## ES\_Lab2\_report

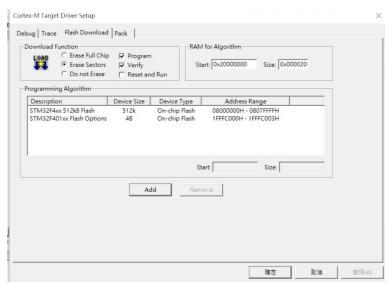
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#### **Before Lab2**

在我們做Lab2的三個引導實驗時,首先在硬體燒入程式,及軟體的上面我們碰到了以下三大問題,這裡一一說明我們的解法:

#### 1. flash

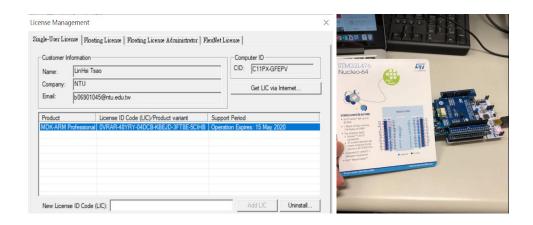
這裡遇到的第一個問題為將code compile完後,我們要將程式硬load到硬體時,會跳出一個Flash Download failed - Target DLL has been cancelled,推測是硬體本身自己的flash容量不夠,導致程式燒入時被拒絕,因此我們上網去找相關的Debugg方法,最後找到要去option的設定加入STM32F401 xx Flash Options這個選項,而更改設定後有順利解決這個error。



### 2. license 記得用管理員身分 add

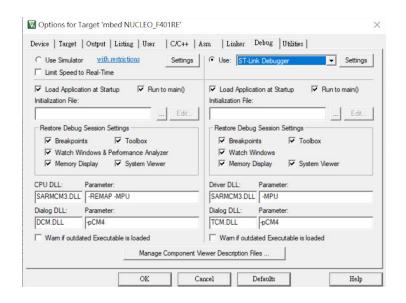
這裡遇到的第二個error一樣是出現在load程式進入板子時,跳出Error:Flash download failed: could not load file ...\Module\Module11, 後來上網找尋將這個問題解決的方法,發現是硬體本身無法承載程式大小的問題,解法之一是換更新的板子,而因為我們手邊的資源沒辦法以這個方法解決,而找到另一種方法:將keil的license更新。

這個方法我們也覺得蠻神奇的,為何更新license就能解決硬體問題,算是 Lab2 裡我們蠻大的一個疑問,以下是更新後的情形。



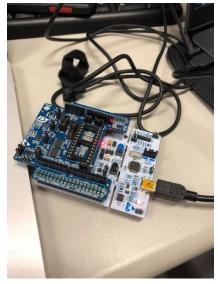
## 3. debugger setting

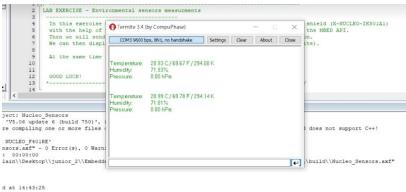
第三個在執行程式時我們遇到的error,為Debugger的設定問題,我們推測是不同的task需要的debugger要不同,所以原本在做引導實驗11.1時沒有跳出這個error,但到了11.2時需要藍牙新的外接裝置,我們就遇到了這樣的問題,以下是調整Debugger的設定截圖。



#### 1. Sensor Shields

這部分的實驗主要是在使用板子上面的 sensor 去感受到外界的溫度、濕度與氣壓。可以看到我們順利將資料匯入板子後,打開 termite 按下 connect,在視窗看到目前的溫度、濕度與氣壓。而視窗更新的資料時間可以藉由我們 hw11 的 code 做變換。





## 程式架構:

- Initialization
  - Create a DigitalOut objects for the LED
  - Create a Serial objects to communicate via USB
  - o Create Ticker objects for the recurring tasks.
    - For blink a LED
    - update the sensor lectures periodicly
  - o Initialize variables.
- Handlers
  - o blinky\_handler()
    - Toggle the LED and update the measurements.
  - sensors\_handler()
    - Raise a flag that indicates that the measurements need to be read and displayed again.
- Main function

- Attach a function to be called by the Ticker objects at a specific interval in seconds
- o In while(1) loop:
  - if the flag in sensors\_handler() is high:
    - Read from the sensors (temperature, humidity, pressure)
    - Convert the temperature into Fahrenheit and Kelvin.
    - Send the data to the serial port.
  - Enter sleep mode and wait for interrupts.

