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Freenove is an open-source electronics platform.  
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Freenove is an open-source electronics platform. Freenove is committed to helping customer quickly realize the creative idea and product prototypes, making it easy to get started for enthusiasts of programing and electronics and launching innovative open source products. Our services include:

- Electronic components and modules
- Learning kits for Arduino
- Learning kits for Raspberry Pi
- Learning kits for Technology
- Robot kits
- Auxiliary tools for creations

Our code and circuit are open source. You can obtain the details and the latest information through visiting the following web sites:

<http://www.freenove.com>

<https://github.com/freenove>

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- Quality problems of products
- Problems in using products
- Questions for learning and technology
- Opinions and suggestions
- Ideas and thoughts

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On working day, we usually reply to you within 24 hours.

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# Preface

Processing software is used to write programs that can run on computers. Processing software is free and open source, and runs on the Mac, Windows, and GNU/Linux platforms, which is the same with Arduino software. In fact, the development of Arduino software is based on Processing software, and they still have similar interface.

Programs written using Processing are also called sketches, and Java is the default language. Java language and C++ language has many similarities, so the readers who have learned our basic tutorial are able to understand and write simple Processing sketches quickly.

Processing continues to be an alternative to proprietary software tools with restrictive and expensive licenses, making it accessible to schools and individual students. Its open source status encourages the community participation and collaboration that is vital to Processing's growth. Contributors share programs, contribute code, and build libraries, tools, and modes to extend the possibilities of the software. The Processing community has written more than a hundred libraries to facilitate computer vision, data visualization, music composition, networking, 3D file exporting, and programming electronics.

This tutorial is applicable for Freenove Ultimate Starter Kit for Raspberry Pi. If you have learned our C and python tutorials, or you have learned basic electronic circuits and programming, you can start learning this tutorial. Otherwise, we recommend that you had better learn our C and Python tutorials first. Sketchs of this tutorial is written by java language in processing software. This tutorial has similar projects to C and python tutorials. And graphical man-machine interface is added to achieve perfect integration of electronic circuits, computer software, images and so on, which will let the readers fully experience the fun of programming and DIY.

This tutorial will introduce how to install and use processing software on Raspberry Pi through some electronic circuit projects. Chapters and sequence is similar to C and python tutorial. Equally, detailed description and explanation is arranged for the skect in each project. Our elaborate electronic circuits and interactive project with Processing are attached in the end, including virtual instruments, games (2D and 3D versions), etc.

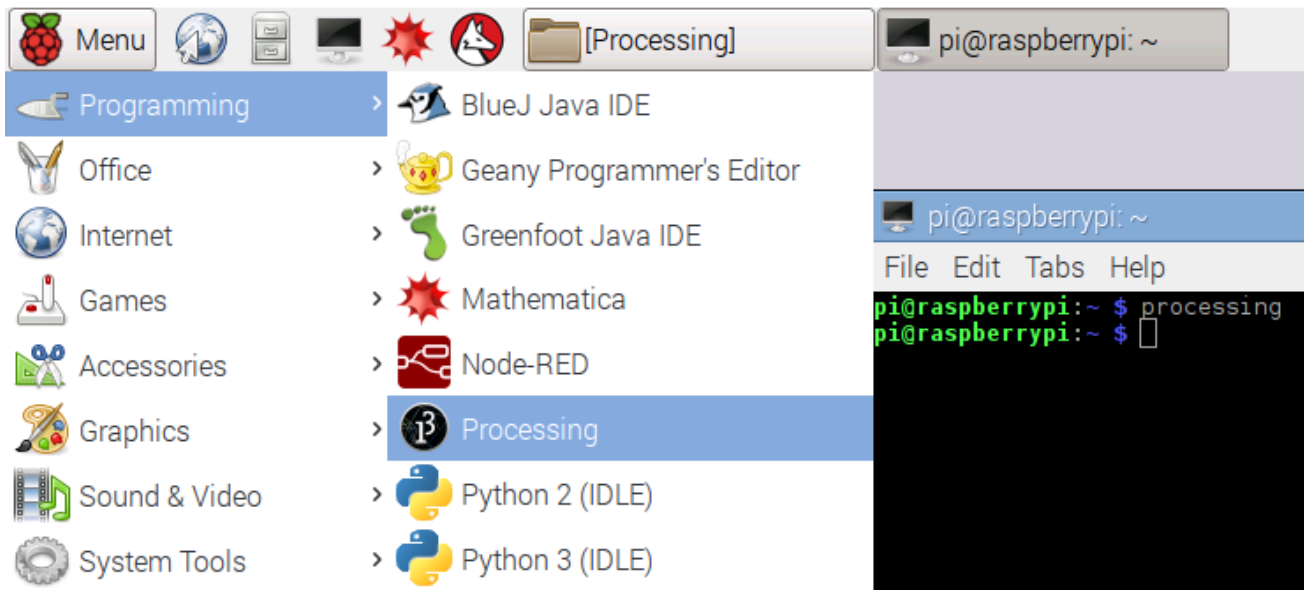
## Install Processing Software

Processing software / Processing Development Environment (PDE) makes it easy to write Processing programs. First install Processing software: type following command in the terminal to start installation:

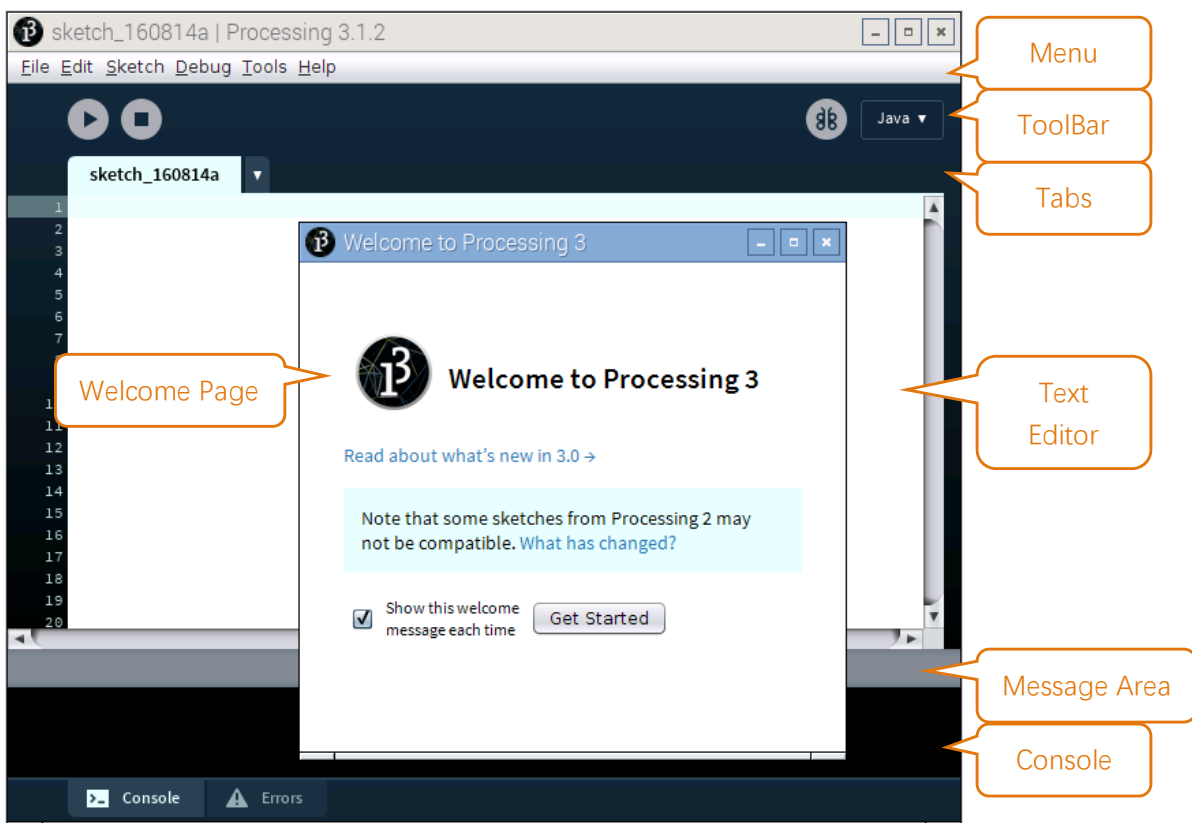
```
curl https://processing.org/download/install-arm.sh | sudo sh
```

Ensures that your RPi always has the Internet to access in the installation process.

You can also download and install the software by visiting the official website <https://processing.org/>. After the installation is completed, you can enter the "processing" to open processing software in any directory of the terminal, or open the software processing in the start menu of the system, as shown below:



Interface of processing software is shown below:



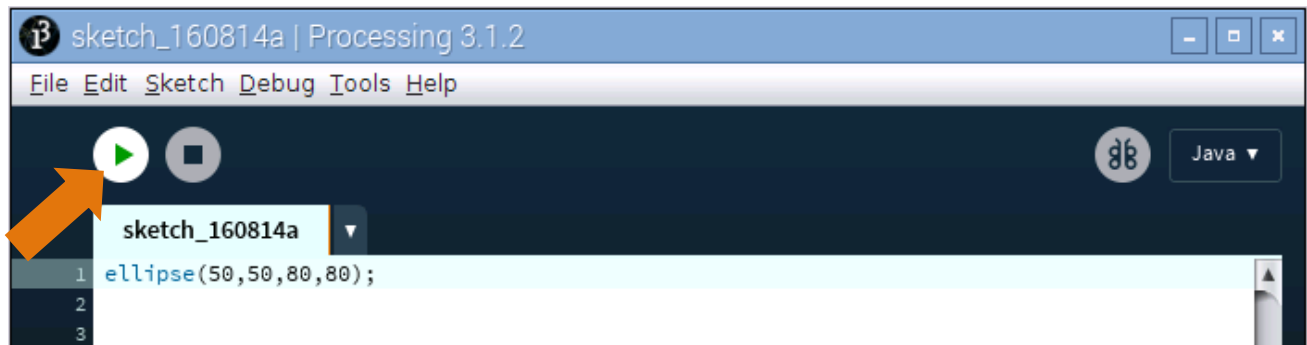
You're now running the Processing Development Environment (or PDE). There's not much to it; the large area is the Text Editor, and there's a row of buttons across the top; this is the toolbar. Below the editor is the Message Area, and below that is the Console. The Message Area is used for one line messages, and the Console is used for more technical details.

## First Use

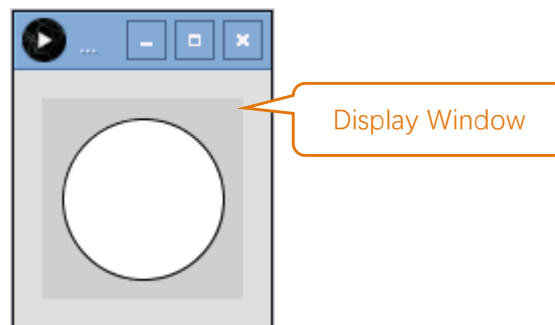
In the editor, type the following:

```
1 ellipse(50, 50, 80, 80);
```

This line of code means "draw an ellipse, with the center 50 pixels over from the left and 50 pixels down from the top, with a width and height of 80 pixels." Click the Run button (the triangle button in the Toolbar).



If you've typed everything correctly, you'll see a circle on your screen.

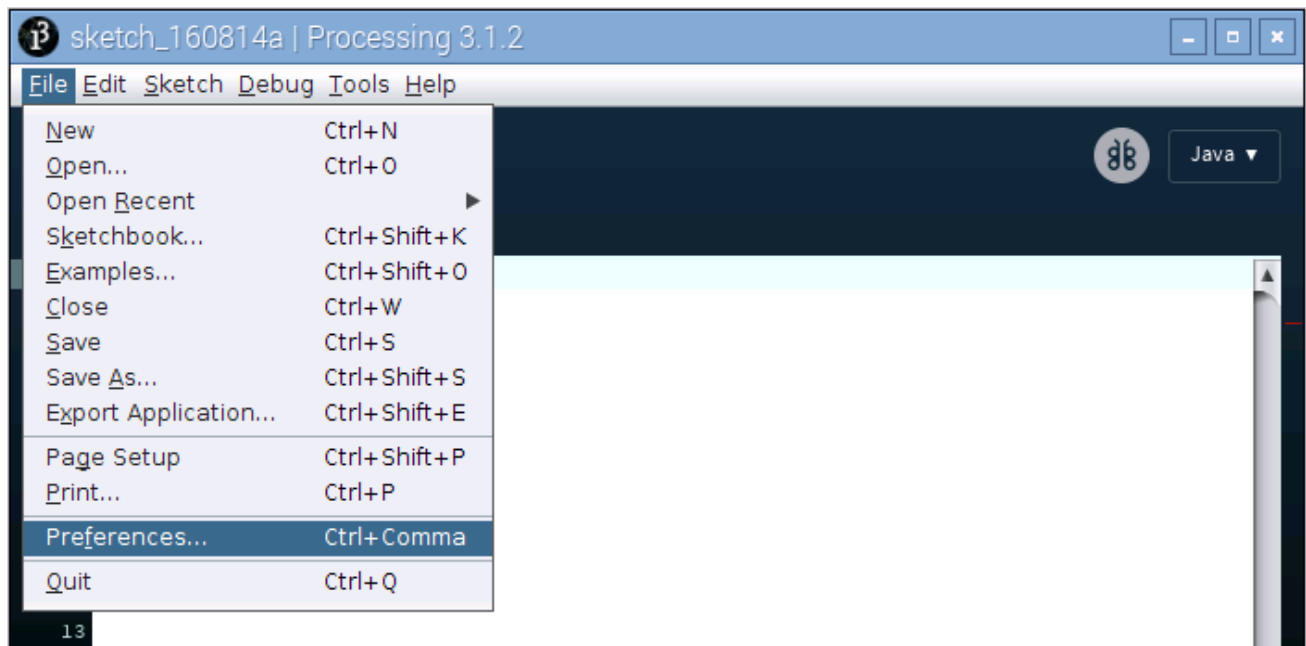


Click on "Stop" (the rectangle button in the Toolbar) or "Close" on Display Window to stop running the program.

If you didn't type it correctly, the Message Area will turn red and complain about an error. If this happens, make sure that you've copied the example code exactly: the numbers should be contained within parentheses and have commas between each of them, and the line should end with a semicolon.



You can export this sketch to an application to run it directly without opening the Processing. To export the sketch to the application, you must first save it.



So far, we have completed the first use. I believe you have felt the joy of it.

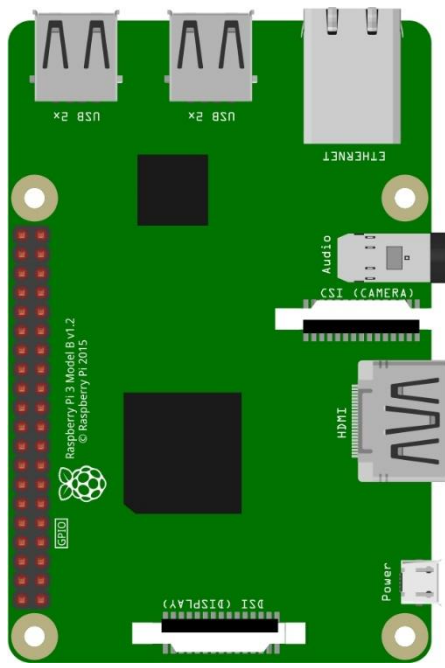
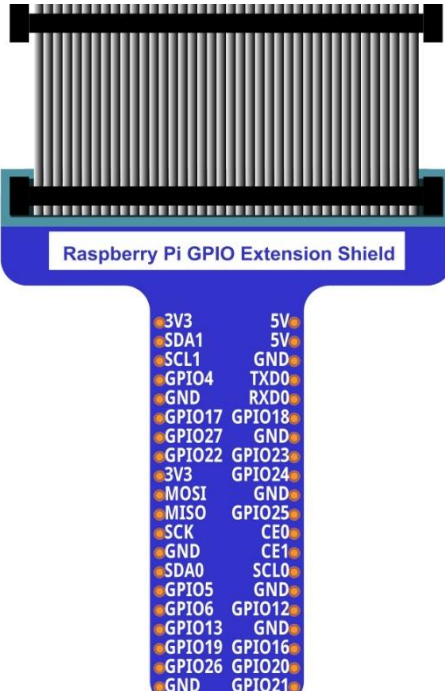
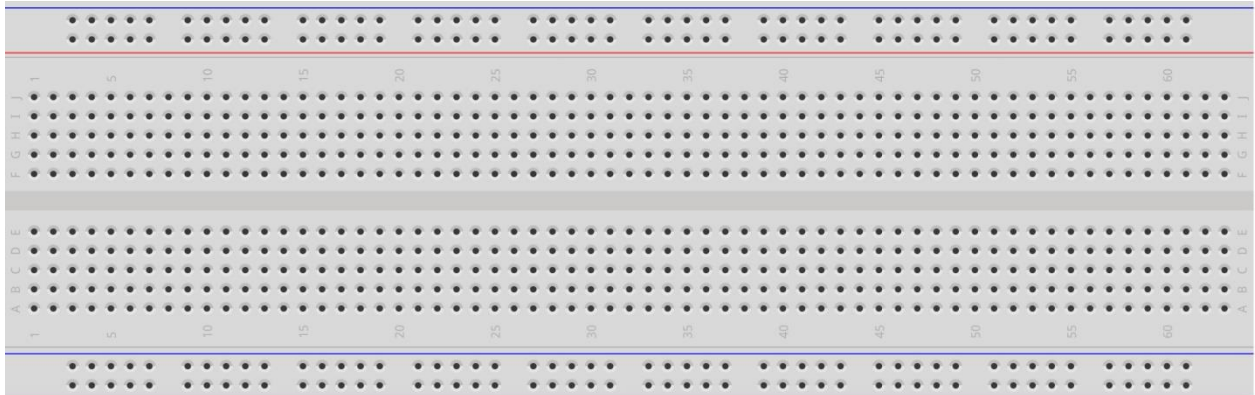
# Chapter 1 LED

We will still start from Blink LED in this chapter, and also learn the usage of some commonly used functions of Processing Software.

## Project 1.1 Blink

In this project, we will make a Blink LED and let Display window of Processing Blink at the same time.

## Component List

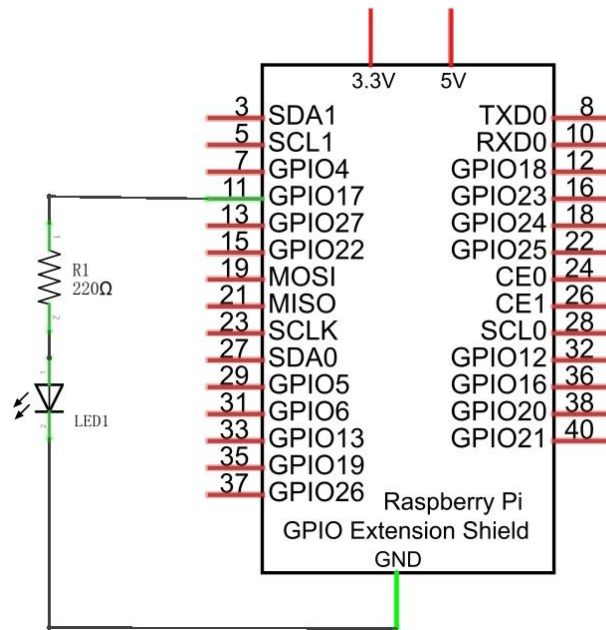
|                                                                                                                             |                                                                                                                                              |                                                                                                                               |
|-----------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------|
| <div>Raspberry Pi 3B x1</div> <div></div> | <div>GPIO Extension Board &amp; Wire x1</div> <div></div> |                                                                                                                               |
| <div>BreadBoard x1</div> <div></div>    |                                                                                                                                              |                                                                                                                               |
| <div>LED x1</div> <div></div>            | <div>Resistor 220Ω x1</div> <div></div>                   | <div>Jumper Wire M/M x2</div> <div></div> |

In the components list, 3B GPIO, Extension Shield Raspberry and Breadboard are necessary for each experiment. They will be listed only in text form.

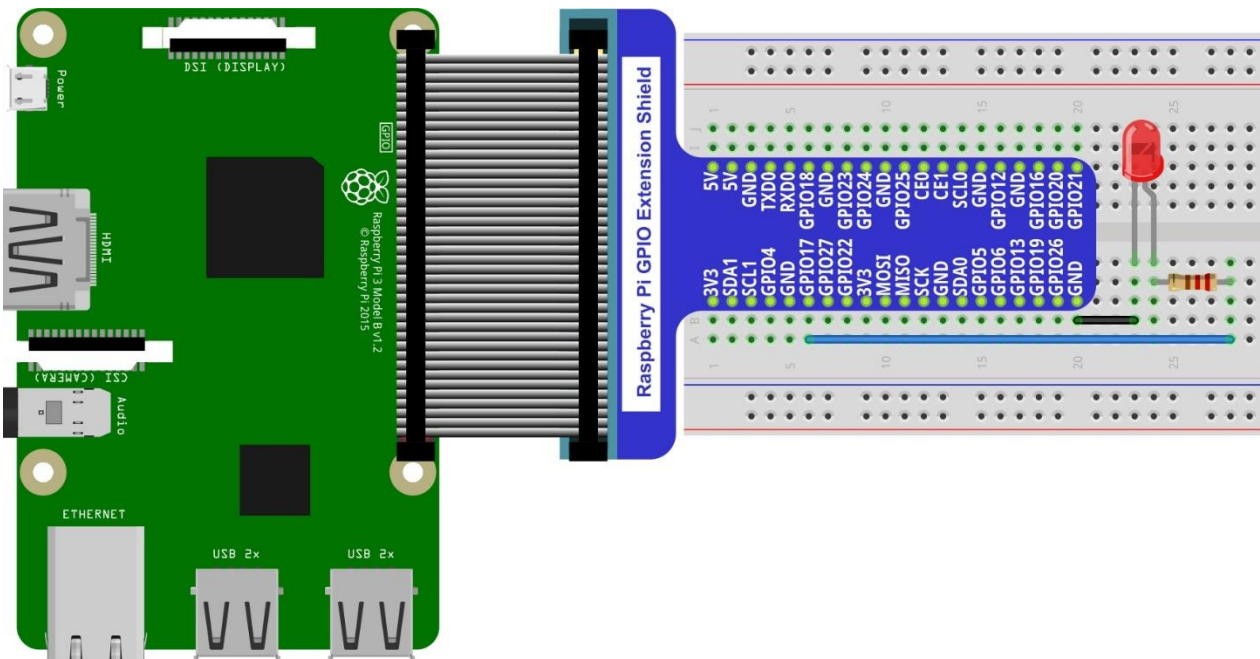
## Circuit

Disconnect RPi from GPIO Extension Shield first. Then build the circuit according to the circuit diagram and the hardware connection diagram. After the circuit is built and confirmed, connect RPi to GPIO Extension Shield. In addition, short circuit (especially 5V and GND, 3.3V and GND) should be avoid, because short circuit may cause anormal circuit work, or even damage to PRi.

Schematic diagram



Hardware connection



Because Numbering of GPIO Extension Shield is the same as RPi GPIO, latter Hardware connection diagram will only show the part of breadboard and GPIO Extension Shield.

## Sketch

### Sketch 1.1.1 Blink

First observe the running result of the sketch, and then analyze the code.

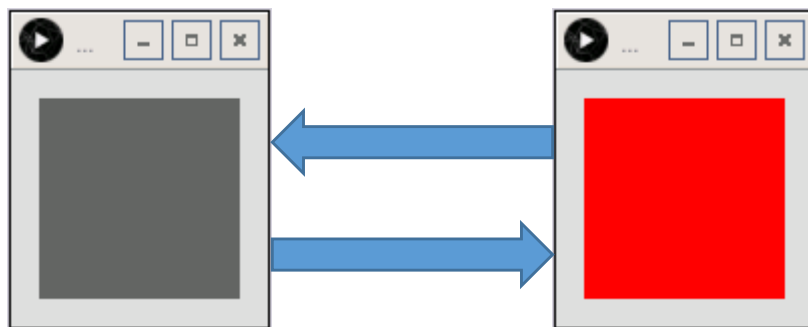
1. Use Processing to open the file Sketch\_01\_1\_1\_Blink.

processing

Freenove\_Ultimate\_Starter\_Kit\_for\_Raspberry\_Pi/Processing/Sketchs/Sketch\_01\_1\_1\_Blink/Sketch\_01\_1\_1\_Blink.pde

2. Click on "RUN" to run the code.

After the program is executed, LED will start Blinking and background of Display window will change with the change of LED state.



The following is program code:

```

1  import processing.io.*;
2
3  int ledPin = 17;    //define ledPin
4  boolean ledState = false;  //define ledState
5
6  void setup() {
7    size(100, 100);
8    frameRate(1);    //set frame rate
9    GPIO.pinMode(ledPin, GPIO.OUTPUT);  //set the ledPin to output mode
10 }
11
12 void draw() {
13   ledState = !ledState;
14   if (ledState) {
15     GPIO.digitalWrite(ledPin, GPIO.HIGH);  //led on
16     background(255, 0, 0); //set the fill color of led on
17   } else {
18     GPIO.digitalWrite(ledPin, GPIO.LOW);  //led off
19     background(102); //set the fill color of led off
20   }
21 }

```

Processing code usually have two functions: `setup()` and `draw()`, where the function `setup()` is only executed once, but the function `draw()` will be executed circularly. In the function `setup()`, `size(100, 100)` specifies the size of the Display Window to 100x100pxl. `FrameRate(1)` specifies the refresh rate of Display Window to once per second, namely, the `draw()` function will be executed once per second. `GPIO.pinMode (ledPin, GPIO.OUTPUT)` is used to set `ledPin` to output mode.

```
void setup() {
  size(100, 100);
  frameRate(1);          //set frame rate
  GPIO.pinMode(ledPin, GPIO.OUTPUT); //set the ledPin to output mode
}
```

In `draw()` function, each execution will invert the variable "ledState". When "ledState" is true, LED is turned on, and the background color of display window is set to red. And when the "ledState" is false, the LED will be turned off and the background color of display window is set to gray. Since the function `draw()` is executed once per second, the background color of Display Window and the state of LED will also change once per second. Such cycle repeats itself to achieve the effect of blink.

```
void draw() {
  ledState = !ledState;
  if (ledState) {
    GPIO.digitalWrite(ledPin, GPIO.HIGH); //led on
    background(255, 0, 0); //set the fill color of led on
  } else {
    GPIO.digitalWrite(ledPin, GPIO.LOW); //led off
    background(102); //set the fill color of led off
  }
}
```

The following is simple description of some functions:

#### **setup()**

The `setup()` function is run once, when the program starts.

#### **draw()**

Called directly after `setup()`, the `draw()` function continuously executes the lines of code contained inside its block until the program is stopped or `noLoop()` is called. `draw()` is called automatically and should never be called explicitly.

#### **size()**

Defines the dimension of the display window width and height in units of pixels

#### **framerate()**

Specifies the number of frames to be displayed every second

#### **background()**

Set the color used for the background of the Processing window.

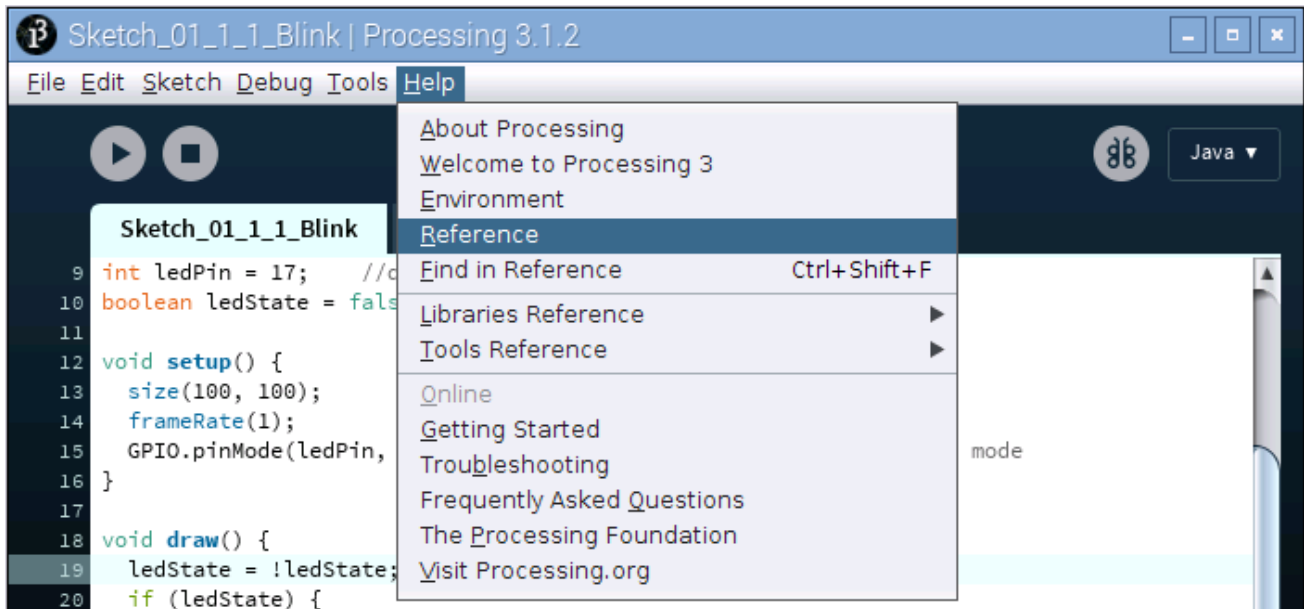
#### **GPIO.pinMode()**

Configures a pin to act either as input or output

#### **GPIO.digitalWrite()**

Sets an output pin to be either high or low

All functions used in this code can be found in the Reference of Processing Software, in which built-in functions are described in details, and there are some sample programs. It is recommended for beginners to view more usage and functions of the function. The localization of Reference can be opened by the following steps: click the menu bar "Help" → "Reference".



Then the following page will be displayed in the web browser:



Or directly access to the official website for reference: <http://processing.org/reference/>

## Project 1.2 MouseLED

In this project, we will use the mouse to control the state of LED.

The components and circuits of this project are the same as the last section.

### Sketch

#### Sketch 1.2.1 MouseLED

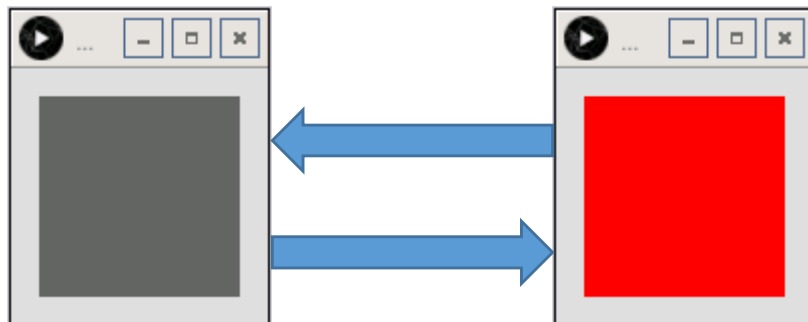
First observe the running result of the sketch, and then analyze the code.

1. Use Processing to open the file Sketch\_01\_2\_1\_MouseLED.

```
processing
Freenove_Ultimate_Starter_Kit_for_Raspberry_Pi/Processing/Sketchs/Sketch_01_2_1_MouseLED/Sketch_01_
2_1_MouseLED.pde
```

2. Click on "RUN" to run the code.

After the program is executed, the LED is under off state, and background color of Display window is gray. Click on Display Window with the mouse, then LED is turned on and Display window background color become red. Click on the Display Window again, then the LED is turned off and the background color become gray, as shown below.



The following is program code:

```
1  import processing.io.*;
2
3  int ledPin = 17;
4  boolean ledState = false;
5  void setup() {
6      size(100, 100);
7      GPIO.pinMode(ledPin, GPIO.OUTPUT);
8      background(102);
9  }
10
11 void draw() {
12     if (ledState) {
13         GPIO.digitalWrite(ledPin, GPIO.HIGH);
14         background(255, 0, 0);
15     } else {
```

```
16     GPIO.digitalWrite(ledPin, GPIO.LOW);
17     background(102);
18 }
19 }
20
21 void mouseClicked() { //if the mouse Clicked
22     ledState = !ledState; //Change the led State
23 }
```

The function `mouseClicked()` is used in this code. The function is used to capture the mouse click events, which is executed when the mouse is clicked on. We can change the state of the variable "ledState" in this function, to realize controlling LED through clicking on the mouse.

```
void mouseClicked() { //if the mouse Clicked
    ledState = !ledState; //Change the led State
}
```

## Chapter 2 LEDBar Graph

We have learned how to control a LED, and next we will learn how to control a number of LED.

### Project 2.1 FollowLight

In this project, we will use the mouse to control the LEDBar Graph

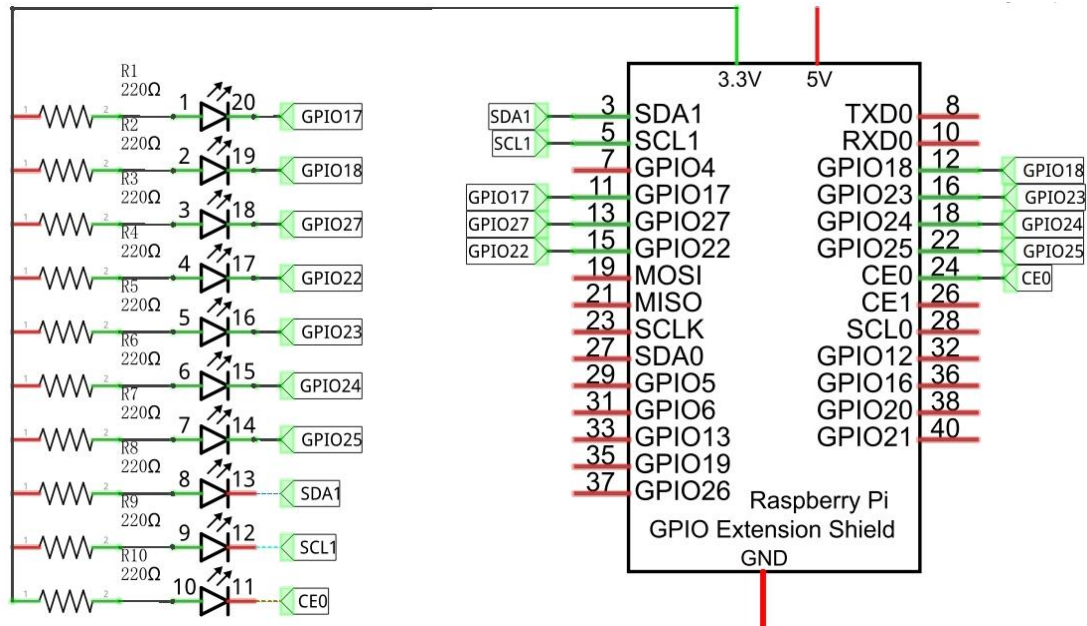
### Component List

|                                                                                                       |                                                                                                         |                                                                                                            |
|-------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------|
| Raspberry Pi 3B x1<br>GPIO Extension Board & Wire x1<br>BreadBoard x1                                 | LED bar graph x1<br> | Resistor 220Ω x10<br> |
| Jumper M/M x11<br> |                                                                                                         |                                                                                                            |

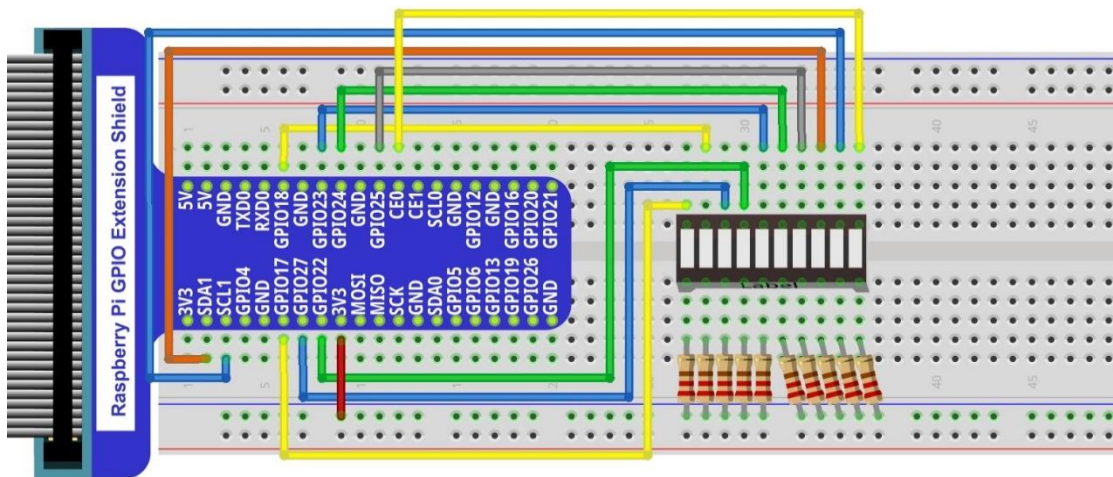
## Circuit

The network label is used in the circuit diagram below, and the pins with the same network label are connected together.

Schematic diagram



Hardware connection



In this circuit, the cathode of LED is connected to GPIO, which is different from the front circuit. So, LED will be turned on when GPIO output low level in the program.

## Sketch

### Sketch 2.1.1 FollowLight

First observe the running result of the sketch, and then analyze the code.

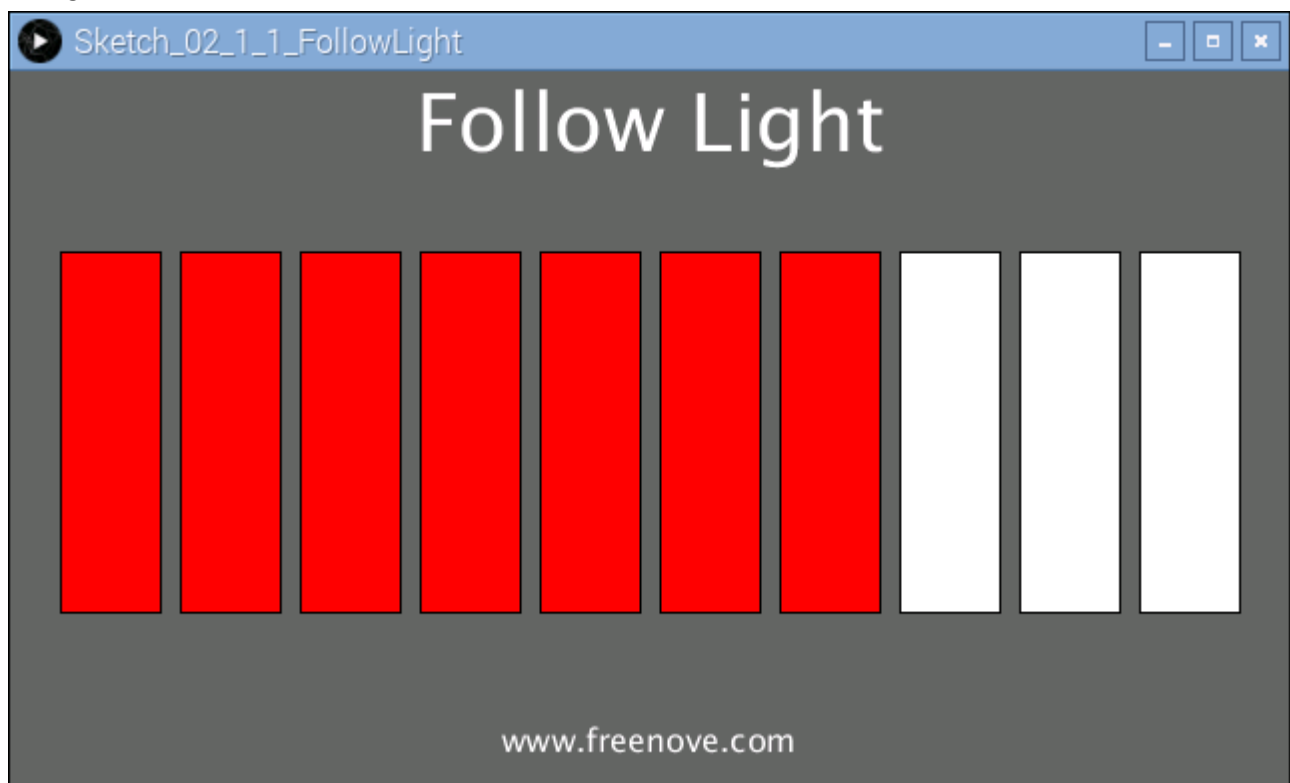
1. Use Processing to open the file Sketch\_02\_1\_1\_FollowLight.

processing

Freenove\_Ultimate\_Starter\_Kit\_for\_Raspberry\_Pi/Processing/Sketchs/Sketch\_02\_1\_1\_FollowLight/Sketch\_02\_1\_1\_FollowLight.pde

2. Click on "RUN" to run the code.

After the program is executed, slide the mouse in the Display Window, then the state of LEDBar Graph will be changed, as shown below.



The following is program code:

```
1  import processing.io.*;
2
3  int leds[]={17, 18, 27, 22, 23, 24, 25, 2, 3, 8}; //define ledPins
4
5  void setup() {
6      size(640, 360); //display window size
7      for (int i=0; i<10; i++) { //set led Pins to output mode
8          GPIO.pinMode(leds[i], GPIO.OUTPUT);
9      }
10     background(102);
```

```

11  textAlign(CENTER);    //set the text centered
12  textSize(40);        //set text size
13  text("Follow Light", width / 2, 40);    //title
14  textSize(16);
15  text("www.freenove.com", width / 2, height - 20);    //site
16  }
17
18  void draw() {
19      for (int i=0; i<10; i++) {    //draw 10 rectangular box
20          if (mouseX>(25+60*i)) {    //if the mouse cursor on the right of rectangular box
21              fill(255, 0, 0);        //fill the rectangular box in red color
22              GPIO.digitalWrite(leds[i], GPIO.LOW); //turn on the corresponding led
23          } else {
24              fill(255, 255, 255); //else fill the rectangular box in white color
25              GPIO.digitalWrite(leds[i], GPIO.HIGH); //and turn off the led
26          }
27          rect(25+60*i, 90, 50, 180);    //draw a rectangular box
28      }
29  }

```

In the function draw(), we draw 10 rectangles to represent 10 LEDs of LEDBar Graph. We make rectangles on the left of mouse filled with red, corresponding LEDs turned on. And make We make rectangles on the right of mouse filled with red, corresponding LEDs turned off. In this way, when slide the mouse to right, the more LEDs on the left of mouse will be turned on. When to the left, the reverse is the case.

```

void draw() {
    for (int i=0; i<10; i++) {    //draw 10 rectangular box
        if (mouseX>(25+60*i)) {    //if the mouse cursor on the right of rectangular box
            fill(255, 0, 0);        //fill the rectangular box in red color
            GPIO.digitalWrite(leds[i], GPIO.LOW); //turn on the corresponding led
        } else {
            fill(255, 255, 255); //else fill the rectangular box in white color
            GPIO.digitalWrite(leds[i], GPIO.HIGH); //and turn off the led
        }
        rect(25+60*i, 90, 50, 180);    //draw a rectangular box
    }
}

```

## Chapter 3 PWM

In this chapter, we will learn how to use PWM.

### Project 3.1 BreathingLED

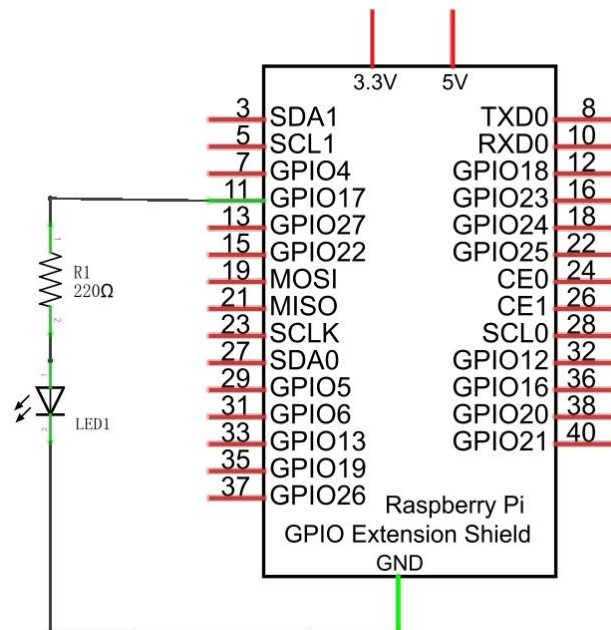
In this project, we will make a breathing LED, and the Display Window will show a breathing LED pattern and a progress bar, at the same time.

