

Button start

The purpose of the experiment:

After uploading the Button start program, turn on the power switch and press the start button K1. After a short whistle, the BatCar starts to move forward, backward, left turn, right turn, rotate left, rotate right.

List of components required for the experiment:

BatCar *1
USB cable *1





Experimental code analysis:

```
int Left_motor_back = 9;
int Left_motor_go = 5;
int Right_motor_go = 6;
int Right_motor_back = 10;
int Right_motor_en = 8;
int Left_motor_en = 7;

/*Set Button port*/
int key=4;

/*Set BUZZER port*/
int beep=3;

void setup()
{
    //Initialize motor drive for output mode
    pinMode(Left_motor_go,OUTPUT);
    pinMode(Left_motor_back,OUTPUT);
```



```
pinMode(Right motor go,OUTPUT);
 pinMode(Right_motor_back,OUTPUT);
 pinMode(key,INPUT);// Set button as input
 pinMode(beep,OUTPUT); // Set buzzer as output
 digitalWrite(key,HIGH);//Initialize button
 digitalWrite(beep,HIGH);// set buzzer mute
}
void run(int time)
                   // run
{
 digitalWrite(Right_motor_go,HIGH); // right motor go ahead
 digitalWrite(Right_motor_back,LOW);
 analogWrite(Right_motor_go,200);//PWM--Pulse Width Modulation(0~255). It can
be adjusted to control speed.
 analogWrite(Right motor back,0);
 digitalWrite(Left_motor_go,HIGH); // set left motor go ahead
 digitalWrite(Left_motor_back,LOW);
 analogWrite(Left motor go,200);//PWM--Pulse Width Modulation(0~255). It can
be adjusted to control speed.
 analogWrite(Left motor back,0);
 delay(time * 100); //Running time can be adjusted
}
void brake(int time)
                         //stop
 digitalWrite(Right_motor_go,LOW);
 digitalWrite(Right_motor_back,LOW);
 digitalWrite(Left_motor_go,LOW);
 digitalWrite(Left motor back,LOW);
 delay(time * 100);
}
void left(int time) //turn left
{
```



```
digitalWrite(Right motor go,HIGH);// right motor go ahead
 digitalWrite(Right_motor_back,LOW);
 analogWrite(Right_motor_go,200);// PWM--Pulse Width Modulation(0~255)
control speed
 analogWrite(Right motor back,0);
 digitalWrite(Left motor go,LOW); // left motor stop
 digitalWrite(Left motor back,LOW);
 analogWrite(Left_motor_go,0);
 analogWrite(Left_motor_back,0);
 delay(time * 100);
}
void spin_left(int time) //Left rotation
 digitalWrite(Right_motor_go,HIGH);// right motor go ahead
 digitalWrite(Right motor back,LOW);
 analogWrite(Right motor go,200);// PWM--Pulse Width Modulation(0~255)
control speed
 analogWrite(Right motor back,0);
 digitalWrite(Left_motor_go,LOW); // left motor back off
 digitalWrite(Left motor back,HIGH);
 analogWrite(Left motor go,0);
 analogWrite(Left motor back,200);// PWM--Pulse Width Modulation(0~255)
control speed
 delay(time * 100);
}
                   //turn right
void right(int time)
 digitalWrite(Right motor go,LOW); // right motor stop
 digitalWrite(Right_motor_back,LOW);
 analogWrite(Right motor go,0);
 analogWrite(Right motor back,0);
 digitalWrite(Left motor go,HIGH);// left motor go ahead
 digitalWrite(Left_motor_back,LOW);
 analogWrite(Left motor go,200);// PWM--Pulse Width Modulation(0~255) control
speed
```



```
analogWrite(Left motor back,0);
 delay(time * 100);
}
void spin right(int time) //Right rotation
{
 digitalWrite(Right motor go,LOW); // right motor back off
 digitalWrite(Right motor back,HIGH);
 analogWrite(Right motor go,0);
 analogWrite(Right motor back,200);// PWM--Pulse Width Modulation(0~255)
control speed
 digitalWrite(Left motor go,HIGH);// left motor go ahead
 digitalWrite(Left_motor_back,LOW);
 analogWrite(Left motor go,200);// PWM--Pulse Width Modulation(0~255) control
speed
 analogWrite(Left_motor_back,0);
 delay(time * 100);
}
void back(int time) //back off
 digitalWrite(Right motor go,LOW); //right motor back off
 digitalWrite(Right motor back,HIGH);
 analogWrite(Right_motor_go,0);
 analogWrite(Right_motor_back,150);// PWM--Pulse Width Modulation(0~255)
control speed
 digitalWrite(Left motor go,LOW); //left motor back off
 digitalWrite(Left motor back,HIGH);
 analogWrite(Left motor go,0);
 analogWrite(Left motor back,150);// PWM--Pulse Width Modulation(0~255)
control speed
 delay(time * 100);
}
void keysacn()
{
int val;
```



