Electronic Prototyping

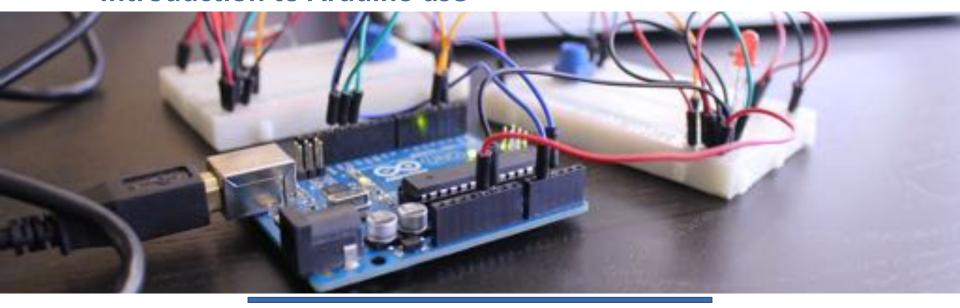
Introduction to electronic prototyping

Lesson 1



Outline

- Introduction to the Electronic Prototyping
- Components used for you prototype
- Breadboard and multimeter use
- Introduction to Arduino use



Pretotype – Prototype – Product







Pretotyping

Formal Definition:

–Pretotyping [pree-tow-tie-ping], verb: Testing the initial appeal and actual usage of a potential new product by simulating its core experience with the smallest possible investment of time and money.

Less formal definition:

-Pretotyping is a way to test an idea quickly and inexpensively by creating extremely simplified, mocked or virtual versions of that product to help validate the premise that "If we build it, they will use it."

Very informal definition:

- -Pretotyping: Fake it and test it before you make it!
- -Make sure as quickly and as cheaply as you can that you are building the right it before you build it right.

The Pretotyping Manifesto

Make sure you are building the right **it**before you build **it** right

innovators beat ideas

pretotypes beat productypes

building beats talking

simplicity beats features

now beats later

commitment beats committees

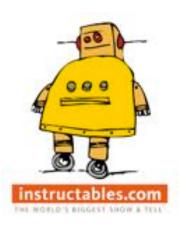
data beats opinions

www.pretotyping.org

•http://www.pretotyping.org/uploads/1/4/0/9/14099067/pretotype_it_2nd_pretotype_edition-2.pdf

Protoyping today









Making VS product prototyping

Making

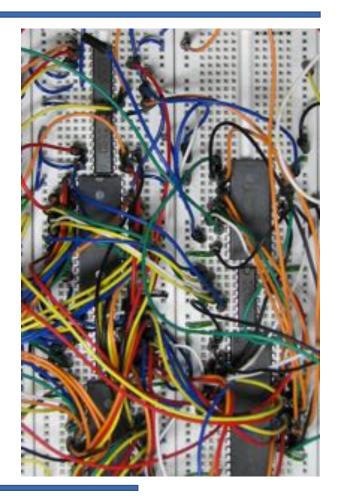
- For fun
- Needs to work once
- If it falls change product
- Needs beer

Product Prototyping

- To show your idea
- Needs to work at demo time
- If it falls needs to be fixed
- Needs skills and money

Prototype requirements

- Demonstrate your product features
- Ready and functional as soon as possible
- Cheap
- Demonstrate your product features even during a demo
 - Solid and reliable
 - Easy to transport
 - Easy to operate



