# HANOI UNIVERSITY OF SCIENCE AND TECHNOLOGY SCHOOL OF INFORMATION AND COMMUNICATION TECHNOLOGY



# PROJECT REPORT – GROUP 03 EMBEDDED SYSTEMS

#### ARDUINO SAFE LOCK SYSTEM

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**Class:** 147829

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Hà Nội, July 2024

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#### I. Introduction

## 1. Project description:

The Safe Lock program is a secure access control system using an Arduino Uno, combining RFID (Radio-Frequency Identification) and keypad authentication to manage access. This system uses an RFID reader, a keypad, an LCD display, a servo motor, and EEPROM storage to provide security for various applications.

#### 2. General functions:

- To unlock the user presses \* and enters password or scans with a valid card.

  The door will remain locked if the password or card is invalid.
- To lock the user press D
- To change password, the user press #, enter old password then new password.

#### 3. Work Distribution

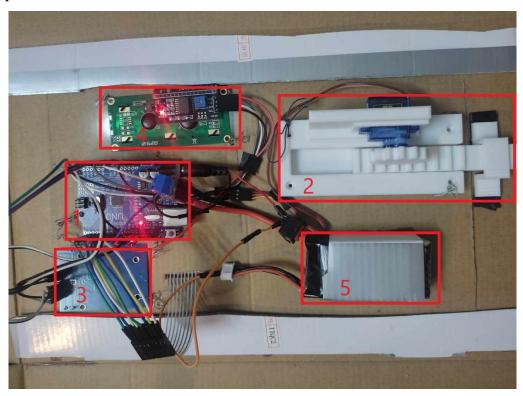
| Member          | Work                                 |
|-----------------|--------------------------------------|
| Nguyễn Thọ Đạt  | Software + Hardware Design<br>Report |
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| Cho Su Wai      | Software + Hardware Design<br>Report |

# II. Hardware Design

# 1. Hardware components

1. Arduino UNO R3 CH340

- 2. 3D-printed lock + Servo motor SG90
- 3. RFID RC522
- 4. LCD 1602 I2C
- 5. Battery
- 6. Keypad 4x4



Back side



Front side

#### **Hardware Connections**

#### • RFID Reader:

- o SS\_PIN to A2
- o RST\_PIN to A3
- Connect other pins according to the MFRC522 datasheet (MOSI to 11,
   MISO to 12, SCK to 13)

#### • Keypad:

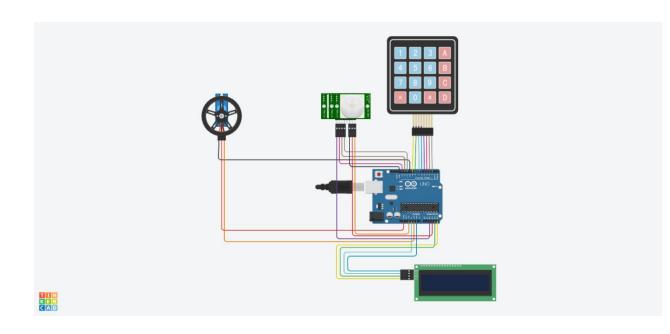
- o Connect row pins to Arduino pins 9, 8, 7, 6
- Connect column pins to Arduino pins 5, 4, 3, 2

#### • LCD Display:

 Connect according to the LiquidCrystal\_I2C library documentation (SDA to A4, SCL to A5)

#### Servo Motor:

Signal pin to Arduino pin 10



# 2. Arduino UNO

#### Arduino Uno:

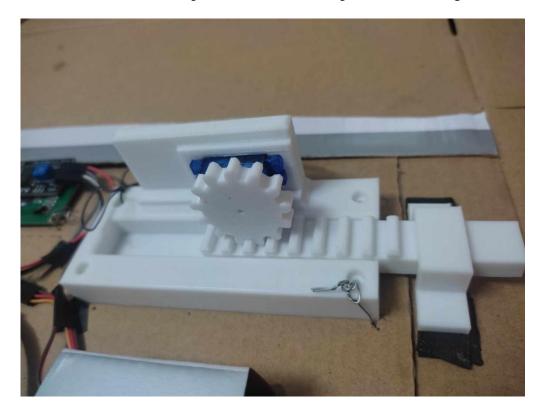
- This is the central microcontroller managing the entire system.
- It interfaces with all connected components and executes the main control logic



Arduino UNO Kit

# 3. Locking Mechanism

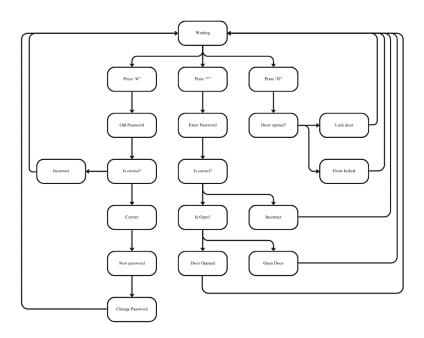
A simple locking mechanism is 3d-printed and then integrated with a Servo motor. The motor will spin to lock or unlock position when signaled.



