

Laboratory Activity #7

Pulse Width Modulation (PWM) - Tone Generator

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Suggested Time: **120 minutes**

Individual work will be evaluated manually using the following criteria:

- Circuit Connection (30%)
 - Program / Code (40%)
 - Discussion & Documentation (30%)
-

1. Materials

- Arduino Uno Board with USB Cable
- 3 pcs LEDs
- 4 pcs 220 ohm resistor (any value $1K\Omega$ or less)
- 1 pc 10K ohm resistor
- 1 pc LDR
- Piezo buzzer or computer speaker
- Connecting wires
- Breadboard

2. Procedures

- Choose any three(3) PWM pins of your Arduino board and connect the three (3) resistors (220 ohms) and LEDs in series with the pins.
- Choose one PWM pin of your Arduino board and connect a resistor (220 ohms or less) and a piezo buzzer in series with the pin.
- Connect all the negative terminals of the LEDs and the piezo buzzer to the GND of the Arduino board. See Figure 1.

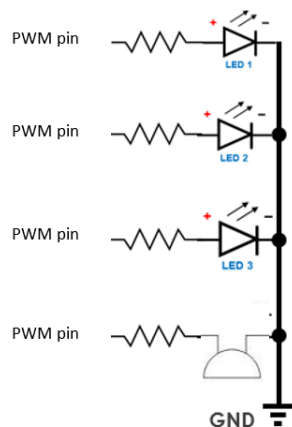


Figure 1.

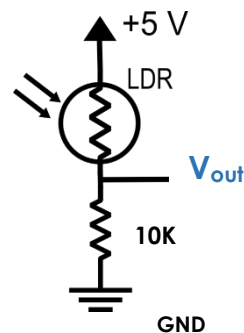
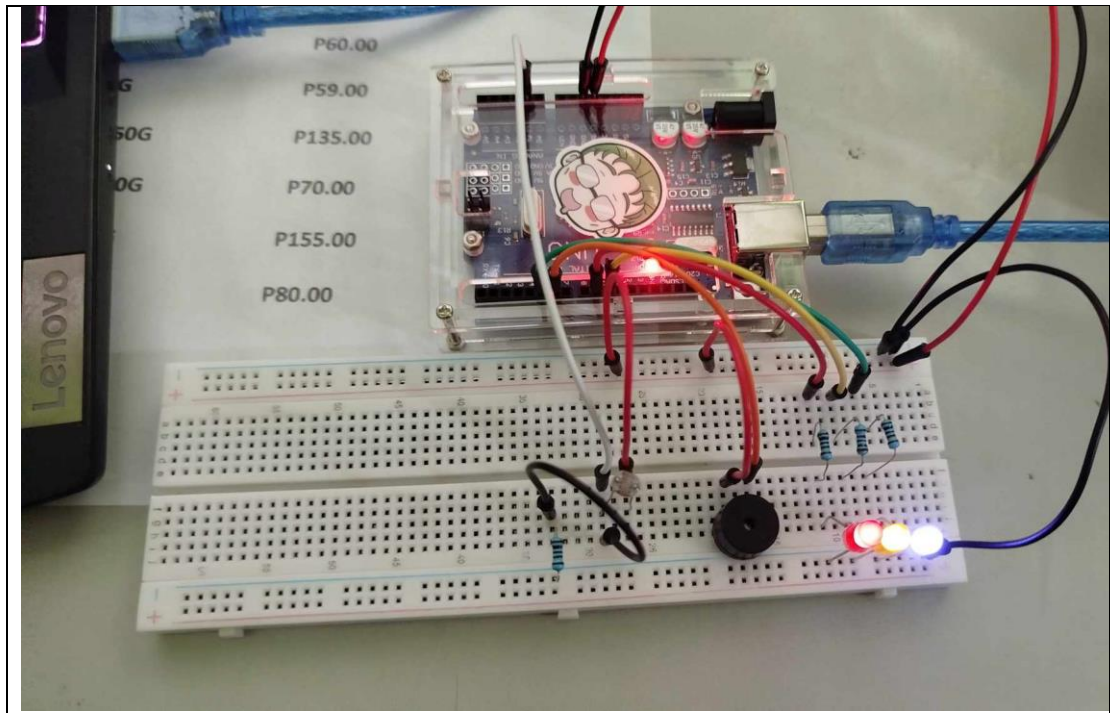


Figure 2 .

- d. Choose one analog input pin of your Arduino board and connect the V_{out} of the voltage divider circuit of your LDR shown in Figure 2.
- e. Create a program that reads the analog signal from the LDR circuit, generates a musical tone (any music), and controls the 4 PWM pins connected to the OUTPUT LEDs and a Piezo Buzzer. The required operations are as follows:
1. The output LEDs glow (gradually increasing brightness) in sync with the tone and tempo of the music. *** LEDs are OFF when there is no tone.
 2. The music tempo depends on the LDR sensor: when the LDR senses a lower light intensity (blocked or covered), the tempo (beat) of the music increases and vice versa.
 3. Please see the video lecture for the sample output:
<https://youtu.be/w2Hw4gZW8lg>
- f. Take a **clear** picture(s) of your circuit implementation and paste it here.