Electronic prototyping

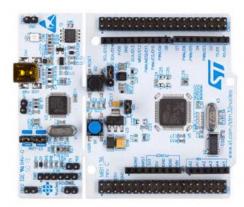












Select the right Hardware

Generic application

- Arduino
 - GroveSystem
 - Lylipad/Flora
- ARM mbed
- ST Nucleo kits

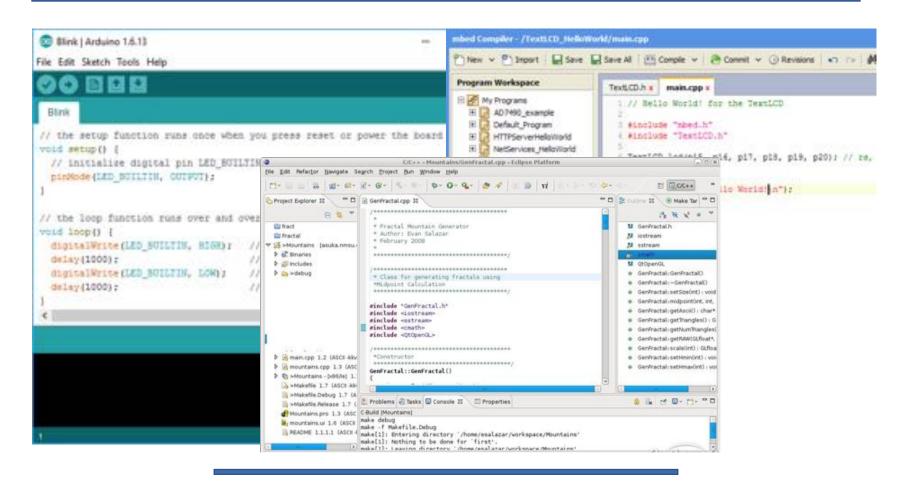
IoT application

- Particle
- Electric Imp
- Tessel
- OpenPicus

Android/Linux

- Raspberry Pi/Zero
- Intel Edison /Joule
- DragoBoard

Development Environments



Start with existing Hardware











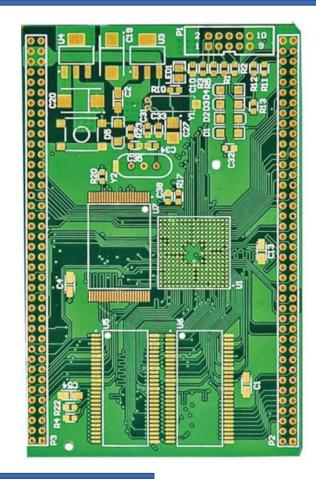




Design your own board

Hardware is hard

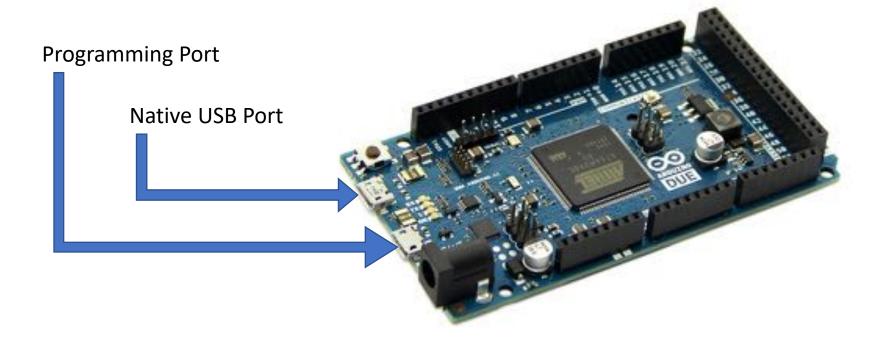
- Define specifications
- Select components
- Understand how they work
- Connect everything
- Route the PCB



Designing your electronic prototype

Components (1/22)

Arduino DUE



Components (2/22)

Breadboard

A breadboard, sometimes called a proto-board, is a reusable platform for temporarily built electronic circuits.

