임베디드컴퓨팅

Embedded Computing (0009488)

Tri-Color LED & Touch sensor

2022년 2학기

정보기술대학 정보통신공학과 김 영 필

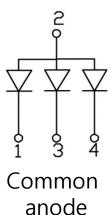
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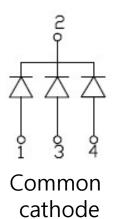


Tri-color LED

- An electronic device that outputs various colors by mixing RGB Values
- Various colors?
 - PWM signals are used
- Total of 4 pins, and two types depending on what is connected to pin 2.
 - Common anode (+) type
 - diode anode commonly connected to pin 2
 - Common cathode (-) type
 - diode cathode commonly connected to pin 2









Electrical characteristics of Tri-color LED

• The forward voltage of 2V is applied to the pin 1 (Red), and 3.2V to the pin 3 (GREEN), and the pin 4 (BLUE).

ITEMS	Color	Symbol	Condition	Min.	Тур.	Max.	Unit
Forward Voltage	Red	Vr	Ir=20mA	1.8	2.0	2.2	v
	Green			3.0	3.2	3.4	
	Blue			3.0	3.2	3.4	

- Each pin is required to connect a resistor with appropriate resistance size, and Kirchhoff's Law and Ohm's Law are used to find the size of the resistance.
 - Ohm's Law
 - V (voltage) = I (current) x R (resistance)



Kirchhoff's Law

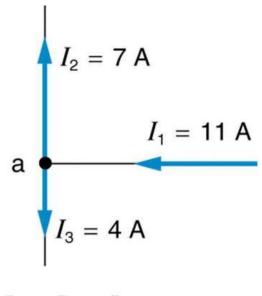
Kirchhoff's 1st Law

Current Law

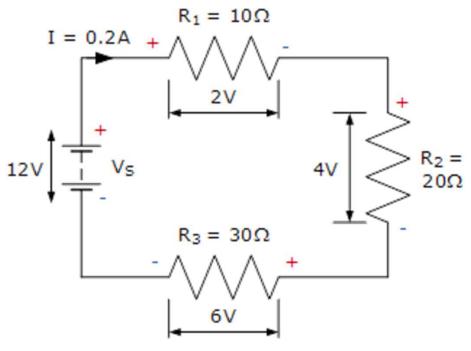
- The sum of the currents flowing into the junction of the circuit is equals to the sum of the currents flowing out.
- Kirchhoff's 2nd Law

Voltage Law

- The sum of the voltages applied to the circuit is equal to the sum of the voltage drops of each element.



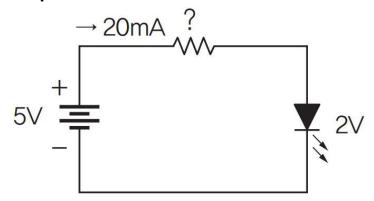
$$I_1 = I_2 + I_3$$





Resistance of Red pin

- When a voltage of 5V is applied, a current of about 20mA flows through the circuit.
- A voltage of 2V is applied to the pin 1 (Red).
- We can draw the circuit diagram to find the size of the resistor to be connected to the pin 1 is as follows.

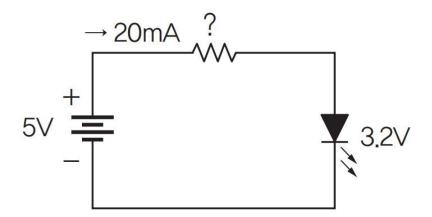


- By voltage law, the voltage drop on the resistor is 5V-2V=3V
- By ohm's law, the size of resistance R = $\frac{V}{I}$ = 150 Ω



Resistance of Green / Blue pin

- When a voltage of 5V is applied, a current of about 20mA flows through the circuit.
- A voltage of 3.2V is applied to the pin 3 (Green) or pin 4 (Blue).
- We can draw the circuit diagram to find the size of the resistor to be connected to the pin 3 or 4 is as follows.

