



## Lecture X

# Capstone Project

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## **SECTION I**

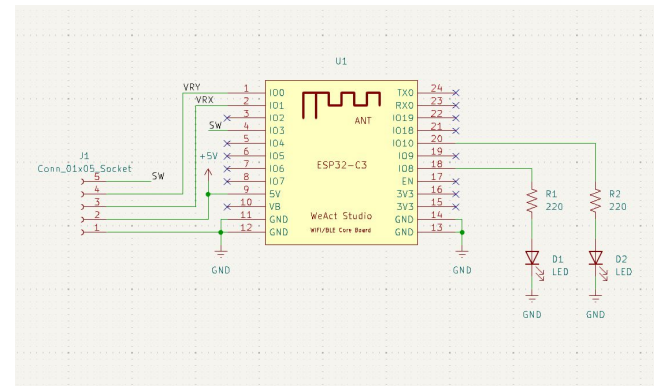
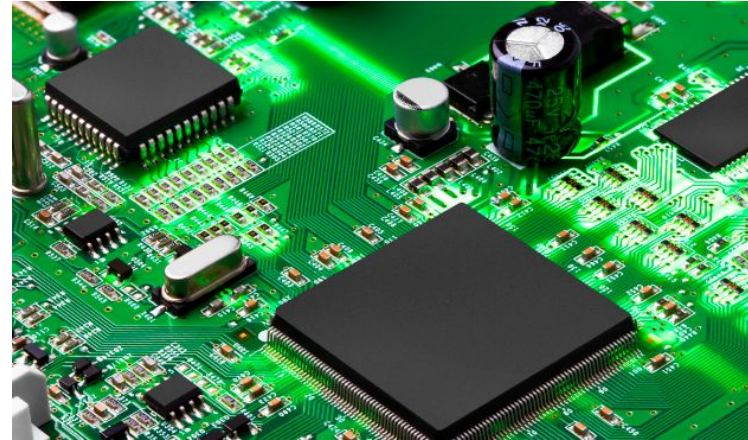
# **Winter Quarter Recap**

# Remote Control PCB Capstone

- Design your own remote control **PCB** for the Capstone Rover Project.
- Due date: 4/4/2025 at 11:59PM
- This project is optional!


## Learning Concepts:










- KiCAD
- Schematics
- PCB Design
- PCB Manufacturing



# Project Extension Requests

- Considerations for a project extension:
  - Legitimate reason, or prove you've made significant progress (We appreciate honesty!)
  - Plan and timeline to finish the project(s)
- Deadline: Sunday 4/6/2025 to submit an extension for projects 5-7



▼ Resources	
	<a href="#">Syllabus</a>
	<a href="#">Project Extension Request</a> 
	<a href="#">Fall Quarter Feedback Form</a> 
	<a href="#">Fall Event Schedule</a>
	<a href="#">Winter Event Schedule</a>
	<a href="#">Datasheets</a> 
	<a href="#">Supplemental Materials</a> 

## **SECTION II**

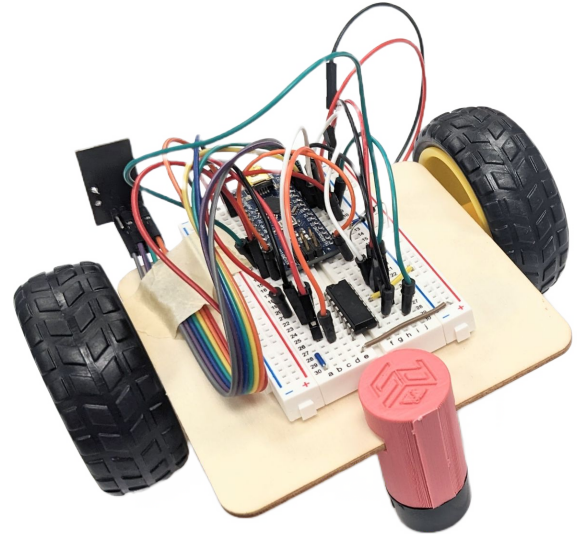
# **Capstone Overview**

# Capstone Project

- Build and control a **Rover** remotely with a custom PCB.
- Due date: 4/4/2025 at 11:59PM