Components (3/22)

• USB Cable







Arduino DUE

Components (4/22)

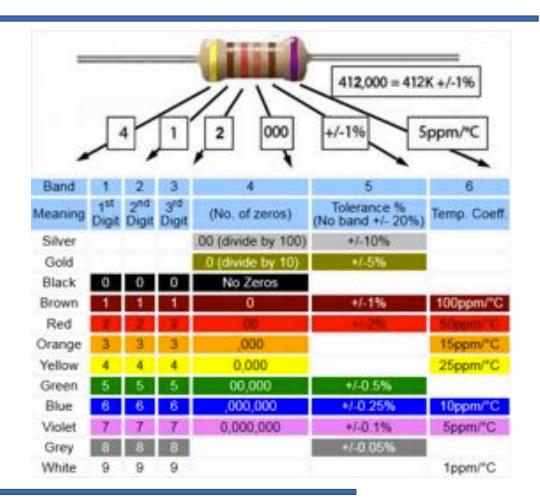
Resistor

- Resistors "resist" or regulate the flow of electrons (current)
- Resistors can also be connected together in various series and parallel combinations
- Resistors are what are called
 "Passive Devices", that is they
 contain no source of power or
 amplification but only attenuate or
 reduce the voltage or current signal
 passing through them.



Components (5/22)

Resistor Code



Components (6/22)

Capacitors

Basically a capacitor is formed from two conducting plates separated by a thin insulating layer. They are manufactured in many forms, styles, and from many materials. Capacitors are widely used in electrical and electronic circuits.



Components (7/22)

• Electrolytic Capacitors:

Electrolytic capacitors are a type of capacitor that is *polarised*. They are able to offer *high* capacitance values - typically above 1µF, and are most widely used for low frequency applications (frequency limit if around 100 kHz) - power supplies, decoupling and audio coupling applications.



Components (8/22)

Ceramic Capacitors:

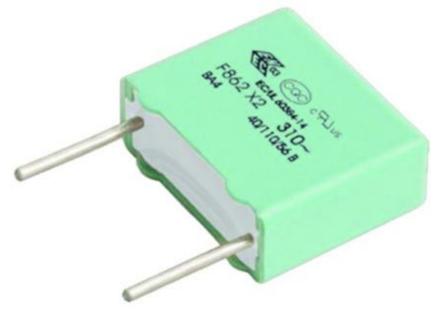
Values range from a few picofarads to around 0.1 microfarads. Ceramic capacitor types are by far the most commonly used type of capacitor being cheap and reliable and their loss factor is particularly low although this is dependent on the exact dielectric in use.



Components (9/22)

Polymer Capacitors

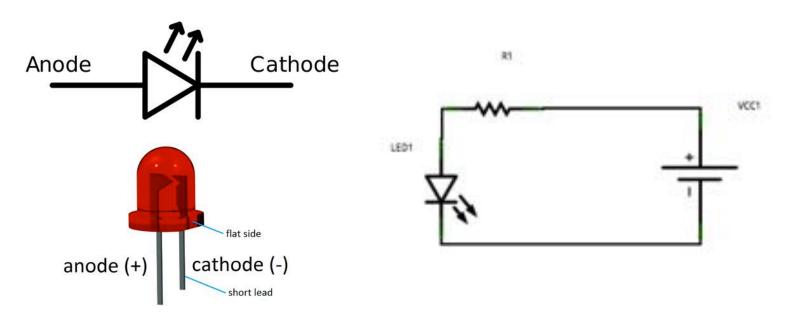
- Polystyrene, Polyester,
- Metallised Polyester,
- Polycarbonate,
- Polypropylene.



Components (10/22)

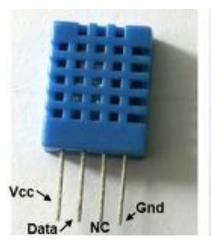
Light Emitting Diodes (LED)

Diode Symbol + Arrows for light



Components (11/22)

- Basic temperature and/or humidity sensor
 - DHT11 or DHT22 is a good entry-level choice
 - Library can be downloaded and incorporated to give easy access to features of the sensor

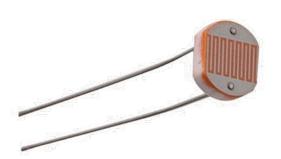




Components (12/22)

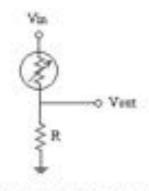
Photoresistor

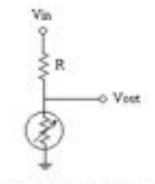
 A photoresistor is a two-terminal semiconductor device that has an electrical resistance that depends on the light incident on the exposed semiconductor surface. The resistance decreases with increases in incident.



