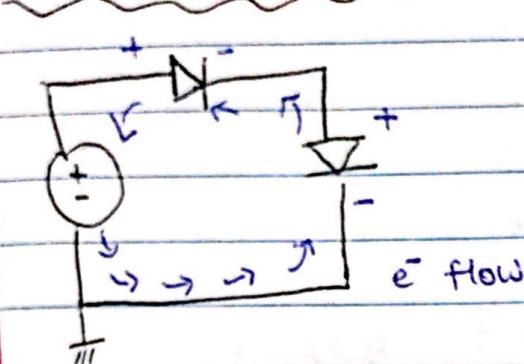


DIODE EXAMPLE OF ELECTRON FLOW



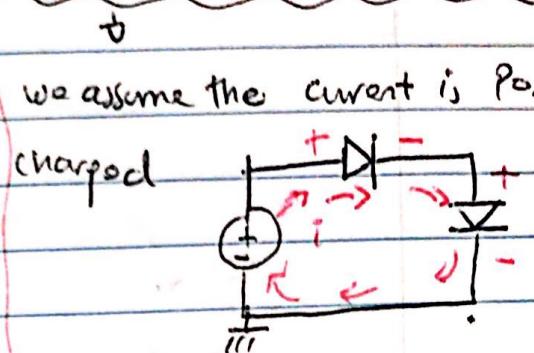
Electrons exit the negative terminal of the battery to go to the positive terminal in search of balancing their negative charge distribution, they go from the side where they are all chunked up to where there are less electrons.

This is what really happens but we never use this convention because since we had an earlier convention, when is the conventional current flow

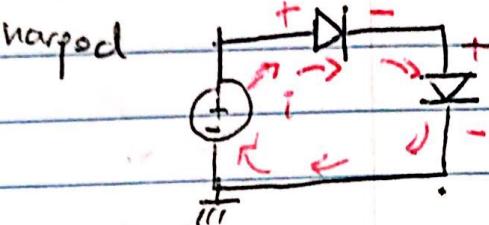
Since

Summary in reality electrons are negative so if the current didn't enter the bipolar passive components in the positive pole but rather in the negative pole, it means it would find an equilibrium so there would be no current flow

DIODE EXAMPLE OF CONVENTIONAL CURRENT FLOW



We assume the current is positively charged

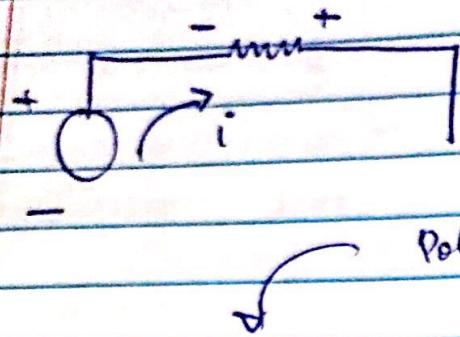


This is the convention that had been adopted from principles, so since the current is positively charged it exits the positive terminal in search of balance & equilibrium so it exits the positive terminal of the generator and enters through the bipolar positive terminal of the bipolar passive

a search of equilibrium, the positive current flow is going from a positively charged chunked up place to the negative pole to find equilibrium.

Since electrons are negative so if the current didn't enter the bipolar passive components in the positive pole but rather in the negative pole, it means it would find an equilibrium so there would be no current flow

Conventional current flow. Pt 2.



\Rightarrow no current would flow through the resistor because it finds equilibrium in the negative.

So we would need to necessarily correct ourselves by saying the current is negative or by Inverting the poles of the Resistor

DIODES

It's a semiconductor that allows current flow only in one direction



$I \rightarrow$ The current I only flows in the direction of the arrow versed diode

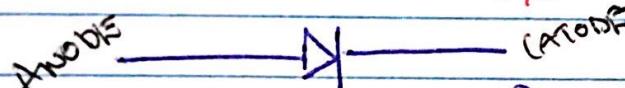
but let's keep in mind that the real electron flow is in the opposite direction

$\rightarrow I$ nonconventional Current flow



where the current is positive

but the electrons flow the Opposite way:



$+ -$ Non type

\rightarrow no negative
doped silicon

\downarrow
P-type

Positively
doped
silicon

\downarrow
has electrons in
extra to
give away
in search
of equilibrium!

doped
with 3^3 electrons

\downarrow
it has holes
to host electron

\downarrow doped
with 5^5

Q1)

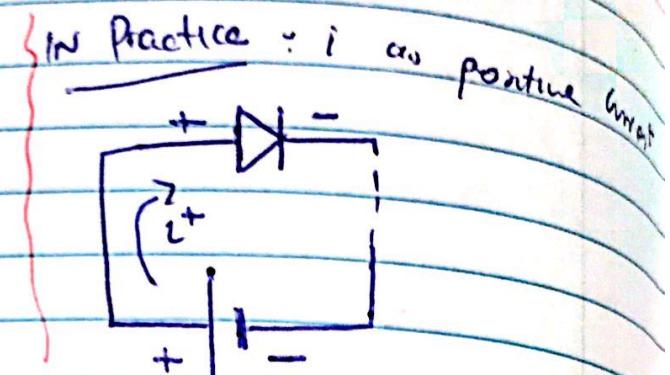
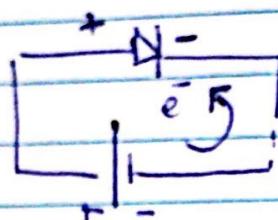
Silicon has 4 electrons, to complete the set

e^- more

if set it needs 4 more

In reality electrons flow from the cathode to the anode but by convention we say the current flows the opposite direction as I is positive.

In reality

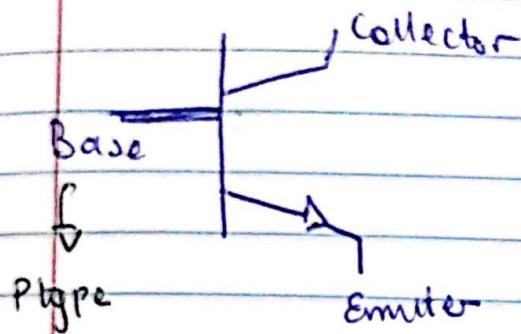


In Practice we assume that the Positive Current in search of equilibrium flows from the Positive terminal of battery to the negative side.

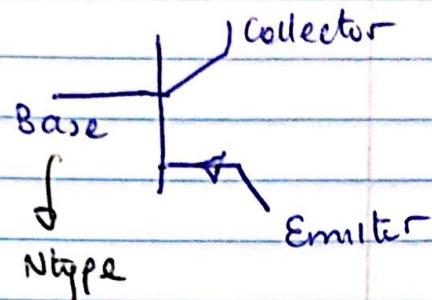
So now we understand why diodes are unidirectional because the N type ~~one~~ has the extra electrons to fill away and the P type has holes to collect. So that's why the electrons would flow from N to P only, meaning from

Transistors . Could be of NPN or PNP Type !!

NPN Transistor



PNP Transistor



Transistors work as switch \Rightarrow a current will flow through the emitter only if a certain condition met so we can control the current flow intelligently therefore create a switch.

Transistors are also used as signal amplifiers !! which is the zone of saturation of the transistor

Current flows from base to emitter $\frac{I_B}{I_C}$ (the general) $\frac{I_C}{I_B}$

gate
→ drain
source

th

C
T
M
W
N
P
S

V
G
C
W

For the NPN Transistor The base is set to the same voltage as the collector so no current flows through the load to make current go through the load make Base voltage active Low or zero Then current flows through the load

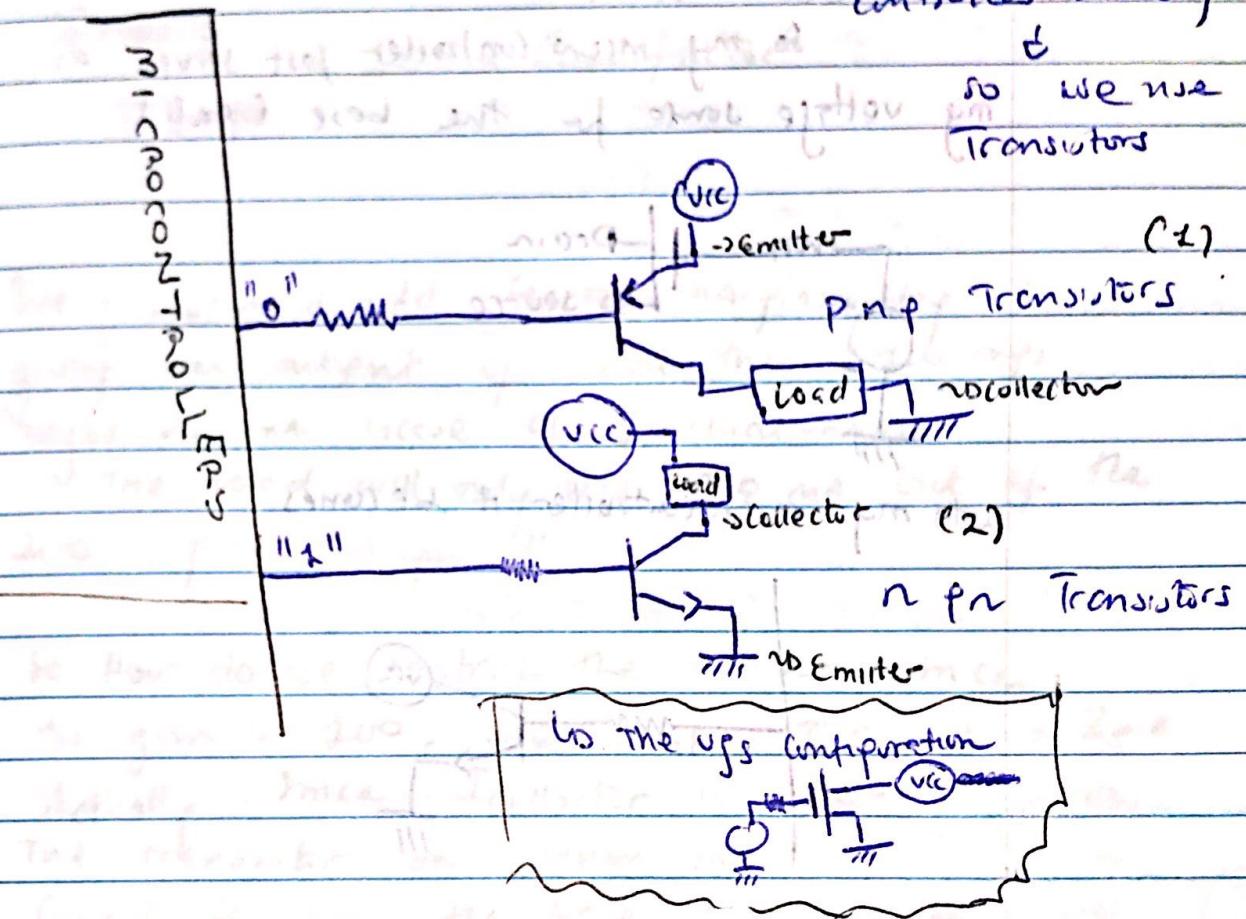
for amplification ! ~~but~~ watch out the load connected to the Emitter is a ~~Random~~ control

while the real load is connected to Emitter

& when the transistor acts as a closed ~~for~~ switch The current received is the Emitter is amplified

Lecture 1 Embedded Systems & Day 1

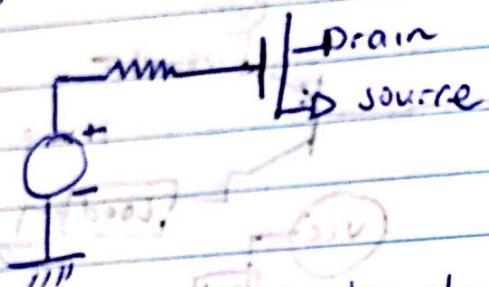
Microcontrollers normally give out up to a maximum of 10-20 amps what if I had heavy loads with high current consumption? => I can't connect them to the controller directly



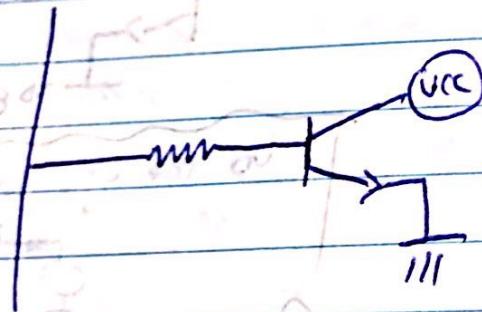
- (f) PNP Transistors:- the current flows from the Emitter to the Collector, to use the PNP transistor as a switch correctly so the microcontroller has to be at active low because I need to turn the transistor on by making current go through the base from V_{CC}!! If the upper end is V_{CC}, the lower end has to be active low!! Then the transistor works as a switch when micro is active high, no current flow cause V_{CC} is high and micro is high + + no current flow !!

(2) NPN Transistors
 we need to be in the setup Configuration
 where the base (drain) is at a higher
 voltage than the Emitter (source) and
 Vcc is providing the current to the drain
 or collector !!

so my micro controller just serves as
 my voltage source for the base (gate)



with my microcontroller it becomes



So how do we choose our values?

If our load needs a current of 200mA
 and our transistor can support 1A
 we should support a transistor with more
 current support set our at 800mA assumed

if 800mA current goes off input of transistors
 it can't be Every Transistor also has a gain factor !!

which amplifies the current from the collector !!

So if my load needs 200 mA
my load is connected to the Emitter
I should give the Collector 2 mA since
the Emitter current gets amplified a 100 !!

$$\frac{I_{\text{Collector}}}{I_{\text{Emitter}}} = 100 = \text{Gain factor}$$

But we should add safety margins by
giving an output of more than 200 mA
maybe 200 mA more of fluctuations !!