## Learning Concepts:

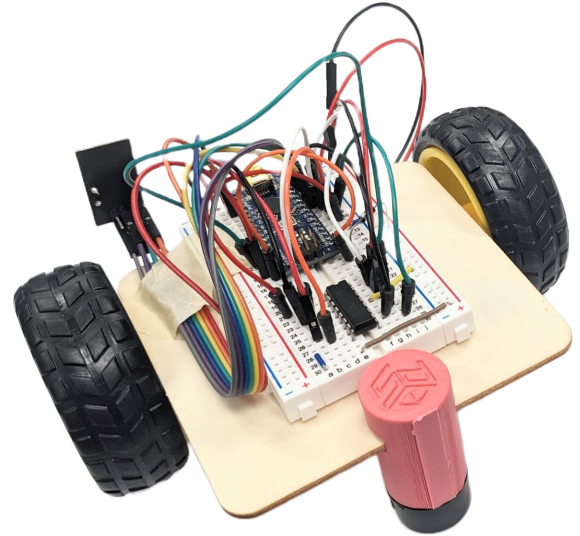
- Everything!!!



# Capstone Project Requirements

## Build a **remote-controlled rover**

- The rover must be controlled wirelessly via the remote control
- The remote control should use a joystick for user input
- A user should be able to intuitively use the joystick to control the rover
  - This means that pivoting the joystick left should move the rover left, not backward



# Capstone Project Requirements (Cont.)

- You must design a PCB for the remote control
  - The PCB must adhere to the provided manufacturer constraints.
    - LIKE, WE CAN ACTUALLY FAB IT
  - The PCB must be **less than 100x100mm in size**
- The rover must be able to move forward, backward, left, and right in response to commands sent by the remote
- Lastly, the rover must be stable and reliable
  - There should be no spontaneous movement, no wireless connection issues, and absolutely no sparks.

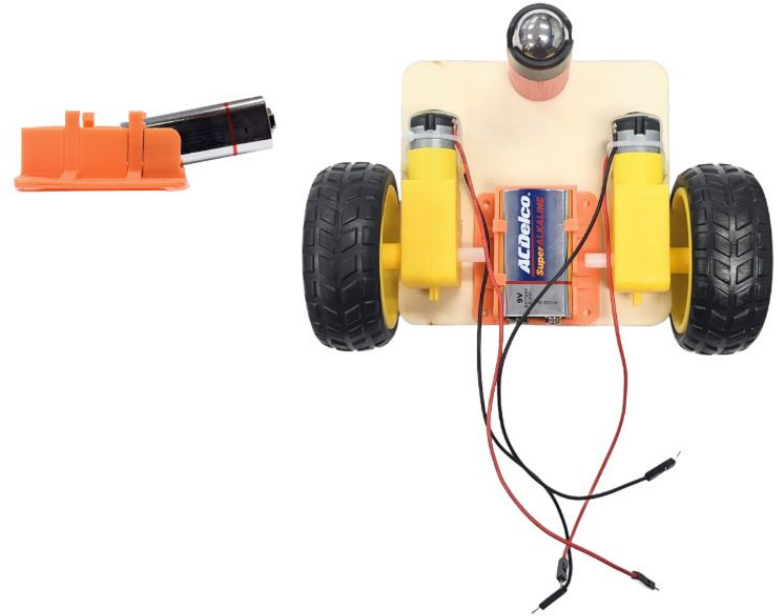


# Capstone Project Schedule

Week	Lecture	Workshop
1	RC Rover: Getting Started	
2		Capstone Rover Assembly
3	Senior Design Project Showcase	
4		Capstone PCB Assembly
5	OPS Midterm	
6		Capstone Programming
7	End of the Year Review/Reflection	
8		
9		Rover Competition
10	Capstone Submission Deadline	

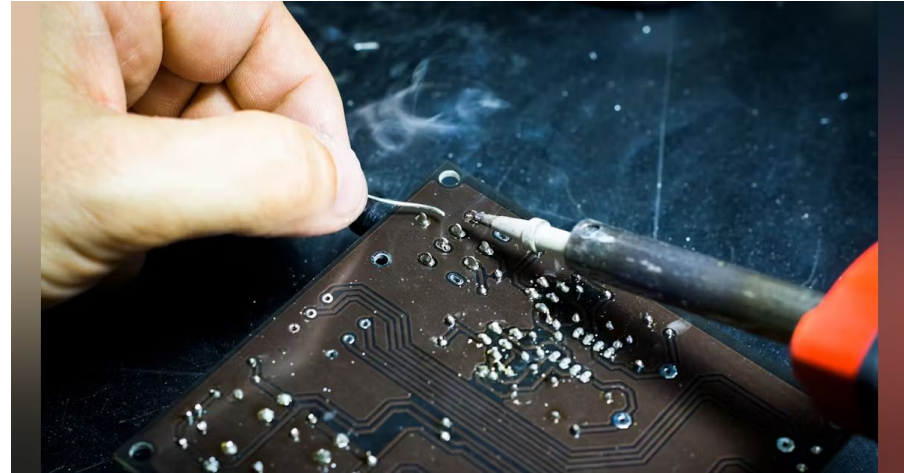
# Capstone Rover Assembly (Week 2)

- We will be assembling the rover first w/ a Hot Glue Gun
- Parts needed:
  - x2 Gearbox Motor
  - x2 Wheel
  - x1 Ball Caster + Mount
  - x1 9V Battery Holder
  - x1 4" x 4" Wood Plate
  - x1 Breadboard
  - x1 Battery (If your battery is weak, stop by lab hours for a new one)
  - x1 9V Battery Snap Connector with Dupont Terminals



# Capstone PCB Assembly (Week 4)

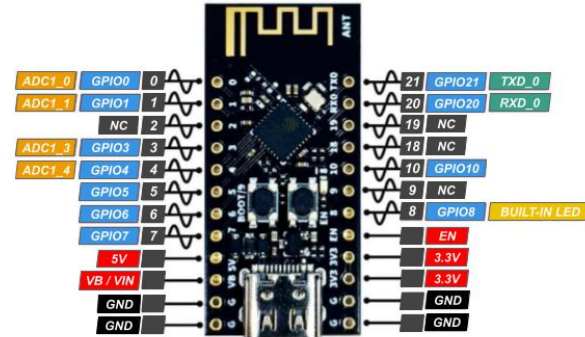
- We will be soldering and assembling the Remote Control PCB
- Parts needed:
  - x1 Remote Control PCB
  - x2 1x12 Socket Header
  - x1 1x5 Socket Header, Right Angle
  - x2 220 $\Omega$  Resistor
  - x2 LED (Red, Green)



# Capstone Programming (Week 6)

- You will be programming the Remote Control and Rover to meet Project Requirements
- Core Concepts:
  - `digitalRead()/digitalWrite()`
  - `analogRead()/analogWrite()`
  - Transmitting and Receiving Data w/ ESP32 Wifi Library
  - Reading Datasheets
  - Reading Pinout Diagrams

**WeAct Studio ESP32-C3Fx4 Mini Core PINOUT**



# Capstone Project Deadlines

## Deadlines

- PCB Design Submission: **April 4th, 2025 at 11:59 PM**
  - After the deadline, we will review the submissions and send them in a bulk order to JLCPCB for manufacturing
  - If you submit late, your PCB will not be manufactured, but you can still receive full marks (before the final submission deadline)
- Final Submission: **June 6th, 2025 at 11:59 PM**

# One More Thing...

- **Raffle Prizes for Completing Projects!**
  - Each completed project = 1 Raffle Ticket
  - Completed Capstone Project = 3 Raffle Tickets
- Tickets will be drawn for:
  - Gaming Keyboard + Mouse (1 Winner)
  - Soldering Kits (2 Winners)
  - In-n-Out Gift Card (3 Winners)



## SECTION III

# Getting Started

# Brainstorming the Problem

- Let's pretend someone came to you and asked you to make a rover for them...
- As you brainstorm, consider your **design constraints** early on...
  - **Cost** – How much are you willing to spend on parts?
  - **Time** – How much time can you commit?
  - **Complexity** – Do you have a sufficient understanding to create this?
  - **Equipment** – What tools, parts, and lab space are available to you?



## **SECTION IV**

# **Picking Parts and Drawing the Schematic**

# Picking Parts

- Now, it's time to start looking for parts to buy...
- Choose a seller that's right for you!
  - If you want **quality parts** and **reliable shipping**, consider buying from a more reputable supplier:
    - [DigiKey](#), [Mouser](#), or [Newark](#)
  - If you want to **save money** with a reasonable chance of quality parts, consider one of the following options:
    - [Amazon](#), [Ebay](#), or [Aliexpress](#)
    - **Exercise caution:** Examine the listings' reviews and descriptions

# Picking Parts from DigiKey

I/A

- An advantage to buying from an electronics supplier is that they typically have **part search tools**
  - You can **define all the part's specifications to refine the search**
  - Ex) Looking for a resistor? Specify its resistance ( $\Omega$ ), tolerance, max power rating, and packaging
- Let's use DigiKey to demonstrate the power of a [parts search tool](#) by looking for the following resistor:
  - $130\Omega \pm 5\%$ , THT, Axial, 2W, Cut Tape
- Don't know what parts do, and how to connect them so that they could operate properly? Solution: **Read the datasheet**

The DigiKey logo is displayed in a bold, red, sans-serif font. The word "Digi" is in a standard weight, while "Key" is in a bolder weight, and the "i" in "Digi" has a dot.

# Datasheets

- A datasheet is a document that tells you how a part works and how to operate it.
- Can usually be found under parts description
- Reading datasheets is an essential skill of any engineer!

**DigiKey** Enter keyword or part # [Upload a List](#) Login or REGISTER 0 item(s)

[Products](#) [Manufacturers](#) [Resources](#) [Request a Quote](#)

[Product Index](#) > [Integrated Circuits \(ICs\)](#) > [Power Management \(PMIC\)](#) > [Motor Drivers, Controllers](#) > [STMicroelectronics L293D](#) [Dark Mode](#) [Share](#)

### L293D

**DigiKey Part Number** 497-2936-5-ND

**Manufacturer** [STMicroelectronics](#)

**Manufacturer Product Number** L293D

**Description** IC MTRDRV BIPLR 4.5-36V 16PWDIP

**Manufacturer Standard Lead Time** 20 Weeks

**Customer Reference**

**Detailed Description** Bipolar Motor Driver Parallel 16-PowerDIP

**Datasheet** [Datasheet](#)

**EDA/CAD Models** [L293D Models](#)

**In-Stock: 2,208**

Can ship immediately

**QUANTITY**

[Add to List](#) [Add to Cart](#)

All prices are in USD

**Tube**


QUANTITY	UNIT PRICE	EXT PRICE
1	\$7.85000	\$7.85
10	\$6.07300	\$60.73


# Reading Datasheets


- Use Ctrl + F to navigate and find specific information you need


## 1. Start with the Overview / General Description


- a. Typically the first page
- b. Key features
- c. Gives you the big picture


 **TEXAS  
INSTRUMENTS**

 Product Folder

 Sample & Buy

 Technical Documents

 Tools & Software

 Support & Community

**L293, L293D**

SURS008D – SEPTEMBER 1986 – REVISED JANUARY 2016

### L293x Quadruple Half-H Drivers

#### 1 Features

- Wide Supply-Voltage Range: 4.5 V to 36 V
- Separate Input-Logic Supply
- Internal ESD Protection
- High-Noise-Immunity Inputs
- Output Current 1 A Per Channel (600 mA for L293D)
- Peak Output Current 2 A Per Channel (1.2 A for L293D)
- Output Clamp Diodes for Inductive Transient Suppression (L293D)

#### 2 Applications

- Stepper Motor Drivers
- DC Motor Drivers
- Latching Relay Drivers

#### 3 Description

The L293 and L293D devices are quadruple half-current half-H drivers. The L293 is designed to provide bidirectional drive currents of up to 1 A at voltages from 4.5 V to 36 V. The L293D is designed to provide bidirectional drive currents of up to 600-mA at voltages from 4.5 V to 36 V. Both devices are designed to drive inductive loads such as relays, solenoids, DC and bipolar stepping motors, as well as other high-current/high-voltage loads in positive-supply applications.

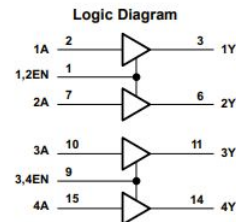
Each output is a complete totem-pole drive circuit, with a Darlington transistor sink and a pseudo-Darlington source. Drivers are enabled in pairs, with drivers 1 and 2 enabled by 1,2EN and drivers 3 and 4 enabled by 3,4EN.

The L293 and L293D are characterized for operation from 0°C to 70°C.