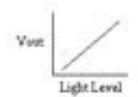
Using Photoresistors

(The symbols with the circles are the photoresistors.)

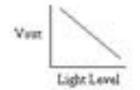




This circuit gives an output voltage that increases with the light level.



This circuit gives an output voltage that decreases with the light level.

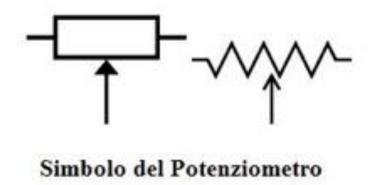


Components (13/22)

Potentiometer

 A potentiometer is a simple knob that provides a variable resistance, which we can read into the Arduino board as an analog value.





Components (14/22)

Infrared based detectors

IR Flame sensor

When fire burns it emits a small amount of Infra-red light, this light will be received by the Photodiode (IR receiver) on the sensor module



Pressing a button on the remote control, a unique hexadecimal code is generated. This information is modulated and sent over IR to the receiver.



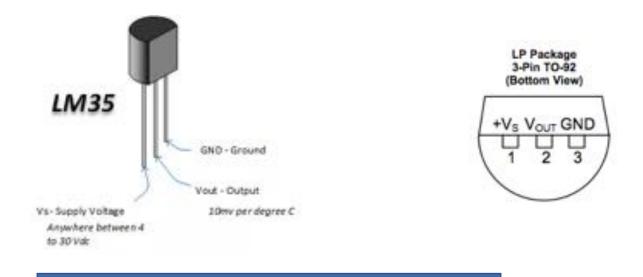




Components (15/22)

Temperature sensor (LM35)

• The LM35 series are precision integrated-circuit temperature devices with an output voltage linearly proportional to the Centigrade temperature.



Components (16/22)

Push button

A push button is an on-off switch. Press to turn on.
 Release to turn off. (There are some push buttons that work the opposite, i.e. press to turn off and release to turn on)



Components (17/22)

Small servos

- Arduino can be used to position servo at a given angle for use in projects.
- Other sensors can be attached to the servo to add a layer of complexity
- Servo motor can only turn half cycle
- Servo library included in Arduino IDE



Components (18/22)

Stepper motor

- Unipolar stepper motor turns only one step a time in either direction depending on the control
- Need a driver chip to work



Components (19/22)

DC Motor

 DC motor turns continuously in either direction depending on the polarity of the wires

 Need a L293D H-Bridge driver chip to control the direction and speed of the turning



Components (20/22)

Liquid Crystal Display (LCD)

- LCD Screen with backlight
 - (16x2 is common and teaches the complications of textual display)
- The parallel version uses 4 digital pins for display (PCF8574)
- It is possible to download PCF8574 library directly from Arduino



Components (21/22)

Joystick module

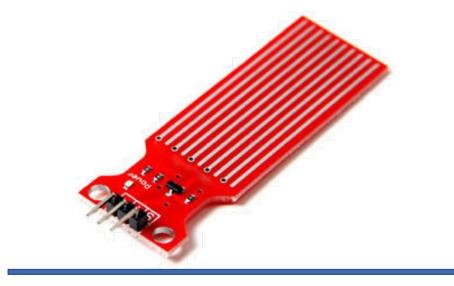
• The thumbstick is analog and provides accurate directional readings. Additionally, you can press the joystick down to activate a 'press to select' push-button.



