

# **Data Acquisition**

## **2 Wheels Car**

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## Arduino code 1 Drive

```
#include<LiquidCrystal.h>
```

```
LiquidCrystal lcd(5,4,3,2,1,0);
```

```
#define front A5
```

```
#define back A4
```

```
#define right A3
```

```
#define left A2
```

```
#define inc A1
```

```
#define dec A0
```

```
#define in1 13
```

```
#define in2 12
```

```
#define en1 11
```

```
#define en2 10
```

```
#define in3 9
```

```
#define in4 8
```

```
int speed1=85,speed2=85,debounce1=1,debounce2=1,x=0,y=0;
```

```
void setup() {
```

```
  lcd.begin(16,2);
```

```
  lcd.setCursor(0,0);lcd.print("Speed m");
```

```
  lcd.setCursor(0,1);lcd.print("Dir. ");
```

```
  pinMode(in1,OUTPUT);
```

```
pinMode(in2,OUTPUT);  
pinMode(en1,OUTPUT);  
pinMode(en2,OUTPUT);  
pinMode(in3,OUTPUT);  
pinMode(in4,OUTPUT);  
}
```

```
void loop() {
```

```
if (digitalRead(inc) && debounce1){  
    speed1=speed1+85 ;  
    if (speed1 > 255){speed1=255;}  
    speed2=speed1;  
    debounce1=0;}  
else if (digitalRead(dec) && debounce2){  
    speed1 = speed1 - 85 ;  
    if (speed1 < 85){speed1=85;}  
    speed2=speed1;  
    debounce2=0;}  
  
if (!digitalRead(inc)){debounce1=1;}  
if (!digitalRead(dec)){debounce2=1;}  
  
if (speed1 == 85){lcd.setCursor(7,0);lcd.print("in ");}  
else if (speed1 == 170){lcd.setCursor(7,0);lcd.print("id ");}
```

```
else if (speed1 == 255){lcd.setCursor(7,0);lcd.print("ax ");}  
else {lcd.setCursor(7,0);lcd.print("an error");}
```

```
analogWrite(en1,speed1-y);
```

```
analogWrite(en2,speed2-x);
```

```
if(!digitalRead(front) && !digitalRead(back) && !digitalRead(left) &&  
!digitalRead(right))
```

```
{digitalWrite(in1,LOW);digitalWrite(in2,LOW);digitalWrite(in3,LOW);digitalWrite(in4,LOW);
```

```
x=0;y=0;
```

```
lcd.setCursor(6,1);lcd.print("stop ");}
```

```
else if (digitalRead(front) && !digitalRead(back) && digitalRead(left) &&  
!digitalRead(right)){
```

```
y=speed2/2;
```

```
digitalWrite(in1,HIGH);digitalWrite(in2,LOW);
```

```
digitalWrite(in3,HIGH);digitalWrite(in4,LOW);
```

```
lcd.setCursor(6,1);lcd.print("F.L ");}
```

```
else if (!digitalRead(front) && digitalRead(back) && digitalRead(left) &&  
!digitalRead(right)){
```

```
y=speed2/2;
```

```
digitalWrite(in2,HIGH);digitalWrite(in1,LOW);
```

```
digitalWrite(in4,HIGH);digitalWrite(in3,LOW);
```

```
lcd.setCursor(6,1);lcd.print("B.L ");}
```

```
else if (digitalRead(front) && !digitalRead(back) && !digitalRead(left) && digitalRead(right)){
```

```
    x=speed1/2;
```

```
    digitalWrite(in1,HIGH);digitalWrite(in2,LOW);
```

```
    digitalWrite(in3,HIGH);digitalWrite(in4,LOW);
```

```
    lcd.setCursor(6,1);lcd.print("F.R ");}
```

```
else if (!digitalRead(front) && digitalRead(back) && !digitalRead(left) && digitalRead(right)){
```

```
    x=speed1/2;
```

```
    digitalWrite(in2,HIGH);digitalWrite(in1,LOW);
```

```
    digitalWrite(in4,HIGH);digitalWrite(in3,LOW);
```

```
    lcd.setCursor(6,1);lcd.print("B.R ");}
```

```
else if (digitalRead(front) && !digitalRead(back) && !digitalRead(left) && !digitalRead(right)){
```

```
    digitalWrite(in1,HIGH);digitalWrite(in2,LOW);
```

```
    digitalWrite(in3,HIGH);digitalWrite(in4,LOW);
```

```
    x=0;y=0;
```

```
    lcd.setCursor(6,1);lcd.print("front");}
```

```
else if (!digitalRead(front) && digitalRead(back) && !digitalRead(left) && !digitalRead(right)){
```

```
    digitalWrite(in2,HIGH);digitalWrite(in1,LOW);
```

```
    digitalWrite(in4,HIGH);digitalWrite(in3,LOW);
```

```
    x=0;y=0;
```

```
    lcd.setCursor(6,1);lcd.print("back ");}
```

```
else if (!digitalRead(front) && !digitalRead(back) && digitalRead(left) &&
!digitalRead(right)){
```

```
    digitalWrite(in2,HIGH);digitalWrite(in1,LOW);
```

```
    digitalWrite(in3,HIGH);digitalWrite(in4,LOW);
```

```
    x=40;y=40; //slower rotational speed for better control
```

```
    lcd.setCursor(6,1);lcd.print("left ");}
```

```
else if (!digitalRead(front) && !digitalRead(back) && !digitalRead(left) &&
digitalRead(right)){
```

```
    digitalWrite(in1,HIGH);digitalWrite(in2,LOW);
```

```
    digitalWrite(in4,HIGH);digitalWrite(in3,LOW);
```

```
    x=40;y=40; //slower rotational speed for better control
```

```
    lcd.setCursor(6,1);lcd.print("right");}
```

```
else if ((digitalRead(front) && digitalRead(back)) || (digitalRead(right) &&
digitalRead(left)))
```

```
{ digitalWrite(in1,LOW);digitalWrite(in2,LOW);digitalWrite(in3,LOW);digitalWri
te(in4,LOW);
```

```
    x=0;y=0;
```

```
    lcd.setCursor(6,1);lcd.print("error");}
```

```
}
```

