

# PROGRAMMING WORKSHOP

04 Nov 2023

By Goldman Sachs APAC Women in Engineering x YWLC



**PLEASE DOWNLOAD MATERIAL FROM**

<https://tinyurl.com/apwe-ywlc-2023>



# AGENDA

- Icebreaker activity
- Python basics and how to run Python on Raspberry Pi
- Hardware basics
- Smart Lighting System



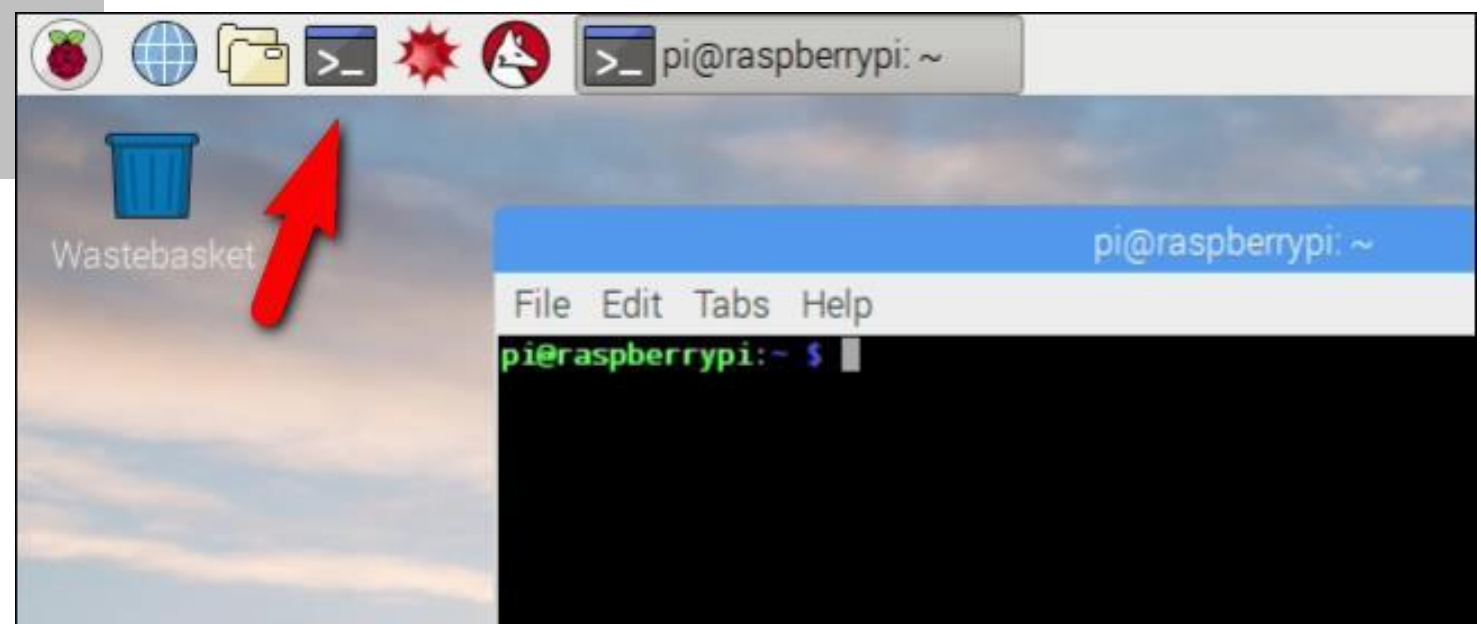
# PYTHON BASICS



# PYTHON PROGRAMMING ON RPI



```
cd Desktop  
cd CodingWorkshop  
python helloworld.py
```



# PYTHON BASICS

- Print statement

```
print("Hello, World!")
```

- Comment

```
#This is a comment
```

- Variables

```
x = 5  
y = "John"  
print(x)  
print(y)
```



[https://www.w3schools.com/python/trypython.asp?filename=demo\\_variables1](https://www.w3schools.com/python/trypython.asp?filename=demo_variables1)



# PYTHON BASICS

- If...Else block

```
a = 200
b = 33
if b > a:
    print("b is greater than a")
elif a == b:
    print("a and b are equal")
else:
    print("a is greater than b")
```

[https://www.w3schools.com/python/trypython.asp?filename=demo\\_if\\_else](https://www.w3schools.com/python/trypython.asp?filename=demo_if_else)

==	Equal	x == y
!=	Not equal	x != y
>	Greater than	x > y
<	Less than	x < y
>=	Greater than or equal to	x >= y
<=	Less than or equal to	x <= y



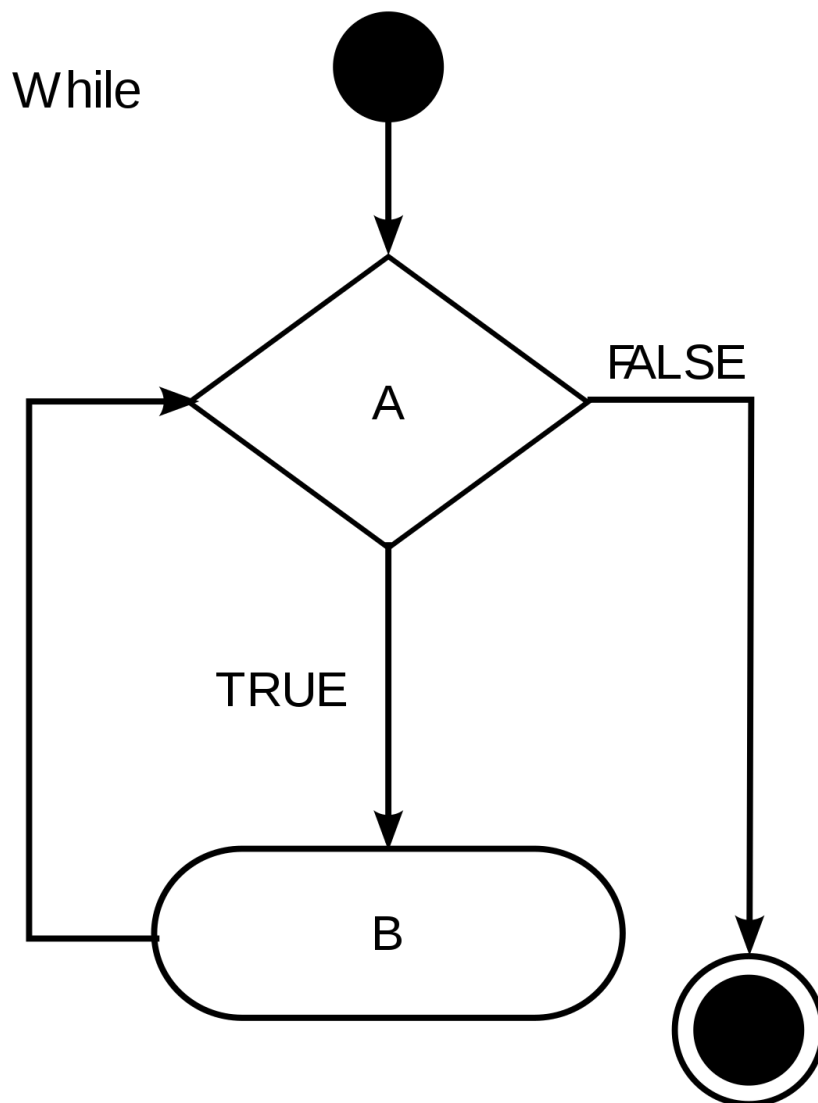
# PYTHON BASICS

- While loop

```
i = 1
while i < 6:
    print(i)
    if i == 3:
        break
    i += 1
```

[https://www.w3schools.com/python/trypython.asp?filename=demo\\_while\\_break](https://www.w3schools.com/python/trypython.asp?filename=demo_while_break)

