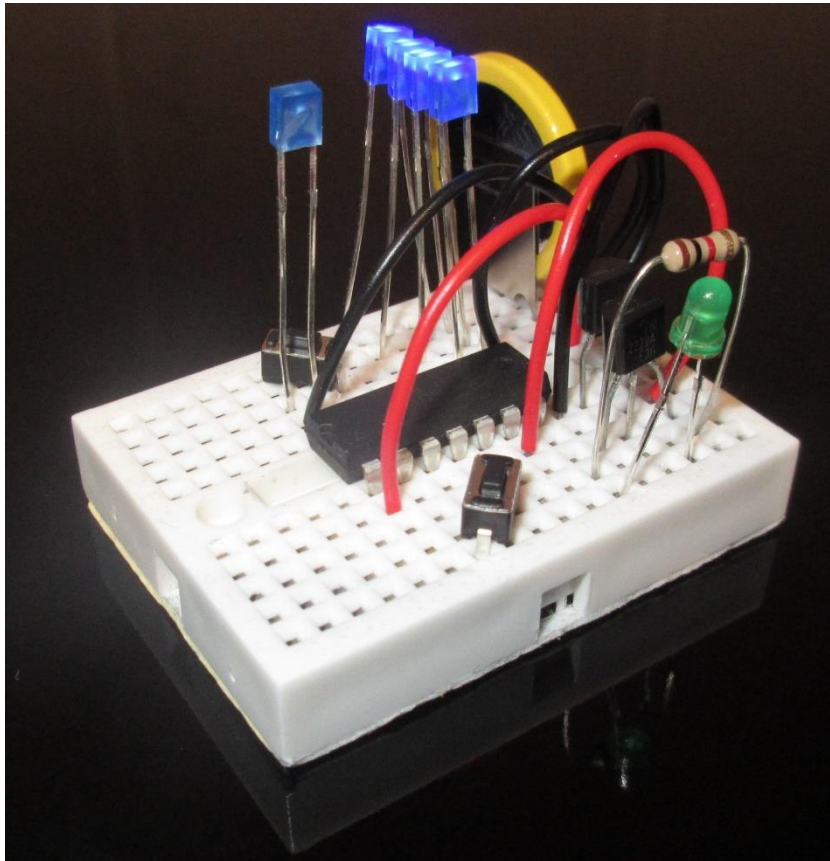


Data logger

Talk and Build

“Putting it all together”



Stephan Barnard
Noble Touch Limited

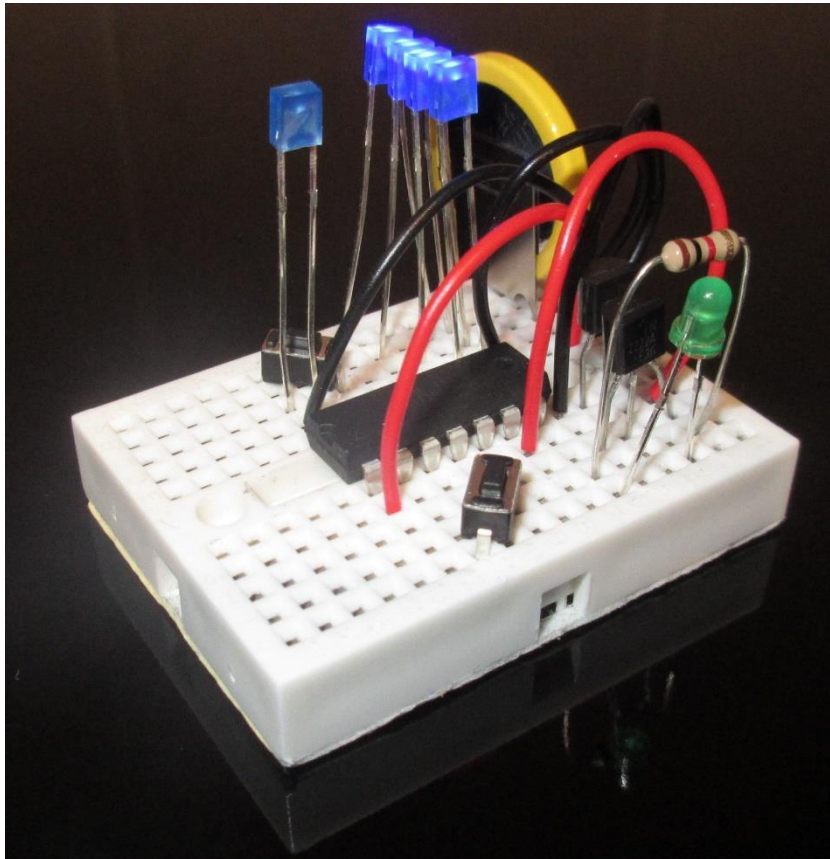
www.noblemicro.com

www.nobletouch.co.uk

WARNING!

