1 DIGITAL INPUT

- In sake to detect the obstacles we have to equip robot with the "touch sensor". This sensor is basically a switch or key, which toggles it's output between GND and +5 V voltage potentials.
- Follow video instructions to construct bumper in front of the robot.

1.1 Questions:

- 1. Do you hear "clicking" sound when you push the bumper?
- 2. Name the mechanical mechanism where smaller force on one end can cause greater force on the other end of the mechanism.

1.2 Tasks: CONNECT THE SWITCH

The key has three connecting terminals. Each of one is marked with the number 1, 2 or 3. Connect them in right order. Connect the key terminals in order that are specified in presentation and listed as:

- 1. connect to RobDuino C0 terminal.
- 2. connect to RobDuino voltage terminal GND.
- 3. connect to RobDuino voltage terminal +5V.

1.3 Questions:

- 1. What is the output voltage of the sensor when the robot is (or is NOT) touching the obstacle?
- 2. How many different states are presented at the output of the sensor?
- 3. Name several more examples where digital sensor can take place.

1.4 Summary:

1.4.1 Digital sensors

The output of a digital sensor can be just in two states:

- $\bullet\,$ logical "0" presented in voltage as 0 V.
- logical "1" presented in voltage as +5V.

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1.5 Issues:

1.5.1 Robot has no power since I connected the key as a sensor.

Probably the key or switch is connected wrong and there is short connection between the GND and +5V voltage terminals. Unconnect the key or switch and verify if the power is back.

1.6 Tasks: READING DIGITAL INPUT

- 1. Write the program shown in the presentation to test the readings of the digital sensor.
- 2. Then ... complete the program to turn OFF the LED when the bumper is not touching anything.
- 3. Next ... Change IF statements into single one IF-THEN-ELSE statement.
- 4. Advanced ... Solve the problem without IF statement.

1.7 Questions:

1. Check if the LED on the output terminal D3 is turend ON when the bummper is pressed.

1.8 Summary:

1.8.1 <++>

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1.9 Issues:

1.9.1 <++>

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