

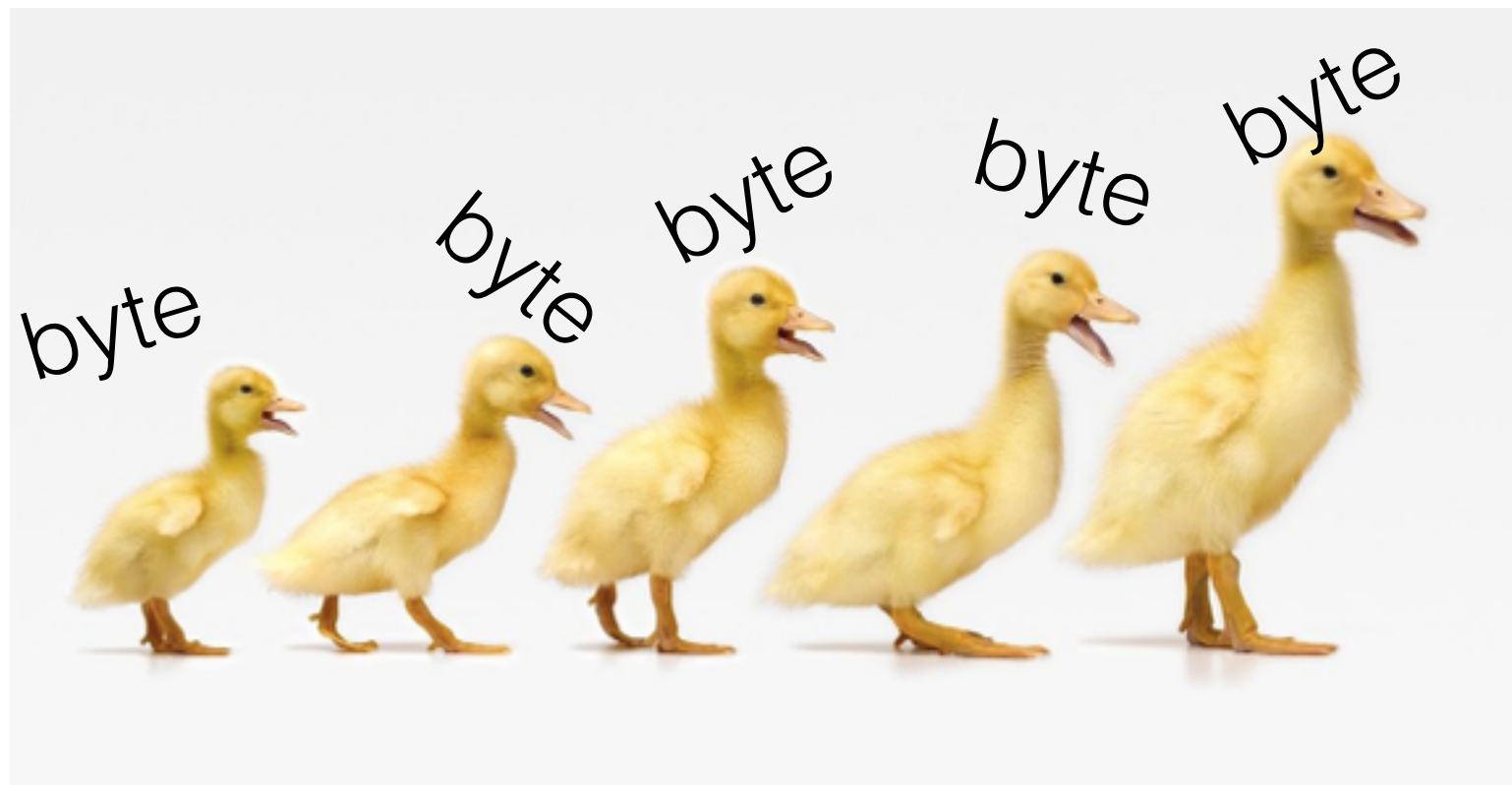
# Serial communication

SFPC : Electronics

# Serial communication

Sending values one byte at a time.

This can either be one-directional, or follow a handshake process to transmit data both ways.



# Arduino -> Processing

```
Serial.write(value);
```

Writes a (non-ASCII) byte to the serial port

# Arduino -> Processing

```
Serial myPort;
```

Defines a Serial object in Processing

```
myPort = new Serial(this, PORTNAME, 9600);
```

Set up the Serial object on the  
matching port and baud

# Arduino -> Processing

```
if ( myPort.available() > 0 )  
{  
  int val = myPort.read();  
}
```

Read the incoming value if available,  
and save to a local variable.

