Automatic Handshake Contact Information Exchanger

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1

OVERVIEW

- Introduction & Key Features
- Design & PCB Revisions
- Requirements & Verification
- Project Build
- Successes & Challenges
- Failed Verifications
- Future Work

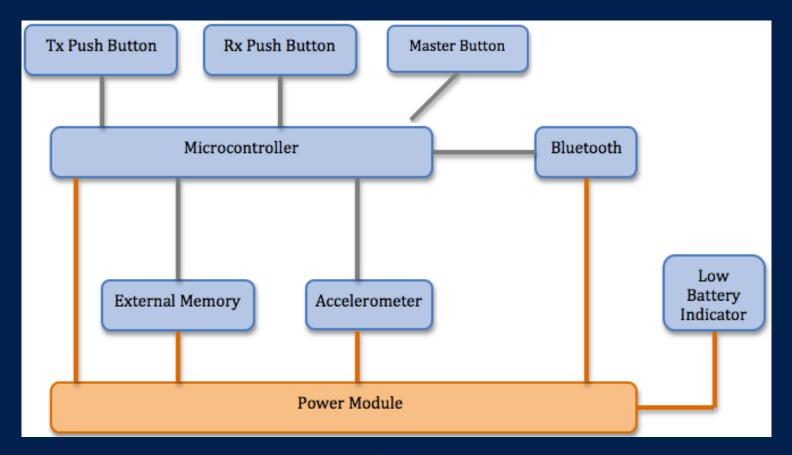


UNIVERSITY OF ILLINOIS AT URBANA-CHAMPAIGN INTRODUCTION & KEY FEATURES

- Wireless exchange of contact information
- 4 modes Off, Receive Only, Send Only, Receive & Send
- Stores up to 160 cards
- Low battery indicator
- Low memory indicator
- Received business cards can be uploaded to a personal computer
- Data can also be uploaded to a Smartphone
 - Useful if the other person does not own a bracelet

