



**Department of Computer Science**

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<b>Assignment#</b>	01
<b>Course Name:</b>	Embedded IoT Systems (CSE-3080)
<b>Submitted To:</b>	Sir Nasir
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# TASK-A

## Code Screenshots:

```
// Name: Muhammad Hanzala Zahid
// Roll no: 23-NTU-CS-1067

#include <Arduino.h>
#include <Wire.h>
#include <Adafruit_GFX.h>
#include <Adafruit_SSD1306.h>

#define SCREEN_WIDTH 128 // OLED display width, in pixels
#define SCREEN_HEIGHT 64 // OLED display height, in pixels
Adafruit_SSD1306 oled(SCREEN_WIDTH, SCREEN_HEIGHT, &Wire, -1); // No reset pin
#define yellowLED 19 // GPIO19 for Yellow LED
#define greenLED 18 // GPIO18 for Green LED
#define redLED 17 // GPIO17 for Red LED
#define MODE_BUTTON 25 // GPIO25 for Mode Button
#define RESET_BUTTON 26 // GPIO26 for Reset Button
#define PWM_YELLOW_CHANNEL 0 // PWM channel for Yellow LED
#define PWM_GREEN_CHANNEL 1 // PWM channel for Green LED
#define PWM_RED_CHANNEL 2 // PWM channel for Red LED
#define PWM_FREQ 5000 // 5 kHz PWM frequency
#define PWM_RES 10 // 10-bit resolution
hw_timer_t *blinkTimer = nullptr; // Timer for Blink mode
volatile int blinkStep = 0; // Step in Blink sequence
int currentMode = 0; // 0: ALL OFF, 1: Alternate Blink, 2: ALL ON, 3: PWM
Fading

bool prevBtnMode = HIGH; // Previous state of Mode button
bool prevBtnReset = HIGH; // Previous state of Reset button
unsigned long lastDebounceTime = 0; // For button debounce
const int debounceDelay = 500; // 500ms debounce delay

void displayMode() { // Function: Display current mode on OLED
  oled.clearDisplay(); // Clear display
  oled.setTextSize(2); // Set text size
  oled.setTextColor(SSD1306_WHITE); // Set text color to white
  oled.setCursor(0, 0); // Set cursor to top-left
  oled.println(" LED Modes"); // Title
  oled.drawLine(0, 18, 127, 18, SSD1306_WHITE); // Draw line under title
  oled.setTextSize(1); // Set smaller text size
  oled.setCursor(10, 30); // Set cursor for mode display
  switch (currentMode) { // Display mode description
    case 0: // ALL LEDs OFF
      oled.print("Mode 1: All OFF"); // Display mode 1
```

```

        break;
    case 1: // Alternate Blink LEDs
        oled.print("Mode 2: All blinking"); // Display mode 2
        break;
    case 2: // ALL LEDs ON
        oled.print("Mode 3: All ON"); // Display mode 3
        break;
    case 3: // PWM Fading LEDs
        oled.print("Mode 4: PWM Fading"); // Display mode 4
        break;
    }
    oled.display(); // Update display
}

void IRAM_ATTR onBlinkTimer() { // Timer ISR for Blink mode
    if (currentMode == 2) return; // Only run in Sequence mode
    blinkStep = (blinkStep + 1) % 3; // 0→1→2→0 repeat
    switch (blinkStep) { // Set LED states based on blink step
        case 0: // Yellow ON
            ledcWrite(PWM_YELLOW_CHANNEL, 255); // Yellow ON
            ledcWrite(PWM_GREEN_CHANNEL, 0); // Green OFF
            ledcWrite(PWM_RED_CHANNEL, 0); // Red OFF
            break;
        case 1: // Green ON
            ledcWrite(PWM_YELLOW_CHANNEL, 0); // Yellow OFF
            ledcWrite(PWM_GREEN_CHANNEL, 255); // Green ON
            ledcWrite(PWM_RED_CHANNEL, 0); // Red OFF
            break;
        case 2: // Red ON
            ledcWrite(PWM_YELLOW_CHANNEL, 0); // Yellow OFF
            ledcWrite(PWM_GREEN_CHANNEL, 0); // Green OFF
            ledcWrite(PWM_RED_CHANNEL, 255); // Red ON
            break;
    }
}

void setup() {
    Serial.begin(115200); // Initialize Serial
    pinMode(yellowLED, OUTPUT); // Set Yellow LED pin as OUTPUT
    pinMode(greenLED, OUTPUT); // Set Green LED pin as OUTPUT
    pinMode(redLED, OUTPUT); // Set Red LED pin as OUTPUT
    pinMode(MODE_BUTTON, INPUT_PULLUP); // Set Mode Button pin as INPUT_PULLUP
    pinMode(RESET_BUTTON, INPUT_PULLUP); // Set Reset Button pin as INPUT_PULLUP
    if (!oled.begin(SSD1306_SWITCHCAPVCC, 0x3C)) {
        Serial.println(F("OLED initialization failed!"));
        for (;;) {}
    }
    oled.clearDisplay();
}

