

正修科技大學

嵌入式系統概論期末報告

Arduino UNO

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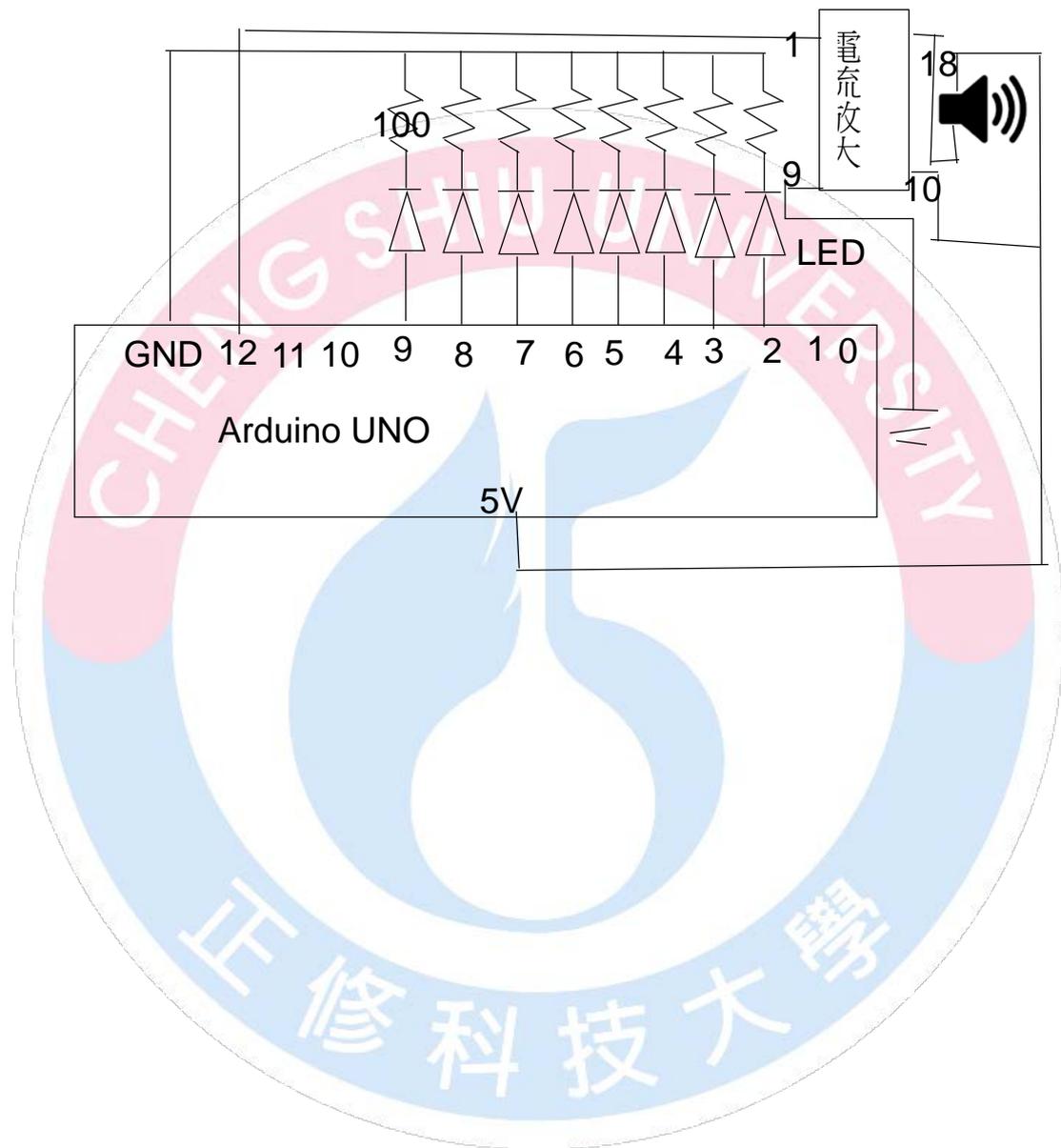
內容

實習 7 電子琴(109/5/1)	3
實習 8 電子琴(二)109/05/8	7
實習 9 光敏控制步進馬達(109/5/15)	11
實習 10 光敏控制步進馬達 7 段	15
實習 11 播放旋律實習(109/05/29)	20
實習 12 音樂盒實習	23
實習 13 按鍵開關控制 7 段顯示器上下數實習(109/6/12)	27
實習 14 LED 數位電壓表實習	30



實習 7 電子琴(109/5/1)

1. 電路圖



2.習題：動作如下

動作	喇叭	LED 98765432
1	Do	○ ○ ○ ○ ○ ○ ○ ●
2	Re	○ ○ ○ ○ ○ ○ ● ●
3	Mi	○ ○ ○ ○ ○ ● ● ●
4	Fa	○ ○ ○ ○ ● ● ● ●
5	So	○ ○ ● ● ● ● ● ●
6	La	○ ○ ● ● ● ● ● ●
7	Si	○ ● ● ● ● ● ● ●
8	do	● ● ● ● ● ● ● ●

