

โปรแกรม สัปดาห์ ที่ 67

การต่อสาร protocol

```
using System;
using System.Collections.Generic;
using System.ComponentModel;
using System.Data;
using System.Drawing;
using System.Linq;
using System.Text;
using System.Threading.Tasks;
using System.Windows.Forms;
using System.Threading;

namespace week_7_protocol
{
    public partial class Form1 : Form
    {
        public Form1()
        {
            InitializeComponent();
        }

        private void button1_Click(object sender, EventArgs e)
        {
            serialPort1.Open();
            byte[] data = {1,0,1};
            serialPort1.Write(data,0,3);
            Thread.Sleep(100);

            int n = serialPort1.BytesToRead;
            if(n >=3)
            {
                byte[] rx_data = new byte[n];
                serialPort1.Read(rx_data, 0, n);
                textBox1.Text = rx_data[0].ToString()
                    + rx_data[1].ToString()
                    + rx_data[2].ToString();
            }
            serialPort1.Close();
        }

        private void trackBar1_Scroll(object sender, EventArgs e)
        {

        }

        private void trackBar1_ValueChanged(object sender, EventArgs e)
        {
```

```
    serialPort1.Open();
byte[] data = { 2, (byte)trackBar1.Value, (byte)(2 + trackBar1.Value) };
    serialPort1.Write(data, 0, 3);
Thread.Sleep(100);

int n = serialPort1.BytesToRead;
if(n >= 3)
{
    byte[] rx_data = new byte[n];
    serialPort1.Read(rx_data, 0, n);
    textBox1.Text = rx_data[0].ToString()
    + rx_data[1].ToString()
    + rx_data[2].ToString();
}
    serialPort1.Close();
}
}
```

```
void setup()
```

```
{
```

```
Serial.begin(9600);
```

```
pinMode(13,OUTPUT);
```

```
pinMode( 2, INPUT);
```

```
}
```

```
void loop()
```

```
{
```

```
if(Serial.available()>2)
```

```
{
```

```
byte fn = Serial.read();
```

```
byte data = Serial.read();

byte sum = Serial.read();

if(fn == 1)

{

    data = digitalRead(2);

    Serial.write (1);

    Serial.write (data);

    Serial.write(1+data);

}

if(fn == 2)

{

    if (data == 1) digitalWrite(13,1);

    else      digitalWrite(13,0);

    Serial.write (2);

    Serial.write (data);

    Serial.write (2+data);

}

Serial.flush();

}
```

