

# In put and Out Put

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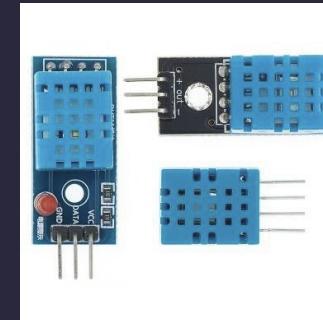
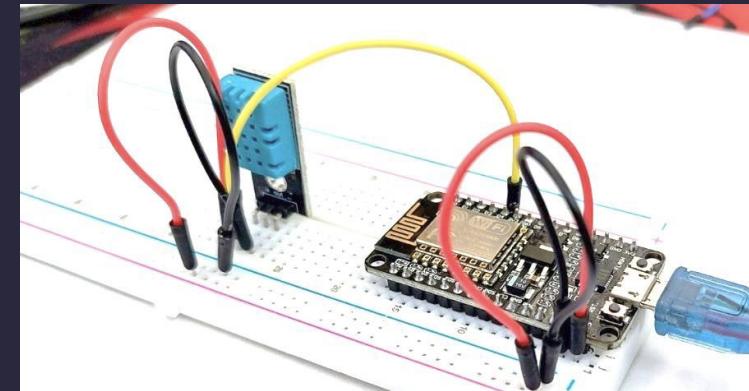
**/02** Displaying text on the OLED 0.96" 128x64 Display



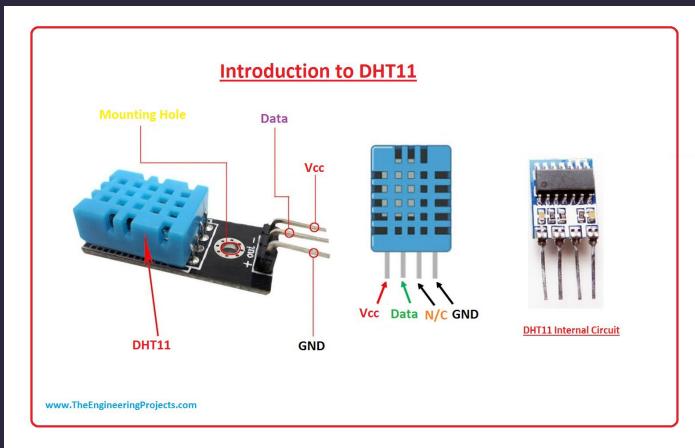
/01

# /Temperature and Humidity Sensors

Recommendation for humidity  
and temperature sensor.



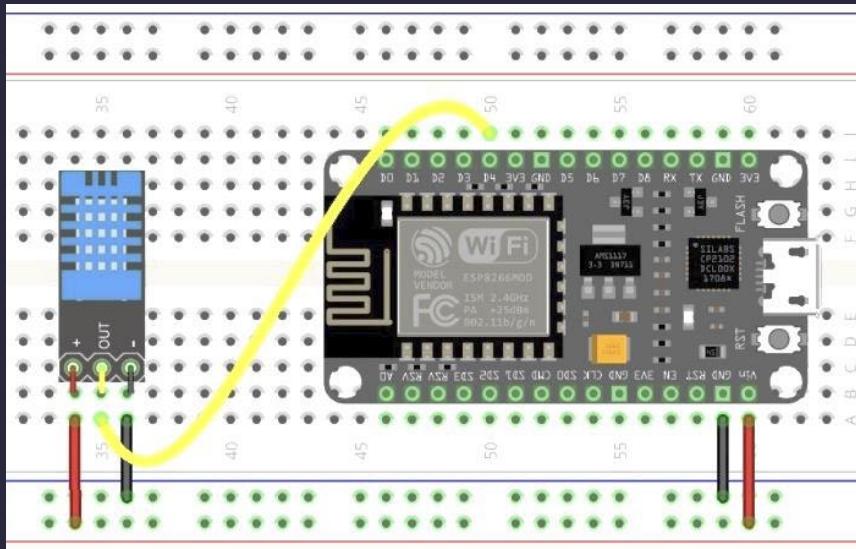
## → Main features of DHT11



The DHT11 sensor is used to measure temperature and relative humidity in the air. It is an affordable option suitable for experimentation. The main features of the DHT11 are as follows:

- Power Supply: 3 - 5.5V
- Temperature Measurement Range: 0 - 50 degrees Celsius with an accuracy of +/- 2 degrees.
- Humidity Measurement Range: 20 - 90% with an accuracy of +/- 5%.
- Measurement Time: 1 second.