While (A= TRUE) Do  
B  
End While





# PYTHON BASICS

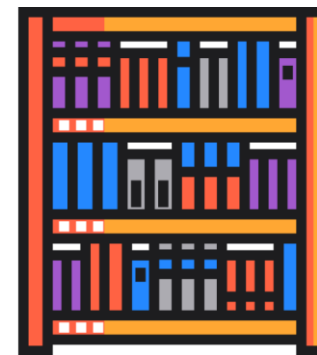
- Library imports

```
from gpiozero import LED
from time import sleep

led = LED(17)

while True:
    led.on()
    sleep(1)
    led.off()
    sleep(1)
```

[https://gpiozero.readthedocs.io/en/stable/api\\_input.html](https://gpiozero.readthedocs.io/en/stable/api_input.html)



Library/Module



Imports



Your code program



# **BREAK TIME!**

- Please come back at 10:15 am



# HARDWARE BASICS

- Raspberry Pi (RPi)



- Breadboard



- Jumper Wires



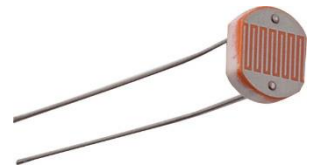
- Light-Emitting Diode (LED)



- Resistor



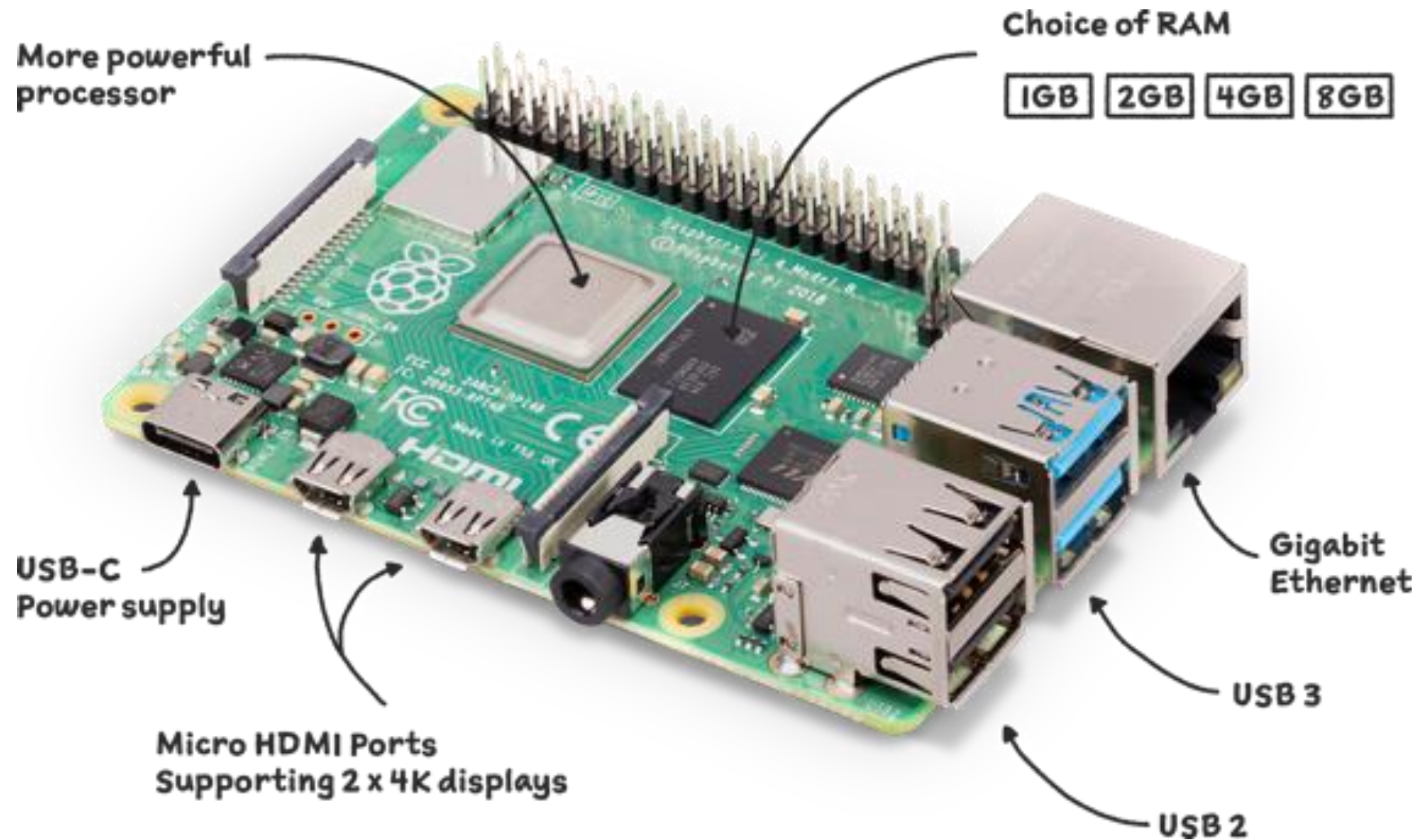
- Light Dependent Resistor (LDR)



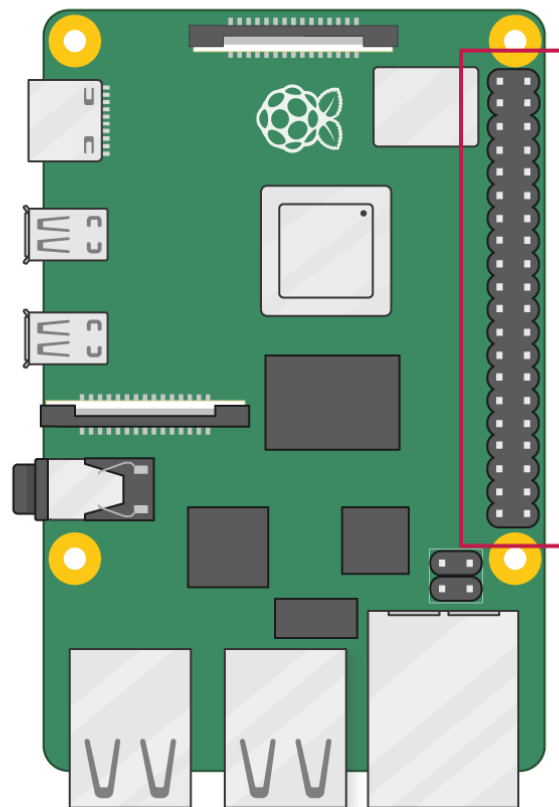
- Capacitor



# WHAT IS RASPBERRY PI?



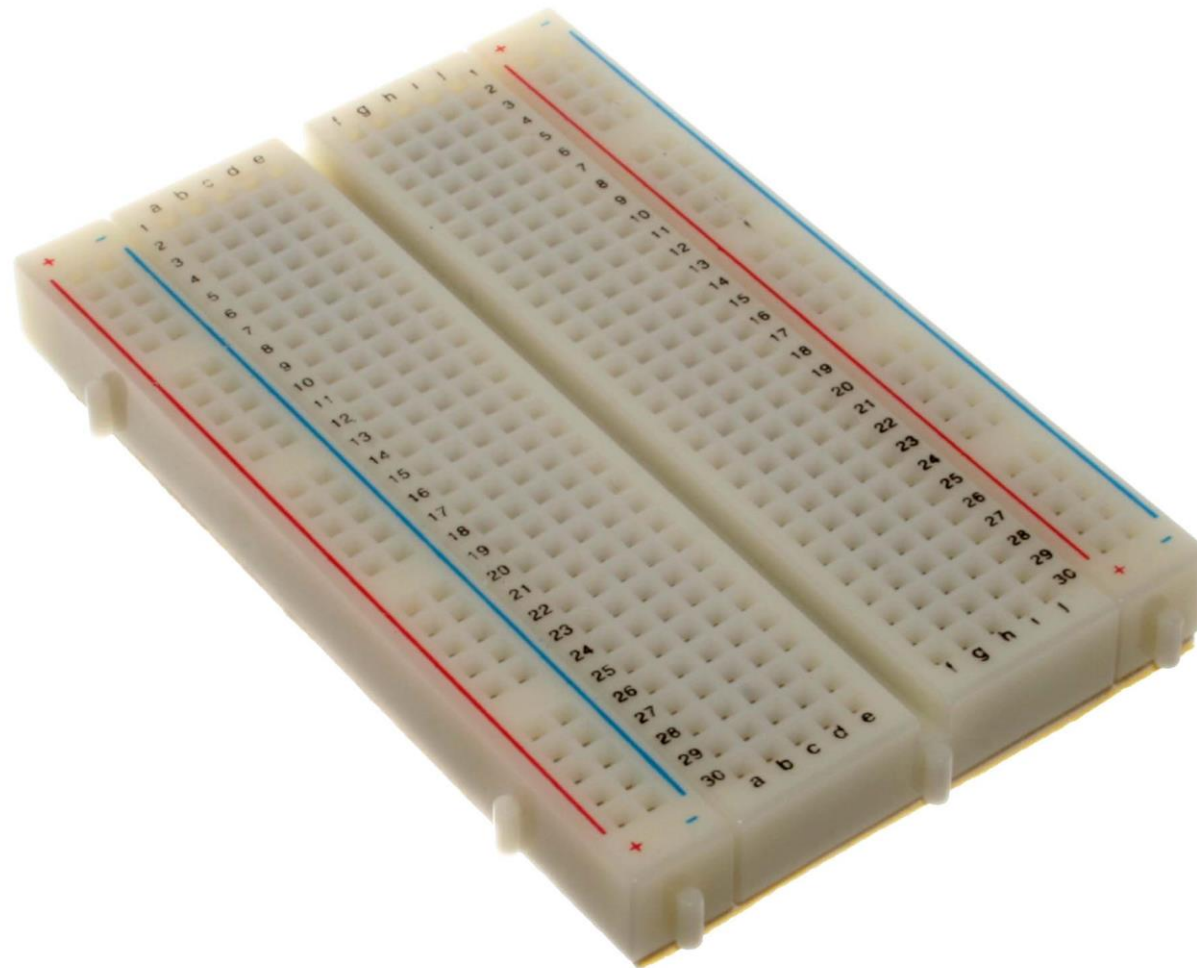
# GPIO PIN CONVENTIONS



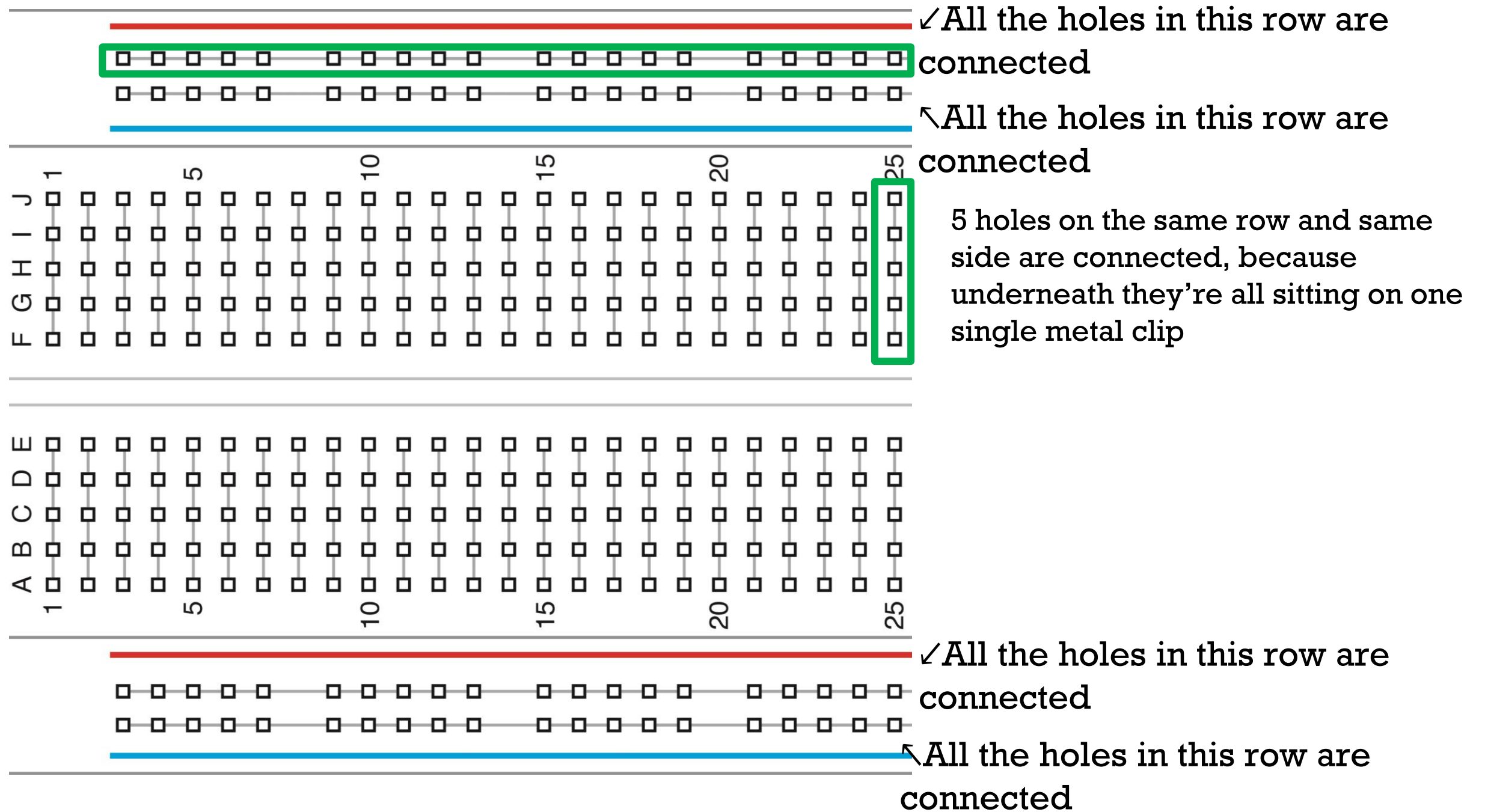
3V3 power	1	2	5V power
GPIO 2 (SDA)	3	4	5V power
GPIO 3 (SCL)	5	6	Ground
GPIO 4 (GPKLK0)	7	8	GPIO 14 (TXD)
Ground	9	10	GPIO 15 (RXD)
GPIO 17	11	12	GPIO 18 (PCM_CLK)
GPIO 27	13	14	Ground
GPIO 22	15	16	GPIO 23
3V3 power	17	18	GPIO 24
GPIO 10 (MOSI)	19	20	Ground
GPIO 9 (MISO)	21	22	GPIO 25
GPIO 11 (SCLK)	23	24	GPIO 8 (CE0)
Ground	25	26	GPIO 7 (CE1)
GPIO 0 (ID_SD)	27	28	GPIO 1 (ID_SC)
GPIO 5	29	30	Ground
GPIO 6	31	32	GPIO 12 (PWM0)
GPIO 13 (PWM1)	33	34	Ground
GPIO 19 (PCM_FS)	35	36	GPIO 16
GPIO 26	37	38	GPIO 20 (PCM_DIN)
Ground	39	40	GPIO 21 (PCM_DOUT)