三、程式碼

```
#define NOTE_C5      pinMode(7,OUTPUT)      tone(12,melody[2],d
523                T);                uration);
#define NOTE_D5      pinMode(8,OUTPUT)      digitalWrite(2,HIGH
587                T);                );
#define NOTE_E5      pinMode(9,OUTPUT)      digitalWrite(3,HIGH
659                T);                );
#define NOTE_F5      }                digitalWrite(4,HIGH
698                void loop()                );
#define NOTE_G5      {digitalWrite(2,LOW)    delay(1000);
784                );                tone(12,melody[3],d
#define NOTE_A5      digitalWrite(3,LOW)    uration);
880                ;                digitalWrite(2,HIGH
#define NOTE_B5      digitalWrite(4,LOW)    );
988                ;                digitalWrite(3,HIGH
#define NOTE_C6      digitalWrite(5,LOW)    );
1047               ;                digitalWrite(4,HIGH
int                 digitalWrite(6,LOW)    );
melody[]={NOTE_C   ;                digitalWrite(5,HIGH
5,NOTE_D5,NOTE     ;                );
_E5,NOTE_F5,NO    ;                delay(1000);
TE_G5,NOTE_A5,   ;                tone(12,melody[4],d
NOTE_B5,NOTE_    ;                uration);
C6};              digitalWrite(9,LOW)    digitalWrite(2,HIGH
int duration=500; ;                );
void setup() {    tone(12,melody[0],d    digitalWrite(3,HIGH
pinMode(2,OUTPUT uration);                );
T);              digitalWrite(2,HIGH    digitalWrite(4,HIGH
pinMode(3,OUTPUT );                );
T);              delay(1000);                digitalWrite(5,HIGH
pinMode(4,OUTPUT tone(12,melody[1],d    );
T);              uration);                digitalWrite(6,HIGH
pinMode(5,OUTPUT digitalWrite(2,HIGH    );
T);              );                delay(1000);
pinMode(6,OUTPUT digitalWrite(3,HIGH    tone(12,melody[5],d
T);              );                uration);
                delay(1000);
```

```

digitalWrite(2,HIGH    digitalWrite(7,HIGH    digitalWrite(2,LOW)
);                      );                      ;
digitalWrite(3,HIGH    digitalWrite(8,HIGH    digitalWrite(3,LOW)
);                      );                      ;
digitalWrite(4,HIGH    delay(1000);          digitalWrite(4,LOW)
);                      tone(12,melody[7],d    ;
digitalWrite(5,HIGH    uration);            digitalWrite(5,LOW)
);                      digitalWrite(2,HIGH    ;
digitalWrite(6,HIGH    );                    digitalWrite(6,LOW)
);                      digitalWrite(3,HIGH    ;
digitalWrite(7,HIGH    );                    digitalWrite(7,LOW)
);                      digitalWrite(4,HIGH    ;
delay(1000);           );                    digitalWrite(8,LOW)
tone(12,melody[6],d    );                    ;
uration);              digitalWrite(5,HIGH    ;
digitalWrite(2,HIGH    digitalWrite(6,HIGH    }
);                      );
digitalWrite(3,HIGH    digitalWrite(7,HIGH
);                      );
digitalWrite(4,HIGH    digitalWrite(8,HIGH
);                      );
digitalWrite(5,HIGH    digitalWrite(9,HIGH
);                      );
digitalWrite(6,HIGH    delay(1000);
);

```

四、心得

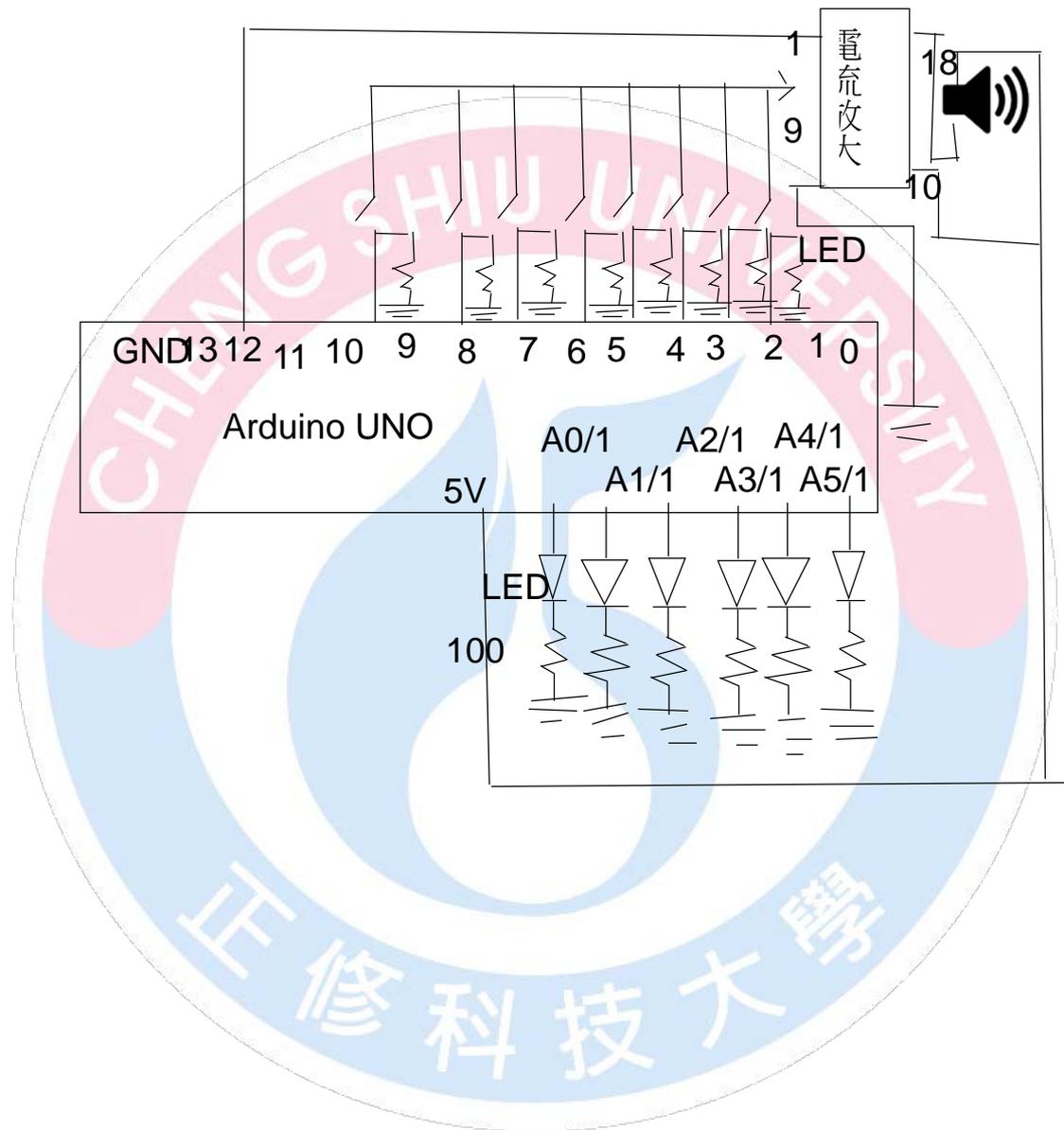
可以讓 arduino uno

說台語還有唱校歌

嗎?

