

Introduction to Arduino IDE and getting started with the ESP32 microcontroller

Part 5: Performing a calculation

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Introduction

- In this part, the following activity will be:
 - Performing a calculation within a *calculation function* using values received from the serial port and transmitting the results back to the PC. Student exercise to modify the walkthrough example developed in part 4.
- A string will be sent to the microcontroller from the PC that will give the values as float type numbers required to calculate a value where:
 - Input value
 - Gain
 - Offset
 - Output value

Call the variable **x** and its type will be float Call the variable **a** and its type will be float Call the variable **b** and its type will be float Call the variable **y** and its type will be float

• To perform the calculation:

$$y = ax + b$$





How the system works

Step 2

User creates a new, or opens an existing, Arduino sketch, selects the Arduino board and COM port to use. Step 3 User enters the sketch code Edit Sketch Tools Held ↓ ESP32 Dev Module 0 🕀 and uploads the compiled float a = 0.0; float b = 0.0; float x = 0.0; code to the microcontroller. serial event() Step 4 if (string_complete && (input_string.startsWith("calculate(")) && (input_string.endsWith(")\n"))) User opens the Serial Monitor int str len - input string.length() + 1; and sends a string to the × ⊙ ≡ Step 1 microcontroller. - Start -26 1.0,2.0,3.0 1.0 User connects the Step 6 microcontroller board to the x = 3.00 a = 1.00 b = 2.00 v = 5.0 the strings reads User computer from received the microcontroller. Step 5 The microcontroller receives the string from the user, performs calculation and sends the information strings back to the UNIVERSITY OF user. OLLSCOIL LU



The calculation

- Use the provided Arduino sketch part_5 and complete the calculation function in order to calculate the values for y.
- Verify the code by running it on the microcontroller and send different values for a, b, and x.





Extracting data from the received string (1)

- · Advanced topic.
- Note the code and it's basic operation.
- Using Arduino language and C language code.
- Review, get it working, then investigate to understand.





if (string_complete && (input_string.startsWith("calculate(")) && (input_string.endsWith(")n"))) $_{I}$

int str_len = input_string.length() + 1; char char_array[str_len];

Serial.println("-- Start -----"); Serial.println(input_string); Serial.println(st_len); input_string.replace("calculate(", ""); input_string.replace(")\n", ""); Serial.println(input_string);

input_string.toCharArray(char_array, str_len); token_ptr = strtok(char_array, ","); token_counter = 0;

while (token_ptr !=NULL)

Serial.println(token_ptr); if (token_counter==0)

a = atof(token_ptr);

} else if (token_counter==1)

b = atof(token_ptr)

} else if (token_counter==2)

x = atof(token_ptr); } else

token_counter = token_counter + 1; token_ptr = strtok(NULL, ",");

calculation_result = calculation(a, b, x);

Serial.print("x = "); Serial.print(x); Serial.print(" a = "); Serial.print(" b = "); Serial.print(b); Serial.print(b); Serial.print(calculaton_result); Serial.print(-*_ End -------");

digitalWrite(LED_BUILTIN, !digitalRead(LED_BUILTIN));

input_string = ""; string_complete = false;

} else if (string_complete)

Serial.println("Incorrect value received"); Serial.println(input_string);

input_string = ""; string_complete = false;

} else



if (string_complete && (input_string.startsWith("calculate(")) && (input_string.endsWith(")\n")))

```
int str len = input string.length() + 1;
char char array[str len];
input string.replace( "calculate(", "" );
input string.replace("", "");
input string.replace( ")\n", "" );
input string.toCharArray( char array, str len );
token ptr = strtok( char array, "," );
token counter = 0;
while ( token ptr !=NULL )
1
  if ( token counter==0 )
  {
   a = atof( token ptr );
  } else if ( token counter==1 )
   b = atof( token ptr );
  } else if ( token counter==2 )
   x = atof(token ptr);
  } else
  token counter = token counter + 1;
  token ptr = strtok( NULL, "," );
calculation result = calculation( a, b, x );
```

```
input_string = "";
string_complete = false;
```

{

Extracting data from the received string (2)





Extracting data from the received string (3)







Exercise

- Obtain the part_5 Arduino sketch and complete the calculation function.
- Use the Arduino Serial Monitor to send values to the microcontroller by entering the following string:

```
calculate(1.0, 2.0, 3.0)
```

- Vary the numbers to change the values for a, b, and x.
- Watch the video part_5_video.mp4 to see the completed sketch in operation.







Python script to replace the Arduino IDE Serial Monitor

```
import time
import serial
com port = 'COM8'
def main():
    ser = serial.Serial(com port, timeout=5)
    ser.baudrate = 9600
    ser.flush()
    time.sleep(5)
    print(ser.name)
    for i in range(0, 3):
        line = ser.readline().decode('latin-1')[:-1]
       print(line)
    value to send = calculate(1.0, 2.0, 3.0) n'
    print (value to send)
    ser.write(value to send.encode())
    time.sleep(1)
    for i in range(0, 10):
        line = ser.readline().decode('latin-1')[:-1]
       print(line)
if name == ' main ':
   main()
```

- The Arduino IDE Serial Monitor is useful for initial prototyping and debugging the design code.
- For more advanced work, other software languages and tools can be used.
- For example, using Python to access the serial port as shown in the example to the left.
- This example uses **pySerial** to access the serial port. This is the same COM PORT as set in the Arduino IDE.
- In the code, COM8 is used on a Windows platform.





Python script to replace the Arduino IDE Serial Monitor

- Python scripts can be created and run using different software tools.
- For example, the image to the right shows the Python script developed and using PyCharm Community Edition.
- The Python script is part_5_python.py .
- Watch the video part_5_python_video to see Arduino IDE and PyCharm in use.

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Run: part_5_python ×	\$\$ 2.0, 3.0)
⇒ ⇒ ≥ ⇒ 1.0, 2.0, 3.0 ↓ □ <	.00 b = 2.00 y = 0.00









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Any questions?