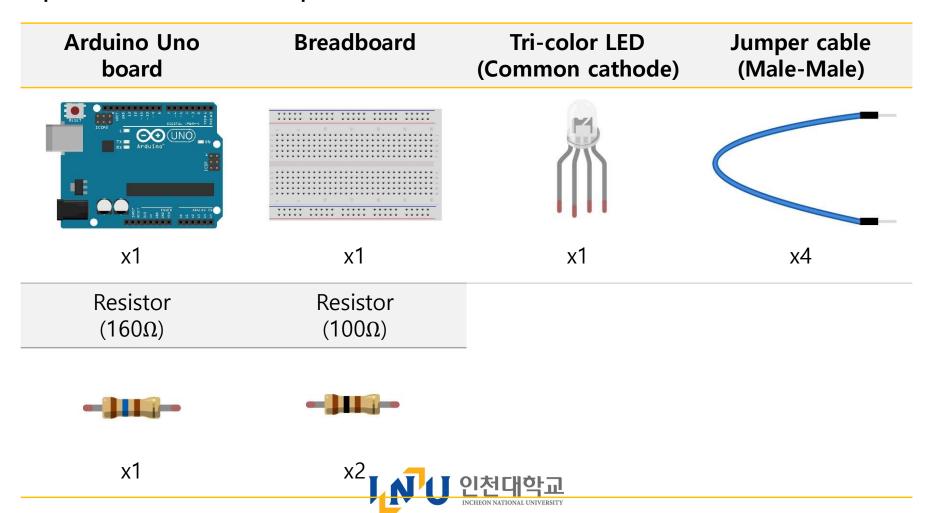


- By voltage law, the voltage drop on the resistor is 5V-3.2V=1.8V
- By ohm's law, the size of resistance $R = \frac{V}{I} = 90\Omega$



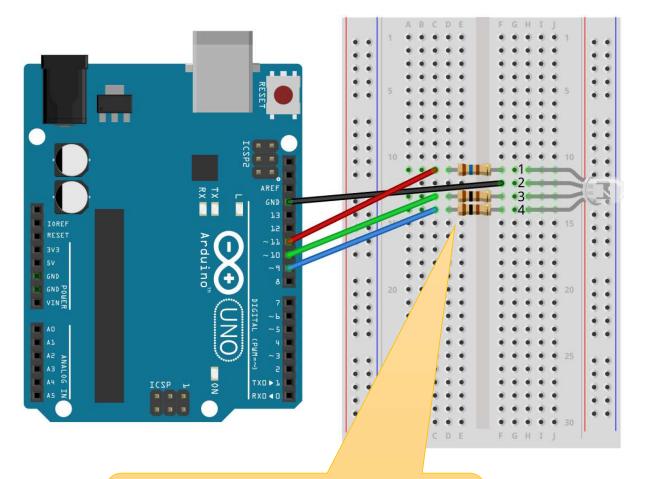
Control tri-color LED

- Let's control tri-color LED to change color
 - Red and green lights sequentially at 1 second intervals.
- Required H/W components



Circuit wiring setup

Tri-color LED	Arduino pin			
Red (Pin 1)	PWM 11			
GND (Pin 2)	GND			
Green (Pin 3)	PWM 10			
Blue (Pin 4)	PWM 9			



Resistors:

Red pin = 160 ohm Green and Blue pin = 100 ohm



Basic setup for control tri-color LED

```
#define RED_PIN 11
#define GREEN_PIN 10
#define BLUE_PIN 9
void setup() {
 pinMode(RED_PIN, OUTPUT);
 pinMode(GREEN PIN, OUTPUT);
 pinMode(BLUE_PIN, OUTPUT);
```