#### Device Information<sup>(1)</sup>

PART NUMBER	PACKAGE	BODY SIZE (NOM)
L293NE	PDIP (16)	19.80 mm × 6.35 mm
L293DNE	PDIP (16)	19.80 mm × 6.35 mm

(1) For all available packages, see the orderable addendum at the end of the data sheet.



# Reading Datasheets (Cont.)

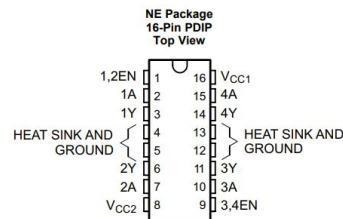
## 2. Look at the Pinout Diagram

- Tells you what pins do what
  - Power and ground pins
  - En pins (active low or active high)
  - Input/output pins
  - Special function pins

## 3. Make sure to respect the Absolute Maximum Ratings!

- You won't have to worry too much about this in OPS... (Highest Supply Voltage we use is 9V)

### 5 Pin Configuration and Functions





PIN		TYPE	DESCRIPTION
NAME	NO.		
1,2EN	1	I	Enable driver channels 1 and 2 (active high input)
<1,4>A	2, 7, 10, 15	I	Driver inputs, noninverting
<1,4>Y	3, 6, 11, 14	O	Driver outputs
3,4EN	9	I	Enable driver channels 3 and 4 (active high input)
GROUND	4, 5, 12, 13	—	Device ground and heat sink pin. Connect to printed-circuit-board ground plane with multiple solid vias
V <sub>CC1</sub>	16	—	5-V supply for internal logic translation
V <sub>CC2</sub>	8	—	Power VCC for drivers 4.5 V to 36 V

### 6.1 Absolute Maximum Ratings

over operating free-air temperature range (unless otherwise noted)<sup>(1)</sup>

	MIN	MAX	UNIT
Supply voltage, V <sub>CC1</sub> <sup>(2)</sup>		36	V
Output supply voltage, V <sub>CC2</sub>		36	V
Input voltage, V <sub>I</sub>		7	V
Output voltage, V <sub>O</sub>	−3	V <sub>CC2</sub> + 3	V
Peak output current, I <sub>O</sub> (nonrepetitive, t ≤ 5 ms): L293	−2	2	A
Peak output current, I <sub>O</sub> (nonrepetitive, t ≤ 100 μs): L293D	−1.2	1.2	A
Continuous output current, I <sub>O</sub> : L293	−1	1	A
Continuous output current, I <sub>O</sub> : L293D	−600	600	mA
Maximum junction temperature, T <sub>J</sub>		150	°C
Storage temperature, T <sub>stg</sub>	−65	150	°C

# Drawing the Schematic

- **While you pick the parts, you should also draw the first draft schematic**
  - The advantage of performing these tasks simultaneously is that **you research the datasheets/pinouts before committing to the parts**
- Use a schematic capture tool:
  - [Fritzing](#) (Small one-time license fee) 
    - Fritzing is beginner-friendly and offers a “breadboard”-level visual representation of parts and connections
  - [KiCAD EDA](#) (Free) 
    - If your design is more sophisticated, KiCAD is the better option

## SECTION V

# Prototyping



# Implementing Solutions *Safely*

- Always consider safety requirements when working with **high voltage and current**:
  - Make sure designs are properly grounded
  - Watch where power is dissipated... Heat can build up *fast*
  - Exercise caution when testing live AC circuits so you don't electrocute yourself
  - Always check that power sources are unplugged before manipulating circuits



# Analog Joystick



- You will be using the Analog Joystick to control the rover
- The GND and **+5V** pins power the Joystick
- **VX** and **VY** carry analog signals for the horizontal and vertical position of the joystick, respectively. These pins must be connected to **analog pins** on the ESP32
- When you use a button or, in our case, the SW pin of the joystick, you should use a pull-up resistor.
  - Instead of building an external circuit, you can use an internal pull-up resistor in the ESP32. You may do so by setting the pin mode as follows:

- `pinMode(pin, INPUT_PULLUP);`

# Sending Joystick Data

- Use the RemoteData class to send data
- Ex. RemoteData data;
  - data.vx = 34;
  - data.vy = 70;
  - data.sw = 0;
  - send\_data(receiverAddress, data);

```
#include <WifiConfig.h>
//Find the mac address of your receiver ESP32 first, then enter it in here:
uint8_t receiverAddress[] = {0x34, 0xB7, 0xDA, 0xF6, 0x3E, 0x78};

RemoteData data;    // global initialization of RemoteData

void setup()
{
  Serial.begin(115200);           // Serial setup
  wifi_setup();                  // start wifi mode and ESP-NOW
  peer_setup(receiverAddress);    // configure receiving address
  set_data_receiver(&data);       // configure the receiver ESP32 to update data's values upon reception
}

void loop()
{
  data.vx = 34;
  data.vy = 70;
  data.sw = 0;

  send_data(receiverAddress, data); // send the data
  Serial.print("VX: ");           // Print VX
  Serial.println(data.vx);

  delay(1000);
}
```

# Arduino Functions

- Understand the purpose of each function in a code (Don't just blindly copy and paste code!)
- Visit the [Arduino Language Reference](#) for an explanation of the most common Arduino functions

## Language Reference

Arduino programming language can be divided in three main parts: functions, values (variables and constants), and structure.

**Functions**   Variables   Structure

For controlling the Arduino board and performing computations.

### Digital I/O

`digitalRead()`  
`digitalWrite()`  
`pinMode()`

### Math

`abs()`  
`constrain()`  
`map()`  
`max()`  
`min()`  
`pow()`  
`sq()`  
`sqrt()`

### Bits and Bytes

`bit()`  
`bitClear()`  
`bitRead()`  
`bitSet()`  
`bitWrite()`  
`highByte()`  
`lowByte()`

### Analog I/O

`analogRead()`  
`analogReadResolution()`  
`analogReference()`  
`analogWrite()`  
`analogWriteResolution()`

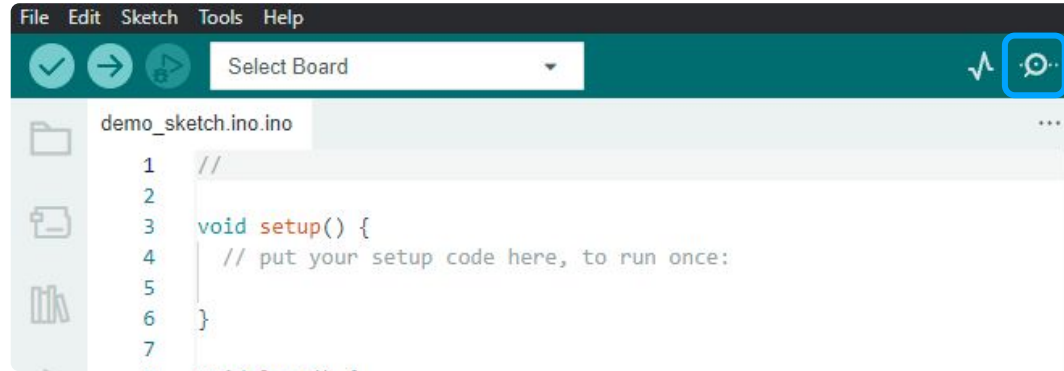
### Trigonometry

`cos()`  
`sin()`  
`tan()`

### External Interrupts

`attachInterrupt()`  
`detachInterrupt()`  
`digitalPinToInterrupt()`

# Using the Serial Monitor

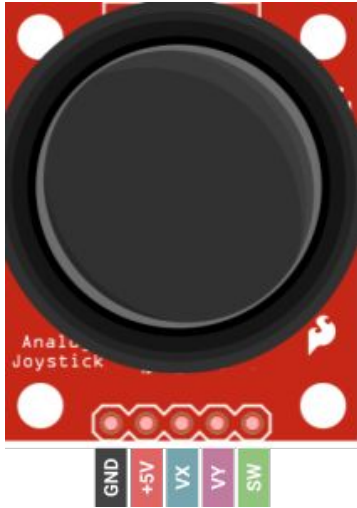


- **Serial.print** is an excellent tool to **help debug programs** and **tune sensors**
  - Print values to track the photoresistor's value in the resistor divider
    - Find the photoresistor's value when the room is **bright**, and when the room is **dark** to determine the range of the photoresistor between **0-4095**

## **SECTION VI**

# **Analog Joystick Exercise**

# Analog Joystick



- Take out your parts kits! We will practice the fundamentals once again
- Goal: Get data from Joystick and use it to do something
- Step 1: Connect the Joystick to the ESP32
- Step 2: Use Arduino Functions to read data from the Joystick

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