3d-printed lock and Servo motor

# III. Software Design

#### 1. Software architecture



#### 2. Software functions

## 2.1. Setup

This function is executed once when the microcontroller is powered on or reset. It initializes various components and settings required for the program to function correctly:

- It initializes various components and settings required for the program to function correctly.
- The SPI bus is initialized using SPI.begin(), which is essential for communication with SPI devices (the RFID reader in this case)
- The code then initializes an RFID reader.

- Then attach a specified pin to the servo motor, allowing the program to control the servo motor.
- The code reads the current master password and lock's state from EEPROM

Setup function

### 2.2. Handle User Input

- The system will display a default waiting screen to wait for user input
- The program continuously scans for a card. If a valid card is detected and door is locked, the system will send signal to servo to unlock. If the card is invalid, the door stays unlocked.
- If the user chooses \*, the system asks user to enter password. If password is correct and door is locked, the system will signal servo to unlock the door.
- If the user chooses D and door is unlocked, the system will signal servo to lock the door.
- If the user chooses #, the system asks user to enter password. If the password is correct, user can update new password.

```
void loop() {
   readID();
                                                                         if (data_count == Password_Length - 1) {
                                                                           lcd.clear();
    if (tagID == tag_UID || tagID == tag_UID1) {
       DisplayText(0, 0, "Valid card");
lcd.clear();
                                                                           if (!strcmp(Data, Master)) {
   DisplayText(0, 0, "Correct");
                                                                             if (isOpen) {
       if (isOpen) {
          DisplayText(0, 0, "Door is opened!");
lcd.clear();
                                                                               DisplayText(0, 0, "Door is opened!");
        } else {
                                                                                SetLock(0,ANGLE,true);
          SetLock(0,ANGLE,true);
                                                                           } else {
       tagID = "";
    WaitKey();
} else if (tagID != tag_UID && tagID != NULL){
       DisplayText(0, 0, "Invalid card");
tagID = "";
        lcd.clear();
                                                                      if (customKey == '#') { // To change the code it
    customKey = customKeypad.getKey();
if (customKey == '*') {
    DisplayText(0, 0, "Enter Password:");
                                                                         if (data_count == Password_Length - 1) {
       GetCode();
```

```
if (!strcmp(Data, Master)) {
    DisplayText(0, 0, "New Password: ");
    ChangePassword();
    } else {
    DisplayText(0, 0, "Incorrect");
    }

waitKey();
}

if (customKey == 'D') {
    if (isOpen) {
        // Lock();
        SetLock(180,ANGLE,false);
        DisplayText(0, 0, "Door locked");
    } else {
        DisplayText(0, 0, "Door locked!");
    }

WaitKey();
}
```

Main loop to read from card and keypad

The GetCode() function is used to read user code entered from the keypad and store the code in a data array. It will display the entered code as \* for additional security.

```
void GetCode() { // Getting code sequence
while (data_count < Password_Length - 1) {
   customKey = customKeypad.getKey();
   if (customKey != NULL) {
      Data[data_count] = customKey;
      lcd.setCursor(data_count, 1);
      // lcd.print(Data[data_count]);
      lcd.print("*");
      data_count++;
   }
   delay(100);
}</pre>
```

GetCode Fucntion

- readID() function is used to read user's card. When an RFID tag is presented to the reader, the master (Arduino Uno) communicates with the MFRC522
   RFID reader over the SPI bus to read the tag's unique identifier (UID).
- The master sends commands and receives data from the RFID reader through the MOSI, MISO, and SCK lines.

```
boolean readID() {
    //check if a new tag is detected or not. If not return.
    if (!mfrc522.PICC_ISNewCardPresent()) {
        return false;
    }
    //check if a new tag is readable or not. If not return.
    if (!mfrc522.PICC_ReadCardSerial()) {
        return false;
    }
    tagID = "";
    // Read the 4 byte UID
    for (uint8_t i = 0; i < 4; i++) {
        //readCard[i] = mfrc522.uid.uidByte[i];
        tagID.concat(String(mfrc522.uid.uidByte[i], HEX)); // Convert the UID to a single String
    }
    tagID.toUpperCase();
    mfrc522.PICC_HaltA(); // Stop reading
    return true;
}</pre>
```

Read card id fucntion

#### 2.3. Handle Lock

- SetLock is used to set lock position and lock state to lock or unlock
  - o To lock set x=0, y=ANGLE=200, isOpen =False;

 To unlock set x=180, y= ANGLE=200, isOpen = True (Rotate servo the opposite direction of unlock)

```
void SetLock(int x, int y, boolean z) {
  myServo.write(x); // Rotate servo
  delay(y); // Wait
  myServo.write(91);
  isOpen = z;
  EEPROM.put(100, isOpen);
}
```

SetLock function

### 2.4. Change password

- This function is used to change password. It stores new password entered by user from keypad in a Data array then updates master password and saves new master password to EEPROM.

Change password function

# IV. Result



Correct Password Display



Valid Card Display



Unlock Position



Locked Position