button

Overview

This course will use the key to control the LED light off

Experimental Materials:

Raspberry Pi *1

T-type expansion board *1

Breadboard *1

5mm red led *1

Button *1

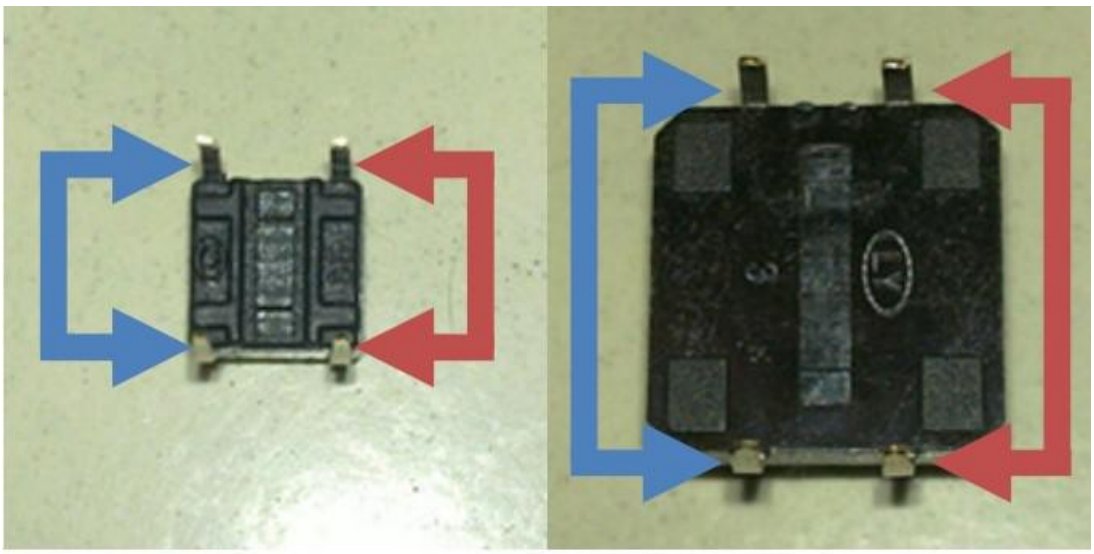
220 ohm resistor *1

Some DuPont lines

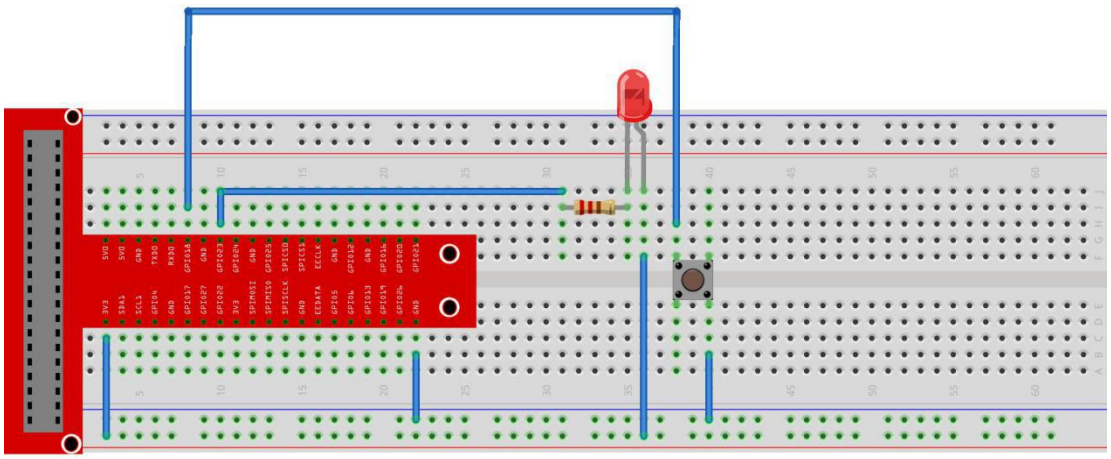
Product description:

● function：Buttons are a common component used to control electronic devices. They are usually used as switches to connect or disconnect circuits.

● Application: For example, any button on the mobile phone, the backlight will light up



Wiring diagram:



C code：

```
#include <wiringPi.h>
#include <stdio.h>

#define LedPin      4
#define ButtonPin   1

int main(void){
    // When initialize wiring failed, print messageto screen
    if(wiringPiSetup() == -1){
        printf("setup wiringPi failed !");
        return 1;
    }

    pinMode(LedPin, OUTPUT);
    pinMode(ButtonPin, INPUT);
    // Pull up to 3.3V,make GPIO1 a stable level
    pullUpDnControl(ButtonPin, PUD_UP);

    digitalWrite(LedPin, HIGH);
    printf("LED off\n");

    while(1){
        // Indicate that button has pressed down
        if(digitalRead(ButtonPin) == 0){
            // Led on
            digitalWrite(LedPin, LOW);
            printf("LED on\n");
        }
        else{
            // Led off
            digitalWrite(LedPin, HIGH);
            printf("LED off\n");
        }
    }
    return 0;
}
```