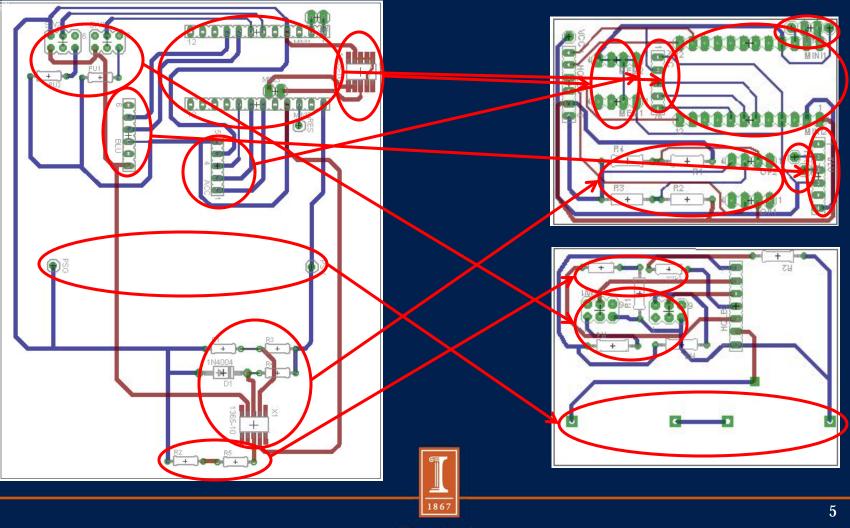


DESIGN REVISION



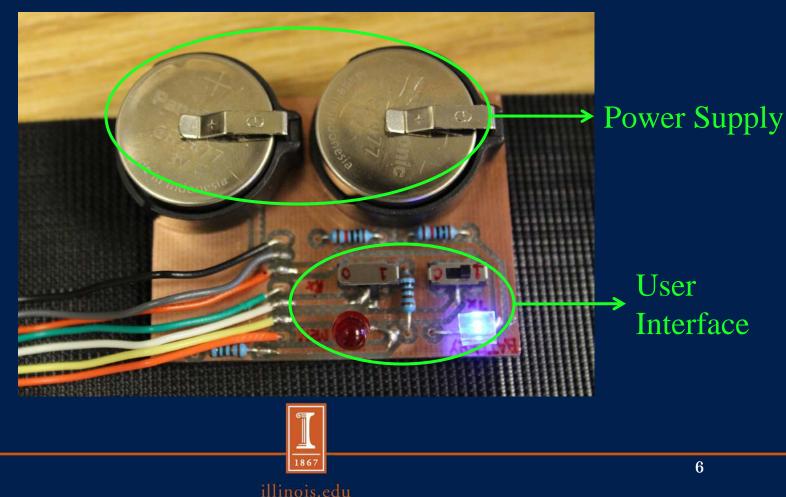


PCB REVISIONS



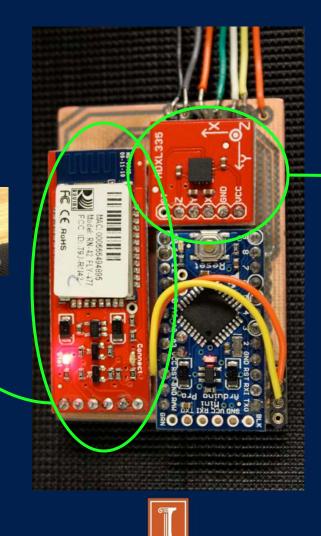
HARDWARE OVERVIEW

• Top PCB



• Bottom PCB

THE OWNER WATCHING







UNIVERSITY OF ILLINOIS AT URBANA-CHAMPAIGN HOW DOES IT WORK?

- Doesn't connect to any random device
 - All are undiscoverable when no handshake
 - Before handshake use Switch to set one as *Master*
 - Upon handshake, *Slave becomes* discoverable & *master* connects
 - After data transfer, *Master* kills connection
- At the end of the day, one can view all business cards by uploading *VIEW* code to device
- To update one's own business card, edit and then upload *UPDATE* code to device



UNIVERSITY OF ILLINOIS AT URBANA-CHAMPAIGN REQUIREMENTS & VERIFICATIONS

1. <u>Accelerometer</u>

Detect acceleration due to gravity in x, y & z directions

Detect acceleration due to motion



Accelerometer Verifications

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Figure: Oscilloscope Output for Accelerometer

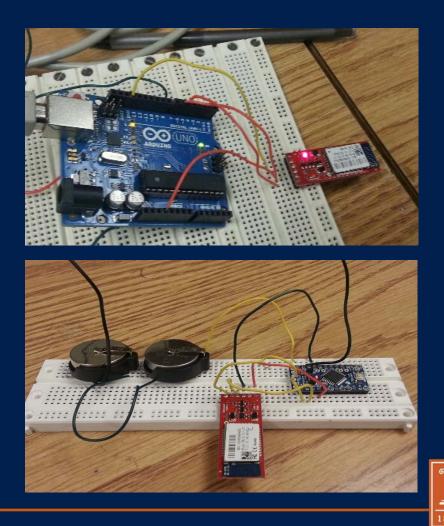


2. <u>Bluetooth Module</u>

- Connect & communicate without error within 0.2m - 5m
- Data transfer less than 2 seconds
- Kill connection after transfer completed



Bluetooth Verification



- Simple code to send characters from computer between Bluetooth modules
- After relayed between modules, characters were printed back to the screen to ensure errorless data transfer

3. External Memory

– When writing to memory

• *data should be stored in correct address specified by code*

When reading from an address

• correct data should be printed to serial monitor



External Memory Verification

- 4 "mock" business cards written to separate memory locations
- Simultaneously read these 4 "mock" cards
- Print data to screen to ensure proper reading and writing functionality

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4. <u>Switches</u>

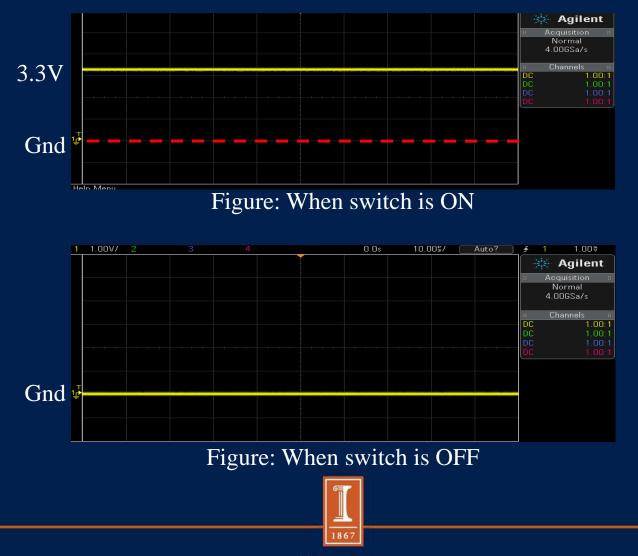
- Output logic high when on
- Output logic low when off

