# ARDUINO CODE

// Includes the Servo library

#include <Servo.h>.

// Defines Tirg and Echo pins of the Ultrasonic Sensor

const int trigPin = 10;

const int echoPin = 11;

// Variables for the duration and the distance

long duration;

int distance;

Servo myServo; // Creates a servo object for controlling the servo motor

void setup() {

pinMode(trigPin, OUTPUT); // Sets the trigPin as an Output

pinMode(echoPin, INPUT); // Sets the echoPin as an Input

Serial.begin(9600);

myServo.attach(12); // Defines on which pin is the servo motor attached

}

void loop() {

// rotates the servo motor from 15 to 165 degrees

for(int i=15;i<=165;i++){

myServo.write(i);

delay(30);

distance = calculateDistance();// Calls a function for calculating the distance measured by the Ultrasonic sensor for each degree

Serial.print(i); // Sends the current degree into the Serial Port

Serial.print(","); // Sends addition character right next to the previous value needed later in the Processing IDE for indexing

Serial.print(distance); // Sends the distance value into the Serial Port

Serial.print("."); // Sends addition character right next to the previous value needed later in the Processing IDE for indexing

}

// Repeats the previous lines from 165 to 15 degrees

for(int i=165;i>15;i--){

myServo.write(i);

delay(30);

distance = calculateDistance();

Serial.print(i);

Serial.print(",");

Serial.print(distance);

Serial.print(".");

}

}

// Function for calculating the distance measured by the Ultrasonic sensor

int calculateDistance(){

digitalWrite(trigPin, LOW);

delayMicroseconds(2);

// Sets the trigPin on HIGH state for 10 micro seconds

digitalWrite(trigPin, HIGH);

delayMicroseconds(10);

digitalWrite(trigPin, LOW);

duration = pulseIn(echoPin, HIGH); // Reads the echoPin, returns the sound wave travel time in microseconds

distance= duration\*0.034/2;

return distance;

}

# PDE CODE

import processing.serial.\*; // imports library for serial communication

import java.awt.event.KeyEvent; // imports library for reading the data from the serial port

import java.io.IOException;

Serial myPort; // defines Object Serial

// defubes variables

String angle="";

String distance="";

String data="";

String noObject;

float pixsDistance;

int iAngle, iDistance;

int index1=0;

int index2=0;

PFont orcFont;

void setup() {

size (1200, 700); // \*\*\*CHANGE THIS TO YOUR SCREEN RESOLUTION\*\*\*

smooth();

myPort = new Serial(this,"COM5", 9600); // starts the serial communication

myPort.bufferUntil('.'); // reads the data from the serial port up to the character '.'. So actually it reads this: angle,distance.

}

void draw() {

fill(98,245,31);

// simulating motion blur and slow fade of the moving line

noStroke();

fill(0,4);

rect(0, 0, width, height-height\*0.065);

fill(98,245,31); // green color

// calls the functions for drawing the radar

drawRadar();

drawLine();

drawObject();

drawText();

}

void serialEvent (Serial myPort) { // starts reading data from the Serial Port

// reads the data from the Serial Port up to the character '.' and puts it into the String variable "data".

data = myPort.readStringUntil('.');

data = data.substring(0,data.length()-1);

index1 = data.indexOf(","); // find the character ',' and puts it into the variable "index1"

angle= data.substring(0, index1); // read the data from position "0" to position of the variable index1 or thats the value of the angle the Arduino Board sent into the Serial Port

distance= data.substring(index1+1, data.length()); // read the data from position "index1" to the end of the data pr thats the value of the distance

// converts the String variables into Integer

iAngle = int(angle);

iDistance = int(distance);

}

void drawRadar() {

pushMatrix();

translate(width/2,height-height\*0.074); // moves the starting coordinats to new location

noFill();

strokeWeight(2);

stroke(98,245,31);

