelColor(7, pixels.Color(255,0,0));
  pixels.show();
  delay(8000);
  pixels.setPixelColor(0, pixels.Color(0,0,0));
  pixels.setPixelColor(1, pixels.Color(0,0,0));
  pixels.setPixelColor(2, pixels.Color(0,0,0));
  pixels.setPixelColor(3, pixels.Color(0,0,0));
  pixels.setPixelColor(4, pixels.Color(0,0,0));
  pixels.setPixelColor(5, pixels.Color(0,0,0));
  pixels.setPixelColor(6, pixels.Color(0,0,0));
  pixels.setPixelColor(7, pixels.Color(0,0,0));
  pixels.show();
}

Done Saving.

Sketch uses 7,272 bytes (22%) of program storage space. Maximum is 32,256 bytes.  
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```

## Code (Attempts adding force sensor to the code)

```
CCLAB_MIDTERM_led_and_time_sensor1 | Arduino 1.6.11

AlarmId id;

#include <Adafruit_NeoPixel.h>
#ifdef __AVR__
  #include <avr/power.h>
#endif

// Which pin on the Arduino is connected to the NeoPixels?
// On a Trinket or Gemma we suggest changing this to 1
#define PIN          A5

// How many NeoPixels are attached to the Arduino?
#define NUMPIXELS    8

#define SENSOR_LOW  0      //these numbers will change the sensitivity
#define SENSOR_HIGH 10

const int WEIGHT_PIN = A0; // Analog input pin that the force sensor is connected to
int sensorValue = 0;

// When we setup the NeoPixel library, we tell it how many pixels, and which pin on the Arduino it is
```

```
CCLAB_MIDTERM_led_and_time_sensor1 | Arduino 1.6.11

void MorningAlarm() {
  if (sensorValue > SENSOR_HIGH){
    pixels.setPixelColor(0, pixels.Color(255,0,0));
    pixels.setPixelColor(1, pixels.Color(255,0,0));
    pixels.setPixelColor(2, pixels.Color(255,0,0));
    pixels.setPixelColor(3, pixels.Color(255,0,0));
    pixels.setPixelColor(4, pixels.Color(255,0,0));
    pixels.setPixelColor(5, pixels.Color(255,0,0));
    pixels.setPixelColor(6, pixels.Color(255,0,0));
    pixels.setPixelColor(7, pixels.Color(255,0,0));
    pixels.show();
  }
  else {
    pixels.setPixelColor(0, pixels.Color(0,0,0));
    pixels.setPixelColor(1, pixels.Color(0,0,0));
    pixels.setPixelColor(2, pixels.Color(0,0,0));
    pixels.setPixelColor(3, pixels.Color(0,0,0));
    pixels.setPixelColor(4, pixels.Color(0,0,0));
    pixels.setPixelColor(5, pixels.Color(0,0,0));
    pixels.setPixelColor(6, pixels.Color(0,0,0));
    pixels.setPixelColor(7, pixels.Color(0,0,0));
  }
}
```

**Thank you**