```

```

oled.display();
ledcSetup(PWM_YELLOW_CHANNEL, PWM_FREQ, PWM_RES); // Setup PWM for Yellow
LED
ledcSetup(PWM_GREEN_CHANNEL, PWM_FREQ, PWM_RES); // Setup PWM for Green LED
ledcSetup(PWM_RED_CHANNEL, PWM_FREQ, PWM_RES); // Setup PWM for Red LED
ledcAttachPin(yellowLED, PWM_YELLOW_CHANNEL); // Attach Yellow LED pin to
PWM channel
ledcAttachPin(greenLED, PWM_GREEN_CHANNEL); // Attach Green LED pin to PWM
channel
ledcAttachPin(redLED, PWM_RED_CHANNEL); // Attach Red LED pin to PWM channel
blinkTimer = timerBegin(0, 80, true); // Initialize timer (80MHz / 80 =
1MHz)
timerAttachInterrupt(blinkTimer, &onBlinkTimer, true); // Attach ISR
timerAlarmWrite(blinkTimer, 500000, true); // Set alarm to 500ms
timerAlarmEnable(blinkTimer); // Enable the alarm
ledcWrite(PWM_YELLOW_CHANNEL, 0); // Turn OFF Yellow LED
ledcWrite(PWM_GREEN_CHANNEL, 0); // Turn OFF Green LED
ledcWrite(PWM_RED_CHANNEL, 0); // Turn OFF Red LED
displayMode();
}

void loop() {
  bool btnMode = digitalRead(MODE_BUTTON); // Read Mode button state
  bool btnReset = digitalRead(RESET_BUTTON); // Read Reset button state
  if (millis() - lastDebounceTime > debounceDelay) { // Debounce check
    if (btnMode == LOW && prevBtnMode == HIGH) { // Mode button pressed
      currentMode = (currentMode + 1) % 4; // Cycle through modes 0-3
      blinkStep = 0; // Reset blink step
      displayMode(); // Update OLED display
      lastDebounceTime = millis(); // Update debounce timer
    }
    if (btnReset == LOW && prevBtnReset == HIGH) { // Reset button pressed
      currentMode = 0; // Reset to Mode 0
      blinkStep = 0; // Reset blink step
      displayMode(); // Update OLED display
      lastDebounceTime = millis(); // Update debounce timer
    }
  }

  prevBtnMode = btnMode;
  prevBtnReset = btnReset;

  switch (currentMode) {
    case 0: // Mode 1: ALL LEDs OFF
      ledcWrite(PWM_YELLOW_CHANNEL, 0); // Yellow OFF
      ledcWrite(PWM_GREEN_CHANNEL, 0); // Green OFF
      ledcWrite(PWM_RED_CHANNEL, 0); // Red OFF
      break;
  }
}

```

```

    case 1: // Mode 2: Alternate Blink Mode which is gonna handle in Timer ISR
        break;

    case 2: // Mode 3: ALL LEDs ON
        ledcWrite(PWM_YELLOW_CHANNEL, 255); // Yellow ON
        ledcWrite(PWM_GREEN_CHANNEL, 255); // Green ON
        ledcWrite(PWM_RED_CHANNEL, 255); // Red ON
        break;

    case 3: // Mode 4: PWM Fading Mode for LEDs
        for (int dutyCycle = 0; dutyCycle <= 1024 && currentMode == 3;
dutyCycle++) {
            ledcWrite(PWM_YELLOW_CHANNEL, dutyCycle);
            ledcWrite(PWM_GREEN_CHANNEL, dutyCycle);
            ledcWrite(PWM_RED_CHANNEL, dutyCycle);
            delay(5);
            if (digitalRead(MODE_BUTTON) == LOW || digitalRead(RESET_BUTTON) ==
LOW) return;
        }
        for (int dutyCycle = 1024; dutyCycle >= 0 && currentMode == 3;
dutyCycle--) {
            ledcWrite(PWM_YELLOW_CHANNEL, dutyCycle);
            ledcWrite(PWM_GREEN_CHANNEL, dutyCycle);
            ledcWrite(PWM_RED_CHANNEL, dutyCycle);
            delay(5);
            if (digitalRead(MODE_BUTTON) == LOW || digitalRead(RESET_BUTTON) ==
LOW) return;
        }
        break;
    }
}

