

Timothy Hand's Group

Members:

Timothy Hand

Final Project Write Up

The goal is to create an evaporation cooling system (aka a swamp cooler). In dry, hot climates, evaporation coolers provide a more energy-efficient alternative to air conditioners. Air is pulled in from the outside through a pad that is soaked in water. The evaporation of the water cools and humidifies the air. As they rely on evaporation, they do not work in humid climates.

Design Overview:

Water Level Monitoring: The system will monitor the water levels in a reservoir and print an alert when the level is too low. This ensures that the system does not operate without sufficient water, preventing damage to the equipment.

Temperature and Humidity Monitoring: It will monitor and display the current air temperature and humidity on an LCD screen. This information allows users to assess the effectiveness of the cooling system and adjust settings as needed.

Fan Control: The system will start and stop a fan motor as needed when the temperature falls out of a specified range (high or low). This ensures efficient operation and prevents unnecessary energy consumption.

Vent Angle Adjustment: Users will be able to adjust the angle of an output vent from the system. This feature allows users to direct the cooled air where it is needed most, improving comfort and efficiency.

System On/Off Control: A user-friendly on/off button will enable or disable the entire system. This provides users with convenient control over the operation of the cooling system.

Time and Date Recording: The system will record the time and date every time the motor is turned on or off. This information will be transmitted to a host computer over USB, allowing users to track system usage and performance over time.

Constraints:

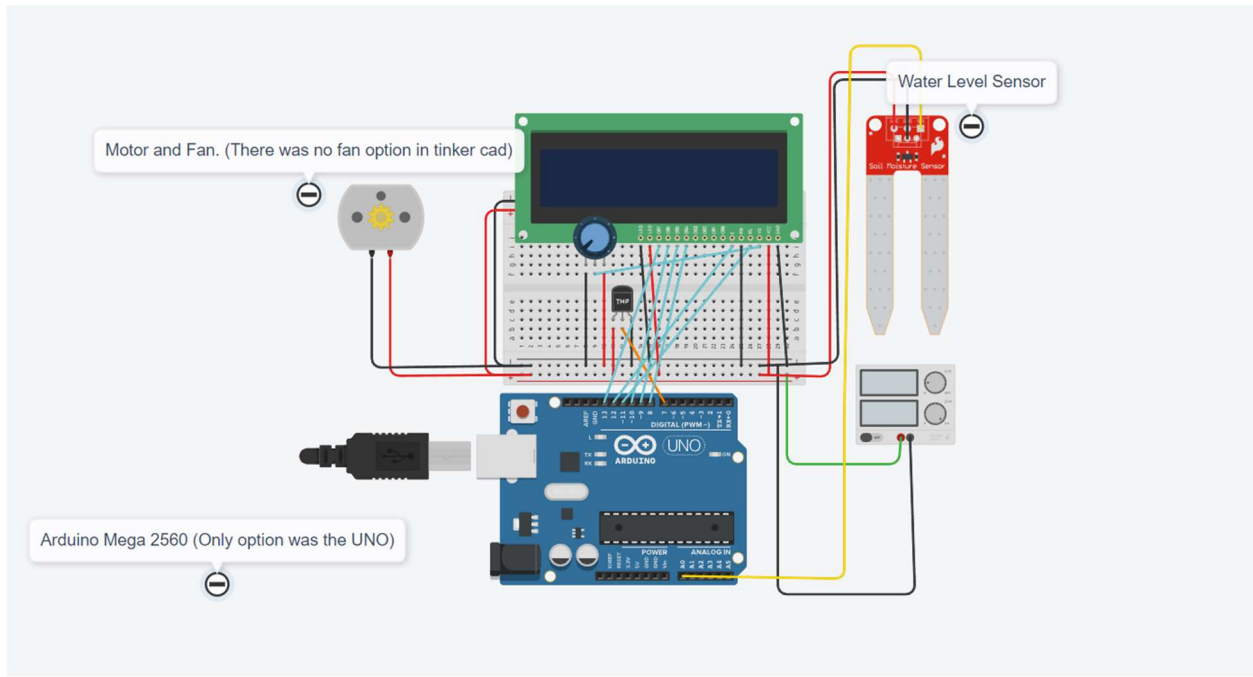
Operating Environment: The system is designed to operate in dry, hot climates where evaporation cooling is effective. It may not perform optimally in humid environments.

Power Requirements: The system should be designed to operate efficiently, with consideration for power consumption to minimize energy usage.

Component Compatibility: Components used in the system should be compatible with each other and suitable for the intended application.

User Interface: The user interface should be intuitive and user-friendly to allow for easy operation and control of the cooling system.

