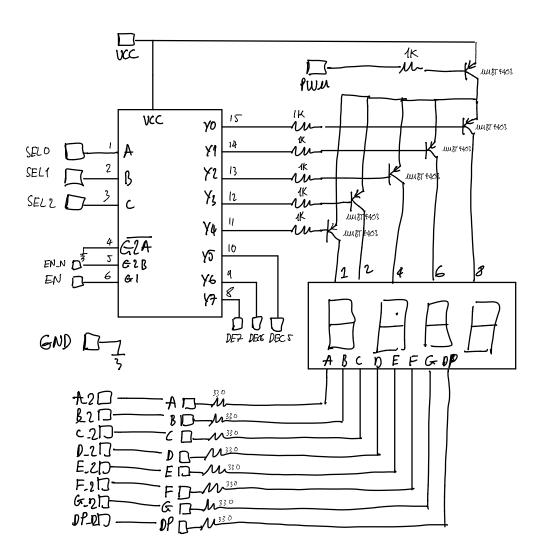
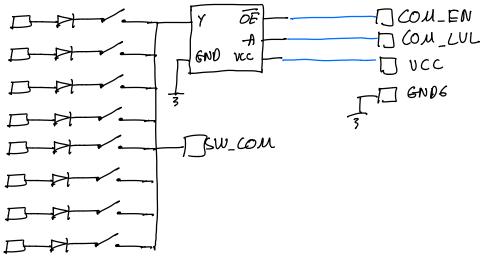
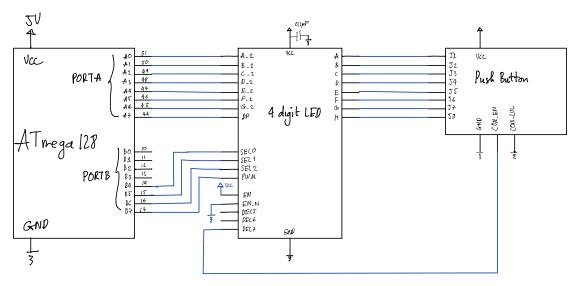
4 LED BOARD.

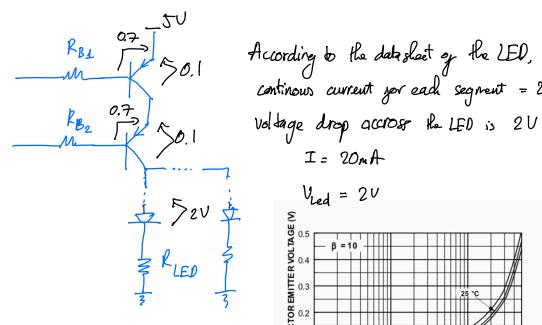


Push Button Board



Schematic





continous current you each segment = 20 m. A

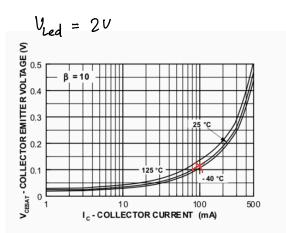


Figure 4. Collector-Emitter Saturation Voltage vs. **Collector Current**

We can drive up to 8 segments with 1 BJT Inax = 20 mH + 8 = 160 mH

Let adjust our calculation to allow only 100 mb =) VCE = 0.1V

Calculating voltage drop accross R_{LED} $V_{Red} = 5 - 0.1 \times 2 - 2 = 2.8 \text{ V}$

=) $l_{led} = \frac{2.8}{100mA/8} = \frac{2.4 \text{ s}}{100mA/8}$ =) $l_{led} = \frac{2.8}{100mA/8} = \frac{2.4 \text{ s}}{100mA/8}$ closest in the lox is 2.30 s $l_{led} = 3.30 \text{ s}$

1] The sum of all IOL, for all ports, should not exceed 400mA. 2] The sum of all IOL, for ports A0 - A7, G2, C3 - C7 should not exceed 100mA.

3] The sum of all IOL, for ports C0 - C2, G0 - G1, D0 - D7, XTAL2 should not exceed 100mA.

4] The sum of all IOL, for ports B0 - B7, G3 - G4, E0 - E7 should not exceed 100mA.

if
$$L_{LED}$$
 is 330 so => $I_{Led} = 8.4 \text{ mA}$

I $I_{LED} = 8.4 \text{ mA}$

I $I_{LED} = 8.4 \text{ mA}$

I $I_{LED} = 67.2 \text{ mA}$ < 100 mA

Port A is $I_{LED} = 67.2 \text{ mA}$ < 100 mA

For the R_{B2} , we have $\beta = 10$ $I_c = 58.8 \text{mH} \Rightarrow I_B \approx \frac{I_c}{B} = 5.88 \text{mH}$

V = 0.7V = voltage drop cucross emitter-base

=>
$$V_{R_{\beta_2}} = 5 - 0.1 - 0.7 = 4.2 V$$

$$= 2 R_{B_2} = \frac{4.2}{5.88 nA} = 0.714 ks$$

We will only drive one digit at a time $R_{B_2} = R_{B_1} = 1$ k

Recheck gor saturation . Is = $\frac{5-6.7}{1 \text{ K}} = 4.3 \text{ mA}$

$$h_{FEmin} = 100 > \frac{Ic}{I_B} = 3 = I_B + I_{Led} = 12.7 \text{ m/H}$$

$$@ I_c = I50_0 \text{ A}$$

$$1 \text{ led} = I_B + I_{Led} = 12.7 \text{ m/H}$$

BJT always in saturation

Checking gor LED visibility

We are purhing 8.4 mH

through each LED

=> Relative lumen intenty = 0.8

=> Lumen intenty = 0.8 × 650

= 520 µcd

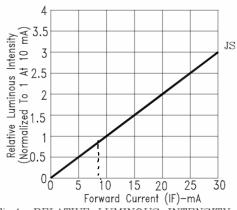


Fig4. RELATIVE LUMINOUS INTENSITY VS. FORWARD CURRENT

Also, the LED is delayed you I ms each pulse yor human eyes.