

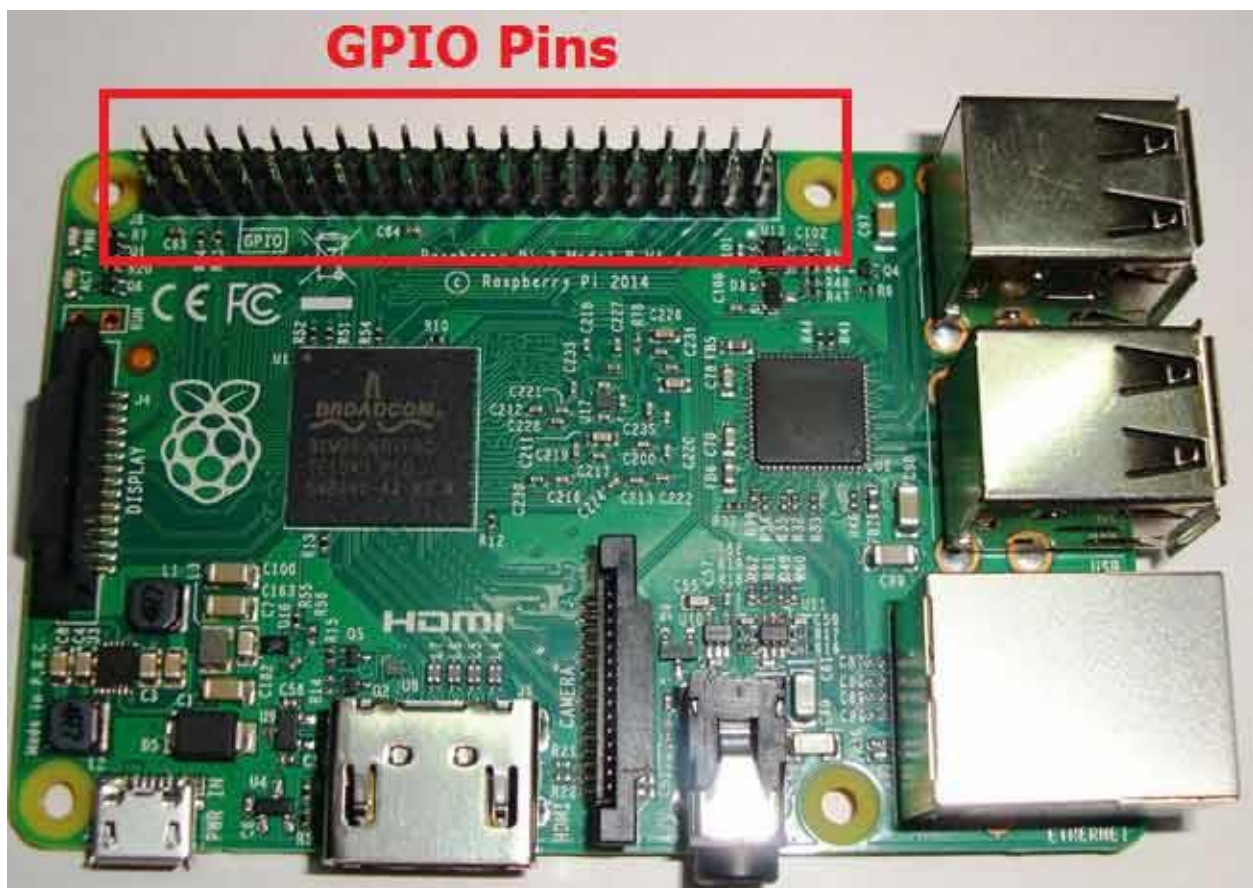
LED INTERFACING WITH RASPBERRY PI

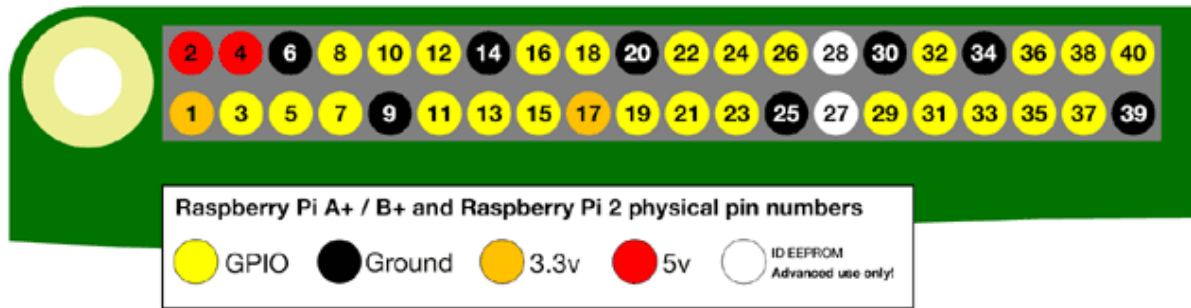
Raspberry Pi is an ARM architecture processor based board designed for electronic engineers and hobbyists. The PI is one of most trusted project development platforms out there now. With higher processor speed and 1 GB RAM, the PI can be used for many high profile projects like Image processing and Internet of Things.

For doing any of high profile projects, one need to understand the basic functions of PI. That is why we are here, we will be teaching all the basic functionalities of Raspberry Pi in these tutorials. In each tutorial series we will discuss one of functions of PI. By the end of tutorial series you will be able to do high profile projects by yourself. Check these for Getting Started with Raspberry Pi and Raspberry Pi Configuration.

