

# Physical Computing Inputs and Outputs

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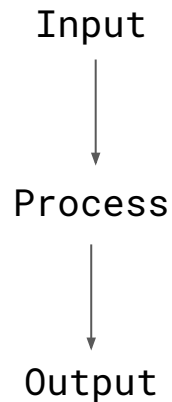
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# What is Physical Computing?

In physical computing we build interactive systems that can sense the world and respond with actuators.

An intersection of electrical engineering, mechatronics, robotics and computer science.



# Types of input

Buttons

Environmental sensors

Cameras

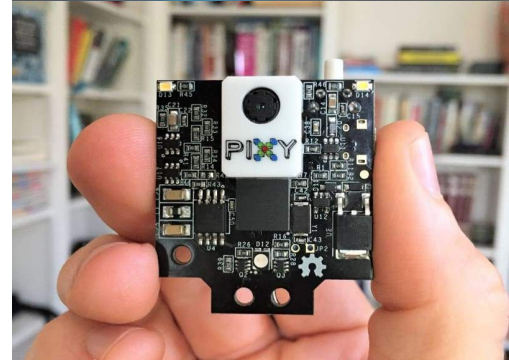
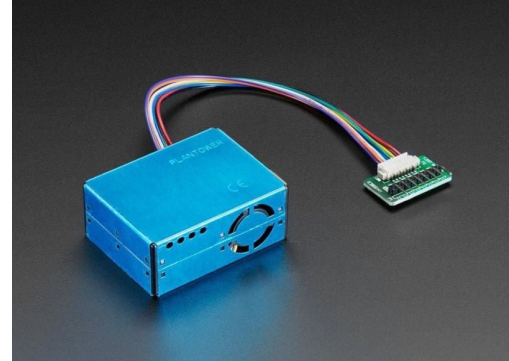
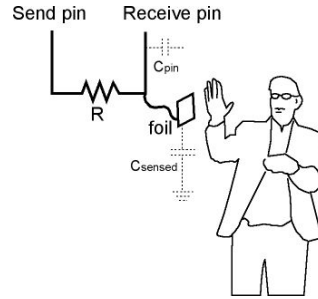
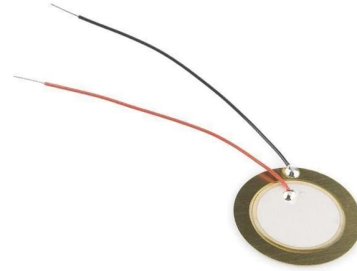
Distance sensors

Resistive sensors

Capacitive sensors

Motion sensors

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# Types of output

LEDs

Motors

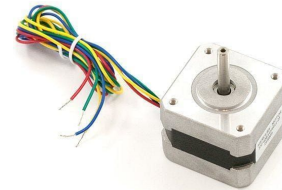
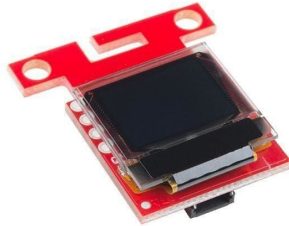
Displays