Python code：

```
#!/usr/bin/env python

import RPi.GPIO as GPIO
import time
# Set #23 as LED pin
LedPin = 23
# Set #18 as button pin
ButtonPin = 18

# Set Led status to True(OFF)
Led_status = True

# Define a function to print message at the beginning
def print_message():
    print ("=========================================")
    print ("|          Button control LED           |")
    print ("|         LED connect to GPIO23         |")
    print ("|        Button connect to GPIO18       |")
    print ("|                                       |")
    print ("|   Press button to turn on/off LED.    |")
    print ("|                                       |")
    print ("=========================================\n")
    print 'Program is running...'


# Define a setup function for some setup
def setup():
    # Set the GPIO modes to BCM Numbering
    GPIO.setmode(GPIO.BCM)
    # Set LedPin's mode to output,
    # and initial level to high (3.3v)
    GPIO.setup(LedPin, GPIO.OUT, initial=GPIO.HIGH)
    # Set BtnPin's mode to input,
    # and pull up to high (3.3V)
    GPIO.setup(ButtonPin, GPIO.IN, pull_up_down=GPIO.PUD_UP)
    # Set up a falling detect on BtnPin,
    # and callback function to swLed
    GPIO.add_event_detect(ButtonPin, GPIO.FALLING, callback=swLed)

# Define a callback function for button callback
def swLed(ev=None):
    global Led_status
```

```
    # Switch led status(on-->off; off-->on)
    Led_status = not Led_status
    GPIO.output(LedPin, Led_status)
    if Led_status:
        print 'LED OFF'


    else:
        print 'LED ON'



# Define a main function for main process
def main():
    # Print messages
    print_message()
    while True:
        # Don't do anything.
        time.sleep(1)

# Define a destroy function for clean up everything after
# the script finished
def destroy():
    # Turn off LED
    GPIO.output(LedPin, GPIO.HIGH)
    # Release resource
    GPIO.cleanup()

# If run this script directly, do:
if __name__ == '__main__':
    setup()
    try:
        main()
    # When 'Ctrl+C' is pressed, the child program
    # destroy() will be  executed.
    except KeyboardInterrupt:
        destroy()
```

Experimental results:

In the directory where the code file is located, execute the following command

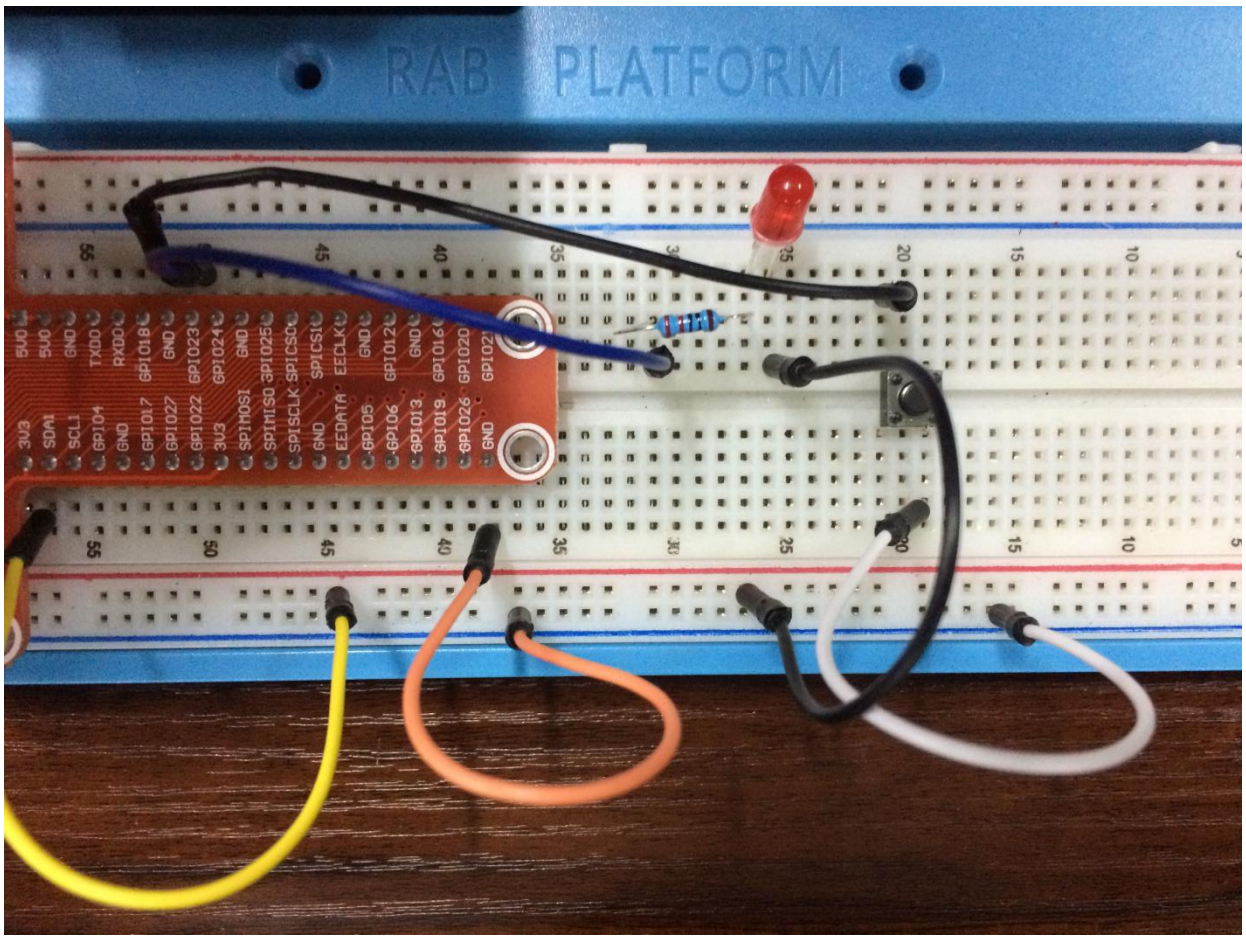
C：

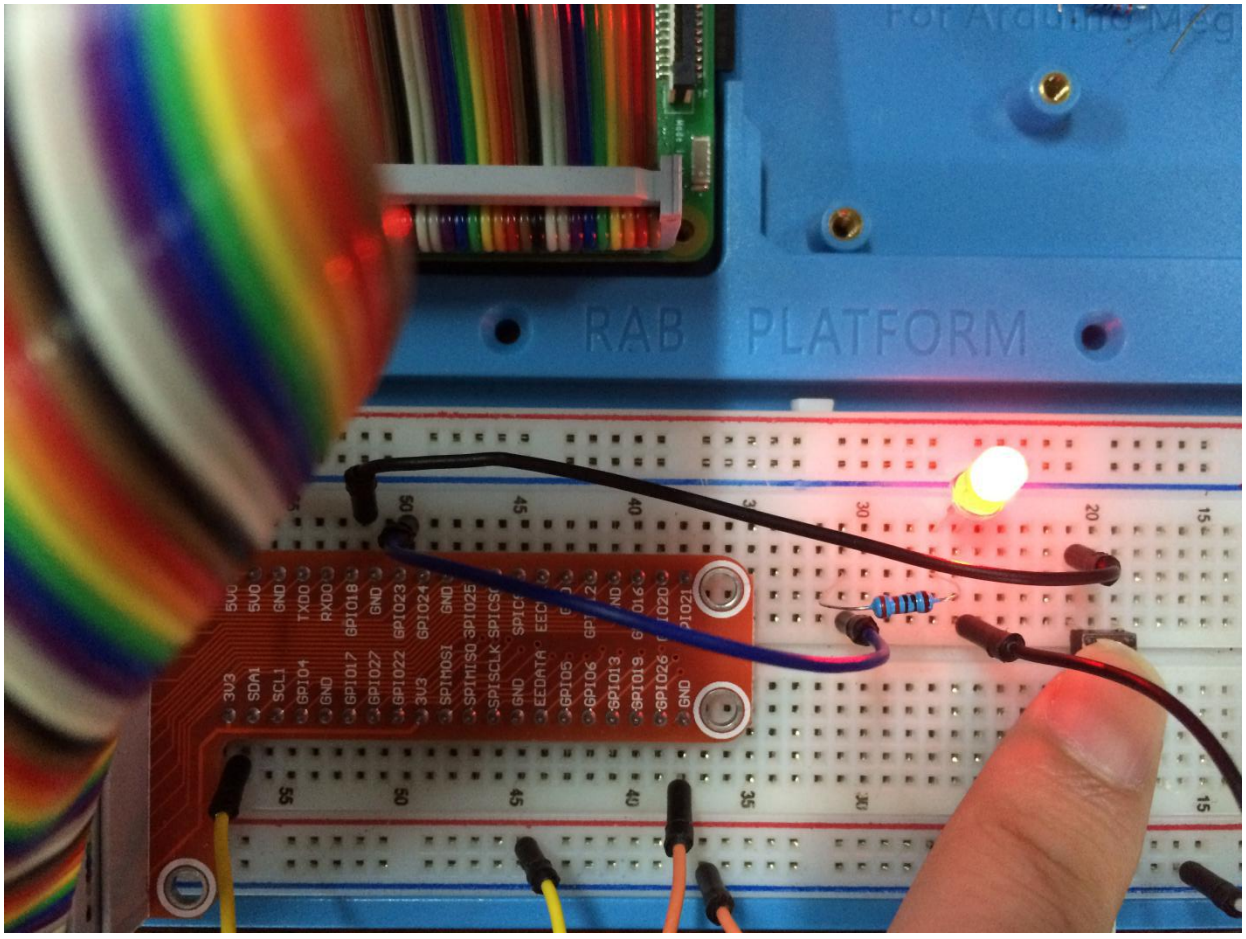
```
gcc -Wall -o button button.c -lwiringPi
sudo ./button
```

Python:

```
python button.py
```

After the instruction is executed, press the button to control the on and off of the led lamp




RAB PLATFORM