

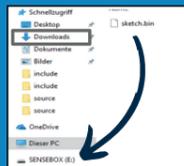
Info: Uploading the program code



Compile



2x Reset-Button drücken



Programmcode per Drag-and-Drop übertragen

Alternative: senseBox Connect App
Anleitung zur Übertragung des
Programmcodes mit dem Tablet:



Car Traffic Counter



Level: ★★



Cities are often full of cars that produce emissions and noise. This is why discussions about car-free city centers keep coming up. But how many cars are actually in the city? In this project, you will build a traffic counter and find out!

The code isn't working? Troubleshooting tips

- Are your cables plugged in exactly as shown in the illustration?
- Are your command blocks really connected like small "puzzle pieces"?
- Have you deleted all blocks that are not connected to your main block?
- Have you compiled the latest version of your program code and, after making changes in Blockly, uploaded it again?

Still having trouble?

Then get in touch with a mentor!

iCODE Variablen

INFO: VARIABLEN

When programming the traffic counter, you will repeatedly need to access certain values. To make this easy, computer science offers the helpful concept of variables. They are like a box with a name on it – inside this box you can store different things, such as numbers or text, and retrieve them later.

Depending on what you want to store in a variable, you must choose the correct data type:

set int count to

int count

Character (char): For single text characters

Text (string): For whole words or sentences

Number (int): For numbers from -32,768 to +32,768

Large number (long): For numbers from -2,147,483,648 to +2,147,483,648

Decimal number (float): For decimal numbers (e.g., 25.3)

State (boolean): true or false

Variables can change their value during the course of the program. For example, the variable "count" can increase by one every time a car passes by.

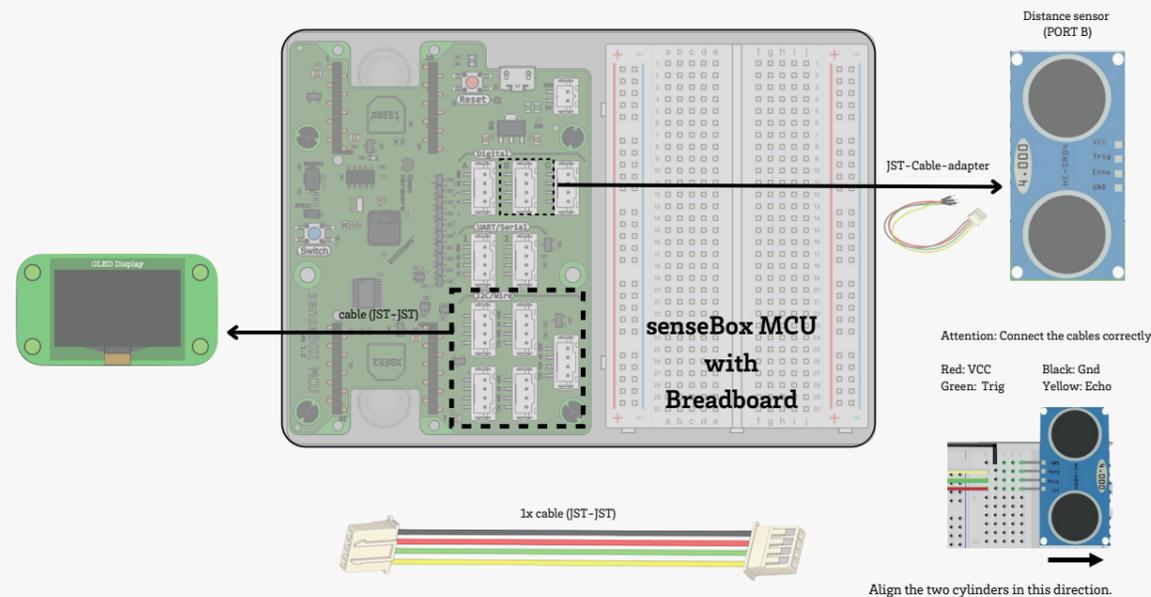


Car Traffic Counter

Connect the OLED display and the sensors to the microcontroller.

- 1) Create a program so that the measurement values from the distance sensor are shown on the display.
- 2) Extend your program code so that the number of detected cars is also shown on the display.

Hardware-Setup



Step 1A

1. For programming: blockly.sensebox.de
2. In **Setup**, some components need to be activated once at the beginning of the program.

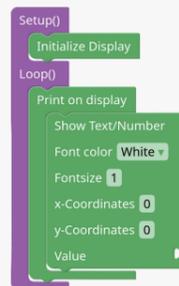


3. The **display** has to be **initialized** in the setup.

Initialize Display

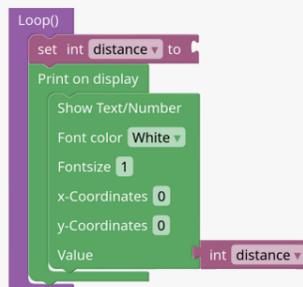
Step 1B

1. To display the measurement values on the screen, you need the "Print on display" and "Show Text/Number" blocks in the loop.



2. Instead of inserting the sensor block directly into "value", you define a **variable** and then insert this variable into "value". To do this, select the "Create Typed Variable" block from the Variables category.

3. Define the variable as a **number (int)**, name it "distance", and insert it into the loop.



Step 1C

The variable now has to be assigned a measurement value. Since the distance is measured with the **ultrasonic distance sensor**, this sensor block is connected to the **variable "distance"**.



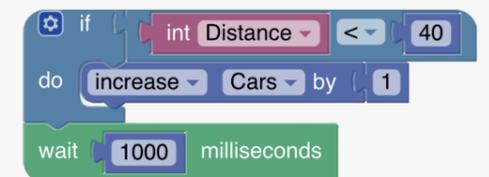
Test your Code!

Step 2

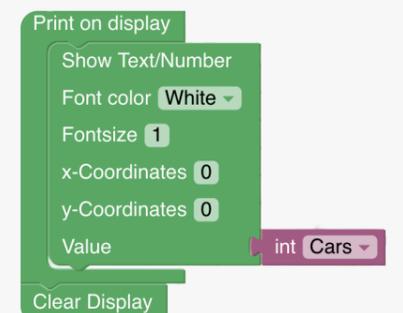
1. The measuring device now detects distances, but not cars yet. To count them, you need to create a new **variable (int)** called "car". Since the car count should start at **zero**, you set this in **Setup** (category **Math**).



2. With an "if - do" condition, you define when a new car should be counted: If the **distance is less than 40 cm**, then the **car variable increases by one**. To prevent a car from being counted twice, add the "wait 1000 milliseconds" block.



3. To display the number of cars on the screen, add the "Show Text/Number" block again and insert the variable "cars" as the value. By regularly **clearing the display**, you ensure that the most up-to-date and correct distance to the passing car is shown. Also adjust the **y-coordinate** so that the distance and the count appear one below the other.



This completes the programming. Now simulate passing cars using objects and test whether everything works.

Test your Code!