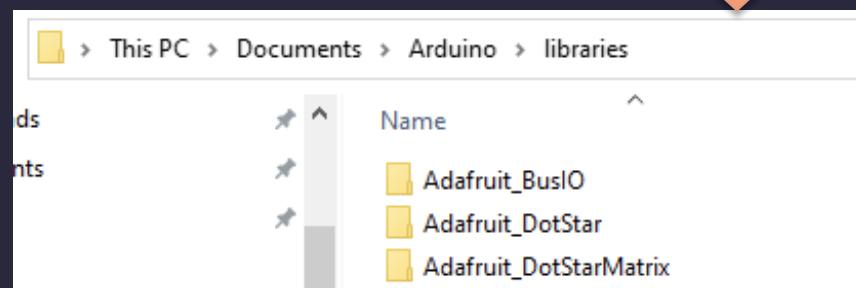
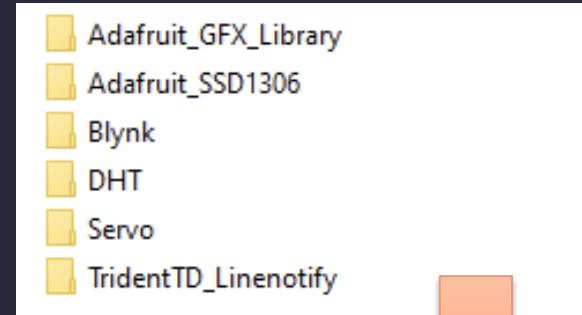
# Wiring



DHT11 Module	NodeMCU ESP8266
+	Vin
-	GND
Out	D4

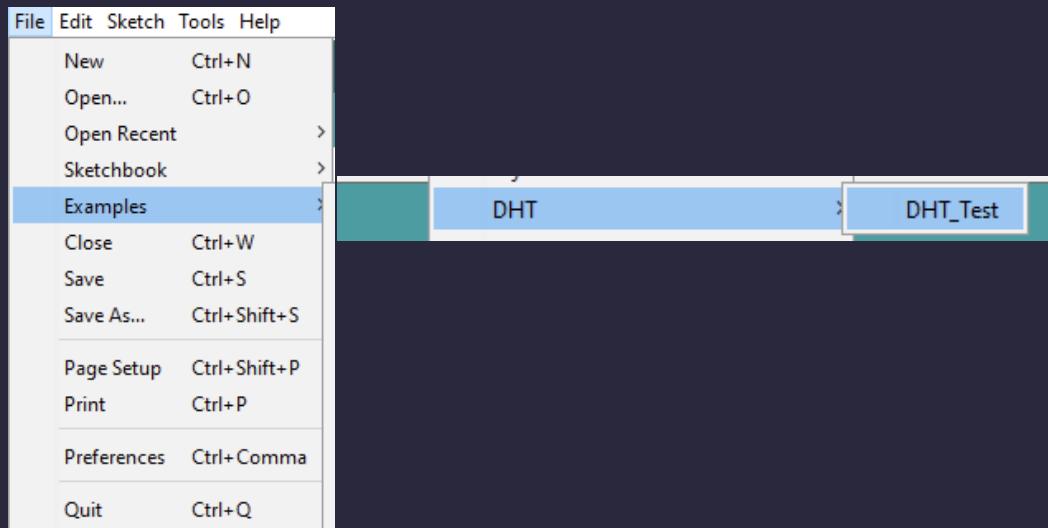
# Include Library

Copy all files in the 'libraries' folder to the Arduino IDE library storage location, which is typically found at C:\Users.....\Documents\Arduino\libraries.