### Component List

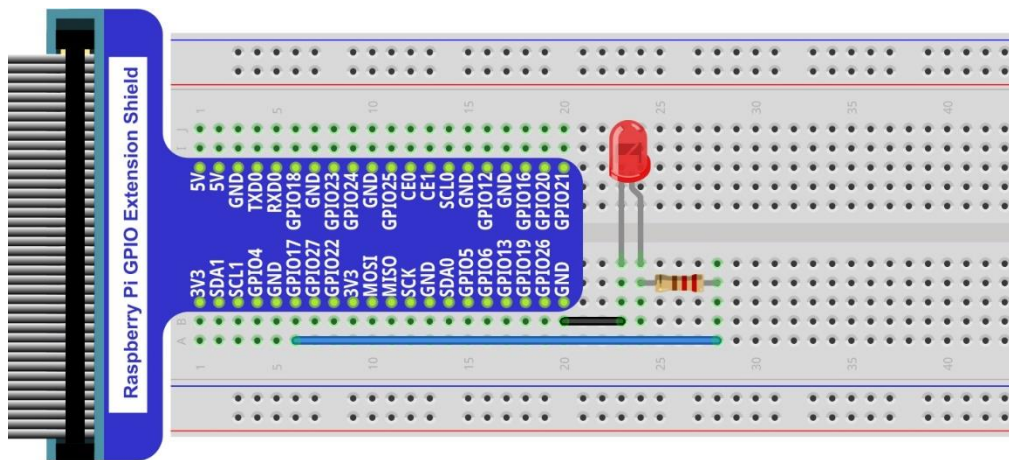
|                                                                                                      |                                                                                               |                                                                                                           |
|------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------|
| Raspberry Pi 3B x1<br>GPIO Extension Board & Wire x1<br>BreadBoard x1                                | LED x1<br> | Resistor 220Ω x1<br> |
| Jumper M/M x2<br> |                                                                                               |                                                                                                           |

## Circuit

Schematic diagram



Hardware connection



## Sketch

### Sketch 3.1.1 BreathingLED

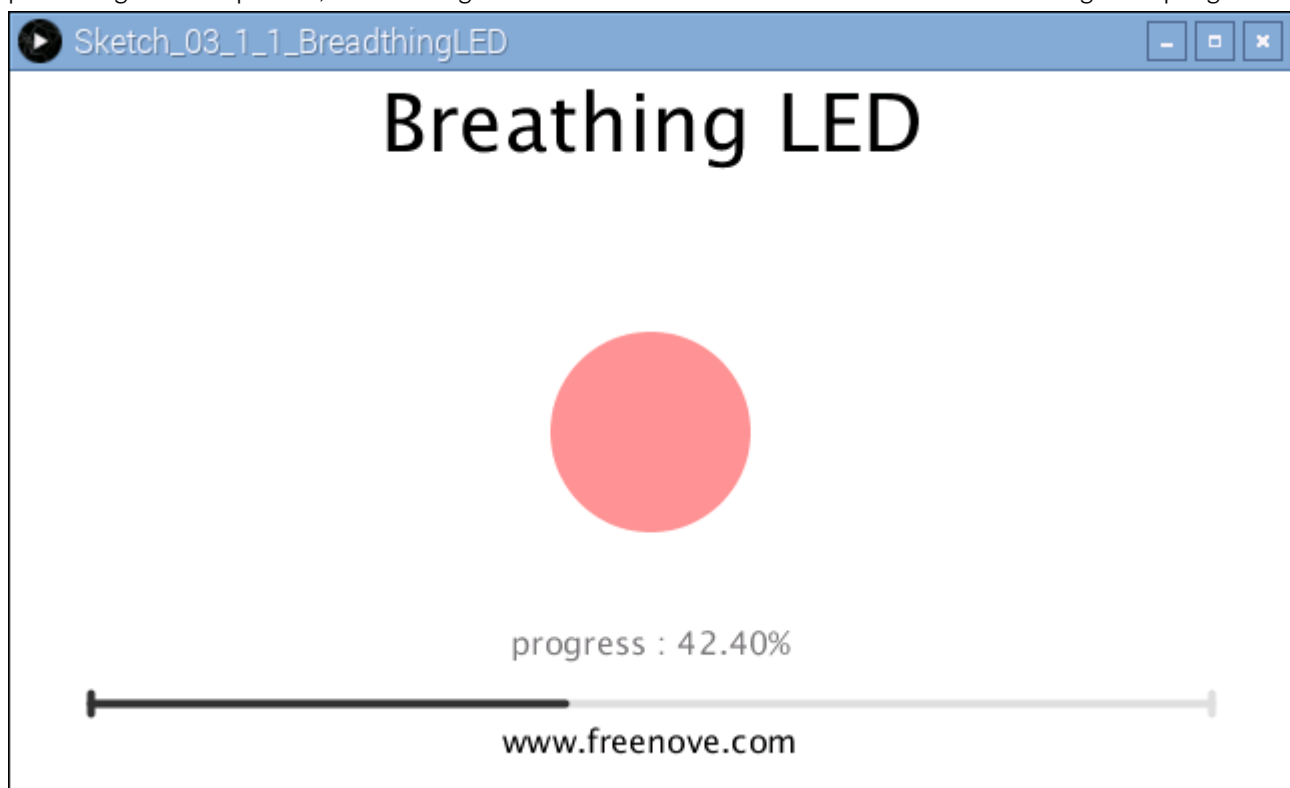
First observe the running result of the sketch, and then analyze the code.

1. Use Processing to open the file Sketch\_03\_1\_1\_BreathingLED.

```
processing
Freenove_Ultimate_Starter_Kit_for_Raspberry_Pi/Processing/Sketchs/Sketch_03_1_1_BreathingLED/Sketch_03_1_1_BreathingLED.pde
```

2. Click on "RUN" to run the code.

After the program is executed, the LED in circuit will be brightened gradually, and the color of LED pattern in Display Window will be deepen gradually at the same time. The progress bar under the pattern shows the percentage of completion, and clicking on the inside of window with the mouse can change the progress.



The following is program code:

```
1  import processing.io.*;
2
3  int ledPin = 17;    //led Pin
4  int borderSize = 40; //
5  float t = 0.0;      //progress percent
6  float tStep = 0.004; // speed
7  SOFTPWM p = new SOFTPWM(ledPin, 10, 100); //Create a PWM pin, initialize the duty cycle
8  and period
9  void setup() {
10     size(640, 360); //display window size
```

```
11   strokeWeight(4); //stroke Weight
12 }
13
14 void draw() {
15   // Show static value when mouse is pressed, animate otherwise
16   if (mousePressed) {
17     int a = constrain(mouseX, borderSize, width - borderSize);
18     t = map(a, borderSize, width - borderSize, 0.0, 1.0);
19   } else {
20     t += tStep;
21     if (t > 1.0) t = 0.0;
22   }
23   p.softPwmWrite((int)(t*100)); //wirte the duty cycle according to t
24   background(255); //A white background
25   titleAndSiteInfo(); //title and Site infomation
26
27   fill(255, 255-t*255, 255-t*255); //cycle
28   ellipse(width/2, height/2, 100, 100);
29
30   pushMatrix();
31   translate(borderSize, height - 45);
32   int barLength = width - 2*borderSize;
33
34   barBgStyle(); //progressbar bg
35   line(0, 0, barLength, 0);
36   line(barLength, -5, barLength, 5);
37
38   barStyle(); //progressbar
39   line(0, -5, 0, 5);
40   line(0, 0, t*barLength, 0);
41
42   barLabelStyle(); //progressbar label
43   text("progress : "+nf(t*100, 2, 2), barLength/2, -25);
44   popMatrix();
45 }
46
47 void titleAndSiteInfo() {
48   fill(0);
49   textAlign(CENTER); //set the text centered
50   textSize(40); //set text size
51   text("Breathing Light", width / 2, 40); //title
52   textSize(16);
53   text("www.freenove.com", width / 2, height - 20); //site
54 }
```

```

55 void barBgStyle() {
56     stroke(220);
57     noFill();
58 }
59
60 void barStyle() {
61     stroke(50);
62     noFill();
63 }
64
65 void barLabelStyle() {
66     noStroke();
67     fill(120);
68 }

```

First, use SOFTPWM class to create a PWM pin, which is used to control the brightness of LED. Then define a variable "t" and variable "tStep" to control the PWM duty cycle and add-self rate.

```

float t = 0.0;        //progress percent
float tStep = 0.004;   // speed
SOFTPWM p = new SOFTPWM(ledPin, 10, 100);

```

In the function draw, if there is a click, the coordinate in X direction of mouse will be mapped into the duty cycle "t", otherwise, duty cycle "t" will be increased gradually. Then output PWM with the duty cycle.

```

if (mousePressed) {
    int a = constrain(mouseX, borderSize, width - borderSize);
    t = map(a, borderSize, width - borderSize, 0.0, 1.0);
} else {
    t += tStep;
    if (t > 1.0) t = 0.0;
}
p.softPwmWrite((int)(t*100)); //wirte the duty cycle according to t

```

The next code is designed to draw a circle filled colors with different depth according to the "t" value, which is used to simulate the of LED with different brightness.

```

fill(255, 255-t*255, 255-t*255); //cycle
ellipse(width/2, height/2, 100, 100);

```

The last code is designed to draw the progress bar and the percentage of the progress.

```

barBgStyle(); //progressbar bg
line(0, 0, barLength, 0);
line(barLength, -5, barLength, 5);

barStyle(); //progressbar
line(0, -5, 0, 5);

```

```

line(0, 0, t*barLength, 0);

barLabelStyle();    //progressbar label
text("progress : "+nf(t*100, 2, 2), barLength/2, -25);

```

In processing software, you will see a tag page "SOFTPWM" in addition to above code.



The file contains some information about the SOFTPWM class.

#### class SOFTPWM

```
public SOFTPWM(int iPin, int dc, int pwmRange):
```

Constructor, used to create a PWM pin, set the pwmRange and initial duty cycle. The minimum of pwmRange is 0.1ms. So pwmRange=100 means that the PWM cycle is 0.1ms\*100=10ms.

```
public void softPwmWrite(int value)
```

Set PMW duty cycle.

```
public void softPwmStop()
```

Stop outputting PMW.

## Chapter 4 RGBLED

In this chapter, we will learn how to use RGBLED.

### Project 4.1 ColorfulLED

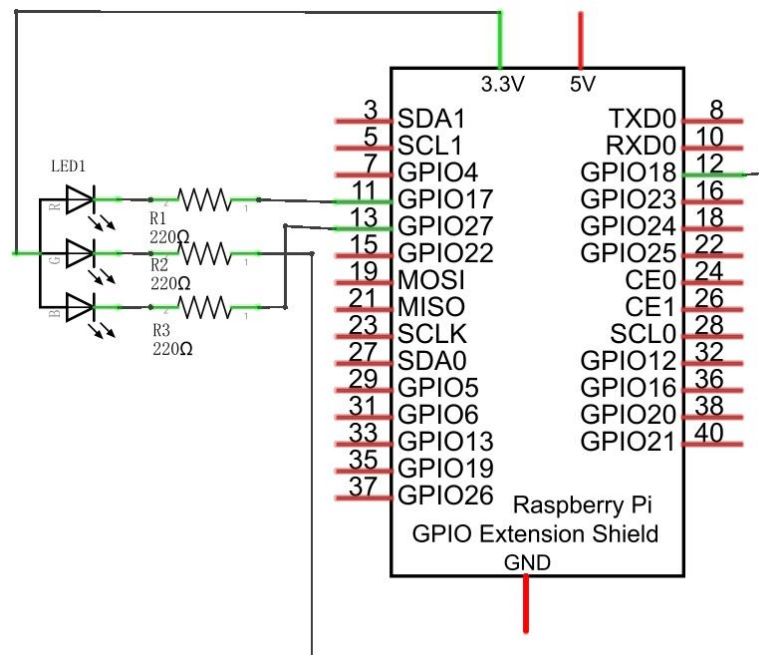
This project will make a ColorfulLED, namely, use Processing to control the color of RGBLED.

### Component List

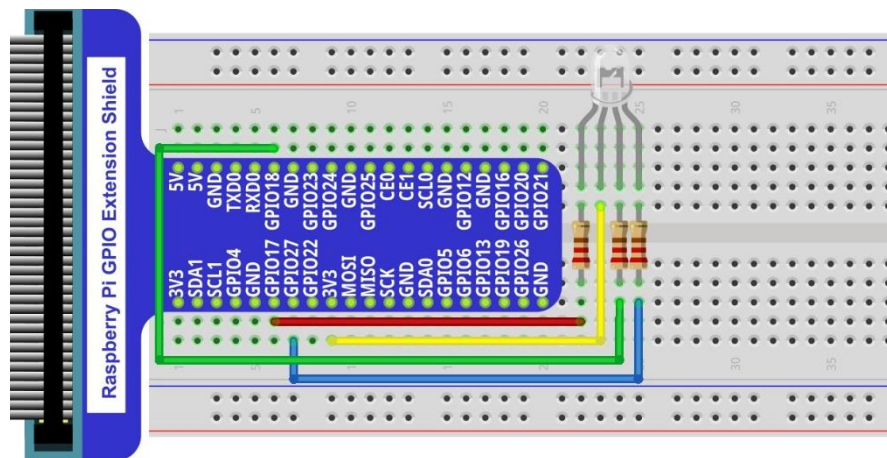
|                                                                                                      |                                                                                                  |                                                                                                           |
|------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------|
| Raspberry Pi 3B x1<br>GPIO Extension Board & Wire x1<br>BreadBoard x1                                | RGBLED x1<br> | Resistor 220Ω x3<br> |
| Jumper M/M x4<br> |                                                                                                  |                                                                                                           |

## Circuit

Schematic diagram



Hardware connection



## Sketch

### Sketch 4.1.1 ColorfulLED

First observe the running result of the sketch, and then analyze the code.

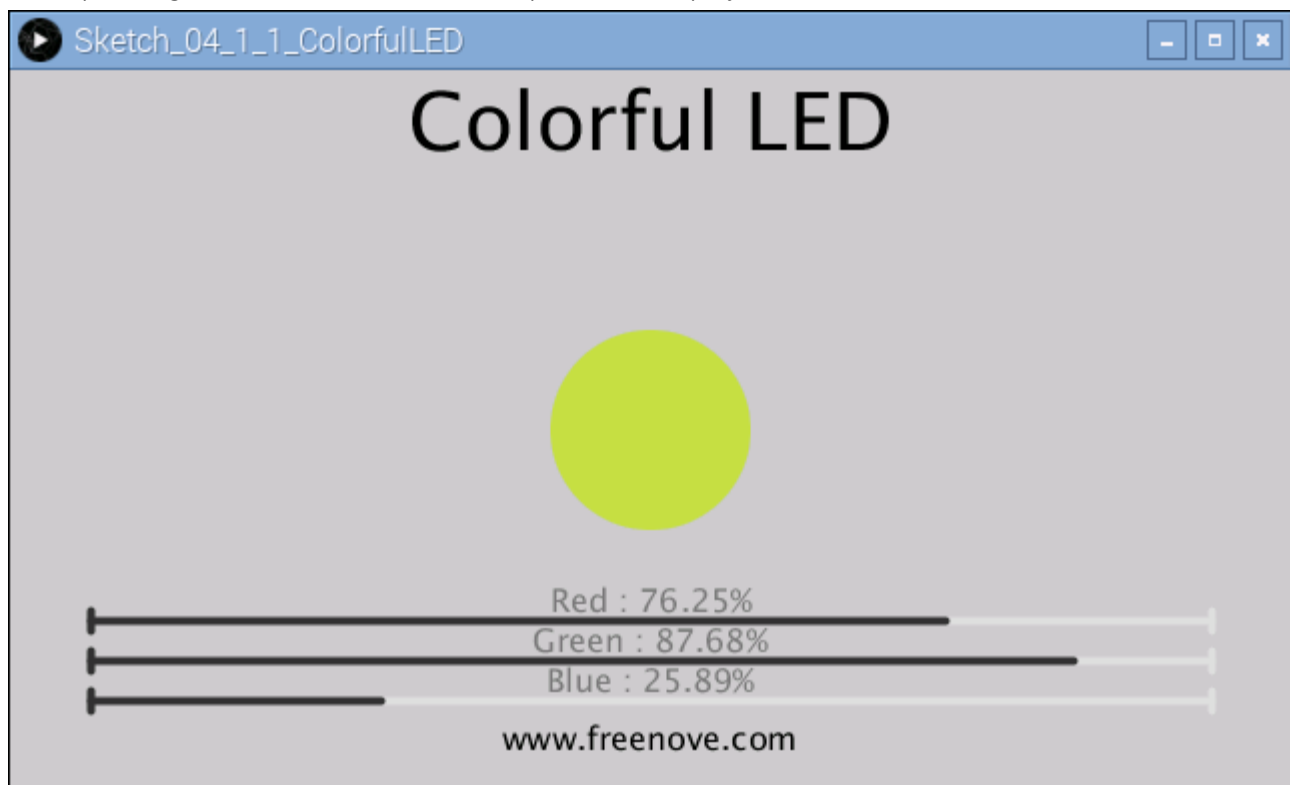
1. Use Processing to open the file Sketch\_03\_1\_1\_BreathingLED.

processing

Freenove\_Ultimate\_Starter\_Kit\_for\_Raspberry\_Pi/Processing/Sketchs/Sketch\_04\_1\_1\_ColorfulLED/Sketch\_04\_1\_1\_ColorfulLED.pde

2. Click on "RUN" to run the code.

After the program is executed, RGBLED is under off state. And in Display Window, the pattern used to simulate LED is in black. Red, Green and Blue progress are in 0. By using mouse to click on and drag any progress bar, you can set the PWM duty cycle of color channels, and then RGBLED used in the circuit will show corresponding color. At the same time, the pattern in Display Window will show the same color.



This project contains a lot of code files, and the core code is contained in the file Sketch\_04\_1\_1\_ColorfulLED. The other files only contain some custom classes.



The following is program code:

```

1  import processing.io.*;
2
3  int bluePin = 17;    //blue Pin
4  int greenPin = 27;   //green Pin
5  int redPin = 22;     //red Pin
6  int borderSize = 40; //picture border size
7  //Create a PWM pin, initialize the duty cycle and period
8  SOFTPWM pRed = new SOFTPWM(redPin, 100, 100);
9  SOFTPWM pGreen = new SOFTPWM(greenPin, 100, 100);
10 SOFTPWM pBlue = new SOFTPWM(bluePin, 100, 100);
11 //instantiate three ProgressBar Object
12 ProgressBar rBar, gBar, bBar;
13 boolean rMouse = false, gMouse = false, bMouse = false;
14 void setup() {
15     size(640, 360); //display window size
16     strokeWeight(4); //stroke Weight
17     //define the ProgressBar length
18     int barLength = width - 2*borderSize;
19     //Create ProgressBar Object
20     rBar = new ProgressBar(borderSize, height - 85, barLength);
21     gBar = new ProgressBar(borderSize, height - 65, barLength);
22     bBar = new ProgressBar(borderSize, height - 45, barLength);
23     //Set ProgressBar's title
24     rBar.setTitle("Red");gBar.setTitle("Green");bBar.setTitle("Blue");
25 }
26
27 void draw() {
28     background(200); //A white background
29     titleAndSiteInfo(); //title and Site infomation
30
31     fill(rBar.progress*255, gBar.progress*255, bBar.progress*255); //cycle color
32     ellipse(width/2, height/2, 100, 100); //show cycle
33
34     rBar.create(); //Show progressBar
35     gBar.create();
36     bBar.create();
37 }
38
39 void mousePressed() {
40     if ( (mouseY< rBar.y+5) && (mouseY>rBar.y-5) ) {
41         rMouse = true;
42     } else if ( (mouseY< gBar.y+5) && (mouseY>gBar.y-5) ) {
43         gMouse = true;

```

```

44 } else if ( (mouseY< bBar.y+5) && (mouseY>bBar.y-5) ) {
45     bMouse = true;
46 }
47 }
48 void mouseReleased() {
49     rMouse = false;
50     bMouse = false;
51     gMouse = false;
52 }
53 void mouseDragged() {
54     int a = constrain(mouseX, borderSize, width - borderSize);
55     float t = map(a, borderSize, width - borderSize, 0.0, 1.0);
56     if (rMouse) {
57         pRed.softPwmWrite((int)(100-t*100)); //wirte the duty cycle according to t
58         rBar.setProgress(t);
59     } else if (gMouse) {
60         pGreen.softPwmWrite((int)(100-t*100)); //wirte the duty cycle according to t
61         gBar.setProgress(t);
62     } else if (bMouse) {
63         pBlue.softPwmWrite((int)(100-t*100)); //wirte the duty cycle according to t
64         bBar.setProgress(t);
65     }
66 }
67
68 void titleAndSiteInfo() {
69     fill(0);
70     textAlign(CENTER); //set the text centered
71     textSize(40); //set text size
72     text("Colorful LED", width / 2, 40); //title
73     textSize(16);
74     text("www.freenove.com", width / 2, height - 20); //site
75 }

```

In the code, first create three PWM pins and three progress bars to control RGBLED.

```

SOFTPWM pRed = new SOFTPWM(redPin, 100, 100);
SOFTPWM pGreen = new SOFTPWM(greenPin, 100, 100);
SOFTPWM pBlue = new SOFTPWM(bluePin, 100, 100);
//instantiate three ProgressBar Object
ProgressBar rBar, gBar, bBar;

```

And then in function setup(), define position and length of progress bar cording to the size of Display Window, and set the name of each progress bar.

```

void setup() {
    size(640, 360); //display window size

```

```

strokeWeight(4); //stroke Weight
//define the ProgressBar length
int barLength = width - 2*borderSize;
//Create ProgressBar Object
rBar = new ProgressBar(borderSize, height - 85, barLength);
gBar = new ProgressBar(borderSize, height - 65, barLength);
bBar = new ProgressBar(borderSize, height - 45, barLength);
//Set ProgressBar's title
rBar.setTitle("Red");gBar.setTitle("Green");bBar.setTitle("Blue");
}

```

In function draw(), first set background, header and other basic information. Then draw a circle and set its color according to the duty cycle of three channel of RGB. Finally draw three progress bars.

```

void draw() {
  background(200); //A white background
  titleAndSiteInfo(); //title and Site information

  fill(rBar.progress*255, gBar.progress*255, bBar.progress*255); //cycle color
  ellipse(width/2, height/2, 100, 100); //show cycle

  rBar.create(); //Show progressBar
  gBar.create();
  bBar.create();
}

```

System function mousePressed(), mouseReleased() and mouseDragged() are used to determine whether the mouse drag the progress bar and set the schedule. If the mouse button is pressed in a progress bar, then the mousePressed () the progress of a flag \*Mouse is set to true, mouseDragged (mouseX), in the mapping progress value set at the same time, the progress of the corresponding schedule and PWM. When the mouse is released, empty all the flags in the mouseReleased ().

```

void mousePressed() {
  if ( (mouseY< rBar.y+5) && (mouseY>rBar.y-5) ) {
    rMouse = true;
  } else if ( (mouseY< gBar.y+5) && (mouseY>gBar.y-5) ) {
    gMouse = true;
  } else if ( (mouseY< bBar.y+5) && (mouseY>bBar.y-5) ) {
    bMouse = true;
  }
}

void mouseReleased() {
  rMouse = false;
  bMouse = false;
  gMouse = false;
}

```

```

void mouseDragged() {
    int a = constrain(mouseX, borderSize, width - borderSize);
    float t = map(a, borderSize, width - borderSize, 0.0, 1.0);
    if (rMouse) {
        pRed.softPwmWrite((int)(100-t*100)); //wirte the duty cycle according to t
        rBar.setProgress(t);
    } else if (gMouse) {
        pGreen.softPwmWrite((int)(100-t*100)); //wirte the duty cycle according to t
        gBar.setProgress(t);
    } else if (bMouse) {
        pBlue.softPwmWrite((int)(100-t*100)); //wirte the duty cycle according to t
        bBar.setProgress(t);
    }
}
}

```

About class ProgressBar :

#### class ProgressBar

This is a custom class that is used to create a progress bar.

`public ProgressBar(int ix, int iy, int barlen)`

Constructor used create ProgressBar, the parameters for coordinates X , Y and length of ProgressBar.

`public void setTitle(String str)`

Used to set the name of progress bar, which will be displayed in middle of the progress bar.

`public void setProgress(float pgress)`

Used to set the progress of progress bar. The parameter:  $0 < \text{pgress} < 1.0$ .

`public void create()` & `public void create(float pgress)`

Used to draw progress bar.

## Chapter 5 Buzzer

In this chapter we will learn how to use buzzer.

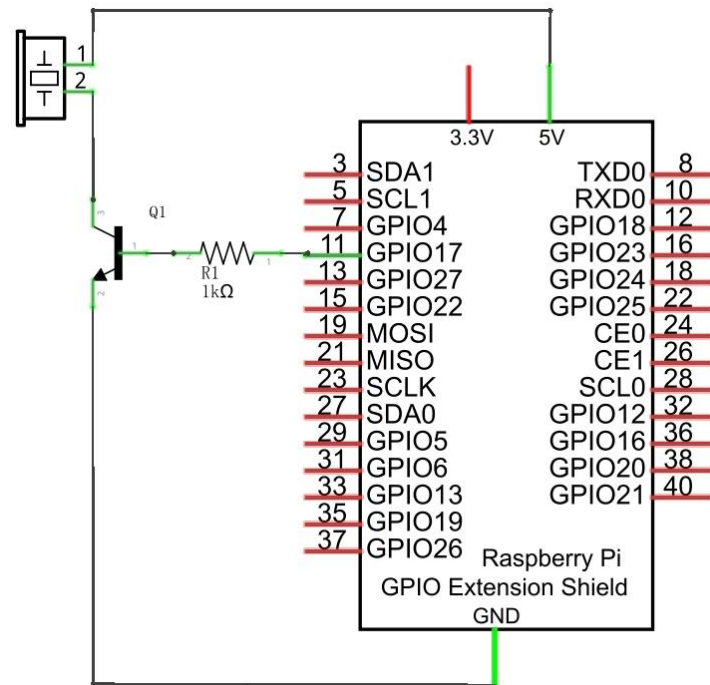
### Project 5.1 ActiveBuzzer

This project will use the mouse to control a active buzzer.

### Component List

|                                                                                                         |                                                                                                         |                                                                                                       |                                                                                                          |                                                                                                           |
|---------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------|
| Raspberry Pi 3B x1<br>GPIO Extension Board & Wire x1<br>BreadBoard x1                                   |                                                                                                         | Jumper M/M x7<br> |                                                                                                          |                                                                                                           |
| NPN transistorx1<br> | Active buzzer x1<br> | Push button x1<br> | Resistor 1kΩ x1<br> | Resistor 10kΩ x2<br> |

Schematic diagram



**Raspberry Pi GPIO Extension Shield**

The diagram shows the following components and connections on the breadboard:

- 5V Regulator:** A 5V regulator module is connected to the 5V and GND pins of the shield. A red wire connects the 5V pin to the positive terminal of the regulator. A green wire connects the GND pin to the negative terminal.
- 10k Pull-down Resistor:** A 10k resistor is connected between the TXD0 pin (pin 1) and the GND pin (pin 5).
- 100k Pull-up Resistor:** A 100k resistor is connected between the RXD0 pin (pin 5) and the 5V pin (pin 1).
- Buzzer:** A buzzer is connected to the TXD0 pin (pin 1) and the GND pin (pin 5).

The shield's pins are labeled as follows:

- 3V3, SDA1, SCL1, GPIO4, TXD0, RXD0, GPIO17, GPIO18, GPIO27, GPIO22, GPIO23, GPIO24, 3V3, MOSI, MISO, SCK, CE0, CE1, SDA0, SCL0, GPIO5, GPIO6, GPIO13, GPIO19, GPIO16, GPIO20, GPIO26, GND, GPIO21.

Note: in this circuit, the power supply for buzzer is 5V, and pull-up resistor of the button connected to the power 3.3V. The buzzer can work when connected to power 3.3V, but it will reduce the loudness.

## Sketch

### Sketch 5.1.1 ActiveBuzzer

First observe the running result of the sketch, and then analyze the code.

1. Use Processing to open the file Sketch\_05\_1\_1\_ActiveBuzzer.

processing

Freenove\_Ultimate\_Starter\_Kit\_for\_Raspberry\_Pi/Processing/Sketchs/Sketch\_05\_1\_1\_ActiveBuzzer/Sketch\_05\_1\_1\_ActiveBuzzer.pde

2. Click on "RUN" to run the code.

After the program is executed, use the mouse to click on any position of the Display Window, then Active Buzzer begins to sound and arc graphics(Schematic of sounding) will appear next to the buzzer pattern in Display Window. Click the mouse again, then Active Buzzer stops sounding and arc graphics disappear.



The following is program code:

```
import processing.io.*;

int buzzerPin = 17;
boolean buzzerState = false;
void setup() {
  size(640, 360);
  GPIO.pinMode(buzzerPin, GPIO.OUTPUT);
}
```

```
void draw() {
  background(255);
  titleAndSiteInfo(); //title and site infomation
  drawBuzzer();       //buzzer img
  if (buzzerState) {
    GPIO.digitalWrite(buzzerPin, GPIO.HIGH);
    drawArc();         //Sounds waves img
  } else {
    GPIO.digitalWrite(buzzerPin, GPIO.LOW);
  }
}

void mouseClicked() { //if the mouse Clicked
  buzzerState = !buzzerState; //Change the buzzer State
}

void drawBuzzer() {
  strokeWeight(1);
  fill(0);
  ellipse(width/2, height/2, 50, 50);
  fill(255);
  ellipse(width/2, height/2, 10, 10);
}

void drawArc() {
  noFill();
  strokeWeight(8);
  for (int i=0; i<3; i++) {
    arc(width/2, height/2, 100*(1+i), 100*(1+i), -PI/4, PI/4, OPEN);
  }
}

void titleAndSiteInfo() {
  fill(0);
  textAlign(CENTER); //set the text centered
  textSize(40);       //set text size
  text("Active Buzzer", width / 2, 40); //title
  textSize(16);
  text("www.freenove.com", width / 2, height - 20); //site
}
```

Code in this project is based on similar logic with the previous "MouseLED". And the difference is that this project needs to draw the buzzer pattern and arc graphics after the buzzer sounding.

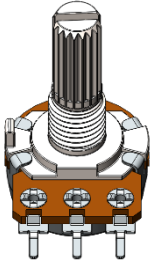
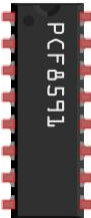
## Chapter 6 PCF8591

In this chapter we will learn how to use AD/DA chip, PCF8591.

### Project 6.1 ADC & DAC

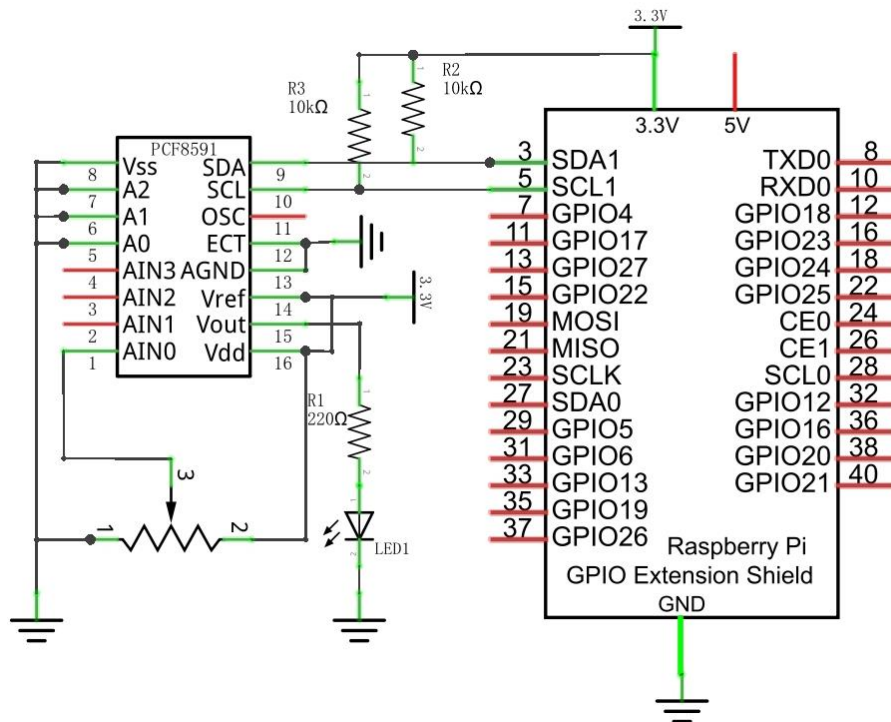
This project uses ADC function of PCF8591 to read potentiometer voltage value and display the value on Display Window. And then use its DAC function to output the voltage value to turn on LED.

### Component List

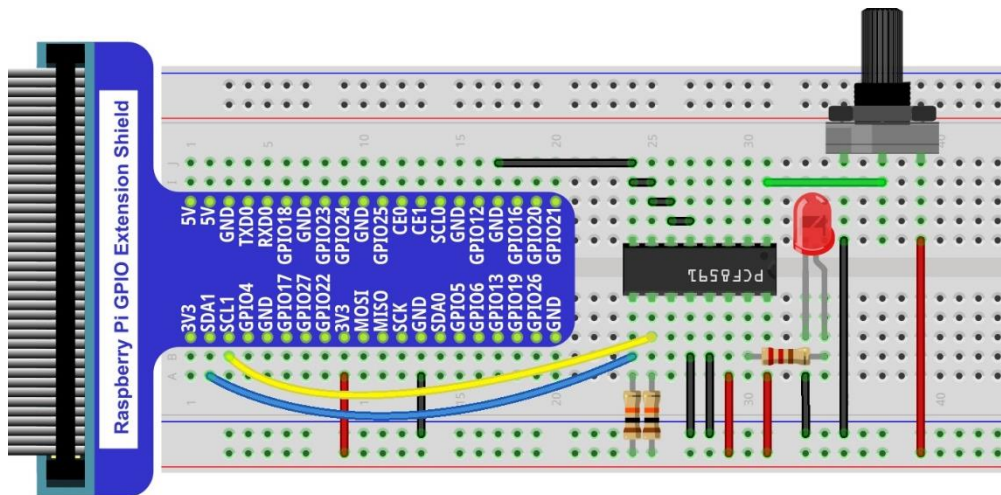
|                                                                                                                |                                                                                                   |                                                                                                         |                                                                                                           |                                                                                                 |
|----------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------|
| Raspberry Pi 3B x1<br>GPIO Extension Board & Wire x1<br>BreadBoard x1                                          |                                                                                                   | Jumper M/M x16<br>  |                                                                                                           |                                                                                                 |
| Rotary potentiometer x1<br> | PCF8591 x1<br> | Resistor 10kΩ x2<br> | Resistor 220Ω x1<br> | LED x1<br> |

## Circuit

Schematic diagram



Hardware connection



## Sketch

### Sketch 6.1.1 PCF8591

First observe the running result of the sketch, and then analyze the code.

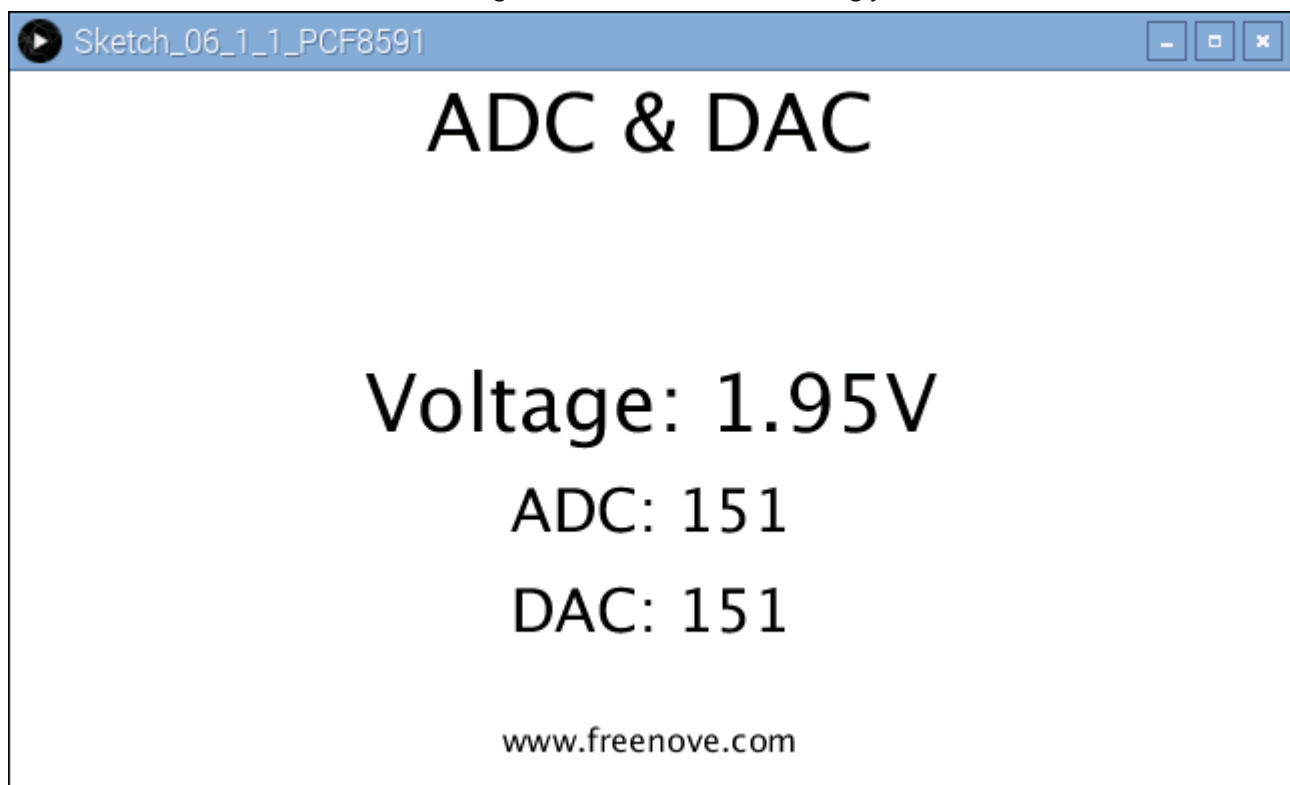
1. Use Processing to open the file Sketch\_05\_1\_1\_ActiveBuzzer.

processing

Freenove\_Ultimate\_Starter\_Kit\_for\_Raspberry\_Pi/Processing/Sketchs/Sketch\_06\_1\_1\_PCF8591/Sketch\_06\_1\_1\_PCF8591.pde

2. Click on "RUN" to run the code.

After the program is executed, Display Window shows the voltage value of the potentiometer, the ADC and DAC value. And ADC value and DAC value are the same. Rotate the potentiometer to change the voltage output by potentiometer. Because the turn-on voltage for red LED is about 1.6V, when the voltage is less than 1.6V, the LED is in off state. When the voltage is greater than 1.6V, the LED is turned on. Continue to increase the DAC value, then the LED brightness will increase accordingly.



This project contains a lot of code files, and the core code is contained in the file Sketch\_06\_1\_1\_PCF8591. The other files only contain some custom classes.



The following is program code:

```
1  import processing.io.*;
2  //Create a object of class PCF8591
3  PCF8591 pcf = new PCF8591(0x48);
4  void setup() {
5      size(640, 360);
6  }
7  void draw() {
8      int adc = pcf.analogRead(0);    //Read the ADC value of channel 0
9      float volt = adc*3.3/255.0;    //calculate the voltage
10     pcf.analogWrite(adc);           //Write the DAC
11     background(255);
12     titleAndSiteInfo();
13
14     fill(0);
15     textAlign(CENTER);    //set the text centered
16     textSize(30);
17     text("ADC: "+nf(adc, 3, 0), width / 2, height/2+50);
18     textSize(30);
19     text("DAC: "+nf(adc, 3, 0), width / 2, height/2+100);
20     textSize(40);        //set text size
21     text("Voltage: "+nf(volt, 0, 2)+"V", width / 2, height/2);    //
22 }
23 void titleAndSiteInfo() {
24     fill(0);
25     textAlign(CENTER);    //set the text centered
26     textSize(40);        //set text size
27     text("ADC & DAC", width / 2, 40);    //title
28     textSize(16);
29     text("www.freenove.com", width / 2, height - 20);    //site
30 }
```

The project code mainly use PCF8591 class member function analogRead() and analogWrite() to read ADC and write DAC.

```
int adc = pcf.analogRead(0);    //Read the ADC value of channel 0
float volt = adc*3.3/255.0;    //calculate the voltage
pcf.analogWrite(adc);          //Write the DAC
```

About class PCF8591 :

#### class PCF8591

This is a custom class that is used to operate the ADC and DAC of PCF8591.

```
public PCF8591 (int addr)
```

Constructor, used to create a PCF8591 class object, parameters for the I2C PCF8591 device address.

```
public int analogRead(int chn)
```

Used to read ADC value of one channel of PCF8591, the parameter CHN indicates the channel number: 0,1,2,3.

```
public byte[] analogRead()
```

Read ADC values of all channels of PCF8591.

```
public void analogWrite(int data)
```

Write a DAC value to PCF8591.

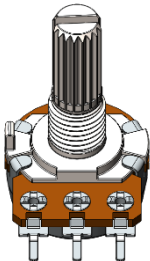
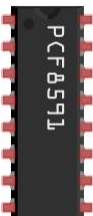
## Chapter 7 ADC & LED

We have found that when the voltage output by DAC is less than turn-on voltage of LED, it will not be turned on, before. In this chapter, we will combine ADC and PWM to control the brightness of LED.

### Project 7.1 SoftLight

In this project, we will make a softlight, namely, using a potentiometer to control the brightness of LED.

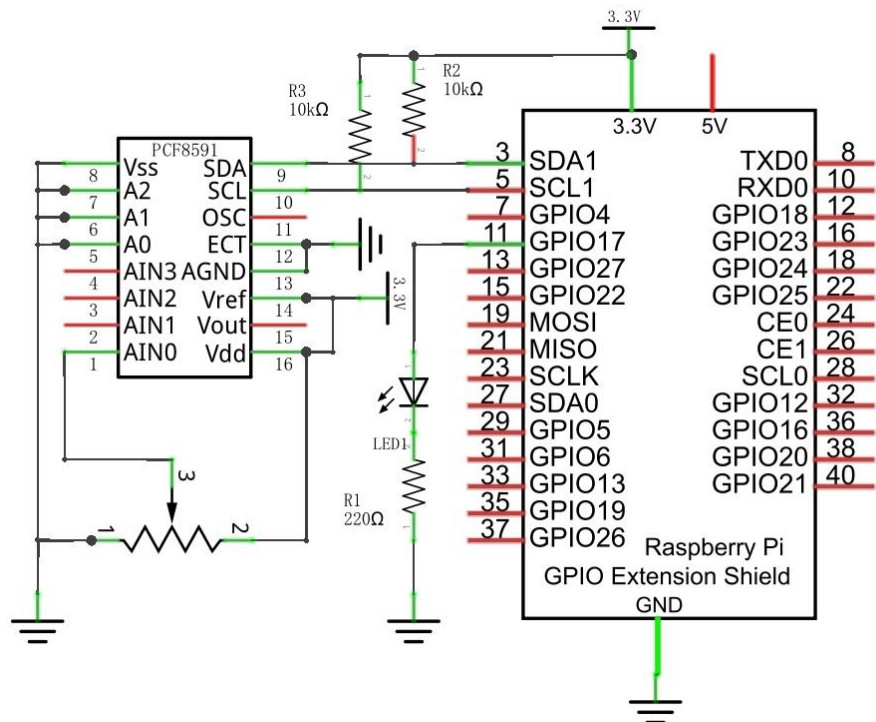
### Component List

|                                                                                                                |                                                                                                   |                                                                                                         |                                                                                                           |                                                                                                 |
|----------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------|
| Raspberry Pi 3B x1<br>GPIO Extension Board & Wire x1<br>BreadBoard x1                                          |                                                                                                   | Jumper M/M x17<br>  |                                                                                                           |                                                                                                 |
| Rotary potentiometer x1<br> | PCF8591 x1<br> | Resistor 10kΩ x2<br> | Resistor 220Ω x1<br> | LED x1<br> |

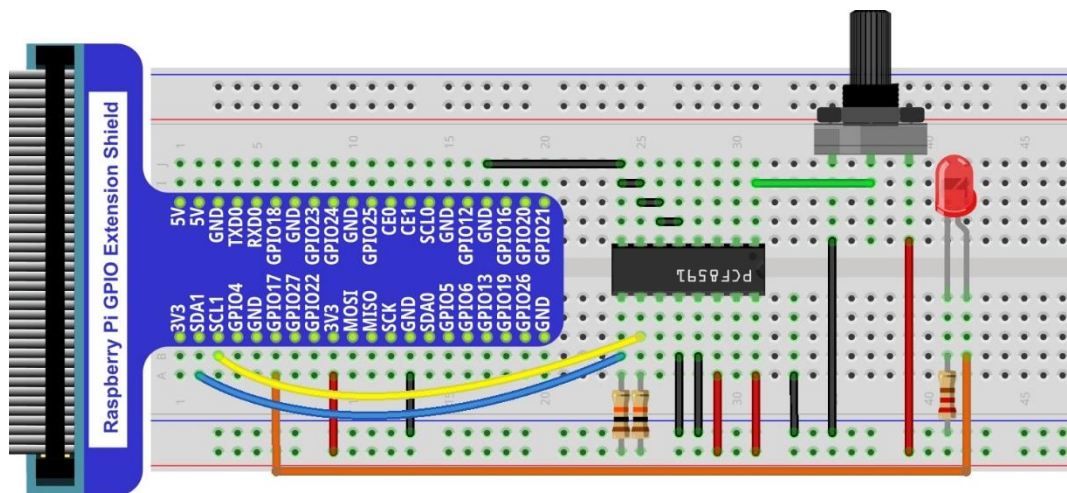
## Circuit

The circuit of this experiment is similar to the one in the last chapter. The only difference is that the pin used to control LED is different.

