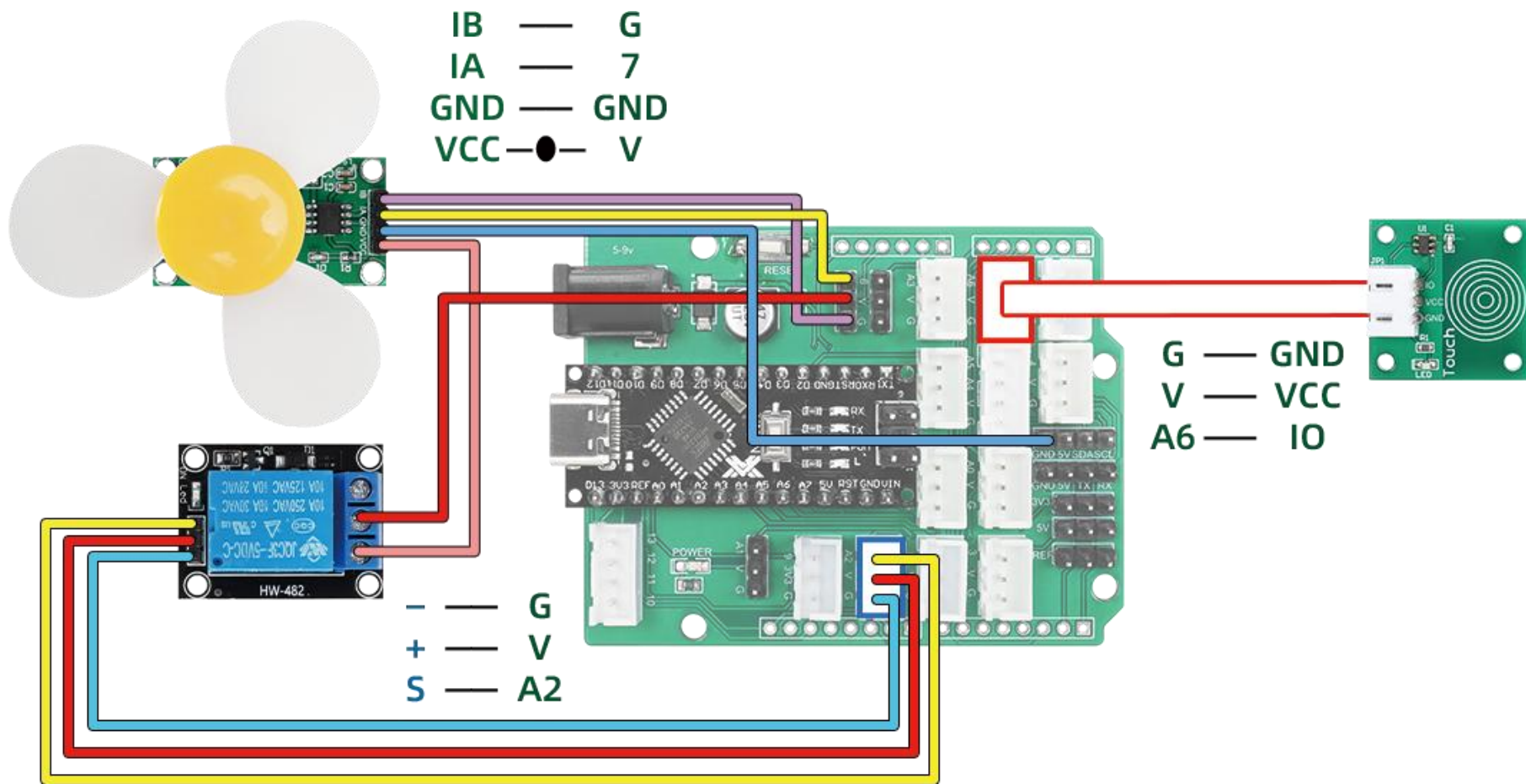


# Project 16-Touch Fan

## 1. project description




In this project , you will learn how to control a small DC motor to start and stop with the touch of a button . The program function of this project is that when the button is touched once, the relay closes and the fan turns on, and when the button is touched again, the relay opens and the fan stops.