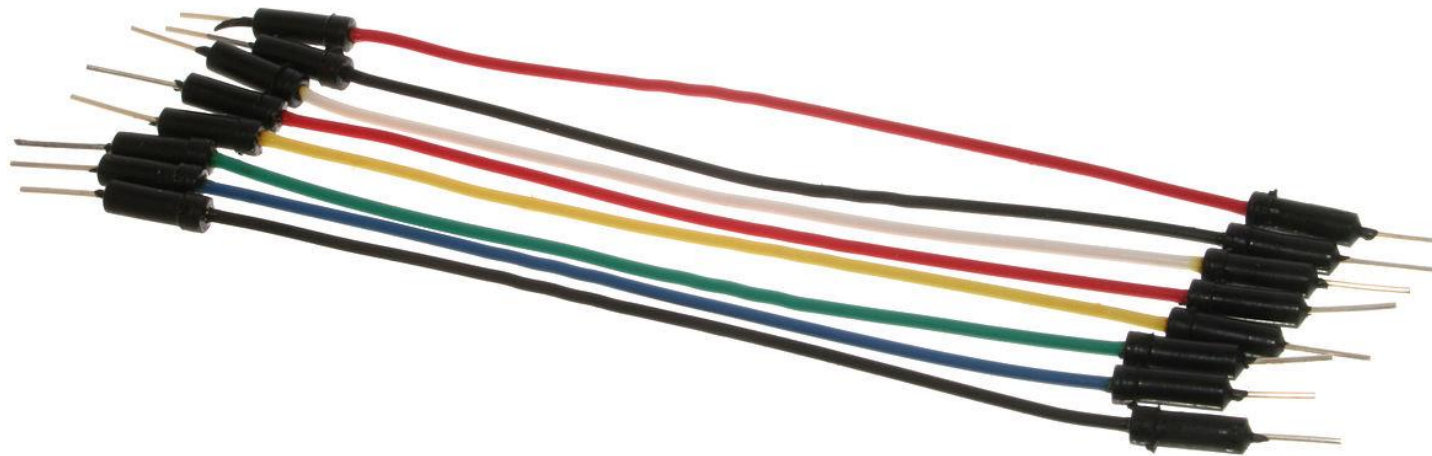
# SOLDERLESS BREAD BOARD







# JUMPER WIRE





# RESISTOR



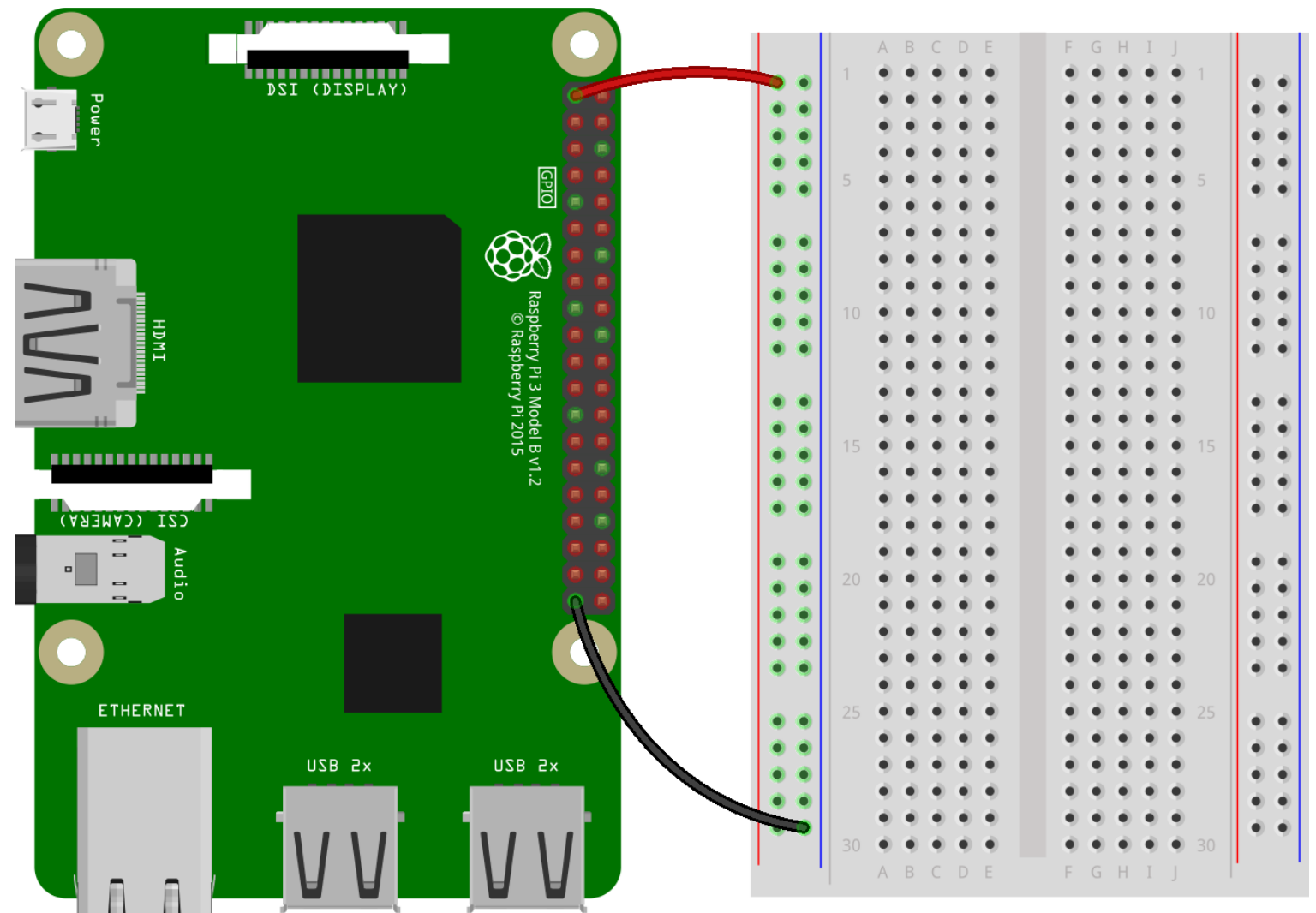
# LIGHT-EMITTING DIODE (LED)



# HANDS ON: GETTING STARTED

Make a closed circuit:

1. Connect 3v3 pin with “red” column
2. Connect GND pin with “blue” column



fritzing

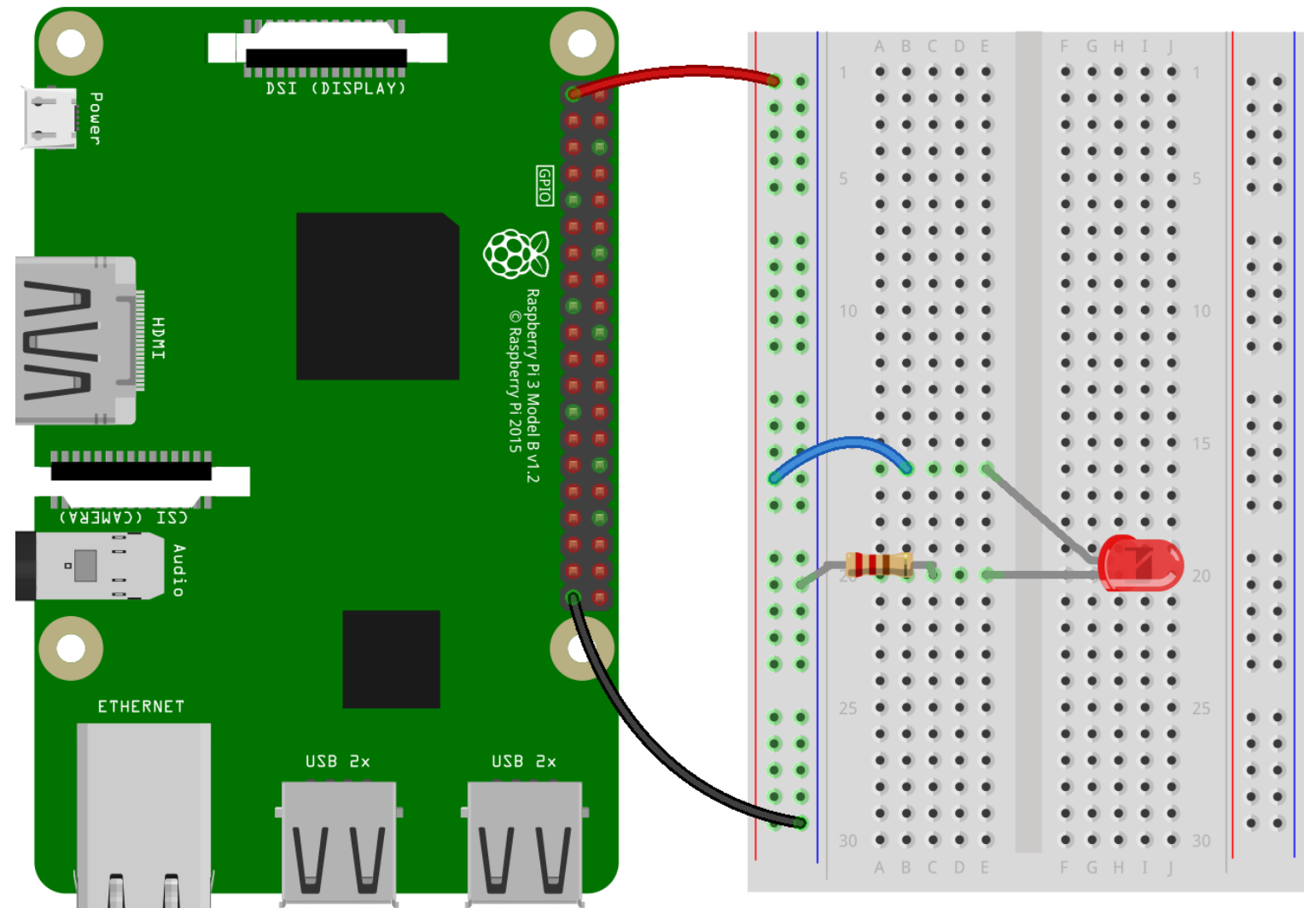


# HANDS ON: LED

How to turn LED on?

1. Put the long side (kathode/+) of LED on E16, and short side (anode/-) of LED on E20
2. Put one end of the resistor on C20 and the other on any point near the “blue” column
3. Using a jumper wire, connect the “red” column with point B16

LED will now turn on!



fritzing

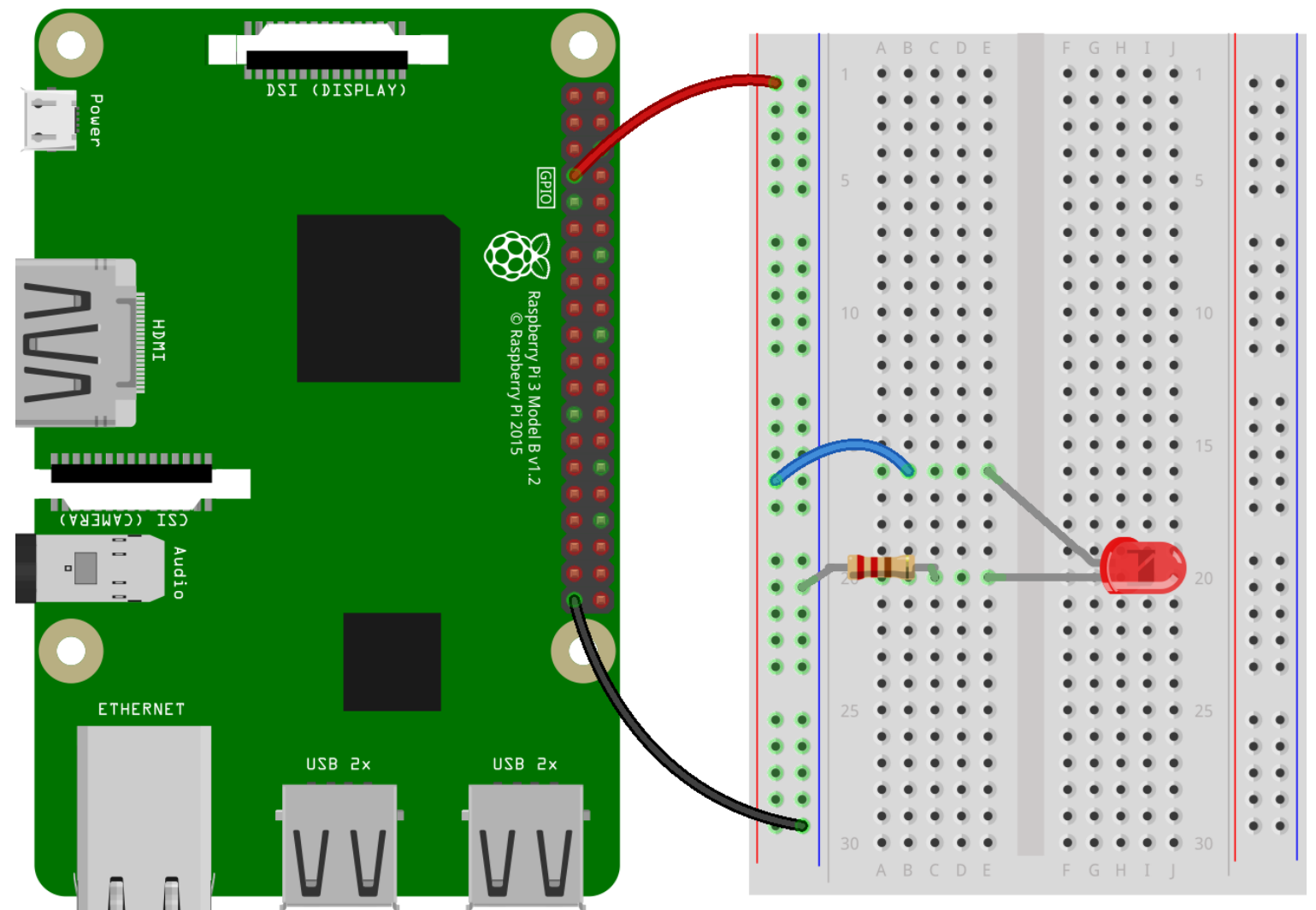


# HANDS ON: LED

How to control LED using GPIO pins?

1. Move the jumper wire from 3v3 to GPIO4

LED will now turn off - but we can now control the LED's behavior through code!



fritzing



# HANDS ON: LED

```
from gpiozero import LED
```

```
led = LED(4) # the GPIO pin from above
```

```
led.on() # turn on
```

```
led.off() # turn off
```

For references:

[https://gpiozero.readthedocs.io/en/stable/api\\_output.html#led](https://gpiozero.readthedocs.io/en/stable/api_output.html#led)



# HANDS ON: LED

Break down in groups of 2-3 students to replicate the previous demonstration.

Challenges:

1. How to make LED blink 10 times?  
(Hint: use a combination of `sleep()` and a for loop)
1. How to make LED blink continuously?  
(Hint: use a combination of `sleep()` and a while loop)