The load will only use 100 mA but of the
200 first though

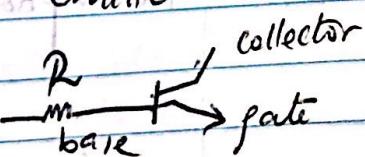
so how do we control the current since
the gain is 100, we make $I_{\text{Collector}} = 2 \text{ mA}$
Actually since $I_{\text{Collector}}$ is meant to switch
the transistor on, when the transistor is on
current from the base flows to the Emitter !!

so $I_{\text{Collector}} \rightarrow$ Triggers base to emit
current to Emitter

so at the end I have
to control the base current

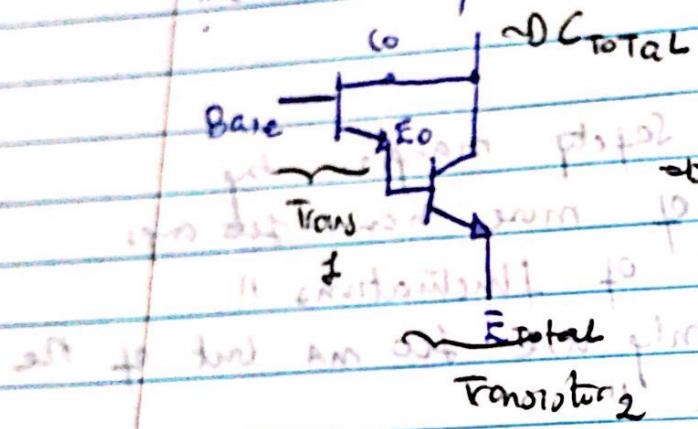
I control the base through

Varying the Resistance R !!



What happens to extra heating? Leads that
conserve thousands of Joules? or heat
dissipation with every transistor
if we cascade Transistors!!

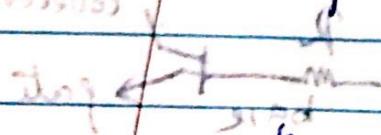
Darlington stage Transistor just gives us
the cascade of Transistors in just one Transistor.



by connecting the Emitter of Transistor 1 to the
base of Transistor 2

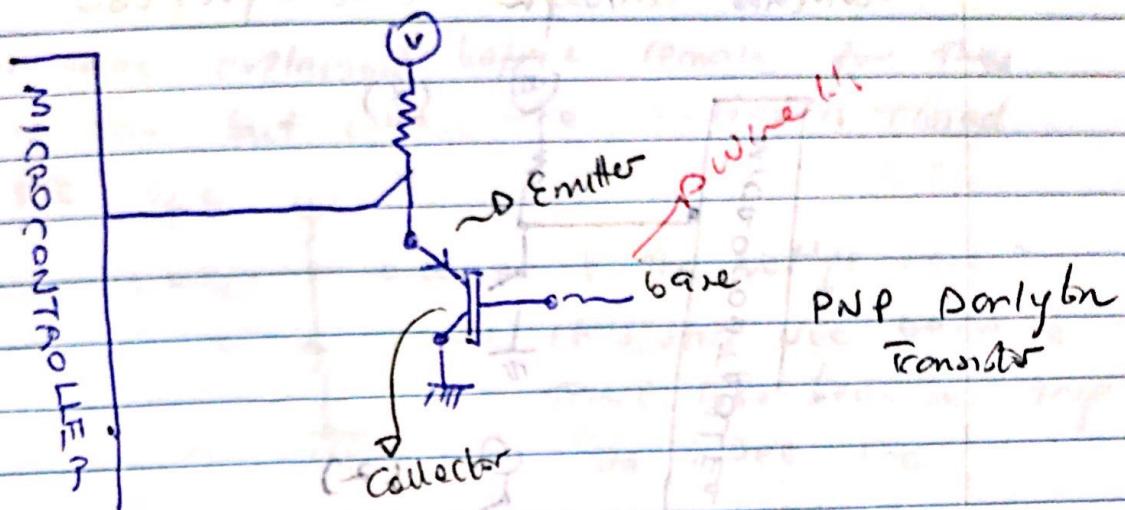
They are really high-gain, gain of 204

They are used to amplify the signals from the antenna.



This explains why even though they have high gain, but

they support a max of not so much higher current!!

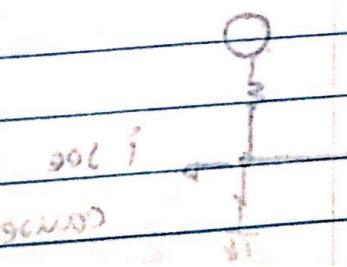


In this case, the darlington Transistor acts as a switch if I touch the ~~wire~~ connected to the base, my body acts as ground and all the current flows through my body. So what happens? The transistor is triggered and it seems like no current flows through the emitter so that pin sees ground and therefore current stops flowing.

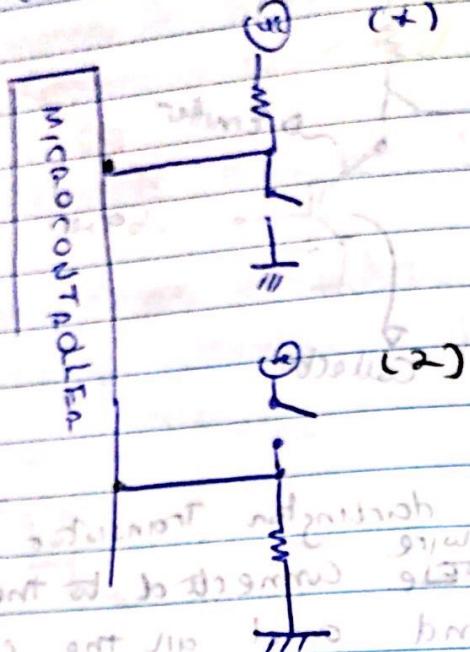
If I remove my finger from my controller pins, it sees the V volts.

Was going to again with pointing at blue lines since it didn't seem smooth that's why with this one I think it's better to do it this way. What's the best way to do this?

One option to consider briefly is:



Switches through active high & low



(+) when the switch is closed active low

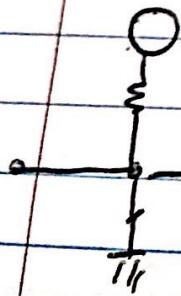
- the microcontroller sees 0 or ground input if that pin is the microcontroller's input

If it's open: what does the microcontroller see in that pin?

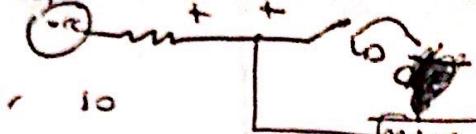
it sees a floating wire which could be anything active high, or active low. floating wires are sensible to noise arms.

so how do i tie the pin to a state if when i disconnect the switch?

i use a Pull up Resistor by ~~keeping~~ tying the Pin to Vcc through a resistor. and the pin sees an active high



i see ground because of voltage drop caused by resistor

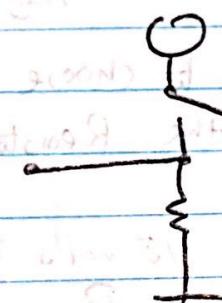
If the switch is open though i see  no voltage through the resistor so Point c is still in Vcc \Rightarrow so lesser potential node to cause voltage drop

(2) The same explained before remains for this case too but when the switch is closed i see Vcc 

~~it's not changing~~ so what is the voltage here?

It's still Vcc because there has been no drop so i see Vcc

but what happens when i open the switch



~~so it's still Vcc~~ \rightarrow i see the closed loop

i see short ground so active ear!!

Block X

tomorrow

09:00 - 12:00

- 10:00

W start and I

days off around after Thanksgiving

which are for winter break now

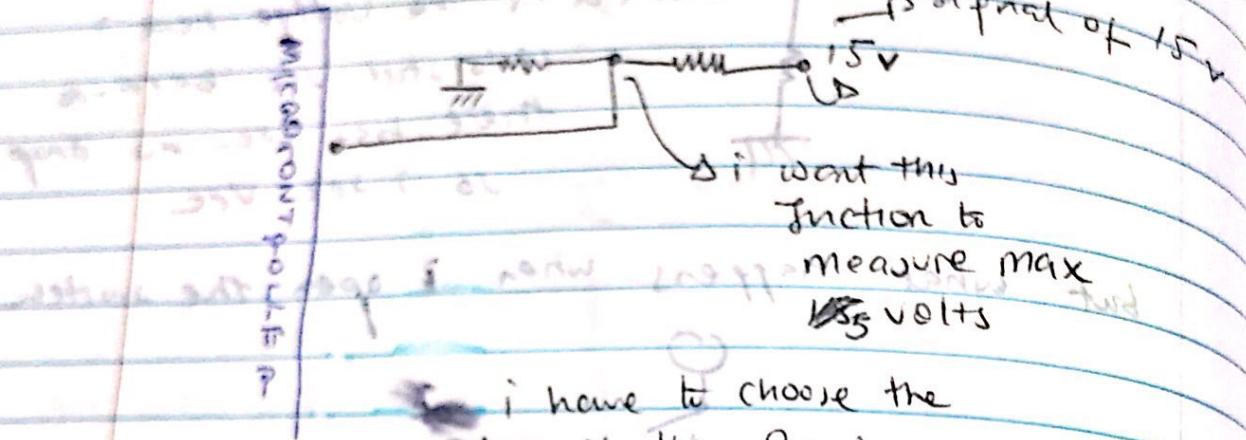
and returning back to school

that was

so it's not changing \rightarrow I see short ground

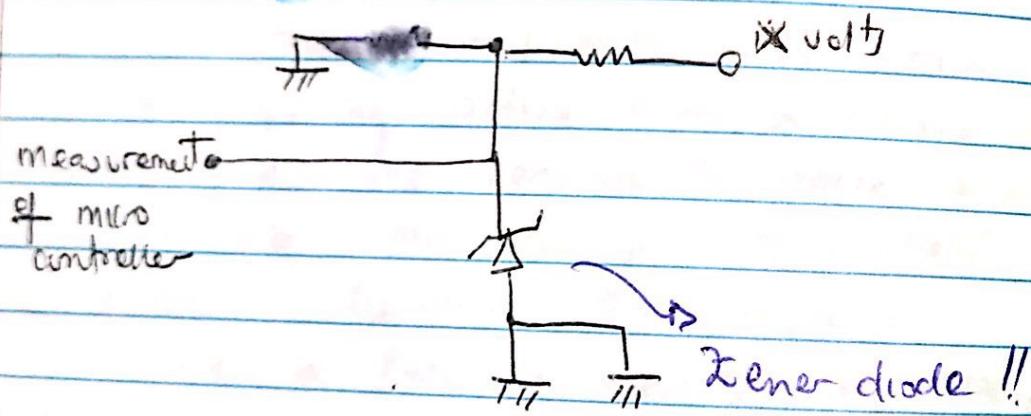
Lecture 2 SIGNALS (CONTROL)

Now do we measure signals in the micro controller that are greater than 5 volts? \Rightarrow VOLTAGE DIVIDER

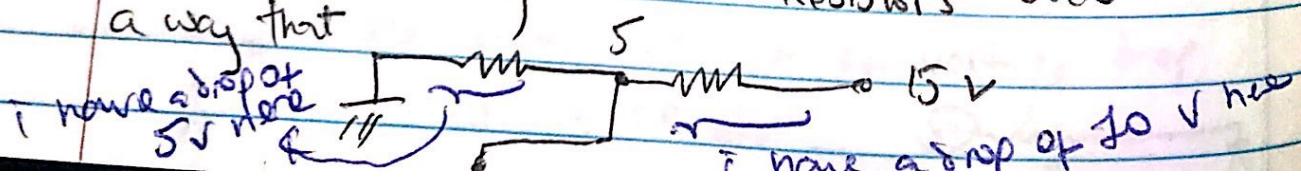


So what if the value of 15 volts is actually 15 volts and it fluctuates sometimes?

use the Zener diode !!

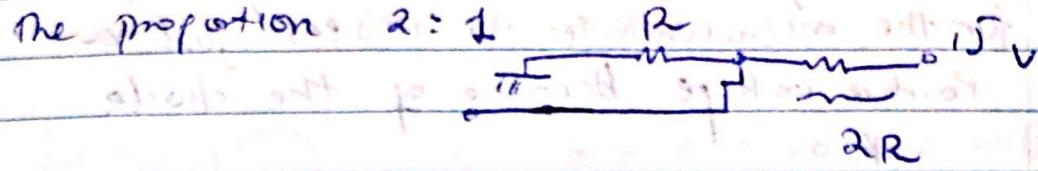


So what if 15 volts become 30 after I have chosen the value of the Resistors
Remember I designed the Resistors such a way that



so the Resistors must be chosen in

The proportion 2:1



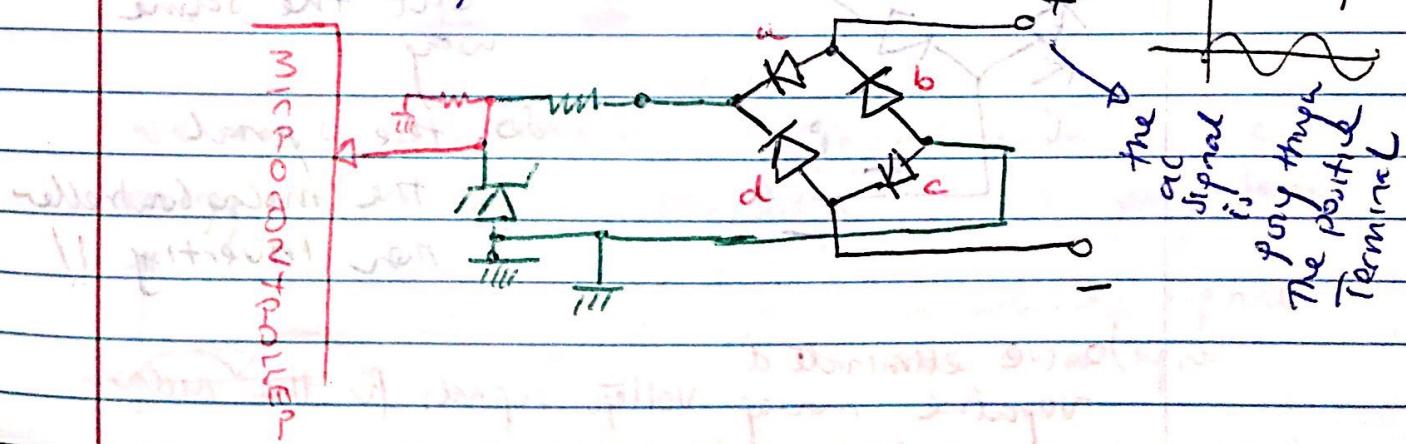
Go back to our initial discussion what if 15V becomes 80V then that junction connected to the microcontroller measures 10 instead of a maximum of 5 volts?