In this tutorial of PI series, we will understand the concept of writing and executing programs on PYTHON. We will start with Blink LED using Raspberry Pi. Blinky is done by connecting an LED to one of GPIO pins of PI and turning it ON and OFF.

We will discuss a bit about PI GPIO Pins before going any further,

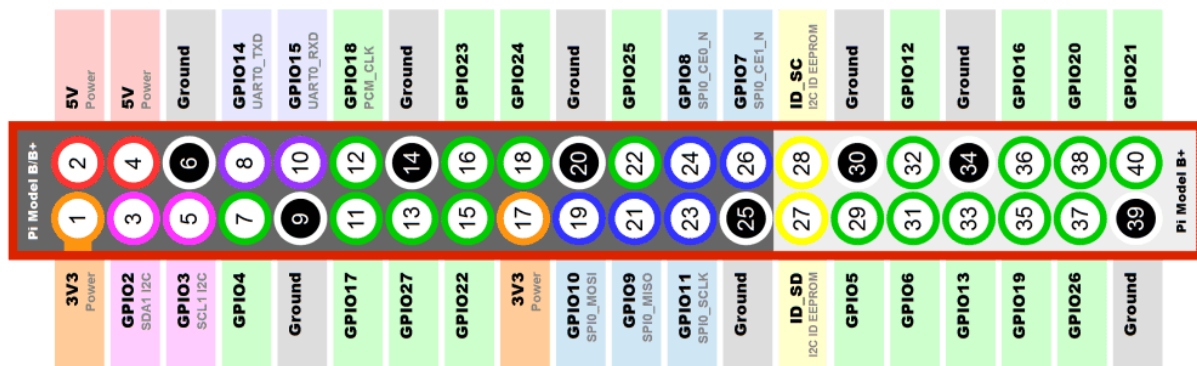




As shown in above figure, there are 40 output pins for the PI. But when you look at the second figure, you can see not all 40 pin out can be programmed to our use. These are only 26 GPIO pins which can be programmed. These pins go from GPIO2 to GPIO27.

These 26 GPIO pins can be programmed as per need. Some of these pins also perform some special functions, we will discuss about that later. With special GPIO put aside, we have 17 GPIO remaining (Light green Circle).

Each of these 17 GPIO pins can deliver a maximum of 15mA current. And the sum of currents from all GPIO cannot exceed 50mA. So we can draw a maximum of 3mA in average from each of these GPIO pins. So one should not tamper with these things unless you know what you are doing.