# HANDS ON: LED

1. How to make LED blink 10 times?

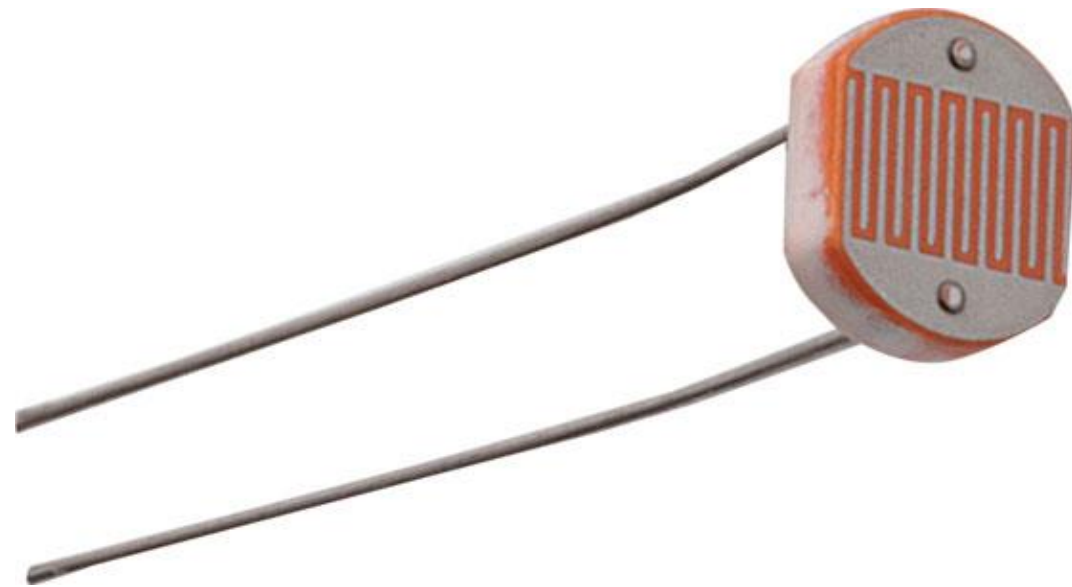




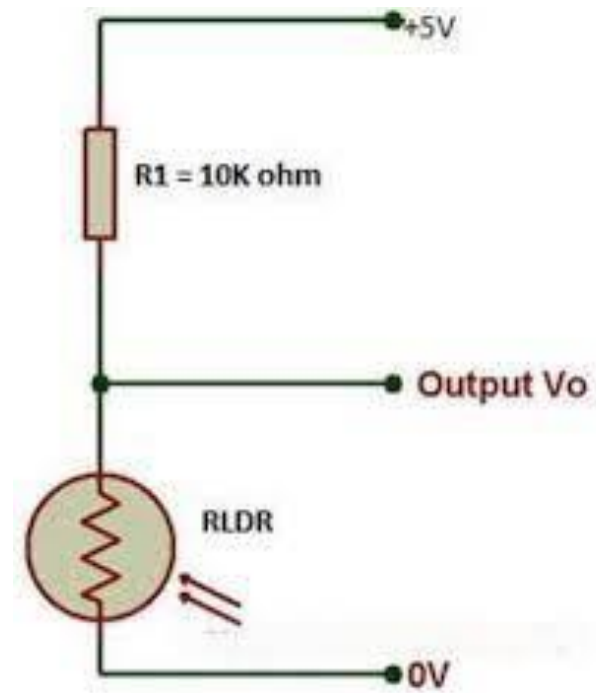
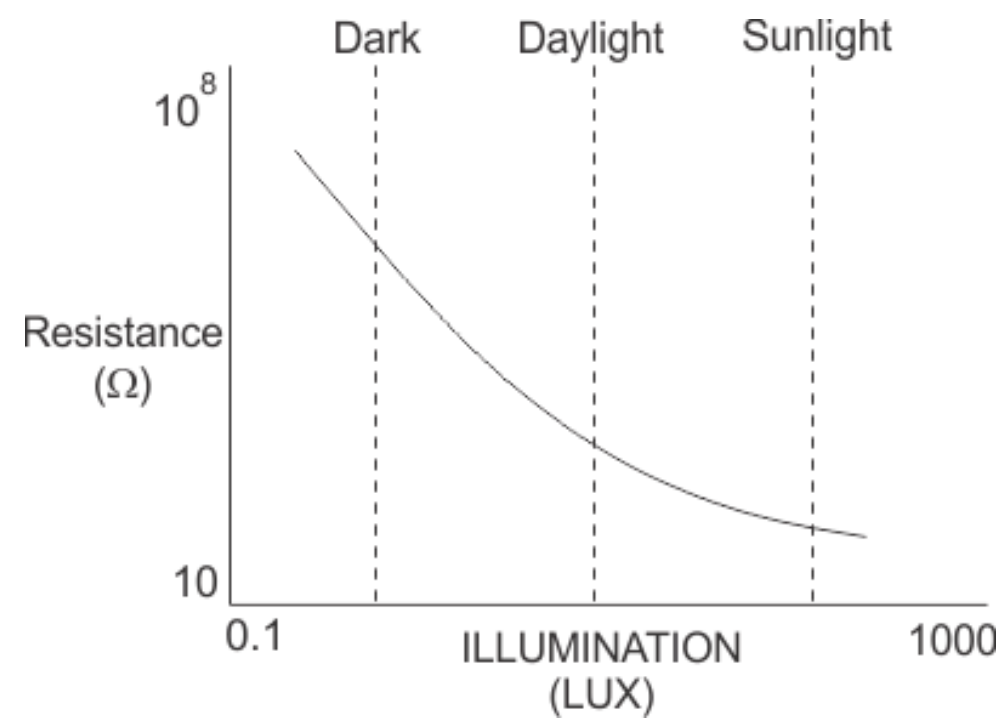
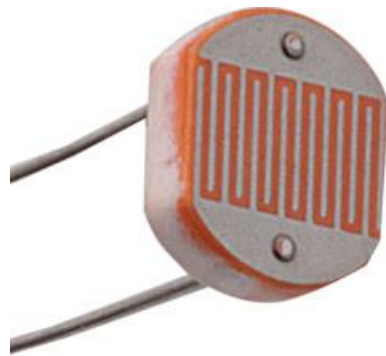
# HANDS ON: LED

2. How to make LED blink continuously?



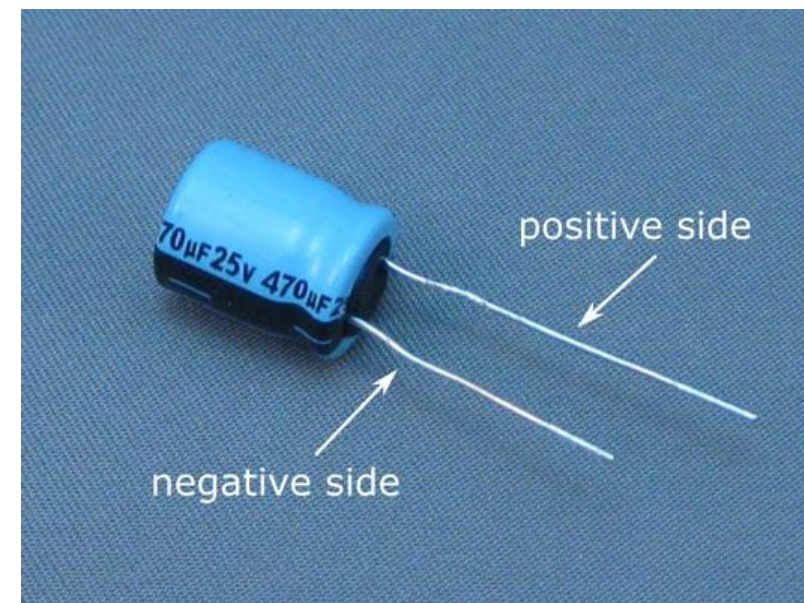
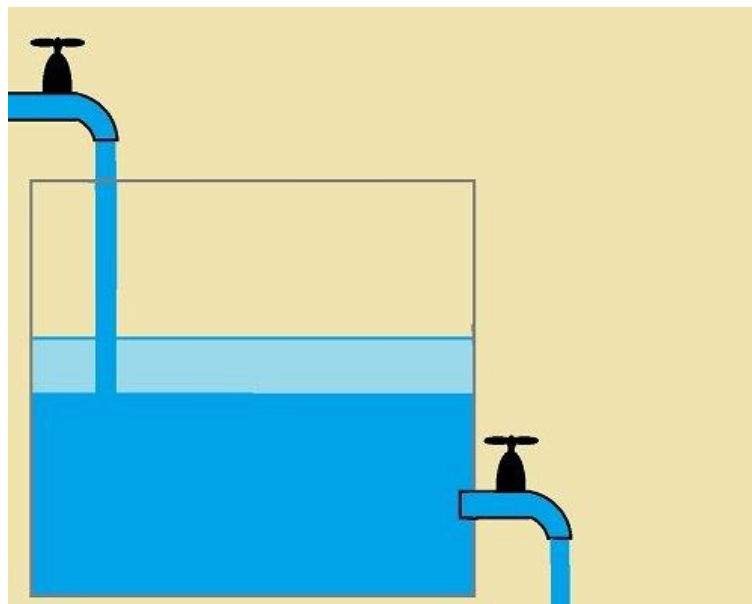
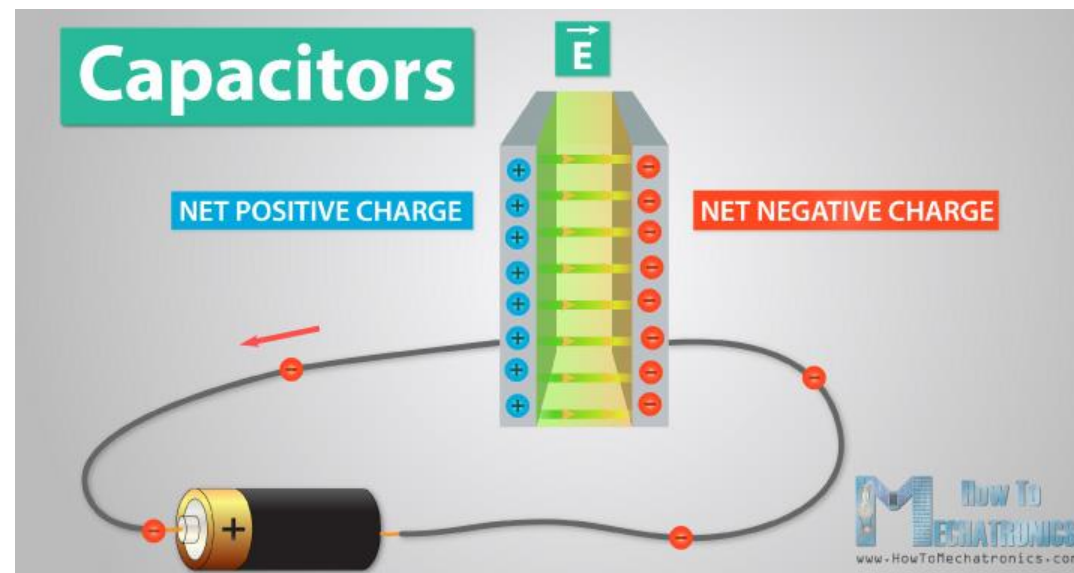


