Experiment-3

NAME: Anshuman Singh	UID: 20BCS2665
SECTION: 902/A	BRANCH: B.E CSE
SUBJECT: IOT LAB	**Subject Code:** 20CSP-358

**Aim:** Demonstration of Autodesk Tinkercad Simulation Platform.

Objective:

1. Learn about IoT based simulations.

2. Testing and model in IoT based simulation platform.

Introduction of Tinkercad

Tinkercad - https://www.tinkercad.com is an excellent tool that allows you to simulate Arduino-based systems (and a lot more). You can (perhaps you SHOULD) simulate all exercises and even your own designs before trying them on real hardware. It also allows you to do programming using blocks. You can download / copy-paste the generated code later into Arduino IDE to program the real Arduino board, rather than having to write it from scratch.

Create a new personal account on Tinkercad website (you can also use your Google account to log in). Then select Circuits on the left pane, and click Create new Circuit.
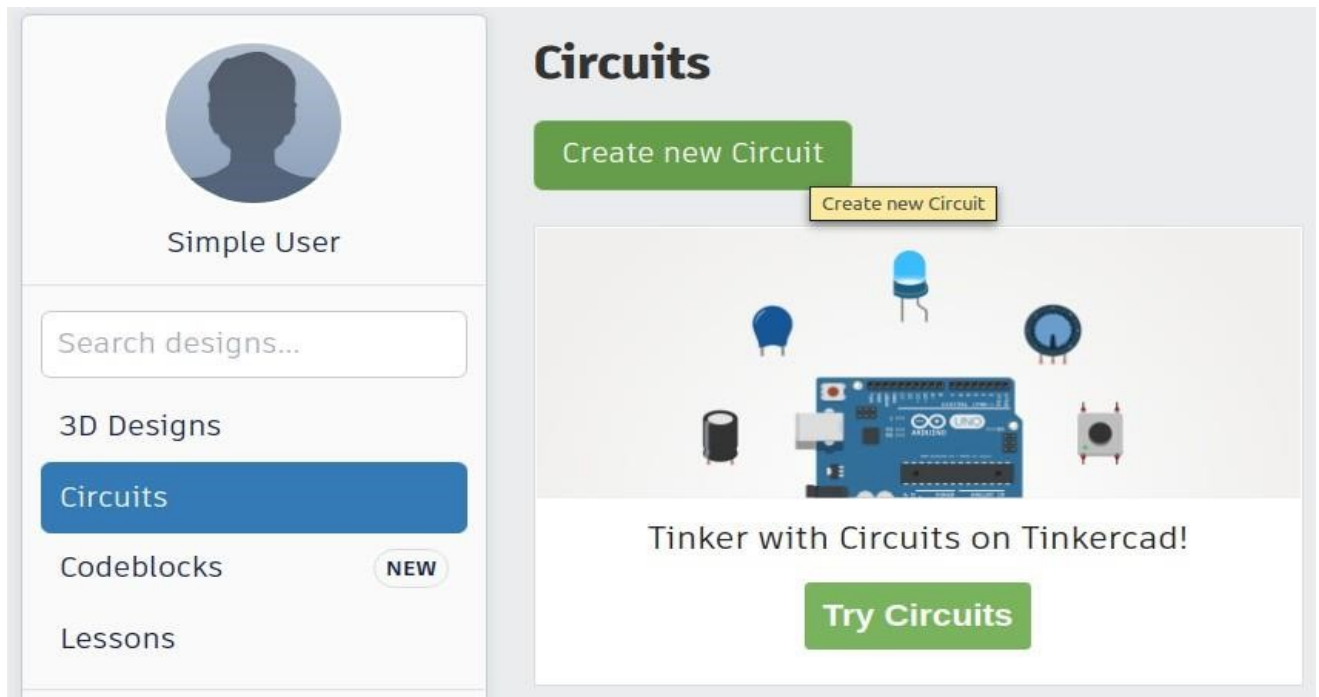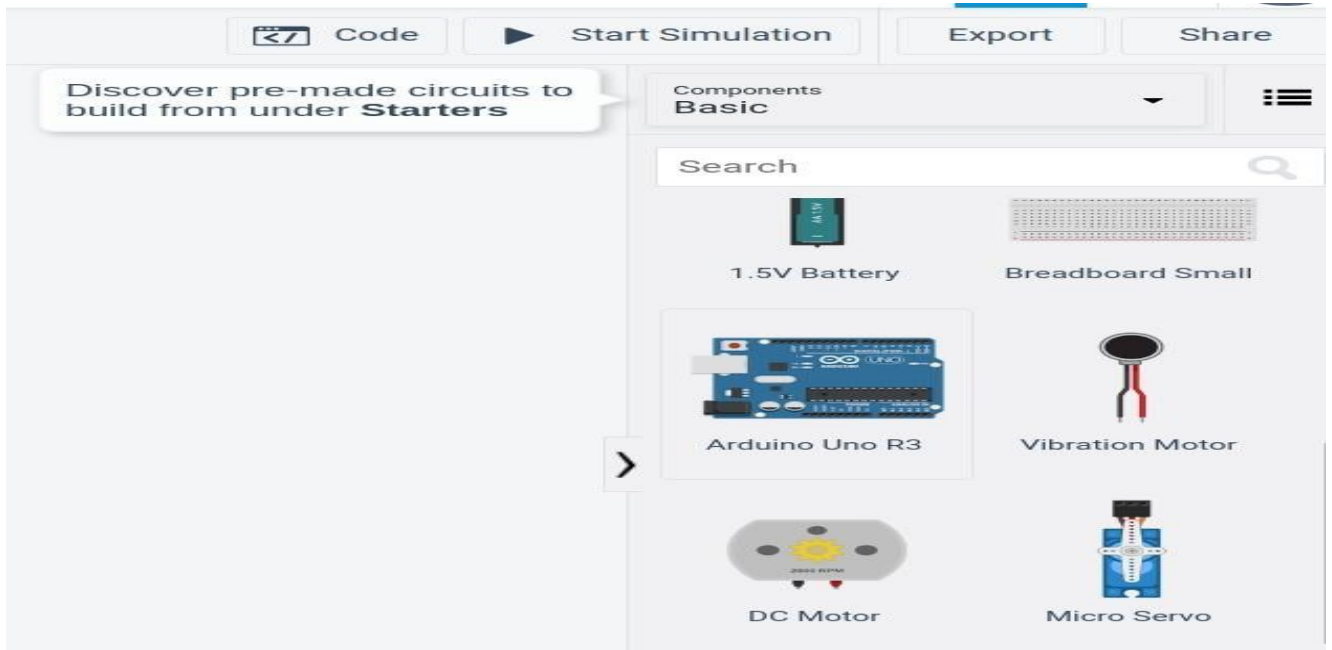