→ This is where the Zener diode comes into play

when the voltage becomes higher than 5V it clips the voltage down back to 5V by turning on and consuming the extra voltage and dissipating as heat.

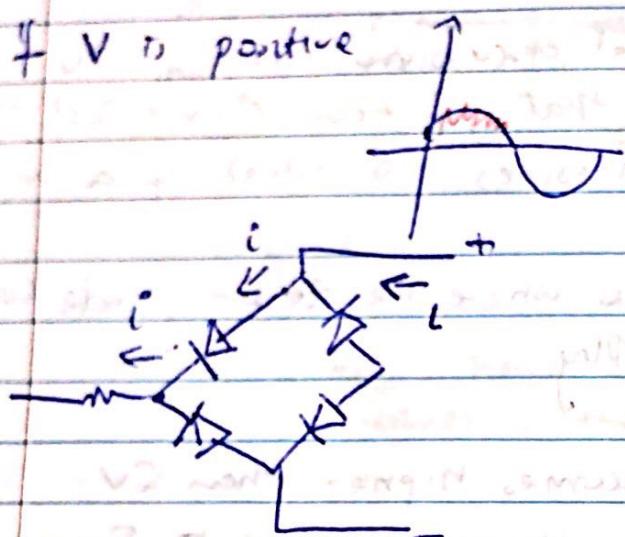
So now we want to build on this design other complex structures, so what if the input signal is an AC signal?

do we would like to convert the AC signal to a DC signal

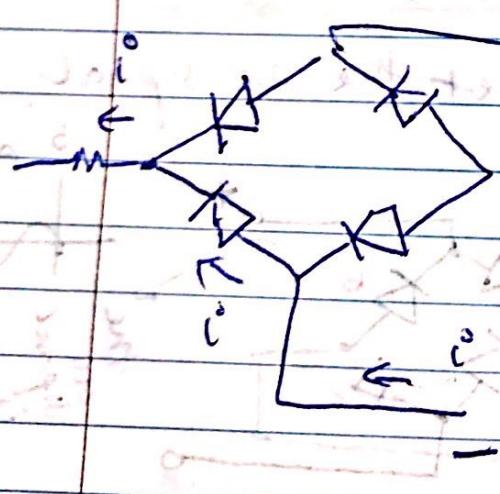
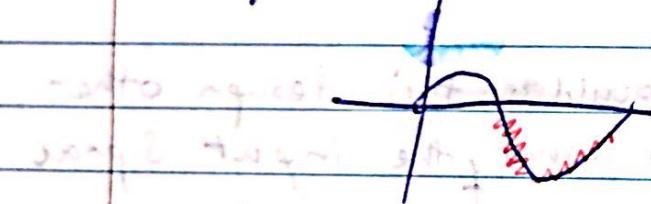


In this way we polarize the voltage signal for the microcontroller as it sees just a positive voltage because of the diode

If V_D is positive



If V_D is negative

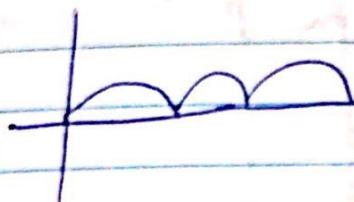


So, the signal for the microcontroller is non-inverting !!

So we eliminated negative voltage signals for the micro

But the signal voltage is still ~~varying~~^{varying}

because $V = V_0(\sin \omega t + \phi)$



\Rightarrow b/c the voltage will

vary from 0 to V_0

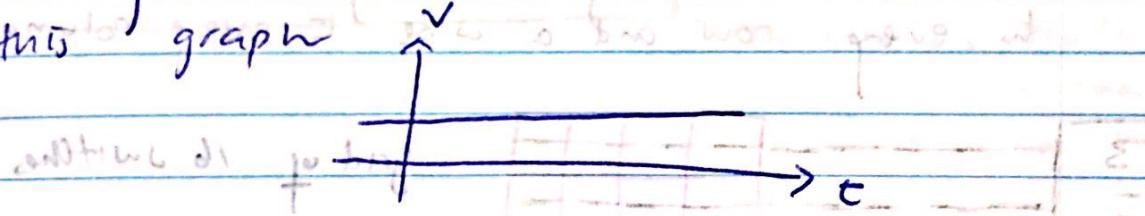
then V_0 back to 0

continuously do we want

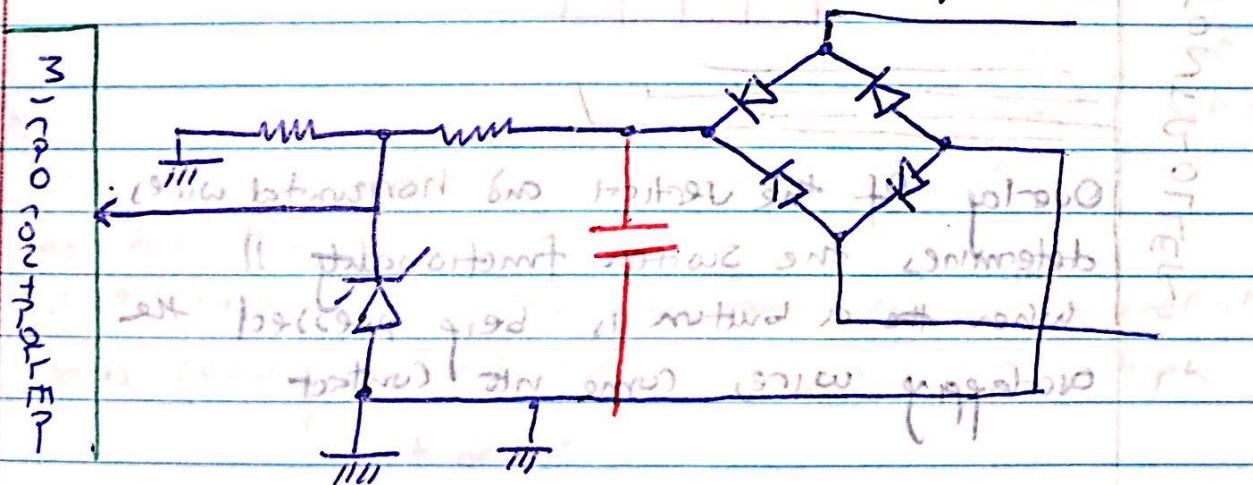
want to avoid that !!

Basically what we want the micro to see is

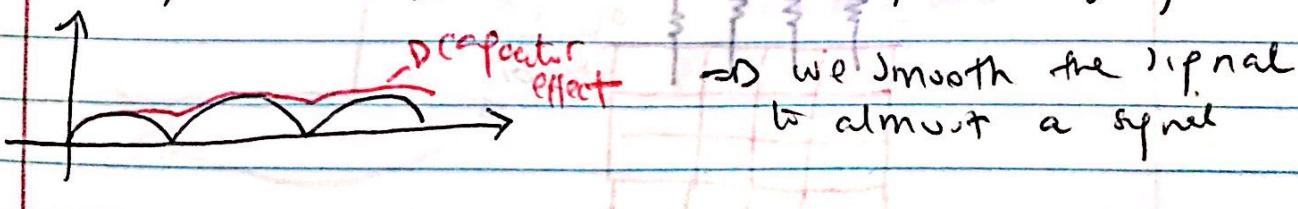
this graph



So how do we do that? \Rightarrow we apply a capacitor



We apply a capacitor, it's going to have to give energy to the system when the voltage is going down

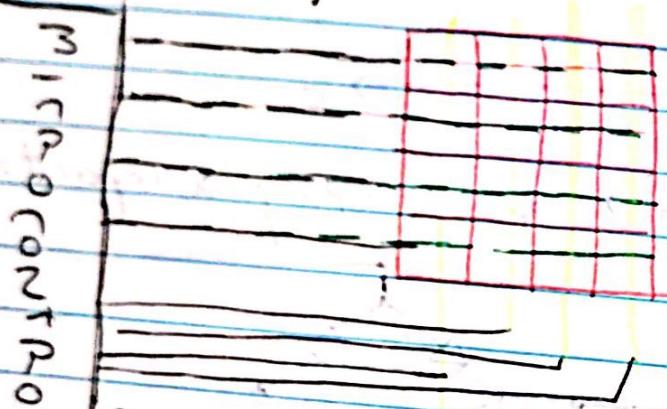


So instead of having the voltage going down from 5V to zero volts, we have the voltage going from 5V to 45V and so on !!

Keypad connections!

1x4 grid of 4 switches (buttons)

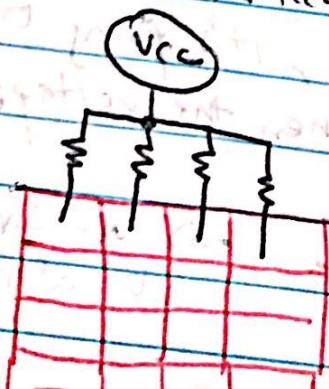
The best way of connecting a keypad to the microcontroller is by dedicating a wire to every row and a wire to every column.

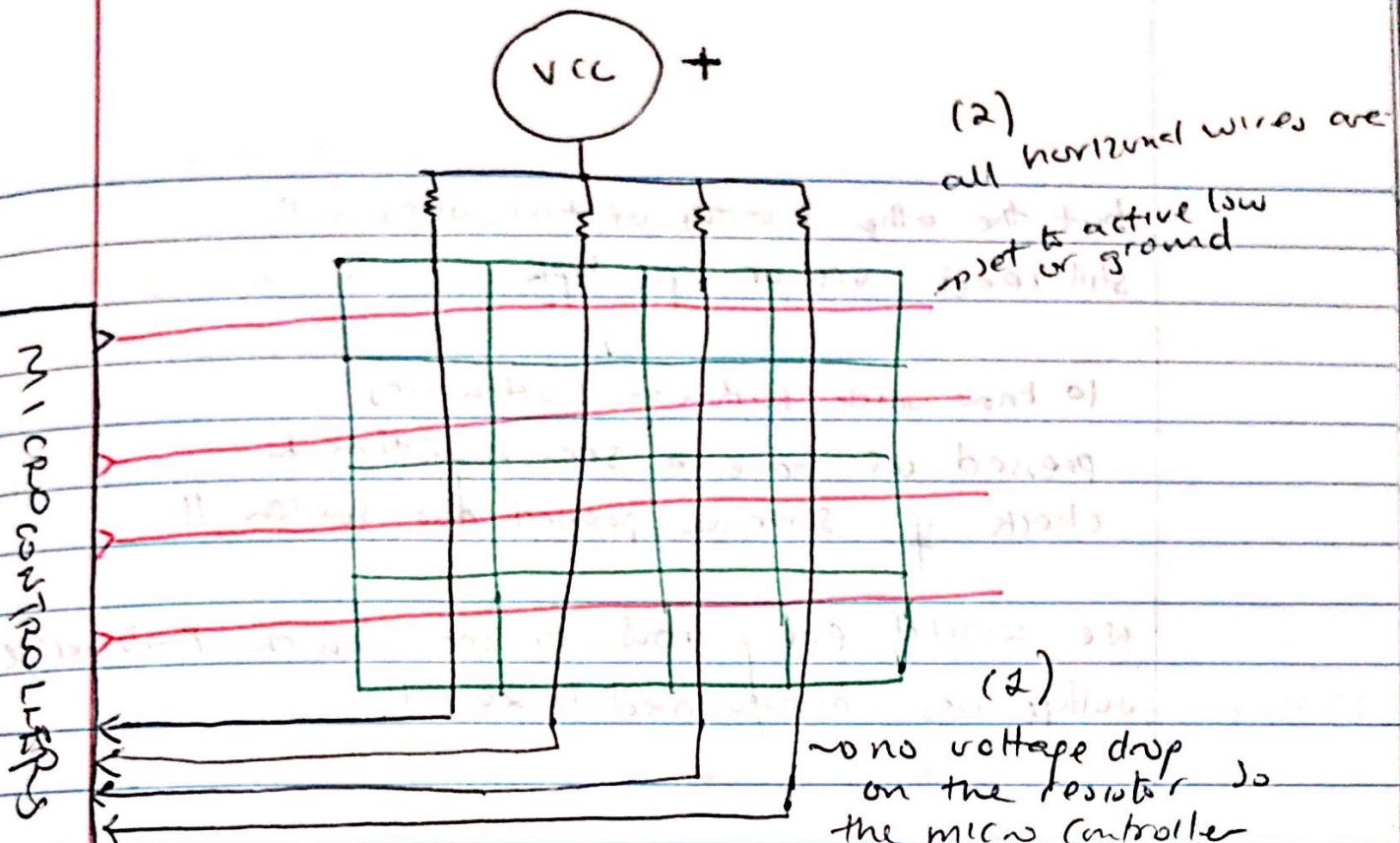


grid of 16 switches

Overlap of the vertical and horizontal wires determines the switch functionality. When a button is being pressed the overlapping wires come into contact.

