

Project: SMS Machine

Gioia Almer, Mike Müller, Max Reinert and Yanick Spichty

1. Original Project Goal

Build a functional SMS sender that allows a user to input a message and a phone number, then send the SMS.



Sources:

<https://www.digitec.ch/de/s1/product/arduino-uno-rev3-entwicklungsboard-kit-5764177>

<https://www.elecbee.com/de-17647-SIM800L-GSM-GPRS-Module-Board-MicroSIM-Transfer-Card-Core-Board-Quad-band>

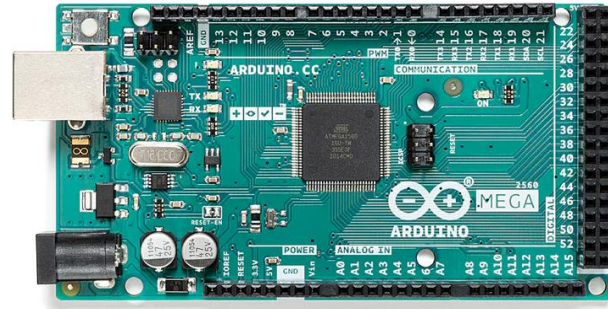
2. Achieved Project

- Created a functional SMS sender and expanded its capabilities to include receiving messages in real-time
- Messages are displayed on a touchscreen for easy reading
- Integrated a keyboard to enable efficient typing for sending messages

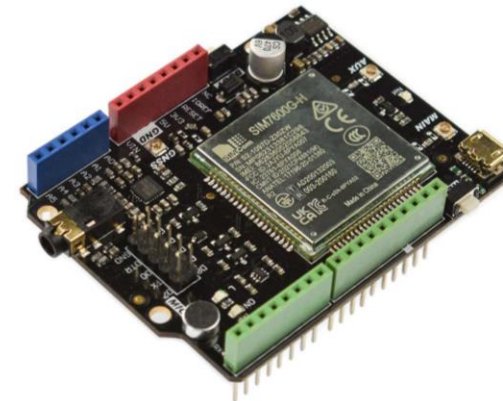


3.1 Requirements Hardware

- Arduino Mega 2560 Rev3



- SIM7600G-H CAT4 4G (LTE) Shield



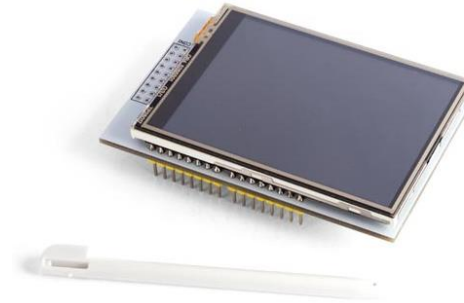
Sources:

<https://store.arduino.cc/products/arduino-mega-2560-rev3?srltid=AfmBOorwEeYy7s2qcTzN5GOUxc-M-CN5Xt0ytwaoTFtpRNmSHgr4L-g>

https://www.dfrobot.com/product-1834.html?srltid=AfmBOoqXN7ZD3WUtkvBUQ24M8wrbbQ90RmFUz0Me_Q6Ze3wHn84OU3M8

3.2 Requirements Hardware

- Touchscreen Display: Whadda WPSH412
- Speaker: Piezo Buzzer
- PS/2 Keyboard



Sources:

<https://whadda.com/product/2-8-inch-touch-screen-for-uno-mega-development-board-wpsh412/>

<https://www.digitec.ch/de/s1/product/rnd-piezo-sommer-durchgehend-75db-29khz-18v-20-70c-elektronikmodul-52637838>

<https://www.digitec.ch/de/s1/product/logilink-id0019a-de-kabelgebunden-tastatur-12343508>

4. Requirements Software

Standard Arduino and C-Libraries:

- `Arduino.h`
- `stdio.h`
- `stdlib.h`
- `string.h`

Libraries used for the touchscreen and SD-card:

- `MCUFRIEND_kbv.h`
- `Adafruit_GFX.h`
- `TouchScreen.h`
- `SPI.h`
- `SdFat.h`

5. DEMO

6. Challenges and Learnings

- Hardware Conflicts with Wiring and Connections
- SIM Card Issues and Integration
- Sim Module Connection Problems
- Short Circuit in MP3 Player
- Component Testing and Integrations
- External Factors

Thanks for your Attention!

Questions?