```

### Short explanation about code:

This project controls three LEDs (yellow, green, and red) and shows the current mode on an OLED display. It has four modes i.e all LEDs off, blinking one by one, all LEDs on, and smooth fading using PWM. You can switch between these modes using the Mode button, and the Reset button brings everything back to the “All Off” mode. The blinking pattern is handled automatically by a timer, while the display updates to show the active mode

### Build Output:

```
src > C:\main.cpp > loop()
10 #define greenLED 18 // GPIO18 for Green LED
11 #define redLED 17 // GPIO17 for Red LED
12 #define MODE_BUTTON 25 // GPIO25 for Mode Button
13 #define RESET_BUTTON 26 // GPIO26 for Reset Button
14 #define PWM_YELLOW_CHANNEL 0 // PWM channel for Yellow LED
15 #define PWM_GREEN_CHANNEL 1 // PWM channel for Green LED
16 #define PWM_RED_CHANNEL 2 // PWM channel for Red LED
17 #define PWM_FREQ 5000 // 5 kHz PWM frequency
18 #define PWM_RES 10 // 10-bit resolution
19 hw_timer_t *blinkTimer = nullptr; // Timer for Blink mode
20 volatile int blinkStep = 0; // Step in Blink sequence
21 int currentMode = 0; // 0: All OFF, 1: Alternate Blink, 2: All ON, 3: PWM Fading
22 bool prevBtnMode = HIGH; // Previous state of Mode button
23 bool prevBtnReset = HIGH; // Previous state of Reset button
24 unsigned long lastDebounceTime = 0; // For button debounce
25 const int debounceDelay = 500; // 500ms debounce delay
26
```

```
Wire @ 2.0.0
Building in release mode
Compiling .pio/build/esp32dev/src/main.cpp.o
Linking .pio/build/esp32dev/firmware.elf
Retrieving maximum program size .pio/build/esp32dev/firmware.elf
Checking size .pio/build/esp32dev/firmware.elf
Advanced Memory Usage is available via "PlatformIO Home > Project Inspect"
RAM: [==] 6.7% (used 22112 bytes from 327680 bytes)
Flash: [==] 23.8% (used 311509 bytes from 1310720 bytes)
Building .pio/build/esp32dev/firmware.bin
esptool.py v4.9.0
Creating esp32 image...
Merged 2 ELF sections
Successfully created esp32 image.

===== [SUCCESS] Took 5.48 seconds =====
* Terminal will be reused by tasks, press any key to close it.
```