We connect the vertical wires to the Vcc through a resistor.





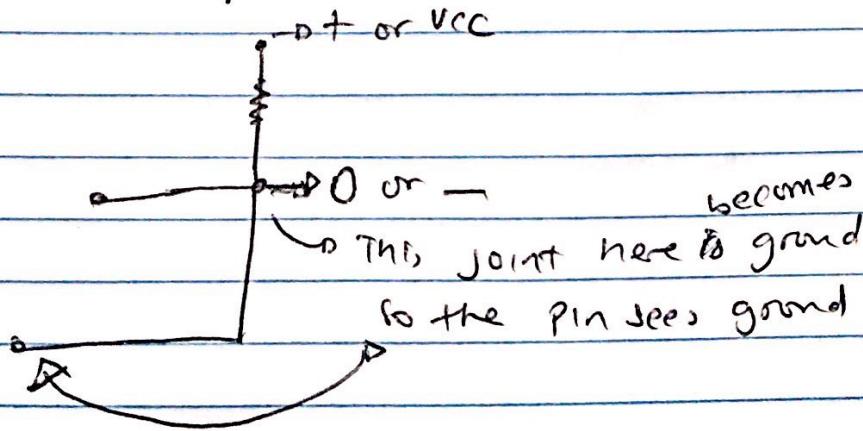
(2)
no voltage drop
on the resistor so
the micro controller
sees VCC on the
pins. Remember
current only flows from
higher potential to
lower potential, here
I don't have a
low potential just
high potential which

(3)

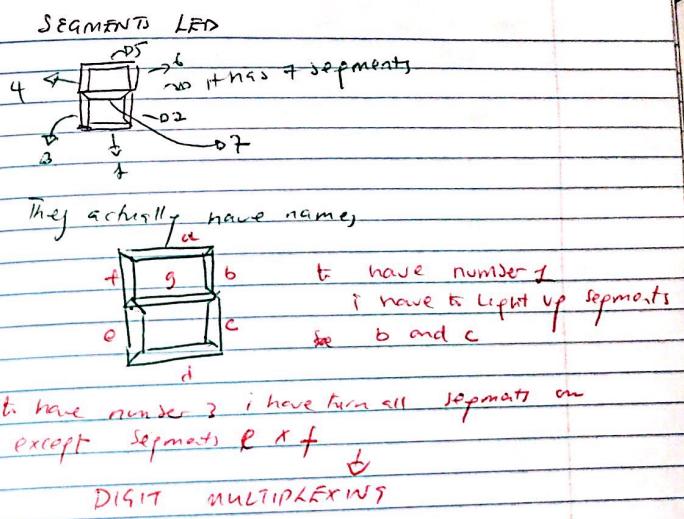
Now when I press a button

to VCC

and two overlapping wires touch
what happens? \Rightarrow The ^{vertical} ~~horizontal~~ pins in microcontroller
starts reading ground instead of VCC or active high



but the other 3 wires will
 still read Vcc or logic high
 to know which button or switch was
 pressed we have a scan algorithm to
 check if someone pressed the switch !!
 we would every row to see which pins only
 voltage was transformed to zero !!

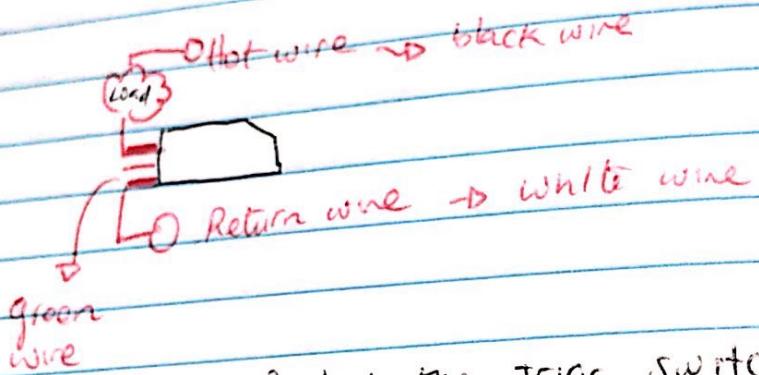


How we switch on/off AC and HIGH
Power loads?

We can't use simple Transistors for light
loads we have seen up till now, we use
special devices called TRIACS



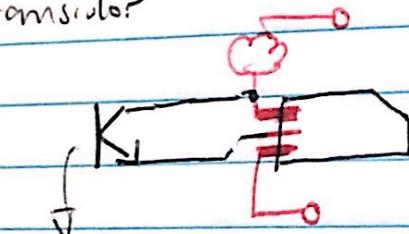
IDH has 3 wires, 2 thick ones
and thin one in the middle



(1) So how do we control the triac switch?

It's controlled through a small signal

Transistor



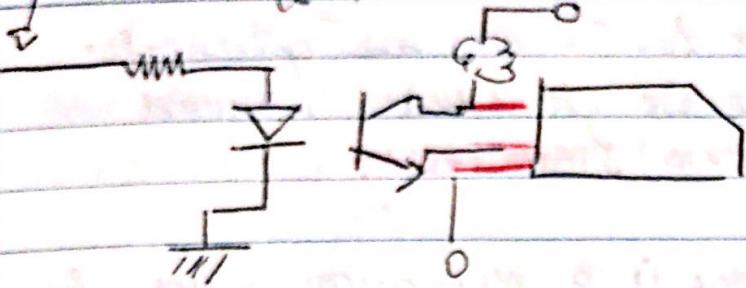
It has
no gate
but a
photodiode
to trigger
the triac

(α) Collector to Hot wire

(β) Emitter to the green
middle wire also called
the gate to the triac

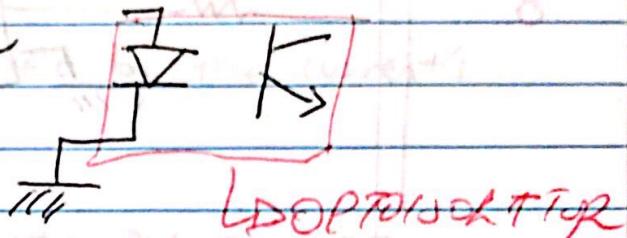
i control the load by applying high or low to pin on the load

microcontroller



the transistor is triggered by the load when it's turned on, AC voltage is supplied to the load, so the microcontroller controls the load which controls the TRIAC.

The package of the load + Transistor is called OPTOISOLATOR



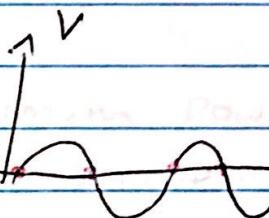
b)

for AC SUPPLIES

It's ideal to turn switches on at the zero crossing

to avoid overshoot

currents at max voltage that can damage electronic devices.



Example - in light bulbs burn out because

when they are turned on, they

are turned on at the voltage is at peak

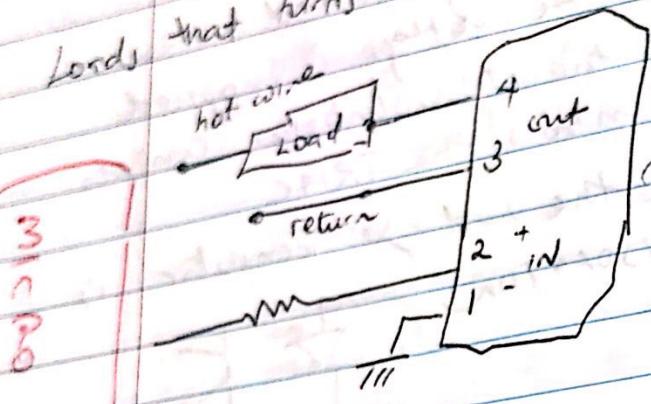
but if they were managed to be turned on at the zero crossing everytime

they would last longer !!

To combine a zero crosser, an optoisolator
and a triac we get what is called
~~an OFF~~ A SOLID STATE RELAY

A solid state relay is a mechanical switch for AC
that turns them on at the zero crossing!

Lords



The typical SSR is for
loads with voltage
230 - 240 V
and 2A

but there are SSR
with more amps!

MOTORS CONTROLLING

How do we control DC motors? and what needs to be controlled?

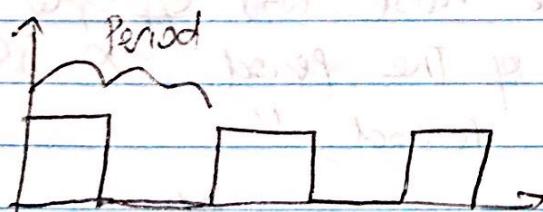
- (1) The motor's direction
clock or anticlock wise
- (2) Speed = which can't be controlled by cutting voltage or amps to the motor!!
- we are not decrease the voltage or current!

(1) The motor's direction is controlled by the current's polarity or direction

(2) The speed is controlled with PULSE WIDTH MODULATION (PWM)

So now what is PWM?

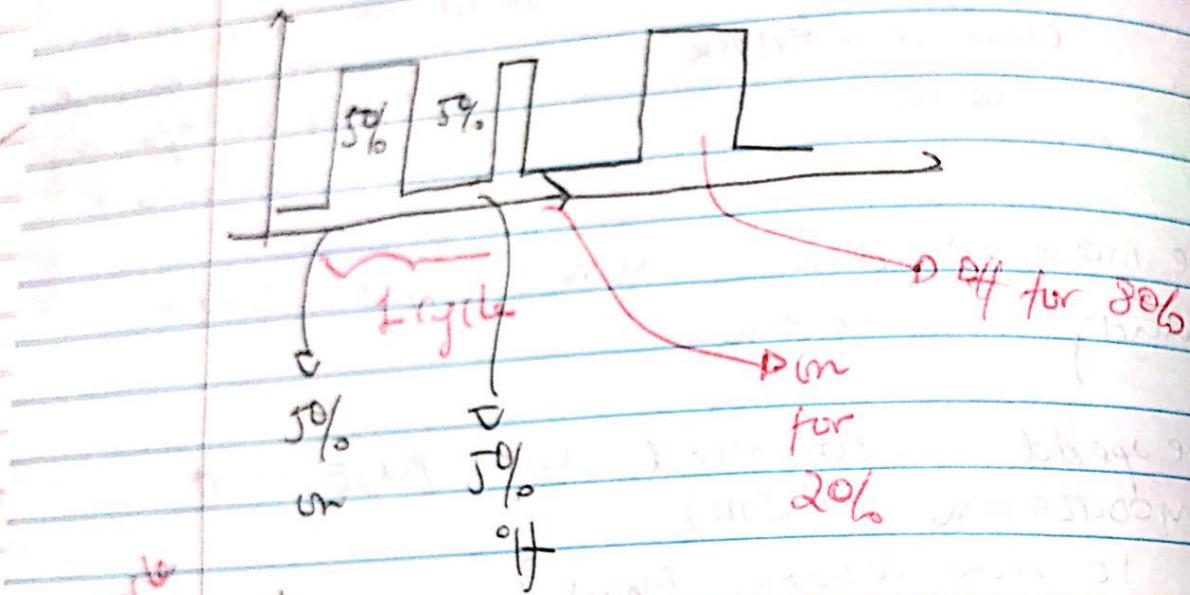
Giving the maximum power but only for a period and repeat



To give the motor its maximum power (Voltage \times Amps) for some time then cut it off from power then give it max power again.

The good depends on the duty cycle

In one cycle which the pulse is on for some time, the duty cycle is the ratio of time of on time out of total time.



Duty cycle \rightarrow In 1st cycle \Rightarrow the pulse was on for 50% of the period \times 50% off. In that period

In 2nd cycle \Rightarrow The pulse was off for 20% of the period \times 80% of the period !!

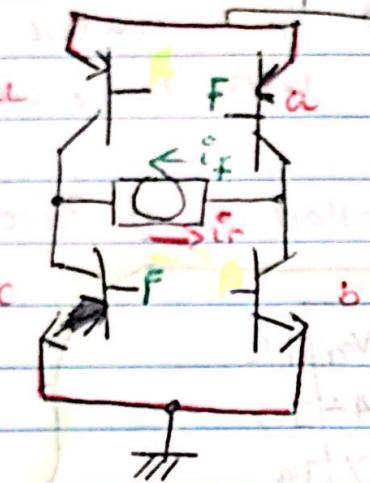
So the duty cycle is 20%

b to control the speed \Rightarrow we control the duty cycle \Rightarrow more duty cycle \Rightarrow more speed

So now lets discuss the actual control

\downarrow

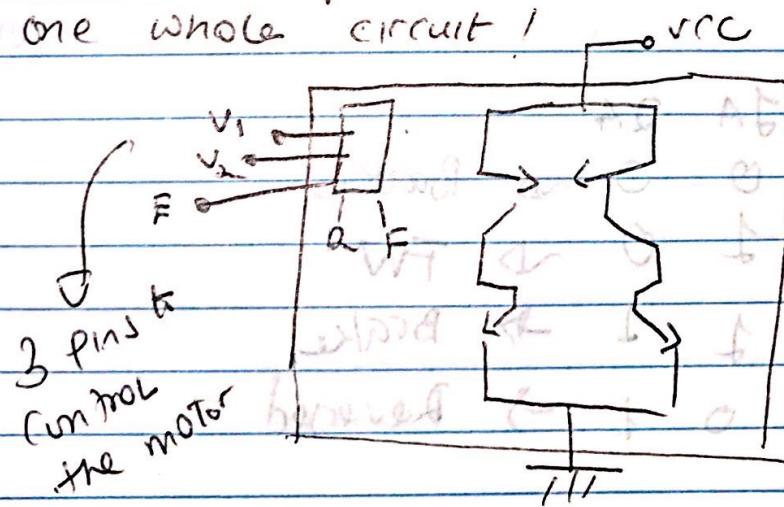
We use 4 Transistors



(1) If i turn Transistor a on current goes from Transistor a to c to ground

(2) If i turn on Transistor d, current goes from Transistor d to b to ground

This quadruple set of Transistors are served as one whole circuit!