實習 8 電子琴(二)109/05/8

一、電路圖



二、習題：動作如下

動作	開關	喇叭發音	LED 顯示
1	2	Do	●○○○○○
2	3	Re	○●○○○○
3	4	Mi	○○●○○○
4	5	Fa	○○○●○○
5	6	So	○○○○●○
6	7	La	○○○○○●
7	8	Si	●●●●●●
8	9	Do	○○●●○○

三、程式碼

```
#define NOTE_C5      pinMode(15,OUTP
523                UT);
#define NOTE_D5      pinMode(16,OUTP
587                UT);
#define NOTE_E5      pinMode(17,OUTP
659                UT);
#define NOTE_F5      pinMode(18,OUTP
698                UT);
#define NOTE_G5      pinMode(19,OUTP
784                UT);}
#define NOTE_A5      void loop()
880                {digitalWrite(14,LO
#define NOTE_B5      W);
988                digitalWrite(15,LO
#define NOTE_C6      W);
1047               digitalWrite(16,LO
int                W);
melody[]={NOTE_C   digitalWrite(17,LO
5,NOTE_D5,NOTE    W);
_E5,NOTE_F5,NO   digitalWrite(18,LO
TE_G5,NOTE_A5,   W);
NOTE_B5,NOTE_    digitalWrite(19,LO
C6};              W);
int duration=500; val=digitalRead(2);
int val=0;        if(val==HIGH)
void setup(){    {tone(12,melody[0],
pinMode(2,INPUT); duration);
pinMode(3,INPUT); digitalWrite(14,HIG
pinMode(4,INPUT); H);}
pinMode(5,INPUT); val=digitalRead(3);
pinMode(6,INPUT); if(val==HIGH)
pinMode(7,INPUT); {tone(12,melody[1],
pinMode(8,INPUT); duration);
pinMode(9,INPUT); digitalWrite(15,HIG
pinMode(14,OUTP   H);}
UT);              val=digitalRead(4);
                if(val==HIGH)
                {tone(12,melody[2],
                duration);
                digitalWrite(16,HIG
                H);}
                val=digitalRead(5);
                if(val==HIGH)
                {tone(12,melody[3],
                duration);
                digitalWrite(17,HIG
                H);}
                val=digitalRead(6);
                if(val==HIGH)
                {tone(12,melody[4],
                duration);
                digitalWrite(18,HIG
                H);}
                val=digitalRead(7);
                if(val==HIGH)
                {tone(12,melody[5],
                duration);
                digitalWrite(19,HIG
                H);}
                val=digitalRead(8);
                if(val==HIGH)
                {tone(12,melody[6],
                duration);
                digitalWrite(14,HIG
                H);
                digitalWrite(15,HIG
                H);
                digitalWrite(16,HIG
                H);
                digitalWrite(17,HIG
                H);
```

```
digitalWrite(18,HIGH);  
digitalWrite(19,HIGH);  
}  
val=digitalRead(9);  
if(val==HIGH)
```

```
{tone(12,melody[7],  
duration);  
digitalWrite(16,HIGH);  
digitalWrite(17,HIGH);  
}  
}
```

四、心得

我發現這個程是不

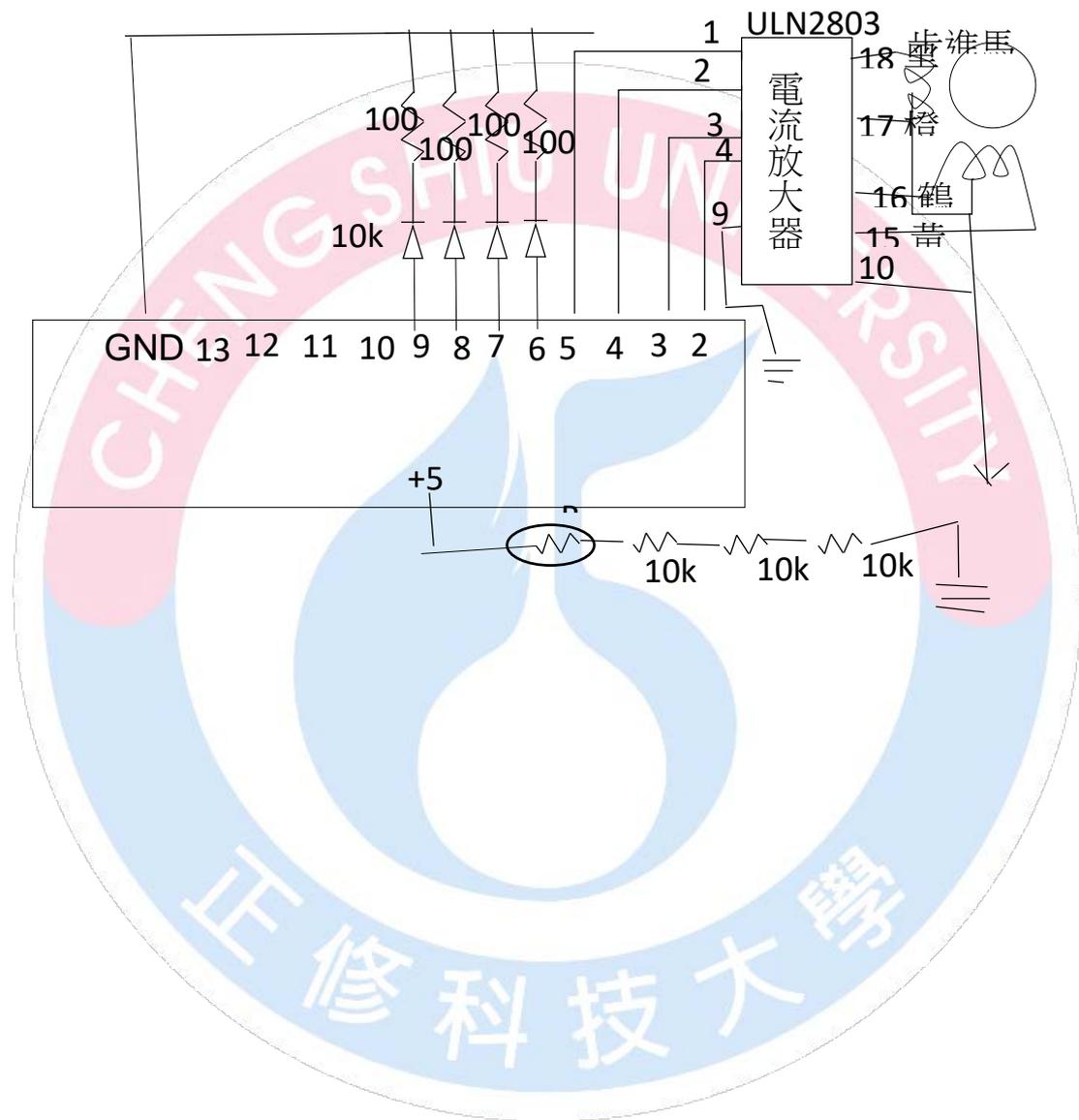
用在每個動作寫

LOW



實習 9 光敏控制步進馬達(109/5/15)

