PHYSICAL COMPUTING 4: ANDROID + ARDUINO BLE

CSE 590 Ubiquitous Computing | Lecture 6 | May 3 Jon Froehlich • Liang He (TA)









SCHEDULE TODAY: 6:30-9:20

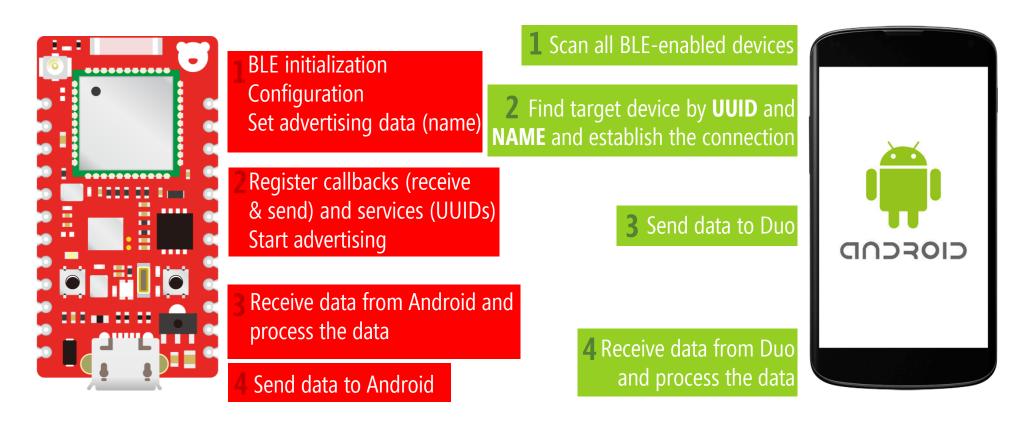
```
06:30-06:55: Discussion of required reading led by Joe Wandyez
06:55-07:00: Optional discussion led by Abhay Rijhwani (link)
07:00-08:10: Physical Computing 3: Sensors
08:10-08:15: Break
08:15-09:20: Physical Computing 4: Android + Arduino via BLE
```

ARDUINO + ANDROID BLE: LEARNING GOALS

How to setup **basic unidirectional communication** between Android -> Arduino using BLE

How to setup basic bidirectional communication using BLE

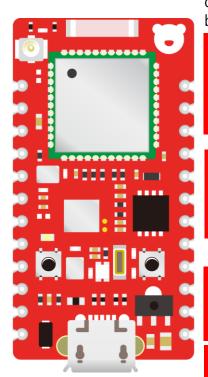
ARDUINO + ANDROID BLE: OVERVIEW



RedBear Duo (Peripheral)

Android App (Central)

ARDUINO + ANDROID BLE: OVERVIEW (CODE LEVEL)



ble.init(); configureBLE(); ble.setAdvertisementData()

> **BLE** initialization Configuration Set advertising data (name)

Register callbacks (receive & send) and services (UUIDs) Start advertising

Receive data from Android and process the data

Send data to Android

1 Scan all BLE-enabled devices

BluetoothAdapter.LeScanCallback()

scanLeDevice()

2 Find target device by **UUID** and NAME and establish the connection

ble.onDataWriteCallback()

ble.addService

send notify()

ble.startAdvertising 3 Send data to Duo

mBluetoothLeService.writeCharacteristic()

bleWriteCallback()

4 Receive data from Duo

Customized functions (e.g., readAnalogInValue()

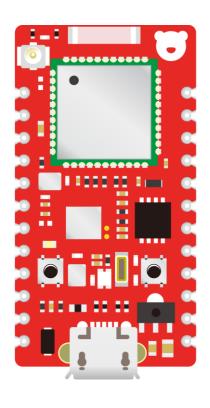
and process the data intent.getByteArrayExtra()

CIOSCUD

RedBear Duo (Peripheral)

Android App (Central)

ARDUINO + ANDROID BLE: OVERVIEW (CODE LEVEL)



UUID (universally Unique identifier)

Device Name

The Length of the Name

Message (3 bytes)

TX UUID & callback (bleWriteCallback)

RX UUID & callback (send_notify)



Android App (Central)

RedBear Duo (Peripheral)

ANDROID/ARDUINO BLE COMMUNICATION

SKELETON CODE

AndroidBLEBasic (one-way) and RedBearDuoBLEAdvanced (two-way)