Schematic diagram



Hardware connection



## Sketch

### Sketch 7.1.1 SoftLight

First observe the running result of the sketch, and then analyze the code.

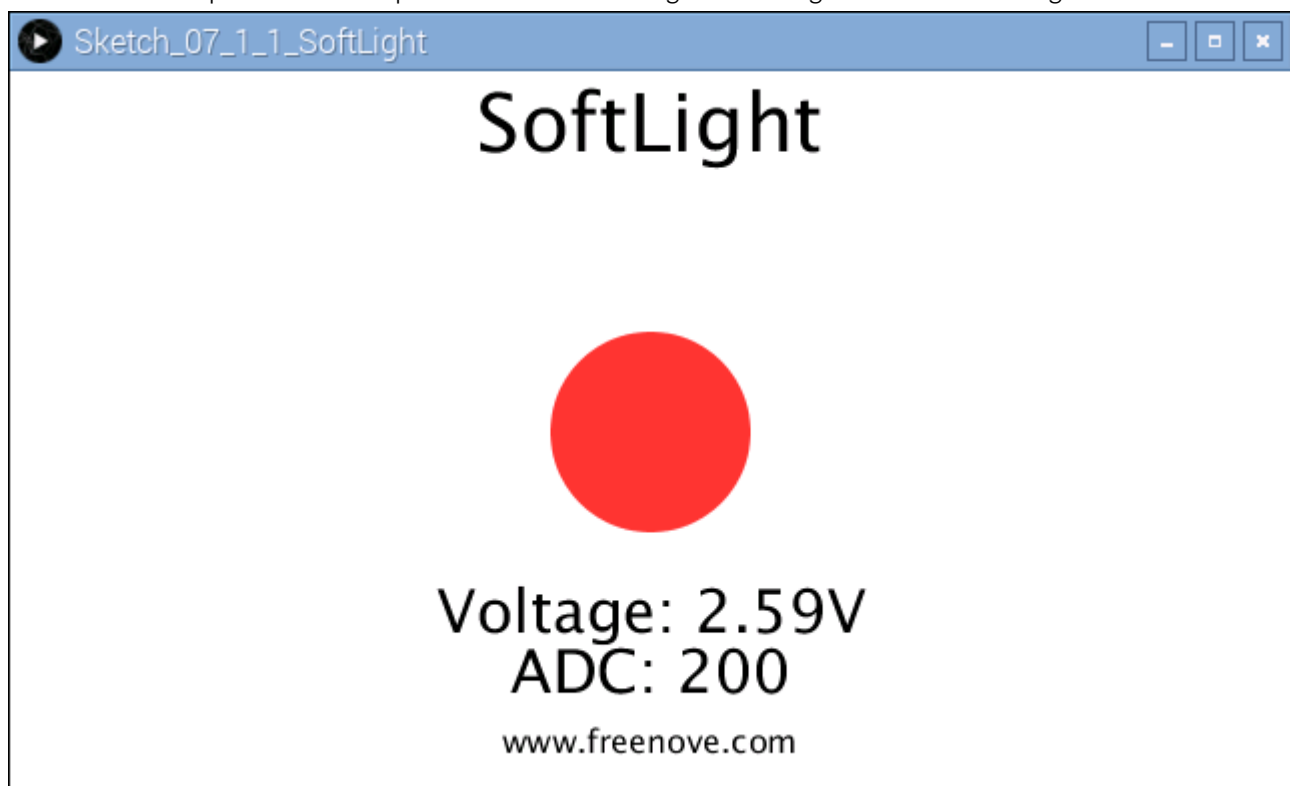
1. Use Processing to open the file Sketch\_07\_1\_1\_SoftLight.

processing

Freenove\_Ultimate\_Starter\_Kit\_for\_Raspberry\_Pi/Processing/Sketchs/Sketch\_07\_1\_1\_SoftLight/Sketch\_07\_1\_1\_SoftLight.pde

2. Click on "RUN" to run the code.

After the program is executed, the Display Window will show the voltage value of potentiometer, the ADC value and a LED pattern. Rotate potentiometer to change the voltage value and the brightness of the LED.



This project contains a lot of code files, and the core code is contained in the file Sketch\_07\_1\_1\_SoftLight. The other files only contain some custom classes.



The following is program code:

```

1  import processing.io.*;
2
3  int ledPin = 17;    //led
4  //Create a object of class PCF8591
5  PCF8591 pcf = new PCF8591(0x48);
6  SOFTPWM p = new SOFTPWM(ledPin, 0, 100);
7  void setup() {
8      size(640, 360);
9  }
10 void draw() {
11     int adc = pcf.analogRead(0);    //Read the ADC value of channel 0
12     float volt = adc*3.3/255.0;    //calculate the voltage
13     float dt = adc/255.0;
14     p.softPwmWrite((int)(dt*100)); //output the pwm
15     background(255);
16     titleAndSiteInfo();
17
18     fill(255, 255-dt*255, 255-dt*255); //cycle
19     noStroke(); //no border
20     ellipse(width/2, height/2, 100, 100);
21
22     fill(0);
23     textAlign(CENTER); //set the text centered
24     textSize(30);
25     text("ADC: "+nf(adc, 3, 0), width / 2, height/2+130);
26     text("Voltage: "+nf(volt, 0, 2)+"V", width / 2, height/2+100); //
27 }
28 void titleAndSiteInfo() {
29     fill(0);
30     textAlign(CENTER); //set the text centered
31     textSize(40); //set text size
32     text("SoftLight", width / 2, 40); //title
33     textSize(16);
34     text("www.freenove.com", width / 2, height - 20); //site
35 }

```

In this project code, get the ADC value of the potentiometer, then map it into the PWM duty cycle of LED to control its brightness. In Display Window, the color filled in LED pattern changes to simulate the brightness change of LED.

```

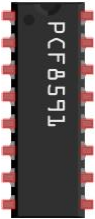
    int adc = pcf.analogRead(0);    //Read the ADC value of channel 0
    float volt = adc*3.3/255.0;    //calculate the voltage
    float dt = adc/255.0;
    p.softPwmWrite((int)(dt*100)); //output the pwm

```

## Project 7.2 NightLamp

In this project, we will use Photoresistor, used to intense ambient light, to make a NightLamp. When the ambient light get dark, LED brightness will be enhanced automatically. Conversely, the LED brightness will be weakened automatically.

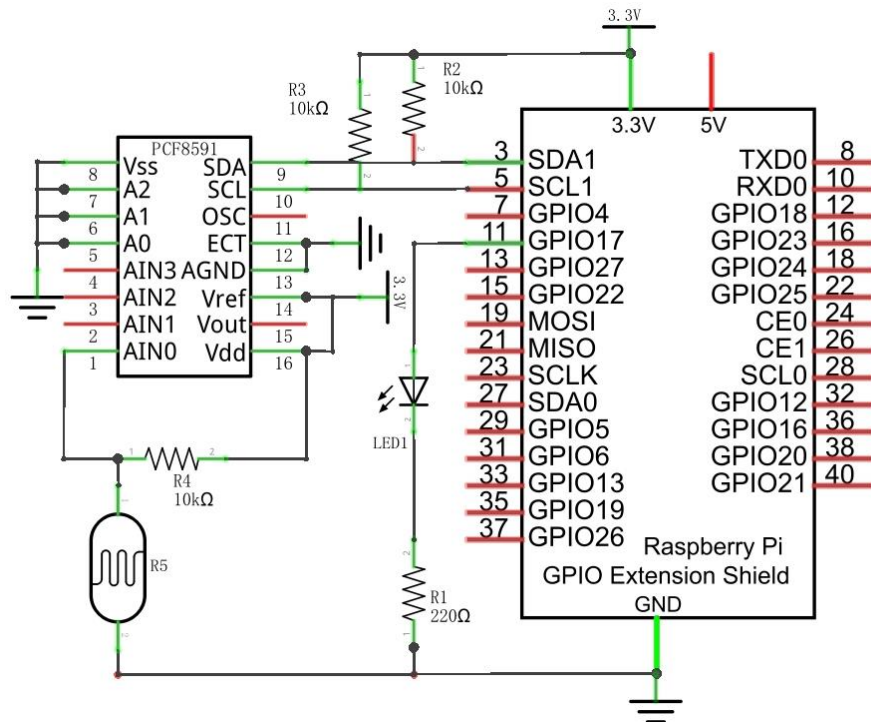
### Component List

|                                                                                                         |                                                                                                   |                                                                                                         |                                                                                                           |                                                                                                 |
|---------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------|
| Raspberry Pi 3B x1<br>GPIO Extension Board & Wire x1<br>BreadBoard x1                                   |                                                                                                   | Jumper M/M x15<br>  |                                                                                                           |                                                                                                 |
| Photoresistor x1<br> | PCF8591 x1<br> | Resistor 10kΩ x3<br> | Resistor 220Ω x1<br> | LED x1<br> |

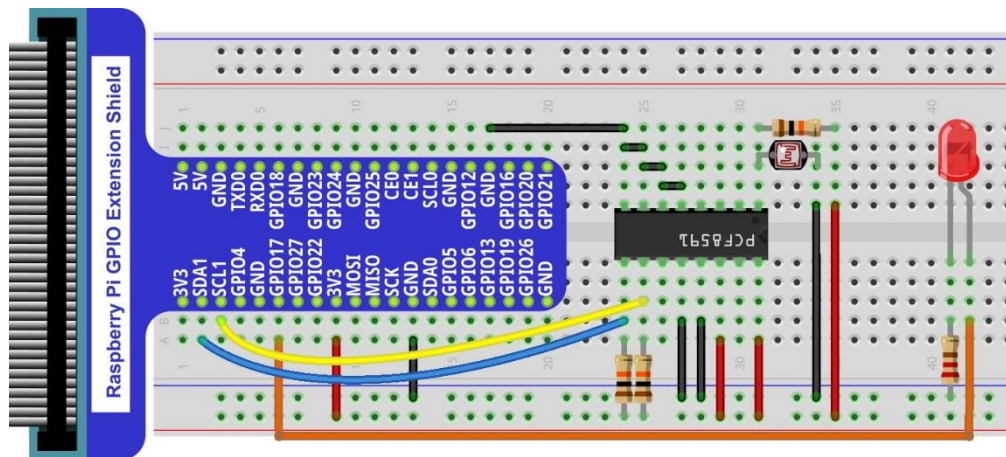
## Circuit

The circuit of this experiment is similar to the one in last chapter. The only difference is that the input signal of the AIN0 pin of PCF8591 is changed from a potentiometer to combination of a photoresistor and a resistor.

Schematic diagram



Hardware connection



## Sketch

The project code is the same as the last section "SoftLight" in addition to the title.

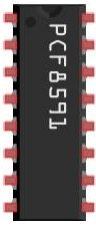
# Chapter 8 Thermistor

In this chapter, we will learn how to use thermistor.

## Project 8.1 Thermometer

In this project, we will use a thermistor to make a thermometer.

### Component List

|                                                                                                     |                                                                                                  |                                                                                                          |
|-----------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------|
| Raspberry Pi 3B x1<br>GPIO Extension Board & Wire x1<br>BreadBoard x1                               |                                                                                                  | Jumper M/M x14<br>     |
| Thermistor x1<br> | PCF8591 x1<br> | Resistor 10kΩ x3<br> |

### Component knowledge

First Review the knowledge of thermistor. The relationship between resistance value and temperature of thermistor is:

$$R_t = R \cdot \exp \left[ B \cdot \left( \frac{1}{T_2} - \frac{1}{T_1} \right) \right]$$

Where:

**R<sub>t</sub>** is the thermistor resistance under T<sub>2</sub> temperature;

**R** is in the nominal resistance of thermistor under T<sub>1</sub> temperature;

**EXP[n]** is nth power of E;

**B** is for thermal index;

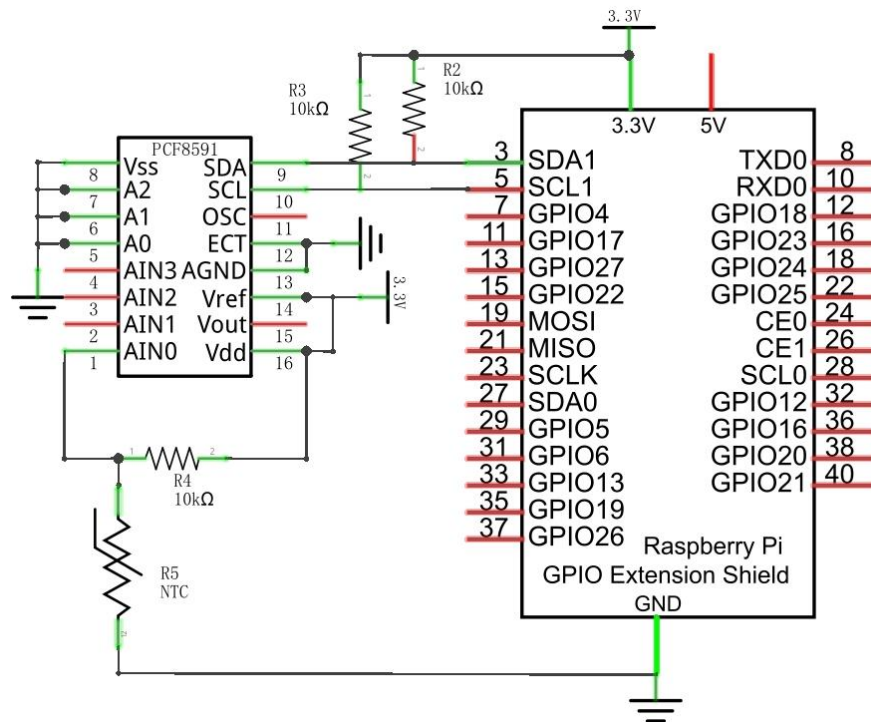
**T<sub>1</sub>, T<sub>2</sub>** is Kelvin temperature (absolute temperature). Kelvin temperature=273.15+celsius temperature.

Parameters of the thermistor we use is: B=3950, R=10k, T<sub>1</sub>=25.

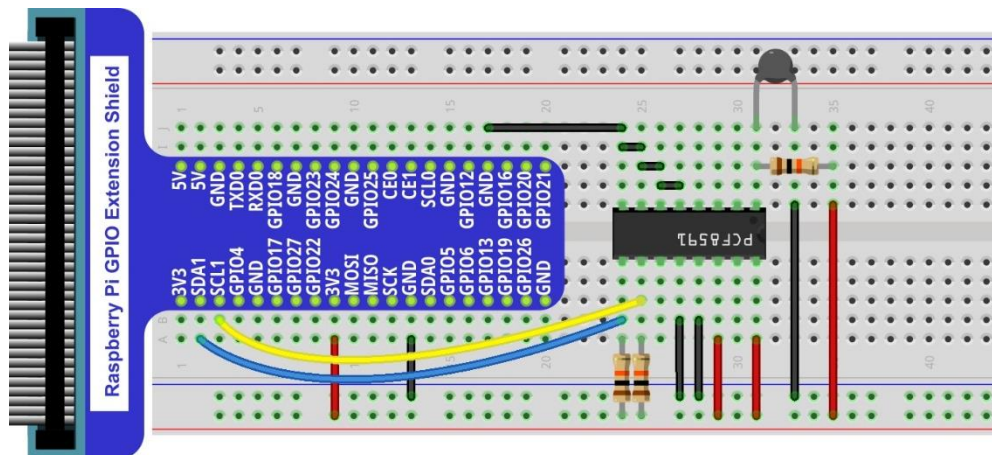
## Circuit

The circuit of this experiment is similar to the one in the last chapter. The only difference is that the photoresistor is replaced by the thermistor.

Schematic diagram



Hardware connection



The formula for calculating temperature according to the circuit is shown below:

$$T2 = 1/(1/T1 + \ln(Rt/R)/B)$$

## Sketch

### Sketch 8.1.1 Thermometer

First observe the running result of the sketch, and then analyze the code.

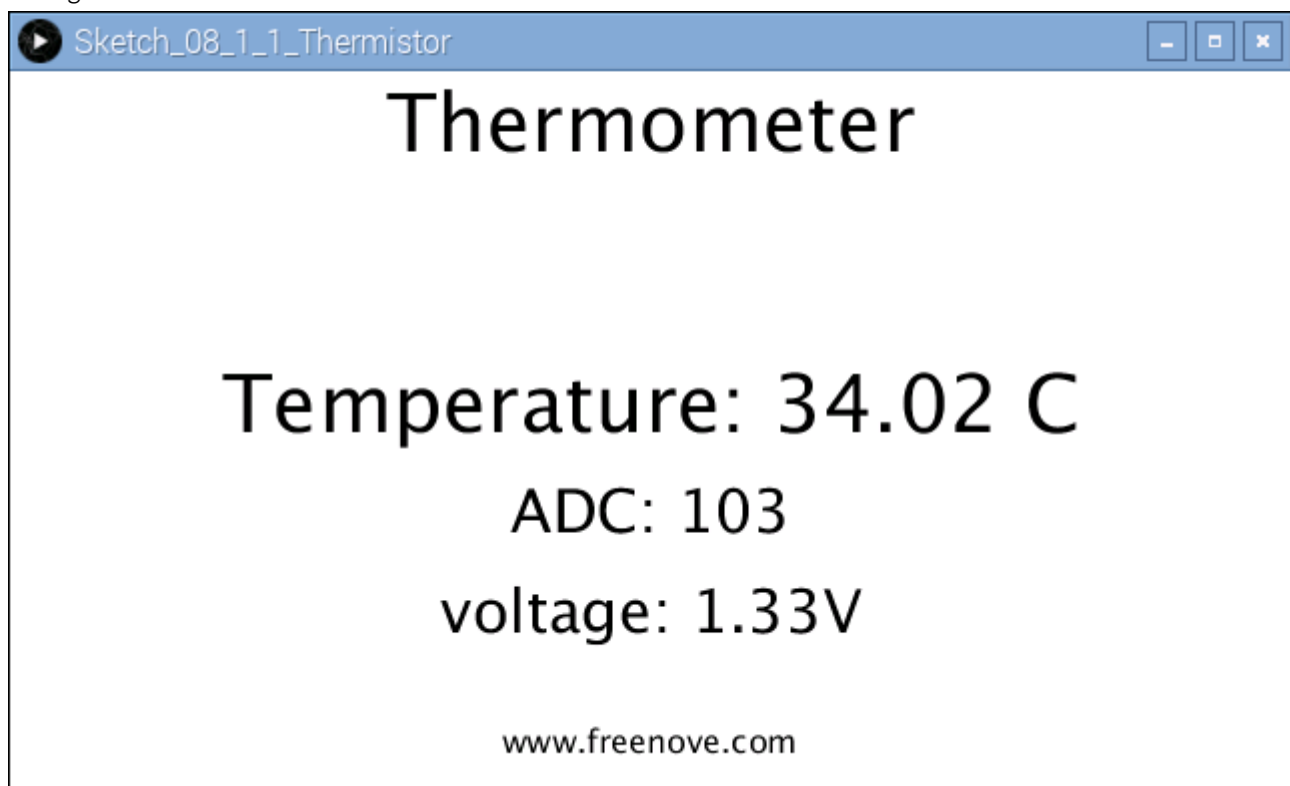
1. Use Processing to open the file Sketch\_08\_1\_1\_Thermometer.

processing

Freenove\_Ultimate\_Starter\_Kit\_for\_Raspberry\_Pi/Processing/Sketchs/Sketch\_08\_1\_1\_Thermometer/Sketch\_08\_1\_1\_Thermometer.pde

2. Click on "RUN" to run the code.

After the program is executed, the Display Window will show the current temperature, the ADC value and the voltage value.



This project contains a lot of code files, and the core code is contained in the file Sketch\_08\_1\_1\_Thermometer. The other files only contain some custom classes.



The following is program code:

```

1  import processing.io.*;
2  //Create a object of class PCF8591
3  PCF8591 pcf = new PCF8591(0x48);
4  void setup() {
5      size(640, 360);
6  }
7  void draw() {
8      int adc = pcf.analogRead(0);    //Read the ADC value of channel 0
9      float volt = adc*3.3/255.0;    //calculate the voltage
10     float tempK, tempC, Rt;        //
11     Rt = 10*volt / (3.3-volt);    //calculate the resistance value of thermistor
12     tempK = 1/(1/(273.15+25) + log(Rt/10)/3950); //calaulate temperature(Kelvin)
13     tempC = tempK - 273.15;    //calaulate temperature(Celsius)
14
15     background(255);
16     titleAndSiteInfo();
17
18     fill(0);
19     textAlign(CENTER);    //set the text centered
20     textSize(30);
21     text("ADC: "+nf(adc, 0, 0), width / 2, height/2+50);
22     textSize(30);
23     text("voltage: "+nf(volt, 0, 2)+"V", width / 2, height/2+100);
24     textSize(40);        //set text size
25     text("Temperature: "+nf(tempC, 0, 2)+" C", width / 2, height/2);    //
26 }
27 void titleAndSiteInfo() {
28     fill(0);
29     textAlign(CENTER);    //set the text centered
30     textSize(40);        //set text size
31     text("Thermometer", width / 2, 40);    //title
32     textSize(16);
33     text("www.freenove.com", width / 2, height - 20);    //site
34 }

```

In this project code, first read ADC, and then calculate the current temperature according to the Ohm's law and temperature formula mentioned before, finally display them on Display Window.

```

int adc = pcf.analogRead(0);    //Read the ADC value of channel 0
float volt = adc*3.3/255.0;    //calculate the voltage
float tempK, tempC, Rt;        //
Rt = 10*volt / (3.3-volt);    //calculate the resistance value of thermistor
tempK = 1/(1/(273.15+25) + log(Rt/10)/3950); //calaulate temperature(Kelvin)
tempC = tempK - 273.15;    //calaulate temperature(Celsius)

```

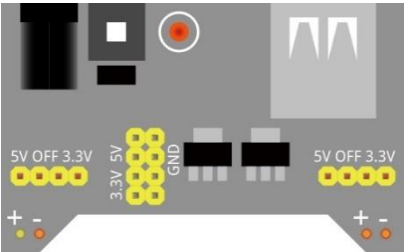
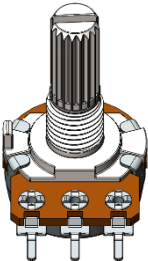
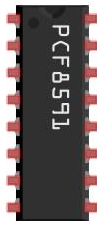
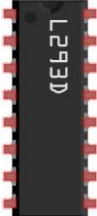
## Chapter 9 Motor & Driver

In this chapter, we will learn how to use DC motor, including how to control the speed and direction of the motor.

### Project 9.1 Motor

In this project, we use L293D to drive the DC motor. We can click on the button in the Processing Display Window to control motor direction, and drag the progress bar to control the motor speed.

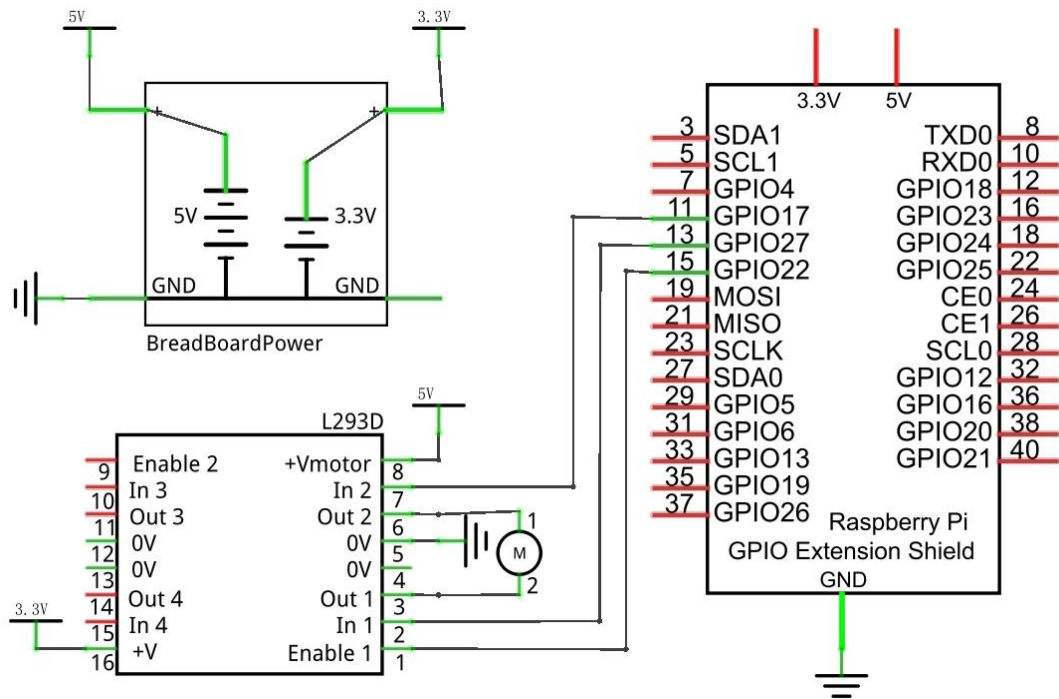
### Component List

|                                                                                                                   |                                                                                                 |                                                                                                                                           |                                                                                                     |                                                                                                |
|-------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------|
| Raspberry Pi 3B x1<br>GPIO Extension Board & Wire x1<br>BreadBoard x1                                             |                                                                                                 | Jumper M/M x22<br>                                    |                                                                                                     |                                                                                                |
| Breadboard power module x1<br> |                                                                                                 | 9V Battery (provided by yourself) & battery cable<br> |                                                                                                     |                                                                                                |
| Rotary potentiometer x1<br>    | Motor x1<br> | Resistor 10kΩ x2<br>                                   | PCF8591 x1<br> | L293D<br> |

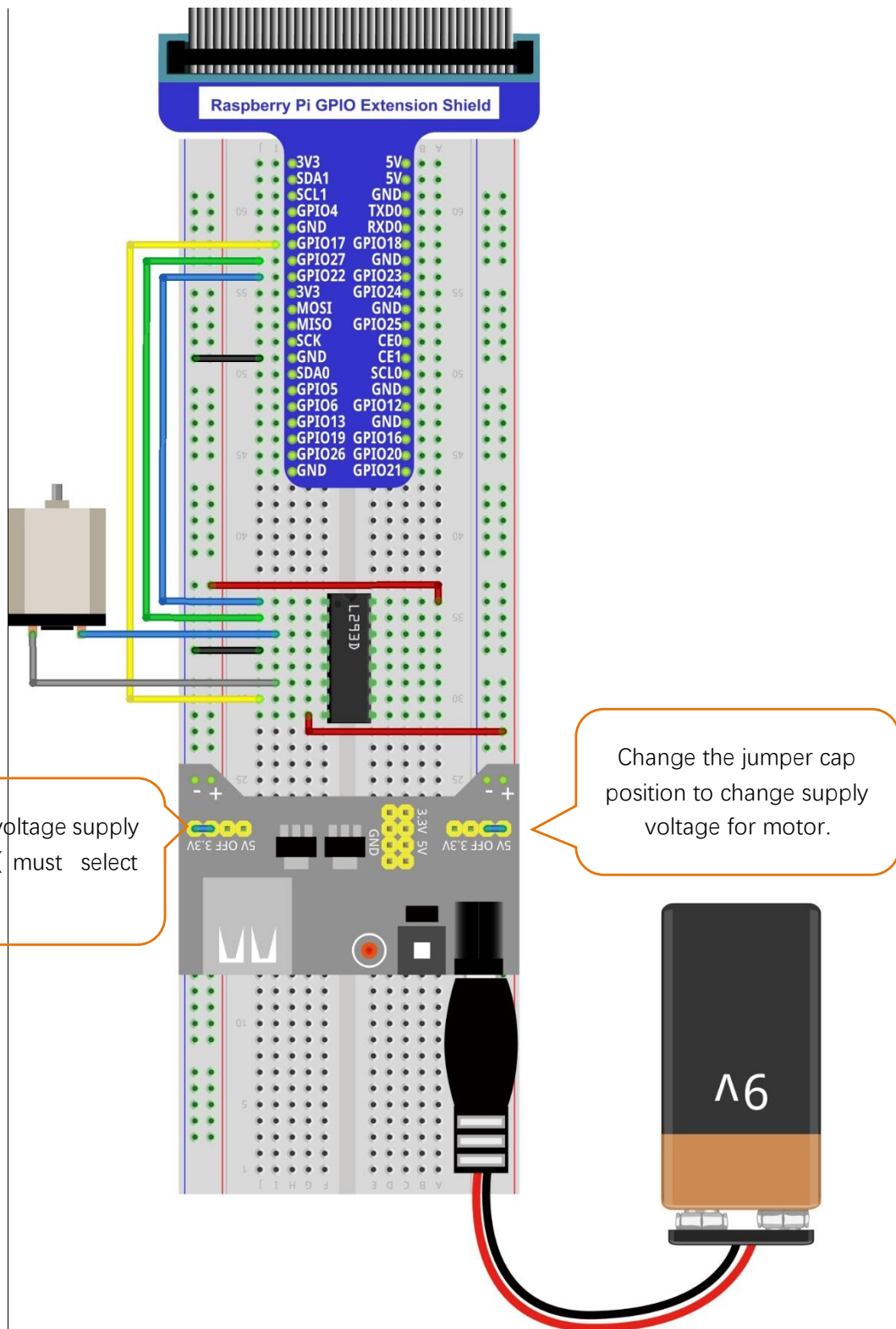
## Circuit

When connecting the circuit, pay attention to that because the motor is a high-power component, do not use the power provided by the RPi, which may do damage to your RPi. the logic circuit can be powered by RPi power or external power supply which should have the common ground with RPi.

Schematic diagram



## Hardware connection



## Sketch

### Sketch 9.1.1 Motor

First observe the running result of the sketch, and then analyze the code.

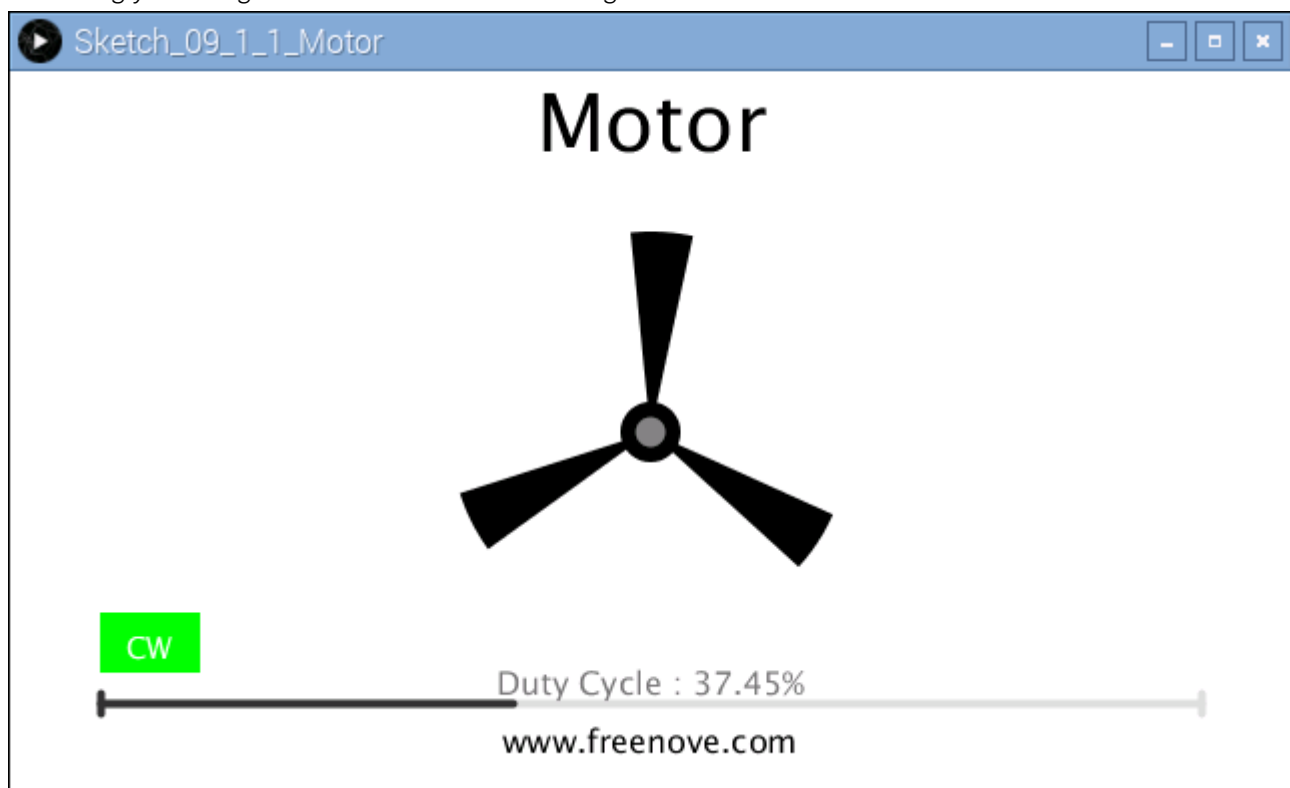
1. Use Processing to open the file Sketch\_09\_1\_1\_Motor.

processing

Freenove\_Ultimate\_Starter\_Kit\_for\_Raspberry\_Pi/Processing/Sketchs/Sketch\_09\_1\_1\_Motor/Sketch\_09\_1\_1\_Motor.pde

2. Click on "RUN" to run the code.

After the program is executed, a virtual fan, a button and a progress bar are shown in Display Window. Dragging the progress bar can change the motor speed, and the virtual fan will rotate with different speed accordingly. Clicking Button with mouse can change the motor rotation direction.



This project contains a lot of code files, and the core code is contained in the file Sketch\_09\_1\_1\_Motor. The other files only contain some custom classes.



The following is program code:

```
1  import processing.io.*;
2
3  int motorPin1 = 17;    //connect to the L293D
4  int motorPin2 = 27;
5  int enablePin = 22;
6  final int borderSize = 45;    //border size
7  //MOTOR Object
8  MOTOR motor = new MOTOR(motorPin1, motorPin2, enablePin);
9  ProgressBar mBar;    //ProgressBar Object
10 boolean mMouse = false;    //determined whether a mouse click the ProgressBar
11 BUTTON btn;    //BUTTON Object, For controlling the direction of motor
12 int motorDir = motor.CW;    //motor direction
13 float rotaSpeed = 0, rotaPosition = 0; //motor speed
14 void setup() {
15     size(640, 360);
16     mBar = new ProgressBar(borderSize, height-borderSize, width-borderSize*2);
17     mBar.setTitle("Duty Cycle");    //set the ProgressBar's title
18     btn = new BUTTON(45, height - 90, 50, 30);    //define the button
19     btn.setBgColor(0, 255, 0); //set button color
20     btn.setText("CW");    //set button text
21 }
22
23 void draw() {
24     background(255);
25     titleAndSiteInfo(); //title and site information
26     strokeWeight(4);    //border weight
27     mBar.create();    //create the ProgressBar
28     motor.start(motorDir, (int)(mBar.progress*100)); //control the motor starts to rotate
29     btn.create();    //create the button
30     rotaSpeed = mBar.progress * 0.02 * PI; //virtual fan's rotating speed
31     if (motorDir == motor.CW) {
32         rotaPosition += rotaSpeed;
33         if (rotaPosition >= 2*PI) {
34             rotaPosition = 0;
35         }
36     } else {
37         rotaPosition -= rotaSpeed;
38         if (rotaPosition <= -2*PI) {
39             rotaPosition = 0;
40         }
41     }
42     drawFan(rotaPosition);    //show the virtual fan in Display window
```

```
43 }
44 //Draw a clover fan according to the stating angle
45 void drawFan(float angle) {
46     constrain(angle, 0, 2*PI);
47     fill(0);
48     for (int i=0; i<3; i++) {
49         arc(width/2, height/2, 200, 200, 2*i*PI/3+angle, (2*i+0.3)*PI/3+angle, PIE);
50     }
51     fill(0);
52     ellipse(width/2, height/2, 30, 30);
53     fill(128);
54     ellipse(width/2, height/2, 15, 15);
55 }
56
57 void mousePressed() {
58     if ( (mouseY< mBar.y+5) && (mouseY>mBar.y-5) ) {
59         mMouse = true;    //the mouse click the progressBar
60     } else if ((mouseY< btn.y+btn.h) && (mouseY>btn.y)
61         && (mouseX< btn.x+btn.w) && (mouseX>btn.x)) { // the mouse click the button
62         if (motorDir == motor.CW) {    //change the direction of rotation of motor
63             motorDir = motor.CCW;
64             btn.setBgColor(255, 0, 0);
65             btn.setText("CCW");
66         } else if (motorDir == motor.CCW) {
67             motorDir = motor.CW;
68             btn.setBgColor(0, 255, 0);
69             btn.setText("CW");
70         }
71     }
72 }
73 void mouseReleased() {
74     mMouse = false;
75 }
76 void mouseDragged() {
77     int a = constrain(mouseX, borderSize, width - borderSize);
78     float t = map(a, borderSize, width - borderSize, 0.0, 1.0);
79     if (mMouse) {
80         mBar.setProgress(t);
81     }
82 }
83 void titleAndSiteInfo() {
84     fill(0);
85     textAlign(CENTER);    //set the text centered
86     textSize(40);        //set text size
```

```

87 text("Motor", width / 2, 40);    //title
88 textSize(16);
89 text("www.freenove.com", width / 2, height - 20);    //site
90 }

```

First define the GPIO pin connected to the Motor, motor class object, the L293D class object, the ProgressBar class object, the Button class object, and some variables.

```

int motorPin1 = 17;    //connect to the L293D
int motorPin2 = 27;
int enablePin = 22;
final int borderSize = 45;    //border size
//MOTOR Object
MOTOR motor = new MOTOR(motorPin1, motorPin2, enablePin);
ProgressBar mBar;    //ProgressBar Object
boolean mMouse = false;    //determined whether a mouse click the ProgressBar
BUTTON btn;    //BUTTON Object, For controlling the direction of motor
int motorDir = motor.CW;    //motor direction
float rotaSpeed = 0, rotaPosition = 0;    //motor speed

```

Initialize the ProgressBar and Button in setup().

```

mBar = new ProgressBar(borderSize, height-borderSize, width-borderSize*2);
mBar.setTitle("Duty Cycle");    //set the ProgressBar's title
btn = new BUTTON(45, height - 90, 50, 30);    //define the button
btn.setBgColor(0, 255, 0);    //set button color
btn.setText("CW");    //set button text

```

In function draw(), draw all the contents to be displayed. Then set the motor speed, as well as the speed of virtual fan according to the progress of progress bar. And set the motor direction according to the button flag.

```

void draw() {
    background(255);
    titleAndSiteInfo();    //title and site information
    strokeWeight(4);    //border weight
    mBar.create();    //create the ProgressBar
    motor.start(motorDir, (int)(mBar.progress*100));    //control the motor starts to rotate
    btn.create();    //create the button
    rotaSpeed = mBar.progress * 0.02 * PI;    //virtual fan's rotating speed
    if (motorDir == motor.CW) {
        rotaPosition += rotaSpeed;
        if (rotaPosition >= 2*PI) {
            rotaPosition = 0;
        }
    } else {
        rotaPosition -= rotaSpeed;
    }
}

```

```

    if (rotaPosition <= -2*PI) {
        rotaPosition = 0;
    }
}
drawFan(rotaPosition);    //show the virtual fan in Display window
}

```

In the mousePressed(), judge if the Button is clicked on. If the mouse clicked on the Button, then change the motor direction and the text and color of Button. We have learned how to drag ProgressBarBar before, so here is no representation.

```

else if ((mouseY < btn.y+btn.h) && (mouseY > btn.y)
    && (mouseX < btn.x+btn.w) && (mouseX > btn.x)) { // the mouse click the button
    if (motorDir == motor.CW) {    //change the direction of rotation of motor
        motorDir = motor.CCW;
        btn.setBgColor(255, 0, 0);
        btn.setText("CCW");
    } else if (motorDir == motor.CCW) {
        motorDir = motor.CW;
        btn.setBgColor(0, 255, 0);
        btn.setText("CW");
    }
}

```

Subfunction drawFan(float angle) is used to draw a three leaf fan, based on an initial angle angle. And the angle between each two leaf is 120°. Changing the value of "angle" can make the fan rotate to different angle.

```

void drawFan(float angle) {
    constrain(angle, 0, 2*PI);
    fill(0);
    for (int i=0; i<3; i++) {
        arc(width/2, height/2, 200, 200, 2*i*PI/3+angle, (2*i+0.3)*PI/3+angle, PIE);
    }
    fill(0);
    ellipse(width/2, height/2, 30, 30);
    fill(128);
    ellipse(width/2, height/2, 15, 15);
}

```

About class MOTOR :

#### class MOTOR

This is a custom class that is used to operate the motor controlled by L293D.

```
public MOTOR(int pin1, int pin2, int enablePin)
```

Constructor, the parameter for the GPIO connected to the L293D pin, the enablePin used to create a PWM pin within range of 0-100 and with frequency of 100Hz.

```
public void start(int dir, int speed)
```

Used to drive motor, parameter dir for the rotation direction, the value is CW, CCW, STOP. Parameter speed

is used to decide the duty cycle of PWM. Its value is within range of 0-100.

About class BUTTON :

#### class BUTTON

This is a custom class that is used to create a Button.

```
public BUTTON(int ix, int iy, int iw, int ih)
```

Constructor, used to create a BUTTON class object. The parameters is for the location and size of the button to be created.

```
public void create()
```

Used to draw Button.

```
public void setBgColor(int ir, int ig, int ib)
```

Used to set Button color.

```
public void setText(String str)
```

Used to set Button text.

```
public void setTextColor(int ir, int ig, int ib)
```

Used to set text color.

## Chapter 10 74HC595 & LEDBar Graph

In this chapter, we will learn how to use 74HC595, and use it to control Graph LEDBar.

### Project 10.1 FollowLight

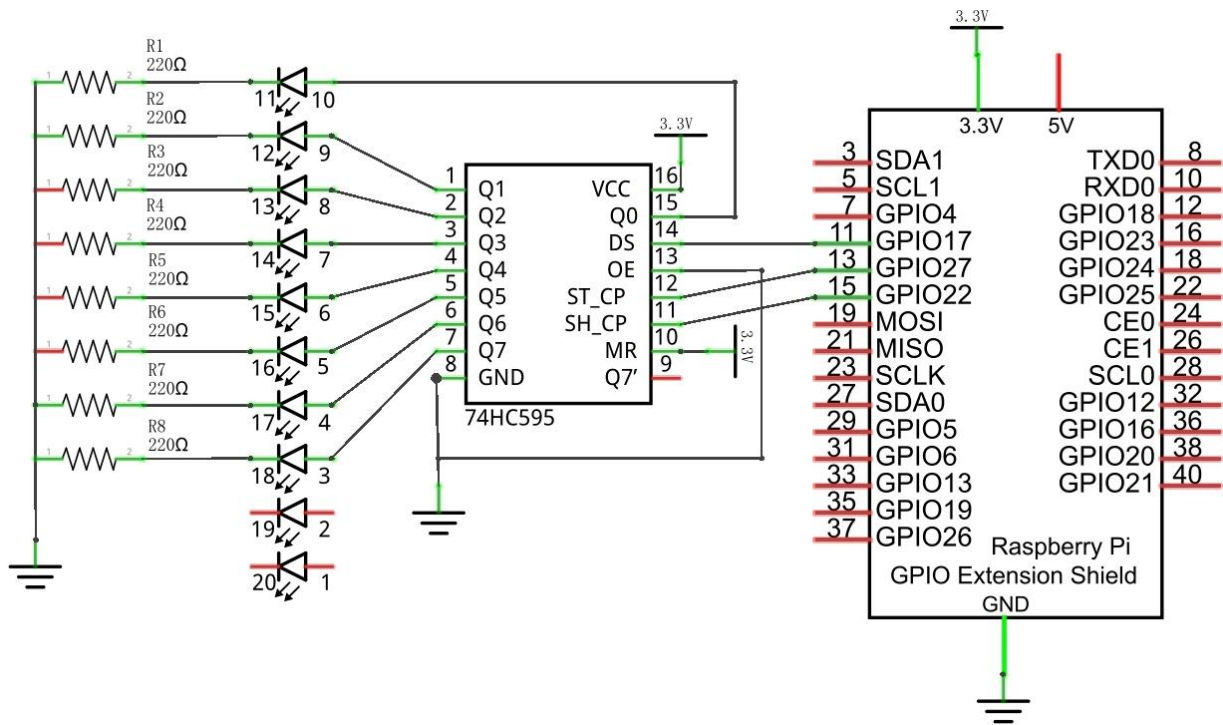
In this chapter, we will use 74HC595 and LEDBar Graph to recreate a FollowLight.