Processing -> Arduino

# Processing -> Arduino

```
myPort.write(value);
```

Writes 'value' to the serial port

# Processing -> Arduino

```
if (Serial.available()) {  
    val = Serial.read();  
}
```

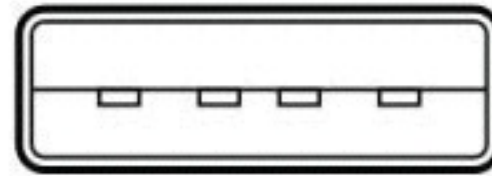
Reads the available serial data and stores it to a variable in Arduino



Handshake

sends a character ('A')  
until it gets something  
back from the Serial port

AAAAAAAAAAAA

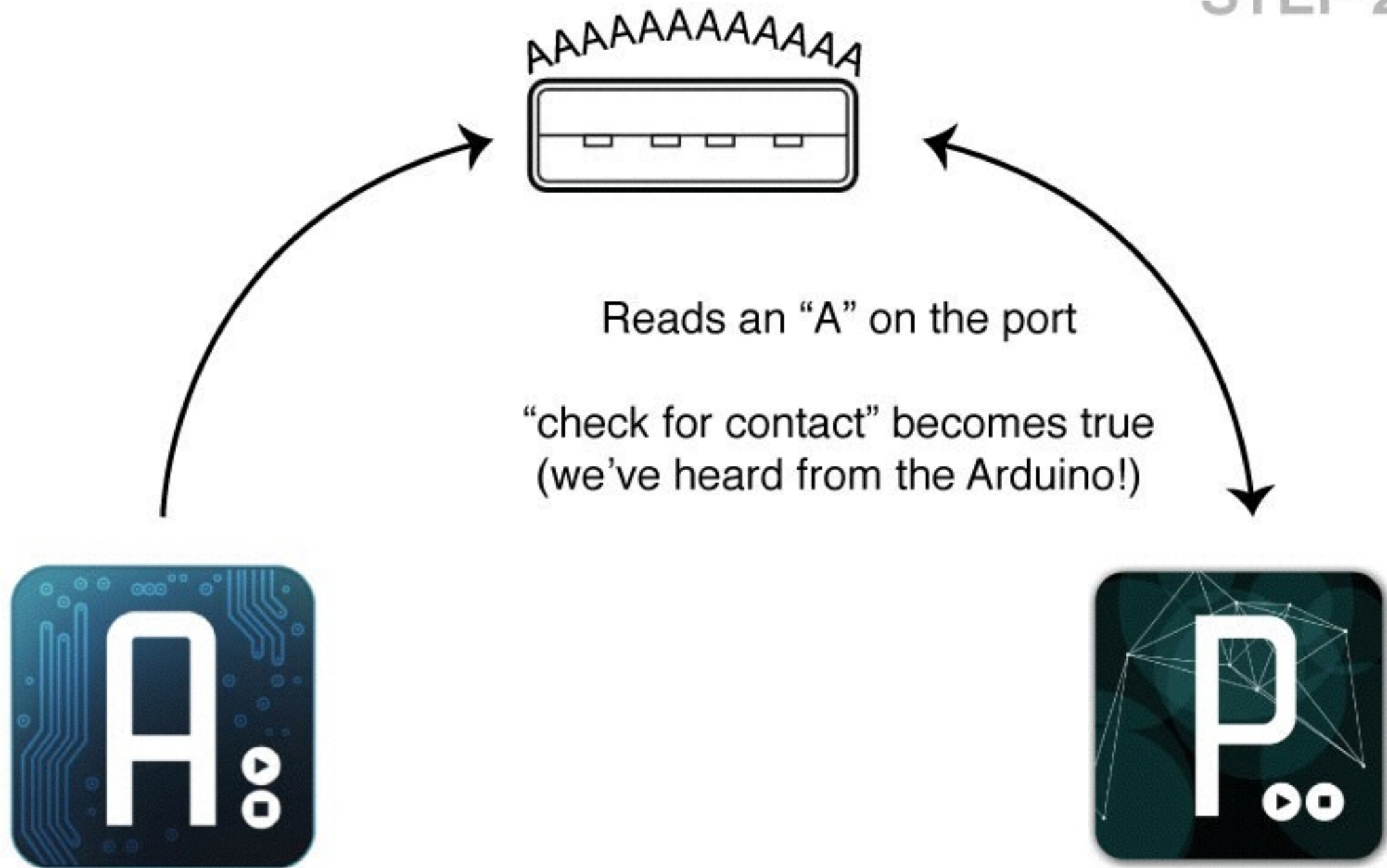


## STEP 1

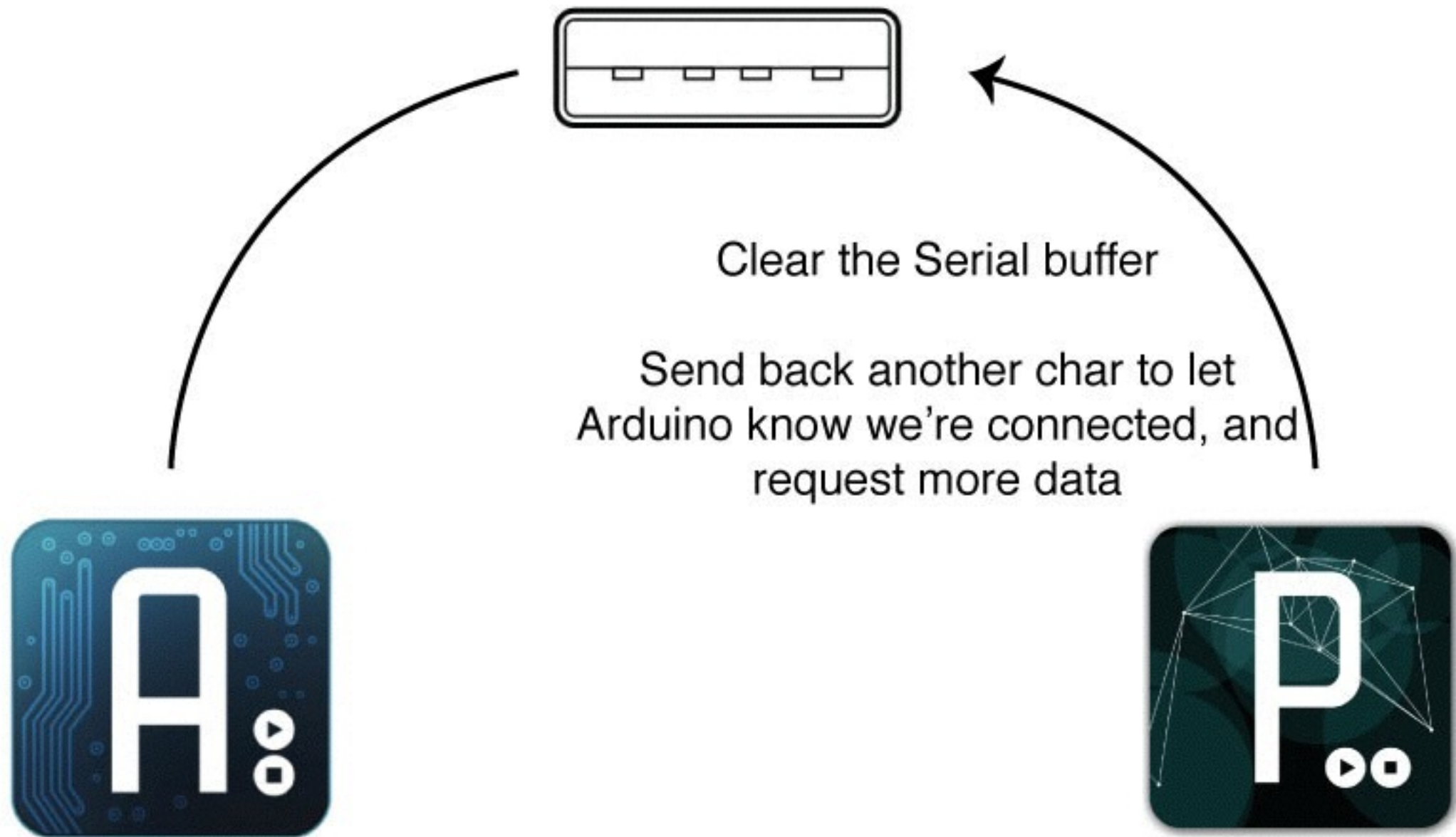
“check for contact”  
boolean is false  
(until the first “A” is  
read from the port)