## 2. Project wiring diagram



### 3. Download Arduino code

Open the project Arduino code file (path: project 16 touch fan\project16\project16.ino)

 project16	2023/10/16 15:31	文件夹	
 Touch control fan.mp	2023/10/6 13:59	MP 文件	166 KB
 项目 16 触控风扇.docx	2023/10/16 15:32	DOCX 文档	512 KB

Connect the main control board to the computer using USB, select the board type as Nano, select the newly displayed COM number, click "Download" to start compiling and downloading the program to the main control board.

**Code analysis:**

```

1  #define RelayPin  A2      //定义继电器引脚A2  Relay A2
2  #define FanPinA   7       //定义风扇引脚1A  L9110 1A
3  #define touch     A6      //定义按钮引脚A6  Define input pin
4
5  int state = 1;           //继电器状态标志变量    Relay state flag variable
6  int Press = 1;          //触控按钮标志变量    Touch button flag variables
7  int value = 1;          //触控按钮值，触控感应>1000为触控状态，<300为松开状态

```

```

9  void setup()
10 {
11     Serial.begin(9600);
12     pinMode(RelayPin, OUTPUT); //设置继电器引脚为输出    Set the relay pin as the output
13     pinMode(FanPinA, OUTPUT); //设置风扇引脚为输出    Set the fan pin as the output
14     pinMode(touch , INPUT); //设置按钮引脚为输入    Set the button pin as input
15     analogWrite(FanPinA,HIGH); //风扇信号引脚设置高电平    Set the fan pin as the high level
16 }
17
18 void loop()
19 {
20     value = analogRead(touch); //获取触控按钮值    Gets the touch button value
21     // Serial.println(value);
22     Serial.println(state);
23     //Serial.println(Press);
24     if(value < 300){ //判断触控按钮没有在按下触控状态    Determine that the touch button is not
25         Press = 1;
26     }
27     if((value > 1000)&&(Press == 1)) //触控按钮值>1000且Press == 1, 触控按钮被触控一次    Touch button values &g
28     {
29         Press = 0;
30         state = !state;
31     }
32     if(state == 1)digitalWrite(RelayPin,HIGH); //继电器闭合风扇开启    Turn on the fan
33     else digitalWrite(RelayPin, LOW); //继电器断开风扇停止    Turn off the fan

```

#### 4. Download Mind+ graphical code

Open the project Mind+code file (path: Project 16 Touch Control Fan\Touch control fan.mp)



project16	2023/10/16 15:31	文件夹	
Touch control fan.mp	2023/10/6 13:59	MP 文件	166 KB
项目 16 触控风扇.docx	2023/10/16 15:32	DOCX 文档	512 KB

Connect the main control board to the computer with a USB cable and select the newly appeared CH340 serial port COM number. Click "Upload to Device" to complete the code upload.

#### Programming analysis:

This program also uses touch button debounce, which is different from the method used in the previous project. Here, the touch status flag Press is used to avoid repeated triggering, while the previous project uses the method of changing the status of the button before and after to debounce. .

The image shows a Scratch script with two conditional blocks. The first block checks if the 'Touch Button' variable is less than 300, and if true, sets the 'Press' variable to 1. The second block checks if the 'Touch Button' variable is greater than 1000 AND the 'Press' variable equals 1, and if true, sets the 'Press' variable to 0 and the 'State Transition' variable to the current value of 'State Transition' multiplied by -1. Two yellow callout boxes provide English and Chinese explanations for the logic.

如果 变量 触摸按钮 < 300 那么执行

设置 Press ▾ 的值为 1

如果 变量 触摸按钮 > 1000 与 变量 Press = 1 那么执行

设置 Press ▾ 的值为 0

设置 状态转换 ▾ 的值为 变量 状态转换 \* -1

//判断触控按钮没有在按下触控状态 Determine that the touch button is not in touch pressed state

//触控按钮值>1000且Press == 1, 触控按钮被触控一次  
Touch button values > 1000 and Press == 1, the touch button has been touched once

Total code program:

