

CODE FILES MILD- TEAM 5

- VIBRATION CODE ARDUINO FOR EARPHONE CASE MICROCONTROLLER

```
#include "BluetoothSerial.h"
#define LEDC_CHANNEL_0 0
BluetoothSerial BtSerial; // Object for Bluetooth
bool IsBluetoothOn=false;

// use 12 bit precission for LEDC timer
#define LEDC_TIMER_12_BIT 12

// use 5000 Hz as a LEDC base frequency
#define LEDC_BASE_FREQ 5000

// fade LED PIN (replace with LED_BUILTIN constant for built-in LED)
#define LED_PIN LED_BUILTIN
#define Motor_PIN 0

int brightness = 0; // how bright the LED is
int fadeAmount = 5; // how many points to fade the LED by

// Arduino like analogWrite
// value has to be between 0 and valueMax
void ledcAnalogWrite(uint8_t channel, uint32_t value, uint32_t valueMax = 255) {
    // calculate duty, 4095 from 2 ^ 12 - 1
    uint32_t duty = (4095 / valueMax) * min(value, valueMax);

    // write duty to LEDC
    ledcWrite(channel, duty);
}

void setup() {
    // Setup timer and attach timer to a led pin

    ledcSetup(LEDC_CHANNEL_0, LEDC_BASE_FREQ, LEDC_TIMER_12_BIT);

    /*
    ledcAttachPin(LED_PIN, LEDC_CHANNEL_0);
    pinMode(Motor_PIN,OUTPUT);
    digitalWrite(Motor_PIN, LOW);
    */

    ledcAttachPin(Motor_PIN, LEDC_CHANNEL_0);
    pinMode(LED_PIN,OUTPUT);
}
```

```
digitalWrite(LED_PIN, LOW);
```

```
Serial.begin(115200); // Start Serial monitor  
BtSerial.begin("ESP32_LED_Control"); // Name of Bluetooth Module  
Serial.println("Bluetooth Device is Ready to Pair");
```

```
}
```

```
void loop() {  
  // set the brightness on LEDC channel 0  
  if (BtSerial.available()) { // Check if we receive anything from Bluetooth  
    char incoming = BtSerial.read(); //Read what we receive  
    Serial.print("Received:");  
    Serial.println(incoming);  
  
    if (incoming == '1') {  
      IsBluetoothOn=true;  
      BtSerial.println("LED or Motor turned ON");  
      brightness = 0;  
    }  
    else if (incoming == '0') {  
      IsBluetoothOn=false;  
      BtSerial.println("LED or Motor turned OFF");  
      brightness=0;  
      ledcAnalogWrite(LEDC_CHANNEL_0, brightness);  
    }  
  }  
  if(IsBluetoothOn){  
    // change the brightness for next time through the loop:  
    brightness = brightness + fadeAmount;  
    Serial.println(brightness);  
    // reverse the direction of the fading at the ends of the fade:  
    if (brightness < 0 || brightness >= 255) {  
      fadeAmount = -fadeAmount;  
    }  
    ledcAnalogWrite(LEDC_CHANNEL_0, brightness);  
  }  
  // wait for 30 milliseconds to see the dimming effect  
  delay(118);  
}
```