一、電路圖



2.習題：動作如下

動作	光敏電阻	步進馬達	LED
1	全照光	順轉	●●○○ ○○●●
2	半照光	逆轉	●●●● ○○○○
3	全遮光	停止	全滅

左2右2

閃爍

4個LED

閃爍

3.光敏電阻工作原理

照光=> $R_{光}$ ↘

$$\Rightarrow V_0 = 5 \times \frac{R_1}{R_1 + R_{光}} ↗$$

遮光=> $R_{光}$ ↗

$$\Rightarrow V_0 = 5 \times \frac{R_1}{R_1 + R_{光}} ↘$$

※要打開串列監控視窗

Seral Monitor

請上網填學生滿意度調查

四、程式碼

```
int photocellVal = 0;    digitalWrite(5,LOW)    digitalWrite(5,LOW)
int photocellPin = 2;    ;                      ;
void setup()            digitalWrite(6,HIGH    digitalWrite(6,HIGH
{pinMode(2,OUTPU        );                      );
T);                    digitalWrite(7,HIGH    digitalWrite(7,HIGH
pinMode(3,OUTPU        );                      );
T);                    digitalWrite(8,LOW)    digitalWrite(8,LOW)
pinMode(4,OUTPU        ;                      ;
T);                    digitalWrite(9,LOW)    digitalWrite(9,LOW)
pinMode(5,OUTPU        ;                      ;
T);                    delay(100);           delay(100);
pinMode(6,OUTPU        T);
T);                    digitalWrite(2,LOW)    digitalWrite(2,LOW)
pinMode(7,OUTPU        ;                      ;
T);                    digitalWrite(3,HIGH    digitalWrite(3,LOW)
pinMode(8,OUTPU        );                      ;
T);                    digitalWrite(4,LOW)    digitalWrite(4,LOW)
pinMode(9,OUTPU        ;                      ;
T);                    digitalWrite(5,LOW)    digitalWrite(5,HIGH
Serial.begin(9600);    ;                      );
}                        digitalWrite(6,LOW)    digitalWrite(6,LOW)
void loop()            ;                      ;
{                        digitalWrite(7,LOW)    digitalWrite(7,LOW)
  photocellVal =        ;                      ;
  analogRead(photoc    digitalWrite(8,HIGH    digitalWrite(8,HIGH
  ellPin);              );                      );
  Serial.println(photo    digitalWrite(9,HIGH    digitalWrite(9,HIGH
  cellVal);             );                      );
  if                    delay(100);           delay(100);}
  (photocellVal>500)    digitalWrite(2,LOW)    else
  {digitalWrite(2,HIG    ;                      if(photocellVal<120)
  H);                  digitalWrite(3,LOW)    {digitalWrite(2,LOW
  digitalWrite(3,LOW)    ;                      );
  ;                    digitalWrite(4,HIGH    digitalWrite(3,LOW)
  digitalWrite(4,LOW)    );                      ;
  ;
  ;
```

```

digitalWrite(4,LOW)    digitalWrite(9,HIGH    digitalWrite(6,HIGH
;                      );                      );
digitalWrite(5,LOW)    delay(100);          digitalWrite(7,HIGH
;                      ;                      );
digitalWrite(6,LOW)    digitalWrite(2,LOW)   digitalWrite(8,HIGH
;                      ;                      );
digitalWrite(7,LOW)    digitalWrite(3,LOW)   digitalWrite(9,HIGH
;                      ;                      );
digitalWrite(8,LOW)    digitalWrite(4,HIGH    delay(100);
;                      );                      digitalWrite(2,HIGH
digitalWrite(9,LOW)    digitalWrite(5,LOW)   );
;                      ;                      digitalWrite(3,LOW)
;                      ;                      ;
else                    digitalWrite(6,LOW)   ;
if(500<photocellVal    ;                      digitalWrite(4,LOW)
<120)                  ;                      ;
{digitalWrite(2,LOW    ;                      digitalWrite(5,LOW)
);                      ;                      ;
digitalWrite(3,LOW)    ;                      digitalWrite(6,HIGH
;                      ;                      );
digitalWrite(4,LOW)    ;                      digitalWrite(7,HIGH
;                      ;                      );
digitalWrite(5,HIGH    delay(100);          ;
);                      digitalWrite(2,LOW)   digitalWrite(8,HIGH
);                      ;                      );
digitalWrite(6,HIGH    digitalWrite(3,HIGH   digitalWrite(9,HIGH
);                      );                      );
digitalWrite(7,HIGH    digitalWrite(4,LOW)   delay(100);}
);                      ;                      }
digitalWrite(8,HIGH    digitalWrite(5,LOW)
);                      ;

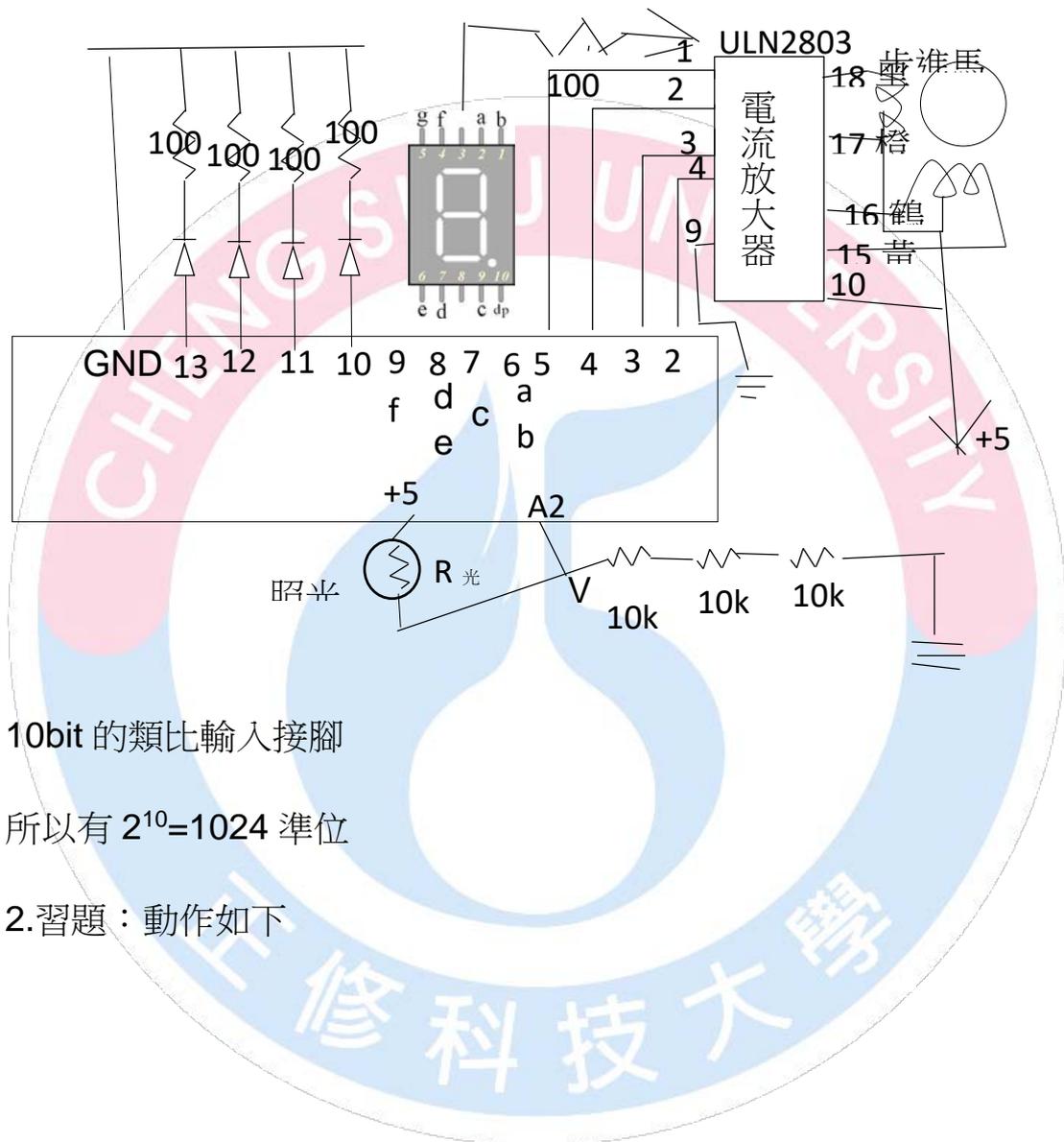
```