}

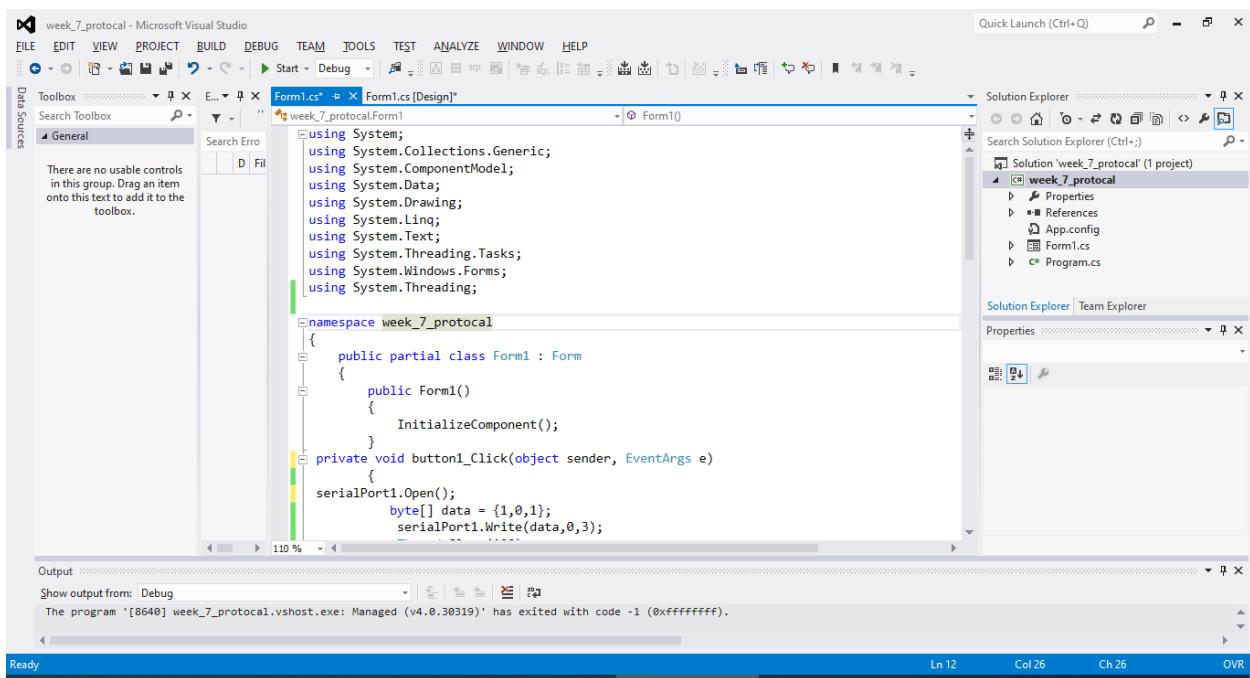
```
Protocol | Arduino 1.8.13
File Edit Sketch Tools Help

Protocol
void setup()
{
    Serial.begin(9600);
    pinMode(13,OUTPUT);
    pinMode( 2, INPUT);
}
void loop()
{
    if(Serial.available()>2)
    {
        byte fn   = Serial.read();
        byte data = Serial.read();
        byte sum = Serial.read();
        if(fn == 1 )
        {
            data = digitalRead(2);
            Serial.write (1);
            Serial.write (data);
            Serial.write(1+data);
        }
        if(fn == 2)
        {
            if (data == 1) digitalWrite(13,1);
            else           digitalWrite(13,0);
            Serial.write (2);
            Serial.write (data);
            Serial.write (2+data);
        }
        Serial.flush();
    }
}

Done uploading.

Sketch uses 2036 bytes (6%) of program storage space. Maximum is 32256 bytes.
Global variables use 184 bytes (8%) of dynamic memory, leaving 1864 bytes for local variables. Maximum is 2048 bytes.

31.1
Arduino Uno on COM3
```



The screenshot shows the Microsoft Visual Studio IDE interface. The main window displays the code for the `trackBar1_ValueChanged` event handler in `Form1.cs`. The code uses a serial port to send data based on the track bar value and receive data from the port.

```
serialPort1.Write(data,0,3);
Thread.Sleep(100);

int n = serialPort1.BytesToRead;
if (n >= 3)
{
    byte[] rx_data = new byte[n];
    serialPort1.Read(rx_data, 0, n);
    textBox1.Text = rx_data[0].ToString()

        + rx_data[1].ToString()
        + rx_data[2].ToString();
}
serialPort1.Close();

private void trackBar1_Scroll(object sender, EventArgs e)
{
}

private void trackBar1_ValueChanged(object sender, EventArgs e)
{
    serialPort1.Open();
    byte[] data = { 2, (byte)trackBar1.Value, (byte)(2 + trackBar1.Value) };
    serialPort1.WriteLine(data, 0, 3);
    serialPort1.WriteLine(data, 0, 3);
}
```

The Solution Explorer on the right shows a single project named "week_7_protocol" containing files `Form1.cs` and `Program.cs`.

The screenshot shows the Microsoft Visual Studio IDE interface. The main window displays the completed code for the `trackBar1_ValueChanged` event handler in `Form1.cs`. The code now includes a loop to continuously read data from the serial port and update the text box.

```
}

private void trackBar1_ValueChanged(object sender, EventArgs e)
{
    serialPort1.Open();
    byte[] data = { 2, (byte)trackBar1.Value, (byte)(2 + trackBar1.Value) };
    serialPort1.WriteLine(data, 0, 3);
    Thread.Sleep(100);

    int n = serialPort1.BytesToRead;
    if (n >= 3)
    {
        byte[] rx_data = new byte[n];
        serialPort1.Read(rx_data, 0, n);
        textBox1.Text = rx_data[0].ToString()

            + rx_data[1].ToString()
            + rx_data[2].ToString();
    }
    serialPort1.Close();
}
```

The Solution Explorer on the right shows a single project named "week_7_protocol" containing files `Form1.cs` and `Program.cs`.