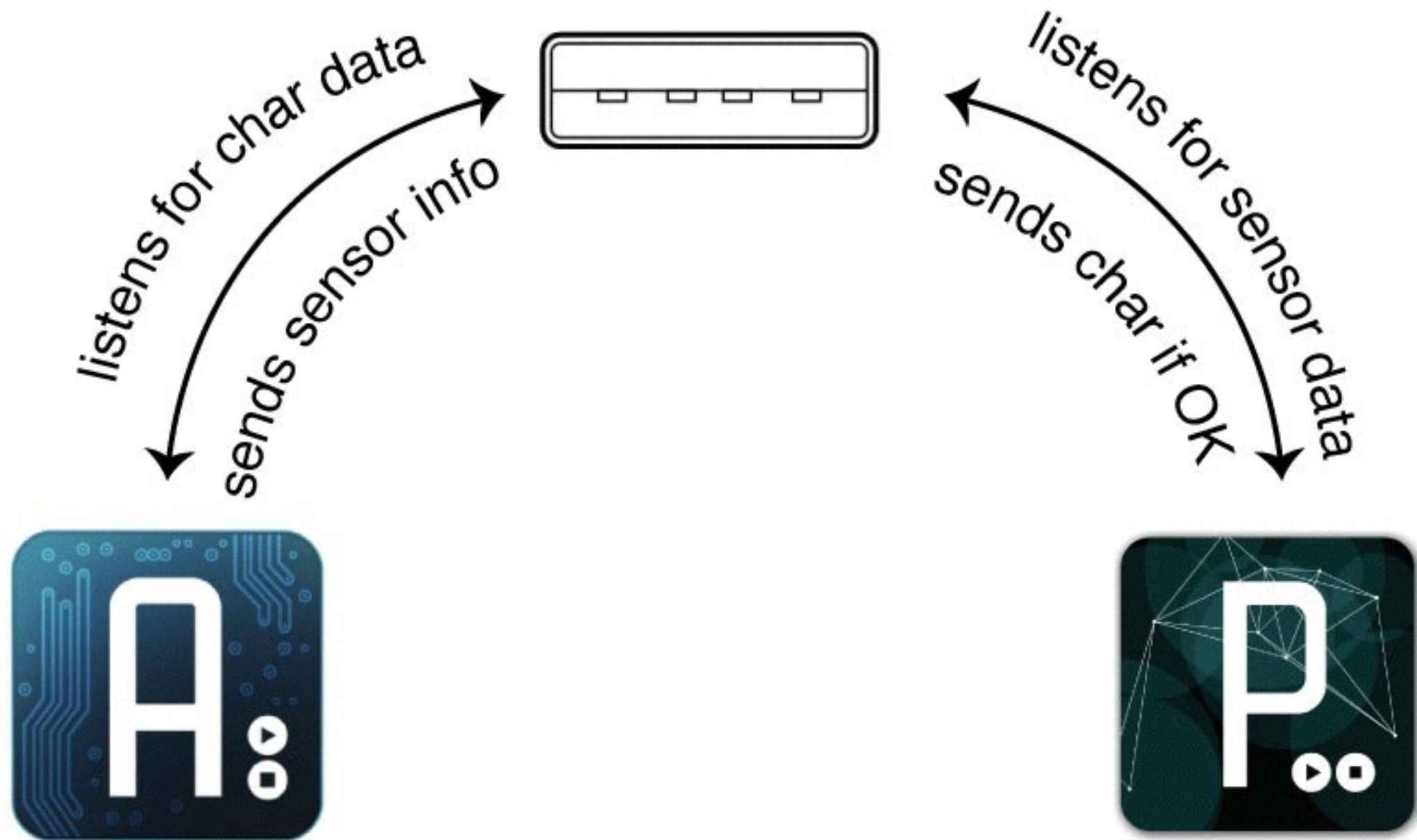
## STEP 2



## STEP 3



## STEP 4



# Byte wrapping

Bytes can only represent 256 values — if sending a single byte at a time, we need to convert sensor values into this range or they will go out of bounds and wrap around.

# Handling multiple sensors

Send a sequence of bytes from Arduino  
and read it as an array in Processing

# Handling multiple sensors

```
int [] sensorVals = new int [3];
```

setup()

```
    sensorVals[index] = inByte;  
    index++;
```

```
    if(index > 2){  
        index = 0;  
        mySensorVal = sensorVals[2];  
    }  
    myPort.write('A');
```

serialEvent()



Create a sketch visualizing  
sensor data in Processing