- **HEART RATE CODE ARDUINO FOR THE BRACELET MICROCONTROLLER**

```
#include <math.h>
#include <Wire.h>
#include "MAX30105.h"

#include "heartRate.h"

MAX30105 particleSensor;

const byte RATE_SIZE = 4; //Increase this for more averaging. 4 is good.
byte rates[RATE_SIZE]; //Array of heart rates
byte rateSpot = 0;
long lastBeat = 0; //Time at which the last beat occurred

float beatsPerMinute;
int beatAvg;

void setup()
{
    //Wire.begin(SDA,SCL);
    Serial.begin(115200);
    Serial.println("Initializing...");

    // Initialize sensor
    if (!particleSensor.begin(Wire, I2C_SPEED_FAST)) //Use default I2C port, 400kHz
    speed
    {
        Serial.println("MAX30105 was not found. Please check wiring/power. ");
        while (1);
    }
    Serial.println("Place your index finger on the sensor with steady pressure.");

    particleSensor.setup(); //Configure sensor with default settings
    particleSensor.setPulseAmplitudeRed(0x0A); //Turn Red LED to low to indicate sensor
    is running
    particleSensor.setPulseAmplitudeGreen(0); //Turn off Green LED
}

void loop()
{ float r_interval = 0;
  static float r_current=0;
  static float r_previous=0;
  float r_difference=0;
  long counter=0;
  static float mean_of_r_sum=0;
```

```

long long averagerinterval=0;
long irValue = particleSensor.getIR();

if (checkForBeat(irValue) == true)
{
    //We sensed a beat!
    long delta = millis() - lastBeat;
    lastBeat = millis();

    beatsPerMinute = 60 / (delta / 1000.0);

    if (beatsPerMinute < 255 && beatsPerMinute > 20)
    {
        rates[rateSpot++] = (byte)beatsPerMinute; //Store this reading in the array
        rateSpot %= RATE_SIZE; //Wrap variable

        //Take average of readings
        beatAvg = 0;
        for (byte x = 0 ; x < RATE_SIZE ; x++)
            beatAvg += rates[x];
        beatAvg /= RATE_SIZE;
        r_interval = 60.0/beatAvg;
        r_current=delta;
        r_difference=((r_previous-r_current)*(r_previous-r_current))/1000;
        r_previous=r_current;
        counter++;

        averagerinterval=(r_difference+averagerinterval);

        mean_of_r_sum=sqrt(averagerinterval/counter);
    }
}

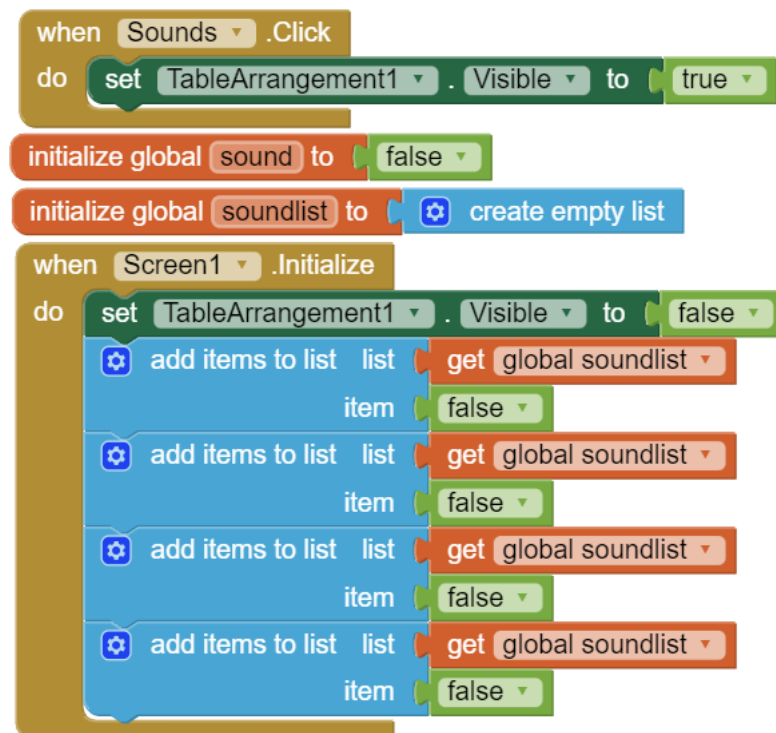
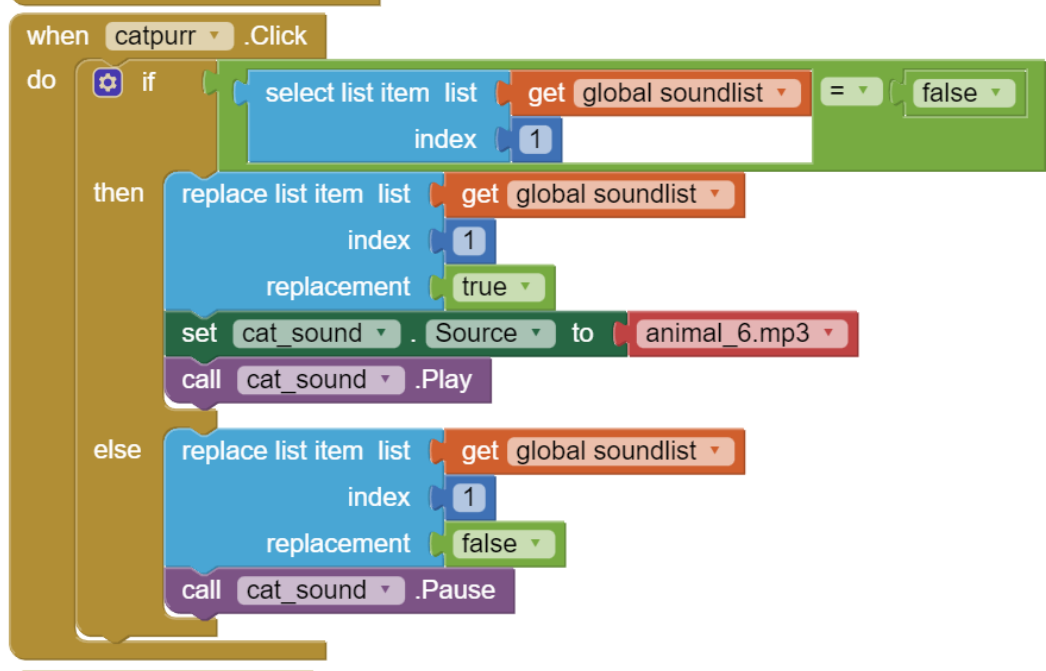
Serial.print("IR=");
Serial.print(irValue);
Serial.print(", BPM=");
Serial.print(beatsPerMinute);
Serial.print(", Avg BPM=");
Serial.print(beatAvg);
Serial.print(",averagerinterval=");
Serial.print(averagerinterval/beatsPerMinute);

if (irValue < 50000)
    Serial.print(" No finger?");

Serial.println();
}

```

- APP CODE MIT APP INVENTOR



```

when Bluetooth_connection .BeforePicking
do
  set TableArrangement1 . Visible to false
  set Bluetooth_connection . Elements to BluetoothClient1 . AddressesAndNames

when Bluetooth_connection .AfterPicking
do
  set TableArrangement1 . Visible to false
  set Bluetooth_connection . Selection to call BluetoothClient1 .Connect
  address Bluetooth_connection . Selection
  if BluetoothClient1 . IsConnected
  then
    set status_bluetooth . Text to "Status: Connected"
  else
    set status_bluetooth . Text to "Status: Disconnected"

```

```

when Vibration .Click
do
  set TableArrangement1 . Visible to false
  if get global vibration
  then
    call BluetoothClient1 .SendText
    text "0"
    set global vibration to false
    set Vib_status . Text to "OFF"
  else
    call BluetoothClient1 .SendText
    text "1"
    set global vibration to true
    set Vib_status . Text to "ON"

```

```

initialize global vibration to false
initialize global music to false

when Music .Click
do
  set TableArrangement1 . Visible to false
  if get global music
  then
    call Playa .Stop
    set global music to false
    set Music_status . Text to "OFF"
  else
    set Playa . Source to playa_2.mp3
    call Playa .Play
    set Music_status . Text to "ON"
    set global music to true

```