### Component List

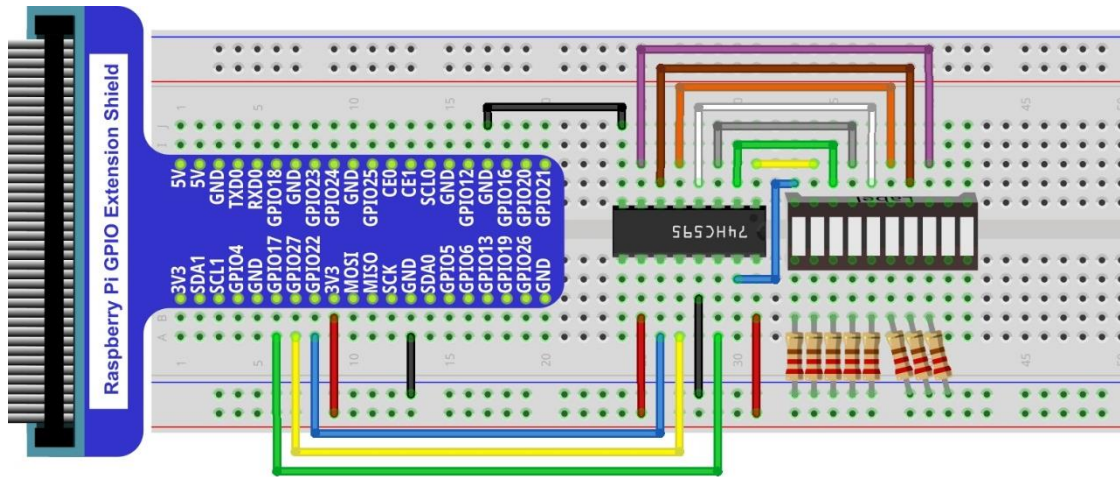
|                                                                                                   |                                                                                                        |                                                                                                           |
|---------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------|
| Raspberry Pi 3B x1<br>GPIO Extension Board & Wire x1<br>BreadBoard x1                             |                                                                                                        | Jumper M/M x17<br>    |
| 74HC595 x1<br> | LEDBar Graph x1<br> | Resistor 220Ω x8<br> |

## Circuit

Schematic diagram



Hardware connection



## Sketch

### Sketch 10.1.1 LightWater

First observe the running result of the sketch, and then analyze the code.

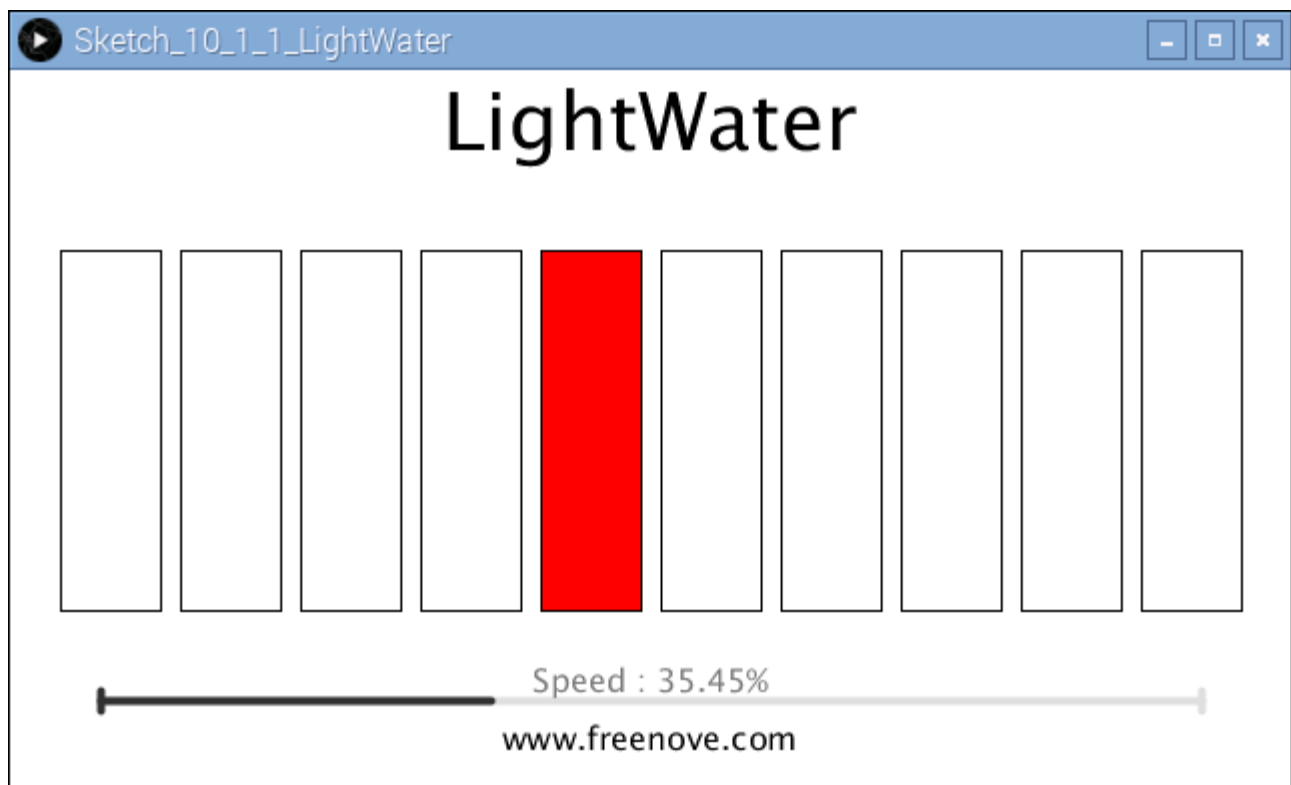
1. Use Processing to open the file Sketch\_10\_1\_1\_LightWater.

processing

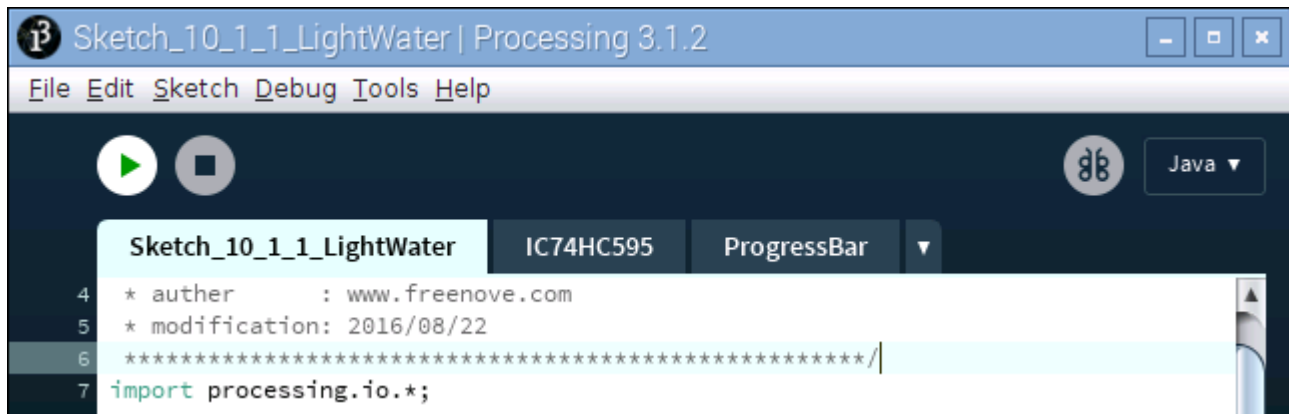
Freenove\_Ultimate\_Starter\_Kit\_for\_Raspberry\_Pi/Processing/Sketchs/Sketch\_10\_1\_1\_LightWater/Sketch\_10\_1\_1\_LightWater.pde

2. Click on "RUN" to run the code.

After the program is executed, Display Window shows a virtual LEDBar Graph, which will bright at the same rate and same way with LEDBar Graph in the circui. Dragging the progress bar can adjust the flow rate of light water.



This project contains a lot of code files, and the core code is contained in the file Sketch\_10\_1\_1\_LightWater. The other files only contain some custom classes.



The following is program code:

```

1  import processing.io.*;
2
3  int dataPin = 17;    //connect to the 74HC595
4  int latchPin = 27;
5  int clockPin = 22;
6  final int borderSize = 45;    //border size
7  ProgressBar mBar;    //ProgressBar Object
8  IC74HC595 ic;        //IC74HC595 Object
9  boolean mMouse = false;    //determined whether a mouse click the ProgressBar
10 int leds = 0x01;        //number of led on
11 int lastMoveTime = 0;    //led last move time point
12 void setup() {
13     size(640, 360);
14     mBar = new ProgressBar(borderSize, height-borderSize, width-borderSize*2);
15     mBar.setTitle("Speed");    //set the ProgressBar's title
16     ic = new IC74HC595(dataPin, latchPin, clockPin);
17 }
18
19 void draw() {
20     background(255);
21     titleAndSiteInfo();    //title and site information
22     strokeWeight(4);    //border weight
23     mBar.create();    //create the ProgressBar
24     //control the speed of lightwater
25     if (millis() - lastMoveTime > 50/(0.05+mBar.progress)) {
26         lastMoveTime = millis();
27         leds<<=1;
28         if (leds == 0x100)
29             leds = 0x01;
30     }
31     ic.write(ic.LSBFIRST, leds);    //write 74HC595
32
33     stroke(0);
  
```

```

34  strokeWeight(1);
35  for (int i=0; i<10; i++) {    //draw 10 rectangular box
36      if (leds == (1<<i)) {    //
37          fill(255, 0, 0);      //fill the rectangular box in red color
38      } else {
39          fill(255, 255, 255); //else fill the rectangular box in white color
40      }
41      rect(25+60*i, 90, 50, 180); //draw a rectangular box
42  }
43  }
44
45  void mousePressed() {
46      if ( (mouseY< mBar.y+5) && (mouseY>mBar.y-5) ) {
47          mMouse = true;    //the mouse click the progressBar
48      }
49  }
50  void mouseReleased() {
51      mMouse = false;
52  }
53  void mouseDragged() {
54      int a = constrain(mouseX, borderSize, width - borderSize);
55      float t = map(a, borderSize, width - borderSize, 0.0, 1.0);
56      if (mMouse) {
57          mBar.setProgress(t);
58      }
59  }
60  void titleAndSiteInfo() {
61      fill(0);
62      textAlign(CENTER);    //set the text centered
63      textSize(40);         //set text size
64      text("LightWater", width / 2, 40);    //title
65      textSize(16);
66      text("www.freenove.com", width / 2, height - 20);    //site
67  }

```

First define the GPIO pin connected to 74HC595, the ProgressBar class object, IC74HC595 class object, and some variables.

```

int dataPin = 17;    //connect to the 74HC595
int latchPin = 27;
int clockPin = 22;
final int borderSize = 45;    //border size
ProgressBar mBar;    //ProgressBar Object
IC74HC595 ic;        //IC74HC595 Object
boolean mMouse = false;    //determined whether a mouse click the ProgressBar

```

```
int leds = 0x01;           //number of led on
int lastMoveTime = 0;      //led last move time point
```

In the function setup(), instantiate ProgressBar class object and IC74HC595 class object.

```
mBar = new ProgressBar(borderSize, height-borderSize, width-borderSize*2);
mBar.setTitle("Speed");    //set the ProgressBar's title
ic = new IC74HC595(dataPin, latchPin, clockPin);
```

In the function draw(), set the background, text, and other information and draw the progress bar.

```
background(255);
titleAndSiteInfo(); //title and site information
strokeWeight(4);    //border weight
mBar.create();      //create the ProgressBar
```

Then according to the speed of followlight, calculate the data "leds" for 74HC595, and make it written to 74HC595, then LEDBar Graph is turned on.

```
if (millis() - lastMoveTime > 50/(0.05+mBar.progress)) {
    lastMoveTime = millis();
    leds<<=1;
    if (leds == 0x100)
        leds = 0x01;
}
ic.write(ic.LSBFIRST, leds); //write 74HC595
```

Finally, according to the variable leds, draw the virtual LEDBar Graph in Display Window.

```
stroke(0);
strokeWeight(1);
for (int i=0; i<10; i++) { //draw 10 rectangular box
    if (leds == (1<<i)) { //
        fill(255, 0, 0); //fill the rectangular box in red color
    } else {
        fill(255, 255, 255); //else fill the rectangular box in white color
    }
    rect(25+60*i, 90, 50, 180); //draw a rectangular box
}
```

About class IC74HC595 :

#### class IC74HC595

This is a custom class that is used to operate integrated circuit 74HC595.

```
public IC74HC595(int dPin, int lPin, int cPin)
```

Constructor, the parameter for the GPIO pin connected to 74HC595.

```
public void write(int order,int value)
```

Used to write data to 74HC595, and the 74HC595 output port will output these data immediately.

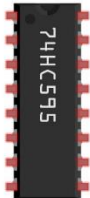
## Chapter 11 74HC595 & Seven-segment display.

In this chapter, we will learn a new component, Seven-segment display (SSD).

### Project 11.1 Seven -segment display.

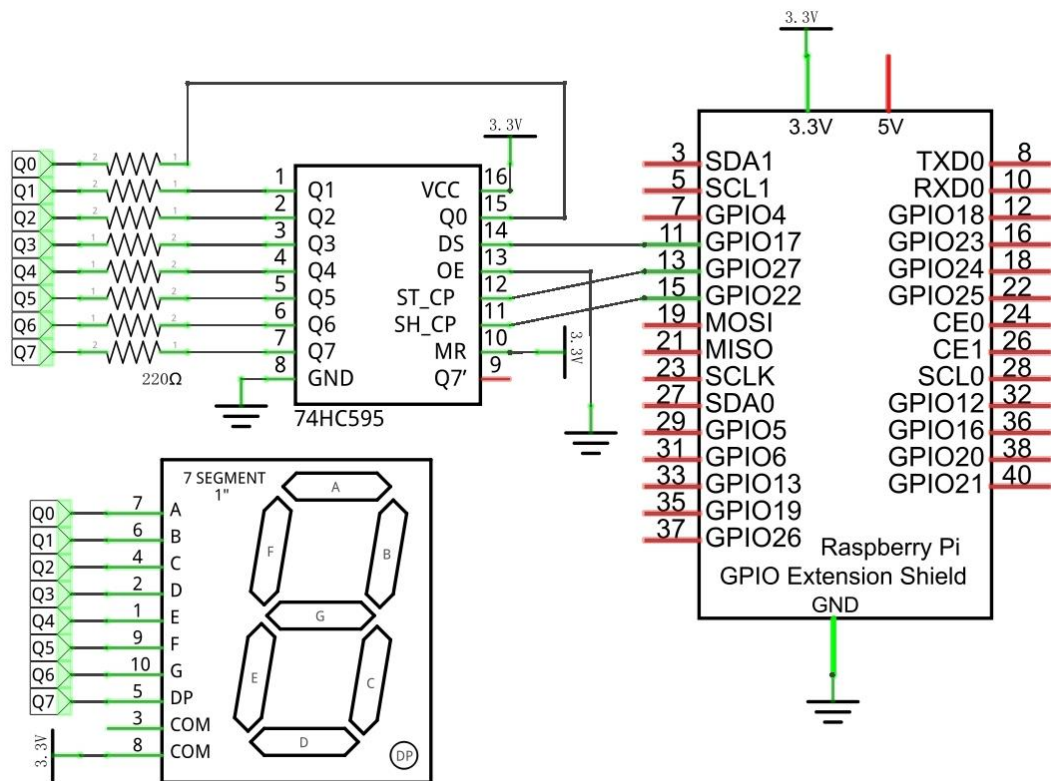
We will use 74HC595 to control Seven-segment display (SSD). And make it display decimal character "0-9".

### Component List

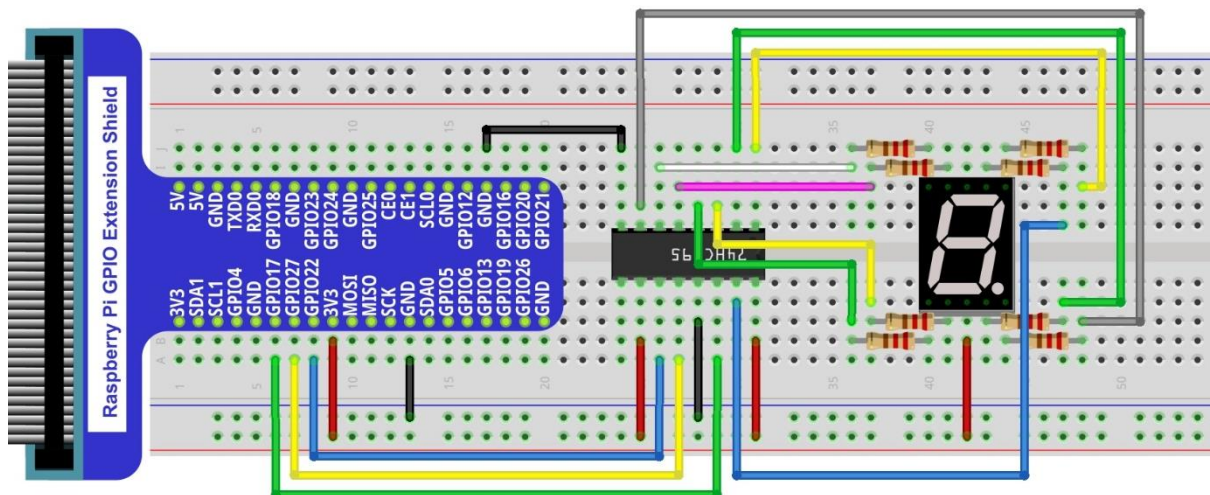
|                                                                                                   |                                                                                                             |                                                                                                           |
|---------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------|
| Raspberry Pi 3B x1<br>GPIO Extension Board & Wire x1<br>BreadBoard x1                             |                                                                                                             | Jumper M/M x18<br>    |
| 74HC595 x1<br> | 7-segment display x1<br> | Resistor 220Ω x8<br> |

## Circuit

Schematic diagram



Hardware connection



## Sketch

### Sketch 11.1.1 SSD

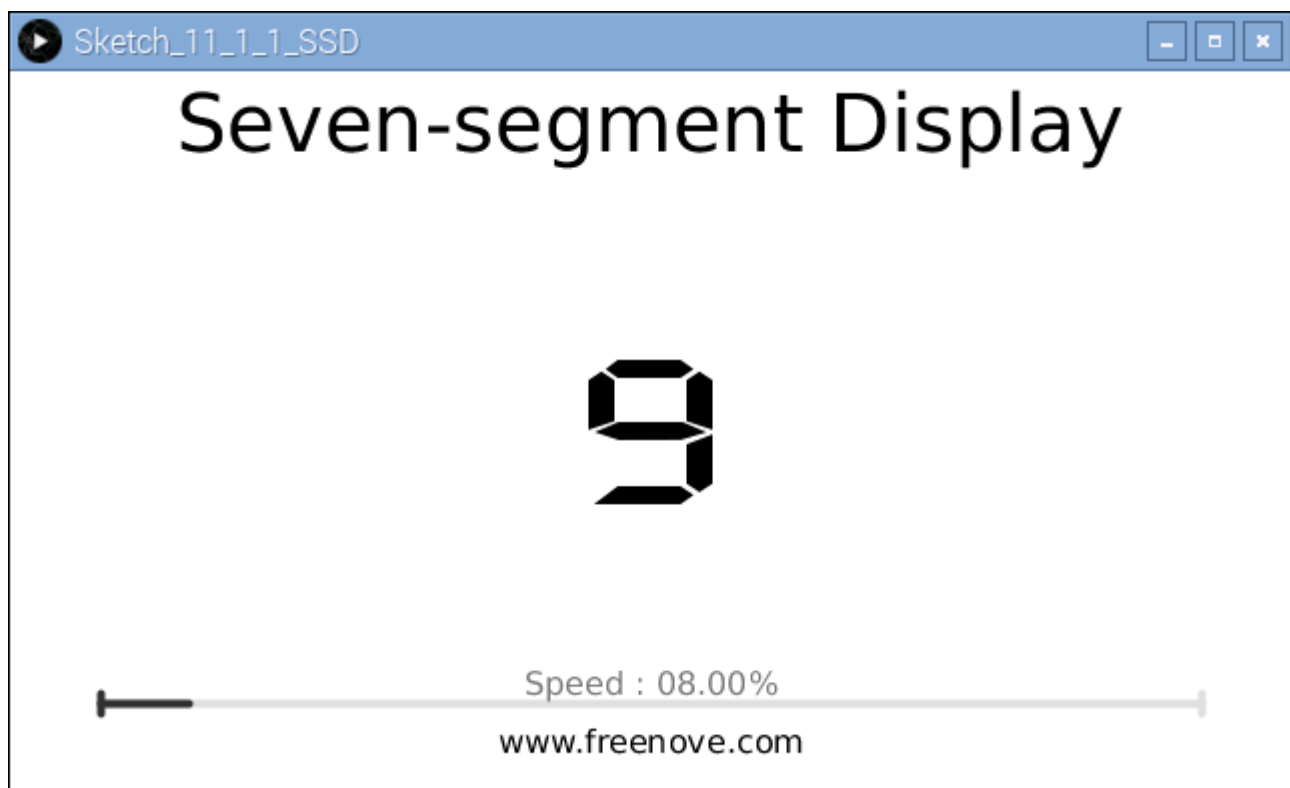
First observe the running result of the sketch, and then analyze the code.

1. Use Processing to open the file Sketch\_11\_1\_1\_SSD.

```
processing
Freenove_Ultimate_Starter_Kit_for_Raspberry_Pi/Processing/Sketchs/Sketch_11_1_1_SSD/Sketch_11_1_1_SSD.pde
```

2. Click on "RUN" to run the code.

After the program is executed, both Display Window and SSD in the circuit show the same number. And they have the same add-self rate to display number "0-9" constantly. Dragging the progress bar can adjust the add-self rate.



This project contains a lot of code files, and the core code is contained in the file Sketch\_11\_1\_1\_SSD. The other files only contain some custom classes.



The following is program code:

```
1  import processing.io.*;
2
3  int dataPin = 17;    //connect to the 74HC595
4  int latchPin = 27;
5  int clockPin = 22;
6  final int borderSize = 45;    //border size
7  ProgressBar mBar;    //ProgressBar Object
8  IC74HC595 ic;    //IC74HC595 Object
9  boolean mMouse = false;    //determined whether a mouse click the ProgressBar
10 int index = 0;    // index of number
11 int lastMoveTime = 0;    //led last move time point
12 //encoding for character 0-9 of common anode SevenSegmentDisplay
13 final int[] numCode = {0xc0, 0xf9, 0xa4, 0xb0, 0x99, 0x92, 0x82, 0xf8, 0x80, 0x90};
14 PFont mFont;
15
16 void setup() {
17     size(640, 360);
18     mBar = new ProgressBar(borderSize, height-borderSize, width-borderSize*2);
19     mBar.setTitle("Speed");    //set the ProgressBar's title
20     ic = new IC74HC595(dataPin, latchPin, clockPin);
21     mFont = loadFont("DigifaceWide-100.vlw");    //create DigifaceWide font
22 }
23
24 void draw() {
25     background(255);
26     titleAndSiteInfo();    //title and site information
27     strokeWeight(4);    //border weight
28     mBar.create();    //create the ProgressBar
29     //control the speed of number change
30     if (millis() - lastMoveTime > 50/(0.05+mBar.progress)) {
31         lastMoveTime = millis();
32         index++;
33         if (index > 9) {
34             index = 0;
35         }
36     }
37     ic.write(ic.MSBFIRST, numCode[index]);    //write 74HC595
38     showNum(index);    //show the number in dispaly window
39 }
40 void showNum(int num) {
41     fill(0);
42     textSize(100);
43     textFont(mFont);    //digiface font
```

```

44     textAlign(CENTER, CENTER);
45     text(num, width/2, height/2);
46 }
47 void mousePressed() {
48     if ( (mouseY< mBar.y+5) && (mouseY>mBar.y-5) ) {
49         mMouse = true;    //the mouse click the progressBar
50     }
51 }
52 void mouseReleased() {
53     mMouse = false;
54 }
55 void mouseDragged() {
56     int a = constrain(mouseX, borderSize, width - borderSize);
57     float t = map(a, borderSize, width - borderSize, 0.0, 1.0);
58     if (mMouse) {
59         mBar.setProgress(t);
60     }
61 }
62 void titleAndSiteInfo() {
63     fill(0);
64     textAlign(CENTER);    //set the text centered
65     textFont(createFont("", 100)); //default font
66     textSize(40);        //set text size
67     text("Seven-segment Display", width / 2, 40);    //title
68     textSize(16);
69     text("www.freenove.com", width / 2, height - 20);    //site
70 }

```

The project code is similar to the last chapter. The difference is that in this project the data output by 74HC595 is the fixed coding information of SSD. First, the character "0-9" is defined as code of common anode SSD.

```
final int[] numCode = {0xc0, 0xf9, 0xa4, 0xb0, 0x99, 0x92, 0x82, 0xf8, 0x80, 0x90};
```

In the function draw(), the data is output at a certain speed. At the same time the Display Window outputs the same character.

```

if (millis() - lastMoveTime > 50/(0.05+mBar.progress)) {
    lastMoveTime = millis();
    index++;
    if (index > 9) {
        index = 0;
    }
}

ic.write(ic.MSBFIRST, numCode[index]);    //write 74HC595
showNum(index);    //show the number in display window

```

By creating the font "mFont", we change the font of the characters in Display Window. The font ".vlw" file is created by clicking the "Create Font" of the menu bar, which is saved in the data folder of current Sketch.

```
PFont mFont;  
.....  
  
mFont = loadFont("DigifaceWide-100.vlw"); //create DigifaceWide font
```

About more details about loadFont(), please refer to "Help→Reference→loadFont()" or the official website:  
[https://processing.org/reference/loadFont\\_.html](https://processing.org/reference/loadFont_.html)

By creating an empty font, you can reset the font to default font.

```
textFont(createFont("", 100)); //default font
```

## Project 11.2 4-digit Seven-segment display.

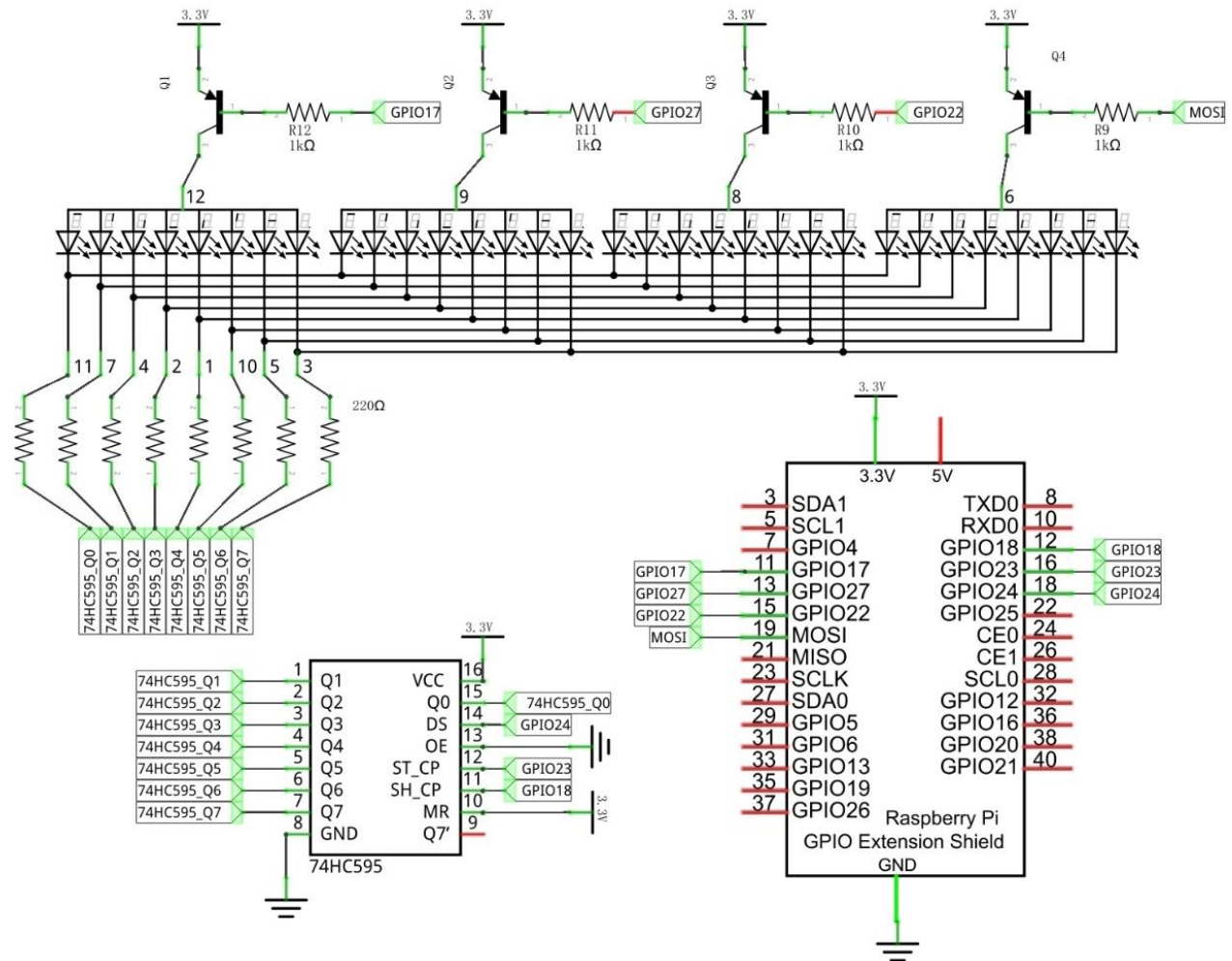
Now, let's learn to use 4-digit 7-segment display(FDSSD).

### Component List

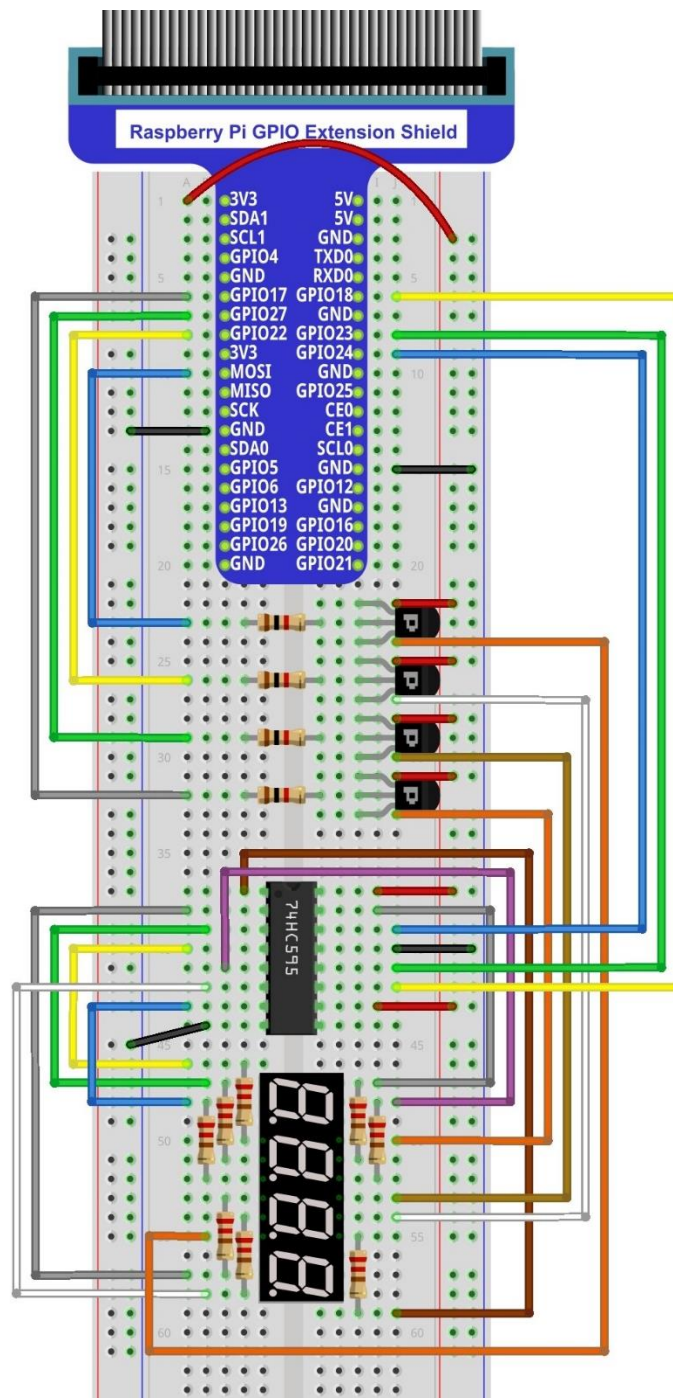
|                                                                                                   |                                                                                                          |                                                                                                                     |                                                                                                           |                                                                                                          |
|---------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------|
| Raspberry Pi 3B x1<br>GPIO Expansion Board & Wire x1<br>BreadBoard x1                             |                                                                                                          | Jumper M/M x27<br>              |                                                                                                           |                                                                                                          |
| 74HC595 x1<br> | PNP transistor x4<br> | 4-Digit 7-segment display x1<br> | Resistor 220Ω x8<br> | Resistor 1KΩ x4<br> |

## Circuit

Schematic diagram



## Hardware connection



## Sketch

In this project, open an independent thread to control the FDSSD. The uncertainty of the system time slice allocation may lead to FDSS flashing in the display, which is a normal phenomenon. For details about display principle of FDSSD, please refer to our C and Python manual.

### Sketch 11.2.1 FDSSD

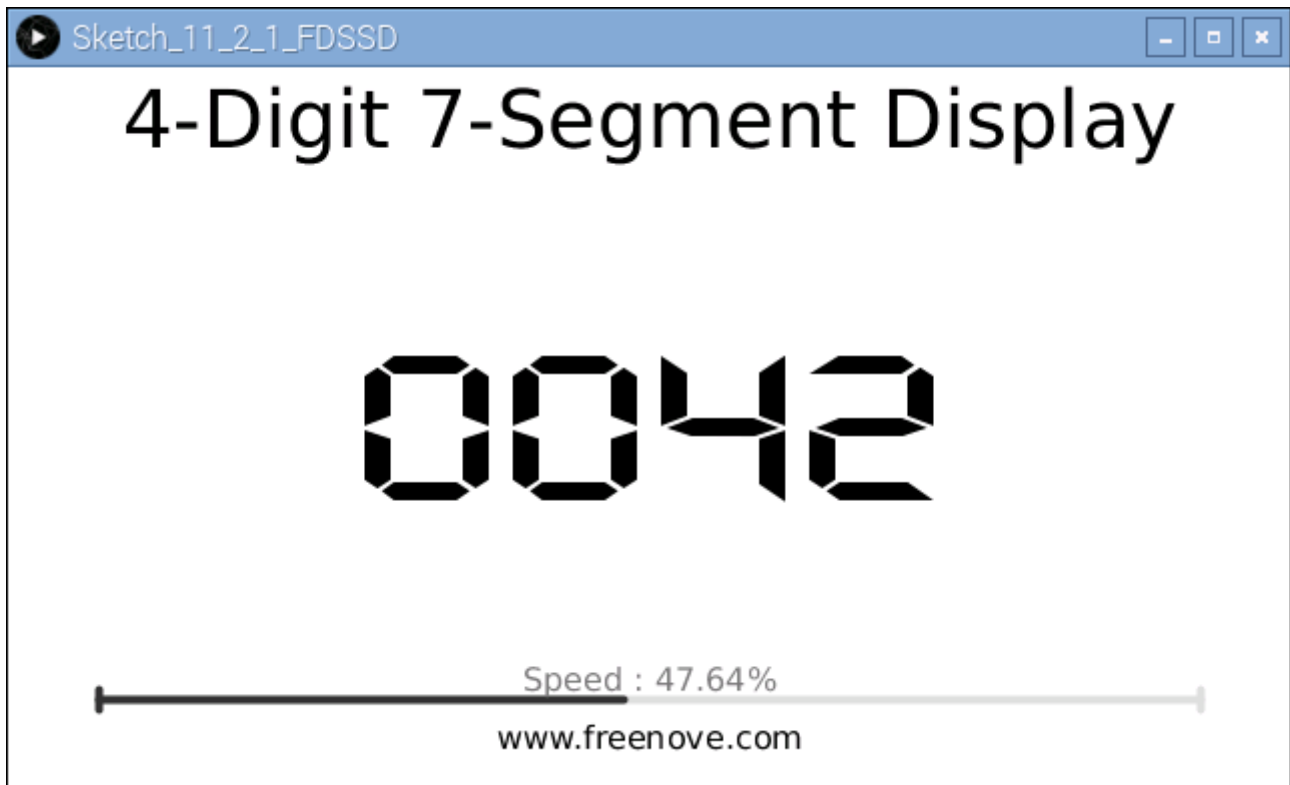
First observe the running result of the sketch, and then analyze the code.

1. Use Processing to open the file Sketch\_11\_2\_1\_FDSSD.

```
processing
Freenove_Ultimate_Starter_Kit_for_Raspberry_Pi/Processing/Sketches/Sketch_11_2_1_FDSSD/Sketch_11_2_1_F
DSSD.pde
```

2. Click on "RUN" to run the code.

After the program is executed, Display Window and FDSSD in the circuit will show same figures, and they have the same add-self rate. They will constantly show the number of "0-9999" circularly. And dragging the progress bar can change the rate.



This project contains several code files, as shown below:



The following is program code:

```

1  import processing.io.*;
2
3  int dataPin = 24;    //connect to the 74HC595
4  int latchPin = 23;
5  int clockPin = 18;
6  int[] digitPin = {17, 27, 22, 10}; //Connected to a common anode SSD through the transistor
7  final int borderSize = 45;    //border size
8  ProgressBar mBar;    //ProgressBar Object
9  IC74HC595 ic;        //IC74HC595 Object
10 boolean mMouse = false;    //determined whether a mouse click the ProgressBar
11 int index = 0;           // index of number
12 int lastMoveTime = 0;    //led last move time point
13 //encoding for character 0-9 of common anode SevenSegmentDisplay
14 final int[] numCode = {0xc0, 0xf9, 0xa4, 0xb0, 0x99, 0x92, 0x82, 0xf8, 0x80, 0x90};
15 PFont mFont;
16
17 void setup() {
18     size(640, 360);
19     for (int i = 0; i < 4; i++) {
20         GPIO.pinMode(digitPin[i], GPIO.OUTPUT);
21     }
22     mBar = new ProgressBar(borderSize, height-borderSize, width-borderSize*2);
23     mBar.setTitle("Speed");    //set the ProgressBar's title
24     ic = new IC74HC595(dataPin, latchPin, clockPin);
25     mFont = loadFont("DigifaceWide-100.vlw"); //create DigifaceWide font
26     thread("displaySSD");
27 }
28
29 void draw() {
30     background(255);
31     titleAndSiteInfo(); //title and site information
32     strokeWeight(4);    //border weight
33     mBar.create();    //create the ProgressBar

```

```
34 //control the speed of number change
35 if (millis() - lastMoveTime > 50/(0.05+mBar.progress)) {
36     lastMoveTime = millis();
37     index++;
38     if (index > 9999) {
39         index = 0;
40     }
41 }
42 showNum(index); //show the number in dispaly window
43 }
44 void showNum(int num) {
45     fill(0);
46     textSize(100);
47     textFont(mFont); //digiface font
48     textAlign(CENTER, CENTER);
49     text(nf(num, 4, 0), width/2, height/2);
50 }
51
52 void displaySSD() {
53     while (true) {
54         display(index);
55     }
56 }
57 void selectDigit(int digit) {
58     GPIO.digitalWrite(digitPin[0], ((digit&0x08) == 0x08) ? GPIO.LOW : GPIO.HIGH);
59     GPIO.digitalWrite(digitPin[1], ((digit&0x04) == 0x04) ? GPIO.LOW : GPIO.HIGH);
60     GPIO.digitalWrite(digitPin[2], ((digit&0x02) == 0x02) ? GPIO.LOW : GPIO.HIGH);
61     GPIO.digitalWrite(digitPin[3], ((digit&0x01) == 0x01) ? GPIO.LOW : GPIO.HIGH);
62 }
63 void display(int dec) {
64     selectDigit(0x00);
65     ic.write(ic.MSBFIRST, numCode[dec%10]);
66     selectDigit(0x01); //select the first, and display the single digit
67     delay(1); //display duration
68     selectDigit(0x00);
69     ic.write(ic.MSBFIRST, numCode[dec%100/10]);
70     selectDigit(0x02); //select the second, and display the tens digit
71     delay(1);
72     selectDigit(0x00);
73     ic.write(ic.MSBFIRST, numCode[dec%1000/100]);
74     selectDigit(0x04); //select the third, and display the hundreds digit
75     delay(1);
76     selectDigit(0x00);
77     ic.write(ic.MSBFIRST, numCode[dec%10000/1000]);
```

```

78     selectDigit(0x08);      //select the fourth, and display the thousands digit
79     delay(1);
80 }
81 void mousePressed() {
82     if ( (mouseY< mBar.y+5) && (mouseY>mBar.y-5) ) {
83         mMouse = true;      //the mouse click the progressBar
84     }
85 }
86 void mouseReleased() {
87     mMouse = false;
88 }
89 void mouseDragged() {
90     int a = constrain(mouseX, borderSize, width - borderSize);
91     float t = map(a, borderSize, width - borderSize, 0.0, 1.0);
92     if (mMouse) {
93         mBar.setProgress(t);
94     }
95 }
96 void titleAndSiteInfo() {
97     fill(0);
98     textAlign(CENTER);      //set the text centered
99     textFont(createFont("", 100)); //default font
100    textSize(40);            //set text size
101    text("4-Digit 7-Segment Display", width / 2, 40);    //title
102    textSize(16);
103    text("www.freenove.com", width / 2, height - 20);    //site
104 }

```

This project code is similar to the last section "SSD". The difference is that this project needs to control four SSD. The four coanodes of four SSD is controlled by four GPIO through 4 transistors. First, the four GPIO is defined.

```
int[] digitPin = {17, 27, 22, 10};
```

In a separate thread, make the FDSSD display numbers in scan mode. Subfunction display() is used to make FDSSD display a four-digit number.

```

thread("displaySSD");
.....
void displaySSD() {
    while (true) {
        display(index);
    }
}

```

Other contents of the program are the same as the last section "SSD".



## Chapter 12 74HC595 & LED Matrix

In this chapter, we will learn how to use 74HC595 to control more LEDs, LED Matrix.

### Project 12.1 LED Matrix

In this project, we will use two 74HC595 to control a monochrome LEDMatrix (8\*8) to make it display some graphics and characters.