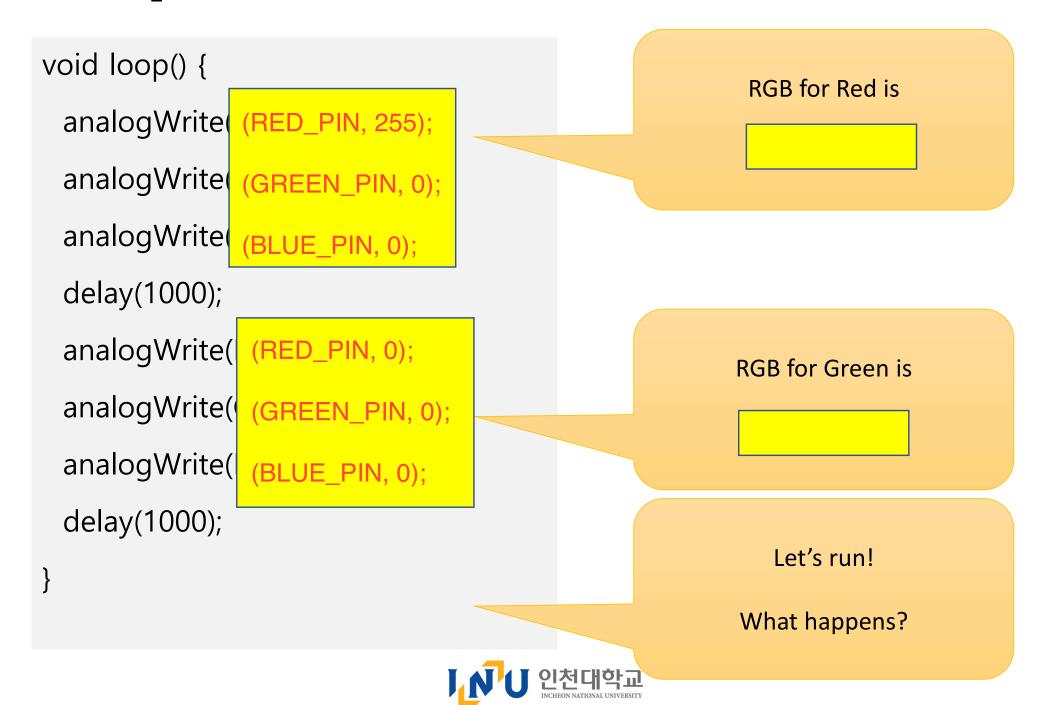
digital pin 9, 10, 11 are used for pulse width modulation (PWM)

We can use analogWrite()

set each pin mode to output



Loop code for control tri-color LED



Lab: Discomfort index indicator light

- Changing the color of the three-color LED according to the level of discomfort index (DI)
- Let's define the color as the level of discomfort index
 - extreme (DI >= 80) → red
 - high (>=75, < 80) → orange
 - normal (>=68, < 75) → green
 - low (<68) → blue
- Assume that DI increases from 60 to 90
 - increment it by 2 per second
- Display the current status via serial communication



Basic setup for DI indicator light

```
#define RED_PIN 11
#define GREEN PIN 10
#define BLUE_PIN 9
void colorChange(int redValue, int
greenValue, int blueValue);
void setup() {
 pinMode(RED_PIN, OUTPUT);
 pinMode(GREEN_PIN, OUTPUT);
 pinMode(BLUE_PIN, OUTPUT);
 Serial.begin(9600);
```

declare and define a RGB color control function



Function definition for DI indicator light

```
void colorChange(int redValue, int
greenValue, int blueValue)
{
   analogWrite
   analogWrite
   analogWrite
}
```

three function parameters for red, green, blue value

change a tri-color LED by analogWrite()



Main loop for DI indicator light

```
void loop() {
 for(int di=60; di<90; di+=2) {
   if(di >= 80) {
     colorChange(
   } else if(di >= 75) {
     colorChange
   } else if(di >= 68) {
     colorChange(
   } else {
     colorChange
   Serial.print("DI = ");
   Serial.println(di);
   delay(1000);
```

increase DI from 60 to 90 increment step is 2

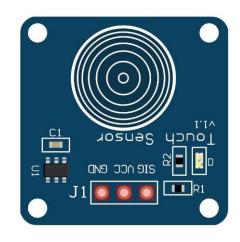
Check the RGB values for Red, Orange, Green and Blue