flashing lights

Adult supervision required



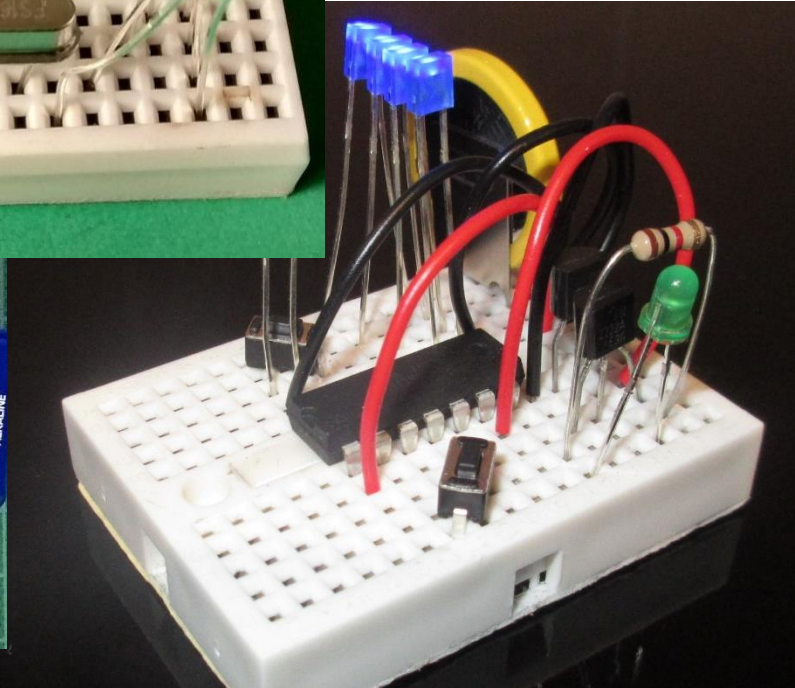
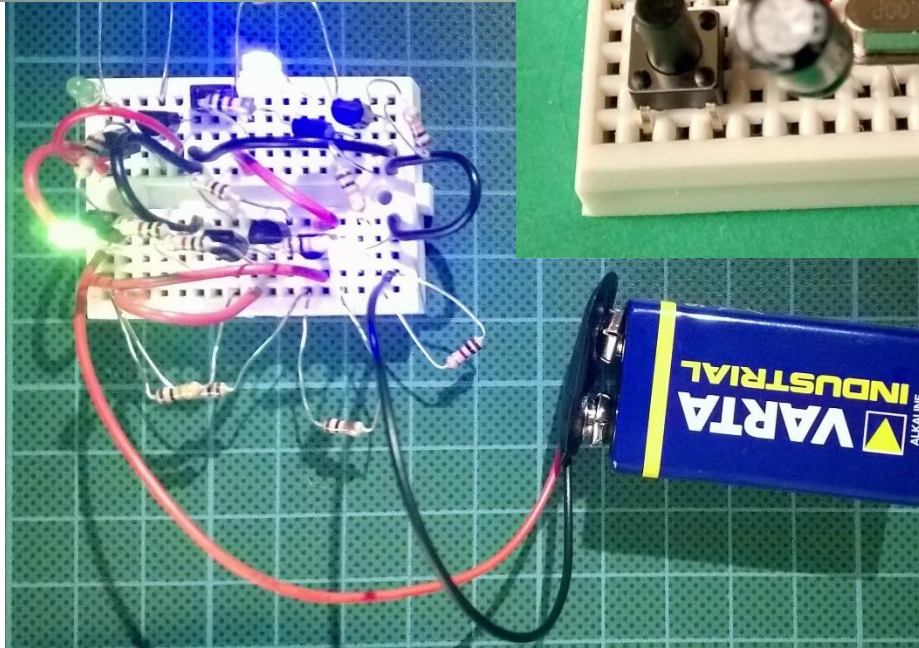
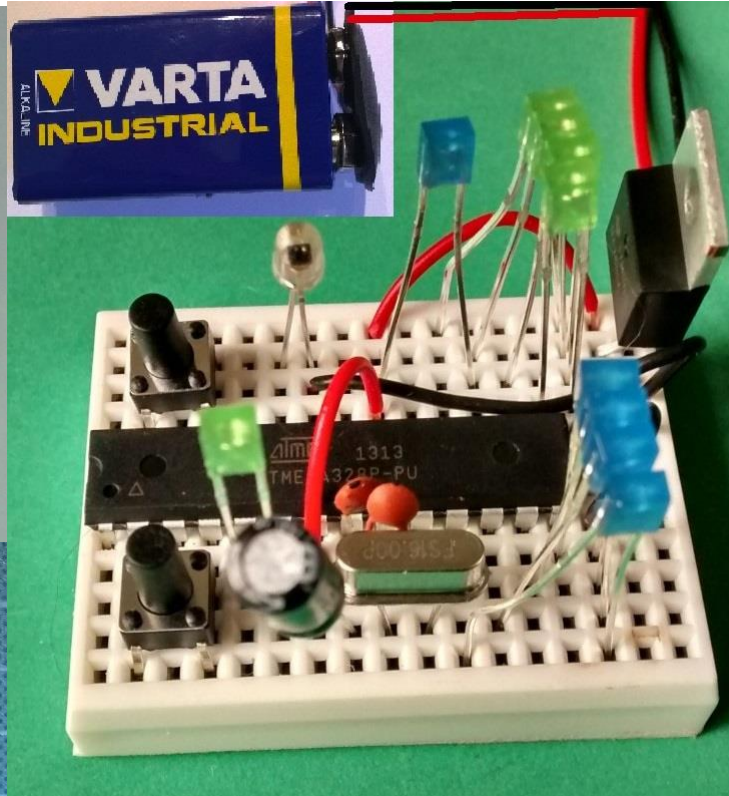
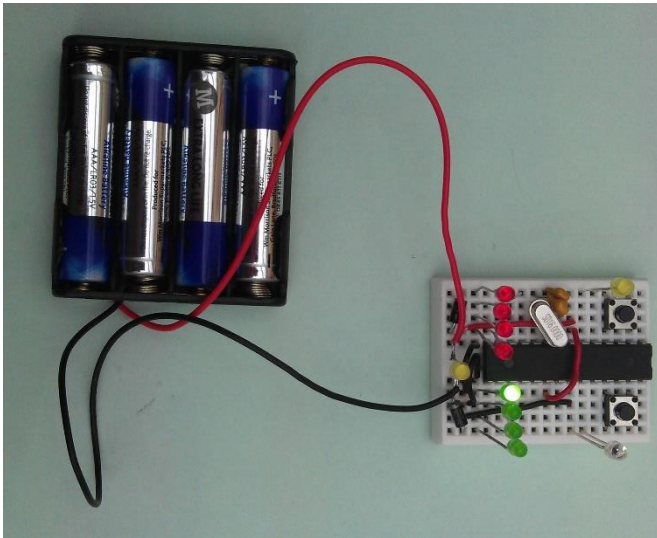
Contains **small and sharp parts.**