Hardware

In Components Basic, you can select Arduino Uno R3.

You can rotate it to portrait mode if you wish, which will allow more space for other components to be added.

PROGRAMMING AND SIMULATION

To program the Arduino,

1. Click on Code
2. You can choose Blocks or Blocks+Text or Text*. For beginners, it is recommended to use Blocks + Text.
   a. This allows you to see the C++ code generated corresponding to your blocks.

b. You can copy this code later into Arduino IDE to program the real Arduino, rather than having to write it from scratch.

c. You can also download the code as an Arduino-compatible .ino file.

3. You can code by selecting the blocks and connecting them appropriately.
4. You can start the simulation by clicking Start Simulation.

*Note: You can go between Blocks and Blocks+Text anytime. You can go from Blocks / Blocks+Text to Text, but you can't go back from Text to either of the other two (converting blocks to text is easy, converting text to blocks is computationally nontrivial).
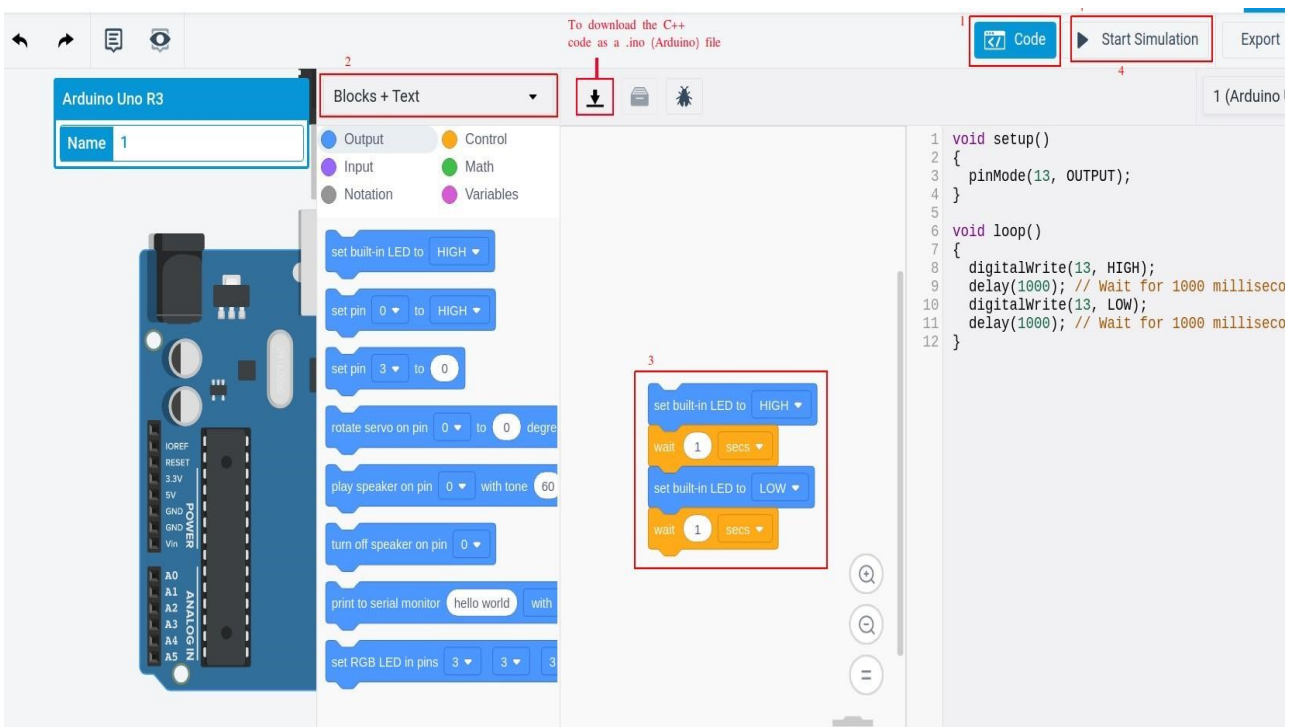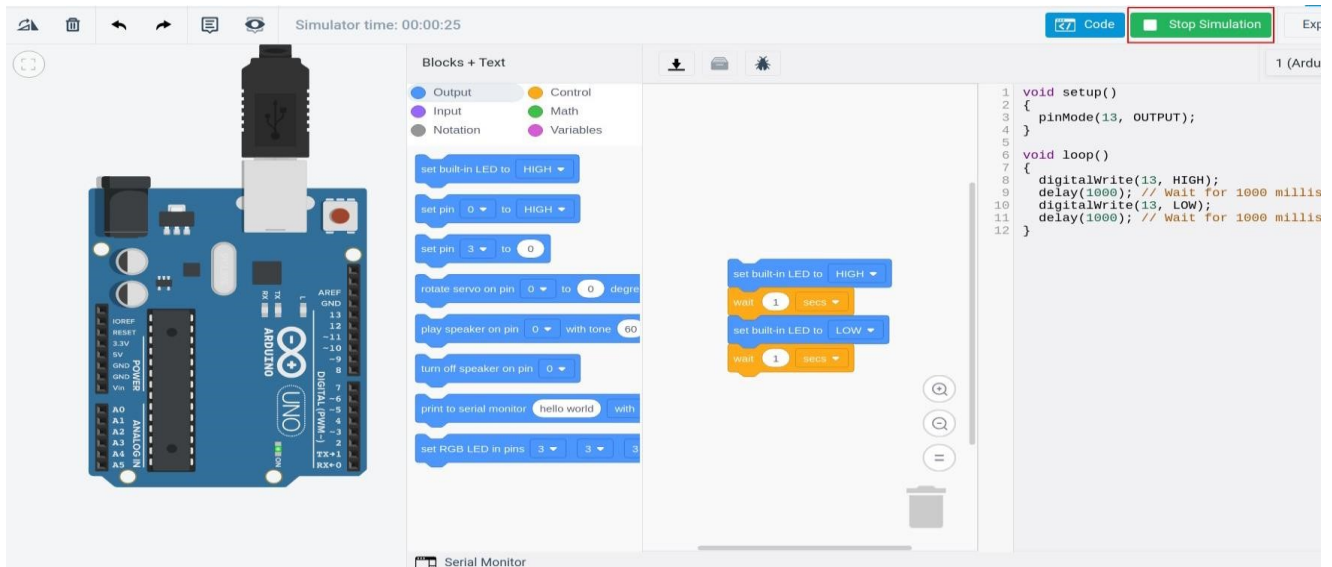

You have to click Stop Simulation to stop the simulation before you can modify your program and/or hardware connections.

Debugging (Advanced)

More often than not, the code written by a programmer does not work as expected the very first time he/she runs it. We need to find out the logical flaws in our code and fix them before we are able to achieve full functionality. Figuring out flaws usually boil down to inspecting variable values at various points in our code, and comparing it with the expected values at those points based on the program logic and data inputs. The usual way Arduino programmers do it is by printing out the variable values to Serial console. Tinkercard allows for debugging without having printing the values you want to inspect through Serial. The example below shows debugging of the Ultrasonic Distance Sensor example.