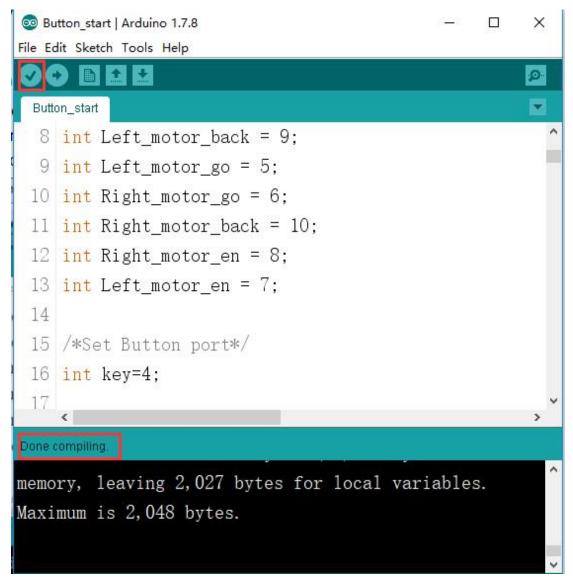
```
val=digitalRead(key);// Reads the button ,the level value assigns to val
 while(digitalRead(key))// When the button is not pressed
 {
  val=digitalRead(key);
 }
 while(!digitalRead(key))// When the button is pressed
  delay(10); //delay 10ms
  val=digitalRead(key);// Reads the button ,the level value assigns to val
  if(val==LOW) //Double check the button is pressed
  {
   digitalWrite(beep,LOW);//The buzzer sounds
   delay(100);//delay 100ms
   while(!digitalRead(key)) //Determine if the button is released or not
    digitalWrite(beep,HIGH);//mute
  }
  else
   digitalWrite(beep,HIGH);//mute
 }
}
void loop()
 delay(2000); //delay 2s
 keysacn();
 back(10); //back off for 1s
 brake(5); //stop for 0.5s
 run(10);//go ahead for 1s
 brake(5); //stop for 0.5s
 left(10);//turn left for 1s
 right(10);//turn right for 1s
 spin_left(20);//Left rotation for 2s
```



```
spin_right(20);//Right rotation for 2s
brake(5); //stop for 0.5s
}
```

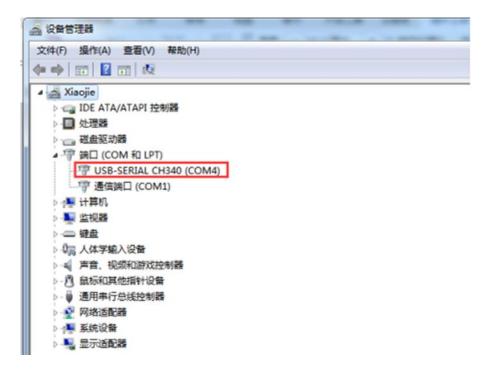
Experimental steps:

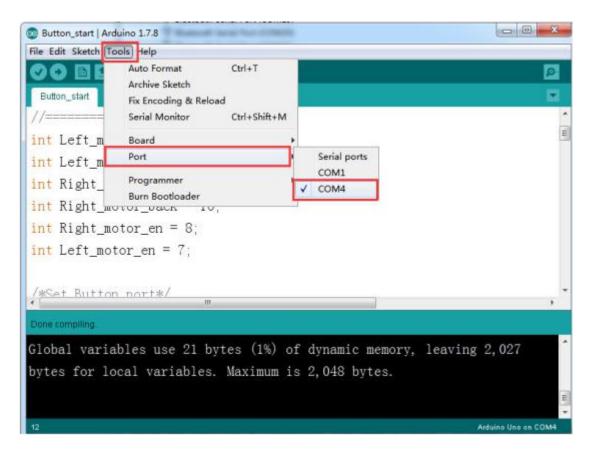
1. We need to open the code of this experiment: **Button_start.ino**, click " $\sqrt{\ }$ " under the menu bar to compile the code, and wait for the word "**Done compiling**" in the lower right corner, as shown in the figure below.



2. In the menu bar of Arduino IDE, we need to select 【Tools】---【Port】---selecting the port that the serial number displayed by the device manager just now, as shown in the figure below.

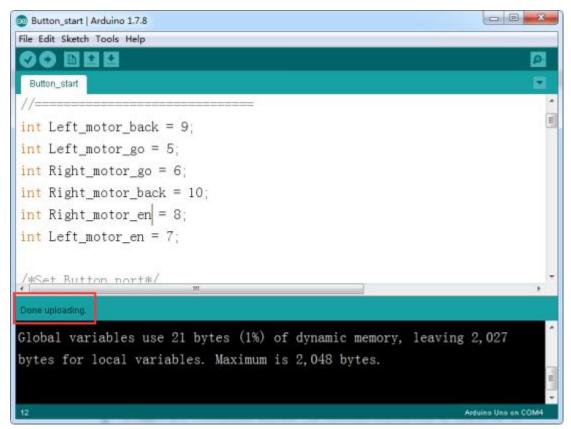






3. After the selection is completed, you need to click "→"under the menu bar to upload the code to the Arduino UNO board. When the word "**Done uploading**" appears in the lower left corner, the code has been successfully uploaded to the Arduino UNO board, as shown in the figure below.





4. Unplug the USB cable, put the BatCar in an open place, turn on the power switch, and the BatCar is still at rest until the start button K1 is pressed. After a short whistle, the BatCar starts to move forward and backward. Turn left, turn right, etc.