Warning bright lights

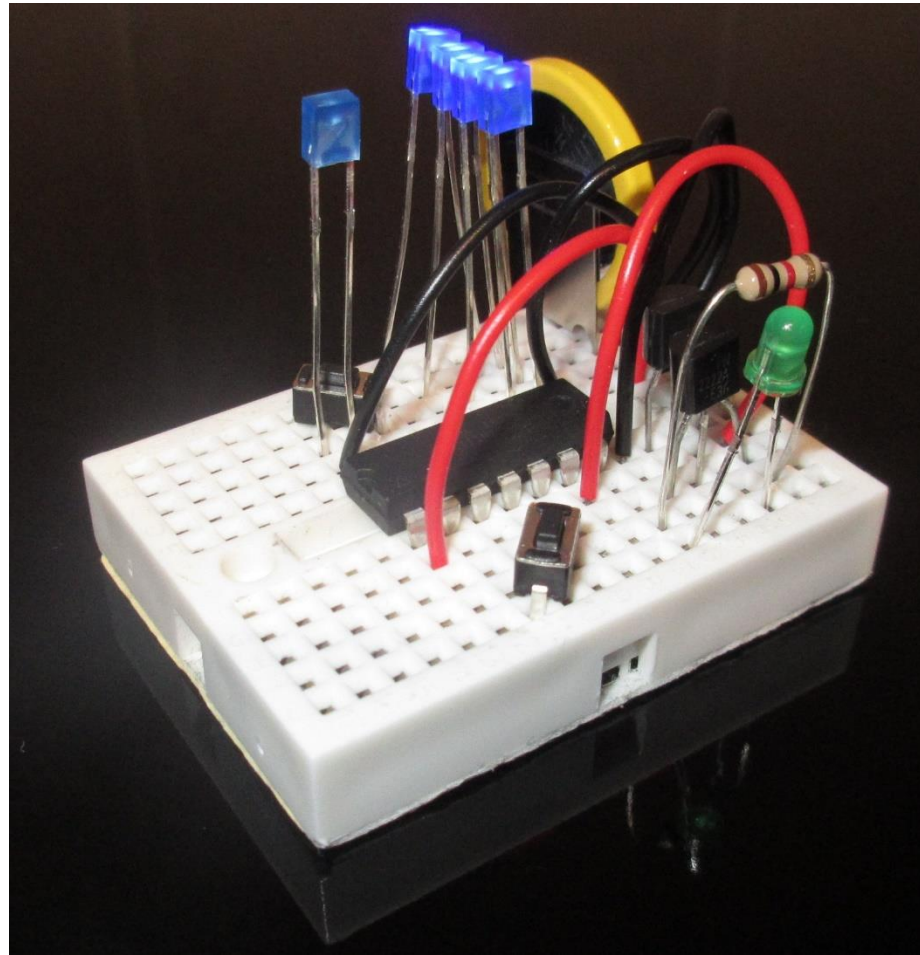
Do not look directly at the LEDs

Components are as shipped from manufacturers and intended for training engineers only.

BCS Kit talk and build events



Putting it all together



Suggested Build Order

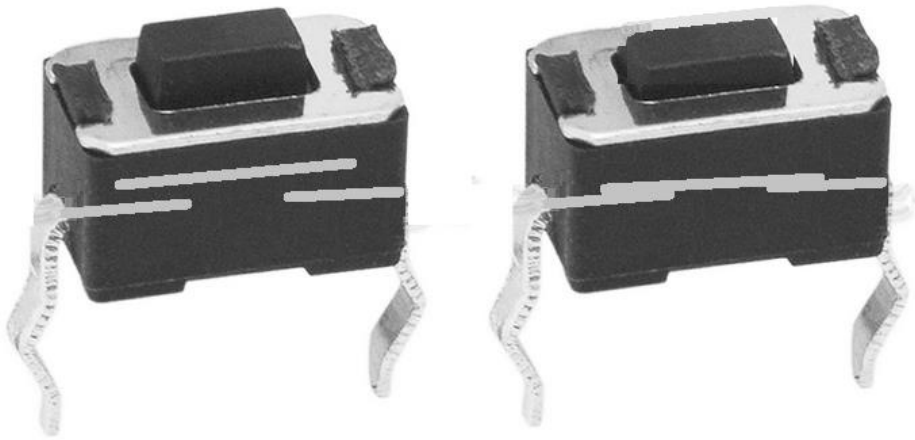
1. Align breadboard
2. Wires
3. Switches
4. Transistors & Resistor
5. LEDs
6. Lithium cell & Power up