四、心得

我覺得我可以好好的讀書。天氣太熱了，冷卻水的水管發霉了，造成水管不通。還是塑膠管比較不會出問題。

實習 10 光敏控制步進馬達 7 段

1. 電路圖



10bit 的類比輸入接腳

所以有 $2^{10}=1024$ 準位

2. 習題：動作如下

動作	光敏電阻	步進馬達	7 段顯示器	LED	
1	照光	順轉	順轉	●●○○○ ○○●●●	左 2 右 2 閃爍
2.	半遮光	逆轉	逆轉	●●●●● ○○○○○	4 個 LED 閃爍
3.	全遮光	停止	全滅	全滅	

3.工作原理

(光敏電阻)

照光 $\Rightarrow R_{光} \searrow$

$$\Rightarrow V_0 = 5 \times \frac{R_1}{R_1 + R_{光}}$$

遮光 $\Rightarrow R_{光} \nearrow$

$$\Rightarrow V_0 = 5 \times \frac{R_1}{R_1 + R_{光}}$$

4.注意：要啟動 Serial Monter

(串列監控視窗)

◎麻煩填問卷調查


```

digitalWrite(4,LOW)    digitalWrite(12,HIG    digitalWrite(7,HIGH
;                       H);                               );
digitalWrite(5,LOW)    digitalWrite(13,HIG    digitalWrite(8,HIGH
;                       H);                               );
digitalWrite(6,HIGH    delay(100);                               digitalWrite(9,HIGH
);                                                               );
digitalWrite(7,LOW)    );                               digitalWrite(10,LO
;                                                               W);
digitalWrite(8,HIGH    ;                               digitalWrite(11,LOW
);                                                               );
digitalWrite(9,HIGH    ;                               digitalWrite(12,LO
);                                                               W);
digitalWrite(10,HIG    ;                               digitalWrite(13,LO
H);                                                               W);
digitalWrite(11,HIG    ;                               delay(100);}
H);                                                               }

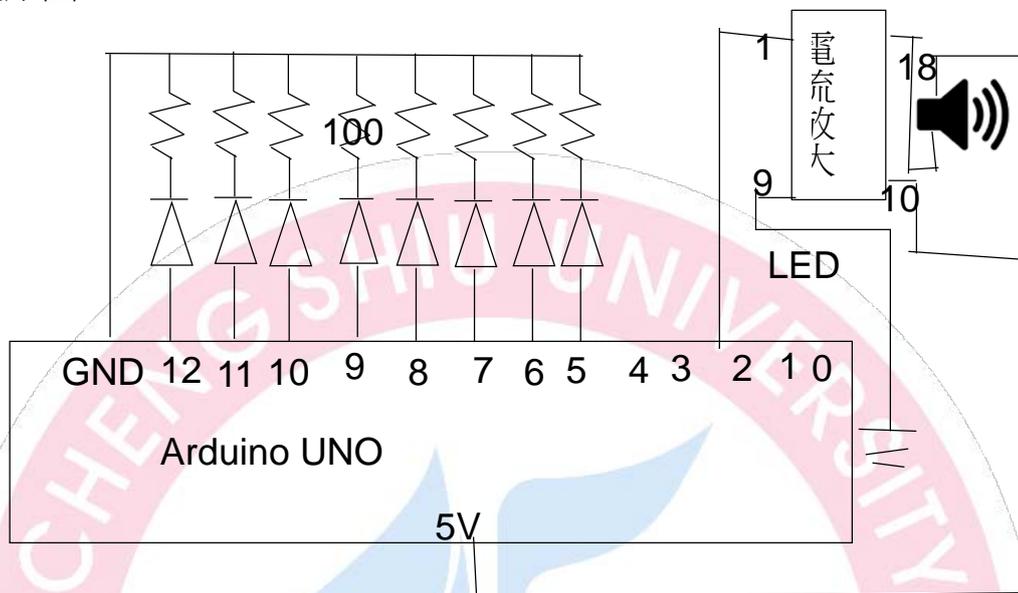
```