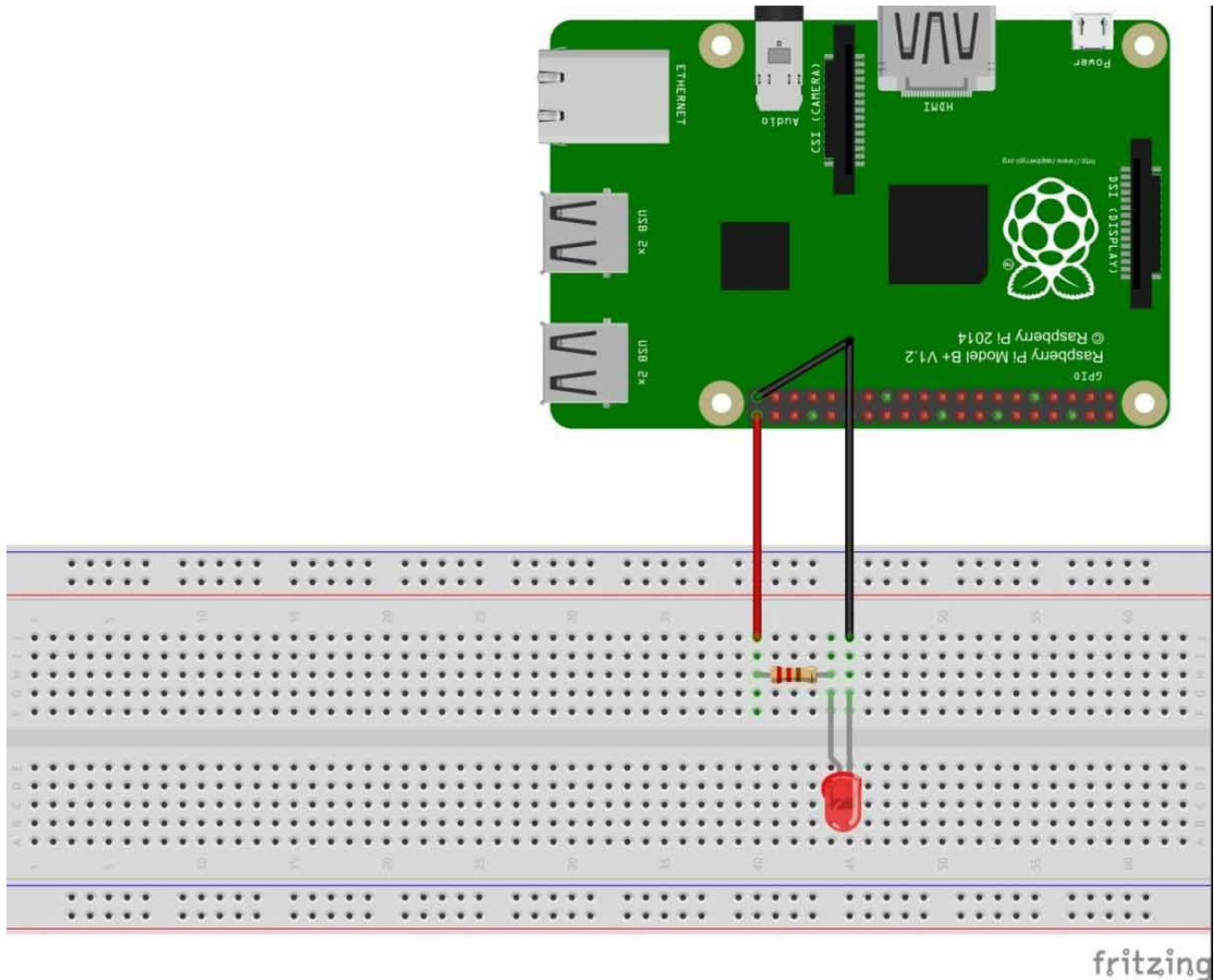
Components Required:

Here we are using Raspberry Pi 2 Model B with Raspbian Jessie OS. All the basic Hardware and Software requirements are previously discussed, you can look it up in the Raspberry Pi Introduction, other than that we need:

- Connecting pins
- 220Ω or 1KΩ resistor
- LED
- Bread Board

Circuit Explanation:

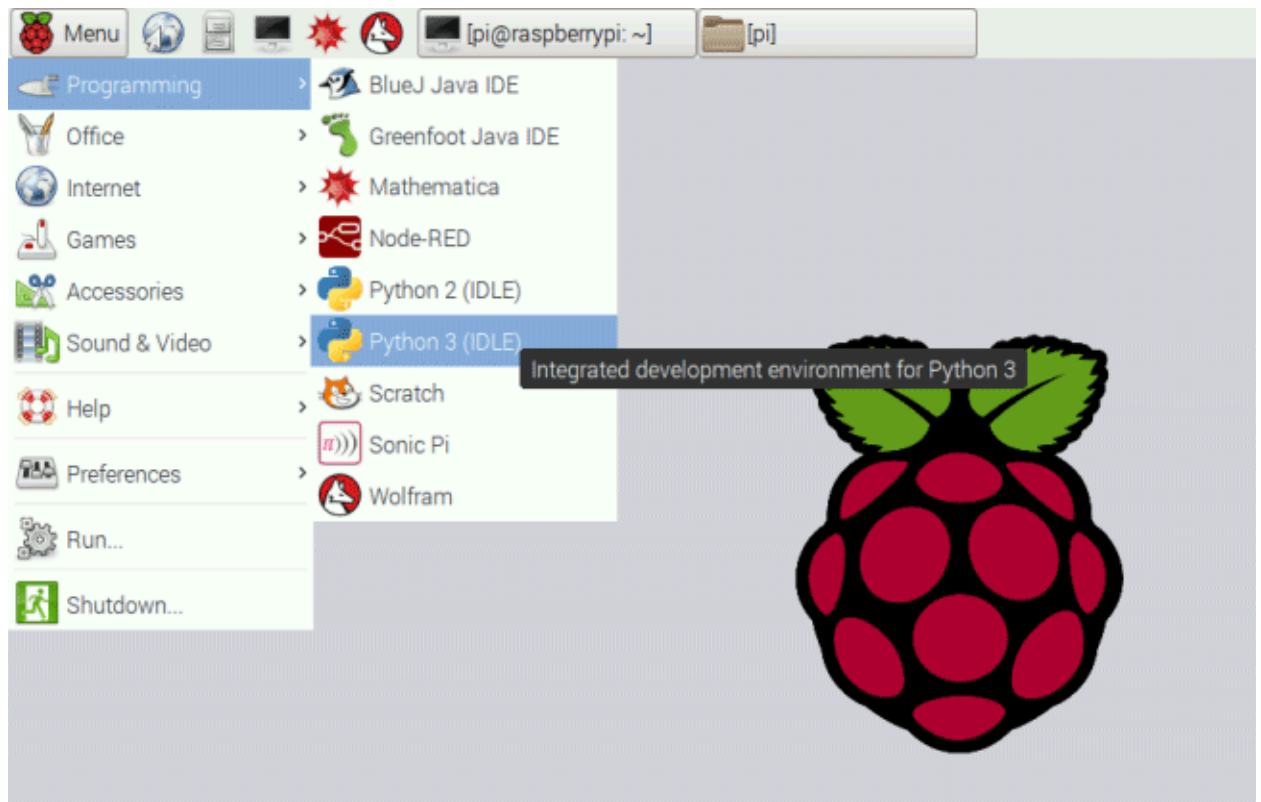
As shown in the circuit diagram we are going to connect an LED between PIN40 (GPIO21) and PIN39 (GROUND). As said earlier, we cannot draw more than 15mA from any one of these pins, so to limit the current we are connecting a 220 Ω or 1K Ω resistor in series with the LED.