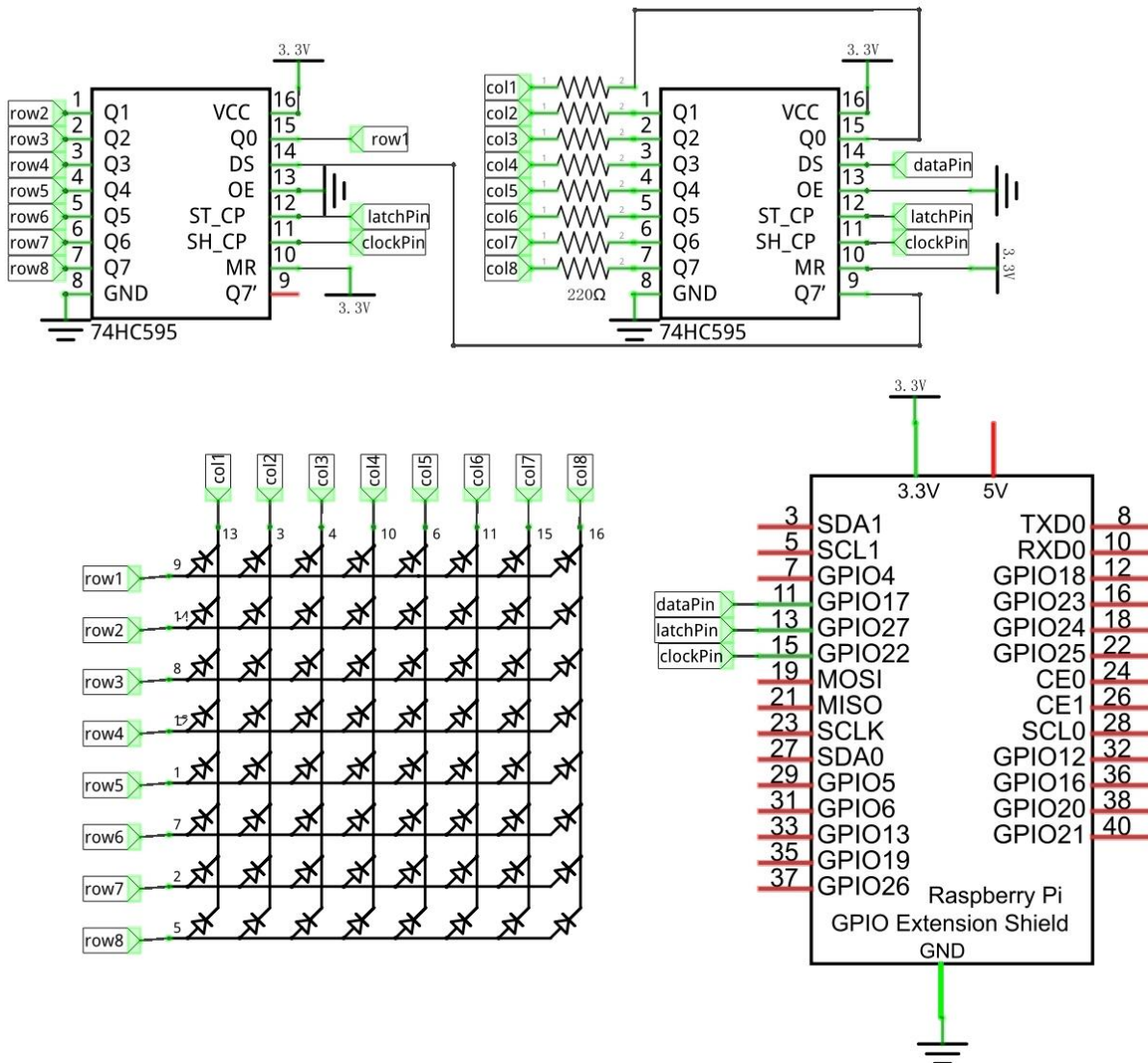
### Component List

|                                                                                                   |                                                                                                         |                                                                                                           |
|---------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------|
| Raspberry Pi 3B x1<br>GPIO Extension Board & Wire x1<br>BreadBoard x1                             |                                                                                                         | Jumper M/M x41<br>    |
| 74HC595 x2<br> | 8*8 LEDMatrix x1<br> | Resistor 220Ω x8<br> |

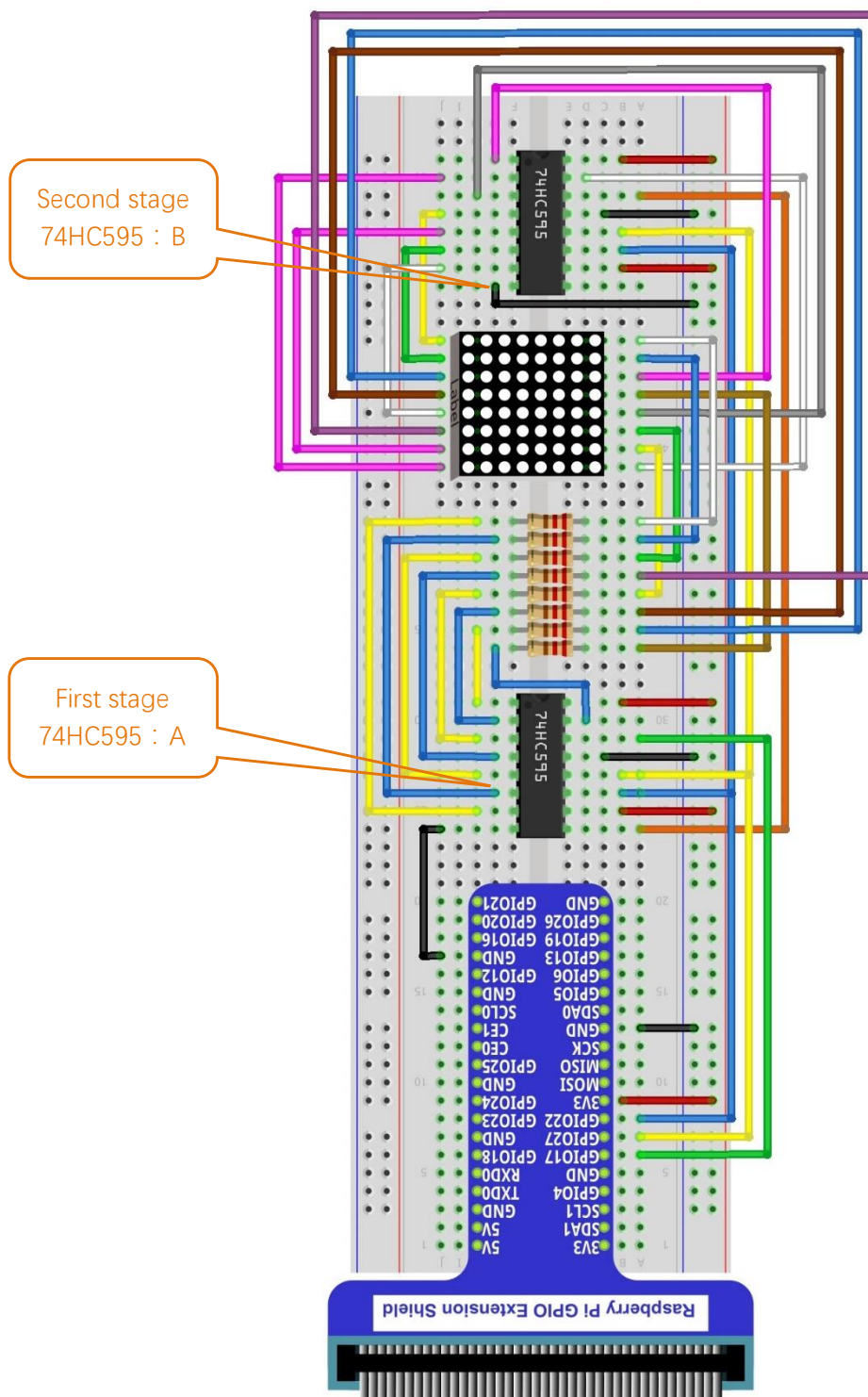
## Circuit

In this experimental circuit, the power pin of 74HC595 is connected to 3.3V. It can also be connected to 5V to make LEDMatrix brighter.

Schematic diagram



## Hardware connection



## Sketch

### Sketch 12.1.1 LEDMatrix

First observe the running result of the sketch, and then analyze the code.

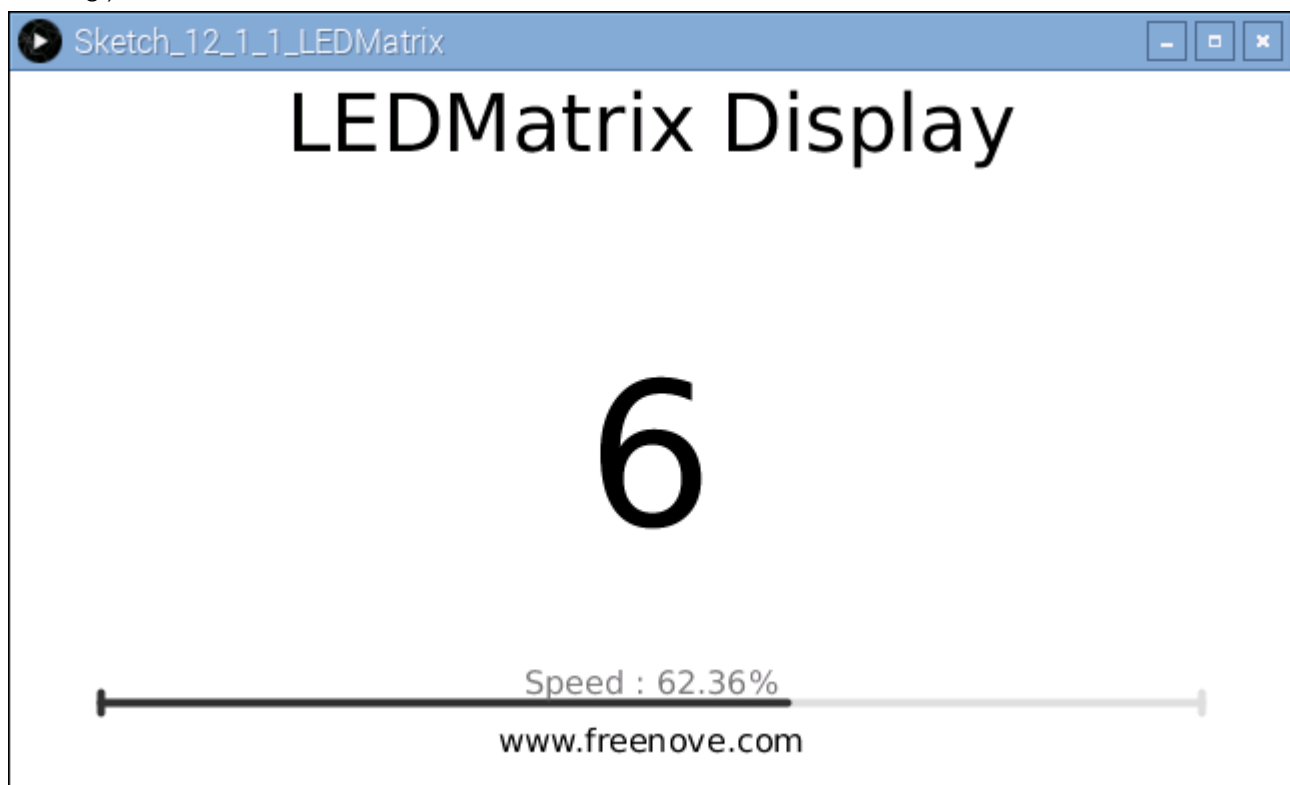
1. Use Processing to open the file Sketch\_12\_1\_1\_LEDMatrix.

processing

Freenove\_Ultimate\_Starter\_Kit\_for\_Raspberry\_Pi/Processing/Sketchs/Sketch\_12\_1\_1\_LEDMatrix/Sketch\_12\_1\_1\_LEDMatrix.pde

2. Click on "RUN" to run the code.

After the program is executed, LEDMatrix will show a smiling face pattern, then start scrolling display of character "0-F". Display Window will display the characters "0-F" synchronously. Dragging the progress bar can change the rolling speed of character on LEDMatrix. (The project code in the LEDMatrix is operate with scanning method in a separate thread. The uncertainty of the CPU time slice may cause LEDMatrix display flashing.)



This project contains a lot of code files, and the core code is contained in the file Sketch\_12\_1\_1\_LEDMatrix. The other files only contain some custom classes.



The following is program code:

```

1  import processing.io.*;
2
3  int dataPin = 17;    //connect to the 74HC595
4  int latchPin = 27;
5  int clockPin = 22;
6  final int borderSize = 45;    //border size
7  ProgressBar mBar;    //ProgressBar Object
8  IC74HC595 ic;        //IC74HC595 Object
9  boolean mMouse = false;    //determined whether a mouse click the ProgressBar
10 int index = 0;        // index of number
11 //encoding for smile face
12 final int[] pic = {0x1c, 0x22, 0x51, 0x45, 0x45, 0x51, 0x22, 0x1c};
13 //encoding for character 0-9 of ledmatrix
14 final int[] numCode={
15     0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, // " "
16     0x00, 0x00, 0x3E, 0x41, 0x41, 0x3E, 0x00, 0x00, // "0"
17     0x00, 0x00, 0x21, 0x7F, 0x01, 0x00, 0x00, 0x00, // "1"
18     0x00, 0x00, 0x23, 0x45, 0x49, 0x31, 0x00, 0x00, // "2"
19     0x00, 0x00, 0x22, 0x49, 0x49, 0x36, 0x00, 0x00, // "3"
20     0x00, 0x00, 0x0E, 0x32, 0x7F, 0x02, 0x00, 0x00, // "4"
21     0x00, 0x00, 0x79, 0x49, 0x49, 0x46, 0x00, 0x00, // "5"
22     0x00, 0x00, 0x3E, 0x49, 0x49, 0x26, 0x00, 0x00, // "6"
23     0x00, 0x00, 0x60, 0x47, 0x48, 0x70, 0x00, 0x00, // "7"
24     0x00, 0x00, 0x36, 0x49, 0x49, 0x36, 0x00, 0x00, // "8"
25     0x00, 0x00, 0x32, 0x49, 0x49, 0x3E, 0x00, 0x00, // "9"
26     0x00, 0x00, 0x3F, 0x44, 0x44, 0x3F, 0x00, 0x00, // "A"
27     0x00, 0x00, 0x7F, 0x49, 0x49, 0x36, 0x00, 0x00, // "B"
28     0x00, 0x00, 0x3E, 0x41, 0x41, 0x22, 0x00, 0x00, // "C"
29     0x00, 0x00, 0x7F, 0x41, 0x41, 0x3E, 0x00, 0x00, // "D"
30     0x00, 0x00, 0x7F, 0x49, 0x49, 0x41, 0x00, 0x00, // "E"
31     0x00, 0x00, 0x7F, 0x48, 0x48, 0x40, 0x00, 0x00, // "F"
32     0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, // " "
33 };
34 myThread t = new myThread();    //create a new thread for ledmatrix
35 void setup() {
36     size(640, 360);
37     mBar = new ProgressBar(borderSize, height-borderSize, width-borderSize*2);
38     mBar.setTitle("Speed");    //set the ProgressBar's title
39     ic = new IC74HC595(dataPin, latchPin, clockPin);
40     t.start();    //thread start
41 }
42

```

```
43 void draw() {
44     background(255);
45     titleAndSiteInfo(); //title and site information
46     strokeWidth(4);    //border weight
47     mBar.create();      //create the ProgressBar
48     displayNum(hex(index, 1)); //show the number in dispaly window
49 }
50 class myThread extends Thread {
51     public void run() {
52         while (true) {
53             showMatrix(); //show smile picture
54             showNum();     //show the character "0-F"
55         }
56     }
57 }
58 void showMatrix() {
59     for (int j=0; j<100; j++) { //picture show time
60         int x=0x80;
61         for (int i=0; i<8; i++) { //display a frame picture
62             GPIO.digitalWrite(latchPin, GPIO.LOW);
63             ic.shiftOut(ic.MSBFIRST, pic[i]);
64             ic.shiftOut(ic.MSBFIRST, ~x);
65             GPIO.digitalWrite(latchPin, GPIO.HIGH);
66             x>>=1;
67         }
68     }
69 }
70 void showNum() {
71     for (int j=0; j<numCode.length-8; j++) { //where to start showing
72         index = j/8;
73         for (int k =0; k<10*(1.2-mBar.progress); k++) { //speed
74             int x=0x80;
75             for (int i=0; i<8; i++) { //display a frame picture
76                 GPIO.digitalWrite(latchPin, GPIO.LOW);
77                 ic.shiftOut(ic.MSBFIRST, numCode[j+i]);
78                 ic.shiftOut(ic.MSBFIRST, ~x);
79                 GPIO.digitalWrite(latchPin, GPIO.HIGH);
80                 x>>=1;
81             }
82         }
83     }
84 }
85 void displayNum(String num) {
86     fill(0);
```

```

87     textSize(100);
88     textAlign(CENTER, CENTER);
89     text(num, width/2, height/2);
90 }
91 void mousePressed() {
92     if ( (mouseY < mBar.y+5) && (mouseY > mBar.y-5) ) {
93         mMouse = true;    //the mouse click the progressBar
94     }
95 }
96 void mouseReleased() {
97     mMouse = false;
98 }
99 void mouseDragged() {
100     int a = constrain(mouseX, borderSize, width - borderSize);
101     float t = map(a, borderSize, width - borderSize, 0.0, 1.0);
102     if (mMouse) {
103         mBar.setProgress(t);
104     }
105 }
106 void titleAndSiteInfo() {
107     fill(0);
108     textAlign(CENTER);    //set the text centered
109     textFont(createFont("", 100)); //default font
110     textSize(40);        //set text size
111     text("LEDMatrix Display", width / 2, 40);    //title
112     textSize(16);
113     text("www.freenove.com", width / 2, height - 20);    //site
114 }

```

In the code, first define the data of smiling face and characters "0-F".

```

//encoding for smile face
final int[] pic = {0x1c, 0x22, 0x51, 0x45, 0x45, 0x51, 0x22, 0x1c};
//encoding for character 0-9 of ledmatrix
final int[] numCode={
.....
};

```

Then create a new thread t. LEDMatrix scan display code will be executed in run() of this thread.

```

myThread t = new myThread();    //create a new thread for ledmatrix
.....
class myThread extends Thread {
    public void run() {
        while (true) {
            showMatrix();    //show smile picture

```

```

        showNum();    //show the character "0-F"
    }
}
}

```

The function setup(), define size of Display Window, ProgressBar class objects and IC74HC595 class object, and start the thread t.

```

void setup() {
    size(640, 360);
    mBar = new ProgressBar(borderSize, height-borderSize, width-borderSize*2);
    mBar.setTitle("Speed");    //set the ProgressBar's title
    ic = new IC74HC595(dataPin, latchPin, clockPin);
    t.start();    //thread start
}

```

In draw(), draw the relevant information and the current number to display.

```

void draw() {
    background(255);
    titleAndSiteInfo(); //title and site information
    strokeWeight(4);    //border weight
    mBar.create();    //create the ProgressBar
    displayNum(hex(index, 1));    //show the number in display window
}

```

Subfunction showMatrix () makes LEDMatrix display a smiling face patterns, and last for a period of time.

```

void showMatrix() {
    for (int j=0; j<100; j++) {    //picture show time
        int x=0x80;
        for (int i=0; i<8; i++) {    //display a frame picture
            GPIO.digitalWrite(latchPin, GPIO.LOW);
            ic.shiftOut(ic.MSBFIRST, pic[i]);
            ic.shiftOut(ic.MSBFIRST, ~x);
            GPIO.digitalWrite(latchPin, GPIO.HIGH);
            x>>=1;
        }
    }
}

```

Subfunction showNum() makes LEDMatrix scroll display of character "0-F", in which the variable k is used to adjust the scrolling speed.

```
void showNum() {  
    for (int j=0; j<numCode.length-8; j++) { //where to start showing  
        index = j/8;  
        for (int k =0; k<10*(1.2-mBar.progress); k++) { //speed  
            int x=0x80;  
            for (int i=0; i<8; i++) { //display a frame picture  
                GPIO.digitalWrite(latchPin, GPIO.LOW);  
                ic.shiftOut(ic.MSBFIRST, numCode[j+i]);  
                ic.shiftOut(ic.MSBFIRST, ~x);  
                GPIO.digitalWrite(latchPin, GPIO.HIGH);  
                x>>=1;  
            }  
        }  
    }  
}
```

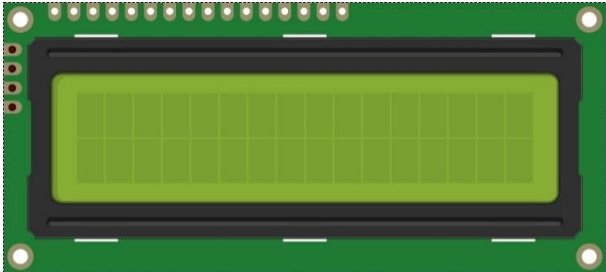
# Chapter 13 I2C-LCD1602

In this chapter, we will learn a display screen, LCD1602.

## Project 13.1 LCD

In the project, the current time and date will be displayed on the LCD1602 and Display Window.

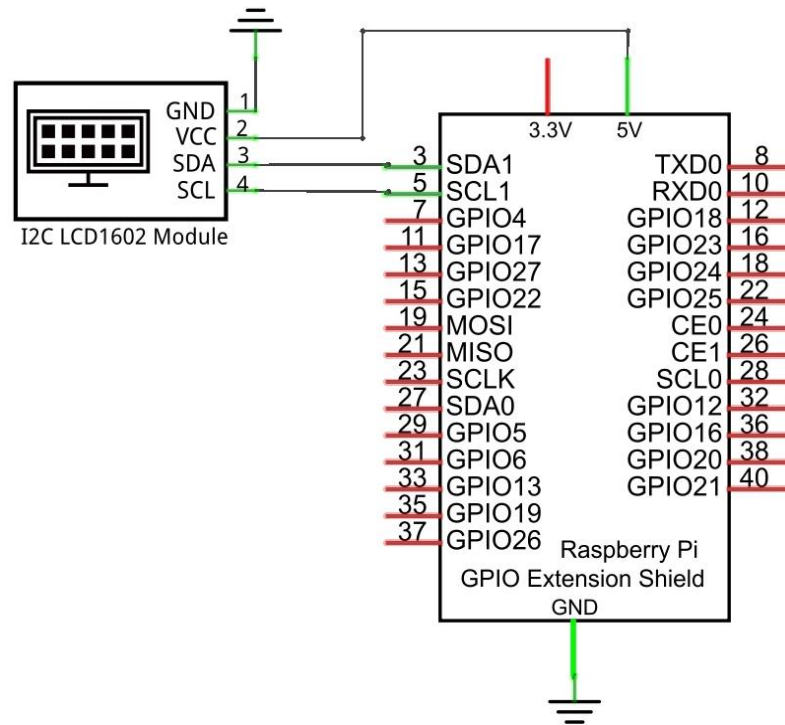
### Component List

|                                                                                                               |                                                                                                       |
|---------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------|
| Raspberry Pi 3B x1<br>GPIO Extension Board & Wire x1<br>BreadBoard x1                                         | Jumper M/M x4<br> |
| I2C LCD1602 Module x1<br> |                                                                                                       |

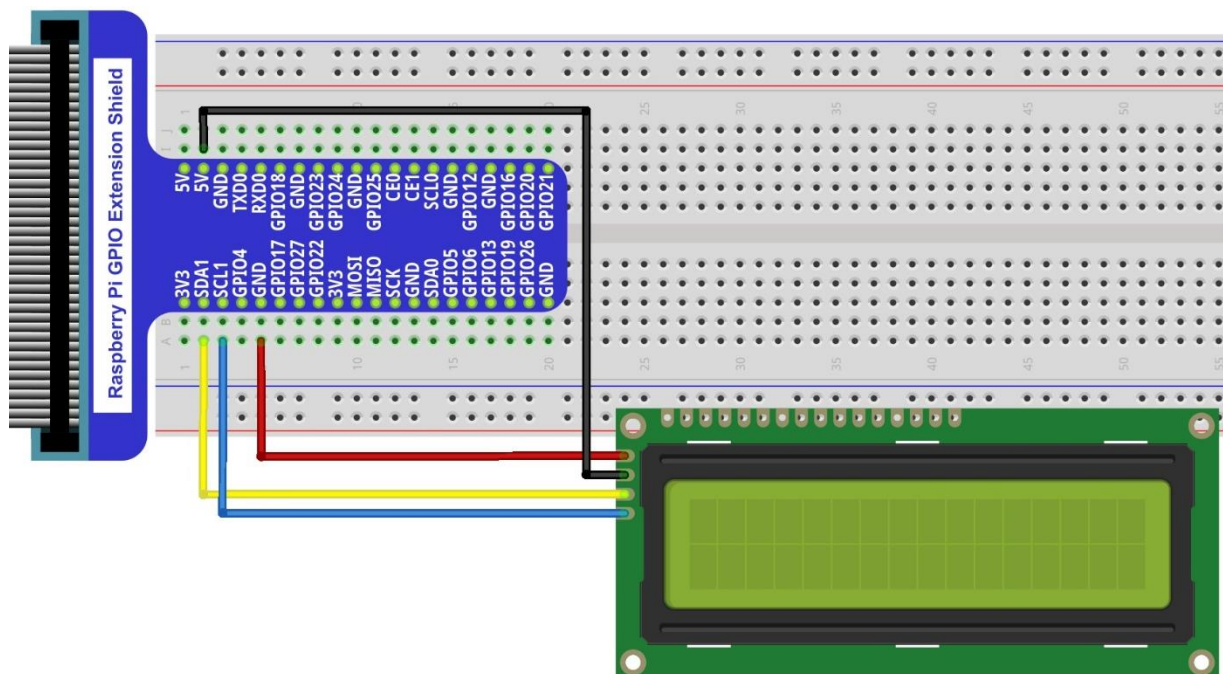
## Circuit

Note that the power supply for I2CLCD1602 in this circuit is 5V.

Schematic diagram



Hardware connection



## Sketch

### Sketch 13.1.1 LCD

First observe the results of the code and the phenomenon, and then analyze the code.

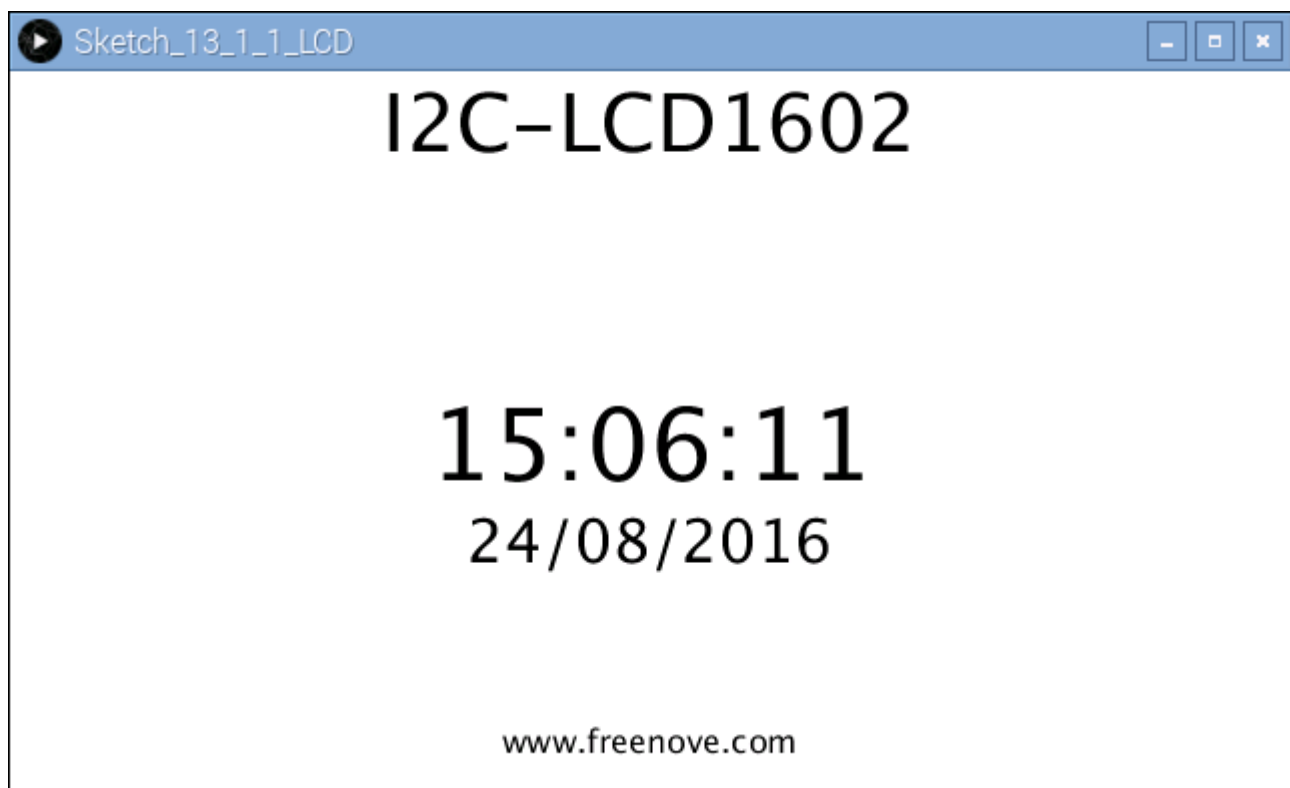
1. Use Processing to open the file Sketch\_13\_1\_1\_LCD.

processing

Freenove\_Ultimate\_Starter\_Kit\_for\_Raspberry\_Pi/Processing/Sketchs/Sketch\_13\_1\_1\_LCD/Sketch\_13\_1\_1\_LCD.pde

2. Click on "RUN" to run the code.

After the program is executed, both LCD in the circuit and the Display Window will show the current time and date.



This project contains a lot of code files, and the core code is contained in the file Sketch\_13\_1\_1\_LCD. The other files only contain some custom classes.



The following is program code:

```
1  import processing.io.*;
2  //Create a object of class PCF8574
3  PCF8574 pcf = new PCF8574(0x27);
4  Freenove_LCD1602 lcd; //Create a lcd object
5  String time = "";
6  String date = "";
7  void setup() {
8      size(640, 360);
9      lcd = new Freenove_LCD1602(pcf);
10     frameRate(2); //set display window frame rate for 2 HZ
11 }
12 void draw() {
13     background(255);
14     titleAndSiteInfo();
15     //get current time
16     time = nf(hour(), 2, 0) + ":" + nf(minute(), 2, 0) + ":" + nf(second(), 2, 0);
17     //get current date
18     date = nf(day(), 2, 0) + "/" + nf(month(), 2, 0) + "/" + nf(year(), 2, 0);
19     lcd.position(4, 0); //show time on the lcd display
20     lcd.puts(time);
21     lcd.position(3, 1); //show date on the lcd display
22     lcd.puts(date);
23     showTime(time, date); //show time/date on the display window
24 }
25 void showTime(String time, String date) {
26     fill(0);
27     textAlign(CENTER, CENTER);
28     textSize(50);
29     text(time, width/2, height/2);
30     textSize(30);
31     text(date, width/2, height/2+50);
32 }
33 void titleAndSiteInfo() {
34     fill(0);
35     textAlign(CENTER); //set the text centered
36     textSize(40); //set text size
37     text("I2C-LCD1602", width / 2, 40); //title
38     textSize(16);
39     text("www.freenove.com", width / 2, height - 20); //site
40 }
```

First create a PCF8574 class object "pcf", and take "pcf" as a parameter to create a LCD1602 class object. And then define the variable time to store date and time. Display window need not refresh frequently. Therefore, the frame rate can be set to 1Hz or 2Hz.

```
PCF8574 pcf = new PCF8574(0x27);
Freenove_LCD1602 lcd; //Create a lcd object
String time = "";
String date = "";
void setup() {
    size(640, 360);
    lcd = new Freenove_LCD1602(pcf);
    frameRate(2); //set display window frame rate for 2 HZ
}
```

In the function draw(), get the current time and date, and display them on the LCD1602 and Display Window.

```
void draw() {
    background(255);
    titleAndSiteInfo();
    //get current time
    time = nf(hour(), 2, 0) + ":" + nf(minute(), 2, 0) + ":" + nf(second(), 2, 0);
    //get current date
    date = nf(day(), 2, 0) + "/" + nf(month(), 2, 0) + "/" + nf(year(), 2, 0);
    lcd.position(4, 0); //show time on the lcd display
    lcd.puts(time);
    lcd.position(3, 1); //show date on the lcd display
    lcd.puts(date);
    showTime(time, date); //show time/date on the display window
}
```

About class PCF8574 :

#### class PCF8574

This is a custom class that is used to control the integrated circuit PCF8574.

**public PCF8574(int addr)**

Constructor, used to create a PCF8574 class object, parameters for the I2C device address of PCF8574.

**public int digitalRead(int pin)**

Used to read the value(HIGH/LOW) of one of the ports.

**public int readByte()**

Used to read values of all ports.

**public void digitalWrite(int pin, int val)**

Write data(HIGH/LOW) to a port.

**public void writeByte(int data)**

Write data to all ports.

About class Freenove\_LCD:

#### **class Freenove\_LCD**

This is a custom class that is currently only used to control the I2C-LCD1602 connected to PCF8574.

`public Freenove_LCD1602(PCF8574 ipcf)`

Constructor, used to create Freenove\_LCD1602 class object, the parameter for PCF8574 class object.

`public void putChar(char data)`

Write a character to the LCD screen.

`public void puts(String str)`

Write a string to the LCD screen.

`public void display(boolean state)`

Turn on/off LCD.

`public void lcdCursor(boolean state)`

Turn on/off Cursor.

`public void cursorBlink(boolean state)`

Turn on/off Cursor Blink.

`public void position(int x, int y)`

Set the location of Cursor.

`public void home()`

Set the Cursor to home.

`public void lcdClear()`

Clear the screen.

`public void backLightON()` & `public void backLightOFF()`

Turn on/off the backlight.

`public void scrollDisplayLeft()` & `public void scrollDisplayRight()`

Shift screen of a unit to left/right.

`public void leftToRight()` & `public void rightToLeft()`

Set text direction as form left to right / from right to left.

`public void autoScroll()` & `public void noAutoScroll()`

Automatic shifting screen/turn off automatic shifting screen.

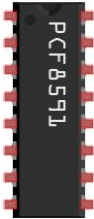
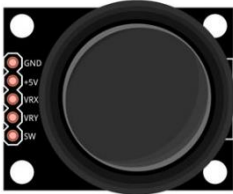
# Chapter 14 Joystick

In the previous chapter, we have learned how to use rotary potentiometer. Now, let's learn a new electronic module Joystick which working on the same principle as rotary potentiometer.

## Project 14 Joystick

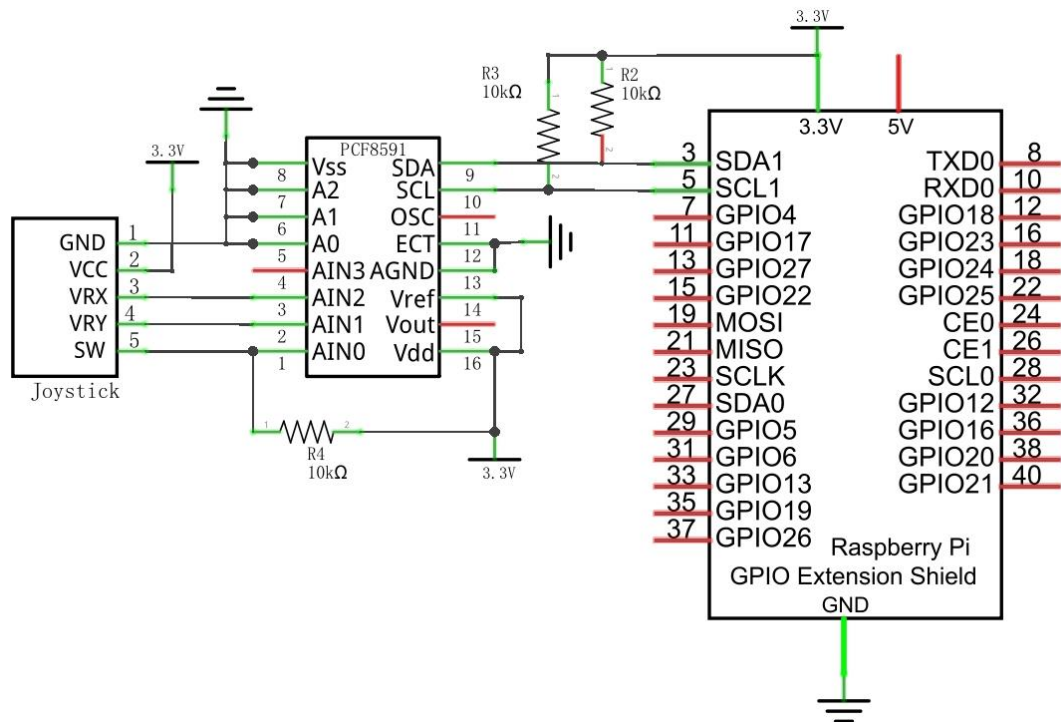
In this project, we will read the data of joystick, and draw its coordinates position and Z axis state in the Display window.

## Component List

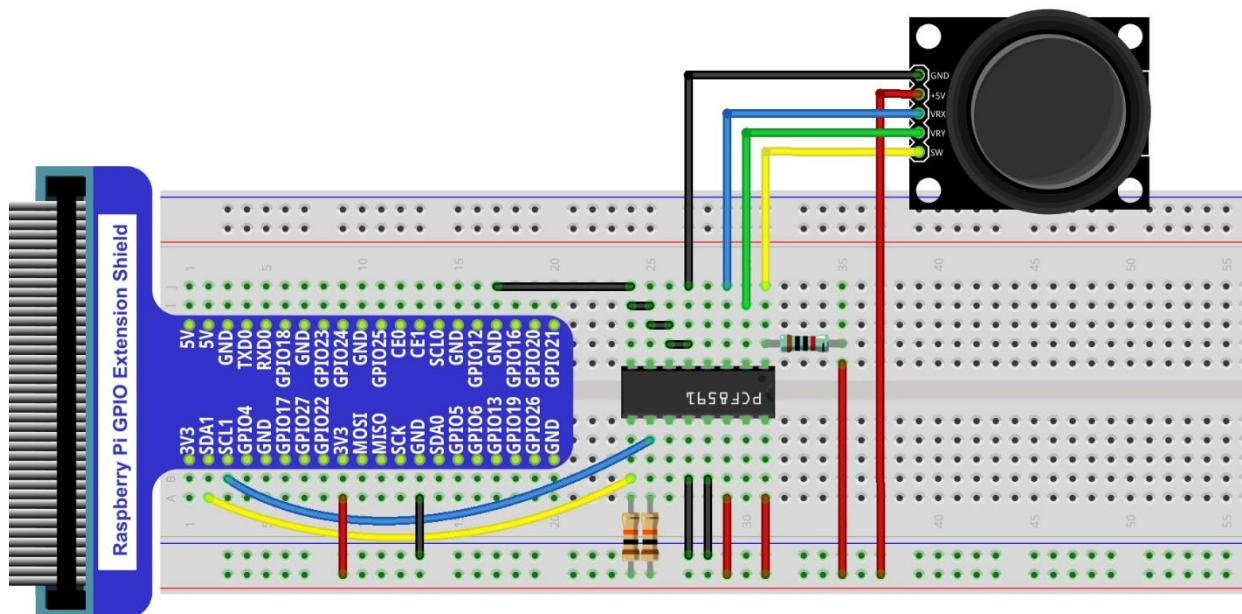
|                                                                                                   |                                                                                                         |                                                                                                                  |
|---------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------|
| Raspberry Pi 3B x1<br>GPIO Expansion Board & Wire x1<br>BreadBoard x1                             |                                                                                                         | Jumper M/M x12    M/F x5<br> |
| PCF8591 x1<br> | Resistor 10kΩ x2<br> | Joystick x1<br>             |

## Circuit

Schematic diagram



Hardware connection



## Sketch

### Sketch 14.1.1 Joystick

First observe the running result of the sketch, and then analyze the code.

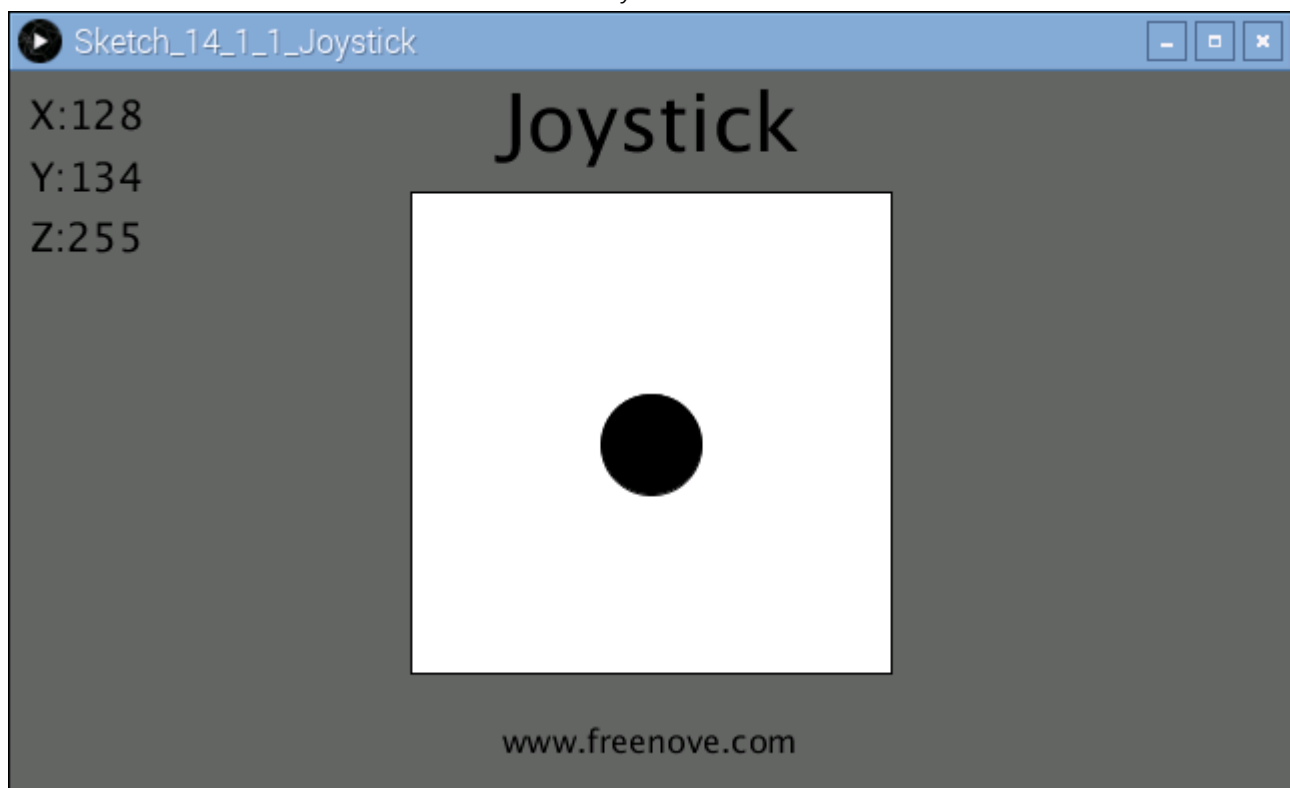
1. Use Processing to open the file Sketch\_14\_1\_1\_Joystick.

processing

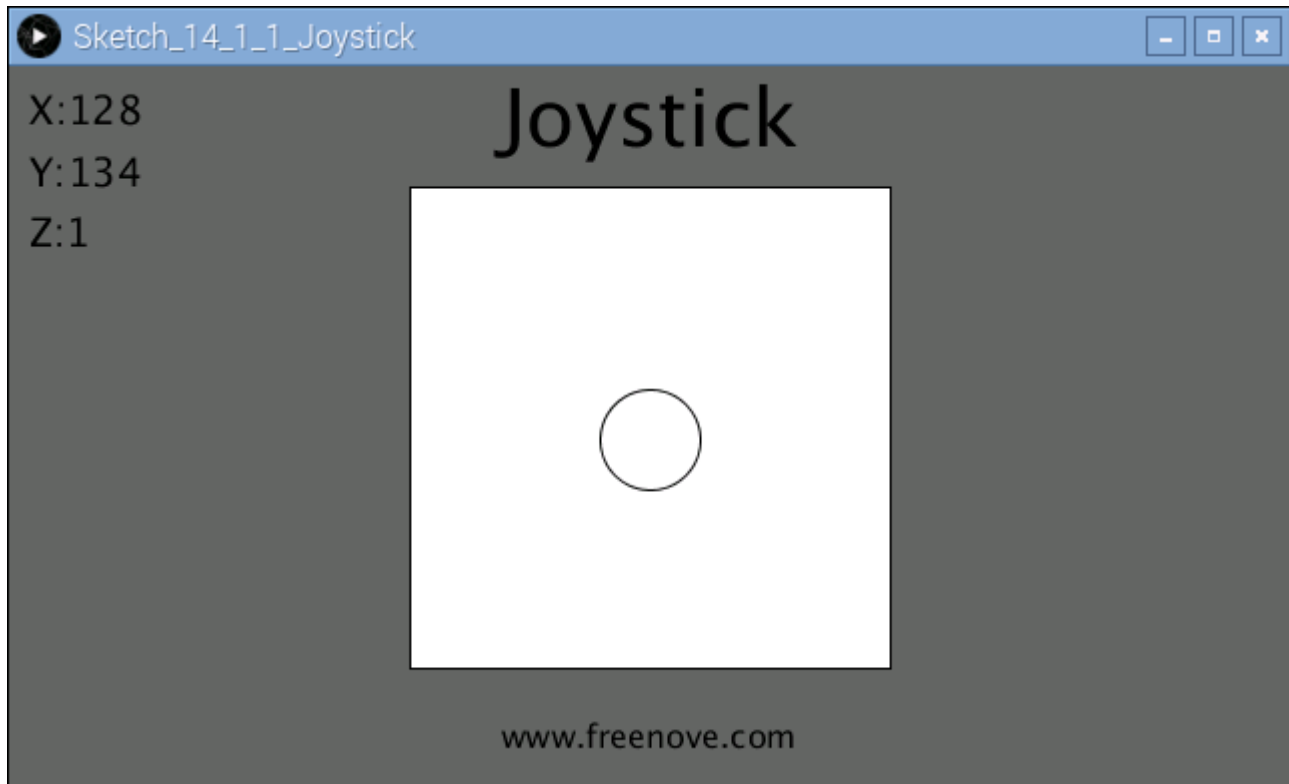
Freenove\_Ultimate\_Starter\_Kit\_for\_Raspberry\_Pi/Processing/Sketchs/Sketch\_14\_1\_1\_Joystick/Sketch\_14\_1\_1\_Joystick.pde

2. Click on "RUN" to run the code.

After the program is executed, Display Window shows the current relative position of Joystick. And the upper left corner shows ADC value of three axes of the Joystick.



