

#### Who am I?



- Anders J Johansson, Docent in Radiosystems,
   Department of Electrical and Information Technology
  - How to design and build a radio system that "works".
  - Applications ranging from brain implants to particle accelerators ( $\mu W$  to MW).





www.essscandinavia.se

#### Course outline

- Lectures/seminars
- One workshop
- · One project
  - Two persons per group
- · Final report, video and demo!

#### Course schedule part I

 $3/9 \ \ \textit{Tuesday} \ \ \textbf{Lecture}$  Course information and introduction to concepts.

6/9 Friday Lecture What is a computer? And what is electronics?

10/9 Tuesday Laboration LittleBits.

10/9 *Tuesday* **Seminar** Programming Playground Express.

Register project groups.

13/9 Friday Cancelled

17/9 *Tuesday* **Seminar** Interactive programming with Playground Express.

17/9 Tuesday Seminar Connecting external sensors.

Project groups present their project name, ideas and propose a material list.

20/9 Friday **Lecture** Arduino/other prototyping platforms

24/9 *Tuesday Lecture* Connecting motors and LEDs, and some parts on colour and movement.

#### Course schedule part II

27/9 - 15/10 Project group meetings

18/10 Friday Lecture Design for manufacturing

26/10 Friday 24.00 Deadline for the report.

W44: Presentation of projects.

9/11 Friday Deadline for components and movie.

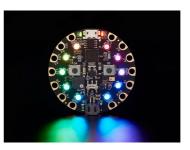
## Course requirements

- · Needed to pass course:
  - Attend workshop
  - Attend and give project demo.
  - Project report (More details later, but necessary parts include: parts list, estimated cost, block and circuit diagram, photos of quick and dirty, functional, and final prototypes.
  - Project video (1 minute)
  - Hand back parts

#### Course "literature"

learn.adafruit.com/adafruit-circuit-playground-express/overview

- Circuit Playground Express
  - Not classic.
  - Ca. 280:- sek
- Programming cable (USB)
  - Not charging cable!
- www.electrokit.com
- www.lawicel-shop.se
- shop.pimoroni.com (UK based)





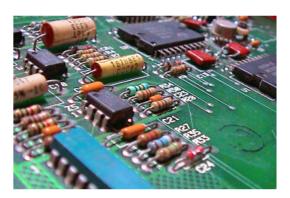
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#### Workshop

LittleBits



# Electrical engineering basics



# Programming basics

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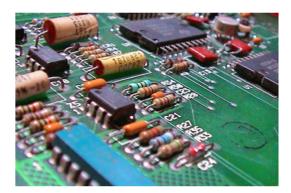
f (descriptions length > (page * ) + (consequence)

for document getElementByto(

for i = 1;

for i
```

# Electrical engineering basics



# Flashligt demo

• www.tinkercad.com

#### "Laws"

- · Kirchoffs current law
  - The sum of currents in a point is zero
- · Kirchoffs voltage law
  - The sum of voltages in a loop is zero
- · Ohms law
  - U=R\*I ([Volt]=[Ohm]\*[Ampere])
- · Power law
  - P=U\*I ([Watt]=[Volt]\*[Ampere])

#### Energy and power

- Energy is measured in Joules, J
- Power is measured in energy per second, J/s
- · But batteries are measured in mAh (milli-ampere-hours)?



#### Linocell Powerbank 7800

mAh Extrabatteri för mobil och USB-enheter

- Smidigt formatUpp till 3 AUSB-C och dubbla USB-A-

## The mystery of mAh as a unit.



U=5V 7800 mAh

=> 140 kJ



U=25V 7000 mAh

=> 630 kJ

#### Linocell Powerbank 7800

**mAh** Extrabatteri för mobil och USB-enheter

- Smidigt format
  Upp till 3 A
  USB-C och dubbla USB-A-portar
- ▶ I\*V=P ([A]\*[V]=[W])
- > P\*t=E ([W]\*[s]=[J/s]\*[s]=[J])

# Batteri typ Stiga 900 Ersättningsbatteri för robotgräsklippare

- Hög kapacitet (7000 mAh)
- Kompatibelt med många modeller

#### Tesla battery

Tesla Series 3

Battery capacity: 75 kWh Battery voltage: 350V

Energy content: 94 500 MJ

Explosive comparison: 2.3 kg TNT

#### Electronic basics

- We need closed circuits.
  - Current can only be controlled and directed, not lost.
- Voltage will be divided between serial loads.
- (Essentially) all power used will become heat.

## Programming basics