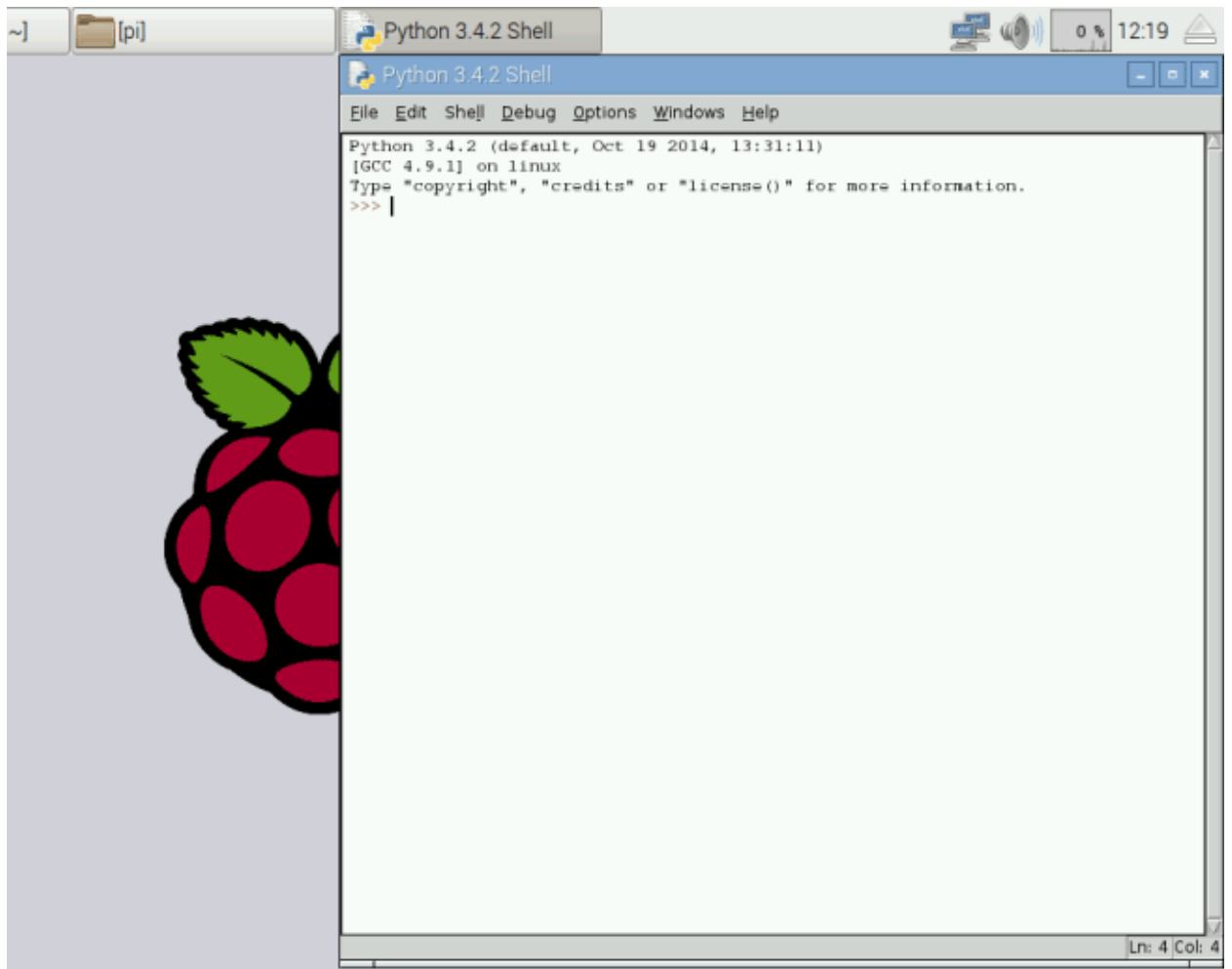
Working Explanation:

Since we have everything ready, turn ON your PI and go to the desktop.

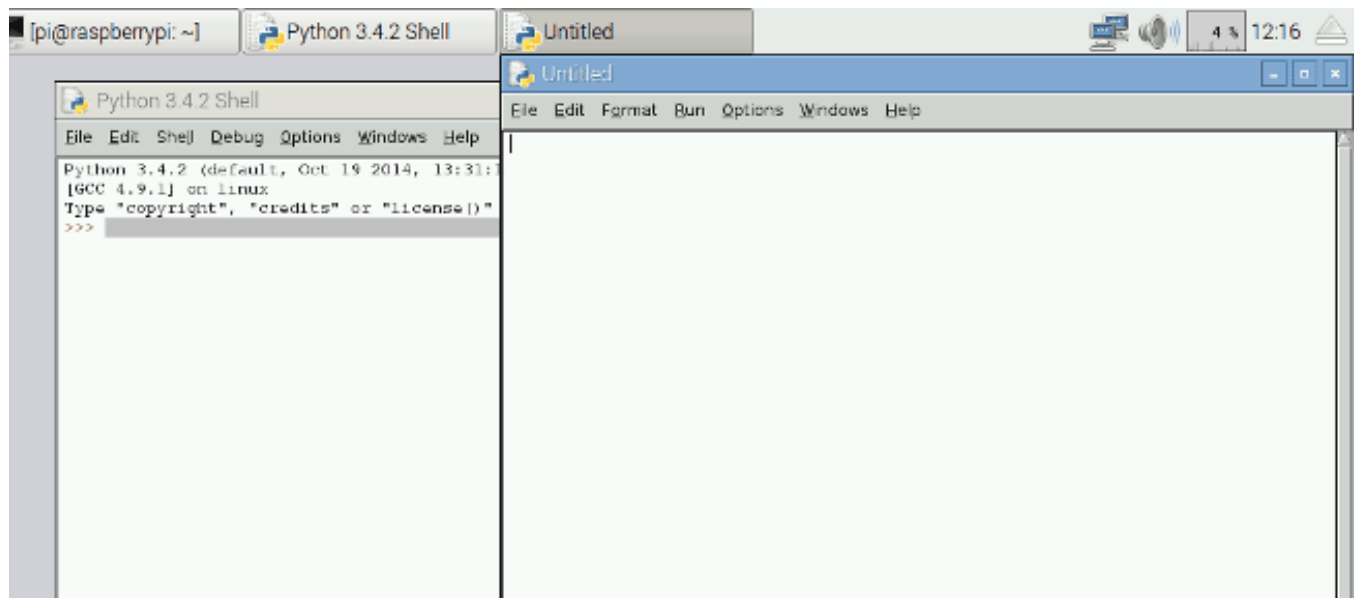
1. On the desktop, go the Start Menu and choose for the PYTHON 3, as shown in figure below.