www.noblemicro.com

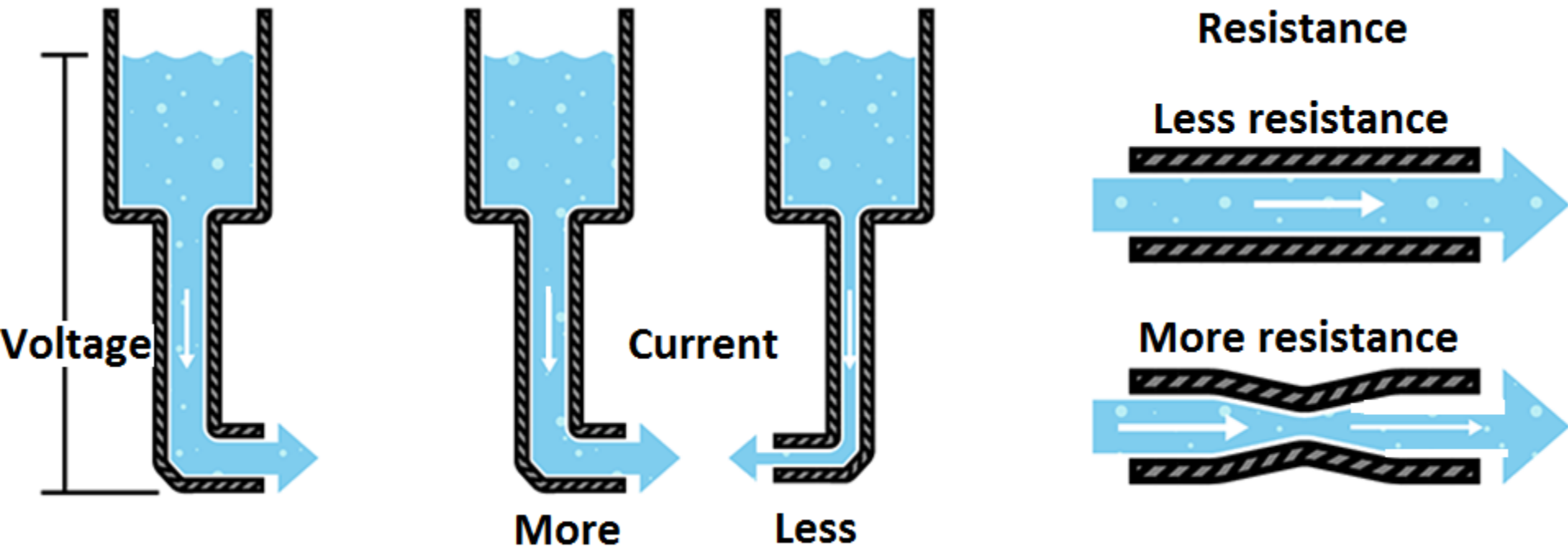
Breadboard Connected in rows of 5



Flow of electrons

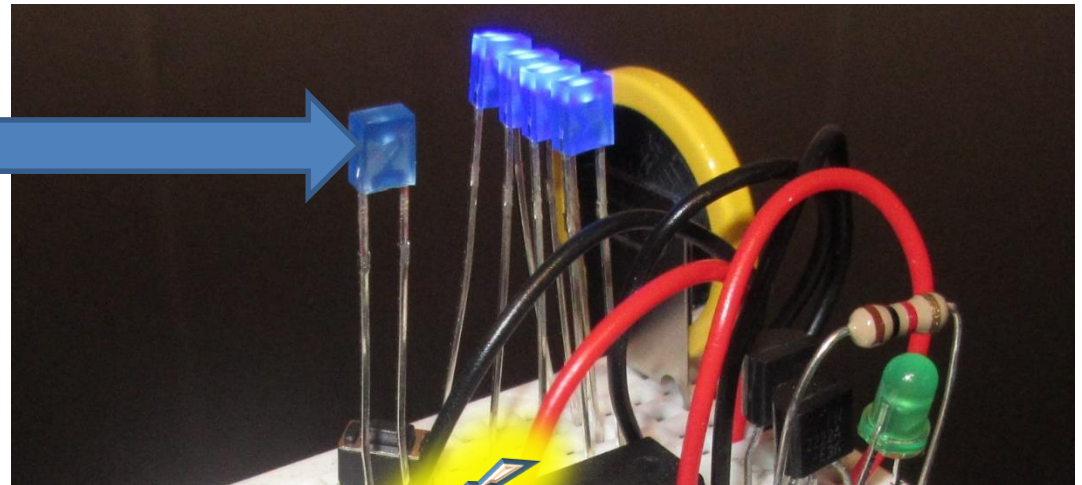
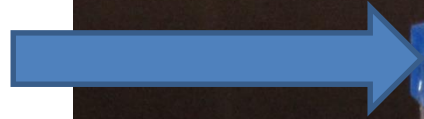


Water analogy of electric current



Light Emitting Diodes (LEDs)

LED

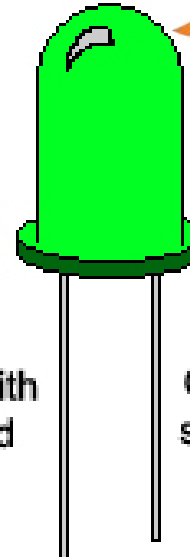
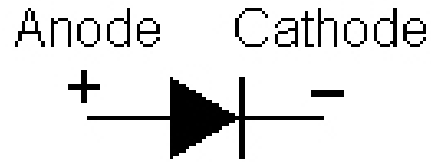
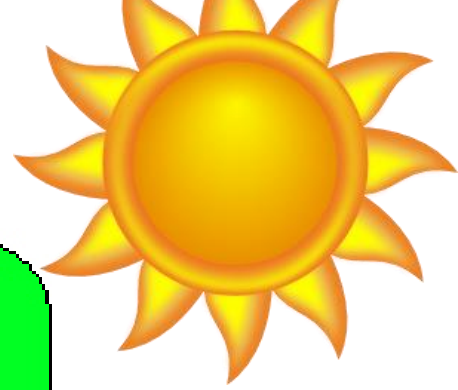


+ forward bias -

- reverse bias +



Detector LED



<Flat spot

Anode, with long lead

Cathode, with short lead and flat spot



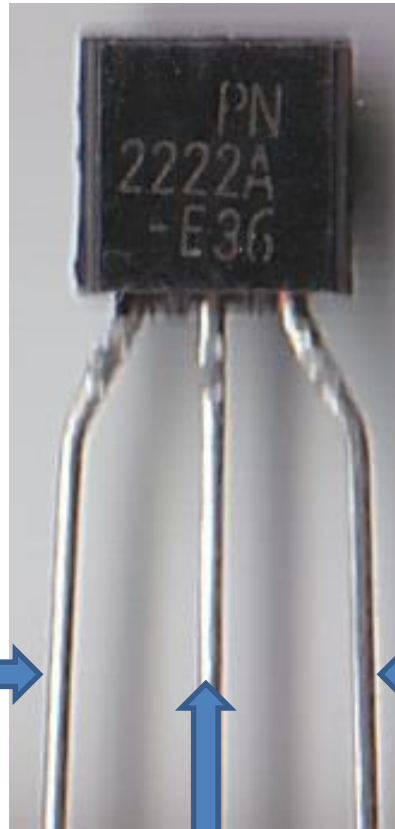
+ forward bias -

- reverse bias +



NPN Transistor

PN2222ATA Bipolar (BJT)



Emitter



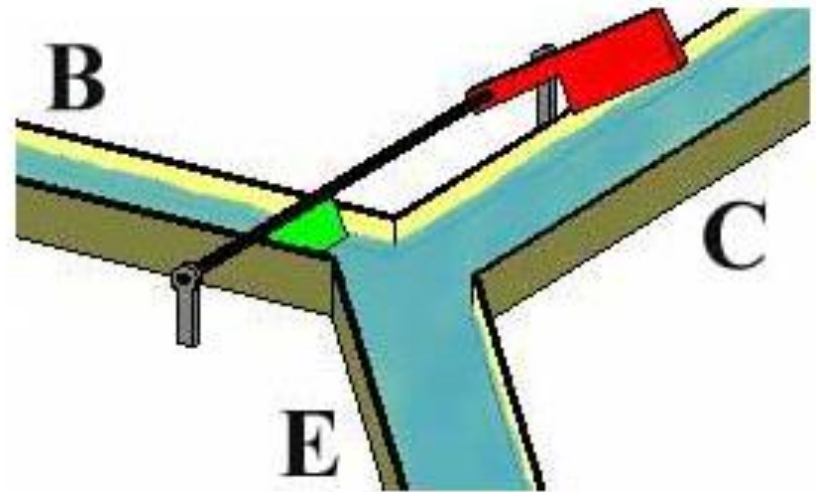
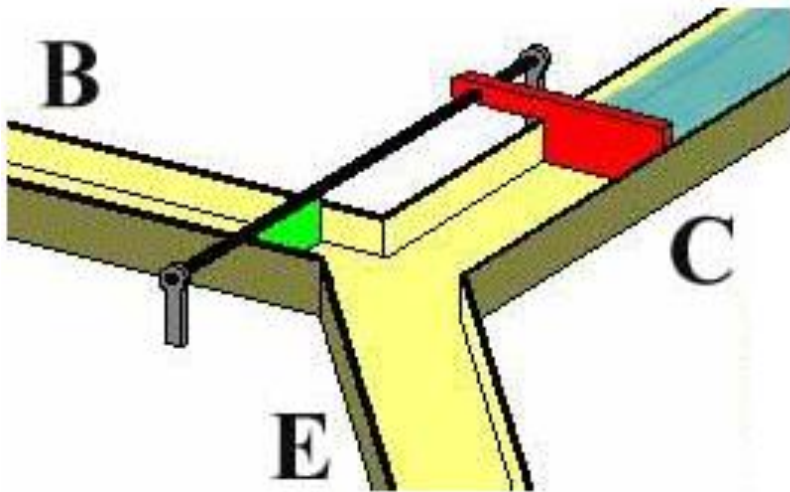
Base