Switch Verification

- Probe GND and switch inputs (3.3VDC) with oscilloscope.
- When toggled, switch outputs GND or 3.3VDC



UNIVERSITY OF ILLINOIS AT URBANA-CHAMPAIGN Switch Outputs



5. Low Battery Indicator

Turn on LED
when ~15%
battery life is
remaining

 $-V_T \sim 4.8V$

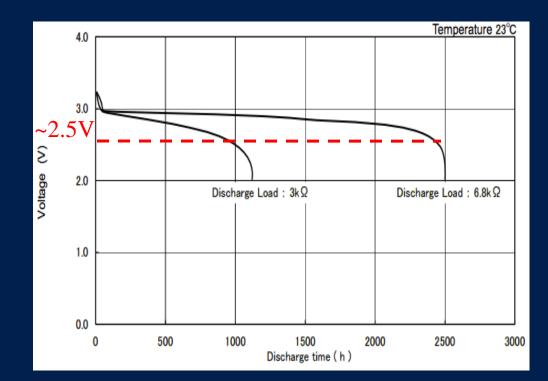


Figure: Battery Lifetime (from datasheet)



Low Battery Indicator Verification

- Connect +6V DC power supply to circuit input and sweep
 - Verify that LED is off when V > 4.8V
 - Verify that LED is on when V <4.8V



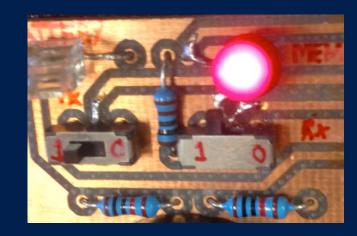


6. Low Memory Indicator

Required to light an LED when ~15% of memory remaining

Verification

- Set low threshold (ex. 3 contacts) for testing
- Write "mock" data to memory
- Observe that LED lights up above threshold





- 7. <u>Power Supply</u> *
 - Outputs +6V to the Arduino RAW input pin
 - Arduino V_{CC} outputs regulated +3.3V

Verification

- Probe power supply output with the oscilloscope
- Output should be 6V +/- .5V

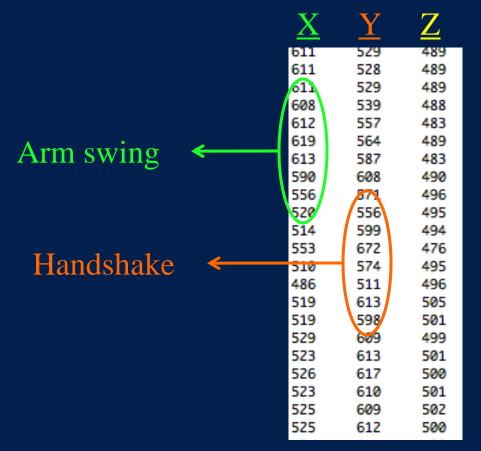


PROJECT BUILD

- 1. Handshake Detection
- 2. Bluetooth Communication
- 3. Low Battery Indicator
- 4. Storing Data to External Memory
- 5. Microcontroller & Low Memory Indicator