2. After that, PYTHON will run and you will see a window as shown in below figure.



3. After that, click on *New File* in *File* Menu, You will see a new Window open,



The screenshot shows a Raspberry Pi desktop environment. At the top, there are three window tabs: '@raspberrypi: ~]', 'Python 3.4.2 Shell', and 'Untitled'. The 'Python 3.4.2 Shell' window is active, displaying the Python 3.4.2 prompt and version information. Below it, a 'Save As' dialog box is open, showing the file system structure of the user's home directory. The dialog box has a 'Directory:' field set to '/home/pi' and a list of files and folders. The 'File name:' field is empty, and the 'Files of type:' dropdown is set to 'Python files (*.py, *.pyw)'. The 'Save' button is highlighted.

@raspberrypi: ~] Python 3.4.2 Shell Untitled Save As

Python 3.4.2 Shell

File Edit Shell Debug Options Windows Help

Python 3.4.2 (default, Oct 19 2014, 13:31:11)
[GCC 4.9.1] on linux
Type "copyright", "credits" or "license()" for more information.
>>>

Untitled

File Edit Format Run Options Windows Help

Save As

Directory: /home/pi

.cache .local Documents
.config .minecraft Downloads
.dbus .themes kweb-1.7.1
.gconf .thumbnails Music
.gststreamer-0.10 .WolframEngine Pictures
.idlerc Desktop Public

File name: Save

Files of type: Python files (*.py, *.pyw) Cancel

The screenshot shows a Raspberry Pi desktop environment. At the top, there is a taskbar with icons for the Menu, a network icon, a volume icon, a power icon, a Raspberry Pi logo, and a terminal icon. The terminal icon is highlighted, and its label is "[pi@raspberrypi: ~]". To the right of the taskbar, there are two open windows: a file explorer window showing the path "/home/pi/..." and a Python window showing the path "/home/pi/Desktop/python program...".

The Python window is titled "Python 2.7.9 Shell" and has a menu bar with "File", "Edit", "Shell", "Debug", "Options", "Windows", and "Help". The main content area of the Python window displays the following text:

```
Python 2.7.9 (default, Mar 8 2015, 00:52:26)
[GCC 4.9.2] on linux2
Type "copyright", "credits" or "license()" for more information.
>>> ----- RESTART -----
>>>
>>>
```

On the right side of the image, there is a snippet of Python code that appears to be part of a larger program:

```
py - /home/pi/Desktop/python program
format Bun Options Windows Help
1.GPIO a IO
a (IO.BOARD)
7,IO.OUT)
(7,1)
```

If the program has no errors in it, you will see a “>>>”, which means the program is executed successfully. By this time you should see the LED blinking three times. If there were any errors in

the program, the execution tells to correct it. Once the error is corrected execute the program again.

We will see the PYTHON program Code for LED Blinking, in detail, below.

Code

```
import RPi.GPIO as IO      # calling header file for GPIO's of PI
import time                # calling for time to provide delays in program

IO.setmode (IO.BOARD)      # programming the GPIO by BOARD pin numbers, GPIO21 is
called as PIN40
IO.setup(40,IO.OUT)         # initialize digital pin40 as an output.
IO.output(40,1)             # turn the LED on (making the voltage level HIGH)
time.sleep(1)              # sleep for a second
IO.cleanup()               # turn the LED off (making all the output pins LOW)
time.sleep(1)              #sleep for a second

#loop is executed second time
IO.setmode (IO.BOARD)
IO.setup(40,IO.OUT)
IO.output(40,1)
time.sleep(1)
IO.cleanup()
time.sleep(1)

#loop is executed third time
IO.setmode (IO.BOARD)
IO.setup(40,IO.OUT)
IO.output(40,1)
time.sleep(1)
IO.cleanup()
time.sleep(1)
```