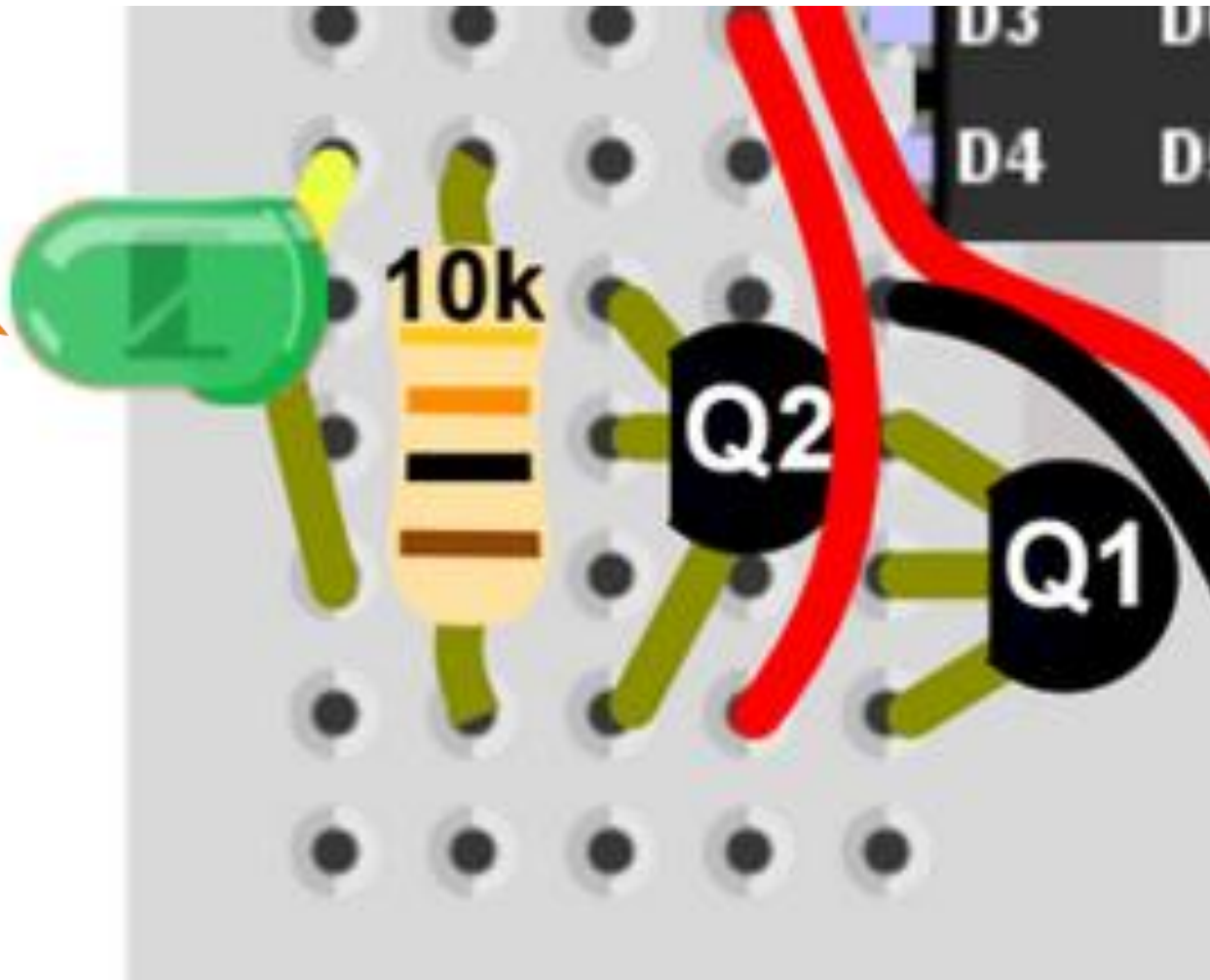
Collector

NPN Transistor

PN2222A Bipolar (BJT)