When the button of Z axis is pressed, the circle will change the filled color.



This project contains several code files, as shown below:



The following is program code:

```

1  import processing.io.*;
2  //Create a object of class PCF8591
3  PCF8591 pcf = new PCF8591(0x48);
4  int cx, cy, cd, cr;    //define the center point,side length & half.
5
6  void setup() {
7      size(640, 360);
8      cx = width/2;    //center of the display window
9      cy = height/2;    //
10     cd = (int)(height/1.5);
11     cr = cd /2;
12 }
13 void draw() {
14     int x=0, y=0, z=0;

```

```

15  x = pcf.analogRead(2); //read the ADC of joystick
16  y = pcf.analogRead(1); //
17  z = pcf.analogRead(0);
18  background(102);
19  titleAndSiteInfo();
20  fill(0);
21  textSize(20);
22  textAlign(LEFT, TOP);
23  text("X: "+x+"\nY: "+y+"\nZ: "+z, 10, 10);
24
25  fill(255); //wall color
26  rect(cx-cr, cy-cr, cd, cd);
27  fill(constrain(z, 255, 0)); //joysitck color
28  ellipse(map(x, 0, 255, cx-cr, cx+cr), map(y, 0, 255, cy-cr, cy+cr), 50, 50);
29 }
30 void titleAndSiteInfo() {
31   fill(0);
32   textAlign(CENTER); //set the text centered
33   textSize(40); //set text size
34   text("Joystick", width / 2, 40); //title
35   textSize(16);
36   text("www.freenove.com", width / 2, height - 20); //site
37 }

```

In function draw(), the ADC value of three axes Joystick is read. And the ADC value of X and Y directions are mapped into the position of the circle, and the ADC value of Z axis is mapped into filled color of the circle.

```

void draw() {
  int x=0, y=0, z=0;
  x = pcf.analogRead(2); //read the ADC of joystick
  y = pcf.analogRead(1); //
  z = pcf.analogRead(0);
  background(102);
  titleAndSiteInfo();
  fill(0);
  textSize(20);
  textAlign(LEFT, TOP);
  text("X: "+x+"\nY: "+y+"\nZ: "+z, 10, 10);

  fill(255); //wall color
  rect(cx-cr, cy-cr, cd, cd);
  fill(constrain(z, 255, 0)); //joysitck color
  ellipse(map(x, 0, 255, cx-cr, cx+cr), map(y, 0, 255, cy-cr, cy+cr), 50, 50);
}

```

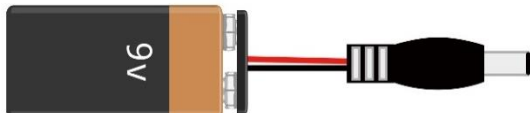
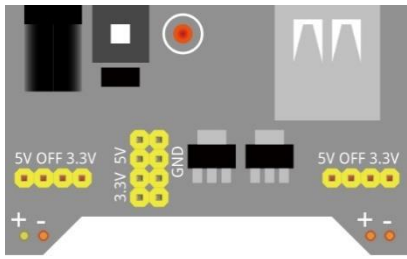
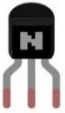
# Chapter 15 Relay & Motor

In this chapter, we will learn how to use relay.

## Project 15.1 Relay & Motor

In the project, the relay is used to control the DC motor.

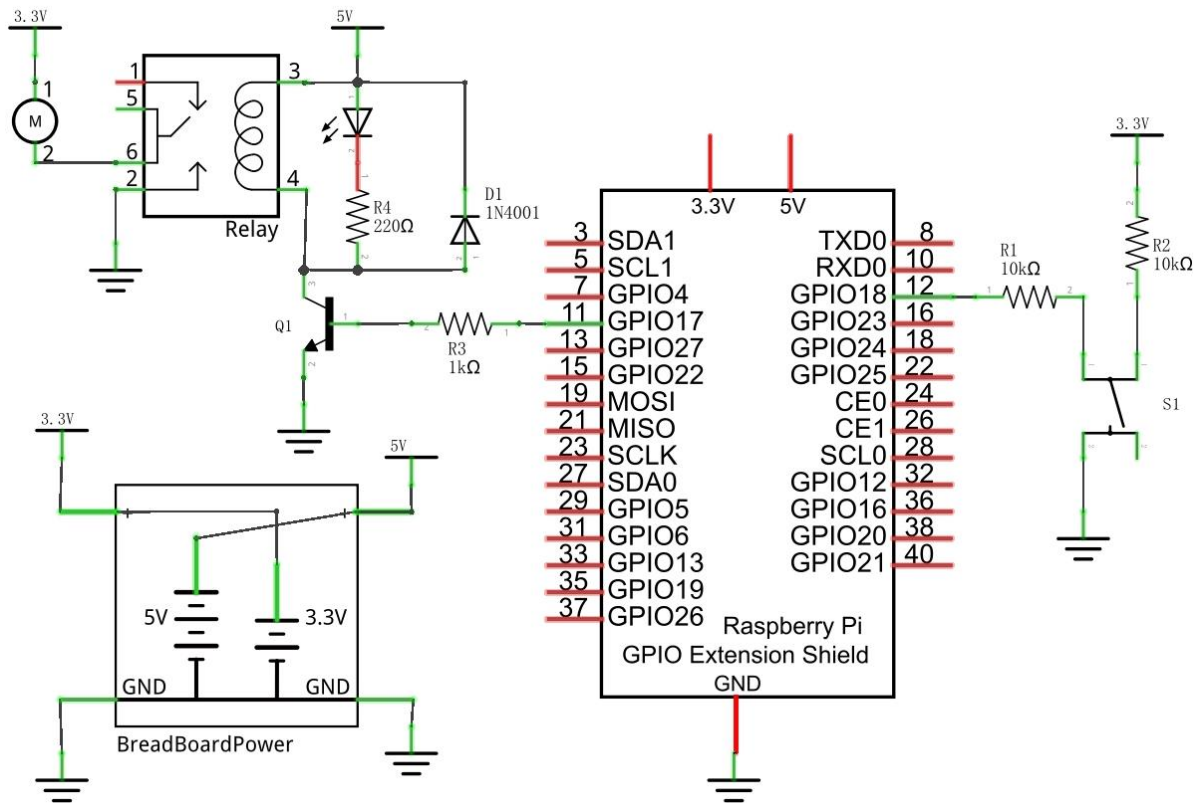
### Component List

|                                                                                                                                          |                                                                                                 |                                                                                                         |                                                                                                          |                                                                                                           |                                                                                                   |
|------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------|
| Raspberry Pi 3B x1<br>GPIO Expansion Board & Wire x1<br>BreadBoard x1                                                                    |                                                                                                 | Jumper M/M x8<br>   |                                                                                                          |                                                                                                           |                                                                                                   |
| 9V battery (prepared by yourself) & battery line<br> |                                                                                                 |                                                                                                         |                                                                                                          |                                                                                                           |                                                                                                   |
| Breadboard extension x1<br>                           |                                                                                                 | Resistor 10kΩ x2<br> | Resistor 1kΩ x1<br> | Resistor 220Ω x1<br> |                                                                                                   |
| NPN transistor x1<br>                                 | Relay x1<br> | Motor x1<br>         | Push button x1<br>    | LED x1<br>           | Diode x1<br> |

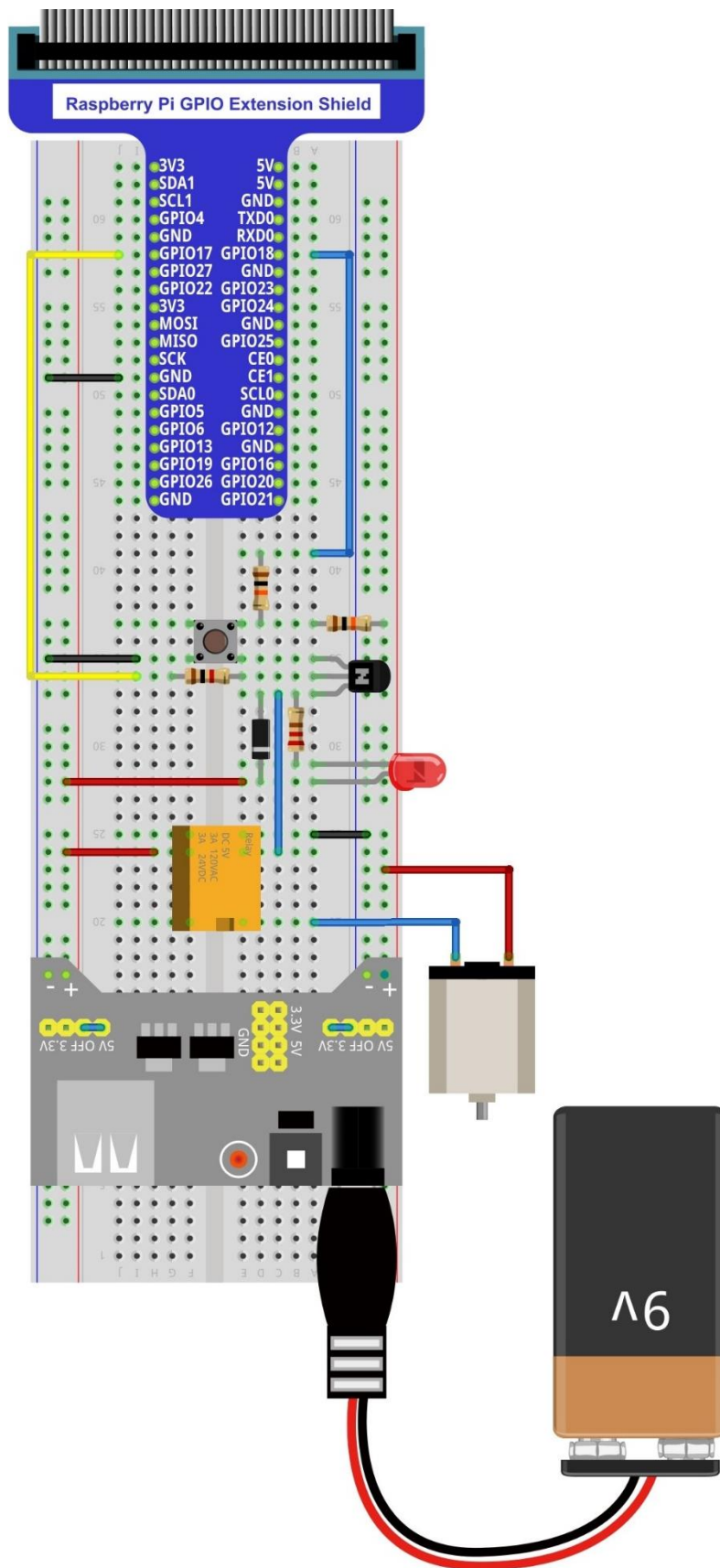
## Circuit

Pay attention to the power supply voltage needed for the components in circuit, in which the relay needs power supply voltage 5V, and the motor needs 3.3V. Additionally, a LED is used as an indicator for the relay (turned on or turned off).

Schematic diagram



## Hardware connection



## Sketch

### Sketch 15.1.1 Relay

First observe the running result of the sketch, and then analyze the code.

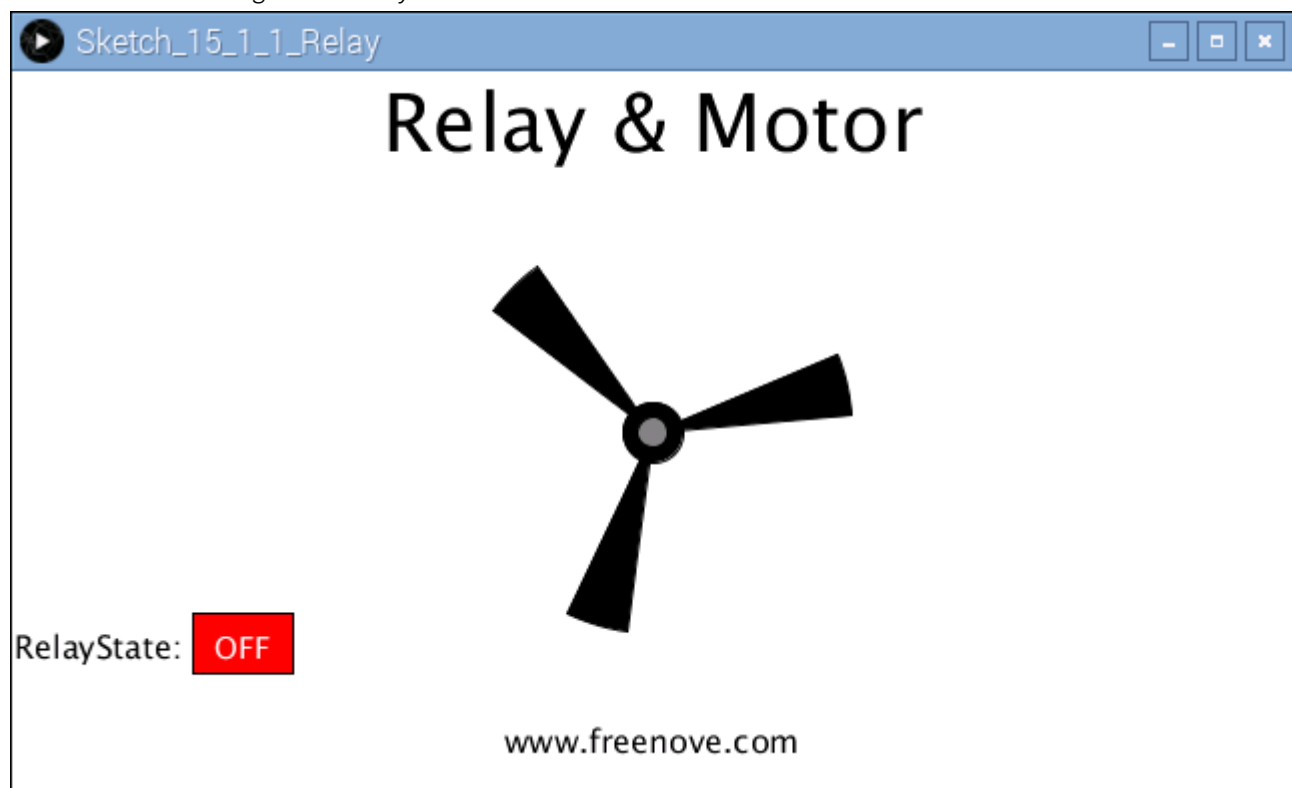
1. Use Processing to open the file Sketch\_15\_1\_1\_Relay.

processing

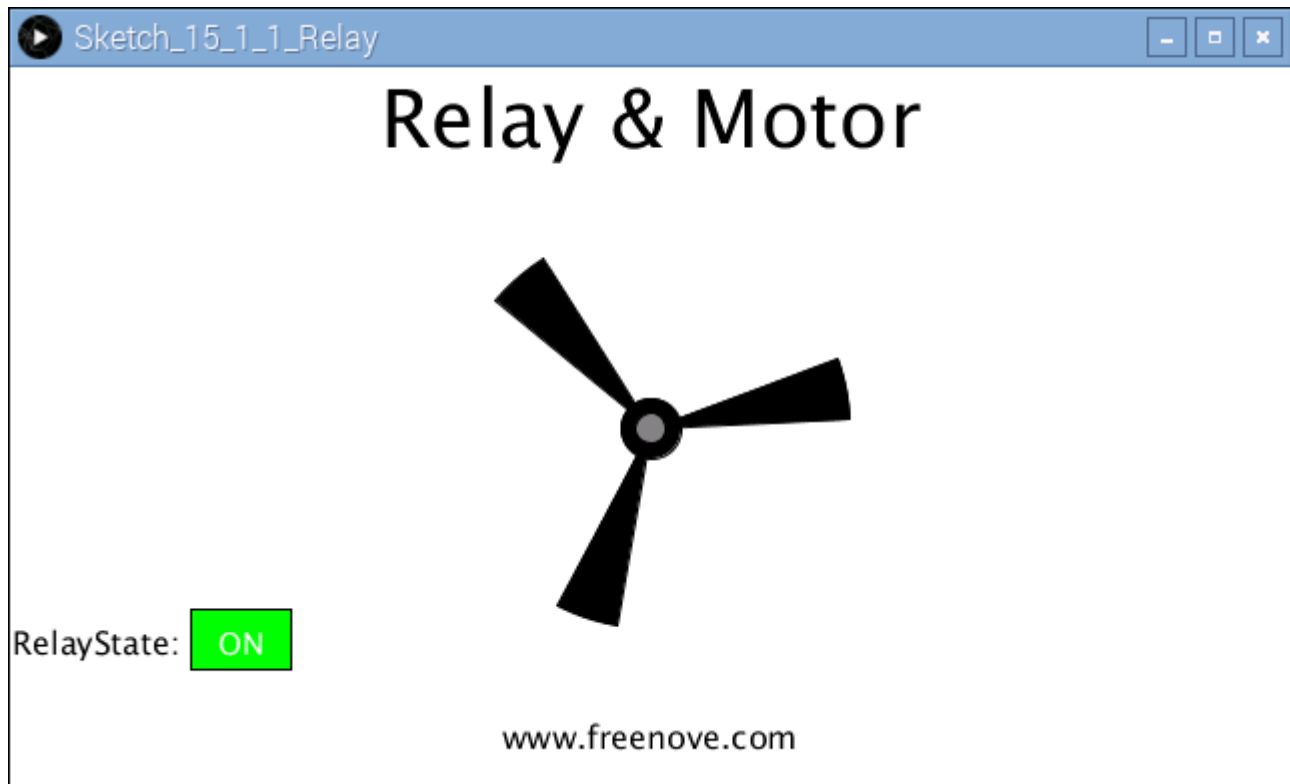
Freenove\_Ultimate\_Starter\_Kit\_for\_Raspberry\_Pi/Processing/Sketchs/Sketch\_15\_1\_1\_Relay/Sketch\_15\_1\_1\_Relay.pde

2. Click on "RUN" to run the code.

After the program is executed, Display Window shows the fan pattern used to simulate the motor and a Button for controlling of the relay.



Click on the button in Display Window or press the button in the circuit, then the relay is opened and the motor driven. Press the Button again, then the reverse is the case.



This project contains several code files, as shown below:



The following is program code:

```

1 import processing.io.*;
2
3 int relayPin = 17;
4 int buttonPin = 18;
5 SingleKey skey = new SingleKey(buttonPin);
6 boolean relayState = false;
7 BUTTON btn;
8 float rotaSpeed = 0.02 * PI; //virtual fan's rotating speed,
9 float rotaPosition = 0; //motor position

```

```
10 void setup() {
11     size(640, 360);
12     GPIO.pinMode(relayPin, GPIO.OUTPUT);
13     btn = new BUTTON(90, height - 90, 50, 30); //define the button
14     btn.setBgColor(0, 255, 0); //set button color
15     btn.setText("OFF"); //set button text
16 }
17
18 void draw() {
19     background(255);
20     titleAndSiteInfo(); //title and site information
21
22     skey.keyScan(); //key scan
23     if (skey.isPressed) { //key is pressed?
24         relayAction();
25     }
26     textAlign(RIGHT, CENTER);
27     text("RelayState: ", btn.x, btn.y+btn.h/2);
28     btn.create(); //create the button
29     if (relayState) {
30         rotaPosition += rotaSpeed;
31     }
32     if (rotaPosition >= 2*PI) {
33         rotaPosition = 0;
34     }
35     drawFan(rotaPosition); //show the virtual fan in Display window
36 }
37 //Draw a clover fan according to the stating angle
38 void drawFan(float angle) {
39     constrain(angle, 0, 2*PI);
40     fill(0);
41     for (int i=0; i<3; i++) {
42         arc(width/2, height/2, 200, 200, 2*i*PI/3+angle, (2*i+0.3)*PI/3+angle, PIE);
43     }
44     fill(0);
45     ellipse(width/2, height/2, 30, 30);
46     fill(128);
47     ellipse(width/2, height/2, 15, 15);
48 }
49 void relayAction() {
50     if (relayState) {
51         GPIO.digitalWrite(relayPin, GPIO.LOW);
52         relayState = false;
53         btn.setBgColor(255, 0, 0);
```

```

54     btn.setText("OFF");
55 } else {
56     GPIO.digitalWrite(relayPin, GPIO.HIGH);
57     relayState = true;
58     btn.setBgColor(0, 255, 0);
59     btn.setText("ON");
60 }
61 }
62 void mousePressed() {
63     if ((mouseY < btn.y+btn.h) && (mouseY > btn.y)
64         && (mouseX < btn.x+btn.w) && (mouseX > btn.x)) { // the mouse click the button
65         relayAction();
66     }
67 }
68 void titleAndSiteInfo() {
69     fill(0);
70     textAlign(CENTER); //set the text centered
71     textSize(40); //set text size
72     text("Relay & Motor", width / 2, 40); //title
73     textSize(16);
74     text("www.freenove.com", width / 2, height - 20); //site
75 }

```

First define pins corresponding to the key and relay.

```

int relayPin = 17;
int buttonPin = 18;
SingleKey skey = new SingleKey(buttonPin);
boolean relayState = false;
BUTTON btn;

```

In the function setup(), Window Display and virtual button are initialized.

```

void setup() {
    size(640, 360);
    GPIO.pinMode(relayPin, GPIO.OUTPUT);
    btn = new BUTTON(90, height - 90, 50, 30); //define the button
    btn.setBgColor(0, 255, 0); //set button color
    btn.setText("OFF"); //set button text
}

```

In the function draw(), scan entity buttons. If the button is pressed, then executed the subfunction relayAction(), in which the state of Relay and virtual buttons will be changed. And then draw the virtual buttons and fan blades.

```

void draw() {
    background(255);

```

```

titleAndSiteInfo(); //title and site information

skey.keyScan();    //key scan
if (skey.isPressed) { //key is pressed?
    relayAction();
}
textAlign(RIGHT, CENTER);
text("RelayState: ", btn.x, btn.y+btn.h/2);
btn.create();      //create the button
if (relayState) {
    rotaPosition += rotaSpeed;
}
if (rotaPosition >= 2*PI) {
    rotaPosition = 0;
}
drawFan(rotaPosition); //show the virtual fan in Display window
}

```

About class SingleKey :

#### class SingleKey

This is a custom class that is used to control the state of an independent single key.

**public SingleKey(int Pin)**

Constructor, used to create a SingleKey class object, the parameter for the GPIO pin number connected to the key.

**void keyScan()**

Used to detect key state. If the key is pressed, the member variable isPressed will be turned to true, and corresponding GPIO pin number will be assigned to the global variable keyValue. Otherwise, isPressed for false, keyValue for -1.

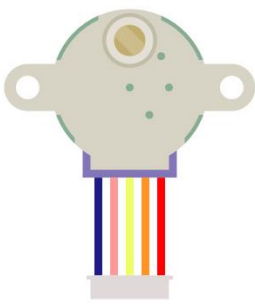
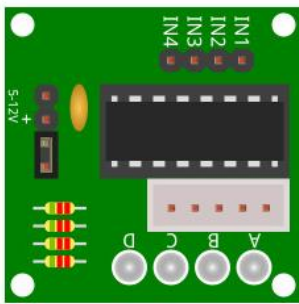
# Chapter 16 Stepping Motor

In this chapter, we will learn how to use Stepping Motor。

## Project 16.1 Stepping Motor

In this project, we will learn to control the speed, turning and step number of Stepping Motor.

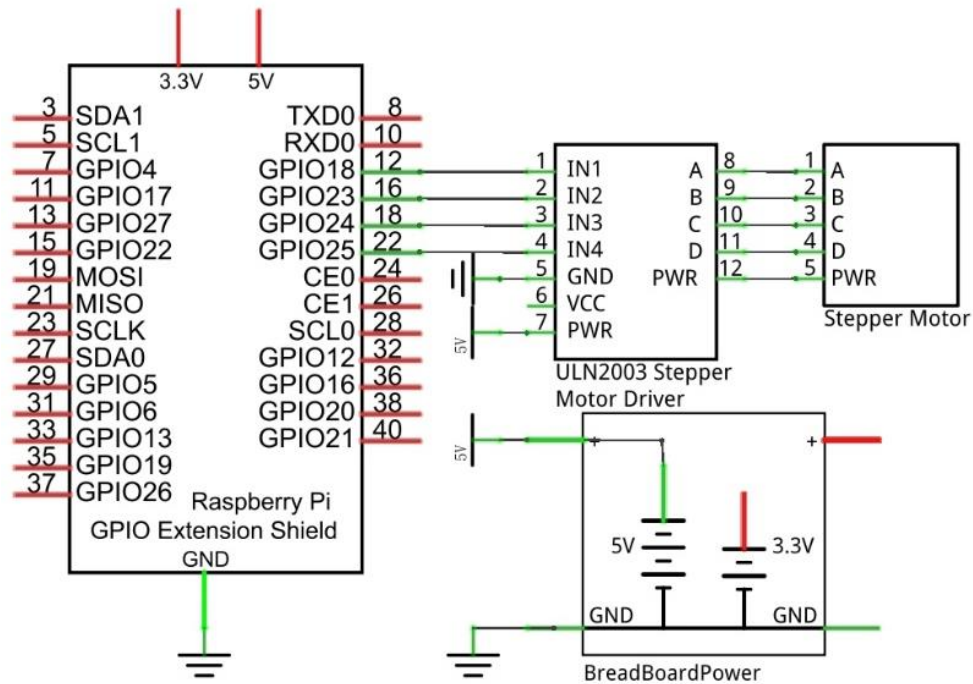
### Component List

|                                                                                                                             |                                                                                                                                            |
|-----------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------|
| <div>Raspberry Pi 3B x1</div> <div>GPIO Expansion Board &amp; Wire x1</div> <div>BreadBoard x1</div>                        | <div>Jumper M/M x1    M/F x6</div> <div></div>         |
| <div>Stepping Motor x1</div> <div></div> | <div>ULN2003 Stepper Motor Driver x1</div> <div></div> |

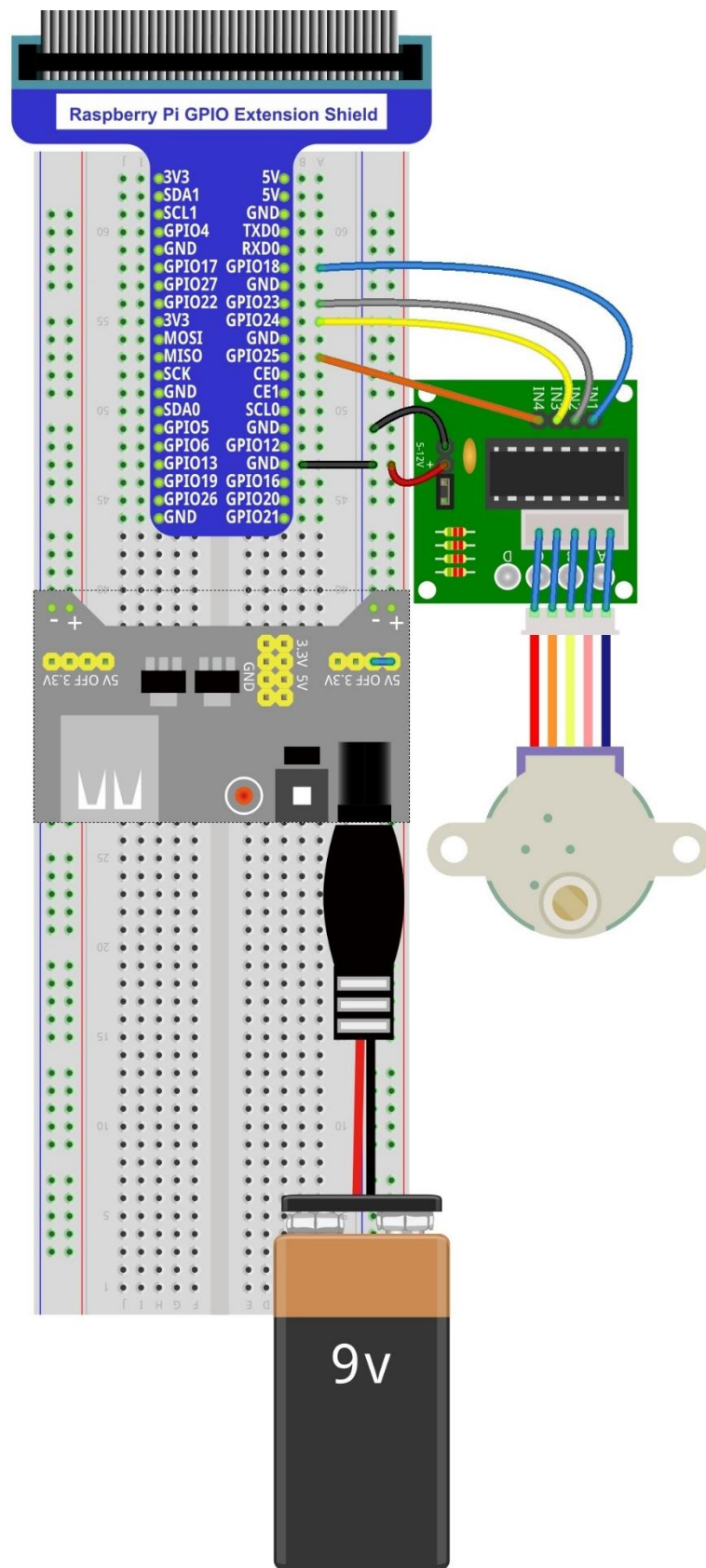
## Circuit

When building the circuit, the rated voltage of the stepper motor is 5V, and use the breadboard power supply independently, and do not use the RPi power supply. Additionally, breadboard power supply needs to share Ground with RPi.

Schematic diagram



## Hardware connection



## Sketch

In this project, a separate thread is opened to control the stepper motor. The uncertainty of the system time slice allocation may lead to the running of the stepper motor not smooth, which is a normal phenomenon.

### Sketch 16.1.1 SteppingMotor

First observe the running result of the sketch, and then analyze the code.

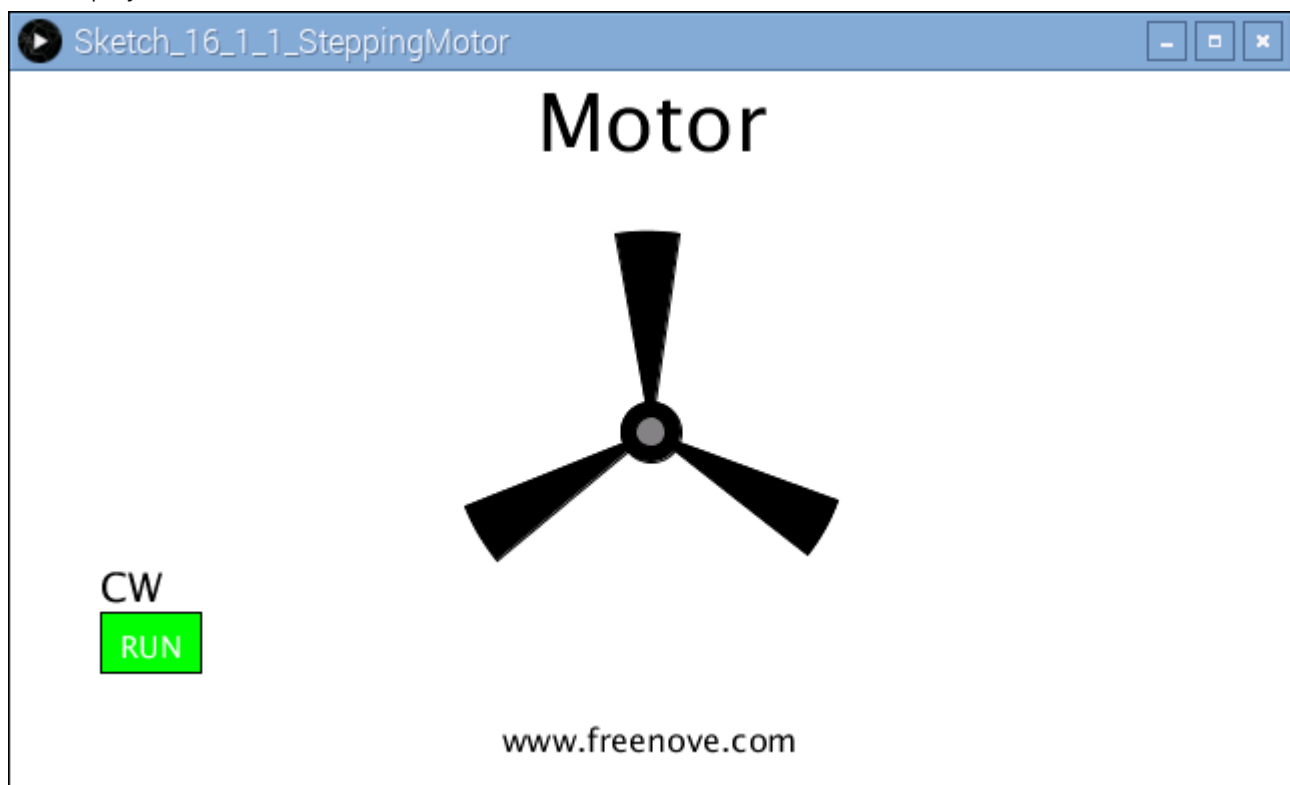
1. Use Processing to open the file Sketch\_16\_1\_1\_SteppingMotor.

```
processing
```

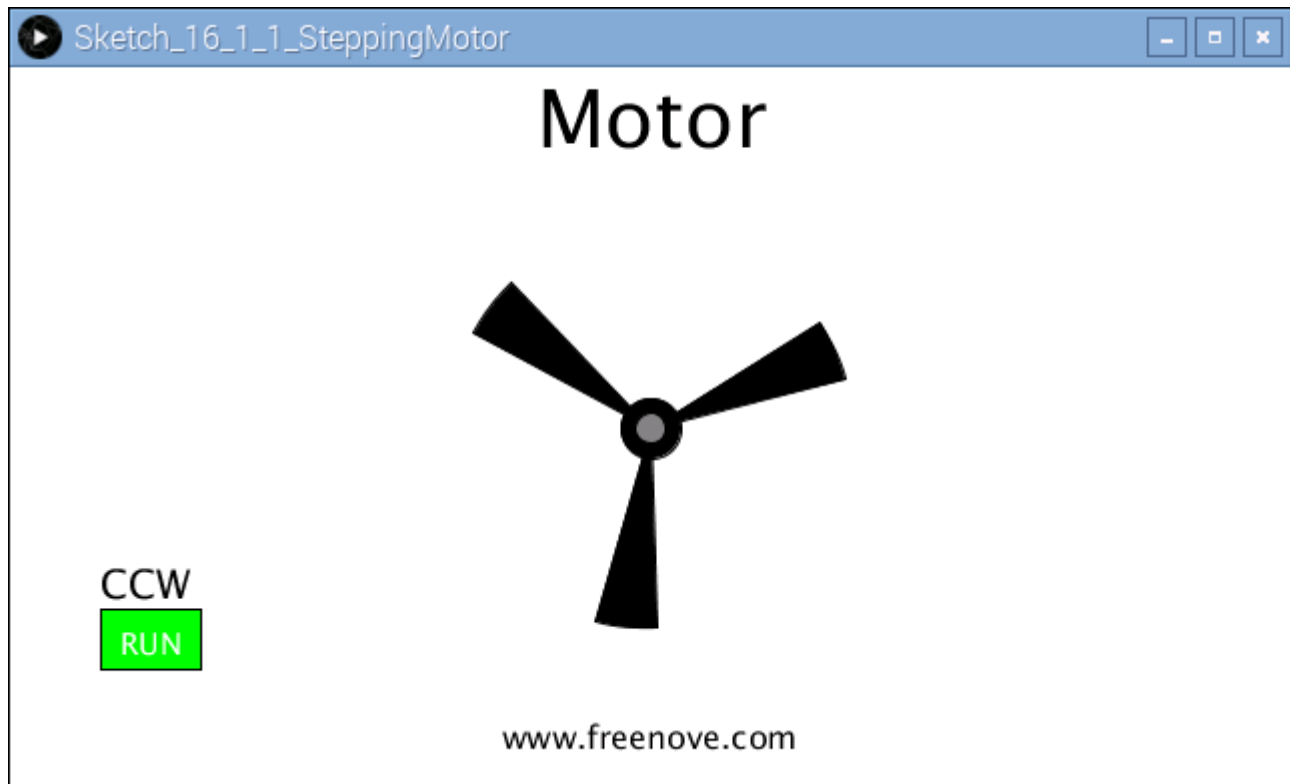
```
Freenove_Ultimate_Starter_Kit_for_Raspberry_Pi/Processing/Sketchs/Sketch_16_1_1_SteppingMotor/Sketch_16_1_1_SteppingMotor.pde
```

2. Click on "RUN" to run the code.

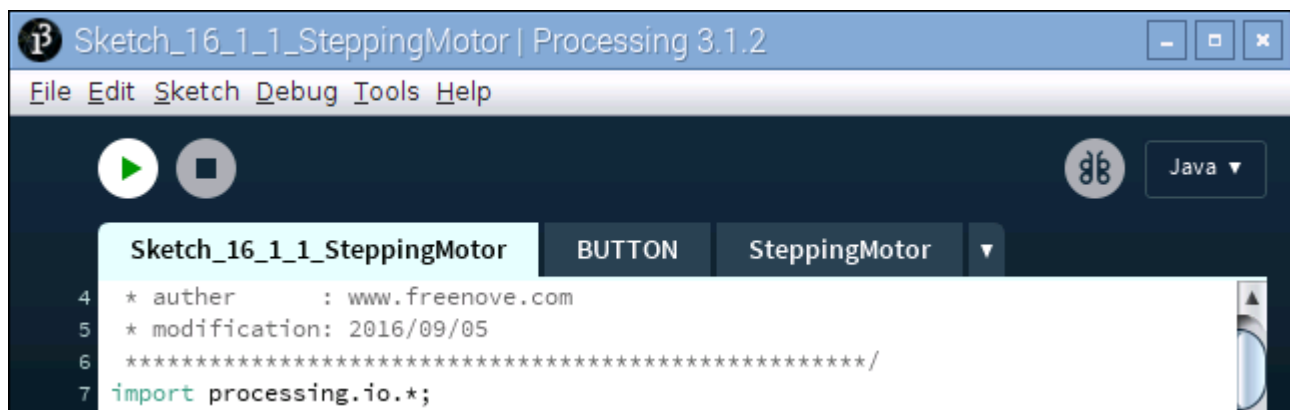
After the program is executed, Display Window shows a pattern used to simulate the motor, and a button used to control RUN/STOP state of stepper motor. The stepper motor in the circuit and the virtual motor in the Display Window will start to rotate at the same time.



The stepping motor rotates at a fixed speed for a circle and then rotates counterclockwise for a circle, circularly. Clicking on the Button can change the state (start or stop) of the stepping motor.



This project contains several code files, as shown below:



The following is program code:

```

1 import processing.io.*;
2
3 int[] pins = {18, 23, 24, 25}; //connect to motor phase A,B,C,D pins
4 BUTTON btn; //BUTTON Object, For controlling the direction of motor
5 SteppingMotor m = new SteppingMotor(pins);
6 float rotaSpeed = 0, rotaPosition = 0; //motor speed
7 boolean isMotorRun = true; //motor run/stop flag
8
9 void setup() {
```

```
10  size(640, 360);
11  btn = new BUTTON(45, height - 90, 50, 30);  //define the button
12  btn.setBackgroundColor(0, 255, 0);  //set button color
13  btn.setText("RUN");  //set button text
14  m.motorStart();  //start motor thread
15  rotaSpeed = 0.002 * PI;  //virtual fan's rotating speed
16  }
17
18  void draw() {
19      background(255);
20      titleAndSiteInfo();  //title and site information
21      btn.create();  //create the button
22      if (isMotorRun) {  //motor is running
23          fill(0);
24          textAlign(LEFT, BOTTOM);
25          textSize(20);
26          if (m.dir == m.CW) {
27              text("CW", btn.x, btn.y);  //text "CW "
28              rotaPosition+=rotaSpeed;
29              if (rotaPosition>=TWO_PI) {
30                  rotaPosition = 0;
31              }
32          } else if (m.dir == m.CCW) {
33              text("CCW", btn.x, btn.y);  //text "CCW"
34              rotaPosition-=rotaSpeed;
35              if (rotaPosition<=0) {
36                  rotaPosition = TWO_PI;
37              }
38          }
39      }
40      if (m.steps<=0) {  //if motor has stopped,
41          if (m.dir == m.CCW) {  //change the direction ,restart.
42              m.moveSteps(m.CW, 1, 512);
43          } else if (m.dir == m.CW) {
44              m.moveSteps(m.CCW, 1, 512);
45          }
46      }
47      drawFan(rotaPosition);  //show the virtual fan in Display window
48  }
49  //Draw a clover fan according to the stating angle
50  void drawFan(float angle) {
51      constrain(angle, 0, 2*PI);
52      fill(0);
53      for (int i=0; i<3; i++) {
```

```

54     arc(width/2, height/2, 200, 200, 2*i*PI/3+angle, (2*i+0.3)*PI/3+angle, PIE);
55 }
56 fill(0);
57 ellipse(width/2, height/2, 30, 30);
58 fill(128);
59 ellipse(width/2, height/2, 15, 15);
60 }
61
62 void exit() {
63     m.motorStop();
64     println("exit");
65     System.exit(0);
66 }
67 void mousePressed() {
68     if ((mouseY < btn.y+btn.h) && (mouseY > btn.y)
69         && (mouseX < btn.x+btn.w) && (mouseX > btn.x)) { // the mouse click the button
70         if (isMotorRun) {
71             isMotorRun = false;
72             btn.setBgColor(255, 0, 0);
73             btn.setText("STOP");
74             m.motorStop();
75         } else {
76             isMotorRun = true;
77             btn.setBgColor(0, 255, 0);
78             btn.setText("RUN");
79             m.motorRestart();
80         }
81     }
82 }
83 void titleAndSiteInfo() {
84     fill(0);
85     textAlign(CENTER); //set the text centered
86     textSize(40); //set text size
87     text("Motor", width / 2, 40); //title
88     textSize(16);
89     text("www.freenove.com", width / 2, height - 20); //site
90 }

```

Code, first define 4 GPIO connected to the motor, the BUTTON class object and SteppingMotor class object.

```

int[] pins = {18, 23, 24, 25}; //connect to motor phase A,B,C,D pins
BUTTON btn; //BUTTON Object, For controlling the direction of motor
SteppingMotor m = new SteppingMotor(pins);

```

In the function `setup()`, initialize the Button, start thread of stepping motor, and set the rotating speed of the virtual motor.

```
void setup() {
    size(640, 360);
    btn = new BUTTON(45, height - 90, 50, 30);    //define the button
    btn.setBackgroundColor(0, 255, 0);    //set button color
    btn.setText("RUN");    //set button text
    m.motorStart();    //start motor thread
    rotaSpeed = 0.002 * PI;    //virtual fan's rotating speed
}
```

In the function `draw()`, first draw button, and calculate the position of the virtual motor and show the current rotating direction.

```
background(255);
titleAndSiteInfo();    //title and site information
btn.create();    //create the button
if (isMotorRun) {    //motor is running
    fill(0);
    textAlign(LEFT, BOTTOM);
    textSize(20);
    if (m.dir == m.CW) {
        text("CW", btn.x, btn.y);    //text "CW "
        rotaPosition+=rotaSpeed;
        if (rotaPosition>=TWO_PI) {
            rotaPosition = 0;
        }
    } else if (m.dir == m.CCW) {
        text("CCW", btn.x, btn.y);    //text "CCW"
        rotaPosition-=rotaSpeed;
        if (rotaPosition<=0) {
            rotaPosition = TWO_PI;
        }
    }
}
```

And then determine whether the stepping motor is in stopping state according to the value of "m.steps". If it is true, change the rotation direction of motor, and drive the motor to rotate a circle.

```
if (m.steps<=0) {    //if motor has stopped,
    if (m.dir == m.CCW) {    //change the direction ,restart.
        m.moveSteps(m.CW, 1, 512);
    } else if (m.dir == m.CW) {
        m.moveSteps(m.CCW, 1, 512);
    }
}
```

```
}
```

Finally draws the virtual fan.

```
drawFan(rotaPosition);
```

About class SteppinMotor :

#### class SteppinMotor

This is a custom class that defines some methods to drive the four-phase stepping motor.

```
public SteppingMotor(int[] mPins)
```

Constructor, the parameter for the GPIO pin connected to the stepping motor.

```
public void motorStart()
```

Start a stepping motor thread, then the thread is in the state of wait, waiting for a notify to wake up.

```
public void moveSteps(int idir, int ims, int isteps)
```

Used to drive stepping motor rotation, the parameter "idir" for the direction which can be set as CW/CCW. The parameter "ims" is the delay (with unit ms) between each two steps of stepping motor. The higher the value of "ims", the lower the speed of stepping motor. Parameter "isteps" specifies the number of rotating steps of the stepping motor. As for four-phase stepping motor, four steps per cycle, if set isteps=1, that is, specify the stepping motor to rotate four steps.

```
public void motorStop()
```

Stop stepping motor.

```
public void motorRestart()
```

Resatart to drive stepping motor.