**LIGHT DEPENDENT RESISTOR (LDR)**





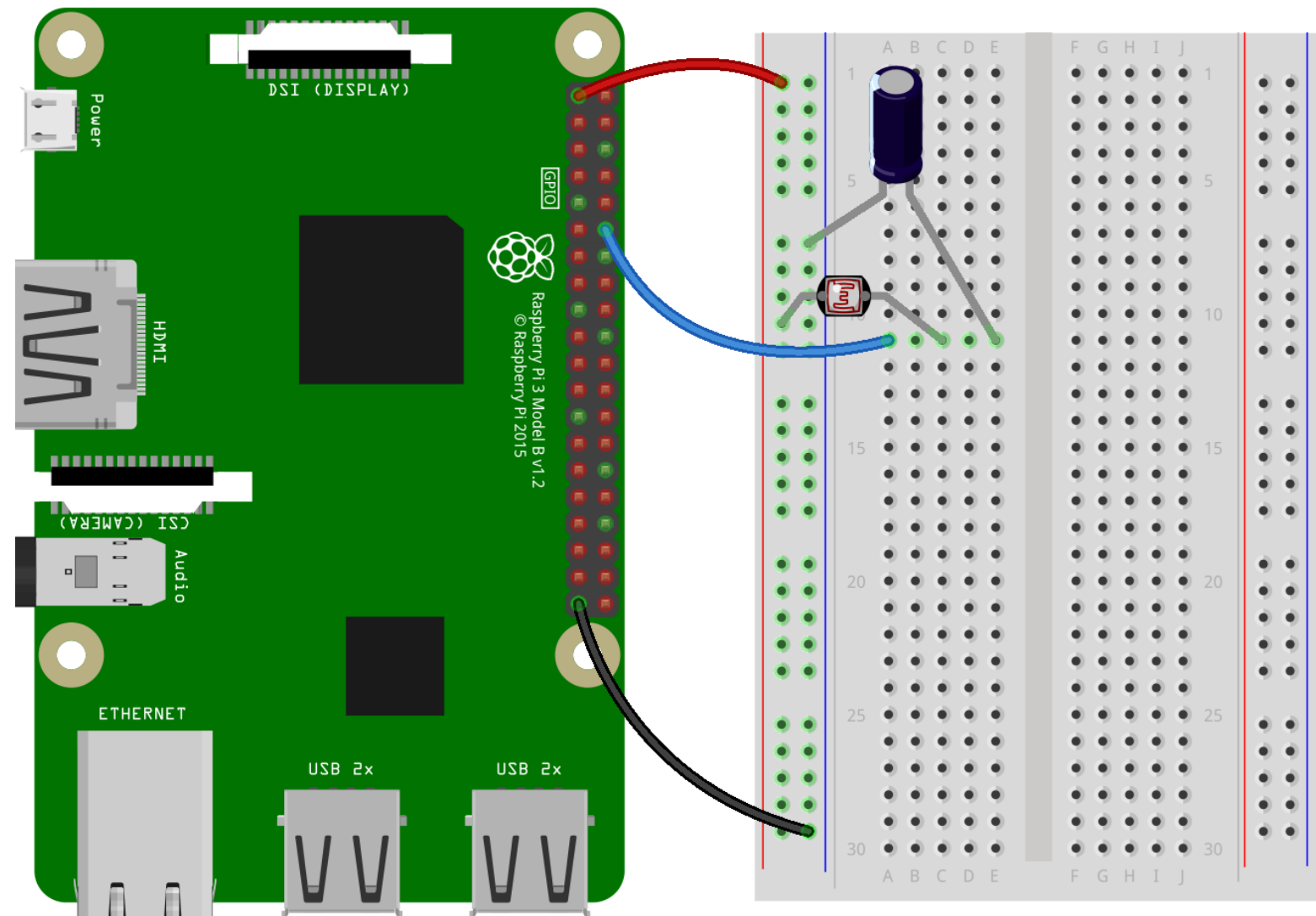
**CAPACITOR**



# HANDS ON: LDR

How to use a light sensor?

1. Put long side (kathode/+) of capacitor on E11 and short side of capacitor (anode/-) on “blue” column
2. Connect GPIO18 to A11
3. Put LDR on point C11 and “red” column



fritzing



# HANDS ON: LDR

```
from gpiozero import LightSensor
```

```
ldr = LightSensor(18) # the GPIO pin from above
```

```
while True:
```

```
    print(ldr.value) # number between 0 (dark) and 1 (light)
```

For references: [https://gpiozero.readthedocs.io/en/stable/api\\_input.html#lightsensor-ldr](https://gpiozero.readthedocs.io/en/stable/api_input.html#lightsensor-ldr)



# HANDS ON: LDR

Replicate the previous demonstration in your group.