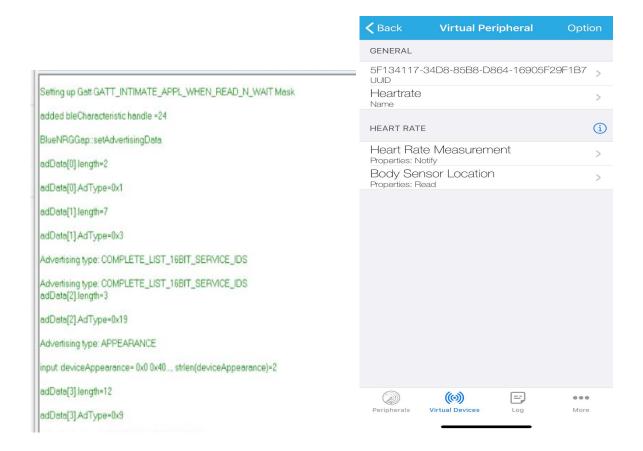
#### 心得:

此實驗的sensor偵測環境的溫度、濕度及壓力值,我們有正確的接收到這 些環境參數值,也嘗試類似用口對著sensor呼氣去改便這些環境參數,試 著看看這個sensor的偵測品質,最後我們發現雖然溫度及濕度有正確的變 化,但幅度時大時小,並沒有到非常準確。

## 2. Your First BLE Program

這部分的實驗是將Nucleo-64再加掛載上藍芽傳訊板,來測試keil的藍芽功能,目的是讓我們使用sensor收集到環境的資訊後,能夠在之後的實驗使用藍芽的來將資料傳到手機,不用在透過Termite來讀取sensor所偵測到的資料。





## 程式架構:

In main.cpp:

class HeartrateDemo: ble:: Gap:: EventHandler

- 1.Initialize HeartrateDemo
- 2.Initialize member functions in start()
- Callback triggered when the ble initialization process has finished
  - start ble advertising
  - update sensor value
  - toggle LED
- Event handlers:
  - For disconnection (onDisconnectionComplete)
  - For connection (onConnectionComplete)

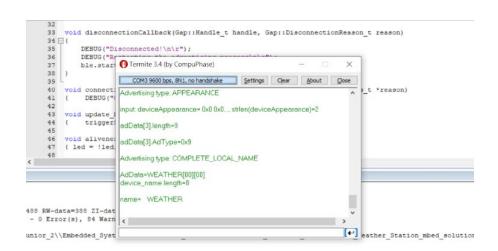
Schedule processing of events from the BLE middleware in the event queue.

#### 心得:

我覺得這個實驗最困難的地方在於,藍芽的傳輸端與手機接收端的連線,一方面在實驗室的環境下,有許多其他裝置的通訊干擾,當時在用手機接收時,我們確定Termite顯示程式是有正常運作的,但是還是沒有找到藍芽名稱的訊號,最後是重新更改code成mbed的版本後,才讓藍芽正確連到手機上,上圖是我們手機正確連上的畫面。

### 3. Weather Station: part 1

這個部分的實驗為綜合前兩個實驗的成果, 11.1的sensor讀取外界資料, 11.2的藍芽傳輸, 綜合成12的天氣預測站, 以下為城市的說明, 即在 termite, 手機上執行的結果。



#### 程式架構:

- Initialization:
  - o BLEDevice
  - Create a DigitalOut objects for the LED
  - Create Ticker objects for the recurring tasks
  - Initialize variables
- Callbacks
  - For disconnection
  - For connection
- Handlers
  - update handler()

- aliveness handler()
- Main function:
  - Initialize ble
  - Setup primary services(including humidity, temperature, wind direction, pressure)
  - Setup auxiliary services
  - Setup advertising
  - o In while(true) loop:
    - if the flag in update\_handler() is high and ble is connected:
      - Read the environmental sensors
      - Calculate the direction where the system is pointing relative to North (so as to know the wind direction)
      - Update the data (humidity, temperature, wind direction, pressure)
    - Enter sleep mode and wait for interrupts.

# Weather.java line-49

```
protected void onCreate(Bundle savedInstanceState) {
 super.onCreate(savedInstanceState);
 mHandler = new Handler();
 mDevicesAdapter = new DevicesAdapter(getLayoutInflater());
```

# Weather.java line-82

```
public void onConnectClick(View view) {
if (mBluetoothAdapter == null) {
     Intent enableBtIntent = new Intent(BluetoothAdapter.ACTION_REQUEST_ENABLE);
     startActivityForResult(enableBtIntent, REQUEST_ENABLE_BT);
} else {
     String btnText = ((Button) view).getText().toString();
```

## 心得:

Lab12最困難的一部份在於使藍芽連接成功,一部分在於將Android Studio的app正常運作,我們花了許多時間在研究如何把android studio的 code更改參數來使之正確運作,以上是在weather.java中需要調整的兩個參數位置。

而最後我們嘗試在將Android Studio的code導入到手機測試時,因為手機版本的問題,且我們只有一台使用Android系統的手機,導致沒辦法在手機上成功跑出Weather Station的畫面。