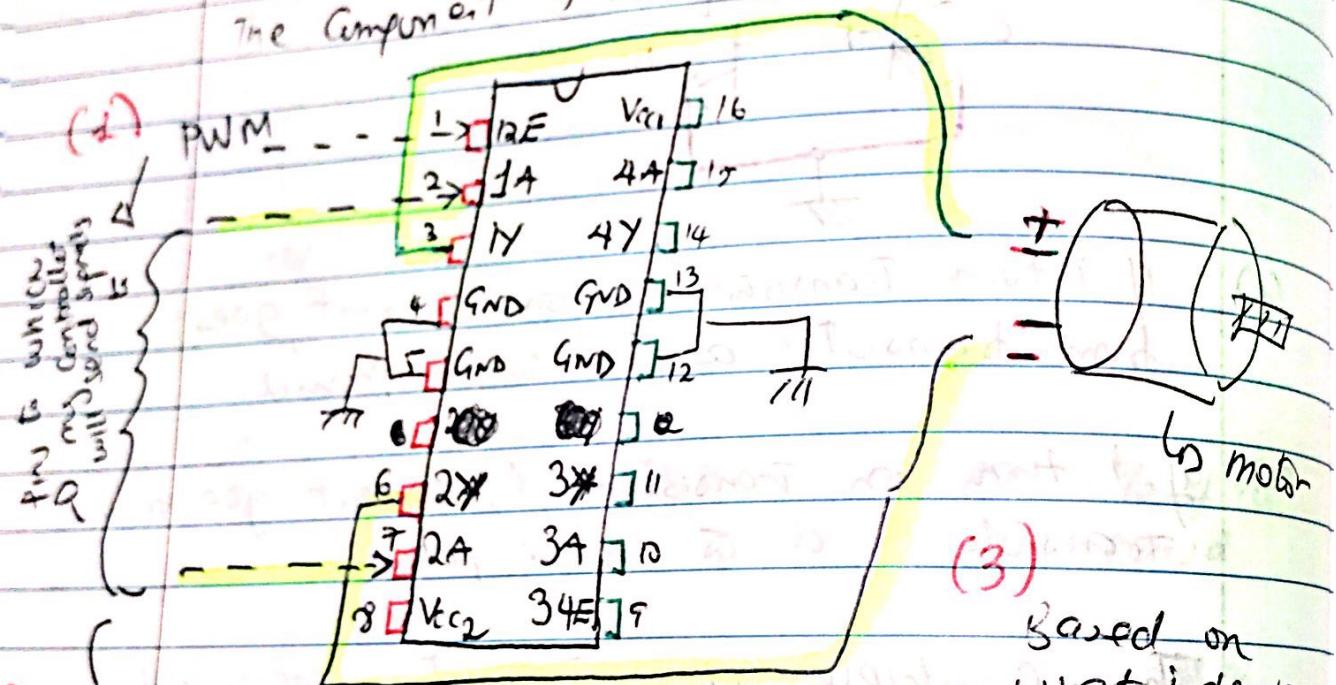
Vcc to these pins

Supply

U, V → forward
 0, Z → reverse
 Z, U → forbidden and transformed to 0
 1, 1 → no movement
 0, 0 → no movement

Enable Pin F → i_q to control speed
with Pulse width modulation

The component is called an H Bridge



(2)
direction
of motor

J A 2 A

0 0 → Brake

1 0 → FW

1 1 → Brake

0 1 → Reversed

(3)
Based on
what I derive
on my microcontroller

I send the
signals to
the motor
through
slot 3 and

SENSORS

Light Sensors

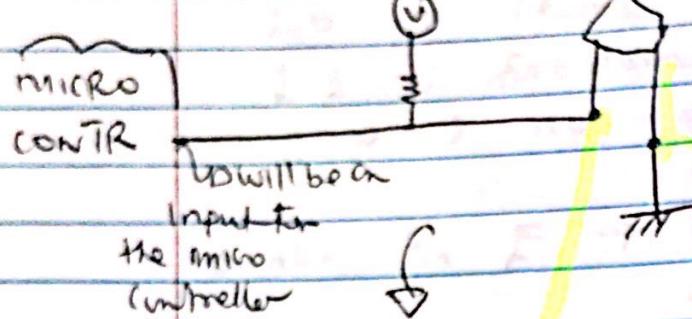


Photo cell

H

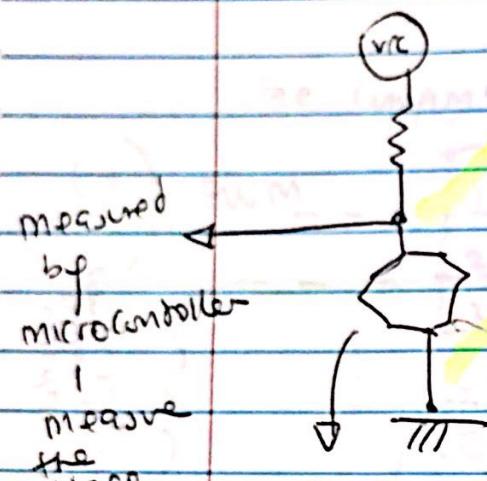
If there is light

t

the resistance is
low

when it's dark

The resistance
is high



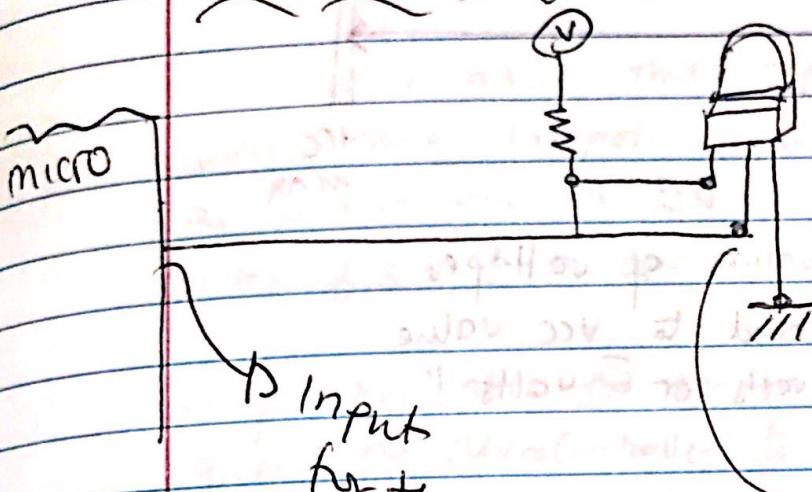
This can be thought
of as a potentiometer
as a resistor

voltage divider scenario

when it's dark the voltage across the sensor increases so current can be pushed through the same current can be pushed across both "resistors"

sensor
and
series resistor

Temperature Sensor



I don't have to do anything

I just have to measure the voltage on this pin of the sensor

10 mV per $^{\circ}\text{F}$

$$\text{so if } V_{\text{out}} = 0.85 \text{ V} \Rightarrow \text{Temperature} = \frac{850}{10} - 85^{\circ}\text{F}$$

\downarrow
850 mV

$$4 \text{ Temperature} = 72^{\circ}\text{F} \Rightarrow V_{\text{out}} = 0.72 \text{ V}$$

so if current passes through the sensor

then the output voltage will decrease by 10 mV per $^{\circ}\text{F}$

Normalization of INPUT SIGNALS FROM SENSORS



my micro reads values of voltages
that vary from Ground to VCC value
which can be 3.3 volts or 5 volts !

But my sensor emits some values of
voltages that my micro will take in as
Input, but does my sensor minimum
value correspond to the microcontroller
minimum value which is ground ?

Most of the time the answer is no !!
So how can my sensor values be Normalized ?

(1) So firstly I ^{must} make sure the output of
the sensor is in the microcontroller's Range of
Voltage else it'll damage the microcontroller !!
So for example if my sensor gives ^{an} output
of 12v \rightarrow I must use a voltage divider
In order to measure the voltage ~~at~~ at a
point which it's reduced !!

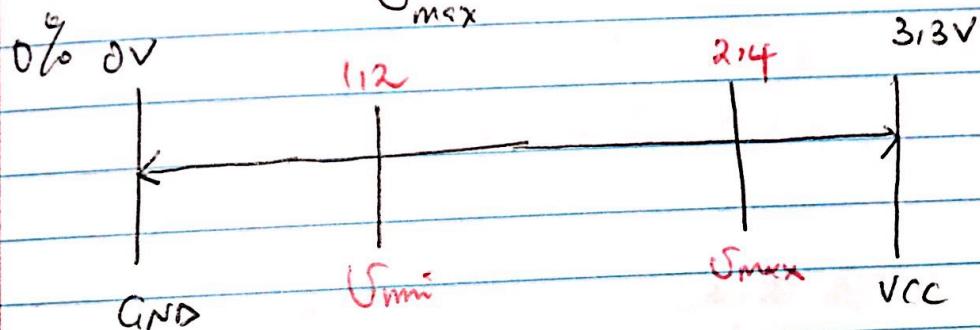
(2) So assured that the voltage sensors give
me output voltages within $[0, 3.3v]$
Now can I normalize ~~these~~ its values ?

If my sensor gives an output of $V_{1,2}$ to $V_{2,4}$

how do I assure that my microcontroller interprets $V_{1,2}$ as a min which is $0V$, $V_{2,4}$ as a max which is its $3.3V$? \rightarrow There is a formula!

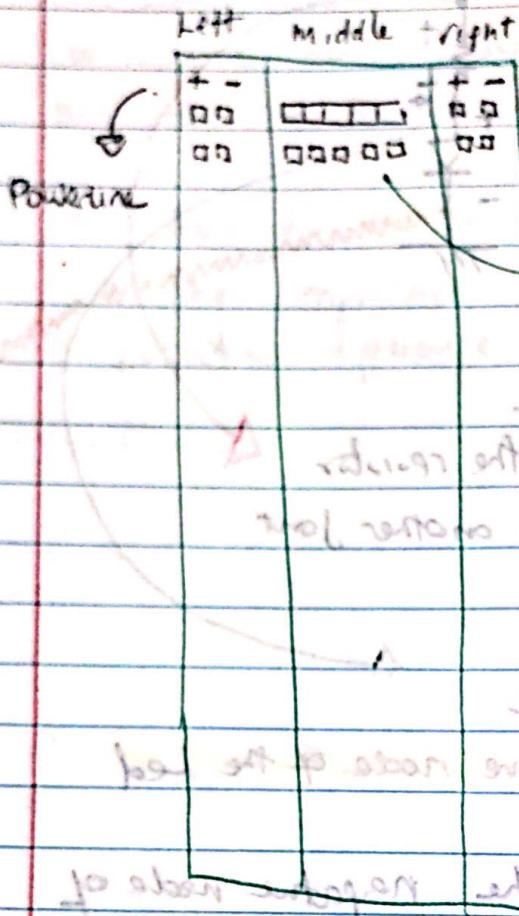
So if the value the sensor outputs and gives to the Microcontroller to be read is V_{in}

$$V_{normalized} = \frac{V_{in} - V_{min}}{V_{max} - V_{min}} \times 100$$



1ST ARDUINO HAND PROJECT

To understand, SPLIT BOMBA



1) First, each row in
the middle is

→ Powerline + connected

+ or single -

row with 5nd

connected and

each row has

5 entries or

values off them is 0.03m 0.7v

(2) for the powerline, it's

each different the

Powerline is connected

vertically

If I connect one of

them to Vcc

then the rest

are also

at Vcc too.

do (3)

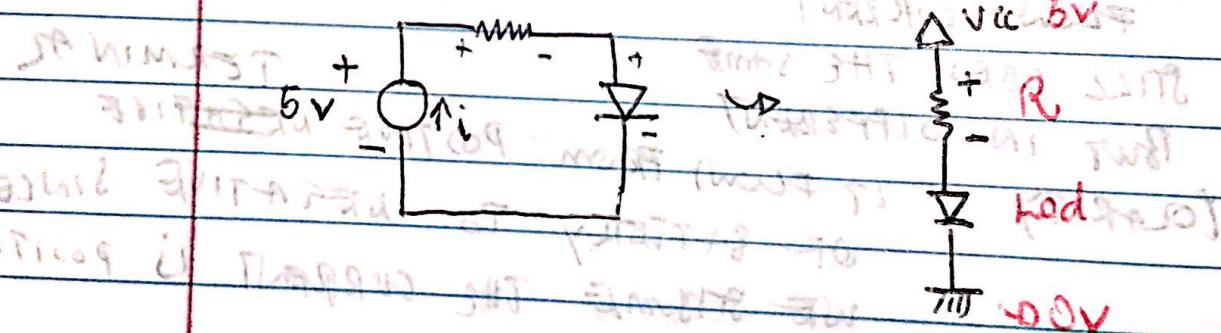
basically + is always

for Vcc and - is for ground

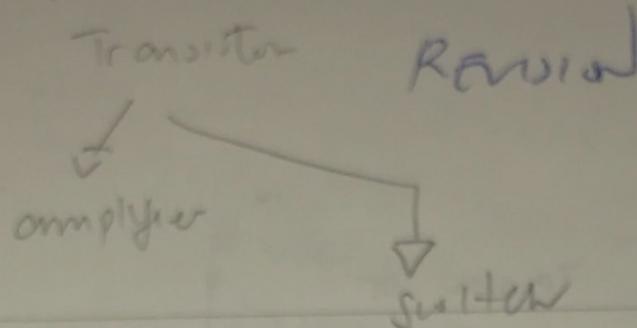
or the lesser voltage (lower) there has to be voltage

difference.