## Upload Output:

```
src > C:\main.cpp > loop()
10 #define greenLED 18 // GPIO18 for Green LED
11 #define redLED 17 // GPIO17 for Red LED
12 #define MODE_BUTTON 25 // GPIO25 for Mode Button
13 #define RESET_BUTTON 26 // GPIO26 for Reset Button
14 #define PWM_YELLOW_CHANNEL 0 // PWM channel for Yellow LED
15 #define PWM_GREEN_CHANNEL 1 // PWM channel for Green LED
16 #define PWM_RED_CHANNEL 2 // PWM channel for Red LED
17 #define PWM_FREQ 5000 // 5 kHz PWM frequency
18 #define PWM_RES 10 // 10-bit resolution
19 hw_timer_t *blinkTimer = nullptr; // Timer for Blink mode
20 volatile int blinkStep = 0; // Step in Blink sequence
21 int currentMode = 0; // 0: All OFF, 1: Alternate Blink, 2: All ON, 3: PWM Fading
22 bool prevBtnMode = HIGH; // Previous state of Mode button
23 bool prevBtnReset = HIGH; // Previous state of Reset button
24 unsigned long lastDebounceTime = 0; // For button debounce
25 const int debounceDelay = 500; // 500ms debounce delay
26
```

```
Writing at 0x00027486... (27 %)
Writing at 0x0002ca53... (36 %)
Writing at 0x000322f2... (45 %)
Writing at 0x000378fa... (54 %)
Writing at 0x0003d1c7... (63 %)
Writing at 0x00042765... (72 %)
Writing at 0x00047bb6... (81 %)
Writing at 0x0004f5a0... (90 %)
Writing at 0x000585f3... (100 %)
Wrote 311872 bytes (174547 compressed) at 0x00010000 in 4.4 seconds (effective 567.3 kbit/s)...
Hash of data verified.

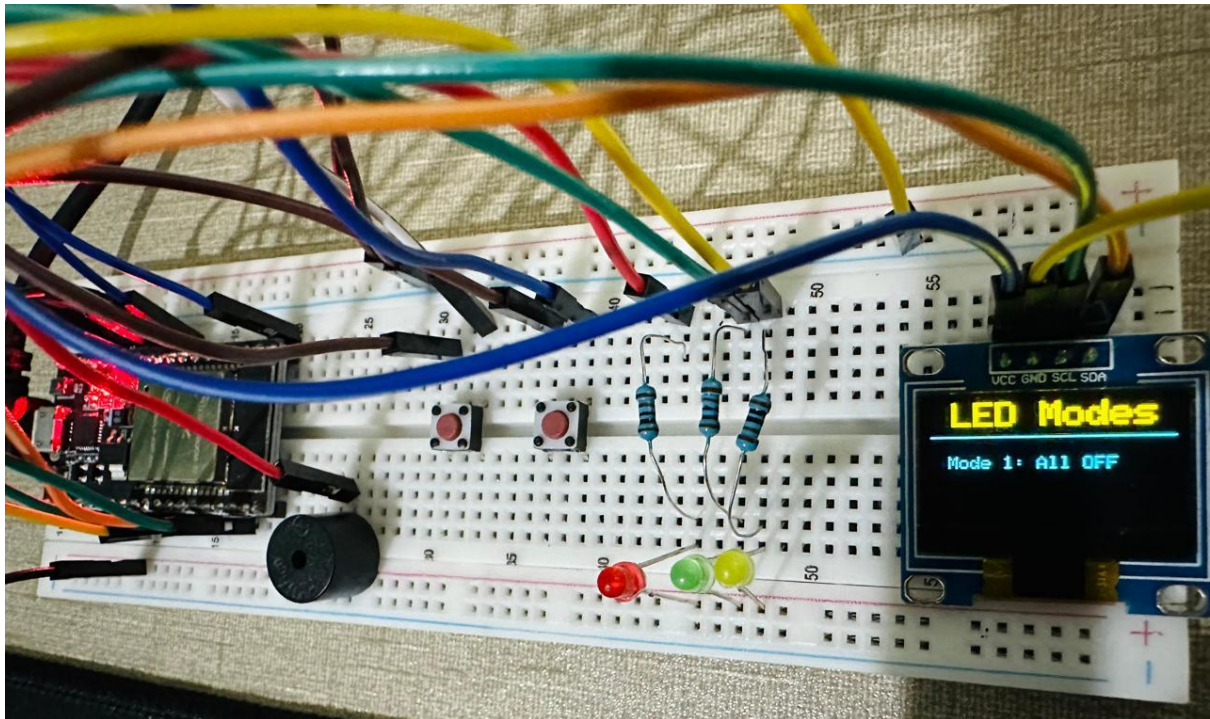
Leaving...
Hard resetting via RTS pin...

===== [SUCCESS] Took 10.34 seconds =====
* Terminal will be reused by tasks, press any key to close it.
```