Components (22/22)

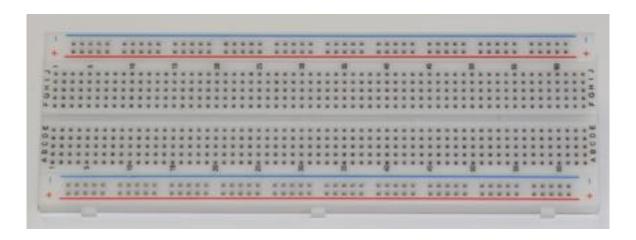
Water level sensor

• This module provides a low-cost and easy-to-use water level detection, measuring water level up to 40mm.

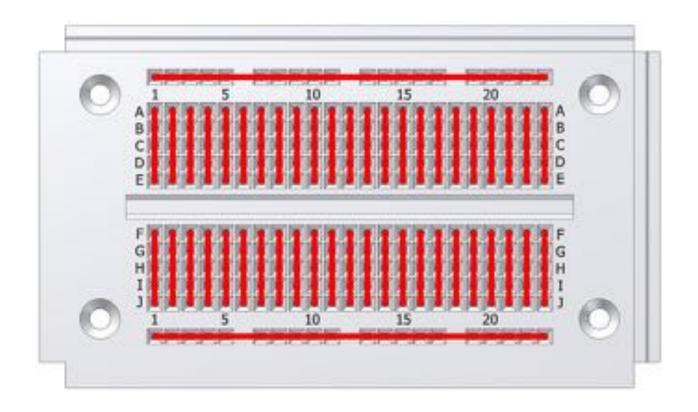


Breadboard use (1/5)

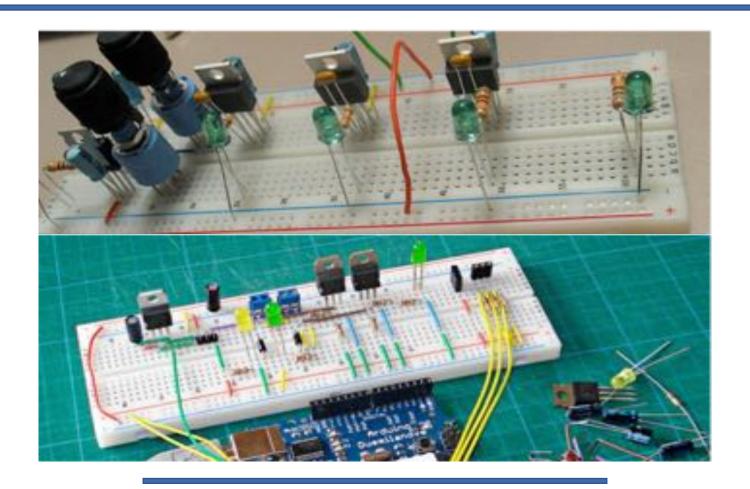
- Electric component leads and the wire used to connect them are inserted into holes that are arranged in a grid pattern on the surface of the breadboard.
- A series of internal metal strips serve as jumper wires. They connect specific rows of holes.



Breadboard use (2/5)



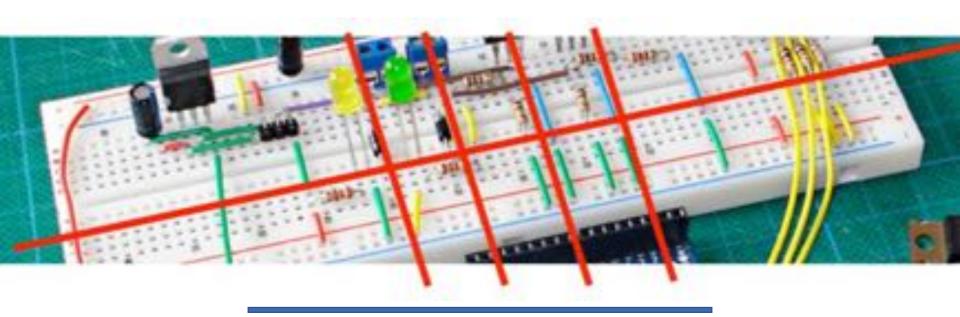
Breadboard use (3/5)