# Coding

Open the DHT11 sensor usage example file in Arduino IDE by navigating to: File > Examples > DHT > DHT\_Test



# Coding

```
#include "DHT.h"
DHT dht;
void setup()
{
    Serial.begin(9600);
    Serial.println();
    Serial.println("Status\tHumidity (%) \tTemperature (C) \t(F)");
    dht.setup(2); // GPIO2 pin D4
}

void loop()
{
    delay(dht.getMinimumSamplingPeriod());

    float humidity = dht.getHumidity();
    float temperature = dht.getTemperature();

    Serial.print(dht.getStatusString());
    Serial.print("\t");
    Serial.print(humidity, 1);
    Serial.print("\t\t");
    Serial.print(temperature, 1);
    Serial.print("\t\t");
    Serial.println(dht.toFahrenheit(temperature), 1);
}
```



- □ ×

# Test

# /02

## /Displaying text on the OLED 0.96" 128x64 Display

0.96"



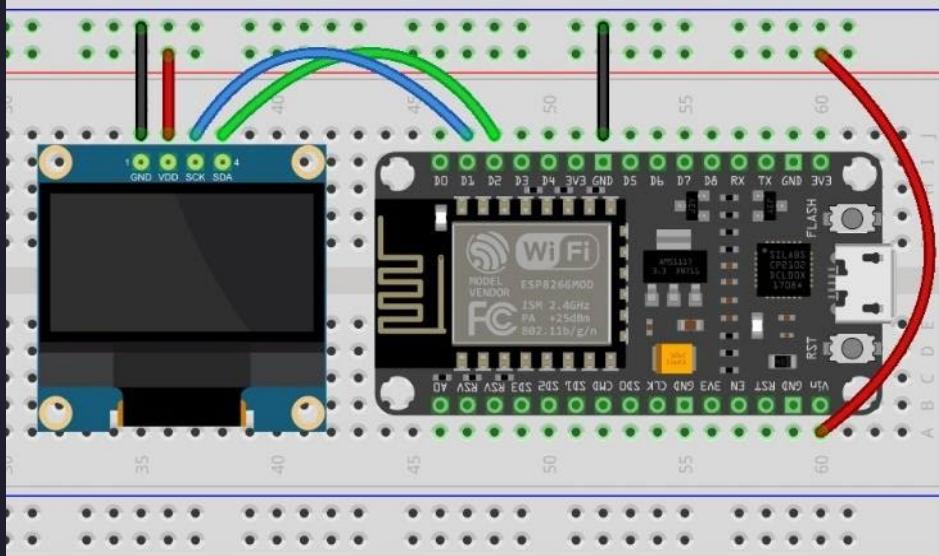


## The main features of the OLED 0.96" 128x64 Display

OLED (Organic Light Emitting Diodes) is a type of display that resembles a thin film. It consists of materials that can emit light when supplied with electrical energy, a process known as electroluminescence. Unlike traditional displays, OLEDs do not require a backlight, and there is no light emission in areas that display the color black, resulting in deep black levels. Additionally, OLED displays are energy-efficient.



