# HDSA2021

# HARARE CHAPTER

# **WORKSHOP SCRIPT**

**Embedded Programming & Electronics** 

The following documentation provides a detailed description that serve as a guideline for participants

**Workshop Activity:** Fetching underground water using a simple button

**Activity Goal:** To provide a learning experience to participants in programming & setting up a sub-unit.

# **Workshop Materials**

	Components	Quantity
1	Arduino Uno	1
2	Arduino Male to Male Connectors	10
3	10cm x 10 cm PCB breadboard	1
4	LED 6mm (9 mm optional)	2

# **Pre-requisite Softwares**

Software Tools	License type
Arduino IDE	Open
Fritzing Vrtual Prototyping Bench (Optional)	Open

# **Activity Guidelines**

- 1. Go through the introductory material to familiarize yourself with the Arduino & basic electronics that relate to the activities you will be undertaking.
- 2. Now that you have familiarized yourself, we'll first dive into embedded coding, as we compile the source code that we are going to deploy on to the Arduino board of our sub-unit ©
- 3. After successfully compiling our source code, we'll move on to a more hands-on session of our activity, where we'll test using real components.
- 4. We'll first lay the the electronic schematic of the sub-unit according to provided instructions, making sure each way goes to the right place accordingly.
- 5. Let's just double check if we had done our wiring correctly accordingly before we proceed to the final session of the activity which is the testing part ©
- 6. After confirming our connections & source code, we proceed to the pilot test. Drumroll............. ©

#### **Additional Notes:**

# Workshop Activity: Mitigating water usage using a soil moisture Activity Goal: To provide a learning experience to participants in programming & setting up a sub-unit

# **Workshop Materials**

	Components	Quantity
1	Arduino Uno	1
	Soil Moisture Sensor	1
2	Arduino Male to Male Connectors	10
3	10cm x 10 cm PCB breadboard	1
4	LED 6mm (9 mm optional) 1x red ; 1 x Green	2

# **Pre-requisite Softwares**

Software Tools	License type
Arduino IDE	Open
Fritzing Vrtual Prototyping Bench (Optional)	Open

# **Activity Guidelines**

- Go through the introductory material to familiarize yourself with the Arduino & basic electronics that relate to the activities you will be undertaking.
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- 6. After confirming our connections & source code, we proceed to the pilot test. Drumroll...... ☺

#### **Additional Notes:**

Workshop Activity: Monitoring water usage using an LCD output Activity Goal: To provide a learning experience to participants in programming & setting up a sub-unit

# **Workshop Materials**

	Components	Quantity
1	Arduino Uno	1
	Arduino flow rate sensor	1
2	Arduino Male to Male Connectors	10
3	10cm x 10 cm PCB breadboard	1
4	Arduino LCD Output module	2

# **Pre-requisite Softwares**

Software Tools	License type
Arduino IDE	Open
Fritzing Vrtual Prototyping Bench (Optional)	Open

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- 6. After confirming our connections & source code, we proceed to the pilot test. Drumroll...... ☺

#### **Additional Notes:**

**Workshop Activity:** Securing the community borehole using an alarm system

**Activity Goal:** To provide a learning experience to participants in programming & setting up a sub-unit

# **Workshop Materials**

	Components	Quantity
1	Arduino Uno	1
	Magnetic + Reed Switch Sensor	1
2	Arduino Male to Male Connectors	10
3	10cm x 10 cm PCB breadboard	1
4	Arduino Buzzer Module	2

# **Pre-requisite Softwares**

Software Tools	License type
Arduino IDE	Open
Fritzing Vrtual Prototyping Bench (Optional)	Open

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- 6. After confirming our connections & source code, we proceed to the pilot test. Drumroll...... ☺

#### **Additional Notes:**

Workshop Activity: Fetching water using a real-time clock module Activity Goal: To provide a learning experience to participants in programming & setting up a sub-unit.

# **Workshop Materials**

	Components	Quantity
1	Arduino Uno	1
	Arduino Real-Time Clock Module	1
2	Arduino Male to Male Connectors	10
3	10cm x 10 cm PCB breadboard	1
4	LED 6mm (9 mm optional)	2

# **Pre-requisite Softwares**

Software Tools	License type
Arduino IDE	Open
Fritzing Vrtual Prototyping Bench (Optional)	Open

# **Activity Guidelines**

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- 5. Let's just double check if we had done our wiring correctly accordingly before we proceed to the final session of the activity which is the testing part ©
- 6. After confirming our connections & source code, we proceed to the pilot test. Drumroll...... ©

#### **Additional Notes:**

**Workshop Activity:** Building a smart water tap using an ultrasonic sensor

**Activity Goal:** To provide a learning experience to participants in programming & setting up a sub-unit

# **Workshop Materials**

	Components	Quantity
1	Arduino Uno	1
2	Ultrasonic Sensor Module	1
3	5V DC Solenoid Valve	1
4	Flow-rate sensor (water)	1
5	Arduino Male to Male Connectors	10
6	10cm x 10 cm PCB breadboard	1
7	LED 6mm (9 mm optional)	2

# **Pre-requisite Softwares**

Software Tools	License type
Arduino IDE	Open
Fritzing Vrtual Prototyping Bench (Optional)	Open

# **Activity Guidelines**

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#### **Additional Notes:**