

# Final Project – Step-by-step Guide

Here's a complete recipe for your **Final Project – Motion / Sound Detection with Arduino Uno R3** using **Ultrasonic + PIR + Red/Green LEDs in Simulink**.

I'll assume this logic:

- If **object is within a chosen distance AND motion is detected** → **GREEN LED ON, RED OFF**
  - Otherwise → **RED LED ON, GREEN OFF**
- 

## **1** Hardware Connections (step-by-step wiring)

### **A. Pin plan (so we stay consistent)**

Device	Arduino Pin
PIR motion signal	<b>D2</b>
Ultrasonic Trigger	<b>D3</b>
Ultrasonic Echo	<b>D4</b>
Green LED	<b>D9</b>
Red LED	<b>D10</b>
Power for sensors	<b>5V &amp; GND</b>

Use ~220  $\Omega$  resistor for each LED.

---

### **B. Set up the breadboard power rails**

1. Plug the **Arduino Uno** into USB (for power & programming).
  2. On the breadboard:
    - Connect **Arduino 5V** → **breadboard + rail**.
    - Connect **Arduino GND** → **breadboard – rail**.
    - Now all components can share 5V and GND from those rails.
- 

### **C. Wire the PIR Motion Sensor**

Typical PIR pins (left→right when facing the dome, but check your module marking):

- **VCC / +**
- **OUT / SIG**
- **GND / –**

Steps:

1. PIR **VCC** → **Breadboard + (5V)**.
  2. PIR **GND** → **Breadboard – (GND)**.
  3. PIR **OUT/SIG** → **Arduino D2** (use a male–male jumper).
- 

## **D. Wire the Ultrasonic Sensor (HC-SR04)**

Pins: **VCC, TRIG, ECHO, GND**

1. **VCC** → **Breadboard + (5V)**.
  2. **GND** → **Breadboard – (GND)**.
  3. **TRIG** → **Arduino D3**.
  4. **ECHO** → **Arduino D4**.  
(HC-SR04 “5V” echo is okay for the Uno’s 5V logic.)
- 

## **E. Wire the LEDs with resistors**

We’ll use **active-HIGH**: writing logic 1 turns LED on.

**Green LED (near + motion)**

1. Place the **Green LED** on the breadboard (long leg = anode, short leg = cathode).
2. Connect **anode (long leg)** → one side of a **220  $\Omega$  resistor**.
3. Other side of resistor → **Arduino D9**.
4. **Cathode (short leg)** → breadboard **GND rail**.

**Red LED (far / no motion)**

1. Place the **Red LED** on the breadboard.
2. **Anode** → **220  $\Omega$  resistor** → **Arduino D10**.
3. **Cathode** → **breadboard GND rail**.

Double-check:

- All GND pins (PIR, HC-SR04, LEDs) → same ground as Arduino.

- No component is directly from 5V to a digital pin without a resistor.

At this point the hardware is ready.

---

## 2 Simulink Diagram Layout & Pin Settings

### Overall logic in blocks

1. **Ultrasonic Sensor block** → distance (m)
2. **Compare to Constant** (< threshold) → isNear
3. **Digital Input block (PIR)** → motion
4. **Logical Operator (AND)**: isNear AND motion → greenCondition
5. **Logical Operator (NOT)** of greenCondition → redCondition
6. **Digital Output block (D9)** ← greenCondition
7. **Digital Output block (D10)** ← redCondition

---

### Block-by-block settings

All Arduino-specific blocks are under:

**Simulink Library Browser ▶ Simulink Support Package for Arduino Hardware**

#### a) Ultrasonic Sensor block

- Block: **Ultrasonic Sensor**
- Parameters:
  - **Trigger pin:** D3
  - **Echo pin:** D4
  - **Sample time:** 0.1 (for 10 Hz updates, you can adjust)

**Output:** distance in meters (double).

#### b) PIR Motion – Digital Input

- Block: **Digital Input**
- Parameters:
  - **Pin:** D2
  - **Sample time:** 0.1 (same as ultrasonic)
- Output data type: `boolean` (or `uint8` and treat non-zero as true).

#### c) Distance threshold – Compare to Constant

- Block: **Relational Operator** or **Compare To Constant**
  - Input: the **distance** from Ultrasonic block.
  - Operator: `<`
  - Constant value: e.g. `0.3` (meters) → “object is near if within 30 cm.”
- Output: `isNear` (boolean).

#### d) Logical combination

- Block 1: **Logical Operator (AND)**
  - Inputs: `isNear` and `motion`.
  - Operator: `AND`
  - Output: `greenCondition`.
- Block 2: **Logical Operator (NOT)**
  - Input: `greenCondition`
  - Operator: `NOT`
  - Output: `redCondition`.