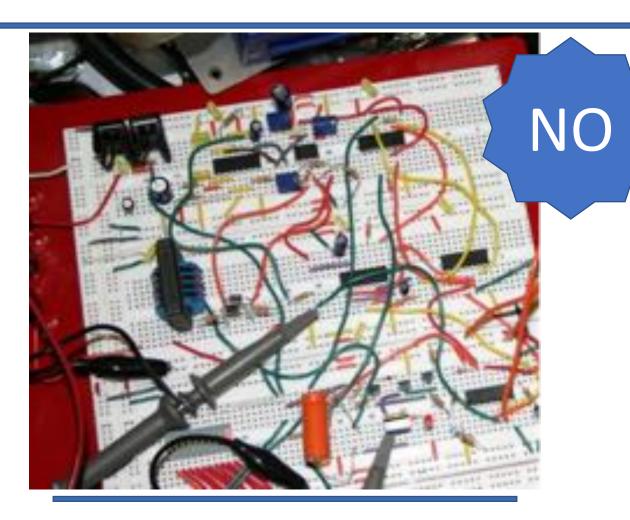
Breadboard use (4/5)

Correct use of the Breadboard

The components must be arranged according to an ordered pattern, so that they can be easily removed without unmake the circuit. The components must be inserted respecting the perpendiculars.



Breadboard use (5/5)



Electrical Power (1/2)

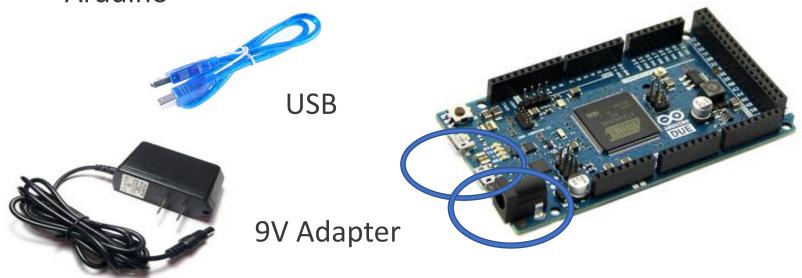
Power for electronic device

- To turn on any electronic device, you need to connect to both the + and the – ends of the power source
- Use wires to connect between the power source and your device
- One main cause of destroying your circuit is reversing the + and the – ends

Electrical Power (2/2)

Power TO Arduino

 You can either plug in a 9V adapter or a USB cable from a computer to the Arduino to provide power to the Arduino



Electrical Power

Power FROM Arduino

• Unlike most Arduino boards, the Arduino Due board runs at 3.3V. The maximum voltage that the I/O pins can tolerate is 3.3V. Applying voltages higher than 3.3V to any I/O pin could damage the board.



Multimeter use (1/3)





Multimeter use (2/3)

Front Panel Symbols

Symbol Meaning

v ---- v DC

v ∼ vac

mV millivolts (.001V or 1/1,000V)

A Amps

mA milliamps (.001A or 1/1000A)

μA microA (.000001A or 1/1,000,000A)

Ω Resistance (Ohms)

kΩ, MΩ kilo-Ohms, Megohms

)))) Continuity beeper



Multimeter use (3/3)

Front Panel Symbols

Symbol Meaning

> Capacitance (uF: Microfarads)

> > (nF: Nanofarads)

Diode test

Hertz (cycles/sec)

Relative or offset reading

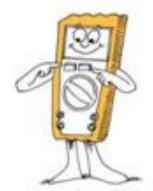
Manual override of autorange

Touch Hold-last stable reading

Highest, lowest recorded readings

Dangerous voltage levels

Caution: see manual



Hz

REL A

Range

Hold 🚺

MIN MAX