Actuators

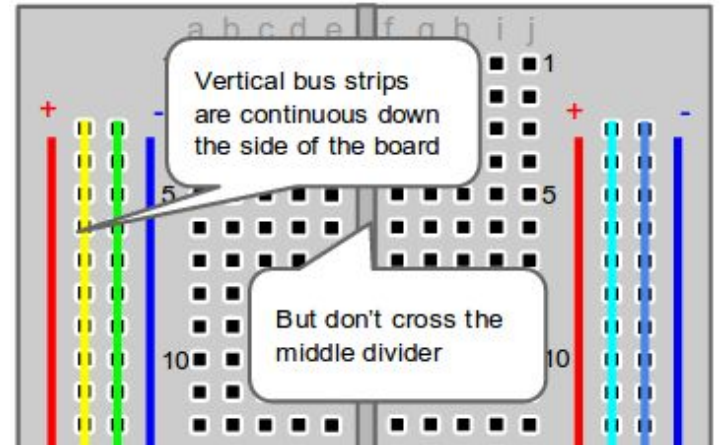
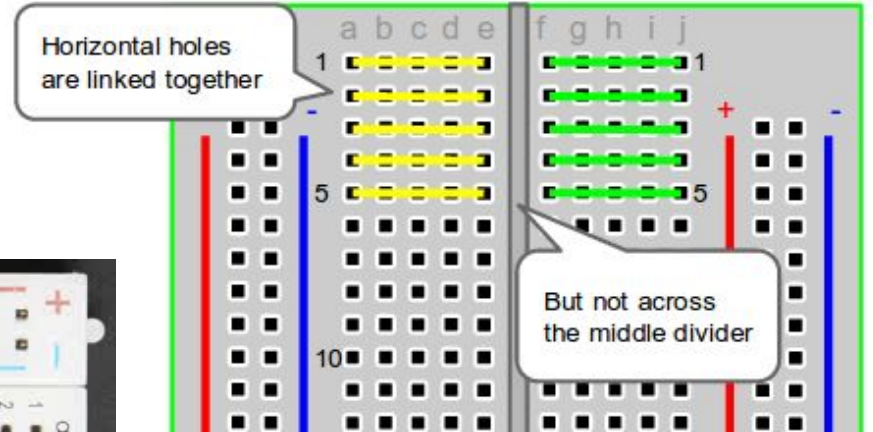
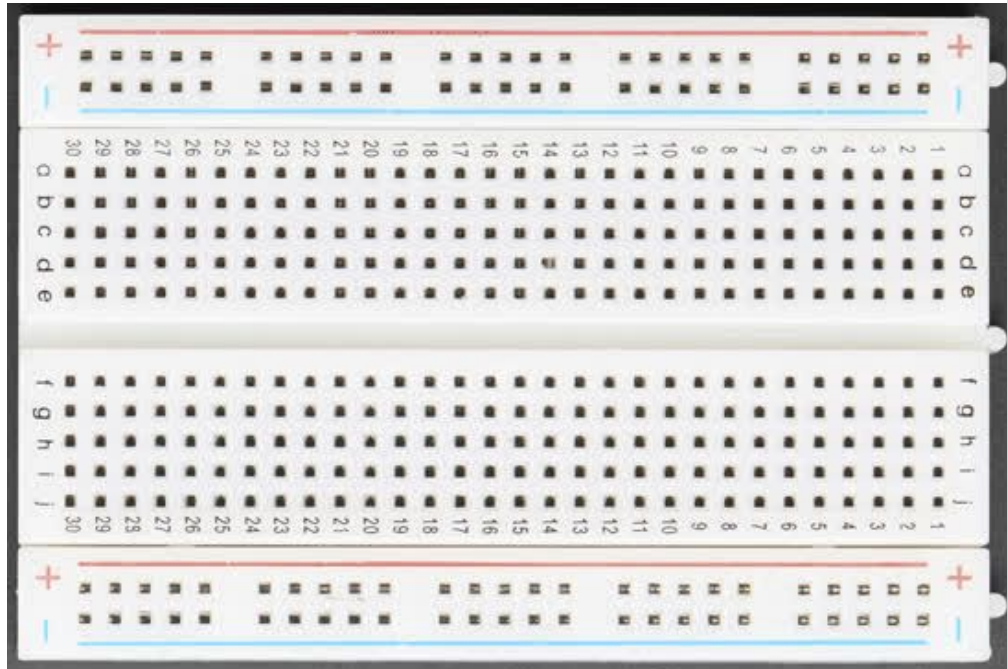
Electromagnets

Speakers

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# Breadboard

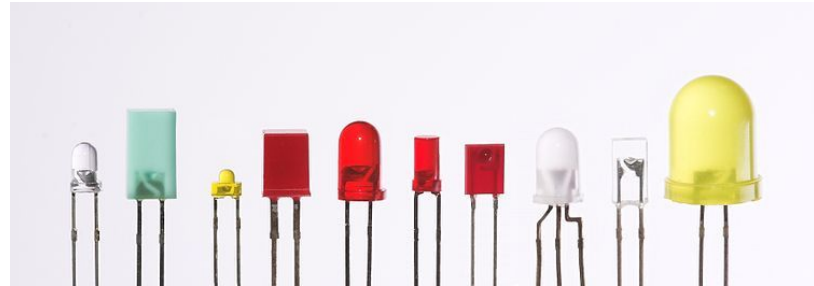
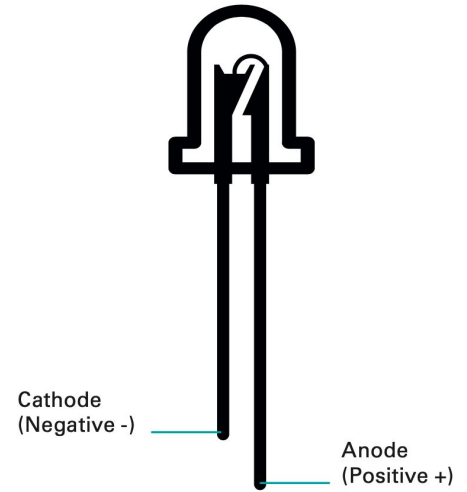


# LED

A Light Emitting Diode (LED) is a light that only lets electricity through it one way. If you look at the LED, you will notice that there is a difference in length of the legs. This is how we know which way to use the LED in the circuit.

