

**ROBOTICS CLUB**  
TRIBHUVAN UNIVERSITY  
PULCHOWK CAMPUS



**LOCUS 2021**  
18th National Technological Festival

# Hardware Fellowship

**DAY 5 AND 6**

# Overview

- Data Communication
- Communication Protocols

USART

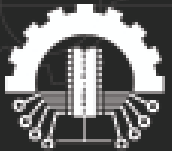
I2C

SPI

- Interfacing Bluetooth Module with Arduino
- Interfacing MPU6050 with Arduino

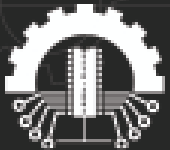
# Data Communication

- Communication between two devices
- Transfer data from one device to another



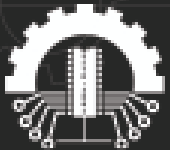
# Things to consider....

- Representation of Data in device's memory
  - Int is stored 2 or 4 bytes
  - Strings are sequency of bytes
- Error Detection and Recovery
  - Parity Bits, CRC etc.
- Flow Control
  - Acknowledgements
- Line Coding
  - Convert 1's and 0's to appropriate voltage levels



# Some More Things to Consider

- Serial vs Parallel Communication
- Bus vs. Point to Point
- Speed of Data Transfer
- Synchronous vs. Asynchronous