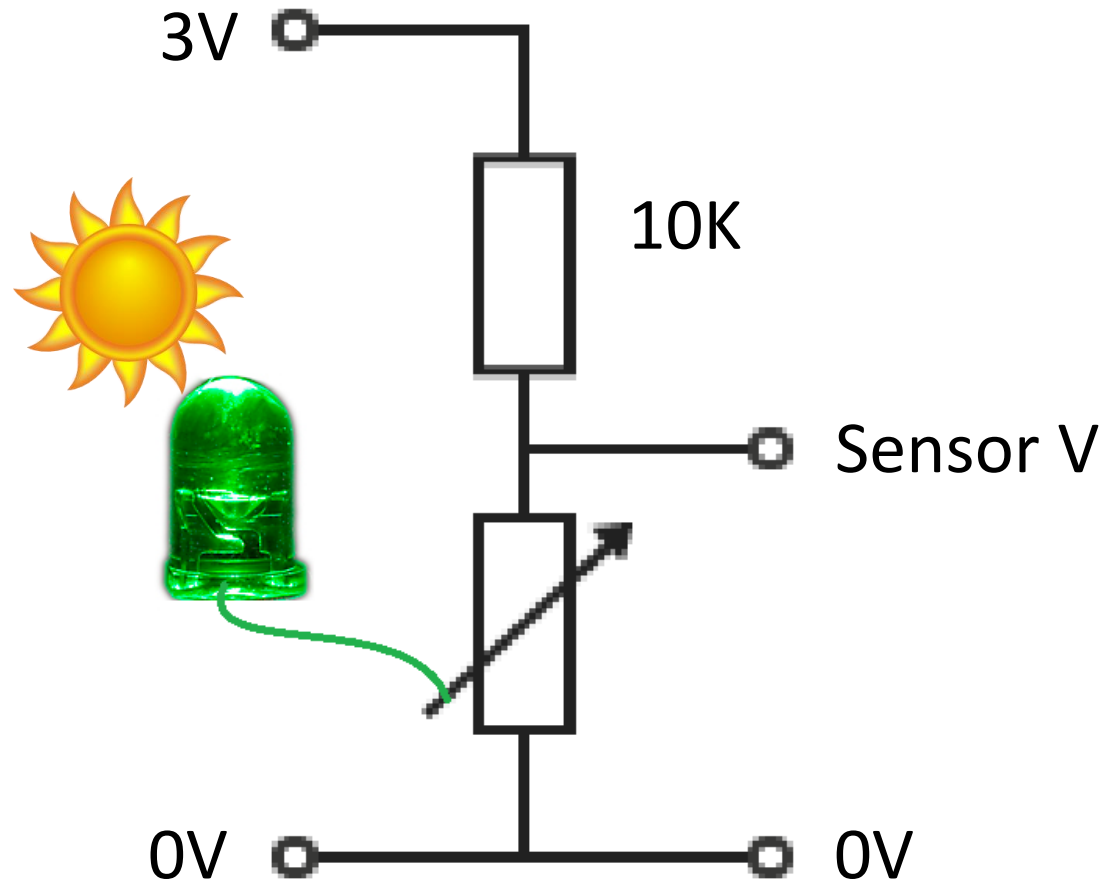
LED Light Sensor Circuit



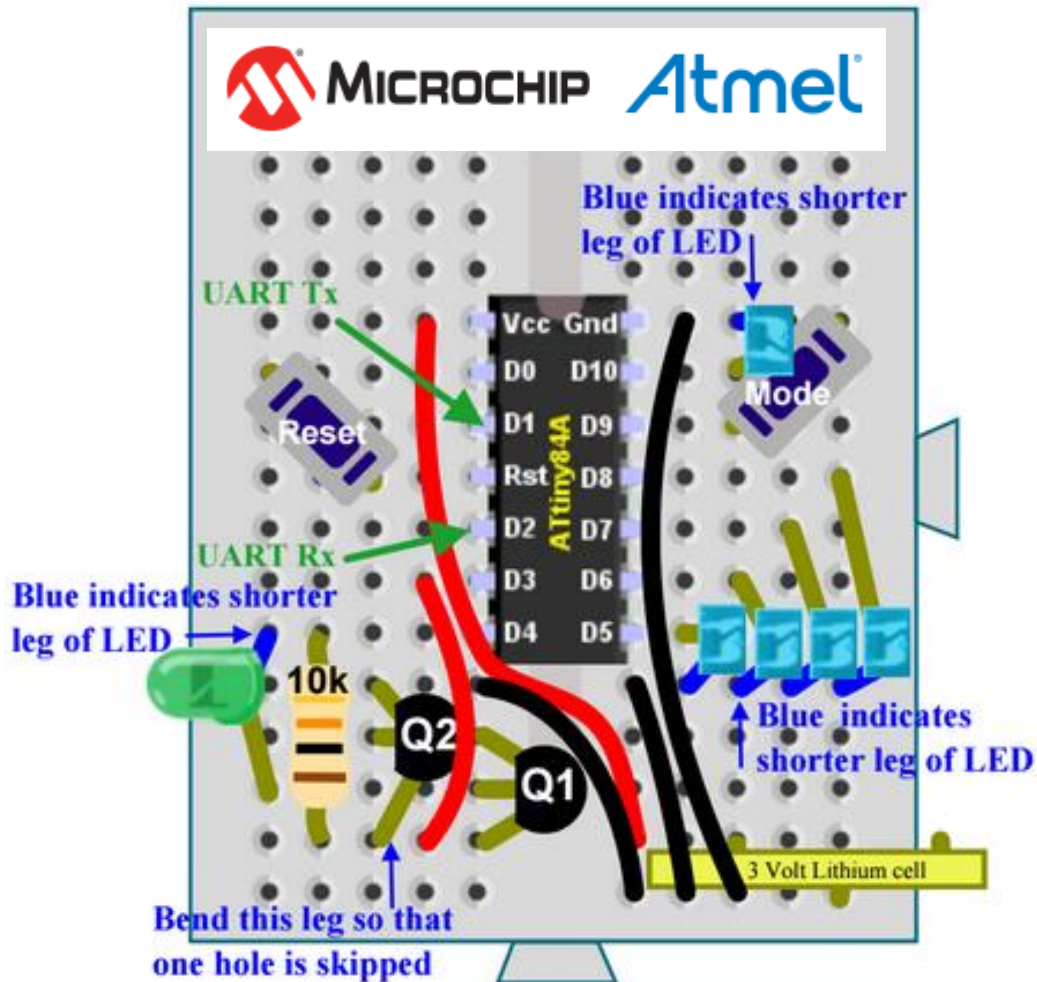
LED Light Sensor Circuit

$$I = \frac{V}{R}$$

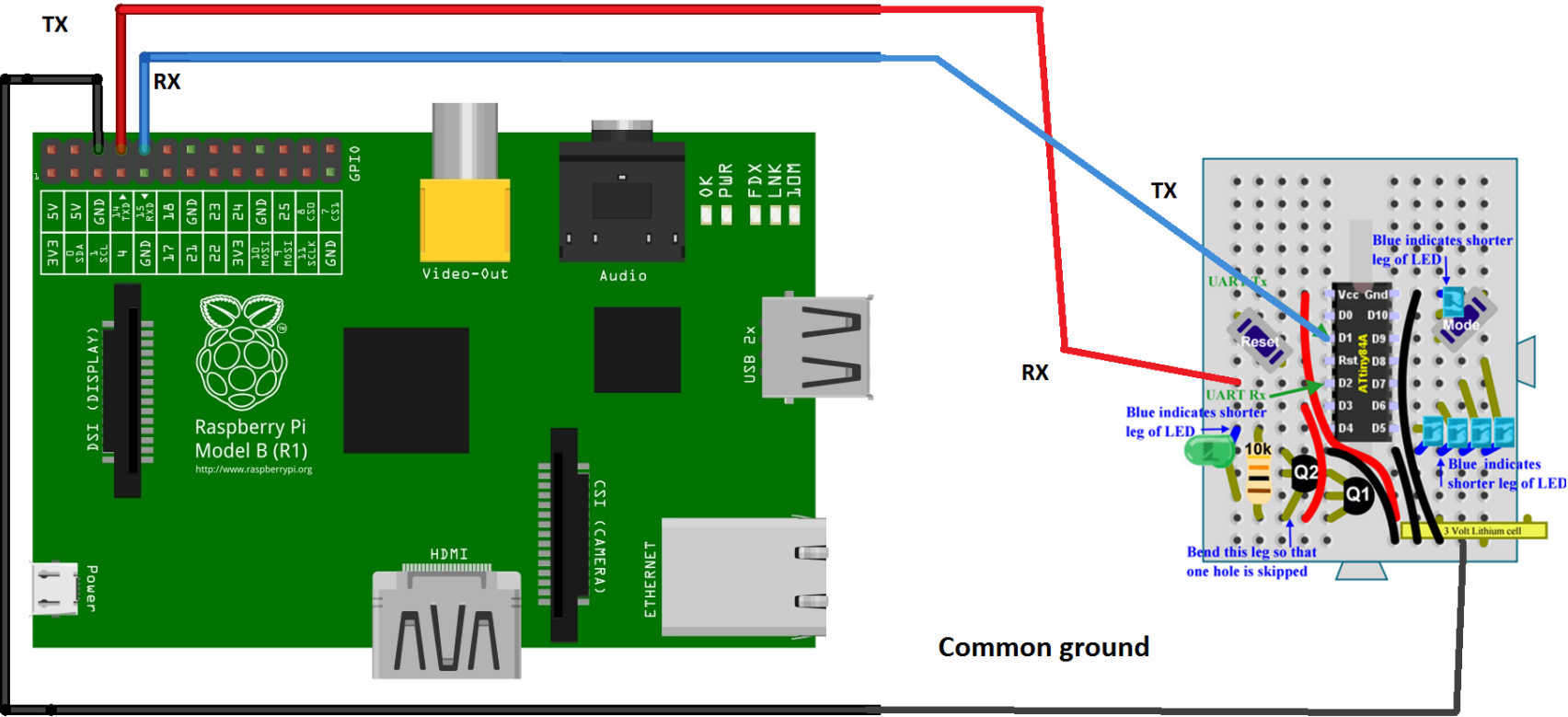
Sensor voltage = $V_{cc} - ((R1 / (R1 + VR1)) * V_{cc})$