四、心得

光敏電阻在不同的座位數字會不一樣。為什麼全加器的 S 跟 C 會不一樣。

實習 11 播放旋律實習(109/05/29)

1. 電路圖



2.習題：利用 Arduino 播放一

首小星星之音樂

並且 LED 顯示對

應之音符

音波：20HZ-2000HZ

超音波>20000HZ

(20KHZ)

音符

音符	C	D	E	F	G	A	B	C
旋律	Do	Ra	Mi	Fa	So	La	Si	Do
頻率	523	587	659	694	784	880	988	1047

3.程式碼

```
const int speaker=2;
const int
led[8]={6,7,8,9,10,11,12,13};
char
toneName[]="CDEFGABC";
unsigned int
frequency[7]={523,587,659,694
,784,880,988};
char
beeTone[]="CCGGAAGFFFEED
DCGGFFEEDGGFFEEDCCG
GAAGFFEEDDC";
byte
beeBeat[]={1,1,1,1,1,1,2,1,1,1,
1,1,1,2,1,1,1,1,1,1,2,1,1,1,1,1,
,2,1,1,1,1,1,2,1,1,1,1,1,1,2};
const int
beeLen=sizeof(beeTone);
unsigned long tempo=140;
int i,j,k;
void setup() {
for(i=0;i<6;i++)
pinMode(led[i],OUTPUT);
}
void loop() {
for(i=0;i<beeTone;i++)

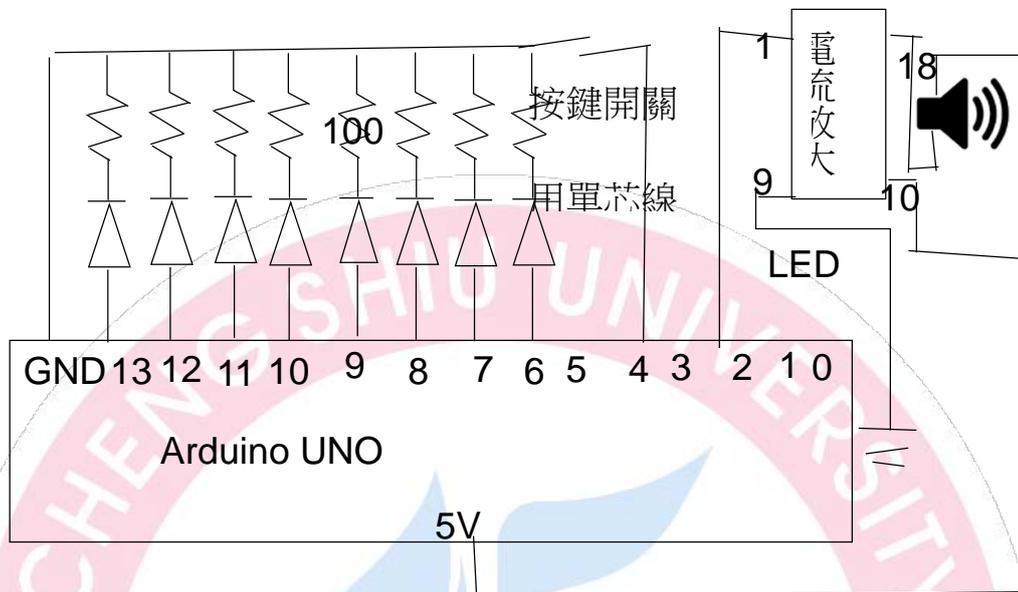
{playTone(beeTone[i],beeBeat[i]
);}
delay(3000);}
void playTone(char toneNo,byte
beatNo)
{unsigned long
duration=beatNo*60000/tempo;
for(j=0;j<7;j++)
{if(toneNo==toneName[j])
```

```
{tone(speaker,frequency[j]);
for(k=0;k<6;k++)
digitalWrite(led[k],LOW);
digitalWrite(led[j],HIGH);
delay(duration);
noTone(speaker);
digitalWrite(led[j],LOW);}}}
```

四、心得

我覺得這首歌太普通了，可以換成校歌。有沒有校歌的簡譜。

實習 12 音樂盒實習



2.習題：設計 Arduono 程式.使用一個

按鍵開關控制播放

四首音樂同時使用 LED

顯示播放的音符.

音符	C	D	E	F	G	A	B	C
旋律	Do	Ra	Mi	Fa	So	La	Si	Do
頻率	523	587	659	694	784	880	988	1047