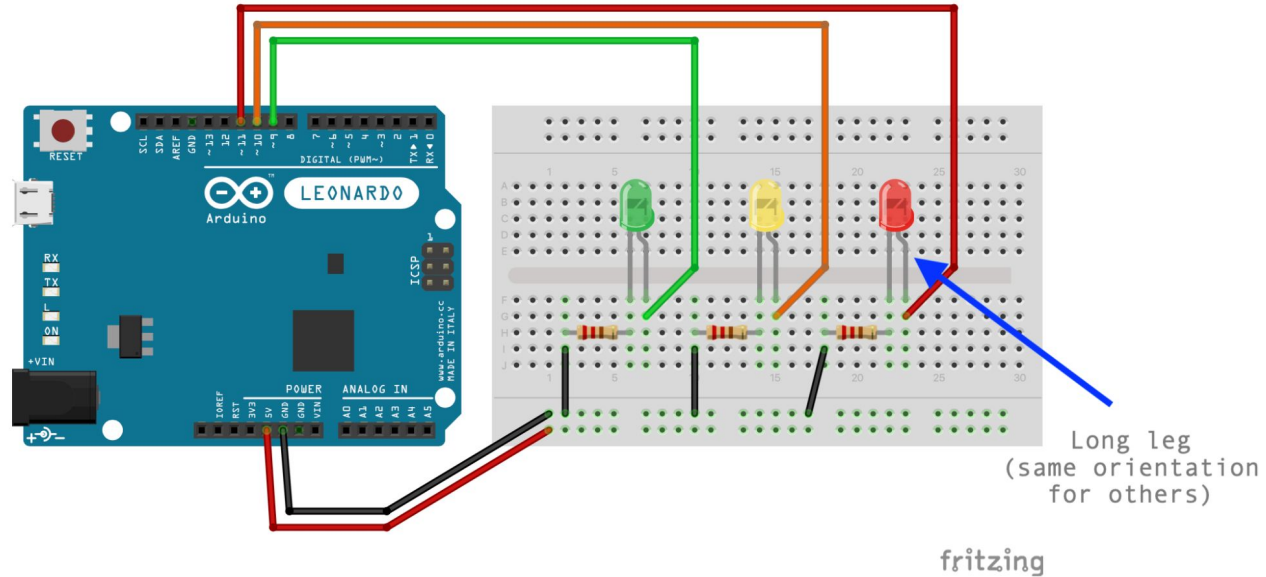
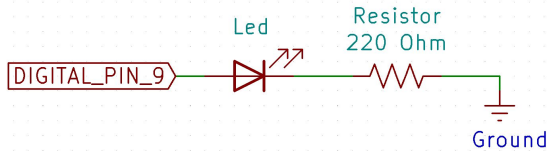
The longer leg is to signify the anode. This is the side we connect to the positive of a power source. The shorter leg is the cathode. This side needs to be connected to the negative of a power source.

Once in a circuit, you can also easily identify the cathode side by the flat edge on the side of the case.



# Traffic Light

3x LED (Red Green Yellow)  
3x 220 Ohm Resistors  
(Red Red Brown Gold)  
8x Jumper Wires



## TrafficLight

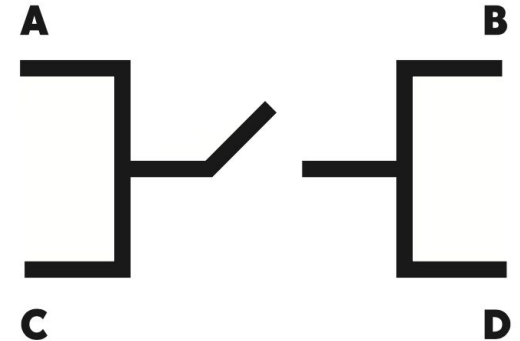
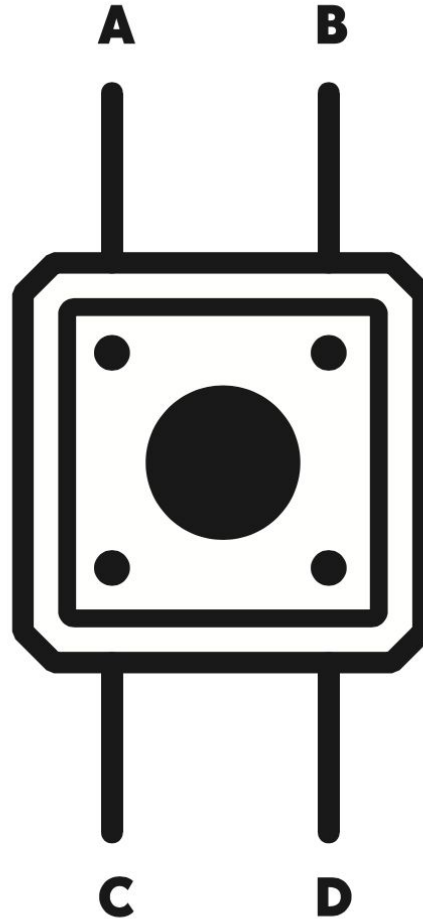
```
1 // these are the pin numbers for the leds
2 int redLed = 11;
3 int yellowLed = 10;
4 int greenLed = 9;
5
6 // a variable to store the length of time the leds will be on and off (in milliseconds)
7 int ledOnTime = 1000;
8 int ledOffTime = 500;
9
10
11 void setup() {
12   // put your setup code here, to run once:
13   // sets the led pins to be an Outputs
14   pinMode(redLed, OUTPUT);
15   pinMode(yellowLed, OUTPUT);
16   pinMode(greenLed, OUTPUT);
17 }
18
19 void loop() {
20   // put your main code here, to run repeatedly:
21   // a continuous loop cycling through the leds
22
23   // turns the red led on for 1000 milliseconds, then turns it off
24   digitalWrite(redLed, HIGH);
25   delay(ledOnTime);
26   digitalWrite(redLed, LOW);
27
28   // waits for 500 milliseconds
29   delay(ledOffTime);
30
31   // the same as above, but for the yellow and green led
32   digitalWrite(yellowLed, HIGH);
33   delay(ledOnTime);
34   digitalWrite(yellowLed, LOW);
35
36   delay(ledOffTime);
37
38   digitalWrite(greenLed, HIGH);
39   delay(ledOnTime);
40   digitalWrite(greenLed, LOW);
41
42   delay(ledOffTime);
43
44 }
45
```