Data Logger



Data Logger

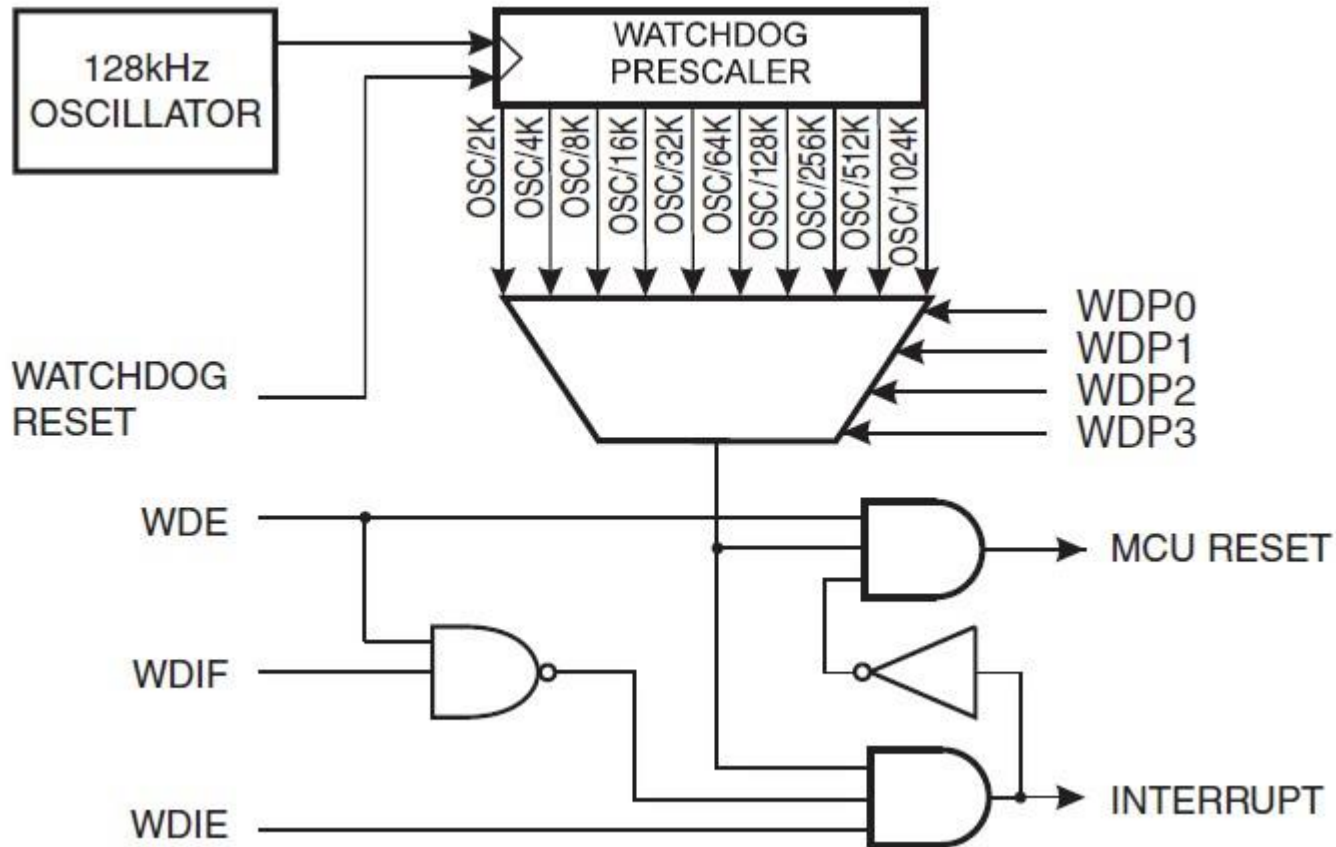


Data

Garden light level 7PM 11 FEB 2017 - 7PM 12 FEB 2017

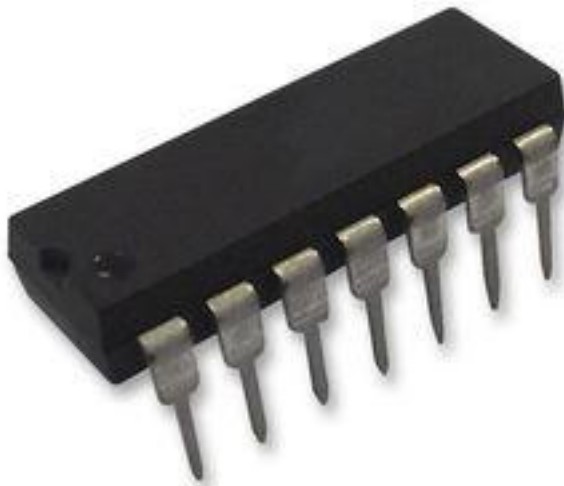
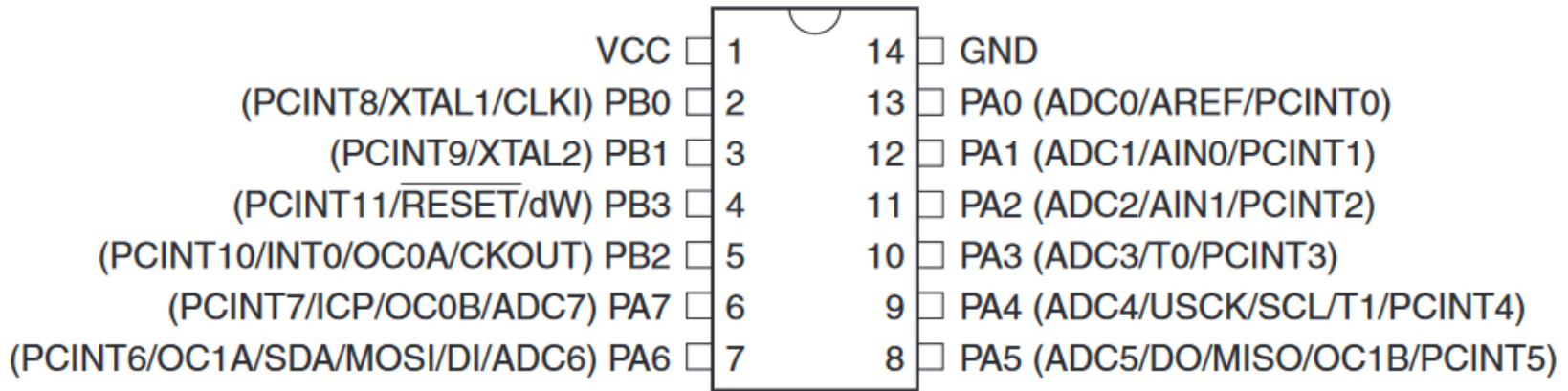