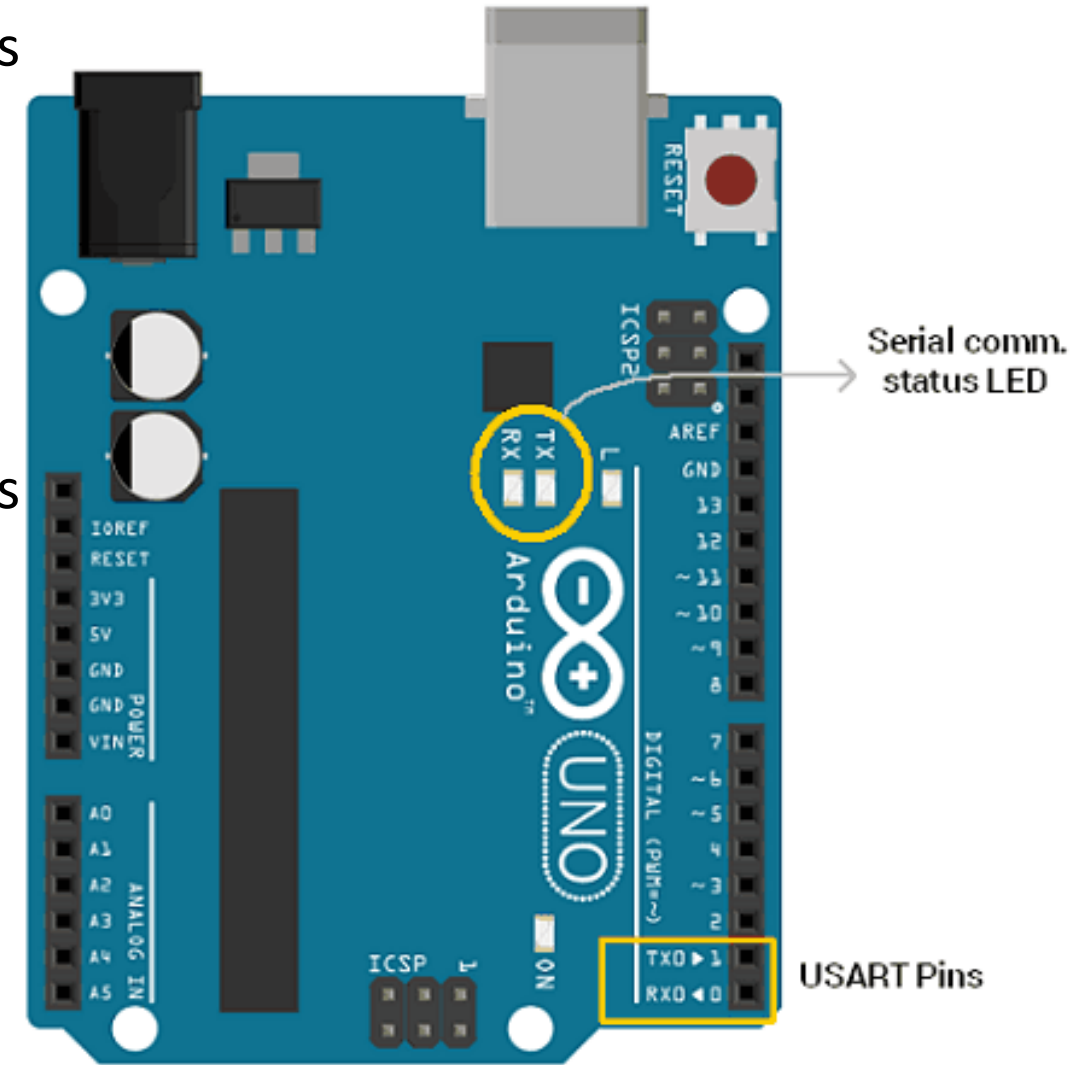


# COMMUNICATION PROTOCOLS

## USART:

- Universal Synchronous Asynchronous Receiver and Transmitter
- It is a microchip that facilitates communication through a microprocessor's serial port using the RS-232C protocol.
- Takes data serially from peripheral -> converts into parallel data -> transmits it to the microcontroller and vice-versa
- **Bit rate**: rate of data transfer in serial data communication
- **Baud rate**: number of changes in signal per second.

- Serial communication over RX/TX pin uses TTL logic levels.
- Serial communication occurs between Arduino and computer/serial devices at a baud rate like 4800, 9600, 115200, 34800, etc.
- Arduino communicates with serial devices over digital pins 0 (RXD) and 1 (TXD). Whereas it communicates with PC/laptop over USB.

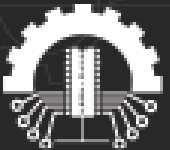


**Arduino USART pin**

- **Serial Monitor:** Arduino IDE has integrated serial monitor which can be used to watch serial data. After uploading program to the Arduino, open Serial Monitor to watch Serial data.

## //Functions

- **Serial.begin(baud rate):** initiates the serial communication with given baud rate
- **Serial.print(data, format type //optional):** sends ASCII character on serial port so human can read it easily. This function converts the data to ascii character and then send (print) it.
- **Serial.println(data, format type //optional):** sends ASCII character on serial port followed by carriage return
- **Serial.write():** writes binary data to serial port
- **Serial.available():** returns the number of bytes available to read
- **Serial.read():** reads data serially
- **Serial.readString():** reads the received string





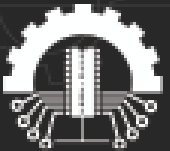
## Sketch for reading serial string

```
String receive_buffer;
void setup() {
  Serial.begin(9600);
}

void loop() {
  if(Serial.available()>0) //check for any data received
  {
    receive_buffer = Serial.readString(); //read received data
    Serial.print("received data is: ");
    Serial.println(receive_buffer);      //display received data
  }
}
```

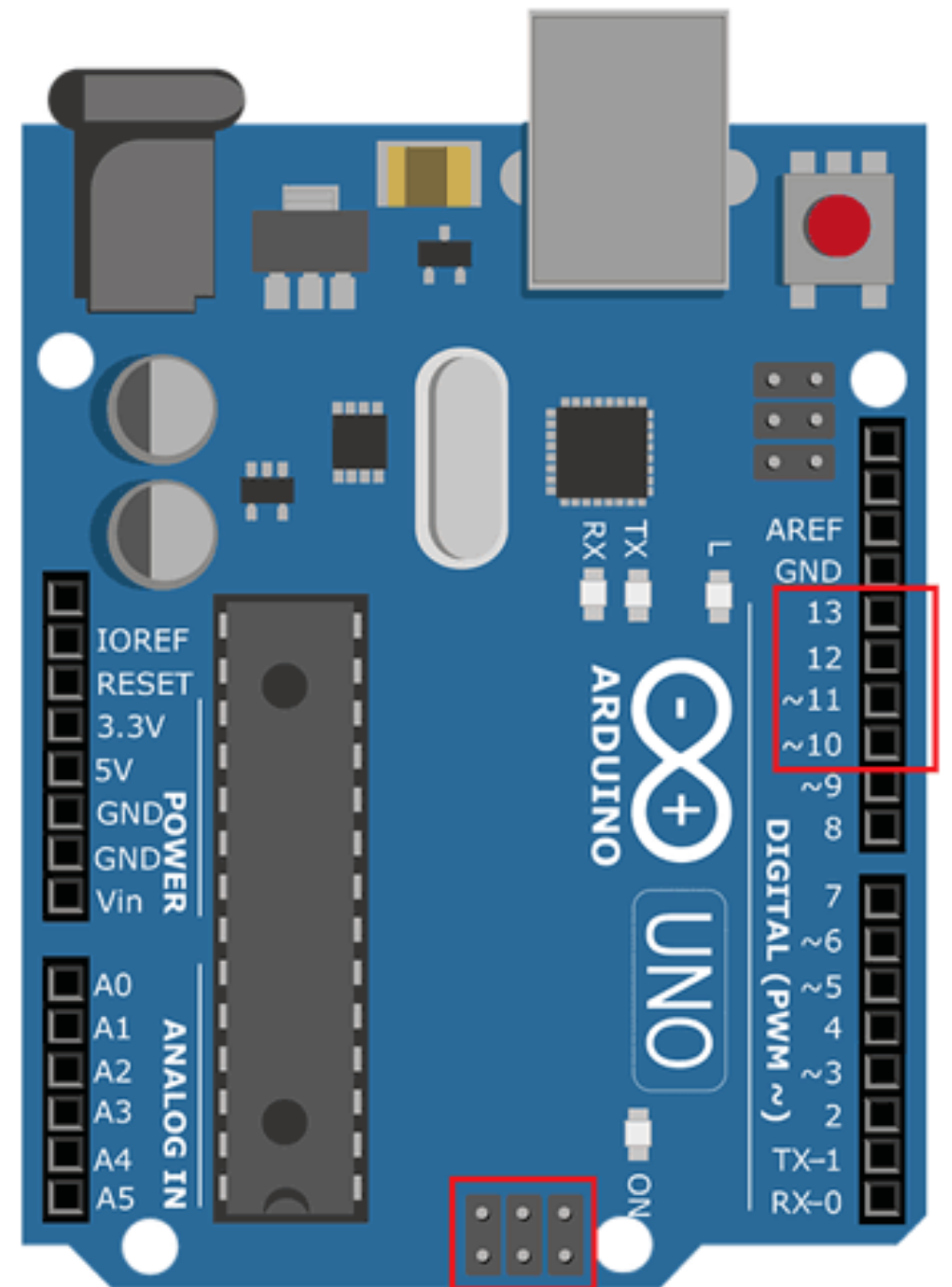
# SPI:

- Serial Peripheral Interface
- Synchronous serial data protocol used by microcontrollers for communicating with its peripherals.
- With SPI connection, there is always a master which controls the peripheral devices
- SPI can be 3-line or 4-line interface.(MISO, MOSI, SCK, CS')
- **MISO(Master In Slave Out)**: Slave line for sending data to master
- **MOSI(Master Out Slave In)**: Master line for sending data to slave
- **SCK(Serial Clock)**:clock pulses which synchronize data transmission generated by the master
- **CS'(Chip Select)**:the pin on each device that the master can use to enable and disable specific devices



## SPI Pins in Arduino Uno

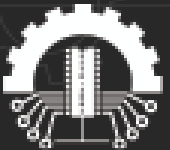
SPI Line	Pin in Arduino
MOSI	11 or ICSP-4
MISO	12 or ICSP-1
SCK	13 or ICSP-3
SS	10



# BLUETOOTH MODULE HC-05

## Introduction

- It is used for many applications like wireless headset, game controllers, wireless mouse, wireless keyboard and many more consumer applications.
- It has range up to <100m which depends upon transmitter and receiver, atmosphere, geographic & urban conditions.



# Pin Description

It has 6 pins,

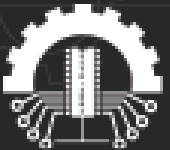
1. **Key/EN:** By default it is in data mode. The default baud rate of HC-05 in command mode is 38400bps and 9600 in data mode.