#### e) LED Outputs – Digital Output blocks

- Block: **Digital Output** (one block per LED).

##### Green LED block:

- Pin: `D9`
- Sample time: `0.1`
- Input: `greenCondition`.

##### Red LED block:

- Pin: `D10`
- Sample time: `0.1`
- Input: `redCondition`.

That's the full diagram.

---

## **3 Step-by-Step: Build the Simulink Model**

### Step 1 – Start a new model

1. In MATLAB, type: `simulink` and press Enter.
2. Click **Blank Model**.
3. Save it immediately as e.g. `MotionUltrasonicLED.slx`.

---

## Step 2 – Configure the hardware (Arduino Uno)

1. In the Simulink model window, go to **Modeling ► Model Settings...** (or **Ctrl+E**).
  2. In the left pane select **Hardware Implementation**.
  3. Under **Hardware board**, choose **Arduino Uno**.
  4. MATLAB will auto-fill other options. Make sure:
    - **Arduino IDE / toolchain** is found (from earlier setup).
  5. Optional: Under **Target Hardware Resources ► External mode**, enable External mode if you want live tuning/monitoring.
  6. Click **OK** to close the dialog.
- 

## Step 3 – Add Arduino blocks

1. Open the **Library Browser**.
  2. Navigate to **Simulink Support Package for Arduino Hardware ► Common**.
  3. Drag and drop the following into your model:
    - **Ultrasonic Sensor**
    - **Digital Input**
    - **Two Digital Output** blocks.
- 

## Step 4 – Add processing / logic blocks

From the standard Simulink library:

1. **Simulink ► Logic and Bit Operations**
    - **Logical Operator** (add two of these; set one to AND, one to NOT).
  2. **Simulink ► Relational Operators**
    - **Compare To Constant** (or **Relational Operator**).
  3. (Optional) **Display** or **Scope** from **Sinks** to monitor distance or logic signals while in External mode.
- 

## Step 5 – Configure each block

### Ultrasonic block

- Double-click it:
  - Set **Trigger pin** to D3.

- Set **Echo pin** to D4.
- Set **Sample time** to 0.1.

### Digital Input (PIR)

- Double-click:
  - **Pin:** D2.
  - **Sample time:** 0.1.

### Compare To Constant

- Double-click:
  - **Operator:** <.
  - **Constant value:** e.g. 0.3 (meters).
  - Output data type: `boolean` if available.

### Logical Operator (AND)

- Double-click:
  - **Operator:** AND.
  - **Number of input ports:** 2.

### Logical Operator (NOT)

- Double-click:
  - **Operator:** NOT.

### Digital Output (Green LED)

- Double-click:
  - **Pin:** D9.
  - **Initial value:** 0.
  - **Sample time:** 0.1.

### Digital Output (Red LED)

- Double-click:
  - **Pin:** D10.
  - **Initial value:** 0.
  - **Sample time:** 0.1.

---

## Step 6 – Wire the blocks

Connect the lines as follows:

1. **Ultrasonic Sensor output** → **Compare To Constant input**.
2. **Compare To Constant output** → **Logical AND input 1** (*isNear*).
3. **Digital Input (PIR) output** → **Logical AND input 2** (*motion*).
4. **Logical AND output (greenCondition)**:
  - → **Digital Output (D9 – Green LED)**.
  - → **Logical NOT input**.
5. **Logical NOT output (redCondition)** → **Digital Output (D10 – Red LED)**.

(Optional) Also connect the Ultrasonic distance to a **Display/Scope** to see live distance in meters.

---

## Step 7 – Choose run mode & deploy

You have two main options:

### A. Run in External mode (live interaction)

1. On the Simulink toolbar, set **Simulation mode** to **External**.
2. Click the **Connect to Target** button (plug icon).
3. Then click **Run**.
4. The model compiles, downloads to the Arduino, and Simulink stays connected so you can view scopes and change constants in real time.

### B. Deploy as standalone on Arduino

1. In the model window, click **Deploy To Hardware** (the blue “play-on-chip” icon).
  2. Simulink generates code, flashes the Uno, and then your board runs the logic by itself (no PC needed once running).
- 

## Step 8 – Test behavior

1. Power the Arduino via USB or external 5V.
2. Put an object within your threshold distance (e.g., within 30 cm) **and** move in front of the PIR:
  - **GREEN LED** should turn ON.
  - **RED LED** should turn OFF.
3. Move away or block motion:
  - **RED LED ON, GREEN OFF**.

You can adjust:

- The **distance threshold** constant (e.g., 0.2 m vs 0.5 m).

- Sample times for faster/slower response.

---

If you'd like, next I can:

- Draw a simple ASCII or block-style diagram you can mirror in Simulink, **or**
- Add a “sound” element using a buzzer on another pin, controlled by the same logic.