- g. Copy-paste your working source code here.

```
int LightPins[3] = {9, 10, 5};
int duration;
double conv_light;
int delayTime;
double Melody[46] = {
    392, 262, 294, 330, 330, 0,
    330, 294, 330, 262, 262, 0,
```

```
262, 294, 330, 350, 440, 0,  
440, 392, 350, 330, 0,  
262, 294, 330, 350, 440, 0,  
440, 392, 350, 330, 262, 0,  
392, 262, 294, 330, 350, 0,  
294, 294, 330, 262, 0  
};
```

//<https://gist.github.com/mhermans/b5c39250ce74c8974324> - You
Are My Sunshine

```
unsigned long Durations[46] = {  
    4, 4, 4, 4, 4, 8,  
    4, 4, 4, 4, 4, 8,  
    4, 4, 4, 4, 4, 8,  
    4, 4, 4, 4, 8,  
    4, 4, 4, 4, 4, 8,  
    4, 4, 4, 4, 4, 8,  
    4, 4, 4, 4, 4, 8,  
    4, 4, 4, 4, 4, 8,  
    4, 4, 4, 4, 8  
};
```

```
void setup() {  
    pinMode(9, OUTPUT);  
    pinMode(10, OUTPUT);  
    pinMode(11, OUTPUT);  
  
    pinMode(A1, INPUT);  
  
    pinMode(6, OUTPUT);  
    Serial.begin(9600);  
}
```

```
void loop() {  
    delay(400);  
  
    for (int j = 0; j < 46; j++){  
        delayTime = analogRead(A1);  
        Serial.println(delayTime);  
        duration = ((delayTime * 4) / Durations[j]);  
  
        // //Using (calculated map - get percent and multiplied to  
max number)  
        // for (int i = 0; i < 3; i++){  
        //     conv_light = (Melody[j]/450)*255;
```

```

//  analogWrite(LightPins[i], conv_light);
//  Serial.println(conv_light);
//  }

for (int i = 0; i < 3; i++){
    conv_light = (Melody[j]/450)*255;
    analogWrite(LightPins[i], Melody[j]);
}

tone(6, Melody[j], duration);
int pauseBetweenNotes = duration * .950;
delay(pauseBetweenNotes);
}

}

```

- h. Write a short self-evaluation on what you have learned in the Week 08 Activity.

I learned how to create an analog-like digital system using the PWM by changing the clock speed which is pragmatically done using the AnalogWrite and also using tone for the Piezo buzzer. I learned and especially was able to appreciate how it works which mainly based on making the lights blink faster in order to create varying light intensity. I see its importance if the system needs extra slots for its Analog input. I learned how to implement it in board especially using the buzzer and LEDs to notice the changes according to different clock speed.

- i. Desired Score: 100/100
- j. Create a **YouTube channel** (if you don't have one yet). Take a **short video** (average of 30 seconds) of your **running prototype**.

<https://youtu.be/Fb2lR-jmrzo>

Required to Submit:

Modify this document with the following content:

- ✓ **Name** and **Student number**
- ✓ **Clickable** Link of your 15-30 seconds **video clip** via **YouTube**
- ✓ Save this document as **PDF** before submitting to Dropbox

Your work will be graded based on the following Rubric:

- Circuit Connection (40%)
- Code Accuracy and Efficiency (40%)
- Document (20%)

| Criteria | Level 5 Excellent 40 points | Level 4 Good 35 points | Level 3 Satisfactory 30 points | Level 2 Poor 20 points | Level 1 Unacceptable 0 point |
|--|--|--|---|---|---|
| Circuit Connection (40%) | The circuit is working perfectly based on the given circuit diagram; the connection is neat and understandable; Exceptional circuit connection; | The circuit is working based on the given circuit diagram; the connection is understandable; Good circuit connection; | The circuit is working based on the given circuit diagram, but the connection is a bit messy with extra unnecessary routings; Acceptable circuit connection; | The circuit is barely working; the connection is hard to trace and not in the right place where it should be. Needs improvement; | The circuit is not working; |
| Criteria | Level 5 Excellent 40 points | Level 4 Good 35 points | Level 3 Satisfactory 30 points | Level 2 Poor 20 points | Level 1 Unacceptable 0 point |
| Code Accuracy and Efficiency (40 %) | The computation and logic formulation are precise to produce the expected output for all the required functionalities; It effectively uses the appropriate programming constructs; | The computation and logic formulation produce the expected output for all the required functionalities; but are unable to employ more appropriate programming constructs to reduce the amount of program resources consumed; | The computation and logic formulation occasionally produce the expected output; Unable to use more appropriate programming constructs to reduce the amount of program resources consumed; | The computation and logic formulation is incorrect for most of the functionalities; the program does not produce the correct result; The program logic is poorly written and does not use the appropriate programming constructs; | The code is not working |
| Criteria | Level 5 Excellent 20 points | Level 4 Good 15 points | Level 3 Satisfactory 10 points | Level 2 Poor 5 points | Level 1 Unacceptable 0 point |

| | | | | | |
|--|--|---|--|---|-------------|
| Discussion and Documentation (20 %) | The discussion and document are complete with excellent discussion of results. | Documentation is good but either the pictures of the circuit connection, discussion, or a clickable link of video clip in YouTube is missing. | The discussion and documentation are fairly acceptable; with one of the required contents missing. | Documentation is incomplete; low-quality pictures of the circuit connection, poor discussion, and/or no clickable YouTube video link. | No Document |
|--|--|---|--|---|-------------|