Open the notes doc: https://goo.gl/3A9Q9M

DUO SKETCH

```
#define BLE_SHORT_NAME_LEN 0x08 // must be in the range of [0x01, 0x09]
#define BLE_SHORT_NAME 'B','L','E','D','e','m','o' // define each char but the number of char should be BLE_SHORT_NAME_LEN-1
/* Define the pins on the Duo board
 * TODO: change the pins here for your applications
#define PWM_PIN
                                  DØ
#define ANALOG_IN_PIN
                                  Α0
// UUID is used to find the device by other BLE-abled devices
static uint8_t service1_uuid[16] = { 0x71,0x3d,0x00,0x00,0x50,0x3e,0x4c,0x75,0xba,0x94,0x31,0x48,0xf1,0x8d,0x94,0x1e };
static uint8_t service1_tx_uuid[16] = { 0x71,0x3d,0x00,0x03,0x50,0x3e,0x4c,0x75,0xba,0x94,0x31,0x48,0xf1,0x8d,0x94,0x1e };
static uint8_t service1_rx_uuid[16] = { 0x71,0x3d,0x00,0x02,0x50,0x3e,0x4c,0x75,0xba,0x94,0x31,0x48,0xf1,0x8d,0x94,0x1e };
int bleWriteCallback(uint16_t value_handle, uint8_t *buffer, uint16_t size)
                                                                                      Android App -> Duo
static void send_notify(btstack_timer_source_t *ts)
                                                               Duo -> Android App
```

SKELETON CODE

AndroidBLEBasic (one-way) and RedBearDuoBLEAdvanced (two-way)

Open the notes doc: https://goo.gl/3A9Q9M

ANDROID PROGRAM

```
// Define the device name and the length of the name
// Note the device name and the length should be consistent with the ones defined in the Duo sketch
private String mTargetDeviceName = "BLEDemo";
private int mNameLen = 0x08;
```

```
// Process the Gatt and get data if there is data coming from Duo board. Created by the RedBear Team
private final BroadcastReceiver mGattUpdateReceiver = (context, intent) → {
       final String action = intent.getAction();
       if (RBLService.ACTION_GATT_DISCONNECTED.equals(action)) {
           Toast.LENGTH_SHORT).show();
           setButtonDisable();
       } else if (RBLService.ACTION GATT SERVICES DISCOVERED
               .equals(action)) {
          Toast.makeText(getApplicationContext(), text: "Connected",
                  Toast.LENGTH_SHORT).show();
           getGattService(mBluetoothLeService.getSupportedGattService());
       } else if (RBLService.ACTION_DATA_AVAILABLE.equals(action)) {
           mData = intent.getByteArrayExtra(RBLService.EXTRA_DATA);
           readAnalogInValue(mData);
       } else if (RBLService.ACTION GATT RSSI.equals(action)) {
           displayData(intent.getStringExtra(RBLService.EXTRA_DATA));
```

EXERCISE 1: TURN ON AN LED VIA ANDROID APP

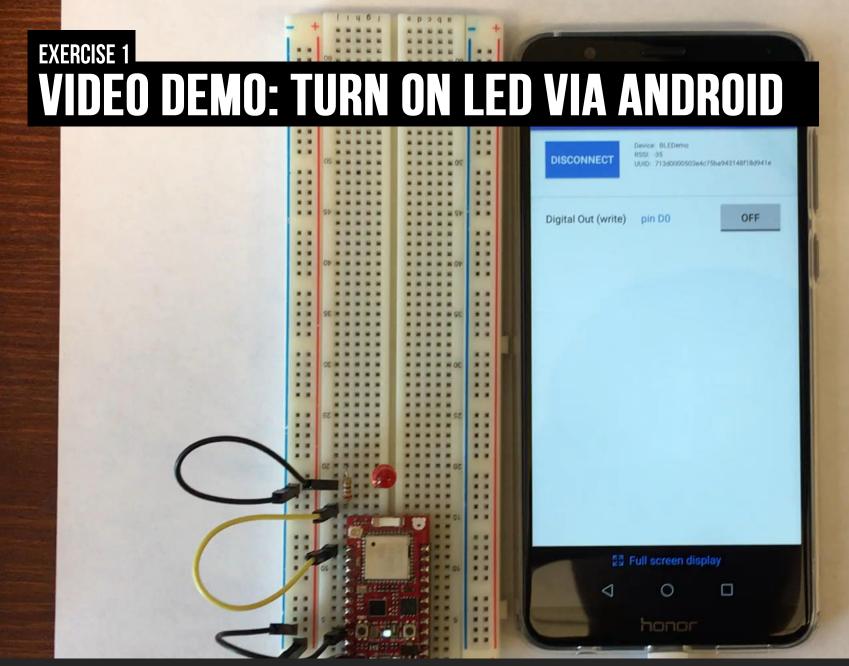
For this exercise, you will use AndroidBLEBasic and RedBearDuoBLEBasic

Open both code sets (in Android Studio and Arduino IDE respectively)

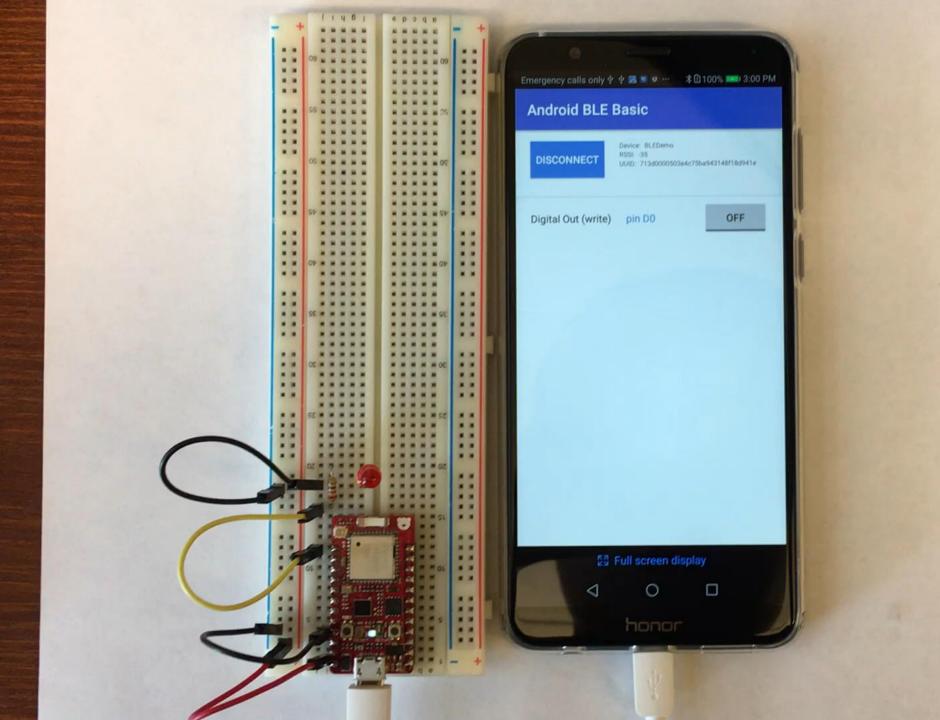
You have to change the device name

Change the pin number to the pin that you want to use

Experiment and play!



Source: Liang He



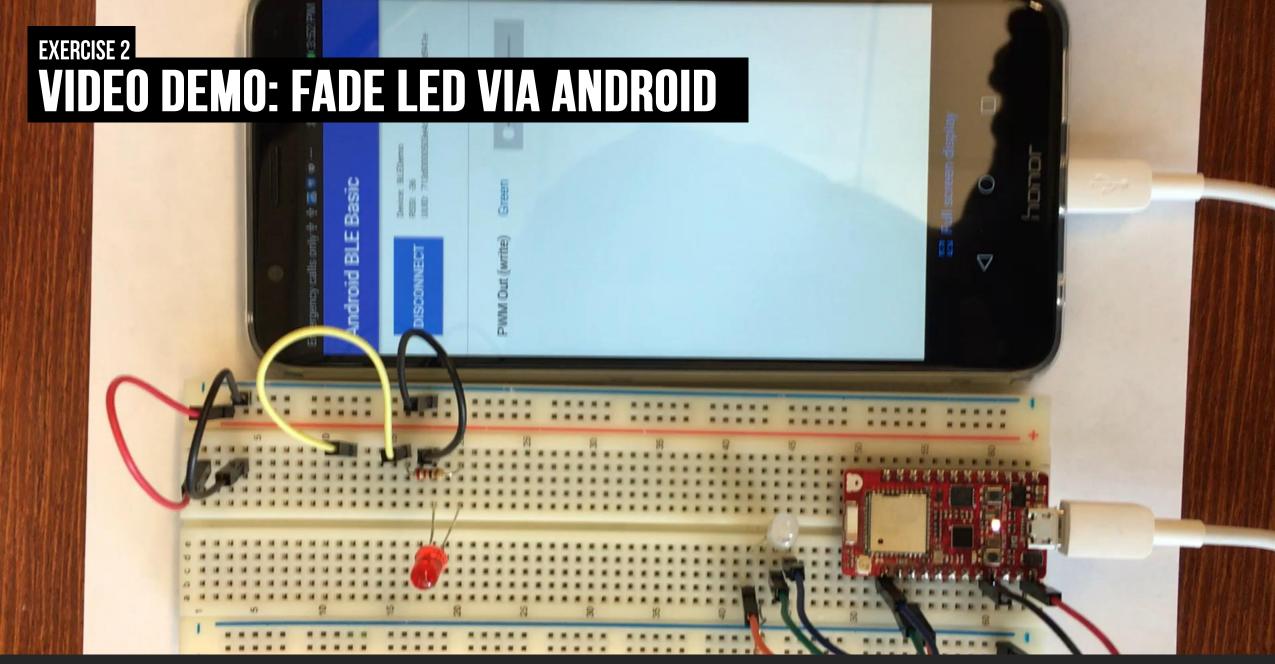
EXERCISE 2: FADE AN LED VIA ANDROID APP

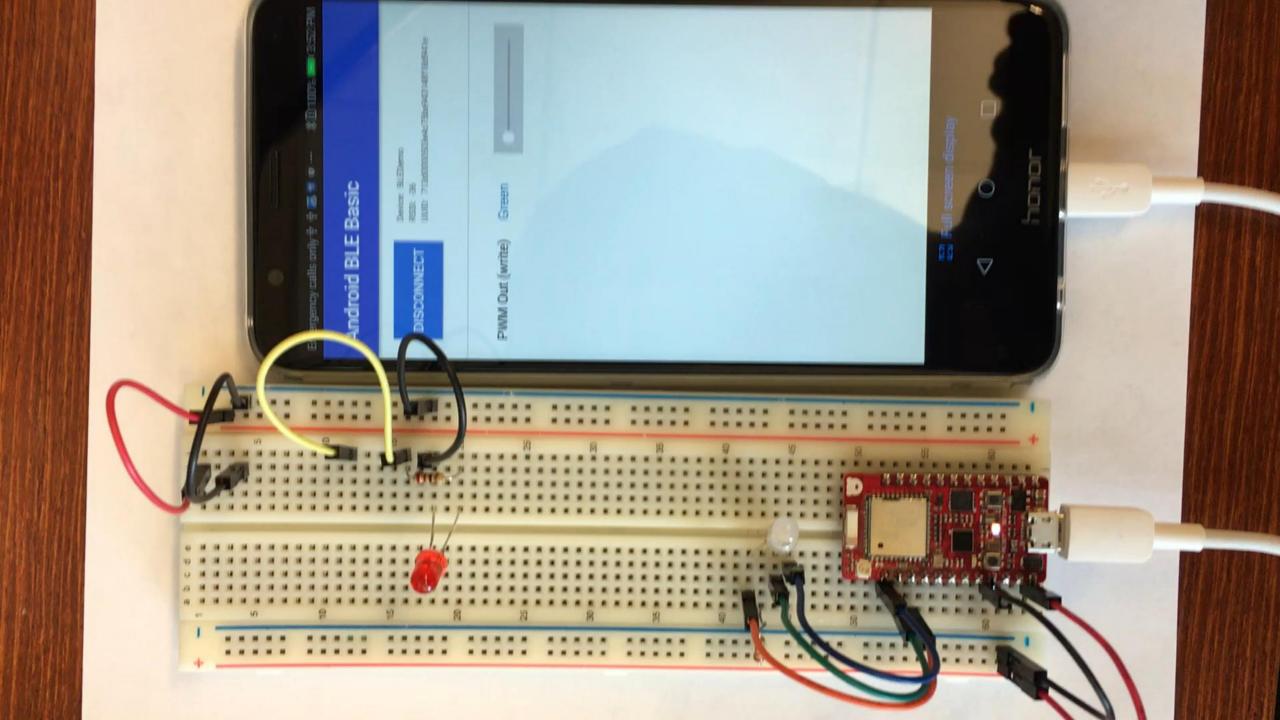
Again, use AndroidBLEBasic and RedBearDuoBLEBasic

For this, make sure your circuit has the LED hooked up to a PWM pin

Modify Arduino code to use analogWrite (refer to the RedBearDuoBLEAdvanced)

Update Android app to use a SeekBar or some other continuous widget





EXERCISE 3: 2-WAY COM BETWEEN ANDROID & ARDUINO

For this, start with AndroidBLEAdvanced and RedBearDuoBLEAdvanced

Fade the LED from Android

Fade the LED from Arduino (and update Android to properly reflect state)