so lets build this circuit

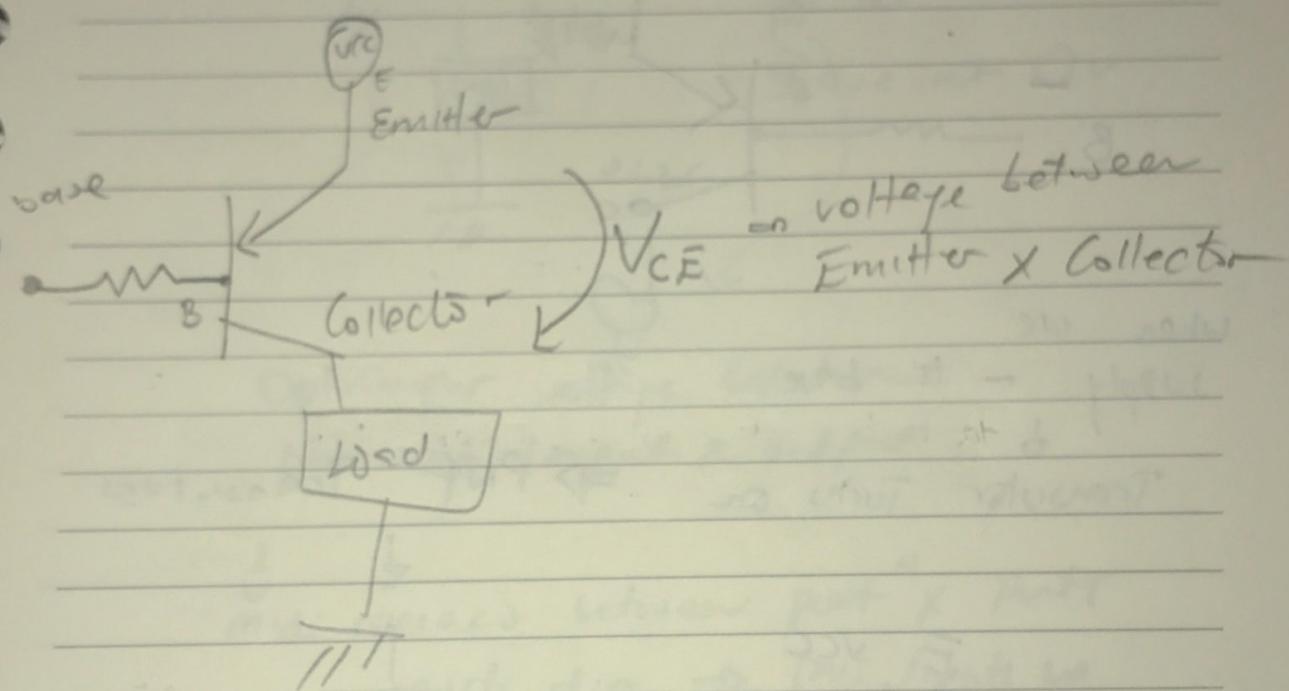


TRANSISTOR FUNCTIONS



HOJA N°

FECHA



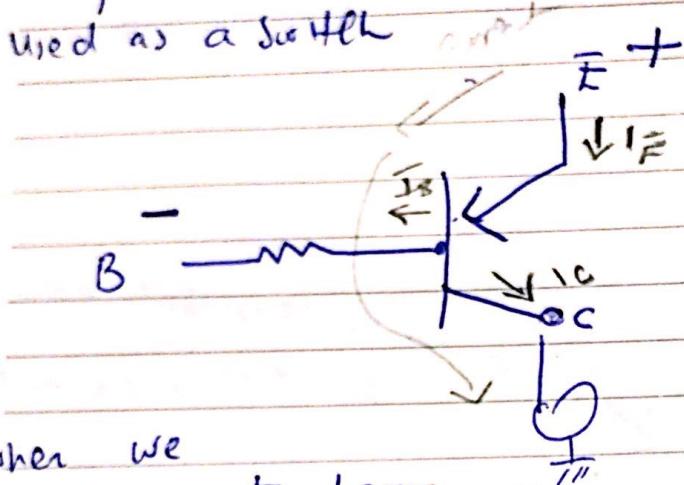
For current to go from Emitter to Collector, it has to go through the base, so meaning i have to get current to the base!

~~Emisor~~

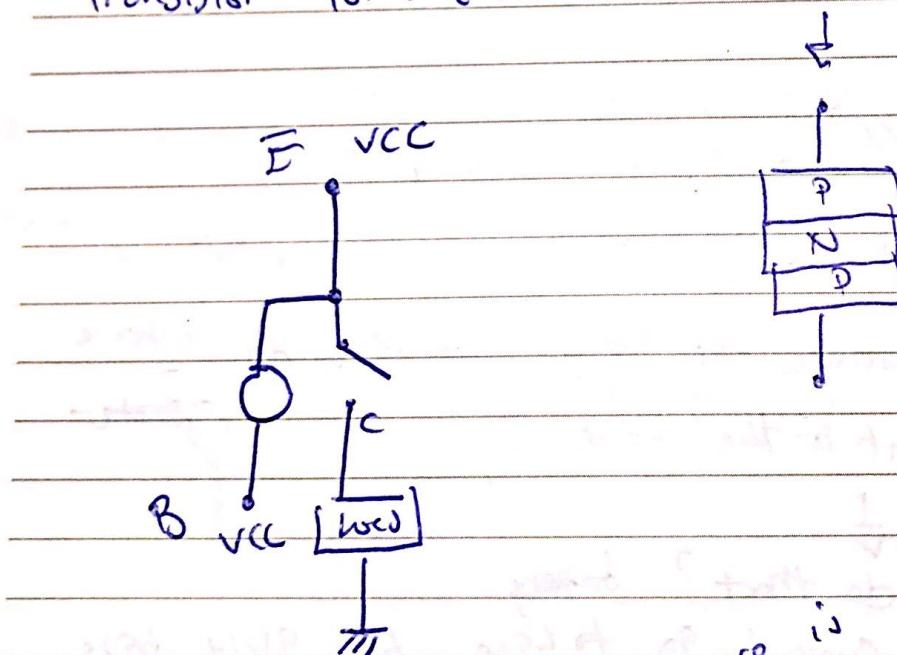
How to do that? Supply make current go to base by giving base less potential \rightarrow potential drop between Emitter x base \rightarrow current flows to base and

therefore to collector! \rightarrow ~~Transistor~~ Use as switch

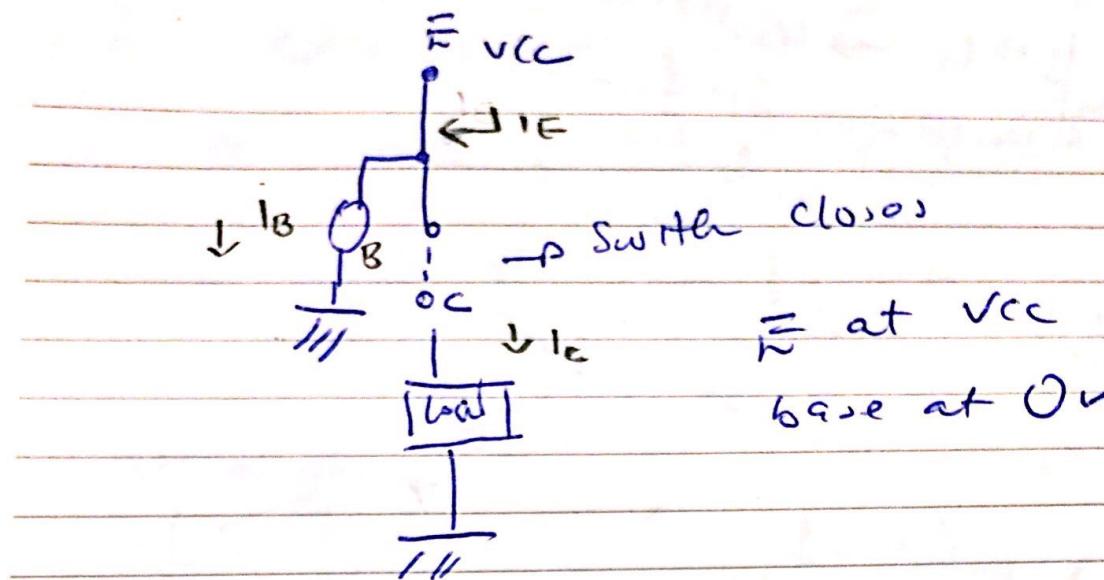
by controlling the tension or voltage at base \rightarrow Transistor can be used as a switch



when we supply $-$ to base
Transistor Turns on \Rightarrow PNP Transistor



NOTA: If Emitter and Base are both at some voltage \rightarrow there is a switch between Emitter and Collector

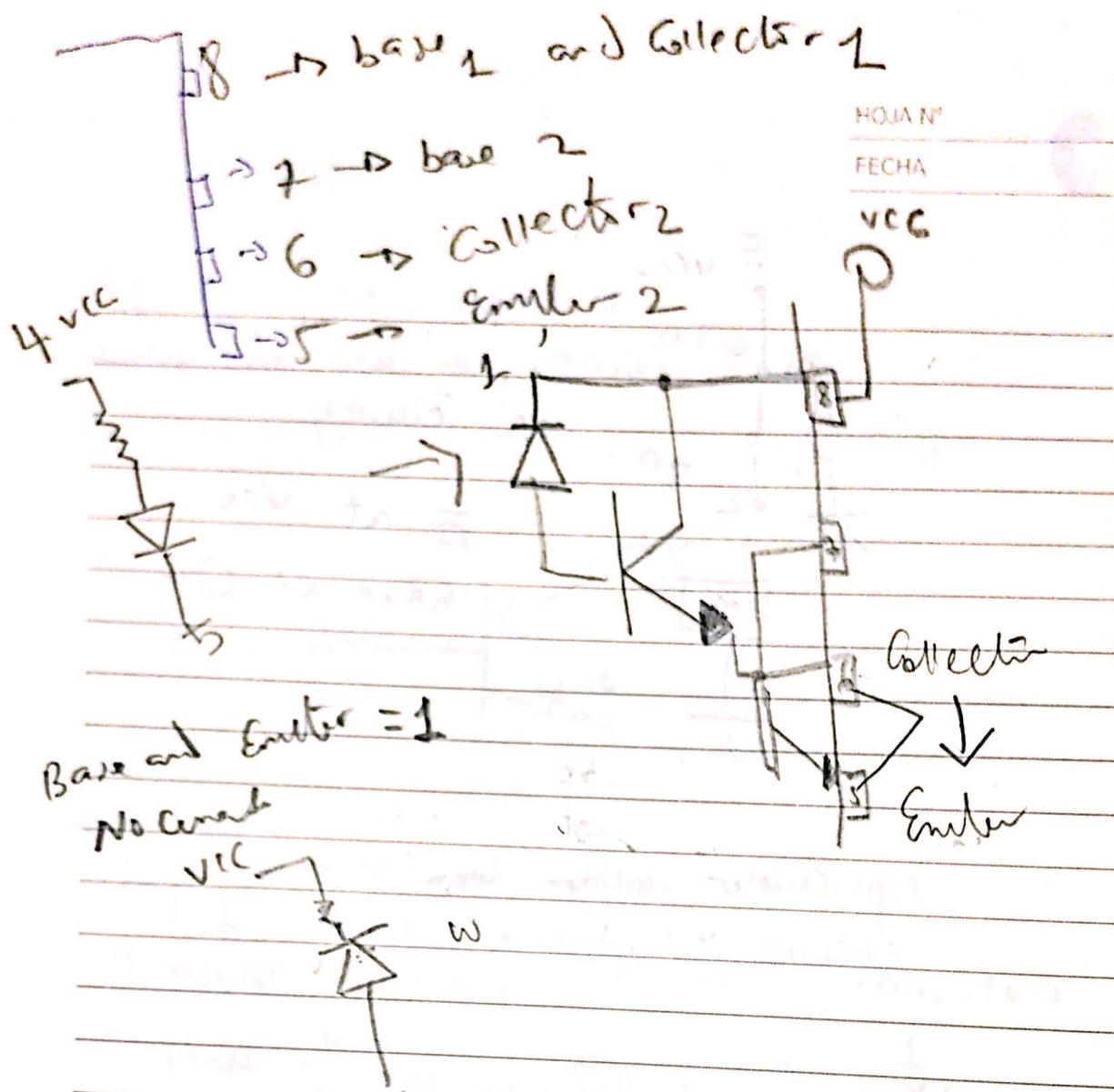


Optocoupler voltage variation
between input & output

Midi received between port X Port
on midi dm → This lights up
internal led in opt

Sensed by photodiode
in opt

Brainstorm



Scratch ZN3

TIE PIN 4 TO HIGH

TIE PIN 5

NOTA
↓
MIGRATE AND close 2nd year!!
X/T

5	4	
1	1	→ 1
0	1	→ 0

AND

HOJA N°
FECHA

Pin 4 → always high 5

Midi date travels through Midi 5

$$\text{base Midi signal} \quad \begin{array}{|c|c|c|} \hline 5 & 4 & \\ \hline 1 & 1 & 0 \\ \hline \oplus & 1 & 1 \\ \hline \end{array}$$