Schematic:



Components Used:

Arduino Mega 2560:

<https://docs.arduino.cc/resources/datasheets/A000067-datasheet.pdf>

LCD1602 Module:

https://www.waveshare.com/datasheet/LCD_en_PDF/LCD1602.pdf

Water Level Detection Sensor Module:

<https://www.biomaker.org/block-catalogue/2021/12/17/water-level-sensor-tzt-water-level-sensor>

DHT11 Temperature and Humidity Module:

<https://www.mouser.com/datasheet/2/758/DHT11-Technical-Data-Sheet-Translated-Version-1143054.pdf>

Stepper Motor:

https://www.velmex.com/Downloads/OEM-Spec_Charts/PK264M-03B_StepperMotor.pdf

Fan Blad and 3-6v Motor:

https://wiki-content.arduino.cc/documents/datasheets/DCmotor6_9V.pdf

DS1307 Module

<https://www.sparkfun.com/datasheets/Components/DS1307.pdf>

L293D IC

<https://components101.com/ics/l293d-pinout-features-datasheet>

Working Code:

```
Final_Project | Arduino 1.8.19
File Edit Sketch Tools Help

Final_Project

#include <ds.h>
#include <liquidCrystal.h>
#include <Stepper.h>
#include <Wire.h> // Include Wire library for I2C communication
#include <RTClib.h> // Include RTC library for DS1307

#define DHT11_PIN ? // Define the pin to which the DHT sensor is connected
#define ENABLE 5
#define D12A 5
#define D12B 4
#define TEMP_THRESHOLD 25 // Define the temperature threshold
#define WATER_LEVEL_PIN 20 // Pin connected to the water level sensor
#define WATER_LEVEL_THRESHOLD 500 // Define the water level threshold

#define STEPPER_STEPS 200 // Number of steps per revolution
#define STEPPER_PIN_STEP 22 // Step pin
#define STEPPER_PIN_DIR 23 // Direction pin
#define STEPPER_PIN_EN 24 // Enable pin

const int stepsPerRevolution = 200; // change this to fit the number of steps per revolution
const int rotatePerMinute = 17; // Adjustable range of 28802-40 stepper is 0-17 rpm

ds.h DHT;
LiquidCrystal lcd(12, 11, 9, 8, 6, 5); // RS, EN, D4, D5, D6, D7
Stepper myStepper(stepsPerRevolution, 23, 25, 27, 29);
RTC_DS1307 rtc;

void setup() {
  Serial.begin(9600); // Start serial communication

  if (!rtc.begin()) {
    Serial.println("Couldn't find RTC");
    while (1);
  }

  if (!rtc.isrunning()) {
    Serial.println("RTC is not running, setting time...");
    rtc.adjust(DateTime(F(__DATE__), F(__TIME__))); // Set the initial time and date to compile time
  }

  pinMode(ENABLE, OUTPUT);
  pinMode(D12A, OUTPUT);
  pinMode(D12B, OUTPUT);
  pinMode(STEPPER_PIN_EN, OUTPUT);
}

void loop() {
  // Read temperature
  float temp = DHT.temperature;

  // Read water level
  int waterLevel = analogRead(WATER_LEVEL_PIN);

  // Check if water level is above threshold
  if (waterLevel > WATER_LEVEL_THRESHOLD) {
    // Turn on water pump
    digitalWrite(ENABLE, HIGH);
    digitalWrite(D12A, HIGH);
    digitalWrite(D12B, LOW);
    myStepper.rotate(rotatePerMinute);
  } else {
    // Turn off water pump
    digitalWrite(ENABLE, LOW);
    digitalWrite(D12A, LOW);
    digitalWrite(D12B, HIGH);
    myStepper.rotate(-rotatePerMinute);
  }

  // Print temperature and water level to serial monitor
  Serial.print("Temp: ");
  Serial.print(temp);
  Serial.print("C\n");

  Serial.print("Water Level: ");
  Serial.print(waterLevel);
  Serial.print("\n");

  // Print time and date to serial monitor
  DateTime now = rtc.now();
  Serial.print("Time: ");
  Serial.print(now.hour());
  Serial.print("/");
  Serial.print(now.month());
  Serial.print("/");
  Serial.print(now.day());
  Serial.print(" ");
  Serial.print(now.hour());
  Serial.print(":");
  Serial.print(now.minute());
  Serial.print(":");
  Serial.print(now.second());
  Serial.print("\n");

  // Print time and date to LCD
  lcd.setCursor(0, 0);
  lcd.print("Time: ");
  lcd.print(now.hour());
  lcd.print("/");
  lcd.print(now.month());
  lcd.print("/");
  lcd.print(now.day());
  lcd.setCursor(0, 1);
  lcd.print("Temp: ");
  lcd.print(temp);
  lcd.print("C");
  lcd.setCursor(0, 2);
  lcd.print("Humidity: ");
  lcd.print(DHT.humidity);
  lcd.print("%");
  lcd.setCursor(0, 3);
  lcd.print("Water Level: ");
  lcd.print(waterLevel);
  lcd.print("\n");
}
```

Sketch uses 12040 bytes (4%) of program storage space. Maximum is 283552 bytes.
Global variables use 439 bytes (7%) of dynamic memory, leaving 7554 bytes for local variables. Maximum is 9192 bytes.

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Arduino Mega or Mega 2560, ATmega2560 (Mega 2560) on COM3

Final Setup:

