

BUZZER INTERFACING WITH DEV BOARD

What will you learn from this module:

In this Experiment you will learn to interface buzzer with nRF Development board.

Requirements:

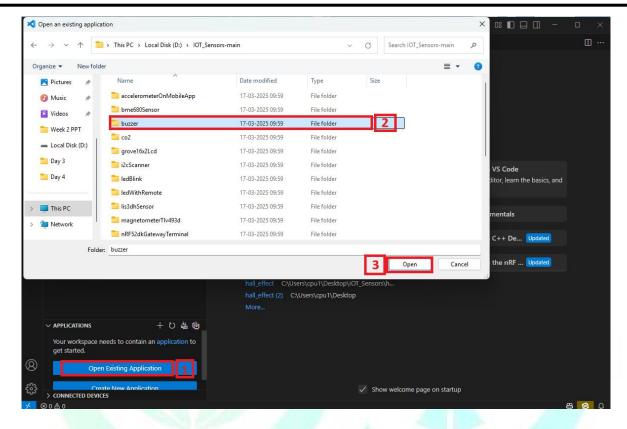
- > nRF connect desktop software
- > nRF Command line tools
- Visual studio code
- > USB cable
- > nRF 52832 board
- Buzzer

Prerequisites:

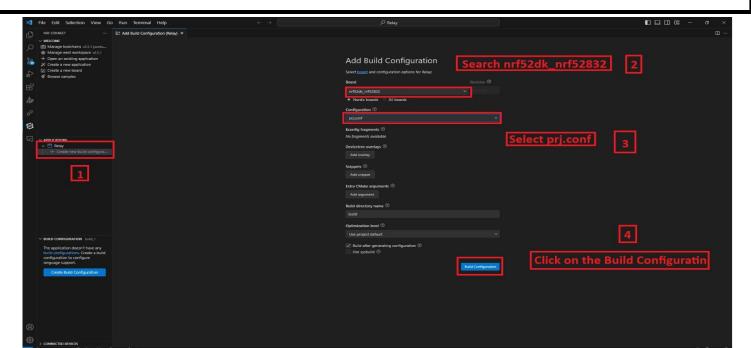
- ➤ Basic knowledge of C/C++
- ➤ Basic knowledge of communication protocol
- Basic project setup

Setup and Configuration:

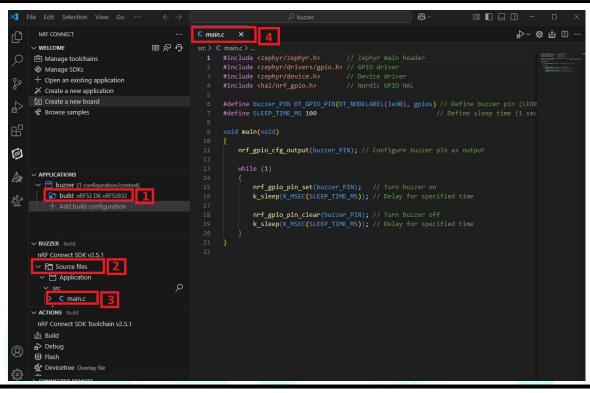
Open VS Code and click on Open Existing Application [1] > click on Buzzer
[2] > Open [3] as shown in the picture below.



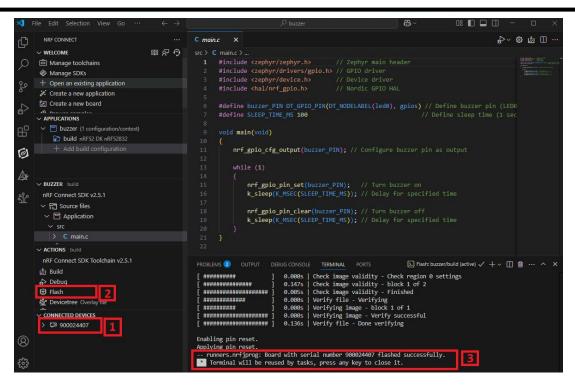
➤ Click on create new **build configuration** [1] Here you can change the board version, if you are using nRF52832, then select **nrf52dk_nrf52832** [2] **or** you can change from there for another version like nRF52833 etc.



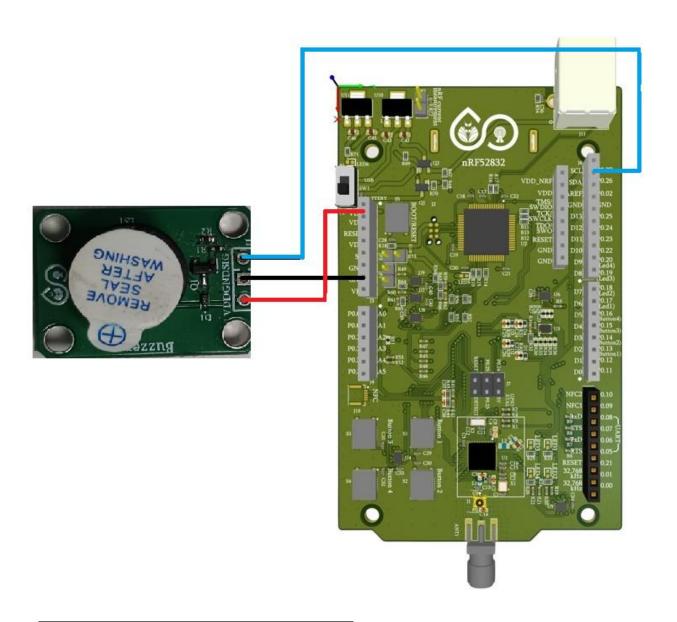
- Go to source file, click source file [2] > click on Application > click on src > click on main.c [3].
- > By clicking on main.c file and you will see the code on your screen [4].



- > Run the build configuration again and check the connected device [1].
- > Then flash [2] the code in nRF dev kit.
- ➤ If **flashed successfully [3]** message is displayed on serial terminal, then flash process is complete.



❖ PIN CONFIGURATION :-



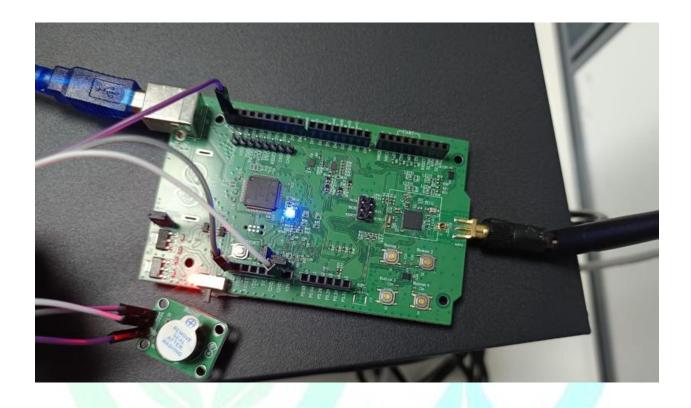
BUZZER PIN -> BOARD PIN

VDD ->3V

GND ->GND

SIG -> P0.27(For Buzzer)

❖ OUTPUT :-



You will hear the sound of **buzzer** on the interval of 1 sec (because we used delay of 1sec).