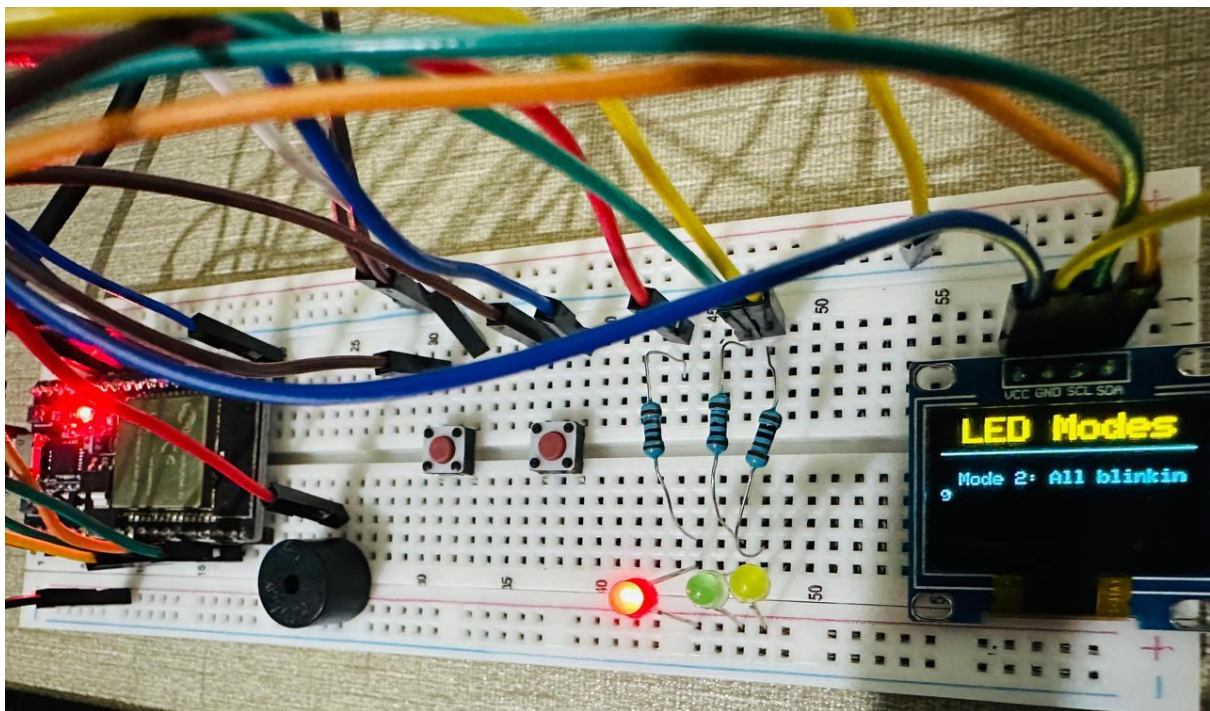
## Hardware working:

### 1: All LEDs OFF:



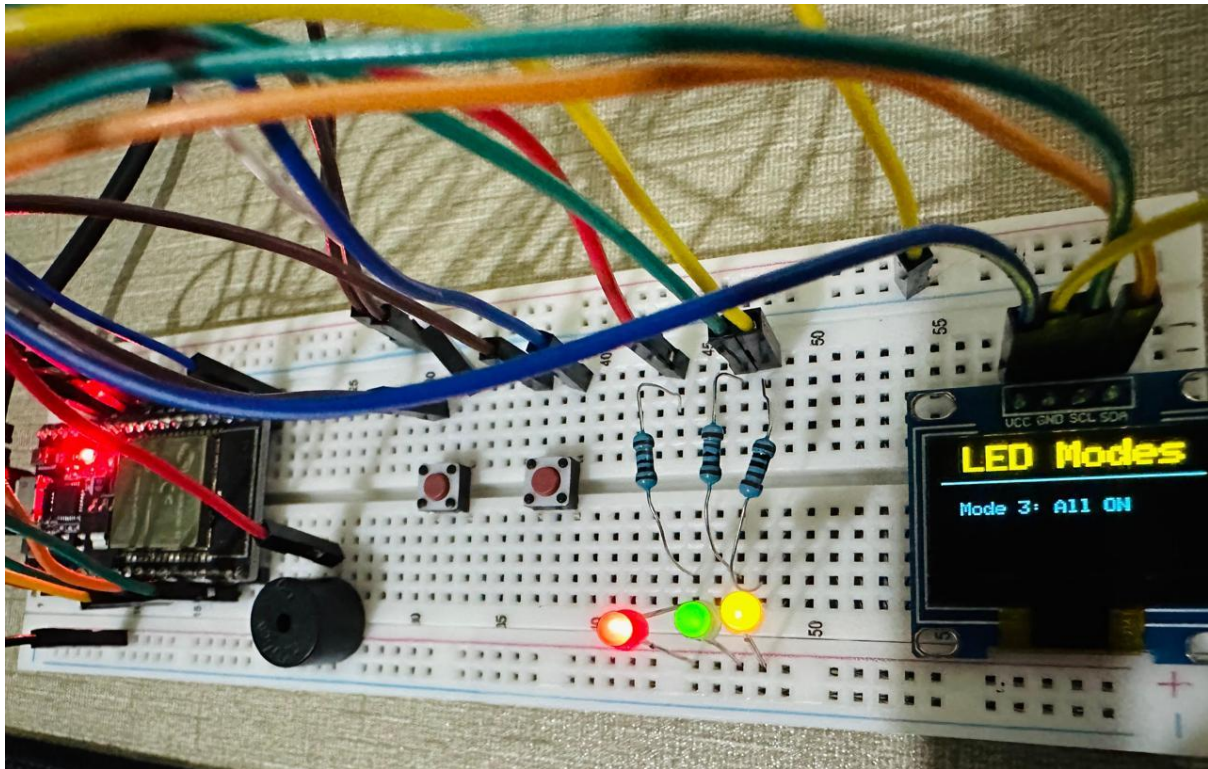


2: All LEDS blinking:

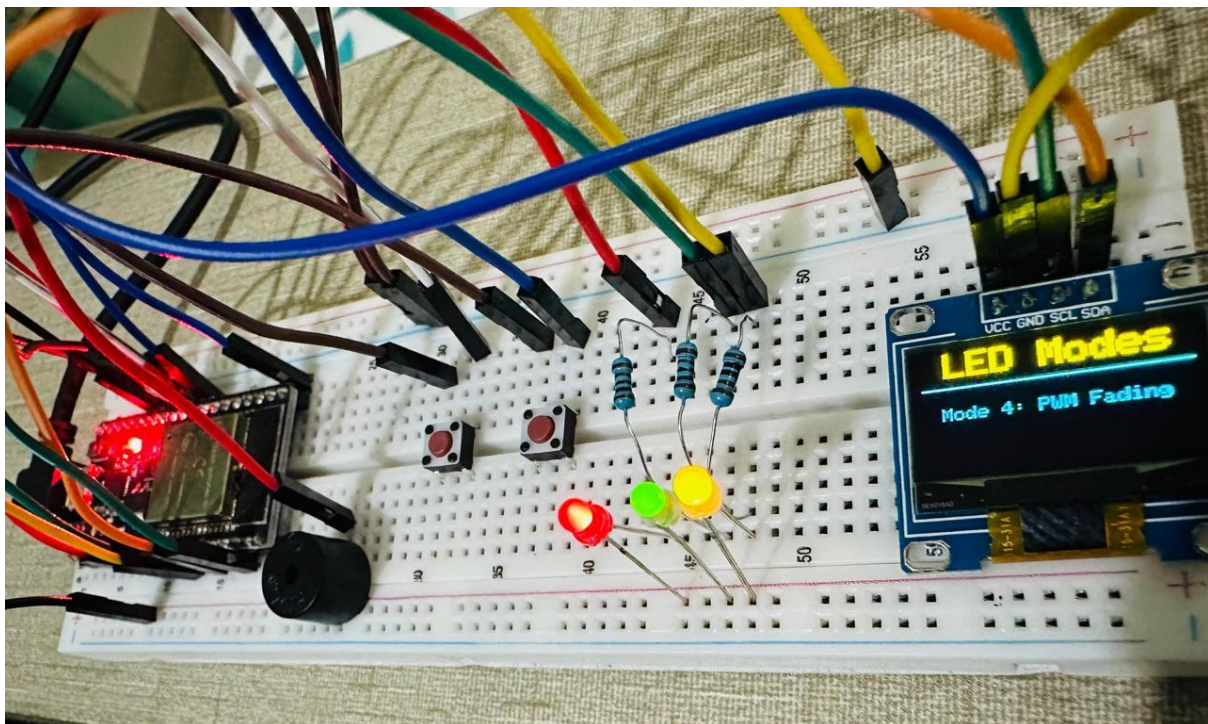


3: All LEDS on:





4: PWM working (high to low):