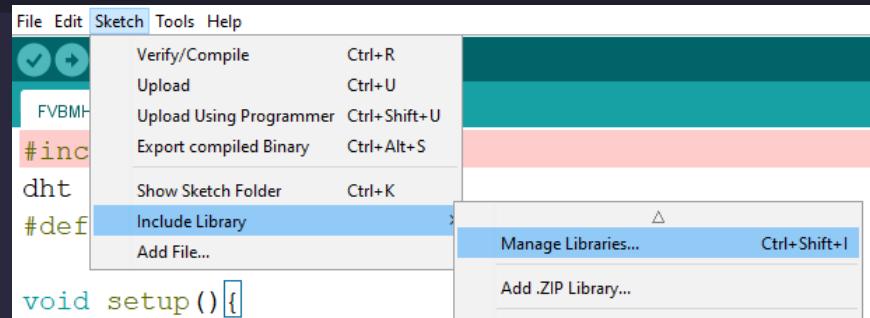
# Wiring



DHT11 Module	NodeMCU ESP8266
VCC	Vin
GND	GND
SCL	D1
SDA	D2

# Include Library

1. Open Arduino IDE and go to Sketch > Include Library, then select Manage Libraries as shown in the image.



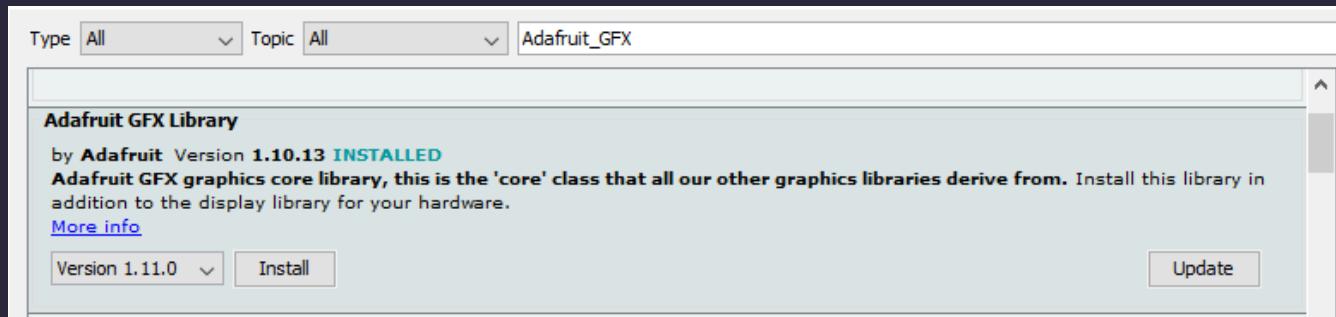
2. Type "adafruit ssd1306" in the "Filter your search.." box to search for and install the library. The library "Adafruit SSD1306" should appear for installation as shown in the image.



# Include Library

3. Select the latest version (in the image, it's 2.5.3), then click on "Install".

4. Type "Adafruit\_GFX" in the "Filter your search..." box to search for and install the "Adafruit\_GFX" library. The library named "Adafruit\_GFX" will appear as shown in the image.



5. Select the latest version (which is 1.11.0 as shown in the picture) and click on "Install."

# Coding

Type this code into Arduino IDE

```
OLED-Display
1 #include <SPI.h>
2 #include <Wire.h>
3 #include <Adafruit_GFX.h>
4 #include <Adafruit_SSD1306.h>
5 Adafruit_SSD1306 display = Adafruit_SSD1306(128, 64, &Wire);
6
7 void setup()
8 {
9 Serial.begin(9600);
10 display.begin(SSD1306_SWITCHCAPVCC, 0x3c); //สั่งให้จอ OLED เริ่มทำงานที่ Address 0x3C
11 }
12
13 void loop() {
14
15 display.clearDisplay(); // ลบภาพที่เห็นจากหน้าจอ
16 display.setCursor(2,0); // กำหนดตำแหน่งจุดเริ่มต้นที่จะแสดงผล (x,y) = (2,0)
17 display.setTextSize(1); // กำหนดขนาดตัวอักษร
18 display.setTextColor(WHITE); // กำหนดสีตัวอักษร
19 display.println("OLED 0.96 First Time"); // แสดงผลข้อความ
20
21 display.setCursor(5,15); // กำหนดตำแหน่งจุดเริ่มต้นที่จะแสดงผล (x,y) = (5,15)
22 display.setTextSize(2); // กำหนดขนาดตัวอักษร
23 display.setTextColor(BLACK, WHITE); // กำหนดสีตัวอักษร ลักษณะหนา
24 display.println(" Aj.Don "); // แสดงผลข้อความ Aj.Don
```

# Coding

```
26 display.setCursor(0,38);
27 display.setTextSize(1); // กໍາທີ່ແດນເກມດ້ວຍກໍາຍຣ
28 display.setTextColor(WHITE); // ກໍາທີ່ແດນສີດ້ວຍກໍາຍຣ
29 display.println("128 x 64 Pixels 0.96 "); // ແສດງພລຂອງຄວາມ 128 x 64 Pixels 0.96'
30
31 display.setCursor(0,52);
32 display.setTextSize(1);
33 display.setTextColor(WHITE);
34 display.println("CAMT CMU"); // ແສດງພລຂອງຄວາມ
35 display.display();
36
37 }
```

# Test



## Work :

Try modifying the program to display the text "Student Name" and the name of the school.

# Q/A

