

Lessons: 00.Arduino-examples

02. Digital

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Blink Without Delay

```
#include "Cosa/OutputPin.hh"
#include "Cosa/RTT.hh"

OutputPin led(Board::LED);

const uint32_t BLINK_INTERVAL_MILLIS = 1000L;
uint32_t previousBlinkMillis = 0;

void setup()
{
    RTT::begin();
}

void loop()
{
    // Check if the blink interval has expired
    uint32_t currentMillis = RTT::millis();
    if ((currentMillis - previousBlinkMillis) >= BLINK_INTERVAL_MILLIS) {
        PreviousBlinkMillis = currentMillis;
        led.toggle();
    }
}
```

Blink Without Delay Notes

- Function(s) can be used to abstract the code and make it more readable.
- The `loop()` should become easier to understand and extend.
- Easier to understand how to copy this pattern to create additional period actions.

Time To Blink Function

```
#include "Cosa/OutputPin.hh"
#include "Cosa/RTT.hh"

OutputPin led(Board::LED);

const uint32_t BLINK_INTERVAL_MILLIS = 1000L;
uint32_t previousBlinkMillis = 0;

bool timeToBlink();

void setup()
{
    RTT::begin();
}

void loop()
{
    if (timeToBlink()) led.toggle();
}
```

Time To Blink Function

```
bool timeToBlink()
{
    // Get current milli-seconds
    uint32_t currentMillis = RTT::millis();

    // Return false if the blink interval has not expired
    if ((currentMillis - previousBlinkMillis) < BLINK_INTERVAL_MILLIS)
        return (false);

    // Return true if expired, set the new latest time stamp
    previousBlinkMillis = currentMillis;
    return (true);
}
```

Button

```
#include "Cosa/InputPin.hh"  
#include "Cosa/OutputPin.hh"
```

```
InputPin button(Board::D2);  
OutputPin led(Board::LED);
```

```
void loop()  
{  
    led = button;                // Read button and write led  
}
```

State Change Detect

```
#include "Cosa/InputPin.hh"
#include "Cosa/OutputPin.hh"
#include "Cosa/UART.hh"
#include "Cosa/IOStream.hh"

InputPin button(Board::D2);
OutputPin led(Board::LED);
uint16_t buttonPushCounter = 0;
bool previousButtonReading = 0;
IOStream ios(&uart);

void setup()
{
    uart.begin(9600);
}

void loop()
{
    bool buttonReading = button;
    if (buttonReading != previousButtonReading) {
        if (buttonReading) {
            ios << ++buttonPushCounter << PSTR(": on ");
        }
        else {
            ios << PSTR("off") << endl;
        }
        delay(50);
    }
    previousButtonReading = buttonReading;
    led = (buttonPushCounter % 4 == 0);
}
```


Debounce

```
#include "Cosa/InputPin.hh"
#include "Cosa/OutputPin.hh"
#include "Cosa/RTT.hh"

InputPin button(Board::D2);
OutputPin led(Board::LED, 1);

// Debounced button state
bool buttonState = false;
bool previousButtonReading = false;

// Latest debounce time in milli-seconds
uint32_t previousDebounceMillis = 0;

// Debounce delay in in milli-seconds
const uint32_t DEBOUNCE_DELAY_MILLIS = 50;

void setup()
{
    RTT::begin();
}
```

Cont. Debounce

```
void loop()
{
    // Get current clock and button pin
    uint32_t currentMillis = RTT::millis();
    bool reading = button;

    // Restart the debounce timer if button pin changed
    if (reading != previousButtonReading) {
        previousDebounceMillis = currentMillis;
    }

    // Check if the debounce delay has expired
    else if ((currentMillis - previousDebounceMillis) > DEBOUNCE_DELAY_MILLIS) {

        // Check the button state did actually change
        if (reading != buttonState) {
            buttonState = reading;

            // Toggle LED on rising transition of button
            if (buttonState) {
                led.toggle();
            }
        }
    }

    // Save the button pin reading
    previousButtonReading = reading;
}
```

Debounce Notes

- Has much the same structure as Blink Without Delay.
- Must wait a debounce delay period to determine if the button state has actually changed.
- Refactor to a Debounce Class to make the pattern easier to reuse;

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Debounce Class

```
#include "Debounce.h"
#include "Cosa/OutputPin.hh"
#include "Cosa/RTT.hh"

Debounce button(Board::D2);
OutputPin led(Board::LED);

void setup()
{
    RTT::begin();
}

void loop()
{
    if (button.released()) led.toggle();
}
```

Cont. Debounce Class

```
#ifndef DEBOUNCE_H
#define DEBOUNCE_H

#include "Cosa/RTT.hh"
#include "Cosa/InputPin.hh"

class Debounce {
public:
    Debounce(Board::DigitalPin pin);
    operator bool();
    bool changed();
    bool pushed();
    bool released();
protected:
    const uint32_t DEBOUNCE_DELAY_MILLIS = 50L;
    InputPin m_pin;
    bool m_state;
    bool m_previousReading;
    uint32_t m_previousDebounceMillis;
};

#endif
```

Cont. Debounce Class

```
/**
 * Construct debounced input pin with given board pin.
 * @param[in] pin digital pin.
 */
Debounce(Board::DigitalPin pin) :
    m_pin(pin),
    m_state(false),
    m_previousReading(false),
    m_previousDebounceMillis(0)
{}

/**
 * Return the current debounced input pin state.
 * @return bool.
 */
operator bool()
{
    return (m_state);
}
```

Cont. Debounce Class

```
/**
 * Check if the debounce pin state has changed. Should be frequently
 * called to allow debounce logic to work. Returns true(1) if the
 * state was changed otherwise false(0).
 * @return bool.
 */
bool changed()
{
    // Get current clock and read input pin
    uint32_t currentMillis = RTT::millis();
    bool reading = m_pin;
    bool res = false;

    // Restart the debounce timer if input pin changed
    if (reading != m_previousReading) {
        m_previousDebounceMillis = currentMillis;
    }

    // Check if the debounce delay has expired
    else if ((currentMillis - m_previousDebounceMillis) > DEBOUNCE_DELAY_MILLIS) {
        if (reading != m_state) {
            m_state = reading;
            res = true;
        }
    }

    // Save the input pin reading
    m_previousReading = reading;
    return (res);
}
```

Cont. Debounce Class

```
/**
 * Check if the input pin was pushed (falling). Should be frequently
 * called to allow debounce logic to work. Returns true(1) if the
 * button was pushed otherwise false(0).
 * @return bool.
 */
bool pushed()
{
    return (changed() && !m_state);
}

/**
 * Check if the input pin was released (rising). Should be frequently
 * called to allow debounce logic to work. Returns true(1) if the
 * button was released otherwise false(0).
 * @return bool.
 */
bool released()
{
    return (changed() && m_state);
}
```


Digital Input Pullup

```
#include "Cosa/InputPin.hh"
#include "Cosa/OutputPin.hh"
#include "Cosa/UART.hh"
#include "Cosa/IOStream.hh"

OutputPin led(Board::LED, 0);
InputPin button(Board::D2, InputPin::PULLUP_MODE);
IOStream ios(&uart);

void setup()
{
    uart.begin(9600);
}

void loop()
{
    bool reading = button;
    ios << reading << endl;
    led = !reading;
    delay(100);
}
```

Digital Input Pullup Notes

- The `InputPin` constructor has an optional mode parameter:
 - `InputPin::NORMAL_MODE` (default)
 - `InputPin::PULLUP_MODE`
- The `OutputPin` constructor has also an optional initial value parameter. The default value is 0.

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