三、程式碼

```
const int speaker=2;
const int sw=4;
const int
led[7]={6,7,8,9,10,11,12};
const int debounce=20;
char toneName[]="CDEFGAB";
unsigned int
frequency[7]={523,587,659,694
,784,880,988};
char
beeTone[]="GEEFDDCDEFGG
GGEEFDDEGGEDDDDEFEEE
EEFGGEEFDDCEGGC";
char
starTone[]="CCGGAAGFFEED
DCGGFFEEDGGFFEEDCCG
GEEGFFEEDDC";
char
Tone3[]="EDCDEEEDDDEGG
EDCDEEEDDEDC";
char
Tone4[]="CDEDCEGFEDFED
CEGFEDGEDC";
byte
beeBeat[]={1,1,2,1,1,2,1,1,1,1,
1,1,2,1,1,2,1,1,2,1,1,1,4,1,1,1,1
,1,1,2,1,1,1,1,1,1,2,1,1,2,1,1,2,
1,1,1,4};
byte
starBeat[]={1,1,1,1,1,1,2,1,1,1,
1,1,1,2,1,1,1,1,1,1,2,1,1,1,1,1,1
,2,1,1,1,1,1,2,1,1,1,1,1,1,2};
byte
Beat3[]={3,1,2,2,2,2,4,2,2,4,3,1
,2,2,4,2,2,3,1,4};
byte
Beat4[]={2,2,3,1,2,2,4,2,2,3,1,2
,2,4,2,2,3,1,2,2,4};
unsigned long tempo=240;
const int
beeLen=sizeof(beeTone);
const int
strLen=sizeof(starTone);
const int Len3=sizeof(Tone3);
const int Len4=sizeof(Tone4);
int len=0;
int num;
int keyVal=0;
void setup(){
pinMode(sw,INPUT_PULLUP);
for(int i=0;i<7;i++){
pinMode(led[i],OUTPUT);
digitalWrite(led[i],LOW);}
void loop()
{
if (digitalRead(sw)==0)
{delay(debounce);
while(digitalRead(sw)==0);
keyVal++;
if(keyVal>4)keyVal=0;num=0;
if(keyVal==1)len=beeLen;
else if(keyVal==2)len=strLen;
else if(keyVal==3)len=Len3;
else if(keyVal==4)len=Len4;}
if(keyVal==1&&len>0)
{playTone(beeTone[num],beeB
eat[num]);
num++;len--;}
else if(keyVal==2&&len>0)
{playTone(starTone[num],starB
eat[num]);
num++;len--;}
else if(keyVal==3&&len>0)
```

```

{playTone(Tone3[num],Beat3[num]);
num++;len--;}
else if(keyVal==4&&len>0)
{playTone(beeTone[num],beeBeat[num]);
num++;len--;}
}
void playTone(char toneNo,byte
beatNo)
{
unsigned long
duration=beatNo*60000/tempo;
int i;
for(i=0;i<7;i++)
digitalWrite(led[i],LOW);
for(i=0;i<7;i++)
{if(toneNo==toneName[i])
{tone(speaker,frequency[i]);
digitalWrite(led[i],HIGH);
delay(duration);
noTone(speaker);}}}

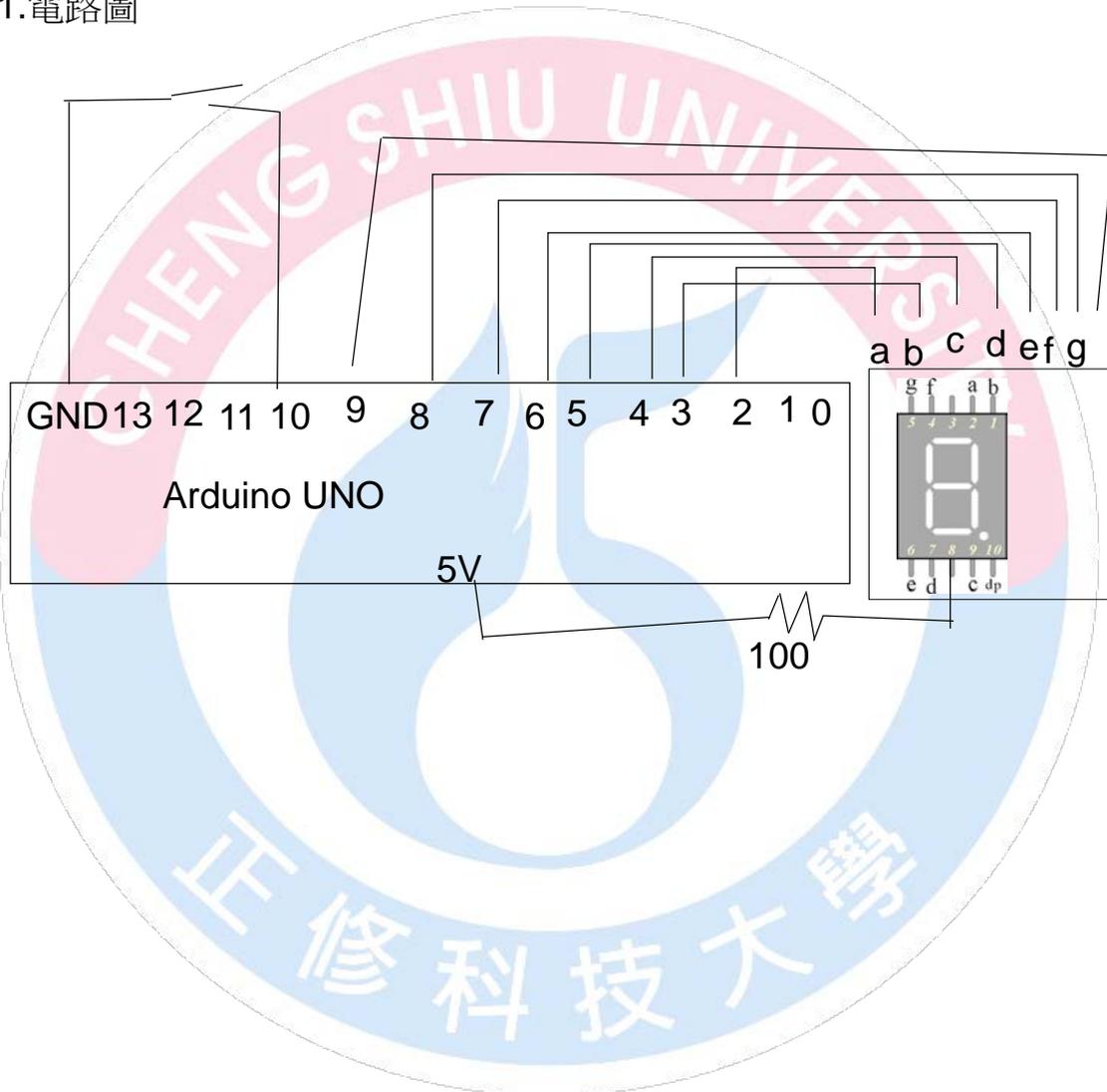
```



實習 13 按鍵開關控制 7 段顯示器上下數實習

(109/6/12)

