

Real Time Clock (RTC)

- It will be connected to IoT Gateway.
- It is made by using Arduino UNO.
- It provides precise time and date.
- Its functionalities are time keeping & time editing.

Hardware Used =

- Arduino UNO
- 16 X 2 LCD Display
- Resistors
- Piezo buzzer
- 4 Push Buttons
- Bread Board

Real
Time
Clock
[Architecture]

RTC Application Software

Arduino Framework
{ Board support package }
{ Device Drivers & Libraries }

LCD Push Button Buzzer
{ Hardware Layer }

Need to Use It =

- Display time in H:M:S format
- provision for Editing time.
- Time preserving not needed.
- Minimum cost (↓)
- Battery power not needed.
- RTC keeps track of the current time and date.
- Available as a separate Integrated circuit.

16x2 LCD DISPLAY

Current Time Is:
0 : 0 : 7

H : M : S

ARDUINO UNO

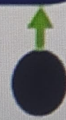
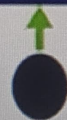
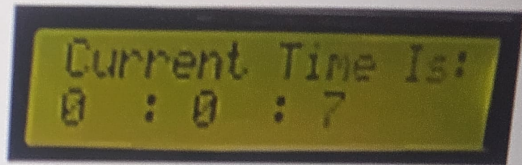
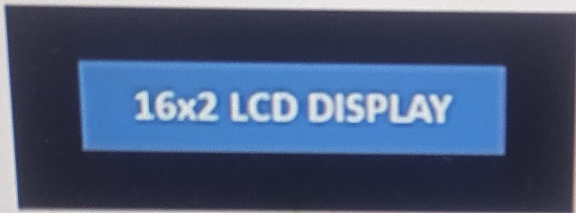
BUZZER

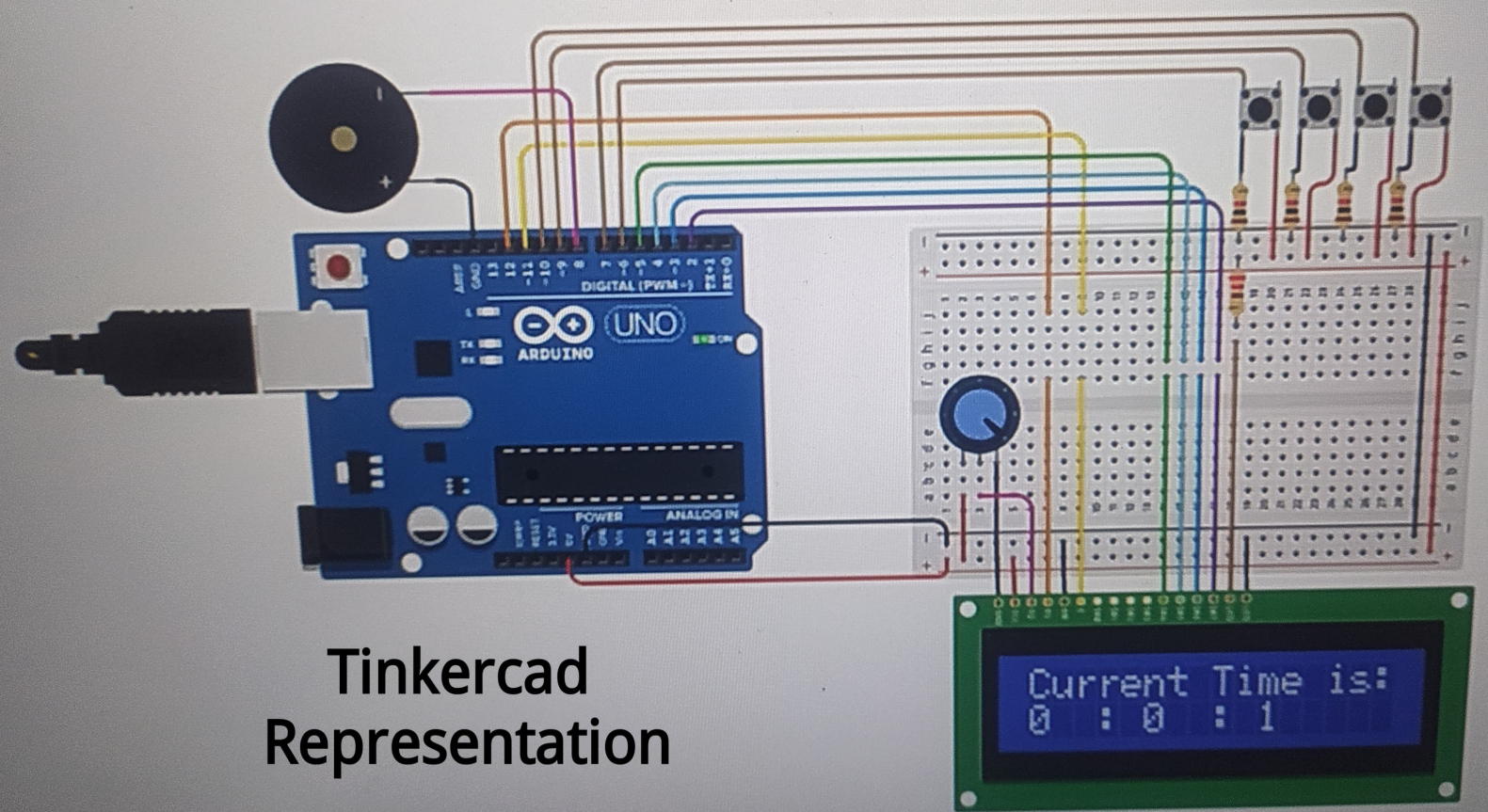
MODE

POS

EDIT

OK





```

// C++ code
//
/*
  LiquidCrystal Library - Hello World

  Demonstrates the use of a 16x2 L
  CD display.
  The LiquidCrystal library works wit
  h all LCD
  displays that are compatible with t
  he Hitachi
  HD44780 driver. There are many o
  f them out
  there, and you can usually tell the
  m by the
  16-pin interface.

  This sketch prints "Hello World!" to
  the LCD
  and shows the time.

  The circuit:
  * LCD RS pin to digital pin 12
  * LCD Enable pin to digital pin 11
  * LCD D4 pin to digital pin 5
  * LCD D5 pin to digital pin 4
  * LCD D6 pin to digital pin 3
  * LCD D7 pin to digital pin 2
  * LCD R/W pin to ground
  * LCD VSS pin to ground
  * LCD VCC pin to 5V
  * 10K resistor:
  * ends to +5V and ground
  * wiper to LCD VO pin (pin 3)
  */

#include <LiquidCrystal.h>

int seconds = 0;

LiquidCrystal lcd_1(12, 11, 5, 4, 3, 2)
;

void setup()
{
  lcd_1.begin(16, 2); // Set up the nu
  mber of columns and rows on the L
  CD.

  // Print a message to the LCD.
  lcd_1.print("hello world!");
}

void loop()
{
  // set the cursor to column 0, line 1
  // (note: line 1 is the second row, s
  ince counting
  // begins with 0):
  lcd_1.setCursor(0, 1);
  // print the number of seconds sin
  ce reset:
  lcd_1.print(seconds);
  delay(1000); // Wait for 1000 millis
  econd(s)
  seconds += 1;
}

```