Challenges:

1. Make a program output/print something (e.g. “It’s light!”) when the LDR value exceeds a certain threshold.  
(Hint: use a combination of while loop and print)





# HANDS ON: LDR

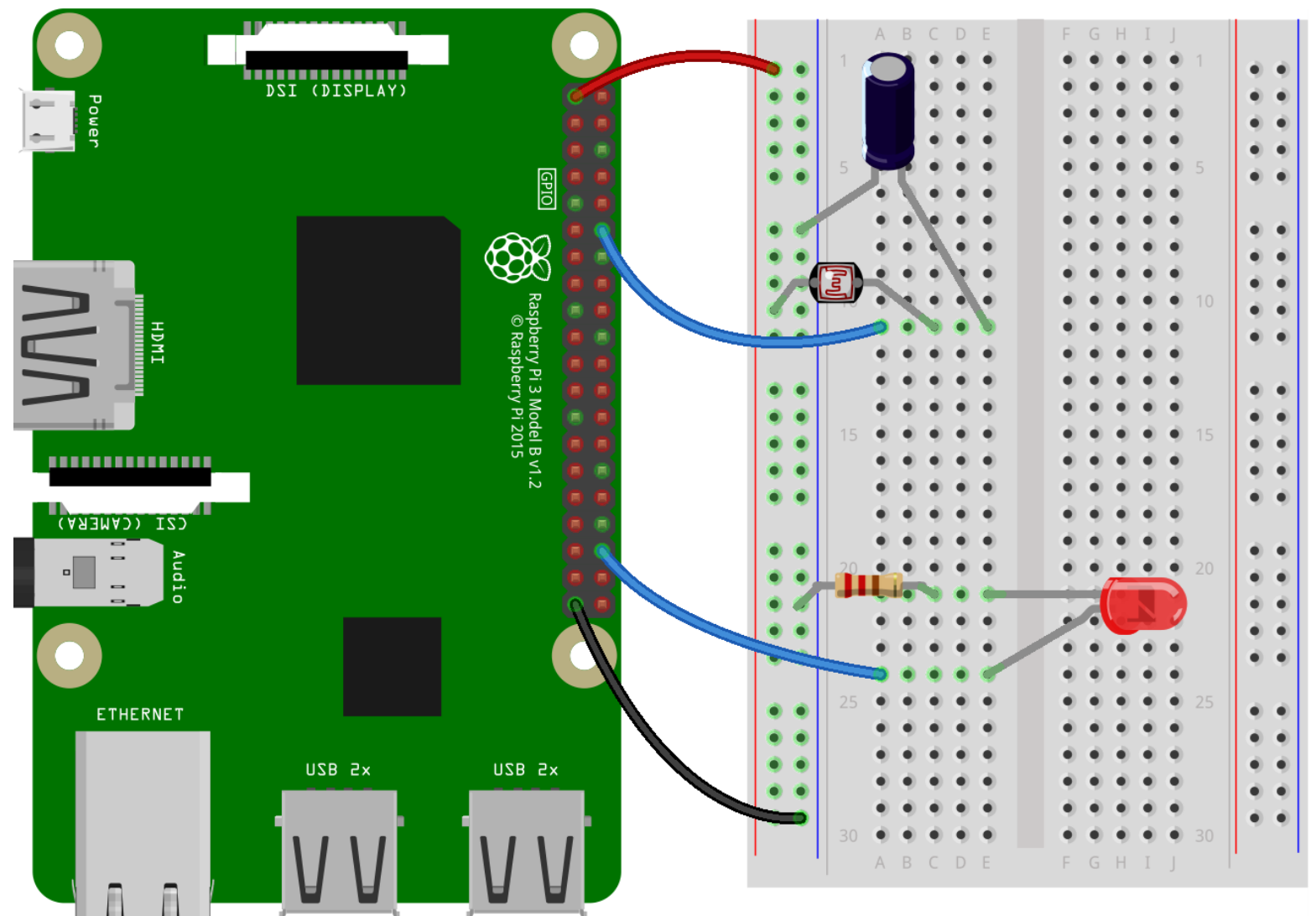
1. Make a program output/print something (e.g. "It's light!") when the LDR value exceeds a certain threshold.



# HANDS ON: SMART LAMP

How to make a smart lamp?  
(cont. from previous  
schematics)

1. Put resistor on “blue”  
column and C21
2. Put LED's long side  
(kathode/+) on E24, and  
the short side (anode/-) on  
E21
3. Connect GPIO16 to A24



fritzing



# HANDS ON: SMART LAMP

```
from gpiozero import LightSensor, LED
```

```
from signal import pause
```

```
sensor = LightSensor(18)
```

```
led = LED(16)
```

```
sensor.when_dark = led.on
```

```
sensor.when_light = led.off
```

```
pause()
```



# HANDS ON: SMART LAMP

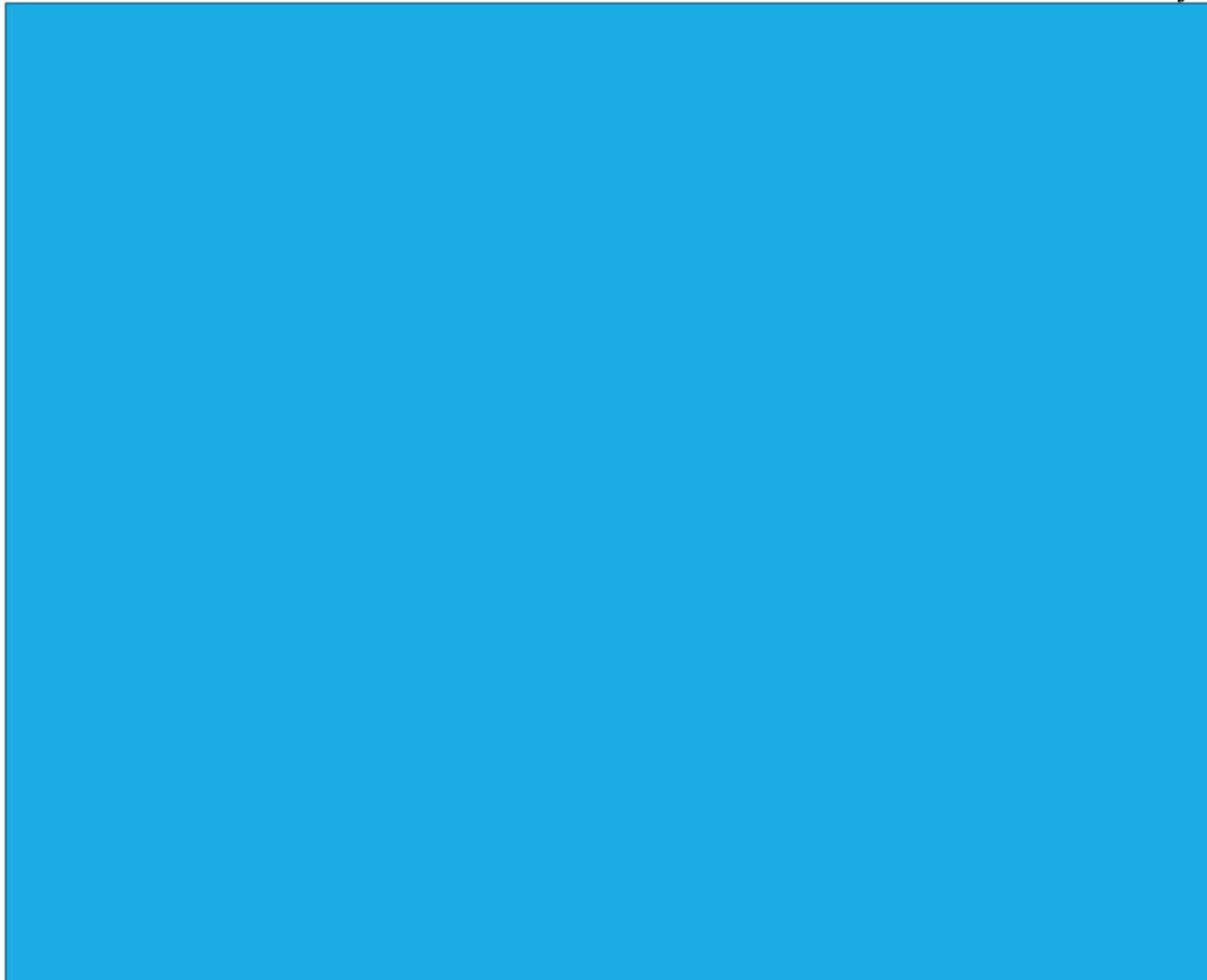
Replicate the previous demonstration in your group.

Challenges:

1. Instead of making the LED turn on or off, adjust the brightness of the LED according to the value read by the LDR  
(Hint: use PWMLED [here](#) instead of LED)
  - a) When it's bright, LED is also bright. When it's dark, LED is dim.
  - b) When it's dark, LED is bright. When it's bright, LED is dim.



# HANDS ON: SMART LAMP A)



# HANDS ON: SMART LAMP B)

