

Alarm Receiver Python Code (Beagle Bone Black)

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```
#!/usr/bin/python

import Adafruit_BBIO.GPIO as GPIO
import time
import pygame

pygame.init()

GPIO.setup("P8_11", GPIO.IN)

flag = 0
alertTime = 0
downTime = 0
ss = 0
pygame.mixer.music.load('alarmsound.wav')

def recordEvent (ss):
    #!record seat state data
    seat = open("seatstate.txt","a+")
    seat.write(time.strftime("%d/%m/%Y"))
    seat.write(" ")
    seat.write (time.strftime("%H:%M:%S"))
    seat.write(" ")

    if ss == 1:
        seat.write("The seat is up \n")
        print "It's up"
        time.sleep(.01)
    elif ss == 0:
        seat.write("The seat is down \n")
        print "It's down"
        seat.close()
        time.sleep(.01)
    return;

def makeNoise():
    #! do stuff to make noise
    pygame.mixer.music.play(0)
    return;
```

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while True:

```
    #! if alarm is triggered the transmitter will send every 7 seconds from Trinket
```

```
    if GPIO.input("P8_11"):
```

```
        #!test it
```

```
        print "yes"
```

```
        if flag == 0:
```

```
            makeNoise()
```

```
            flag = 1
```

```
            #!record seat state data
```

```
        recordEvent(1)
```

```
        alertTime = time.time() + 7
```

```
        downTime = time.time() + 9
```

```
    else:
```

```
        if time.time() >= alertTime:
```

```
            makeNoise()
```

```
            #!record seat state data
```

```
            recordEvent(1)
```

```
            alertTime = time.time() + 7
```

```
            downTime = time.time() + 9
```

```
elif flag == 1:
```

```
    if time.time() > downTime:
```

```
        flag = 0
```

```
        pygame.mixer.music.stop()
```

```
        recordEvent(0)
```