

# Raspberry Pi Pico Push Buttons

#### Hans-Petter Halvorsen

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# Introduction

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## Introduction

- In this Tutorial we will show how we can use a Push Buttons with Raspberry Pi Pico
- We will use MicroPython
- Pushbuttons or switches connect two points in a circuit when you press them.
- You can use it to turn on a Light/LED when holding down the button, etc.
- Push Buttons have many Applications, we will show some basic examples here

# What do you need?

- Raspberry Pi Pico
- A Micro-USB cable
- A PC with Thonny Python Editor (or another Python Editor)
- Breadboard
- Electronics Components like LED, Resistors, Jumper wires, etc.Push Buttons



# Raspberry Pi Pico

- Raspberry Pi Pico is a microcontroller board developed by the Raspberry Pi Foundation
- Raspberry Pi Pico has similar features as Arduino devices
- Raspberry Pi Pico is typically used for Electronics projects, IoT Applications, etc.
- You typically use MicroPython, which is a downscaled version of Python, in order to program it

https://www.raspberrypi.com/products/raspberry-pi-pico/

https://projects.raspberrypi.org/en/projects/getting-started-with-the-pico



Inout C <u>Ú</u>





GND

https://www.raspberrypi.com/products/raspberry-pi-pico/

# Thonny

 $\times$ 



# MicroPython

- MicroPython is a downscaled version of Python
- It is typically used for Microcontrollers and constrained systems

https://docs.micropython.org/en/latest/index.html

https://micropython.org

## MicroPython Firmware

- The first time you need to install the MicroPython Firmware on your Raspberry Pi Pico
- You can install the MicroPython
   Firmware manually or you can use the Thonny Editor

### Install MicroPython Firmware using Thonny

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# **Push Buttons**

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## Push Button/Switch

- Pushbuttons or switches connect two points in a circuit when you press them.
- You can use it to turn on a Light when holding down the button, etc.



### **Push Button Examples**

The Tutorial will go through different Examples where we use a Push Button and MicroPython:

- Push Button with Pull-up Resistor
- Push Button with Pull-down Resistor
- Push Button and LED



# Push Button with Pull-up Resistor

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# Wiring (Pull-up Resistor)



Pin 16

# Pull-down/Pull-up Resistor

Why do we need a pull-up or pull-down resistor in the circuit?

- If you disconnect the digital I/O pin from everything, it will behave in an irregular way.
- This is because the input is "floating" that is, it will randomly return either HIGH or LOW.
- That's why you need a pull-up or pull-down resistor in the circuit.

# **Pull-up Resistor**

+5V

GND

Resistor

Switch

- When the pushbutton is open (unpressed) there is a connection between 5V and the DI pin.
- This means the default state is True (High).
  - When the button is closed (pressed), the state goes to False (Low).

### **Pull-up Resistor**



## Push Button (Pull-up Resistor)

```
import machine
import time
```

```
pin = 16
button = machine.Pin(pin, machine.Pin.IN, machine.Pin.PULL_UP)
```

```
while True:
    if button.value() == 1:
        print("Please Push the Button")
    else:
        print("Button is Pushed")
    time.sleep(1)
```





# Adding "NOT"

```
from machine import Pin
from time import sleep
```

```
pin = 16
button = Pin(pin, Pin.IN, Pin.PULL UP)
```

```
while True:
    if not button.value():
        print("Button is Pushed")
    else:
        print("Please Push the Button")
    sleep(1)
```



# Push Button with Pull-down Resistor

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### **Pull-down Resistor**

We could also have wired according to a "Pull-down" Resistor



# Wiring (Pull-down Resistor)



Pin16

### Push Button (Pull-down Resistor)

```
from machine import Pin
from time import sleep
```

```
pin = 16
button = Pin(pin, Pin.IN, Pin.PULL_DOWN)
```

```
while True:
    if button.value():
        print("Button is Pushed")
    else:
        print("Please Push the Button")
    sleep(1)
```



```
Button is NOT Pushed => False/Low
```



Button is Pushed => True/High



# Push Button and LED

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## Button (Pull-down Resistor)



Pin16

# Wiring LED





```
from machine import Pin
                               This basic program turns the LED
from time import sleep
                               on when you push the button
pin = 1
led = Pin(pin, Pin.OUT)
pin = 16
button = Pin(pin, Pin.IN, Pin.PULL DOWN)
while True:
    if button.value():
        print("Button is Pushed")
         led.value(1)
    else:
        print("Please Push the Button")
         led.value(0)
    sleep(1)
```

Python



# PicoZero

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### PicoZero

- The picozero Python Library is intended to be a beginner-friendly library for using common electronics components with the Raspberry Pi Pico
- It can be used instead of the machine Library in many cases
- You install it like an ordinary Python Library using "pip install picozero" or from the "Manage Packages" window in the Thonny editor

https://pypi.org/project/picozero/ https://picozero.readthedocs.io https://github.com/RaspberryPiFoundation/picozero



### Picozero + Push Button

https://picozero.readthedocs.io/en/latest/api.html#button

```
Ш
+
Button
```

from picozero import LED, Button
from time import sleep

```
ledpin = 1
led = LED(ledpin)
```

This basic program turns the LED on when you push the button This examples uses the **picozero** library instead of the machine library

```
buttonpin = 16
button = Button(buttonpin, pull up=False)
```

```
while True:
    if button.is_pressed:
        print("Button is Pushed")
        led.on()
    else:
        print("Please Push the Button")
        led.off()
        sleep(1)
```

# Raspberry Pi Pico Resources

• Raspberry Pi Pico:

https://www.raspberrypi.com/products/raspberry-pi-pico/

• Raspberry Pi Foundation:

https://projects.raspberrypi.org/en/projects?hardware[]=pico

• Getting Started with Pico:

https://projects.raspberrypi.org/en/projects/getting-started-with-the-pico

• MicroPython:

https://docs.micropython.org/en/latest/index.html

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