Done Saving.



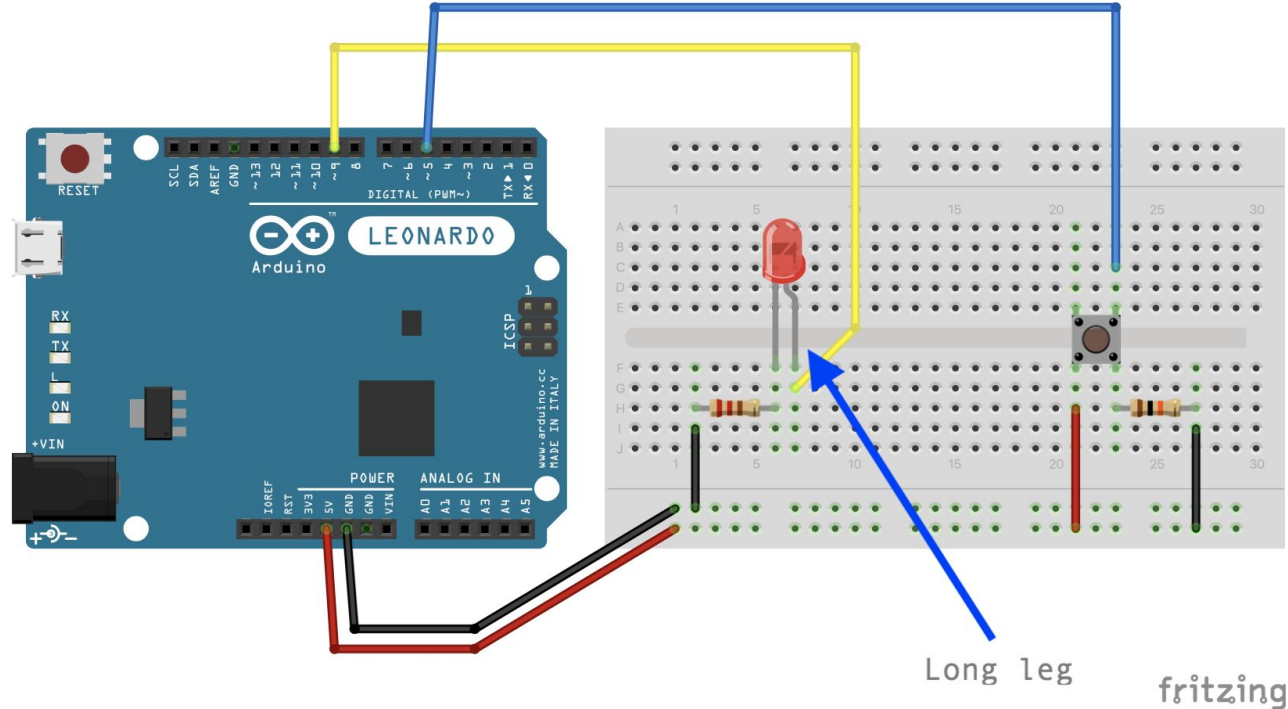
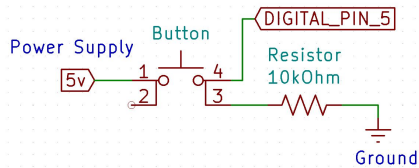
# Push Button

Pushbuttons (also known as tactile switches), are what we use to open and close circuits. Buttons and switches are used in electronics to allow us to interact with our circuits.