1. 電路圖



2.習題：按鍵開關控制一位

7 段顯示器上下數變化

每按下一個開關,顯示器會

改變計數狀態，若原先

為上數,改變為下數；若

原先為下數則改變為上數

上數：0123456789

下數：987654321

七段字型：

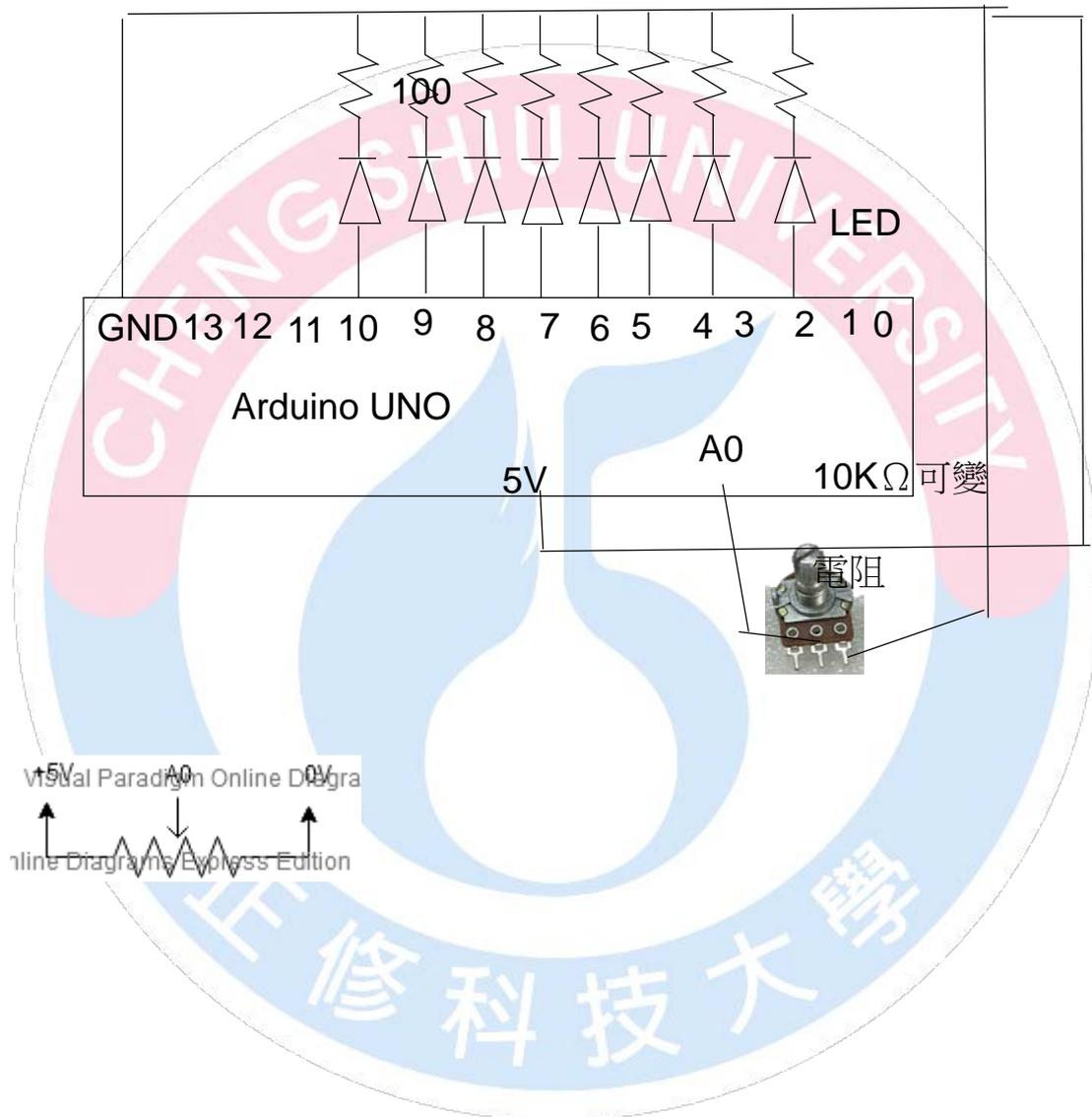


程式碼：參考範例

```
int i;
int KeyData;
int numKeys=0;
int val=0;
const int debounceDelay=20;
const byte num[10]={
B11000000,
B11111001,
B10100100,
B10110000,
  B10011001,
  B10010010,
B10000010,
B11111000,
B10000000,
B10010000};
const int
seg[]={2,3,4,5,6,7,8,9};
const int sw=10;
void setup()
{
pinMode(sw,
INPUT_PULLUP) ;
for(i=0;i<8;i++)
pinMode(seg[ i ],OUTPUT) ;
}
void loop()
{
KeyData=digitalRead(sw);
if(KeyData==LOW)
{
delay(debounceDelay) ;
while(digitalRead(sw)==LOW);
numKeys++;
}
if(numKeys%2==0)
{
val++;
if(val>9)
val=0;
}
else
{
val--;
if(val<0)
val=9;
}
for(i=0; i<8; i++)
{
if(bitRead(num[val],i))
digitalWrite(seg[i],HIGH) ;
else
digitalWrite(seg[i],LOW);
}
delay( 1000) ;}
四、心得
我覺得線太短了，以後要買長一點。
```

實習 14LED 數位電壓表實習

1. 電路圖



2.習題：利用 Arduino A0 接收類比電壓值旋轉 10K Ω 可變電阻，改變電壓值

由 10 個 LED 顯示相對應的電壓值,每個 LED 代表 0.5V 之電壓刻度.

例如 3V 則點亮 6 個 LED。



3.程式碼：

```
const int led [10]={2,3,4,5,6,7,8,9,10,11};
int i;
int val;
void setup() {
for(i=0;i<10;i++)
pinMode(led[i],OUTPUT);
}
void loop() {
    val=analogRead(0);
    val=map(val,0,1023,0,9);
    for(i=0;i<=val;i++)
        digitalWrite(led[i],HIGH);
    for(i=val+1;i<10;i++)
        digitalWrite(led[i],LOW);
}
```

四、心得

我覺得這個程式語言好裝又不會跑不動。我發現音響電容器壞了換電容器就修好了。最近又發現一款電路圖軟體。比小畫家還好用