The Mididate can be
seen as an XOR operation

between Pin 4 & Pin 5

Result

Midi Cash

has pin 4 to high

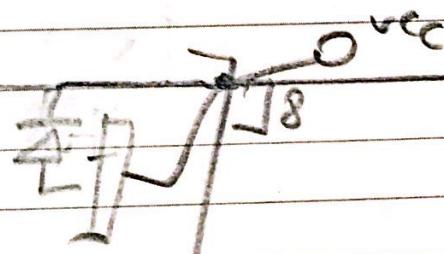
Midi 5 → High or Low based
on date received

Initial schematic

by an arched

to 5V

NOTA
No current flow to light sensor
from base 3 to base 2



www.tecpetrol.com |



Question on ~~about~~
Rx receives
date sent from
Hpin 5 of
FECHA

↓
how does collector 2

go to find?
if tied to 5V initially?

base activate base 2

base 2 \rightarrow activated meas
it allow current to go
from ~~Collector~~ to
Emitter to Collector

switched
closed between
Emitter 2 & collector 2
means Emitter
has to be at
ground since ~~all~~ ~~E~~ all
the circuit is
self closed
between
Emitter & collector

NOTA

Pin 5 Receives data

Pin 4 Receives data

$\int \begin{cases} \text{fixed to high voltage} \\ \text{cables to pin 4 to VCC} \end{cases}$

base on the data transmitted
from the cable \rightarrow Pin 5 voltage

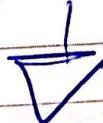
values

The switch state is XOR

Operation between Pin 5 \times Pin 4
 \downarrow paired to optocoupler

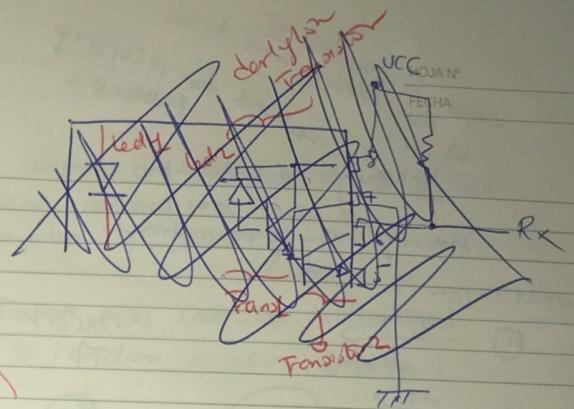
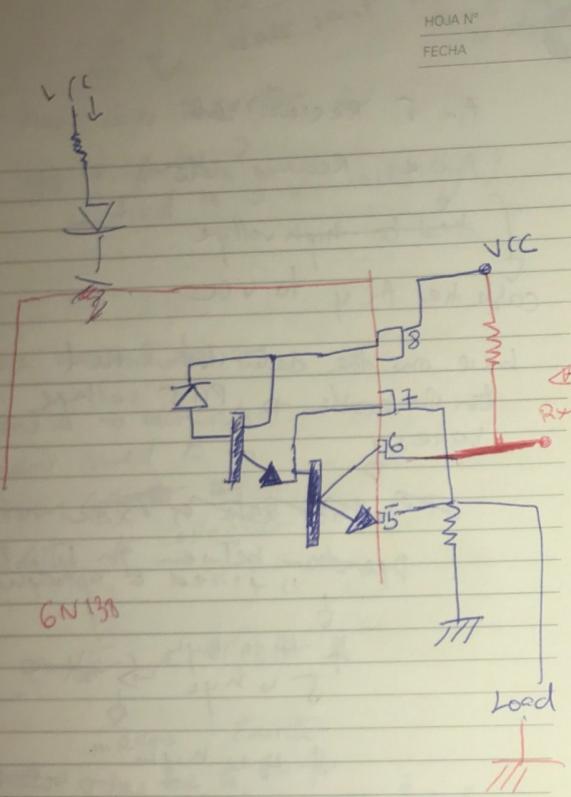
$\int \begin{cases} \text{If } 4 \rightarrow \text{high} \\ \text{Pin 5 is high} \end{cases} \rightarrow \text{bit off} \rightarrow \text{Level off}$

If 4 is high \rightarrow set
if 4 is low \rightarrow off



bit 0 is set
Zener diode side
to ground

NOTA



- ① Base 1 connected to Vcc
- ② Collector 1 in $n \rightarrow n$, Emitter 1 connected to Base 1
- ③ Collector 2 connected to Port 7 to ground
- ④ Base 2 connected to Port 7 to ground
- ⑤ Collector 2 connected to Port 6 to Rx
- ⑥ Emitter 2 connected to Port 5 to wet or ground

When Led 1 switches on, base 1 goes to zero V?

↓
transistor 1 activates !!
Current flows from collector to base, then to Emitter 1

NOTA

MICRO PINS

□ □ □ □ | www.joelpepper.com

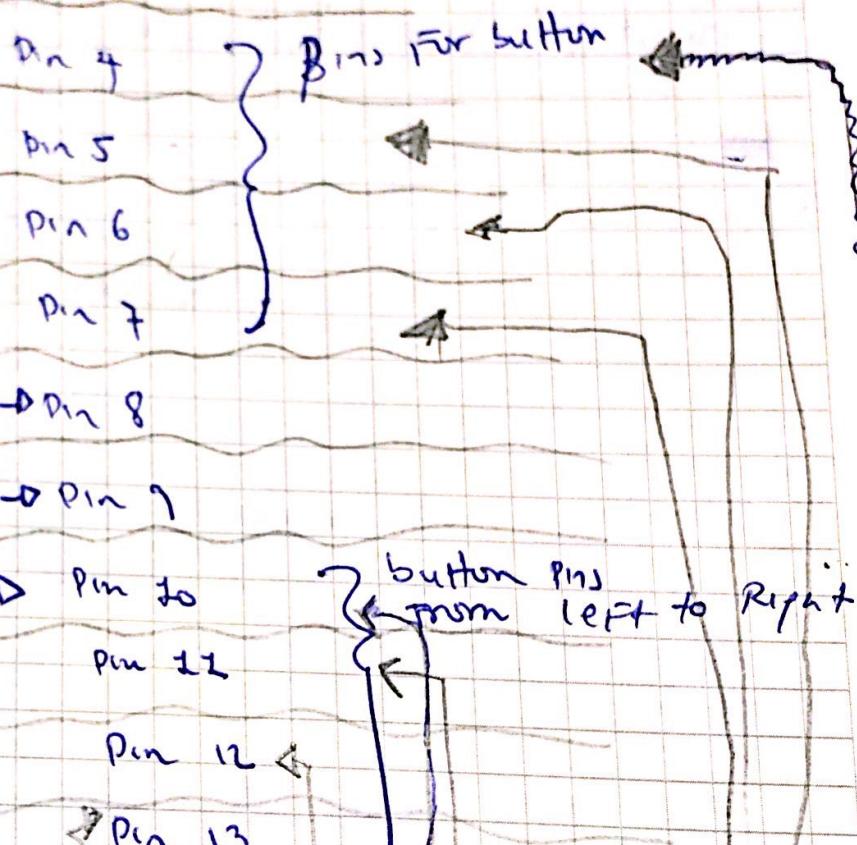
NOTA

Midi In → Pin Rx (Pin 0)

Midi out → Pin Tx (Pin 7)

Led for Mode choice → Pin 3

Led for Start Button → Pin 2



Led for Octave choice → Pin 8

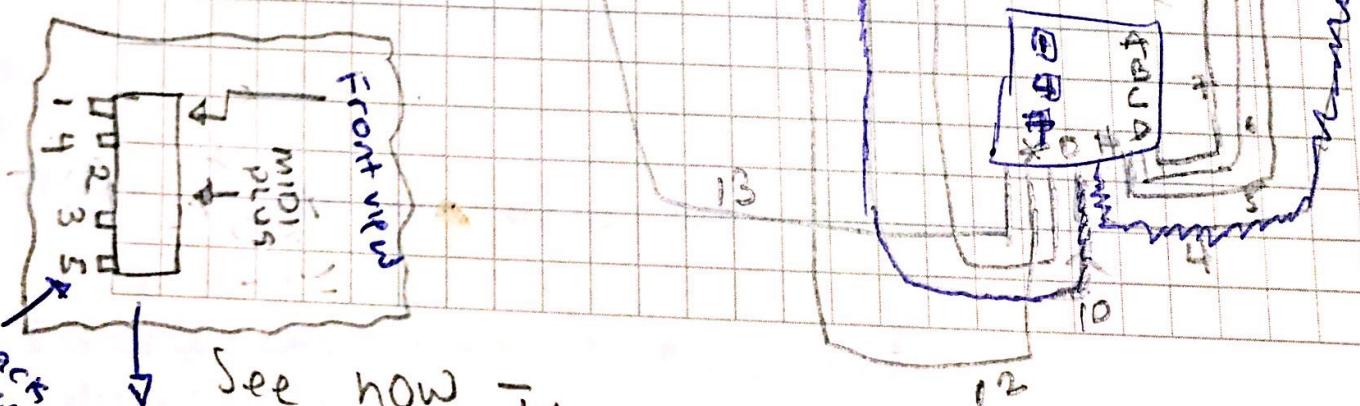
Led for confirmation
of start bass note → Pin 9

~~Led for bass note~~

→ Pin 10

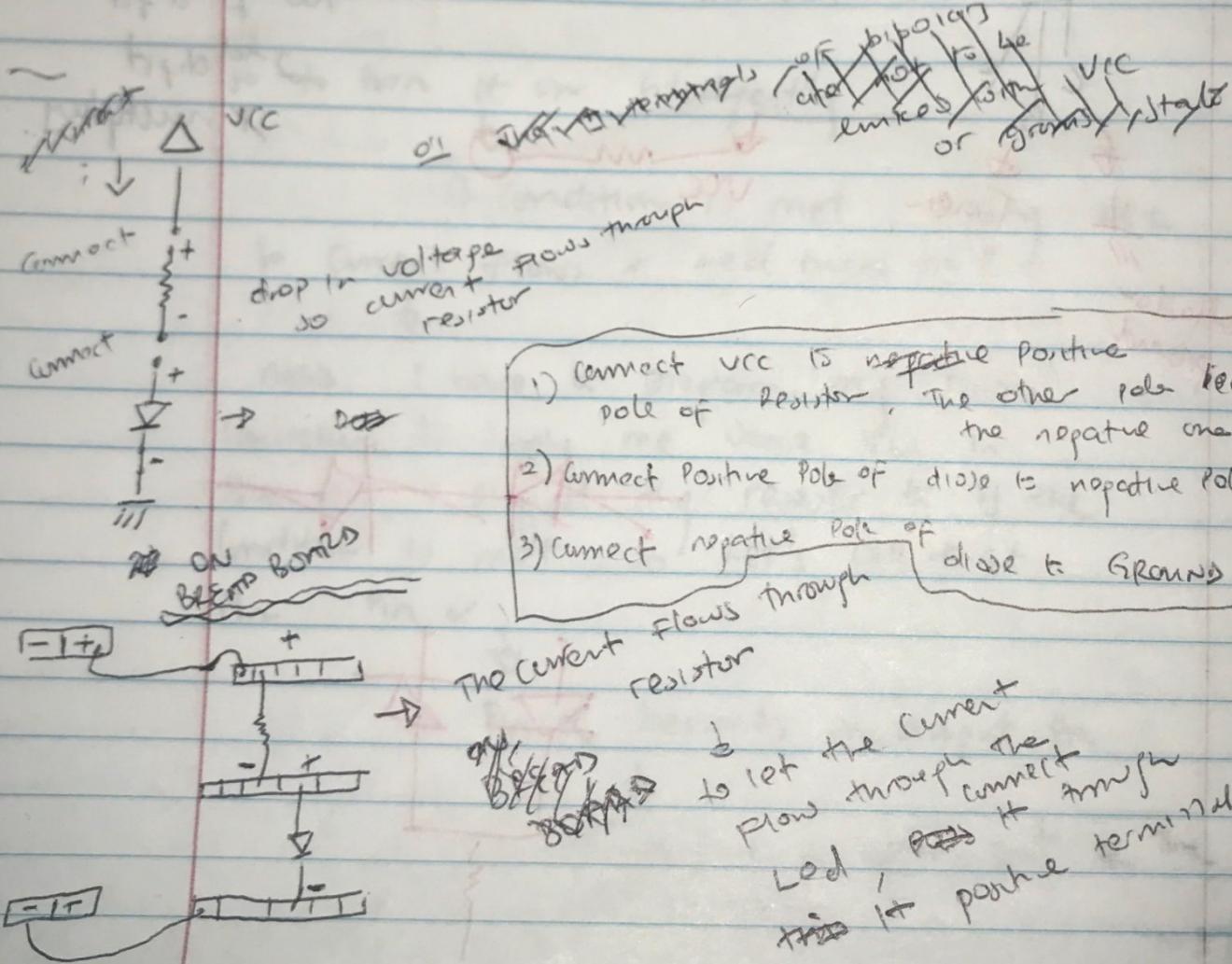
Pin 12

Pin 13



If we use the realistic Perception, it's still the same, but current flows from negative to Positive but negative in sense of high-potential packed with Negative sign !!

So Even for the Microcontroller, VCC & GND are very important, there needs to be a potential difference !!.