# Button

- 1x LED
- 1x Push Button
- 1x 220 Ohm Resistor (Red Red Brown)
- 1x 10k Ohm Resistor (Brown Black Orange)
- 8x Jumper Wires



button | Arduino 1.8.13

button

```
1 // these are the pin numbers for the led and button
2 int buttonPin = 5;
3 int ledPin = 9;
4
5 // a variable we can store the button value in
6 int buttonValue;
7
8 void setup() {
9     // put your setup code here, to run once:
10    // sets the led pin to be an Output
11    pinMode(ledPin, OUTPUT);
12    // set the button pin to be an Input
13    pinMode(buttonPin, INPUT);
14 }
15
16 void loop() {
17     // put your main code here, to run repeatedly:
18     // reads the button input (HIGH or LOW) and stores this in our button variable
19     buttonValue = digitalRead(buttonPin);
20
21     // an if statement that sets the led pin to HIGH if the button variable is high
22     if (buttonValue == HIGH) {
23         digitalWrite(ledPin, HIGH);
24     } else if (buttonValue == LOW) {
25         digitalWrite(ledPin, LOW);
26     }
27
28 }
```

23

Arduino Leonardo on /dev/cu.SLAB\_USBtoUART

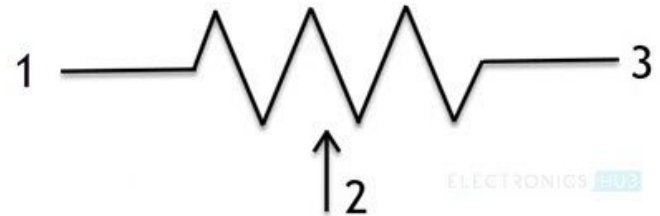
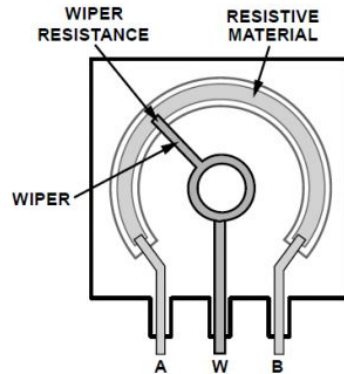
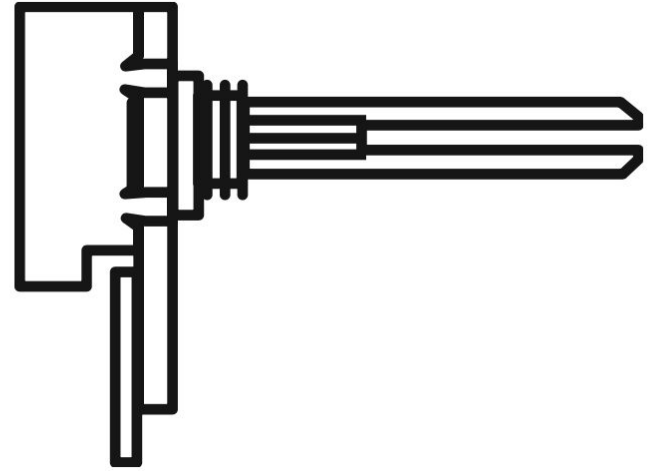
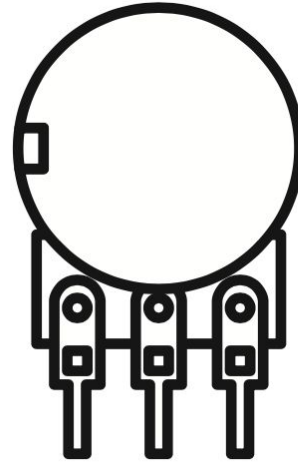
# Circuits and Sketches

[bit.ly/3uKyI](https://bit.ly/3uKyI)