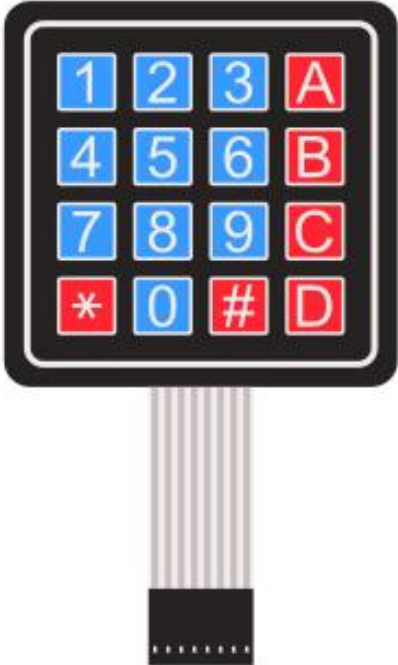
# Chapter 17 Matrix Keypad

In this chapter, we will learn how to use matrix keyboard.

## Project 17.1 Calculator

In this project, we will use a matrix keyboard to make a calculator.

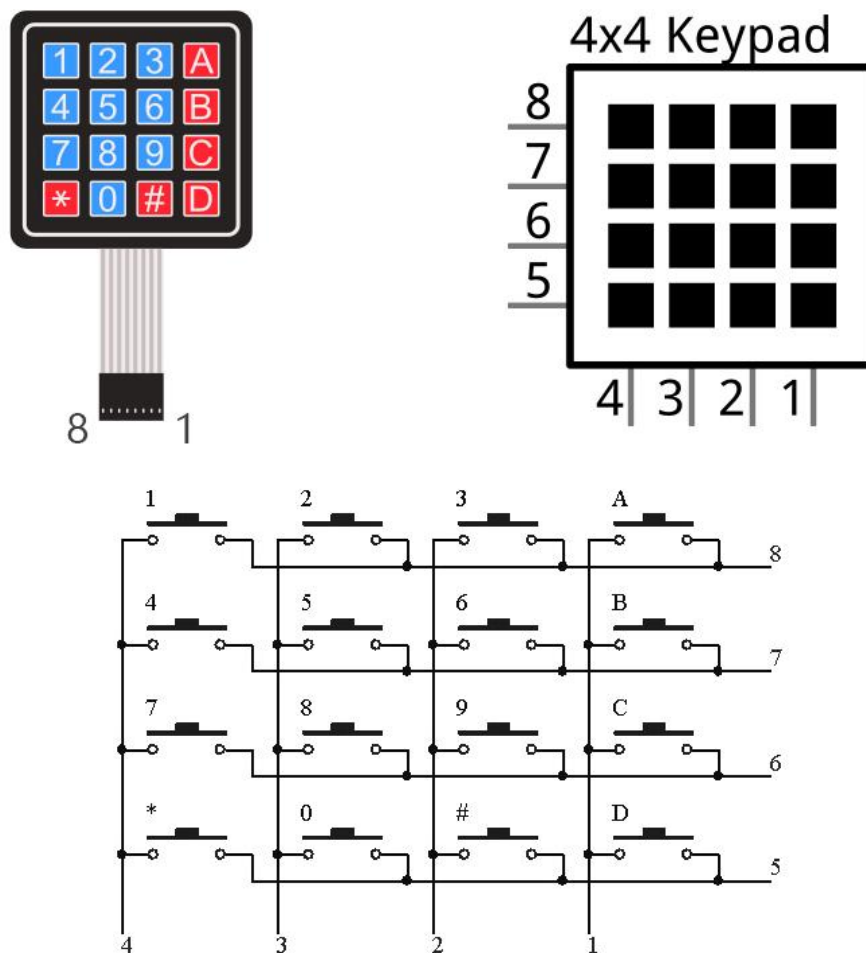
### Component List

|                                                                                                                         |                                                                                                                                 |
|-------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------|
| <div>Raspberry Pi 3B x1</div> <div>GPIO Expansion Board &amp; Wire x1</div> <div>BreadBoard x1</div>                    | <div>4x4 Matrix Keypad x1</div> <div></div> |
| <div>Jumper M/M x8</div> <div></div> |                                                                                                                                 |

## Component knowledge

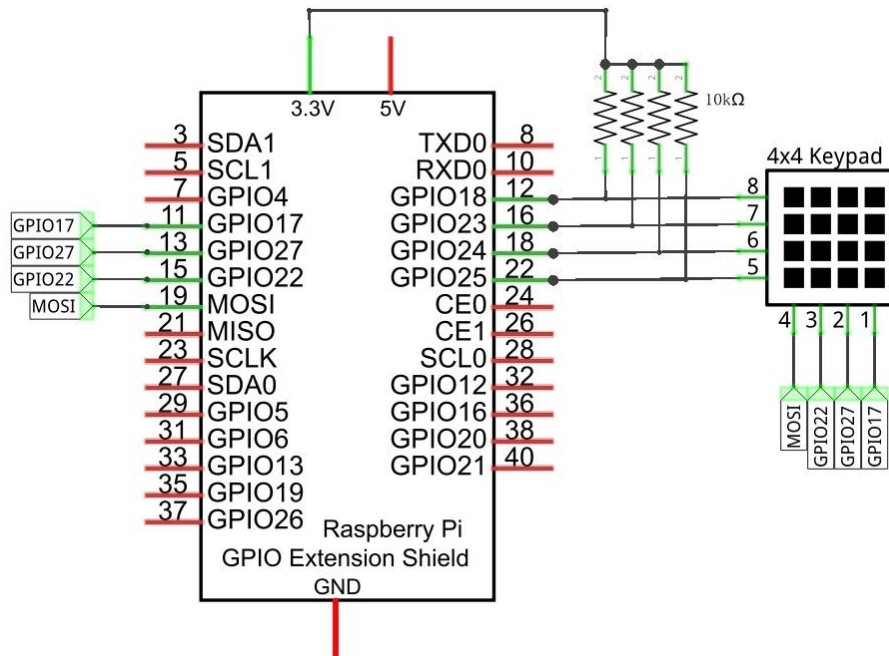
### 4x4 Matrix Keypad

First, review the matrix keyboard sequence to facilitate building circuit.

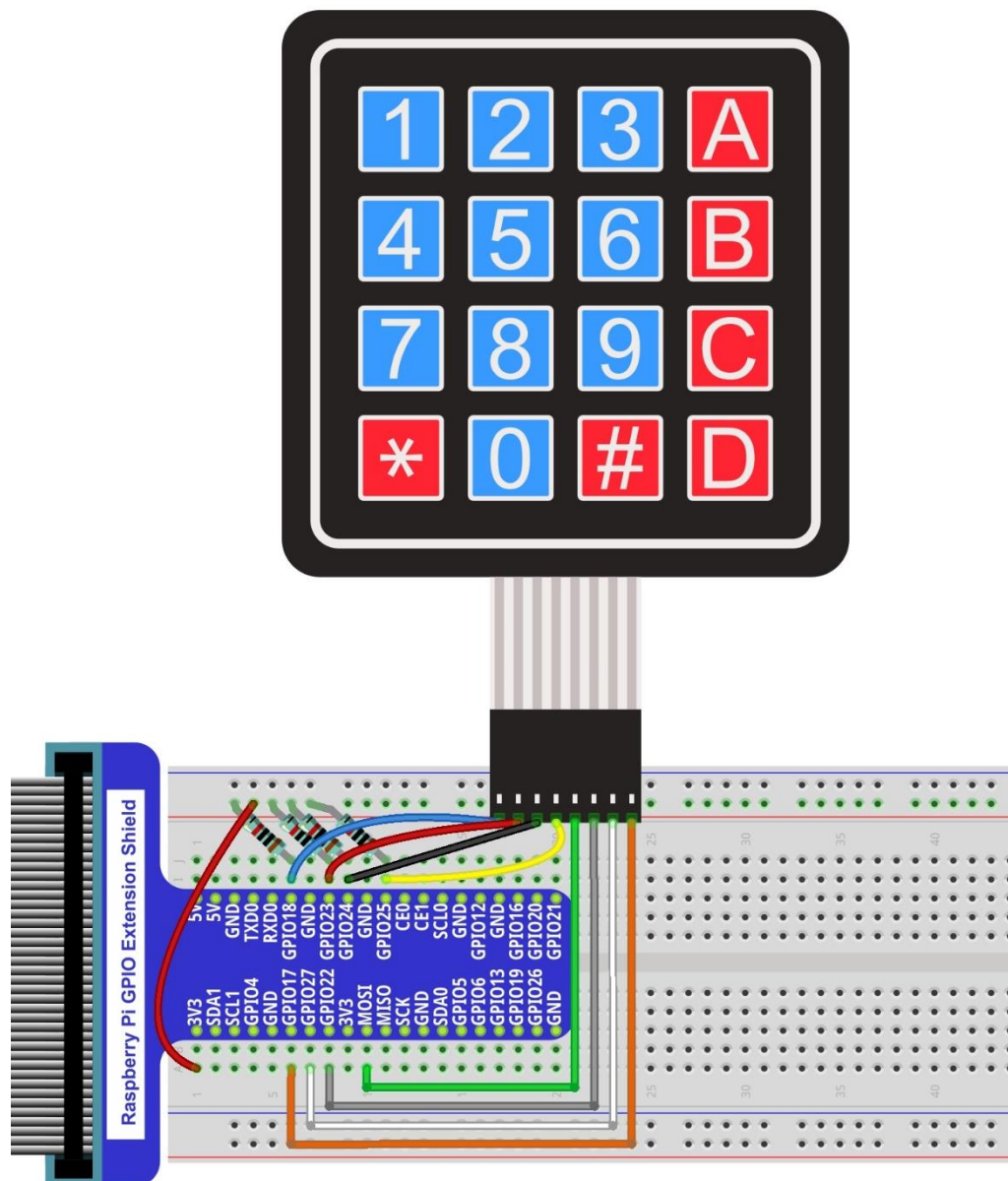


## Circuit

Schematic diagram



## Hardware connection



## Sketch

### Sketch 17.1.1 Calculator

First observe the running result of the sketch, and then analyze the code.

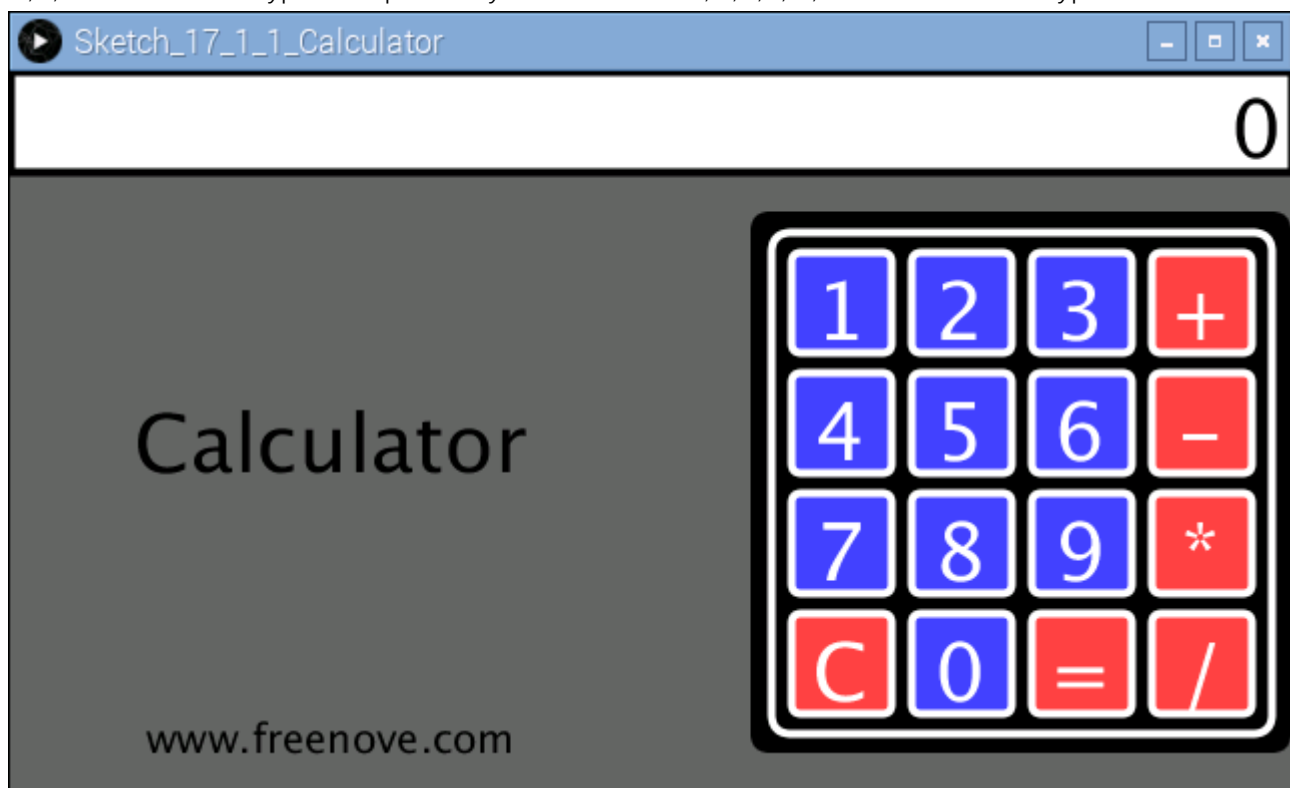
1. Use Processing to open the file Sketch\_17\_1\_1\_Calculator.

processing

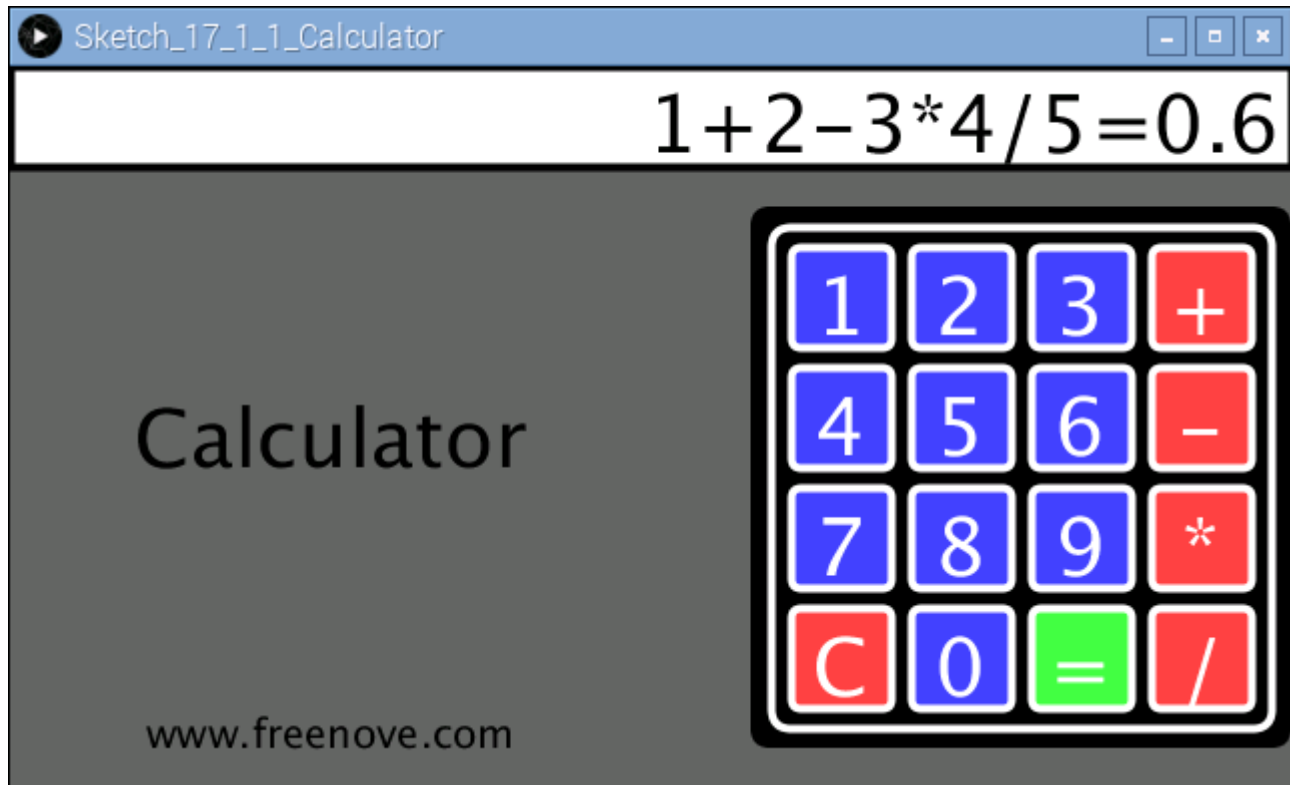
Freenove\_Ultimate\_Starter\_Kit\_for\_Raspberry\_Pi/Processing/Sketchs/Sketch\_17\_1\_1\_Calculator/Sketch\_17\_1\_1\_Calculator.pde

2. Click on "RUN" to run the code.

After the program is executed, Display Window shows the following interface, where the character "A, B, C, D, \*, #" on the real Keypad is replaced by the character "+, -, \*, /, C, =" on the virtual Keypad.



Calculator achieve the basic operation of add, subtract, multiply and divide. Button "C" means Clear, namely, clear the current content. When a button is pressed, the color of corresponding button on the virtual keyboard will be changed into green, which indicates that the button is pressed.



This project contains several code files, as shown below:



The following is program code:

```

1  import processing.io.*;
2
3  final static char[] keys = { //key code
4      '1', '2', '3', '+',
5      '4', '5', '6', '-',
6      '7', '8', '9', '*',
7      'C', '0', '=', '/' };
8  final int[] rowsPins = {18, 23, 24, 25}; //Connect to the row pinouts of the keypad
9  final int[] colsPins = {10, 22, 27, 17}; //Connect to the column pinouts of the keypad

```

```

10 Keypad kp = new Keypad(keys, rowsPins, colsPins);    //class Object
11 Calculator cc = new Calculator(kp);    //class Object
12 void setup() {
13     size(640, 360);
14 }
15 void draw() {
16     background(102);
17     titleAndSiteInfo(); //Tile and site information
18     cc.process();    //Get key and processing
19     drawDisplay(cc.contentStr); //Draw display area and content
20     drawKeypad(width-kpSize, 70);    //draw virtual Keypad
21 }
22 void titleAndSiteInfo() {
23     fill(0);
24     textAlign(CENTER);    //set the text centered
25     textSize(40);    //set text size
26     text("Calculator", width / 4, 200);    //title
27     textSize(20);
28     text("www.freenove.com", width / 4, height - 20);    //site
29 }

```

In the code, first define key code of the Keypad, and the GPIO connected to the Keypad. Then create a Keypad class object based on the information, and finally create a Calculator class object according to the Keypad class object.

```

final static char[] keys = { //key code
    '1', '2', '3', '+',
    '4', '5', '6', '-',
    '7', '8', '9', '*',
    'C', '0', '=', '/' };

final int[] rowsPins = {18, 23, 24, 25}; //Connect to the row pinouts of the keypad
final int[] colsPins = {10, 22, 27, 17}; //Connect to the column pinouts of the keypad
Keypad kp = new Keypad(keys, rowsPins, colsPins);    //class Object
Calculator cc = new Calculator(kp);    //class Object

```

In draw(), use cc.process() to obtain the key code of Keypad and for processing. And then draw the display area and virtual Keypad.

```

void draw() {
    background(102);
    titleAndSiteInfo(); //Tile and site information
    cc.process();    //Get key and processing
    drawDisplay(cc.contentStr); //Draw display area and content
    drawKeypad(width-kpSize, 70);    //draw virtual Keypad
}

```

About function drawDisplay() and drawKeypad():

**void drawKeypad(int x, int y)**

Used to draw a Keypad with (x, y) for the upper left corner.

**void drawDisplay(String content)**

The function at the top of the window to draw a calculator display area, and in the area of the right alignment display content.

About class Key :

**class Key**

This is a custom class that defines the associated attribute owned by a key. There are only some member variables and a constructor in this class.

About class Keypad :

**class Keypad**

This is a custom class that defines the methods to use keypad.

`public Keypad(char[] usrKeyMap, int[] row_Pins, int[] col_Pins)`

Constructor, the parameters are: key code of keyboard, row pins, column pins.

`public char getKey()`

Get the key code of the pressed key. If no key is pressed, the return value is '\0'.

`public void setDebounceTime(int ms)`

Set the debounce time. And the default time is 10ms.

`public void setHoldTime(int ms)`

Set the time when the key holds stable state after pressed.

`public boolean isPressed(char keyChar)`

Judge whether the key with code "keyChar" is pressed.

`public char waitForKey()`

Wait for a key to be pressed, and return key code of the pressed key.

`public int getState()`

Get state of the keys.

`boolean keyStateChanged()`

Judge whether there is a change of key state, then return True or False.

About class Calculator :

**class Calculator**

This is a custom class that defines the rules and calculating methods of the calculator.

`String contentStr = "";`

Member variable that saves the current processing results of the calculator, which will be directly displayed in the display area.

`public Calculator(Keypad kp)`

Constructor, the parameter for the Keypad class object.

`public void process()`

Gets the key code of the key, and makes the corresponding judgment and processing. The Processing results are stored in the member variable "contentStr".

`public double parse(String content)`

This is the core of the calculator. Its function is to parse a string of four fundamental operations and return a double type of value. For example, enter a string "1+2-3\*4/5", then return value of 0.6.

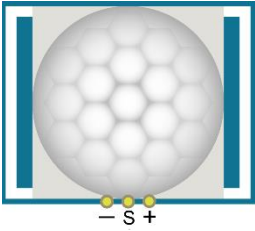
# Chapter 18 Infrared Motion Sensor

In this chapter, we will learn a widely used sensor, Infrared Motion Sensor.

## Project 18.1 Sense LED

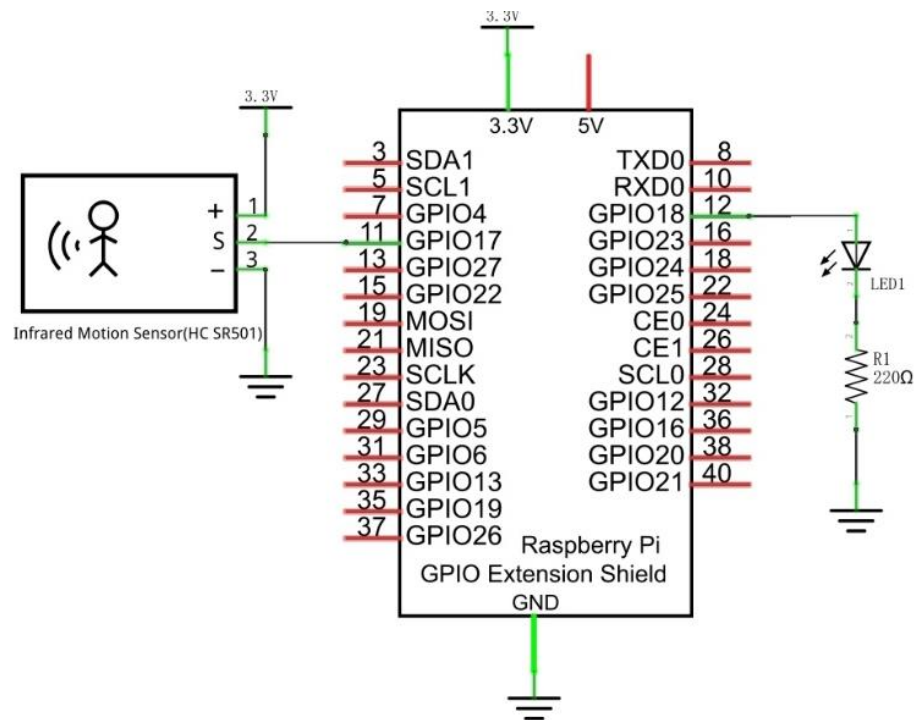
In this project, we will make a sense LED.

### Component List

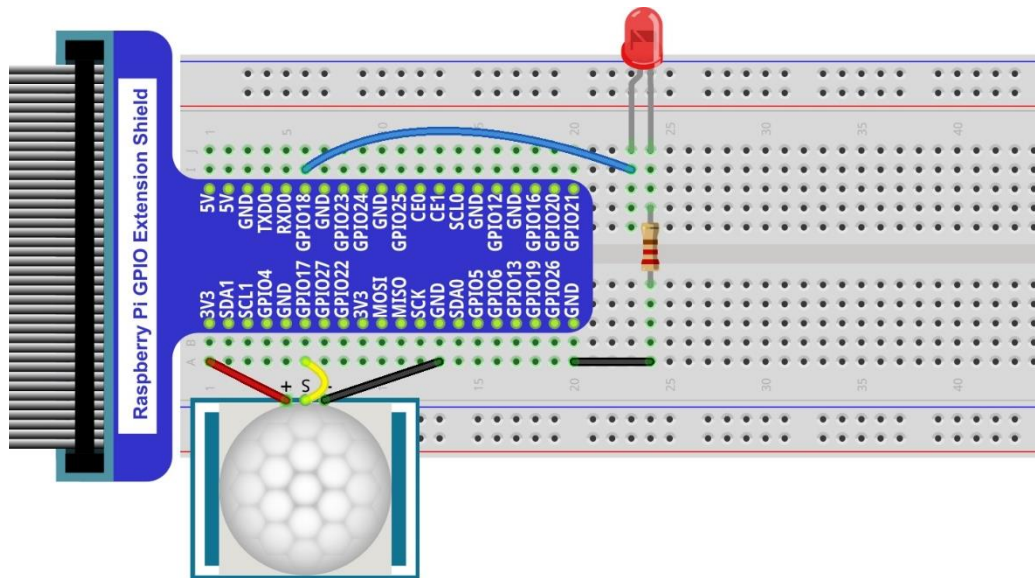
|                                                                                                    |                                                                                               |                                                                                                                 |
|----------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------|
| Raspberry Pi 3B x1<br>GPIO Expansion Board & Wire x1<br>BreadBoard x1                              |                                                                                               | Jumper M/M x2    M/F x3<br> |
| HC SR501 x1<br> | LED x1<br> | Resistor 220Ω x1<br>       |

## Circuit

Schematic diagram



Hardware connection



## Sketch

### Sketch 18.1.1 SenseLED

First observe the running result of the sketch, and then analyze the code.

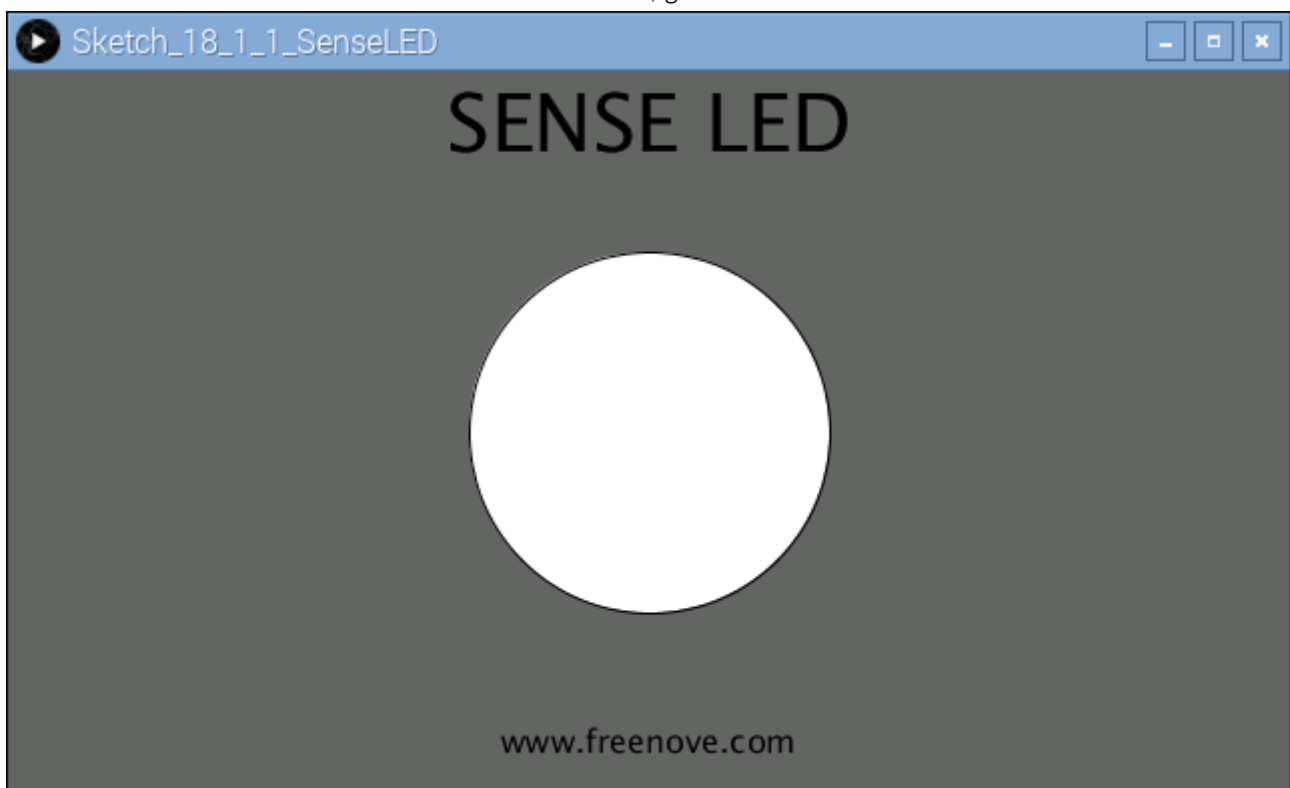
1. Use Processing to open the file Sketch\_18\_1\_1\_SenseLED.

processing

Freenove\_Ultimate\_Starter\_Kit\_for\_Raspberry\_Pi/Processing/Sketchs/Sketch\_18\_1\_1\_SenseLED/Sketch\_18\_1\_1\_SenseLED.pde

2. Click on "RUN" to run the code.

After the program is executed, Display Window shows the following interface, where the middle circle indicates the LED. Color of circle is white when LED off, green when on.



The following is program code:

```
1  import processing.io.*;
2
3  final int sensorPin = 17; //connect to sensor pin
4  final int ledPin = 18;   //connect to led pin
5  void setup() {
6      size(640, 360);      //window size
7      GPIO.pinMode(sensorPin, GPIO.INPUT);
8      GPIO.pinMode(ledPin, GPIO.OUTPUT);
9  }
10
```

```
11 void draw() {
12     background(102);
13     titleAndSiteInfo();
14     //if read sensor for high level
15     if (GPIO.digitalRead(sensorPin) == GPIO.HIGH) {
16         GPIO.digitalWrite(ledPin, GPIO.HIGH); //led on
17         fill(64,255,64); //fill in green
18     } else {
19         GPIO.digitalWrite(ledPin, GPIO.LOW); //led off
20         fill(255); //fill in white
21     }
22     ellipse(width/2,height/2,height/2,height/2);
23 }
24
25 void titleAndSiteInfo() {
26     fill(0);
27     textAlign(CENTER); //set the text centered
28     textSize(40); //set text size
29     text("SENSE LED", width / 2, 40); //title
30     textSize(16);
31     text("www.freenove.com", width / 2, height - 20); //site
32 }
```

In this project, the code is relatively simple. In the function draw(), read level of sensor pin. When it is a high level, LED is turned on. At the same time the filled color will be changed to green. When Low, LED off, and filled color white. Finally draw a circle.

```
void draw() {
    background(102);
    titleAndSiteInfo();
    //if read sensor for high level
    if (GPIO.digitalRead(sensorPin) == GPIO.HIGH) {
        GPIO.digitalWrite(ledPin, GPIO.HIGH); //led on
        fill(64,255,64); //fill in green
    } else {
        GPIO.digitalWrite(ledPin, GPIO.LOW); //led off
        fill(255); //fill in white
    }
    ellipse(width/2,height/2,height/2,height/2);
}
```

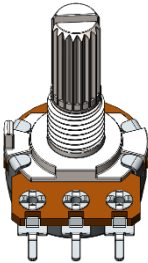
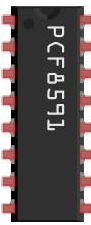
# App 1 Oscilloscope

We have used the PCF8591 to read the voltage of potentiometer to realize function of the voltmeter, before. In this chapter, we will make a more complex virtual instrument, oscilloscope. Oscilloscope is a widely used electronic measuring instrument. It can get the electrical signals not directly observed into visible image to facilitate the analysis and study of various electrical signals change process.

## App 1.1 Oscilloscope

Now, let's make an oscilloscope.

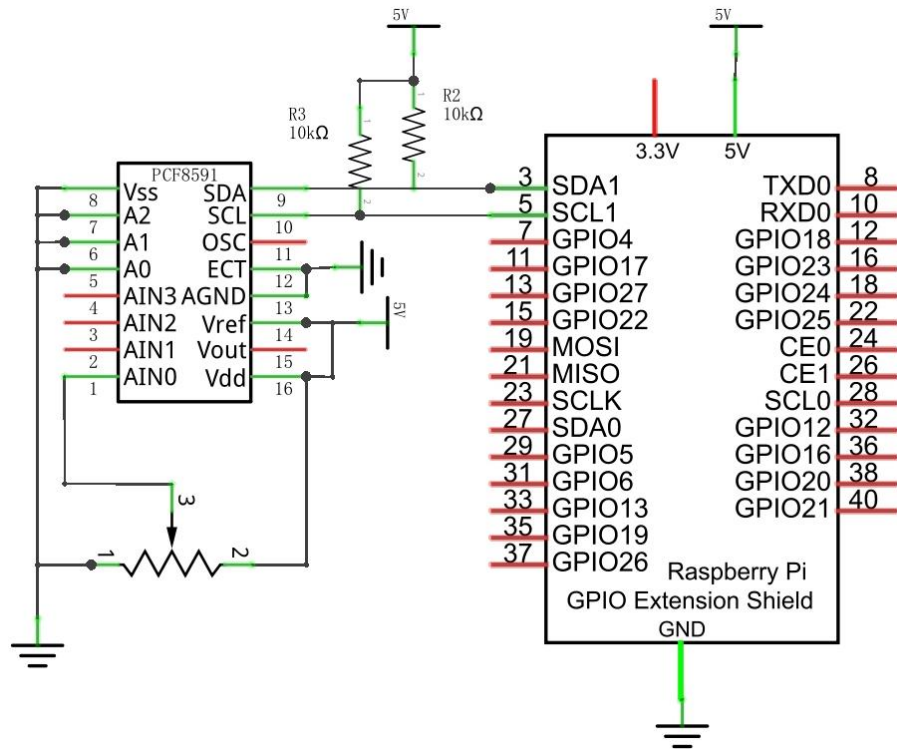
### Component List

|                                                                                                                |                                                                                                   |                                                                                                           |
|----------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------|
| Raspberry Pi 3B x1<br>GPIO Extension Board & Wire x1<br>BreadBoard x1                                          |                                                                                                   | Jumper M/M x16<br>    |
| Rotary potentiometer x1<br> | PCF8591 x1<br> | Resistor 10kΩ x2<br> |

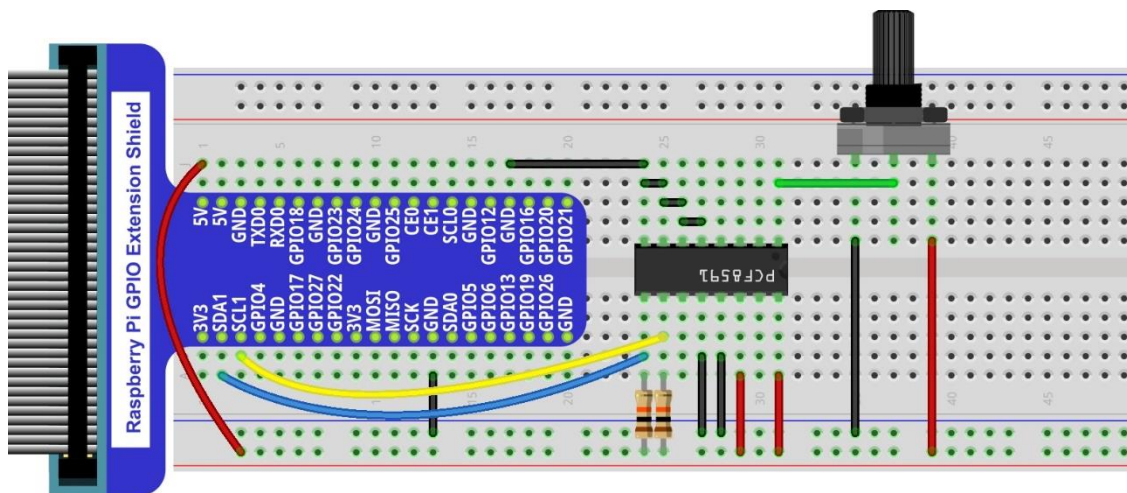
## Circuit

Note that the power supply voltage of PCF8591 in this circuit is 5V.

Schematic diagram



Hardware connection



## Sketch

### Sketch 1.1.1 Oscilloscope

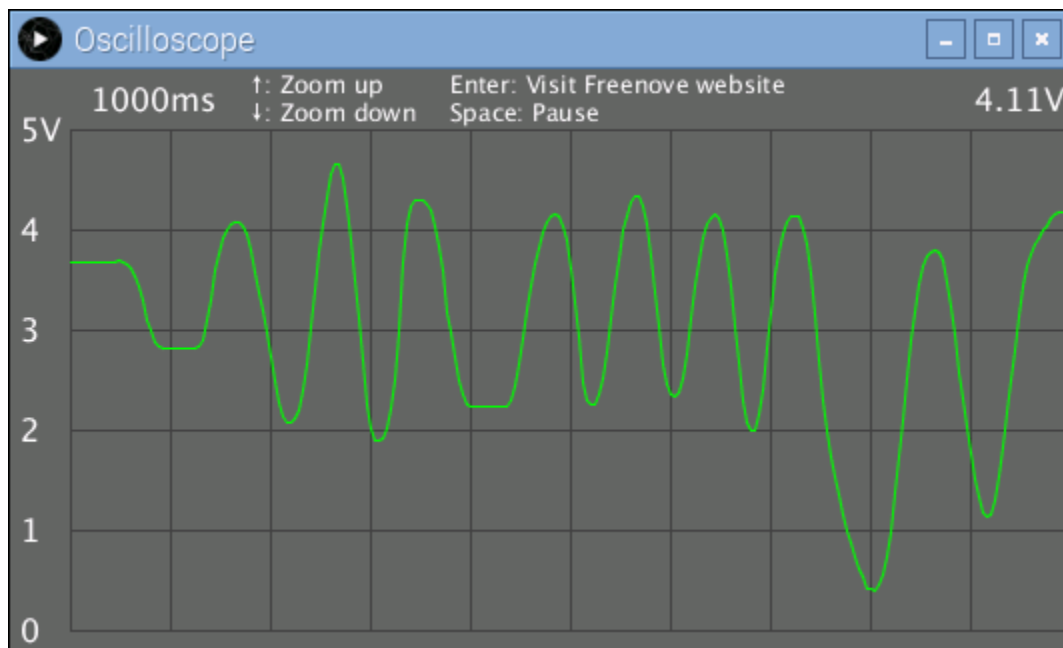
1. Use Processing to open the file Sketch\_01\_1\_1\_ Oscilloscope.

processing

Freenove\_Ultimate\_Starter\_Kit\_for\_Raspberry\_Pi/Processing/Apps/App\_01\_1\_1\_Oscilloscope/App\_01\_1\_1\_Oscilloscope.pde

2. Click on "RUN" to run the code.

After the program is executed, Display Window display as below. Rotating potentiometer can make following waveform.



The left side of the software interface is a voltage scale, which is used to indicate the voltage of the waveform. The "1000ms" on top left corner is the time of a square, and you can press "↑" and "↓" key on keyboard to adjust it.

The "0.00V" on top right corner is the voltage value of current signal.

You can press the space bar on keyboard to pause the display waveform, which is easy to view and analysis.

We believe that with the help of this oscilloscope, you can obtain more intuitive understanding of the actual work of some electronic circuits. It will help you complete the project and eliminate the trouble. You can export this sketch to an application used as a tool.

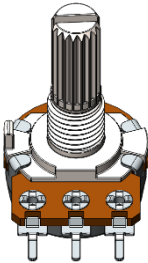
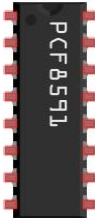
## App 2 Control Graphics

In this chapter, we will use potentiometer to make the graphics change in Processing.

### App 2.1 Ellipse

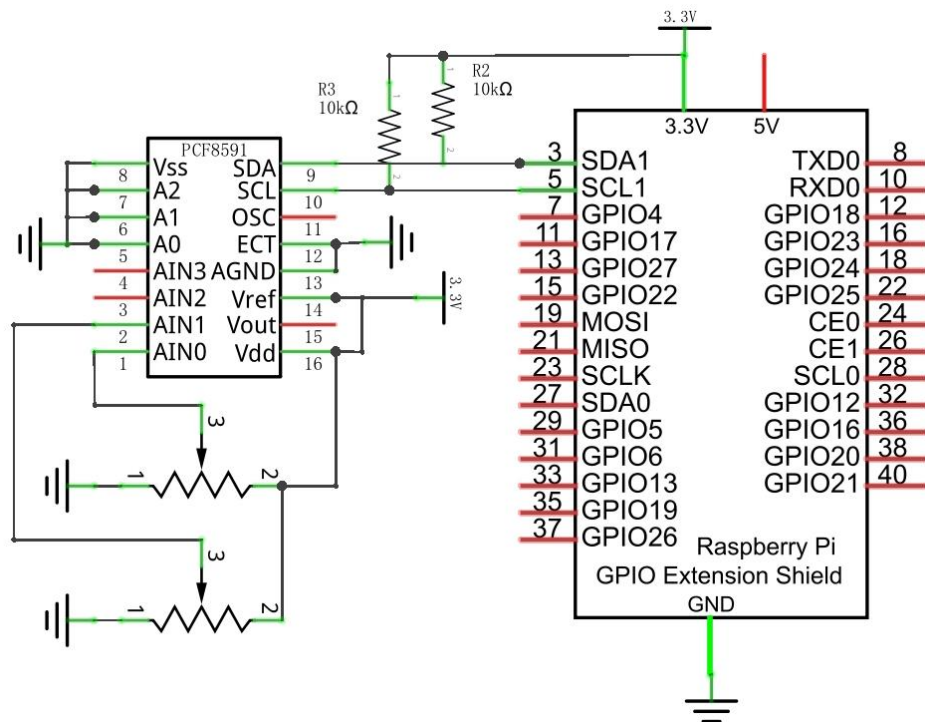
This project uses two potentiometers to control the size and shape of an ellipse respectively.