```
document.getElementByto(

155

function updatePhotoDescription() {

156

fi (descriptions length > (page * ) + (pa
```

#### **SARA**

- Sequence
- Alternative
- Repetition
- Abstraction
- Analog programming

#### PROGRAMMING - UNPLUGGED! ABSTRAKTION SEQUENCE STAND Def HELLO= STAND SIT WAVE SIT REPETITION STAND repeat (3) WAVE ("HEJ" **STAND** repeat (3) {"HEJ"} WAVE "HEJ" SIT ALTERNATIVE IF BLACK SHOES **STAND** "HEJ" SIT **STAND** "HEJ" HELLO then TURN TURN TURN else SIT SIT JUMP SIT **SARA**

## Prototype basics



3D systems

#### **Prototypes**

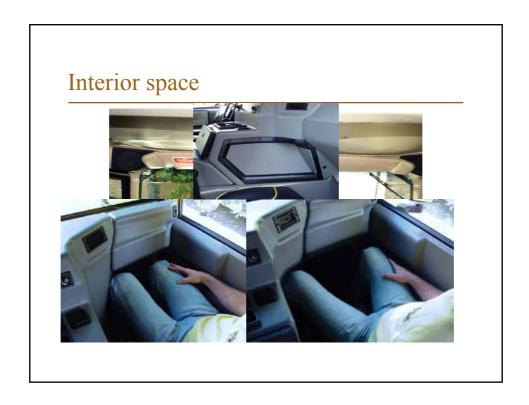
- Different kind of prototypes
  - Quick and dirty
  - Functional (Proof of concept, Working)
  - Look and feel (Visual/Tactile)
  - Integrated (User experience/Functional)
  - Production

## Where prototyping would have been good:



# Hummer H1







## Quick and Dirty

- The quick and dirty prototype
  - Facilitates communication
  - Gives a first idea of look and feel
  - Test/roleplay experience





# Functional electric prototype

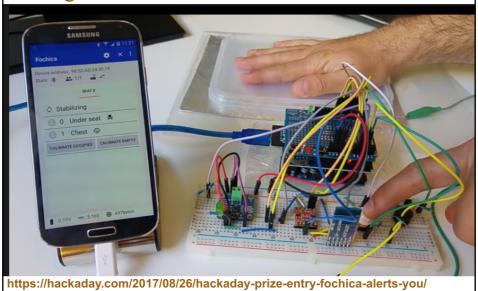


(Not my kitchen, found the picture on the web....)

## Functional (electrical) prototype

- All electric components present
- Test functionality
  - Does motors, lights etc. turn on and off as intended?
  - Does displays give the right message?
  - Do the inputs and sensors work?

## Forgotten-kid-in-car-seat-alarm



## Next steps

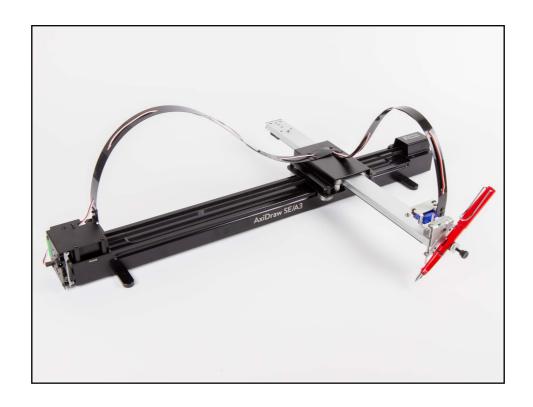
#### In some order:

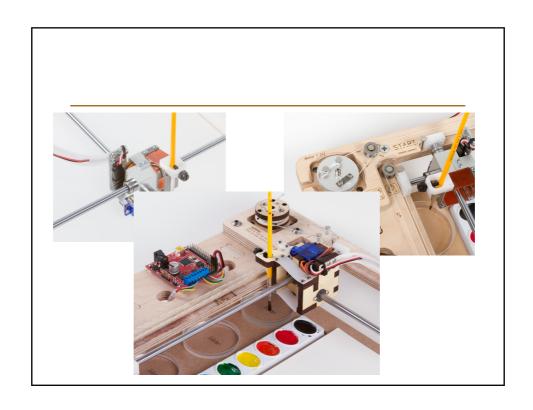
- · Look and feel
  - Handmade
  - CAD/3D-printed mockup
  - Etc.
  - Possible to "fake" functionality
- Integrated prototype

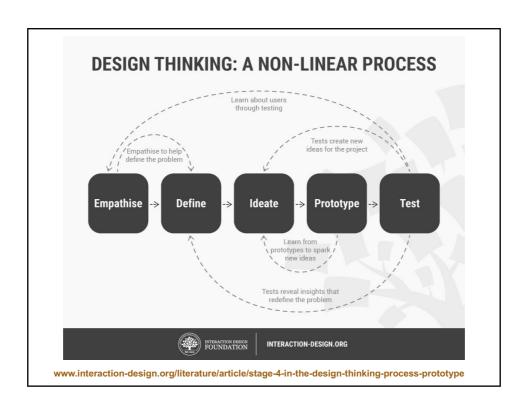
#### Then:

- Production prototype
- Refinements...

# Prototype/product generations Example: AxiDraw



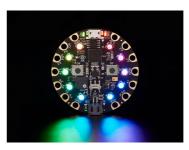




"THE FIRST ONE IS ALWAYS A PROTOTYPE"

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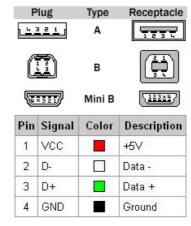




## Why different types of cables?

• USB connection diagram.





## First assignment:

- The project will be done in pairs, find a partner before Tuesday!
- Start thinking about ideas, but don't get stressed / locked in yet: the labs are intended to give inspiration!

#### Some resources

- Adafruit
  - learn.adafruit.com/category/projects
- Sparkfun
  - www.sparkfun.com/news
- Makezine
  - www.makezine.com

