

Course 29 ---- Touch sensor

The purpose of the experiment:

In this course we mainly study the use of Touch sensor.

Introduction of Dual axis XY rocker module:

The actual object is shown below.

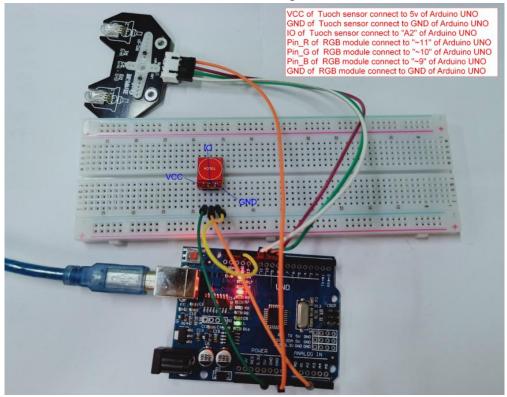


List of components required for the experiment:

Arduino UNO board *1 USB cable *1 Touch sensor *1 RGB*1 Dupont line *1 bunch

Actual object connection diagram:

We need to connect the circuit as shown in the figure below.



Experimental code analysis:

int MQ2=A1; int ledpin=2;

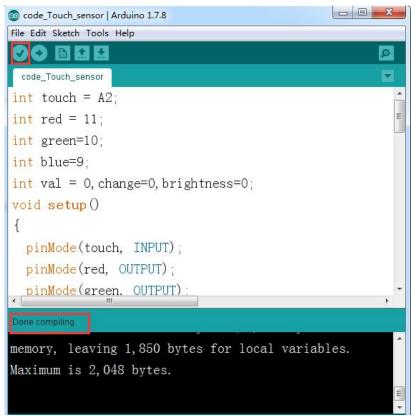


```
int val=0;
void setup()
{
    pinMode(MQ2,INPUT);
    pinMode(ledpin,OUTPUT);//Defining the LED port for the output port
    Serial.begin(9600);//The baud rate is 9600
}
void loop()
{
    val=analogRead(MQ2);//Read the voltage at port A0 and assign it to val
    Serial.println(val);
    if(val>260)
    digitalWrite(ledpin,HIGH);
    else
    digitalWrite(ledpin,LOW);
}
```

Experimental steps:

1. We need to open the program for this experiment:

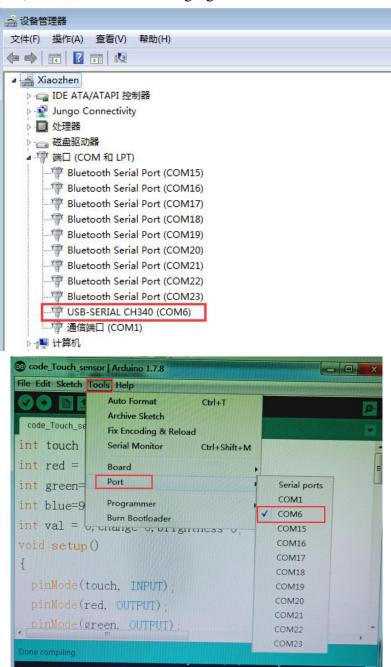
code_Touch_sensor.ino, click " $\sqrt{}$ " under the menu bar, compile the program, and wait for the words of **Done compiling** in the lower left corner, as shown in the following figure.



2. In the menu bar of Arduino IDE, you need to select the Tools I--- Port I--- select the port that the serial number displayed by the device manager just now.for



example:COM6, as shown in the following figure.



3. After the selection is completed, you need to click "→"under the menu bar,and upload the program to the Arduino UNO board, when appears to **Done uploading** on the lower left corner, that means that the program has been successfully uploaded to the Arduino UNO board, as shown in the following figure.



```
- - X
code_Touch_sensor | Arduino 1.7.8
File Edit Sketch Tools Help
code_Touch_sensor
int touch = A2;
int red = 11;
int green=10;
int blue=9;
int val = 0, change=0, brightness=0;
void setup()
  pinMode(touch, INPUT);
  pinMode(red, OUTPUT);
  pinMode(green. OUTPUT)
memory, leaving 1,850 bytes for local variables.
Maximum is 2,048 bytes.
```

4. After the program upload is completed. When you touch the sensor with your hand, the color and brightness of the RGB lamp will change, as shown below.