### Component List

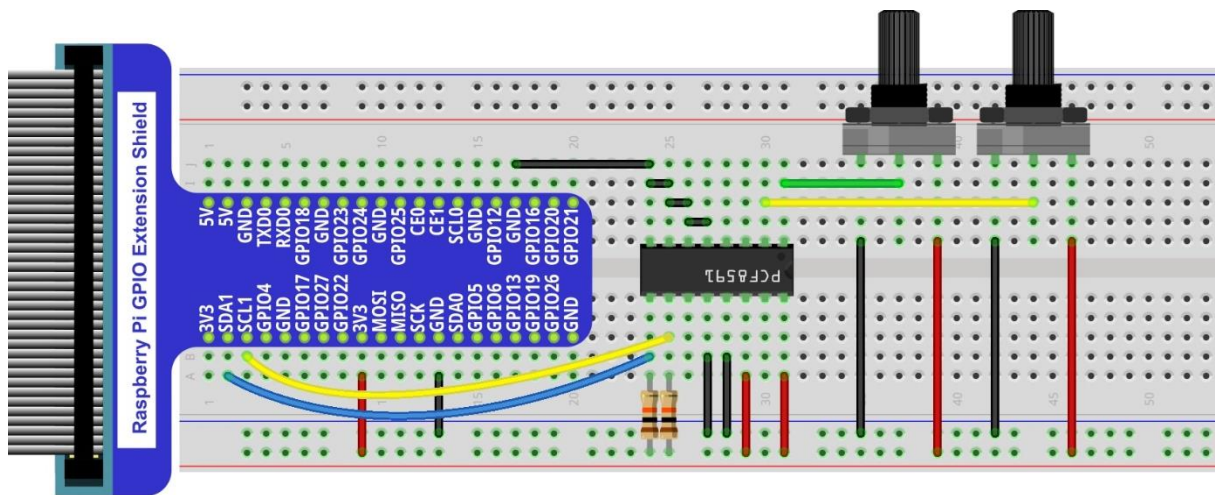
|                                                                                                                |                                                                                                   |                                                                                                           |
|----------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------|
| Raspberry Pi 3B x1<br>GPIO Extension Board & Wire x1<br>BreadBoard x1                                          |                                                                                                   | Jumper M/M x18<br>    |
| Rotary potentiometer x2<br> | PCF8591 x1<br> | Resistor 10kΩ x2<br> |

## Circuit

Schematic diagram



Hardware connection



## Sketch

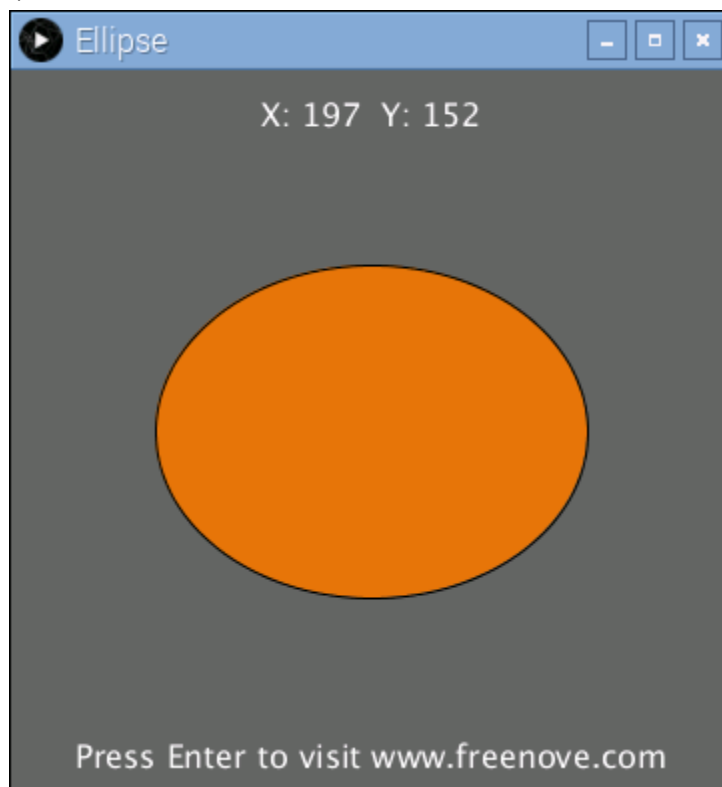
### Sketch 2.1.1 Ellipse

1. Use Processing to open the file Sketch\_02\_1\_1\_Ellipse.

```
processing
Freenove_Ultimate_Starter_Kit_for_Raspberry_Pi/Processing/Apps/App_02_1_1_Ellipse/App_02_1_1_Ellipse.pde
```

2. Click on "RUN" to run the code.

After the program is executed, Display Window displays as below. Rotating potentiometer can change the shape and size of the ellipse.



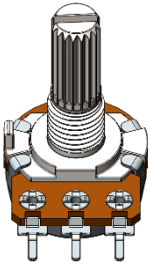
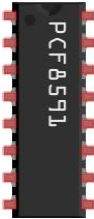
# App 3 Pong Game

In this chapter, we will play a game, Pong Game.

## App 3.1 Pong Game

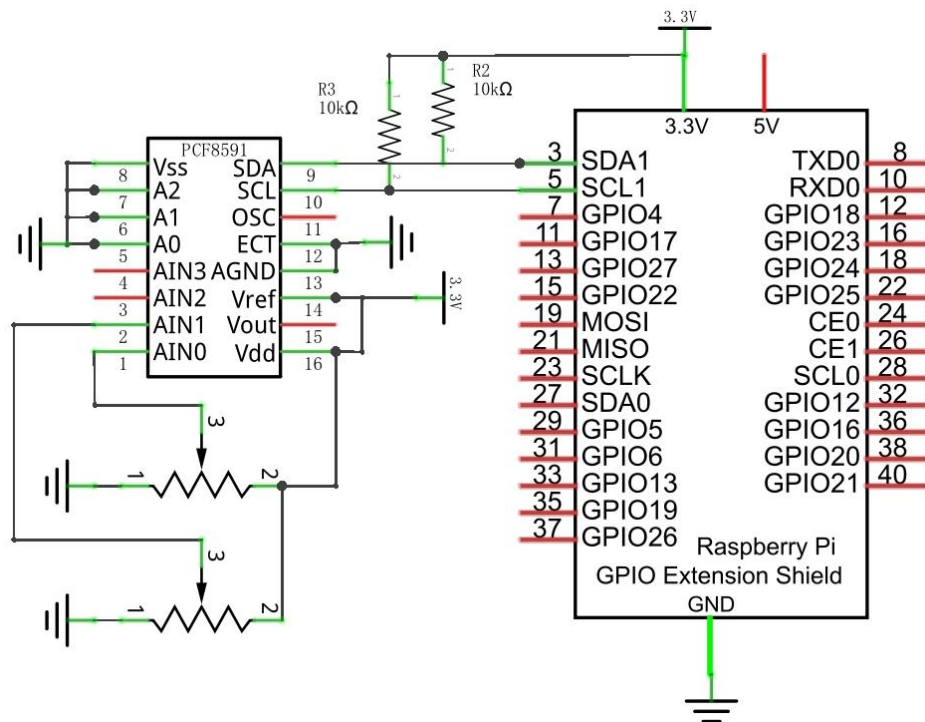
Now, let's create and experience our own game.

### Component List

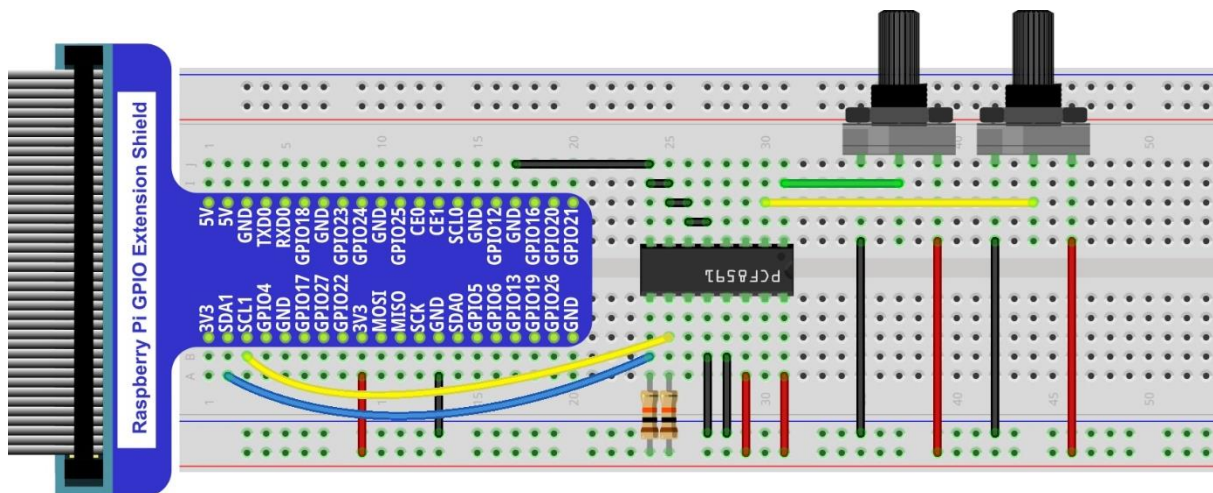
|                                                                                                                |                                                                                                   |                                                                                                           |
|----------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------|
| Raspberry Pi 3B x1<br>GPIO Extension Board & Wire x1<br>BreadBoard x1                                          |                                                                                                   | Jumper M/M x18<br>    |
| Rotary potentiometer x2<br> | PCF8591 x1<br> | Resistor 10kΩ x2<br> |

## Circuit

Schematic diagram



Hardware connection



## Sketch

### Sketch 3.1.1 PongGame

1. Use Processing to open the file Sketch\_03\_1\_1\_PongGame.

processing

Freenove\_Ultimate\_Starter\_Kit\_for\_Raspberry\_Pi/Processing/Apps/App\_03\_1\_1\_PongGame/App\_03\_1\_1\_PongGame.pde

2. Click on "RUN" to run the code.

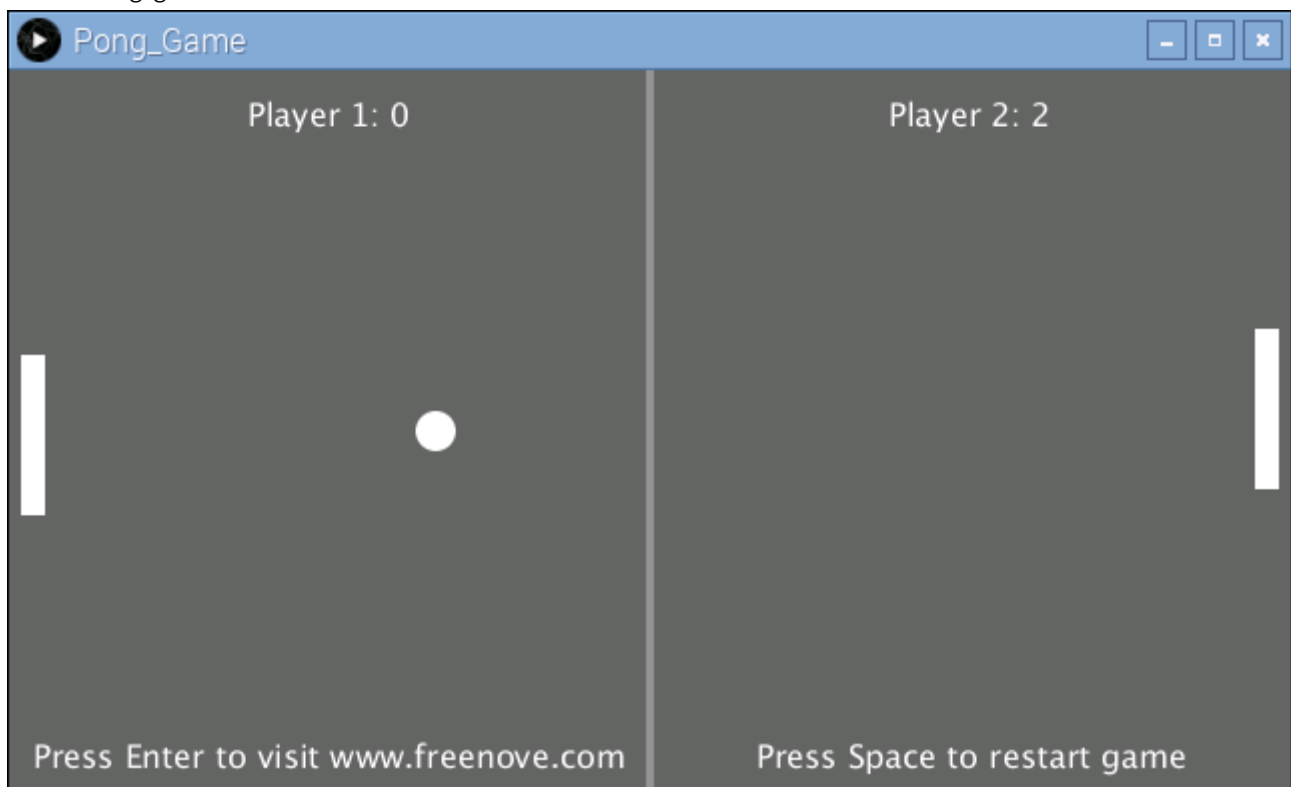
After the program is executed, Display Window displays as below.



Pressing the space bar keyboard can start the game. Then you can try to turn the potentiometer to control the movement of paddle:



Use potentiometer to control the movement of paddle to turn back the ball. The rules are the same as the classic Pong game:



The game will be over when one side gets three points. Pressing the space can restart the game:



You can restart the game by pressing the space bar at any time during the game.

# App 4 Snake Game

In this chapter, we will play a classic game, snake.

## App 4.1 Snake Game

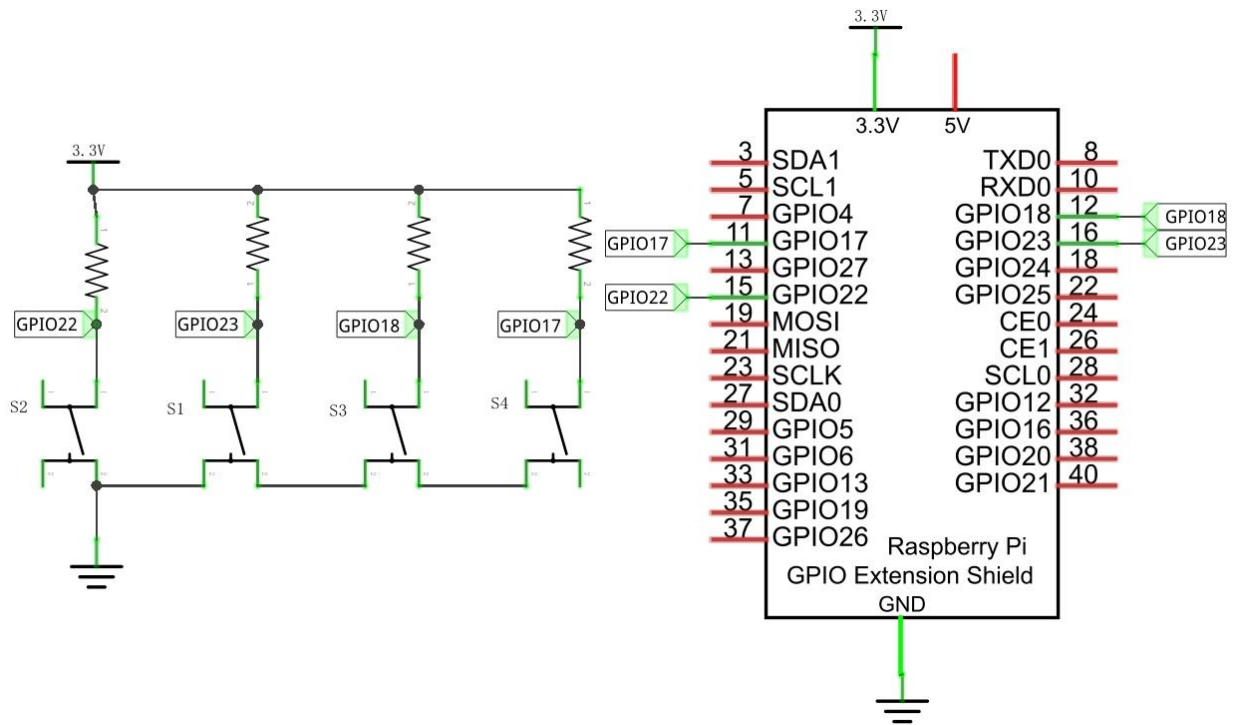
Now, let's create and experience our own game.

### Component List

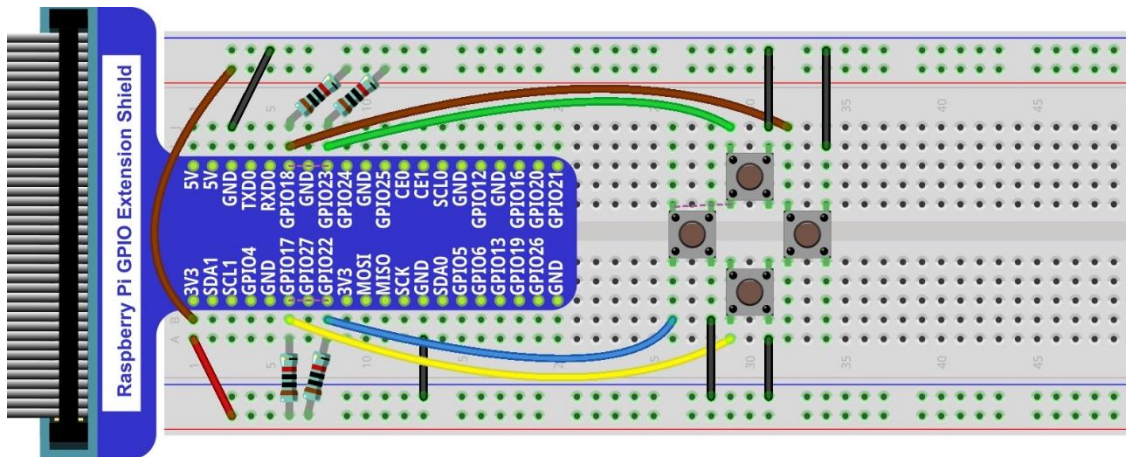
|                                                                                     |                                                                                     |                                                                                       |
|-------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------|
| Raspberry Pi 3B x1<br>GPIO Extension Board & Wire x1<br>BreadBoard x1               | Resistor 10KΩ x4                                                                    | Push button x4                                                                        |
| Jumper M/M x12                                                                      |  |  |
|  |                                                                                     |                                                                                       |

## Circuit

Schematic diagram



Hardware connection



## Sketch

### Sketch 4.1.1 SnakeGame

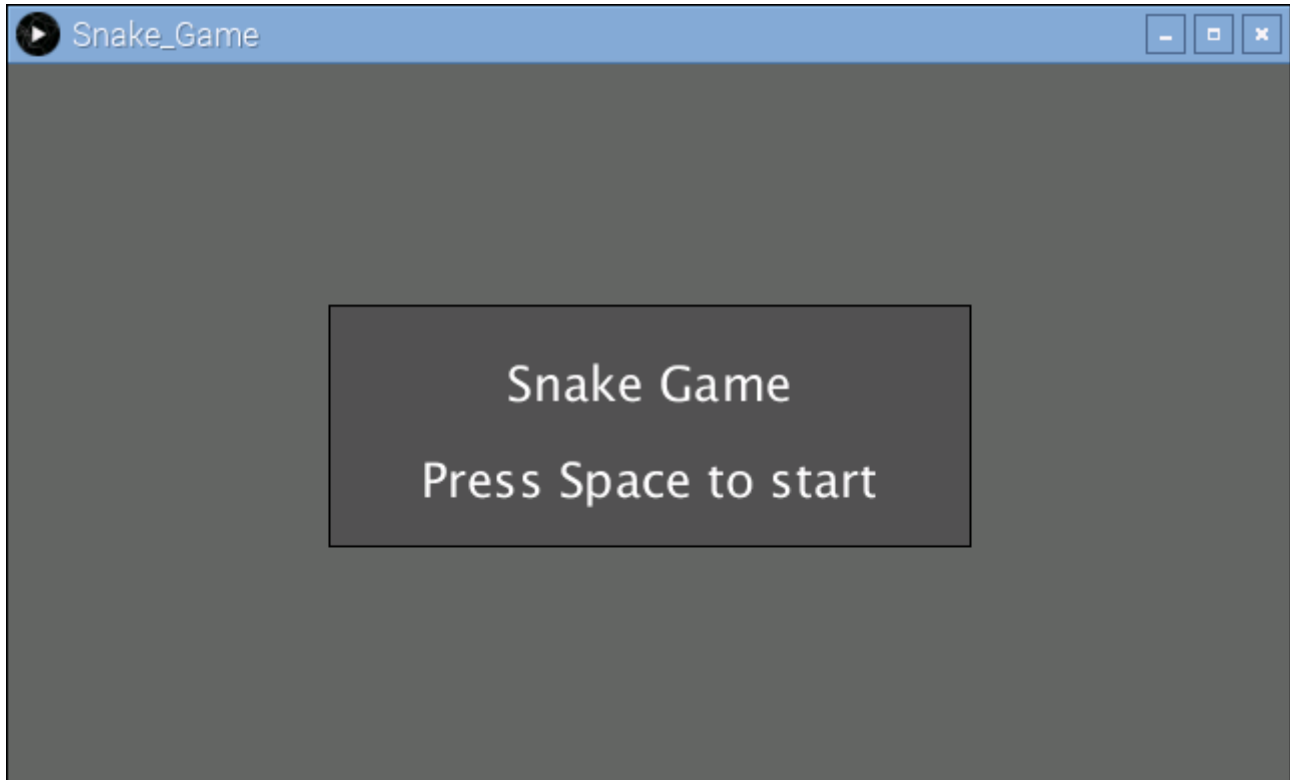
1. Use Processing to open the file Sketch\_04\_1\_1\_SnakeGame.

processing

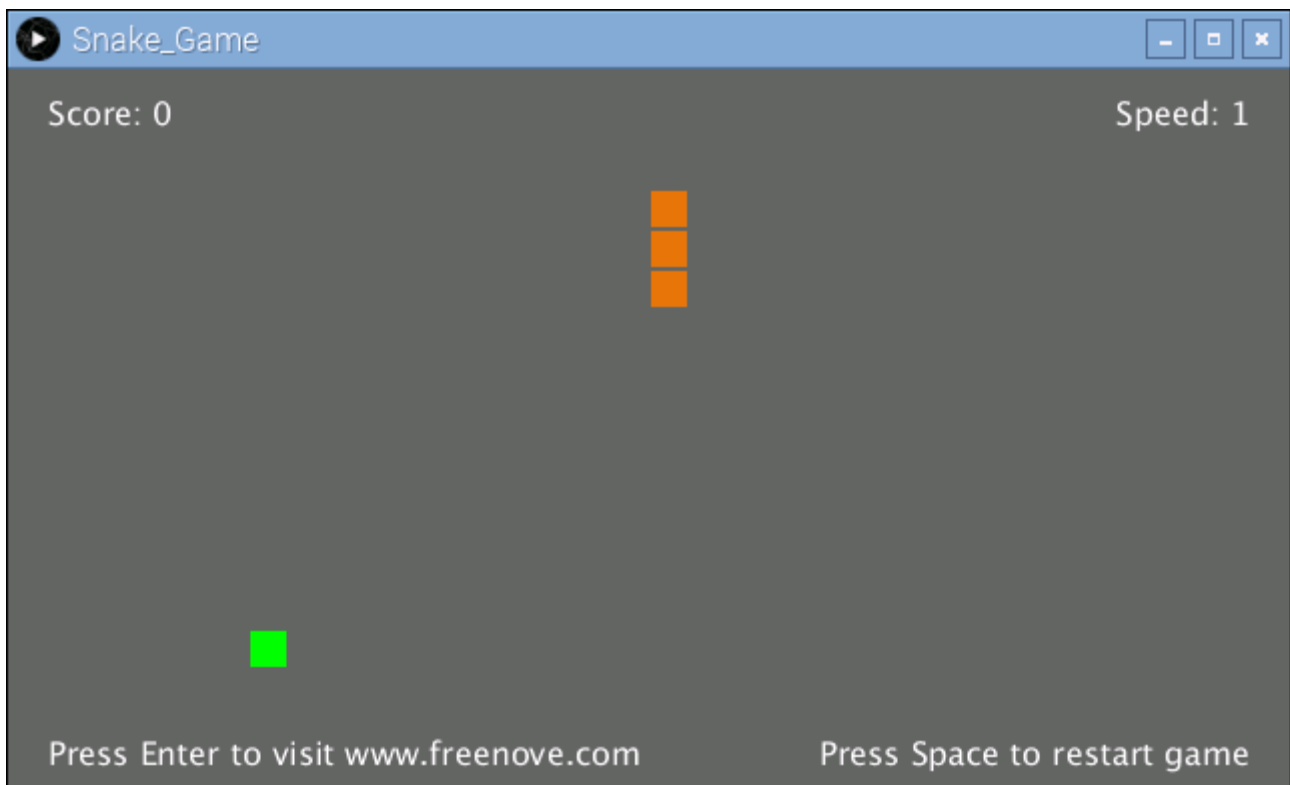
Freenove\_Ultimate\_Starter\_Kit\_for\_Raspberry\_Pi/Processing/Apps/App\_04\_1\_1\_SnakeGame/App\_04\_1\_1\_SnakeGame.pde

2. Click on "RUN" to run the code.

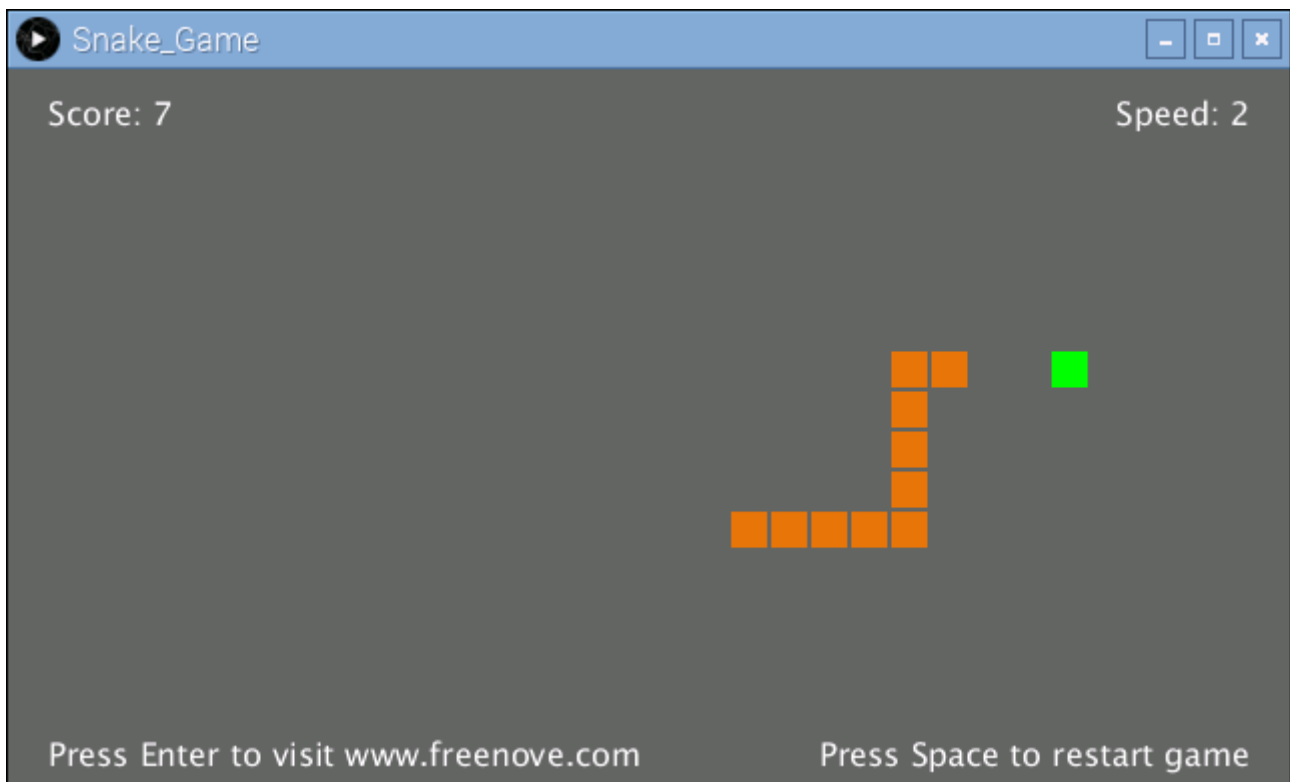
After the program is executed, Display Window displays as below.



Pressing the space can start the game:



You can control the movement direction of the snake through the four buttons in circuit or four arrow keys on the keyboard. The rules are the same as the classic Snake game:



When game is over, pressing the space can restart the game:



You can restart the game by pressing the space bar at any time during the game.

# App 5 Tetris Game

In this chapter, we will play a game, tetris game.

## App 5.1 Tetris Game

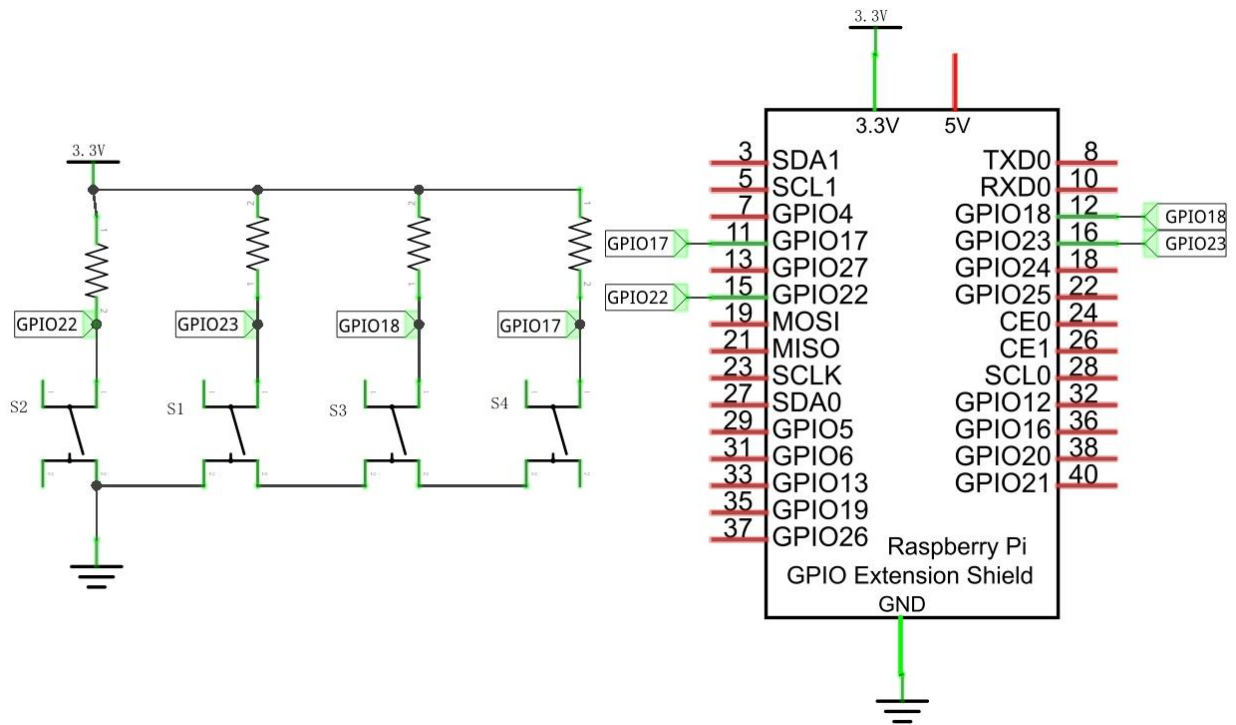
Now, let's create and experience our own game.

### Component List

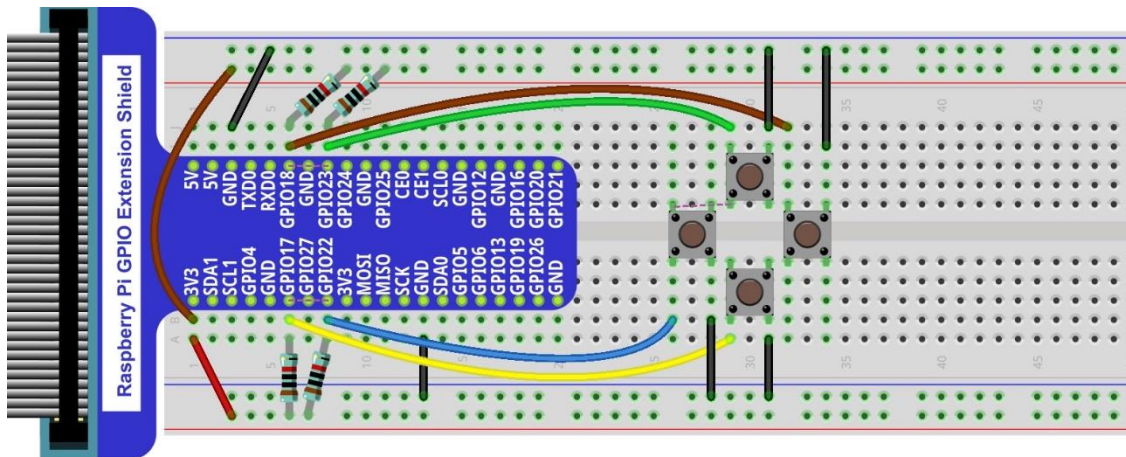
|                                                                                                       |                                                                                                         |                                                                                                         |
|-------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------|
| Raspberry Pi 3B x1<br>GPIO Extension Board & Wire x1<br>BreadBoard x1                                 | Resistor 10KΩ x4<br> | Push button x4<br> |
| Jumper M/M x12<br> |                                                                                                         |                                                                                                         |

## Circuit

Schematic diagram



Hardware connection



## Sketch

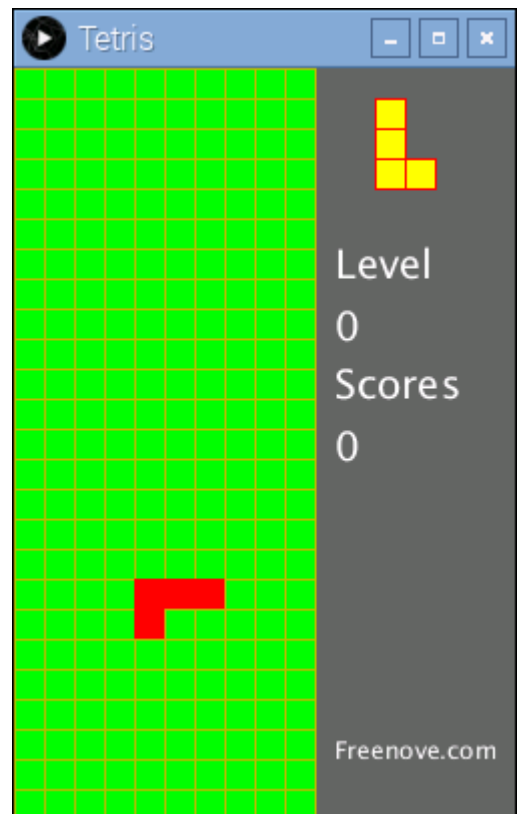
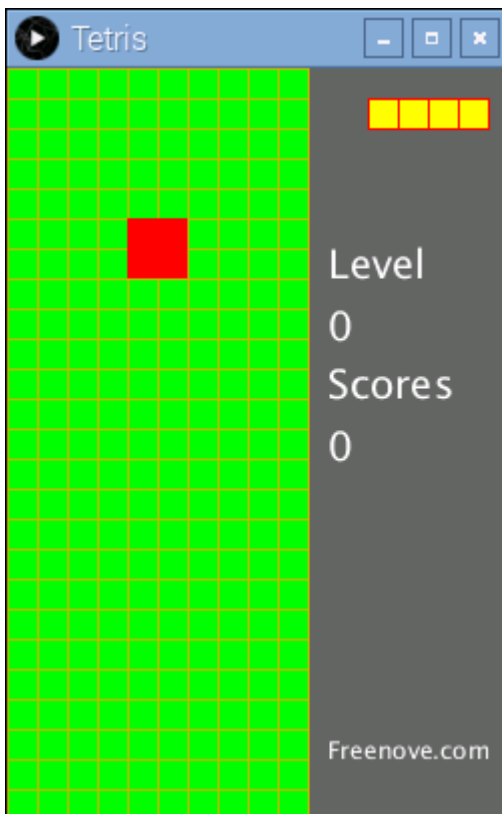
### Sketch 5.1.1 TetrisGame

1. Use Processing to open the file Sketch\_05\_1\_1\_TetrisGame.

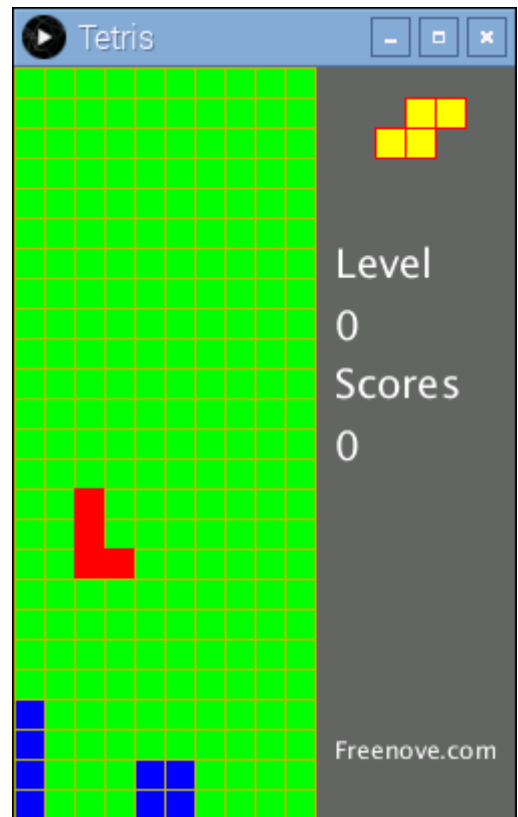
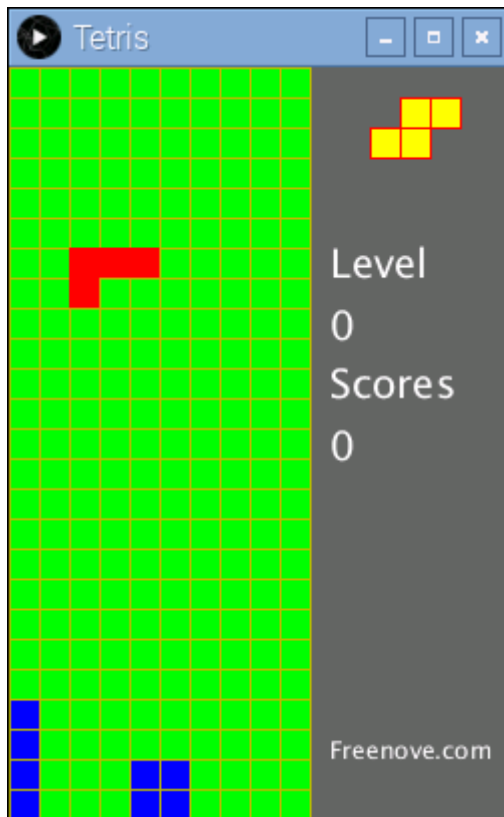
```
processing
Freenove_Ultimate_Starter_Kit_for_Raspberry_Pi/Processing/Apps/App_05_1_1_TetrisGame/App_05_1_1_TetrisGame.pde
```

2. Click on "RUN" to run the code.

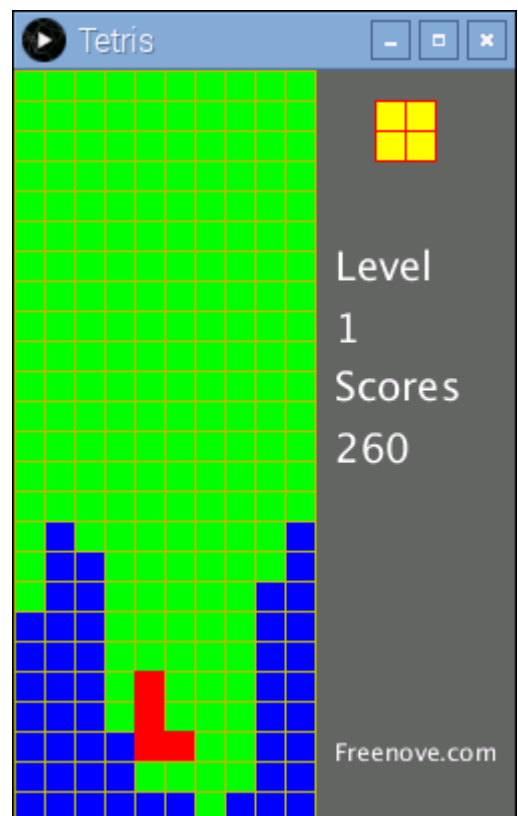
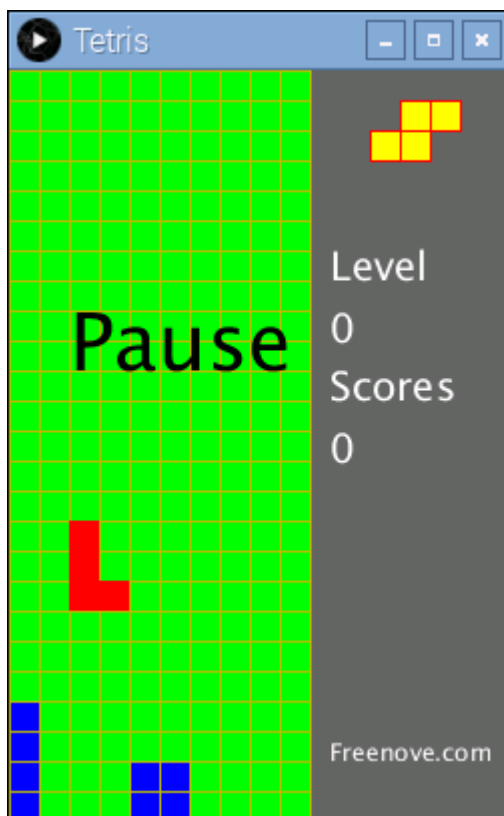
After the program is executed, Display Window displays as below.



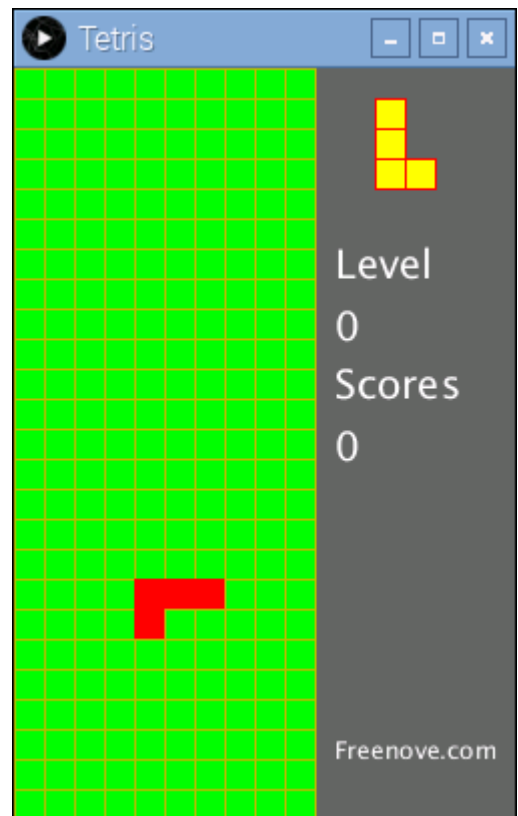
The left and right button in the circuit can control the moving of the falling block to left or right. And the button below can accelerate falling of the block. The button above is used for rotating of the block. Four direction keys on keyboard can also be used to play the game.



In the process of game, pressing the space bar on the keyboard can pause the game. The right side of the Display Window shows the next upcoming block, the current game speed and the current score. The more lines you eliminate once, the higher the scores. If you eliminate one line once, you will get 10 points. If you eliminate 4 lines once, you will get 70 points.



When the blocks are beyond the screen, the game is over. After the game is over, press the space bar to start a new game.



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## What's next?

Thanks for your reading.

This tutorial is all over here. If you find any mistakes, missions or you have other ideas and questions about contents of this tutorial or the kit and ect, please feel free to contact us, and we will check and correct it as soon as possible.

If you want to learn more about Arduino, Raspberry Pi, smart cars, robots and orther interesting products in science and technology, please continue to focus on our website. We will continue to launch cost-effective, innovative and exciting products.

Thank you again for choosing Freenove products.