# Potentiometer

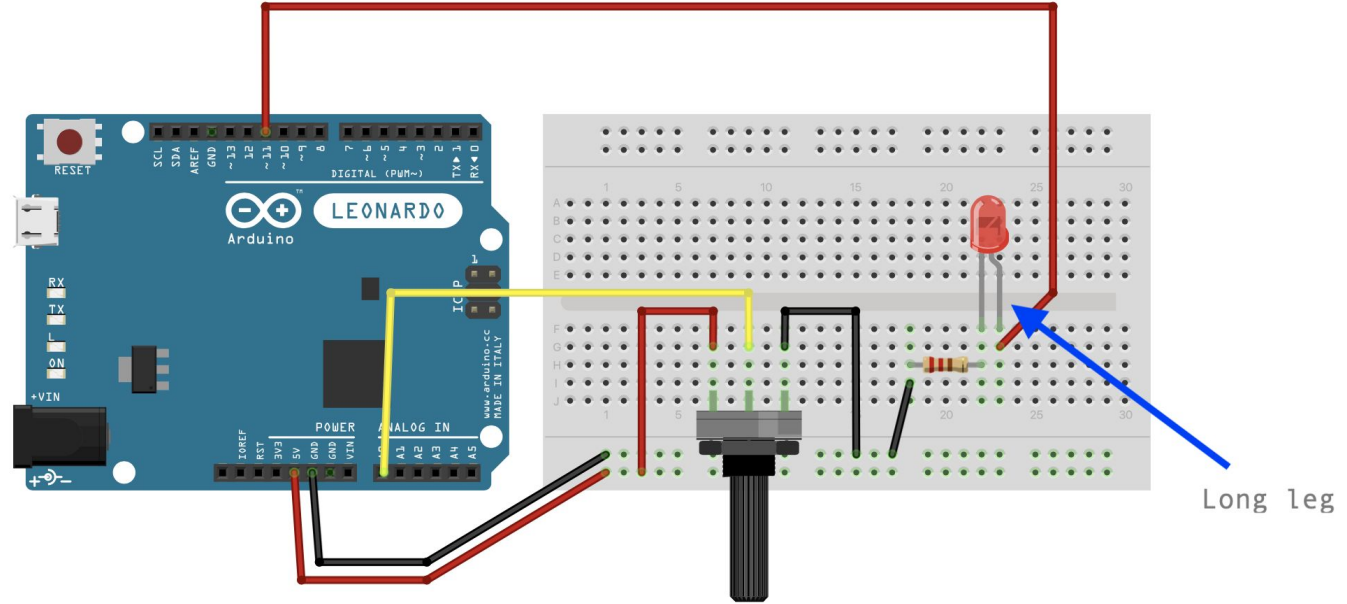
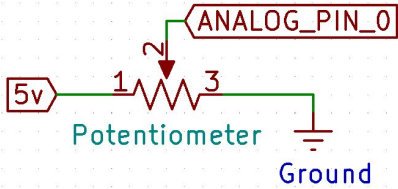
A potentiometer is a resistor that allows the user to change the potential of the resistance by turning the knob. Potentiometers have three legs, the three legs are: input, output and ground. In this circuit, we are using the output of the potentiometer as a sensor value to be sampled by the analog input.

To make sure the output value is in range of the analog input, we will supply the potentiometer with 5v. This is the maximum value the analog inputs can sample.



# Fading

1x LED  
1x 220 Ohm Resistor  
(Red Red Brown)  
1x 10k Potentiometer  
7x Jumper Wires

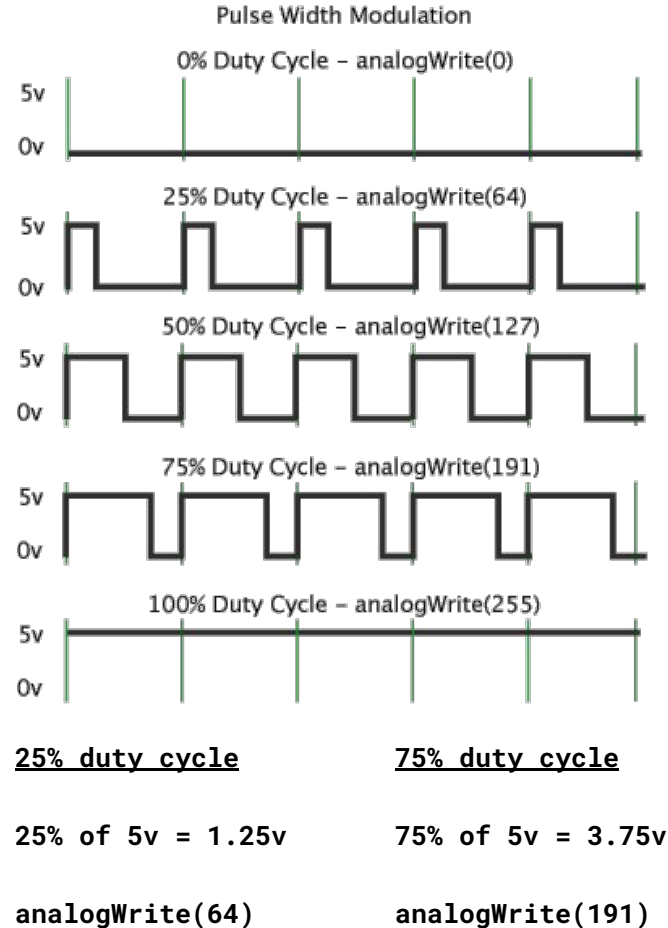
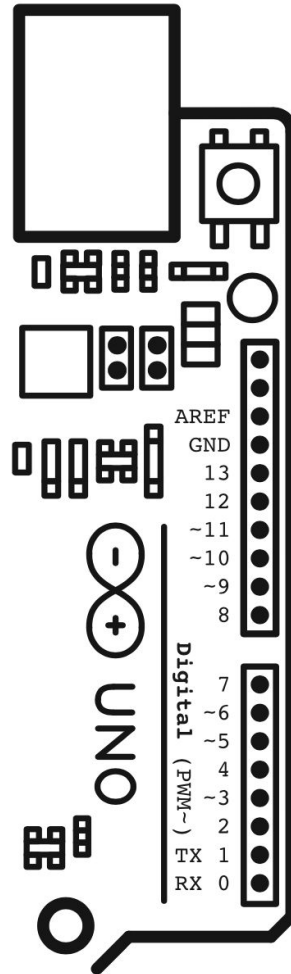