ARDUINO IDE STYLE

define variables → {
 setup function } → water
 loop function → Hacker's prize
 → to program an
 Arduino Uno
 → turn on lights
 at night

* define variable (define pin) → look pin chart

* setup function {

pinMode (Variable, INPUT/OUTPUT)
 pins
 mode
 pin number

* Loop () {

 digitalWrite (pin, HIGH)
 make pins do ?

 pin = analogRead (3);
 if (pin > 100) {

 pin = map (pin, 0, 1000, 0, 255);
 pin = constrain (pin, 0, 255);
 pin = analogWrite (3, pin);

 analogWrite (3, pin);
 pin = map (pin, 0, 255, 0, 1000);
 pin = constrain (pin, 0, 1000);
 pin = analogRead (3);

TRADITIONAL C STYLE (CCS IDE)

```
#include <msp430.h>
```

unsigned int ...

```
void main () {
```

(*) $WDTCL = WDTfW + WDTHOLD$; ~~enables~~ watchdog timer \Rightarrow meant to reset the controller after some time

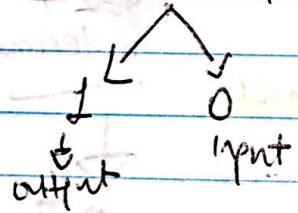
(*) Configure Input / output pins !!

how do i do so? Port 1 has 8 pins

from 1.0 to 1.7

so there is a register called P1DIR of 8 bits or a byte

$P1DIR = \langle pin7 \rangle \langle pin6 \rangle \langle pin5 \rangle \langle pin4 \rangle \langle pin3 \rangle \langle pin2 \rangle \langle pin1.1 \rangle \langle pin1.0 \rangle$



If the first bit of P1DIR is 1 \Rightarrow then

pin 1.7 will be an output pin, if the

Second bit of P1DIR is 0 \Rightarrow pin 1.6 will

be an input pin and so on !!

* So lets say i want to use pin 1.0 as an

output \Rightarrow P1DIR has to be $\rightarrow 00000001$

PDIR = 00000001 in hex is 0x01

so i just do the or operation by saying

$$PDIR = PDIR | 00000001$$

bit 1 set

OR 00000000

OR

00000001

00000001

so PDIR Register value = 00000001 $\underset{1}{\sim}$ in binary

↓

in code $PDIR |= \underset{1}{\sim}$ in hexadecimal

so let say i want to use pins 4, 5, 6 as outputs

PDIR will have to be 01110000

to convert in hexadecimal

Just group in 4s \Rightarrow 0111 0000

then convert each group of 4 bits to decimal

then convert to hexadecimal

↓
7 in decimal
↓
0 in hexadecimal
↓
07

so just write in code

C code $\Rightarrow PDIR |= 0x70$

$\Rightarrow PDIR = 00000000$

OR 0111 0000

01110000

PDIR
no
zero bits

and in those way pins 1.6 1.5 1.4 become output pins

There is a simple way of doing all this, just

though to set pin 1.4, 1.5, 1.6 as outputs just write

$\text{P1DIR} \leftarrow (\text{BIT}_4 | \text{BIT}_5 | \text{BIT}_6)$

(operator \leftarrow or \leftarrow means setting the bit) now operator \leftarrow becomes 100110000

that is to set just pin 1.2 as output

Just do $\rightarrow 00000100$ then we get

that is no bit 6 & 5 & 4 & 3 & 2 & 1 & 0

The code is $\text{P1DIR} \leftarrow \text{BIT}_2$

* If bit 6 & 5 & 4 & 3 & 2 & 1 & 0 are 0 then it will be different

so if you want to set 1.2 as output then set the bit 2 with 1

now go back to code to see what we have written

(1) no bit 6 & 5 & 4 & 3 & 2 & 1 & 0

$$16 \times 32 + \frac{32}{32}$$

Problem

↓
I have transistor that is always constantly
having 3 volts on the Emitter base

↓
when i touch the base so i found the
base to 0V

↓
now if i have to code the Micro Controller
such that at every touch of the base (principle of the SW)
two LEDs toggles

green red

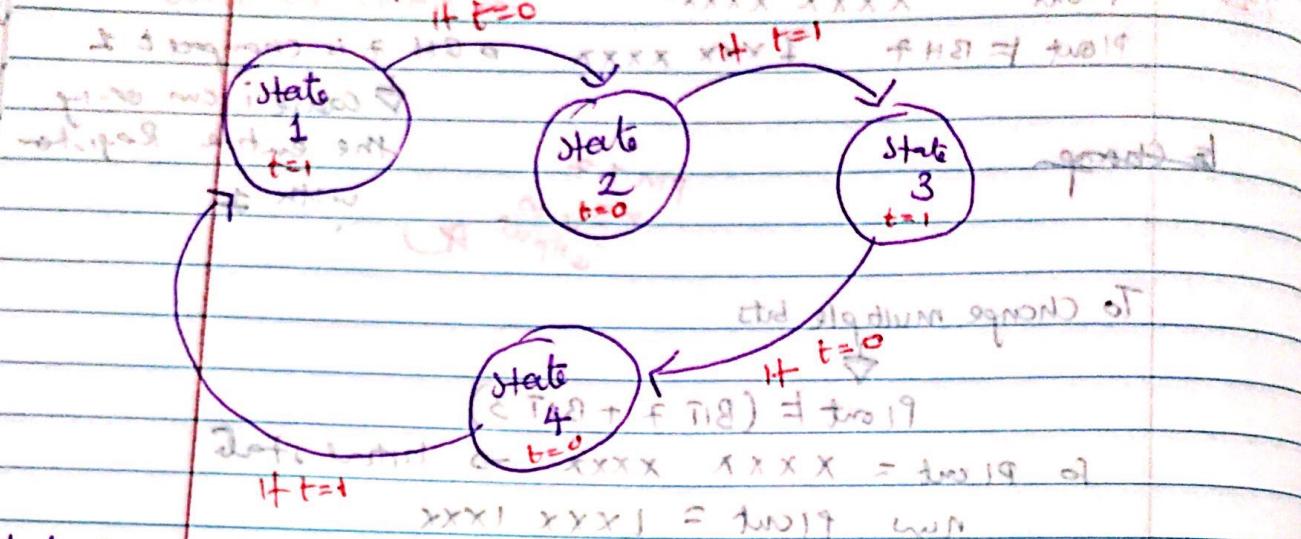
at initial state → no touch yet → Red Led on
touch base → Switch to green led on & Red led off

while touching base → from led on & after touching base
from led still on

Next touch or touch (2) of base → green led off and
Red led on !!

$t=1 \rightarrow$ no touch on base
 $t=0 \rightarrow$ touch on base
 don't work

Model of Problem



State 1 \rightarrow initial circuit state \rightarrow rod on, no touch on base

State 2 \rightarrow during touch \rightarrow green on

State 3 \rightarrow after touch \rightarrow green still on & below 1 \Rightarrow

State 4 \rightarrow during touch \rightarrow red on, touch on rod wiggles

State 1 \rightarrow after touch \rightarrow red on

Diagram: If it's not touching, it's red

Solution code:

* if $t=1 \rightarrow \{ \text{state } 1 = ? \}$

* if $(\text{state } 1 = t \wedge t=0) \rightarrow \{ \text{state } 2 = 1; \text{ state } 2 = 0 \}$

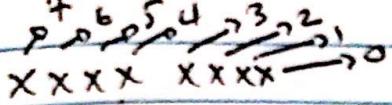
Diagram: Not touching + T=0 \rightarrow T=0
 If wdg in state 1 and touching scatter green written off

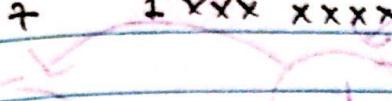
* if $(\text{state } 2 = 1 \wedge t=1) \rightarrow \{ \text{state } 3 = 1 \}$

* if $(\text{state } 3 = 1 \wedge t=0) \rightarrow \{ \text{state } 4 = 1; \text{ state } 2 = 0 \}$

* if $(\text{state } 4 = 1 \wedge t=1) \rightarrow \{ \text{state } 1 = 1 \}$

Useful Table

Pinout  Initial Pin state

Pinout = $B1 + 7$  B1 + 7 is complement to 2

to change  Cause it can only
change in one bit
with 1

To change multiple bits

$$\text{Pinout} = (B1 + 7 + B1T3)$$

so Pinout = $XXX \ Xxxxx$ Initial state

$$\text{now Pinout} = 1xxx 1xxx$$

good now we can do more than just turning 1 bit
so many or almost whole 4 bits

IF i wanted to turn 1 bit to 0 in case of this 4 bits
apply but instead use $\text{Pinout} = \text{Pin} \oplus \text{BIT}$ + p state
and 6 bits -> not 7 bits + 1 state

and operation with its opposite

{ if i will always have 1

$$\{ \text{if } \text{Pin} = \text{Pin} \oplus \text{BIT} \}$$

{ if $\text{Pin} = \text{Pin} \oplus \text{BIT}$ } \rightarrow (\text{Pin} = \text{Pin} \oplus \text{BIT})

Pinout $\wedge \neg \text{BIT} \rightarrow \text{XOR operation}$

$$\text{Pinout} = 1xxx xxxx$$

\{ \text{if } \text{Pin} = \text{Pin} \oplus \text{BIT} \}

$$\text{Pinout} = \text{Pin} \oplus \text{BIT}$$

\{ \text{if } \text{Pin} = \text{Pin} \oplus \text{BIT} \}

$$\text{Pinout} = \text{Pin} \oplus \text{BIT}$$

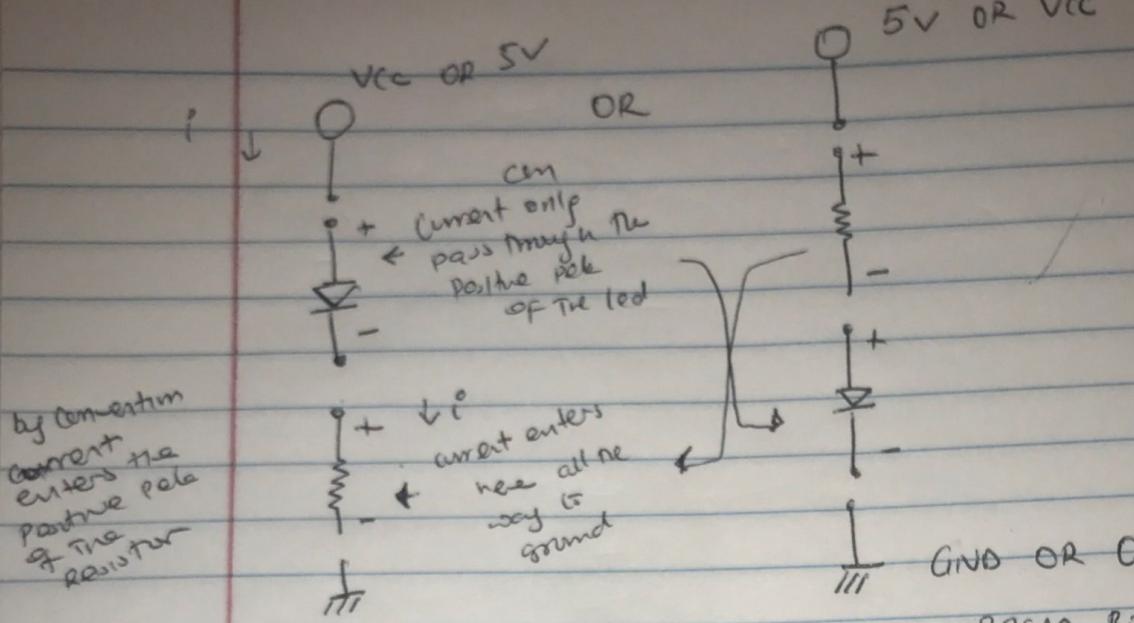
\{ \text{if } \text{Pin} = \text{Pin} \oplus \text{BIT} \}

$$\text{Pinout} = \text{Pin} \oplus \text{BIT}$$

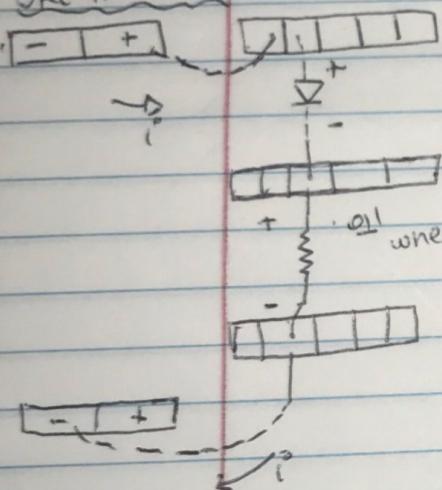
\{ \text{if } \text{Pin} = \text{Pin} \oplus \text{BIT} \}

$$\text{Pinout} = \text{Pin} \oplus \text{BIT}$$

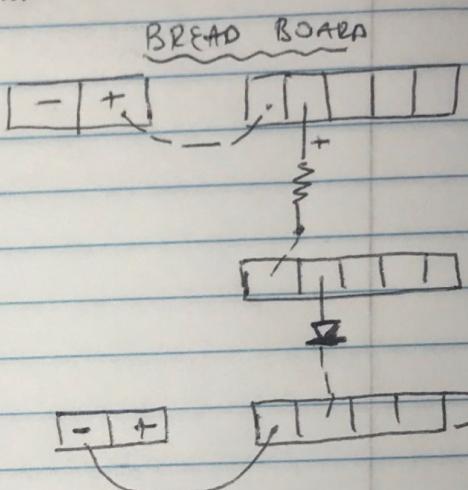
MEMORY BREADS REFRESHER



BREAD BOARD



wherever the current enters in the resistors pole automatically becomes the positive pole



CACGM LAVINIO
T. 349.680.4773