Display current status via serial monitor



Touch sensor

- A sensor that detects a touch with an electrical signal that changes when a certain part is pressed.
- Consists of three pins:
 - VCC: a pin that applies + power
 (operating voltage = 2.0 ~ 5.5V, connect it to the 3.3V or 5V pin on the Arduino)
 - **GND:** a grounding pin (connected to the GND of the Arduino)
 - **SIG:** a pin that outputs a digital signal depending on the presence or absence of a touch.
 - Touched: HIGH (1) signal
 - Otherwise: LOW (0) signal
 - Connects to the digital pins of the Arduino.

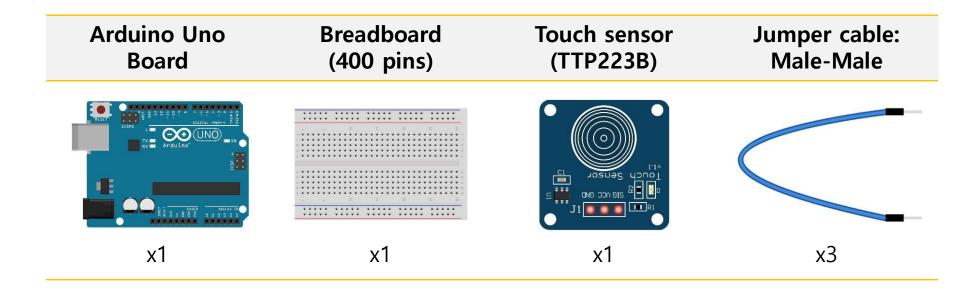


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Checking touch event

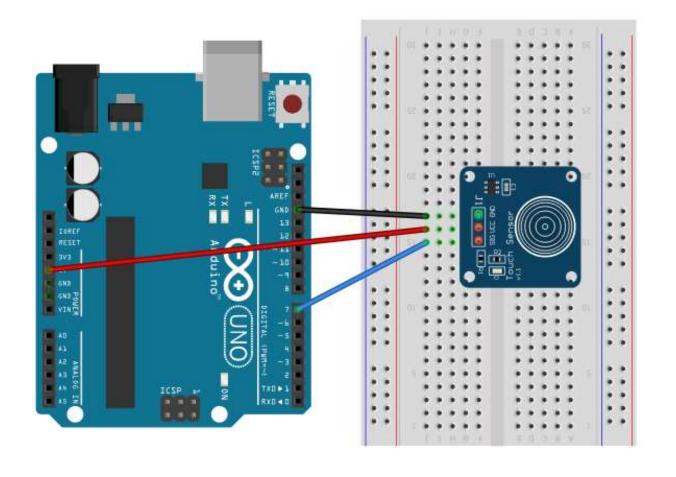
 Let's display the message 'Touched' to the serial monitor when a touch sensor is pressed





Circuit wiring setup

Touch sensor	Arduino pin		
VCC	5V		
GND	GND		
SIG	digital 7		





Basic setup for checking touch event

```
#define TOUCH_STATE 7

void setup() {
  pinMode(TOUCH_STATE, INPUT);
  Serial.begin(9600);
}
```

We use digital pin 7 for touch sensor

We read data on digital pin



Main loop for checking touch event

```
void loop() {
 int touchValue =
 if(touchValue == HIGH) {
   Serial.println("Touched");
   delay(200);
```

store data value from the digital pin connected to touch sensor into a variable

Display current status via serial monitor

Wait for 200 ms to check next touch event



Assignment: Touch Tri-LED

Requirements

- Based on the today's examples, write a sketch program as follows.
 - Every second, check the touch event.
 - Every touch, change LED color sequentially: Off, Red, Orange, Green, Blue
 - Display counter and "touched" message via Serial communication
- Write block-type comments in the top of your source code, which includes "your student no., your name, writing date, what you feel about this assignment, etc."

Results

- (a source code file) sketch source code ("sketchfilename.ino")
- (a short video) a short demo video capture showing how to setup and what to run (max. 1GB file).