# PWM

## (Pulse Width Modulation)

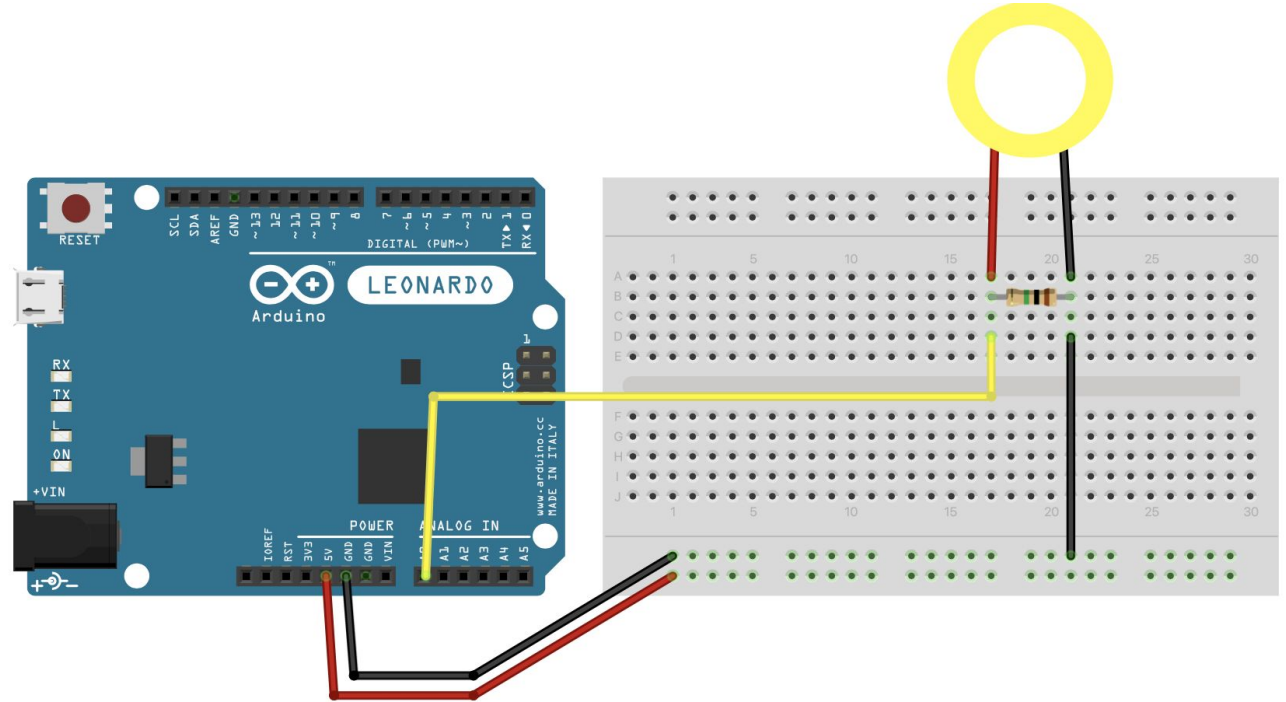
Look at the Arduino Digital pins closely, you will notice that 6 of the pins have tilde signs (~) next to the pin number.

These are to tell us that this pin can perform Pulse Width Modulation (PWM), a technique in digital computing used to create the perception of changeable voltage. Digital pins can only output 0v or 5v (On or Off). With PWM it creates the illusion that we are outputting different voltages to this. we can do this is to use the Arduino's **analogWrite()** function.