HC-05 module has two modes,

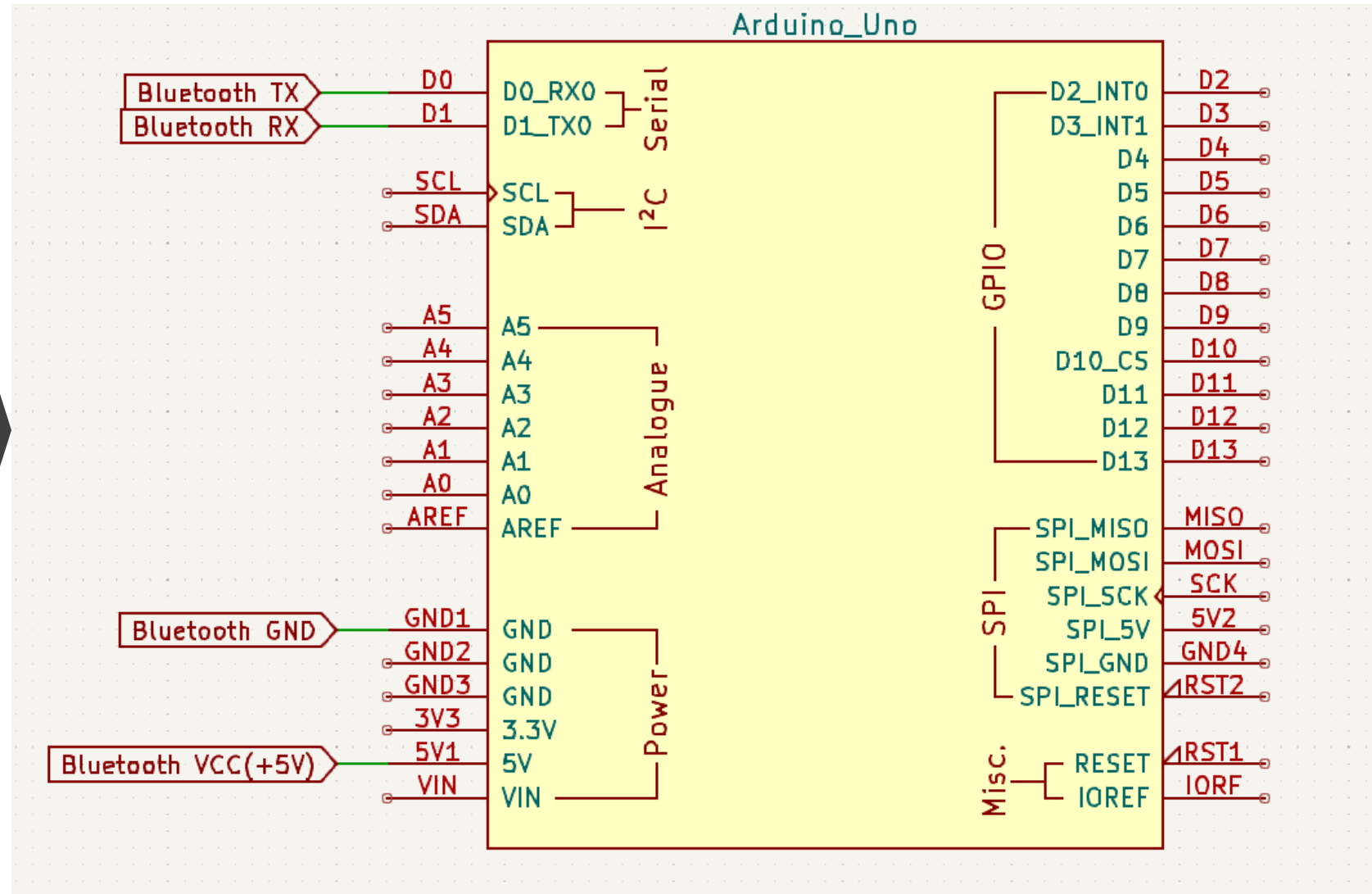
- **Data mode:** Exchange of data between devices.
- **Command mode:** It uses AT commands which are used to change setting of HC-05. To send these commands to module serial (USART) port is used.
- Set High to Trigger AT Command Mode
- Enable both NL and CR



- 2. **VCC:** Connect 5 V or 3.3 V to this Pin.
- 3. **GND:** Ground Pin of module.
- 4. **TXD:** Transmit Serial data (wirelessly received data by Bluetooth module transmitted out serially on TXD pin)
- 5. **RXD:** Receive data serially (received data will be transmitted wirelessly by Bluetooth module).
- 6. **State:** It tells whether module is connected or not

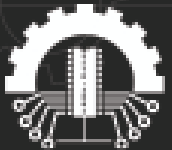


# Interfacing Bluetooth Module (HC-05) with Arduino Uno



# AT commands

- AT+NAME?
- AT+ROLE?
- AT+ADDR?
- AT+UART?





## bluetooth

```
#include <SoftwareSerial.h>
#define L1 12
#define L2 10
#define R2 11
#define R1 9

char d = 'S';

SoftwareSerial mySerial (7, 8);  //{tx,rx

void setup() {
  // put your setup code here, to run once:
  pinMode(L1,OUTPUT);
  pinMode(R1,OUTPUT);
  pinMode(L2,OUTPUT);
  pinMode(R2,OUTPUT);

  Serial.begin(9600);
  mySerial.begin(9600);
}
```

```
void loop() {
  // put your main code here, to run repeatedly:

  if(mySerial.available()){
    d = mySerial.read();
    Serial.println(d);
  }

  switch(d){
    case 'F':
      digitalWrite(L1,HIGH);
      digitalWrite(R1,HIGH);
      digitalWrite(L2,LOW);
      digitalWrite(R2,LOW);
      break;

    case 'B':
      digitalWrite(L2,HIGH);
      digitalWrite(R2,HIGH);
      digitalWrite(L1,LOW);
      digitalWrite(R1,LOW);
      break;
```

```
case 'R':
    digitalWrite(L1, HIGH);
    digitalWrite(R1, LOW);
    digitalWrite(L2, LOW);
    digitalWrite(R2, LOW);
    break;
case 'L':
    digitalWrite(L1, LOW);
    digitalWrite(R1, HIGH);
    digitalWrite(L2, LOW);
    digitalWrite(R2, LOW);
    break;

case 'S':
    digitalWrite(L1, LOW);
    digitalWrite(R1, LOW);
    digitalWrite(L2, LOW);
    digitalWrite(R2, LOW);
    break;

default:
    break;
}
}
```