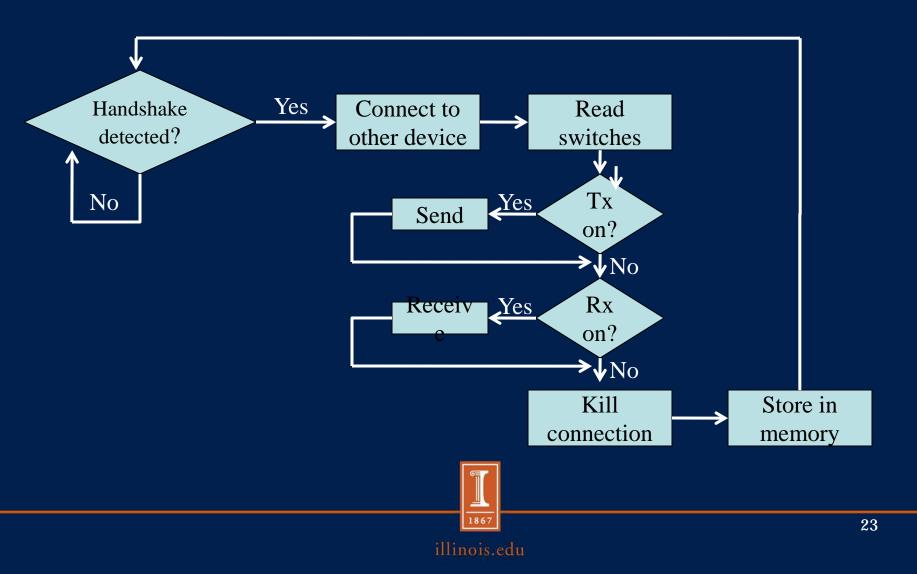


Handshake Detection



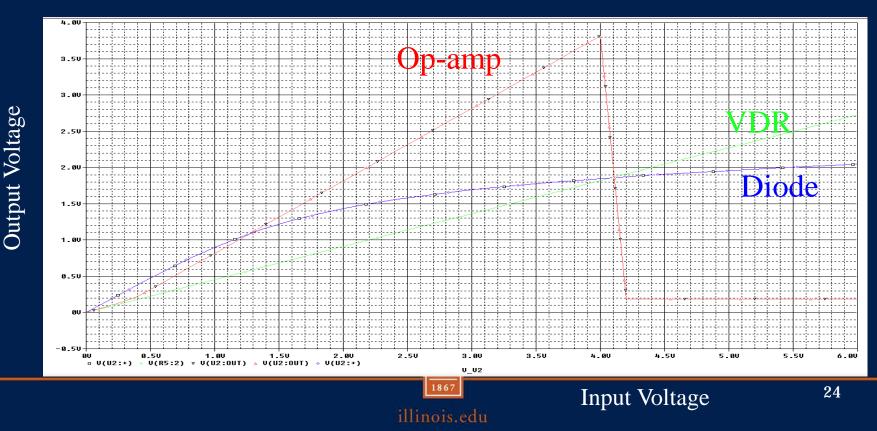


Bluetooth Communication Protocol



UNIVERSITY OF ILLINOIS AT URBANA-CHAMPAIGN Low Battery Indicator

- Uses op-amp circuit as analog comparator
- Threshold to light up LED is set using
 - Resistor network
 - Zener diode



Storing Data to External Memory

- Received business card is stored in a 200 byte structure after connection is killed
- Number of business cards stored is located in address 0
- Use this number and the number of bytes in a business card to write to the correct memory locations



<u>Microcontroller</u>

- Used to control everything in the circuit
 - Processes data from the accelerometer
 - Tells Bluetooth modules to connect/disconnect
 - Sends/receives data from Bluetooth module
 - Writes and reads data from external memory
 - Indicates when the memory is low



PROJECT SUCCESSES

- Successful data transfer between two devices upon a handshake
- Reasonable battery life (~62.5 hours)
- Stores up to 160 contacts
- Reasonable size and weight
- Successful data transfer to Smartphone if desired



PROJECT CHALLENGES

- Bluetooth Module
 - Automatic connection & communication upon handshake
- Does not detect by false handshake
- PCB
 - Reduce size to fit on user's wrist



FAILED VERIFICATIONS

- Power Supply failed when connected to entire load
 - Total load of circuit too big for button cells
 - <u>Solutions-</u>
 - Step down voltage with *buck converter* or transformer to increase current supply to load



UNIVERSITY OF ILLINOIS AT URBANA-CHAMPAIGN FUTURE WORK

- 1. Eliminate Master/Slave Switch
 - Use random delay on each device before attempting to connect
 - Use *GK command* after connection attempt to check (returns '1' if connected, '0' if not connected)
 - If connected, continue with data transfer
 - If not connected, use another random delay and retry connection



- 2. User interface
 - App for Smartphone
 - Programmer for computers
- 3. Include contact picture in business card
- 4. Check for multiple copies of same person in external memory
- *5. Sleep mode to d*ecrease power consumption (BT module, etc.)



UNIVERSITY OF ILLINOIS AT URBANA-CHAMPAIGN ACKNOWLEDGEMENTS

- Parts Shop Staff especially Mark & Scott
- Justine Fourier, Ryan May, Igor Fedorov (check these)
- Professor Carney



QUESTIONS & COMMENTS