# Knock Sensor

1x Piezo Sensor  
1x 1 MegaOhm Resistor  
(Brown Black Green)  
4x Jumper Wires





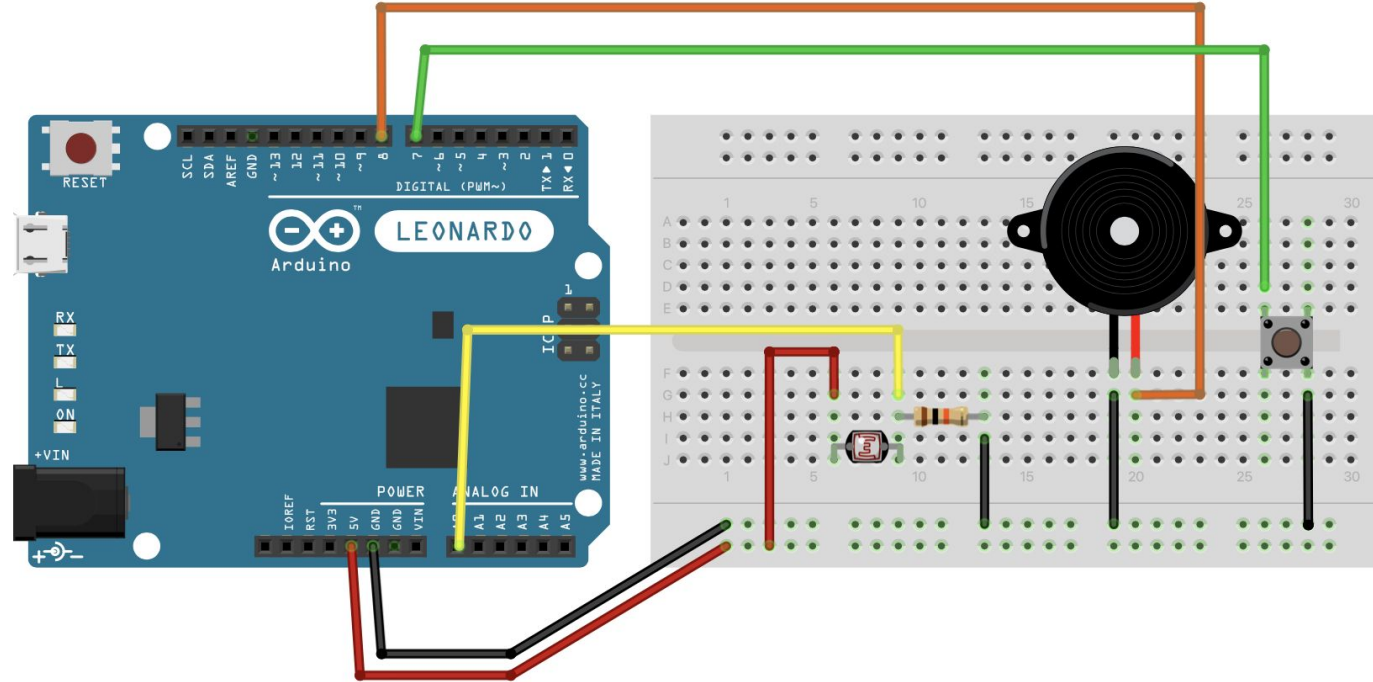
knockSensor \$

```
1 int piezoPin = A0;
2 int piezoValue;
3
4 int piezoThreshold;
5
6 void setup() {
7   // put your setup code here, to run once:
8   //Set up Serial communication to communicate with the Serial Monitor at 9600 Baud rate
9   Serial.begin(9600);
10 }
11
12 void loop() {
13   // put your main code here, to run repeatedly:
14   // Sample the analog input the piezo is connected to
15   piezoValue = analogRead(A0);
16
17   // Send this sampled value to the Serial monitor
18   Serial.println(piezoValue);
19
20   // delay so the Serial monitor isn't flooded by incoming values
21   delay(20);
22
23 }
24 //Look at the incoming data on your serial monitor.
25 //Add an Led to your circuit and create blinking knock sensor using piezoThreshold
26 //and an if statement (see Button example)
27
28
```

Done Saving.

# Theremin

1x Light Dependent Resistor  
1x Piezo Buzzer  
1x Push Button  
1x 10k Resistor (Brown Black Orange)  
9x Jumper Wires



theremin

```

10 //program variables
11 int ldrMin = 0;
12 int ldrMax = 1023;
13 int freqMin = 200;
14 int freqMax = 1200;
15 int freqOutput;
16
17
18 void setup() {
19   // set up inputs and outputs
20   pinMode(piezoPin, OUTPUT);
21   pinMode(buttonPin, INPUT_PULLUP); //no need for resistor!
22
23 }
24
25 void loop() {
26
27   //sample the light dependent resistor
28   ldrValue = analogRead(ldrPin);
29
30   //map the ldr input value (0-1023) to frequency value
31   //using map() function. map(input,input_minimum,input_maximum,output_minimum,output_maximum)
32   freqOutput = map(ldrValue, ldrMin, ldrMax, freqMin, freqMax);
33
34   //check if button is pressed to make the sound. logic is inverted because we're using the
35   //internal pullup.
36   if (digitalRead(buttonPin) == LOW) {
37     tone(piezoPin, freqOutput);
38   } else {
39     noTone(piezoPin);
40   }
41
42   delay(5);
43 }

```

Done Saving.

Sketch uses 5662 bytes (19%) of program storage space. Maximum is 28672 bytes.  
 Global variables use 178 bytes (6%) of dynamic memory, leaving 2382 bytes for local variables. Maximum

# Tilt Sensor

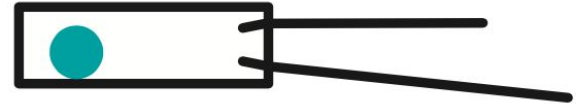
The tilt switch works by using a metal ball-bearing inside the switch (shake it and you'll hear it rattle!). This means that the ball-bearing is conductive, allowing electricity to flow through and close the circuit if it is touching the legs of the switch.

As this is a physical open and close of the switch we can sense a digital On or Off (0 or 1).

We can wire a tilt switch up the same as push button.



Switch Closed



Switch Open