// draws the arc lines

arc(0,0,(width-width\*0.0625),(width-width\*0.0625),PI,TWO\_PI);

arc(0,0,(width-width\*0.27),(width-width\*0.27),PI,TWO\_PI);

arc(0,0,(width-width\*0.479),(width-width\*0.479),PI,TWO\_PI);

arc(0,0,(width-width\*0.687),(width-width\*0.687),PI,TWO\_PI);

// draws the angle lines

line(-width/2,0,width/2,0);

line(0,0,(-width/2)\*cos(radians(30)),(-width/2)\*sin(radians(30)));

line(0,0,(-width/2)\*cos(radians(60)),(-width/2)\*sin(radians(60)));

line(0,0,(-width/2)\*cos(radians(90)),(-width/2)\*sin(radians(90)));

line(0,0,(-width/2)\*cos(radians(120)),(-width/2)\*sin(radians(120)));

line(0,0,(-width/2)\*cos(radians(150)),(-width/2)\*sin(radians(150)));

line((-width/2)\*cos(radians(30)),0,width/2,0);

popMatrix();

}

void drawObject() {

pushMatrix();

translate(width/2,height-height\*0.074); // moves the starting coordinats to new location

strokeWeight(9);

stroke(255,10,10); // red color

pixsDistance = iDistance\*((height-height\*0.1666)\*0.025); // covers the distance from the sensor from cm to pixels

// limiting the range to 40 cms

if(iDistance<40){

// draws the object according to the angle and the distance

line(pixsDistance\*cos(radians(iAngle)),-pixsDistance\*sin(radians(iAngle)),(width-width\*0.505)\*cos(radians(iAngle)),-(width-width\*0.505)\*sin(radians(iAngle)));

}

popMatrix();

}

void drawLine() {

pushMatrix();

strokeWeight(9);

stroke(30,250,60);

translate(width/2,height-height\*0.074); // moves the starting coordinats to new location

line(0,0,(height-height\*0.12)\*cos(radians(iAngle)),-(height-height\*0.12)\*sin(radians(iAngle))); // draws the line according to the angle

popMatrix();

}

void drawText() { // draws the texts on the screen

pushMatrix();

if(iDistance>40) {

noObject = "Out of Range";

}

else {

noObject = "In Range";

}

fill(0,0,0);

noStroke();

rect(0, height-height\*0.0648, width, height);

fill(98,245,31);

textSize(25);

text("10cm",width-width\*0.3854,height-height\*0.0833);

text("20cm",width-width\*0.281,height-height\*0.0833);

text("30cm",width-width\*0.177,height-height\*0.0833);

text("40cm",width-width\*0.0729,height-height\*0.0833);

textSize(40);

text(" VIRAL SCIENCE ", width-width\*0.875, height-height\*0.0277);

text("Angle: " + iAngle +" °", width-width\*0.48, height-height\*0.0277);

text("Distance: ", width-width\*0.26, height-height\*0.0277);

if(iDistance<40) {

text(" " + iDistance +" cm", width-width\*0.225, height-height\*0.0277);

}

textSize(25);

fill(98,245,60);

translate((width-width\*0.4994)+width/2\*cos(radians(30)),(height-height\*0.0907)-width/2\*sin(radians(30)));

rotate(-radians(-60));

text("30°",0,0);

resetMatrix();

translate((width-width\*0.503)+width/2\*cos(radians(60)),(height-height\*0.0888)-width/2\*sin(radians(60)));

rotate(-radians(-30));

text("60°",0,0);

resetMatrix();

translate((width-width\*0.507)+width/2\*cos(radians(90)),(height-height\*0.0833)-width/2\*sin(radians(90)));

rotate(radians(0));

text("90°",0,0);

resetMatrix();

translate(width-width\*0.513+width/2\*cos(radians(120)),(height-height\*0.07129)-width/2\*sin(radians(120)));

rotate(radians(-30));

text("120°",0,0);

resetMatrix();

translate((width-width\*0.5104)+width/2\*cos(radians(150)),(height-height\*0.0574)-width/2\*sin(radians(150)));

rotate(radians(-60));

text("150°",0,0);

popMatrix();

}