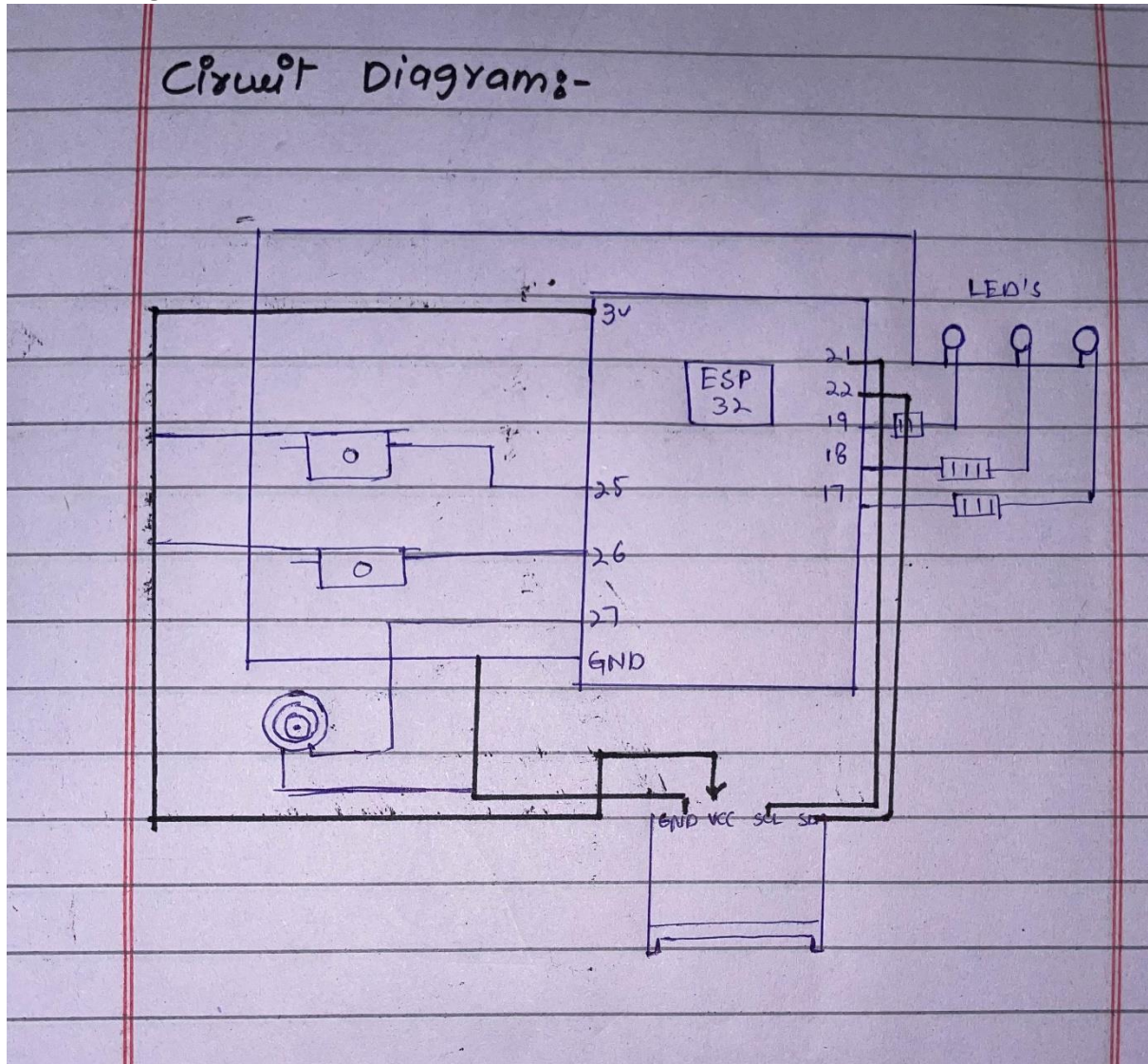


Wokwi Project link:

<https://wokwi.com/projects/445771605982073857>



### Circuit Diagram:



### Pin Mapping Chart:

Pin No	Name	Function	Use Case
GND .2	Ground	Common Ground	For all LEDs, Buzzer, Buttons, OLED
25	GPIO 25	Pin for Blue Button	Output for Blue Button (Modebtn)
26	GPIO 26	Pin for White Button	Output for White Button (Resetbtn)
27	GPIO 27	Pin for Buzzer	Output for Buzzer
3v3	Power	3.3V output power	OLED VCC
22	GPIO 22	I2C SCL	OLED SCL
21	GPIO 21	I2C SDA	OLED SDA
19	GPIO 19	Pin for Yellow LED	Output for Yellow LED
18	GPIO 18	Pin for Green LED	Output for Green LED
17	GPIO 17	Pin for Red LED	Output for Red LED