Watchdog Timer



ATMEL ATTINY84A-PU

PDIP/SOIC



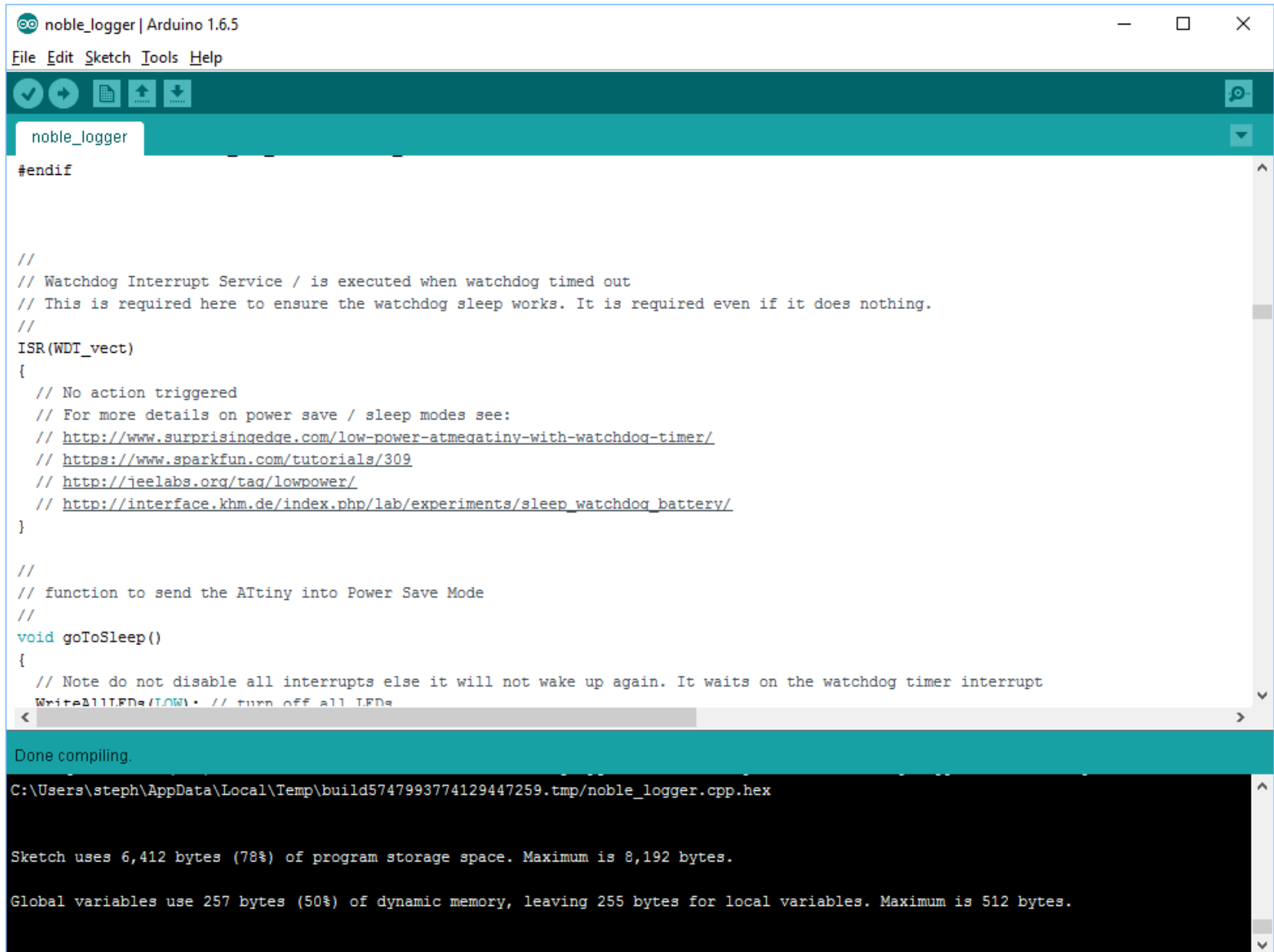
ATtiny 8 Bit Micro-controller

8 KB Program store

512 Bytes RAM - dynamic memory

512 Bytes persistent data store

WELCOME TO ARDUINO!



The image shows the Arduino IDE interface with a sketch named 'noble_logger'. The sketch contains C++ code for a watchdog timer and a power save mode function. The code is as follows:

```
#endif

//
// Watchdog Interrupt Service / is executed when watchdog timed out
// This is required here to ensure the watchdog sleep works. It is required even if it does nothing.
//
ISR(WDT_vect)
{
  // No action triggered
  // For more details on power save / sleep modes see:
  // http://www.surprisingedge.com/low-power-atmegatiny-with-watchdog-timer/
  // https://www.sparkfun.com/tutorials/309
  // http://jeelabs.org/tag/lowpower/
  // http://interface.khm.de/index.php/lab/experiments/sleep\_watchdog\_battery/
}

//
// function to send the ATtiny into Power Save Mode
//
void goToSleep()
{
  // Note do not disable all interrupts else it will not wake up again. It waits on the watchdog timer interrupt
  WriteAllIFDs(LOW); // turn off all IFDs
```

Done compiling.

C:\Users\steph\AppData\Local\Temp\build5747993774129447259.tmp\noble_logger.cpp.hex

Sketch uses 6,412 bytes (78%) of program storage space. Maximum is 8,192 bytes.

Global variables use 257 bytes (50%) of dynamic memory, leaving 255 bytes for local variables. Maximum is 512 bytes.

Arduino Starter Kit with UNO Board



Low Power Techniques

Sleep when you can

Power off external circuit when you can

Direct battery / No regulator

Low clock speed

Sleep power consumption

0.0000042 Amps

at 3V



Power source



Data logger manual

Mode	Action
Mode 1	Fast detector mode
Mode 2	Slow detector mode (24 hours)
Mode 3	Play Back (Plays back recorded data)
Mode 4	Memory status (Show how full the memory is)
Reset	Action
In Mode 1,2, & 4	resets the memory so a new data recordings can be taken
In Mode 3	replays the recorded data

Kit production team



Question time

