

MECHATRONICS ME 5643

FINAL TERM PROJECT

SMART MOUSE TRAP

By

Team# 8

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Introduction

Materials and methods

Sensors and their calibration

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Introduction

- A smart mouse Trap despite its cost is the ideal solution to trap a mouse alive and therefore avoid all the inconvenience from putrefaction.
- Advocate for animal protection might also find this house appliance ideal to catch an animal without killing it.
- The device relies on the infrared light detection which is invisible to animal. Emitters coupled to a receiver are placed at opposite end of the cage.
- The circuit is controlled by a Parallax Basic Stamp processor which checks at any time the presence of the light beam.
- When the IR light beam is interrupted, a buzzer sound, the LED light, a message is displayed and the servo closed the gate until a human remove the mouse from the trap.



Sensors – IR Sensor Emitter and Receiver

IR Emitter emits light beam at 40 kHz

The frequency is set to distinguish the beam from other source of IR

IR receiver detect the beam and sent a signal to the BS2

Distance range is about 1 m in air



Figure 1: Infrared Sensor, emitter and Receiver

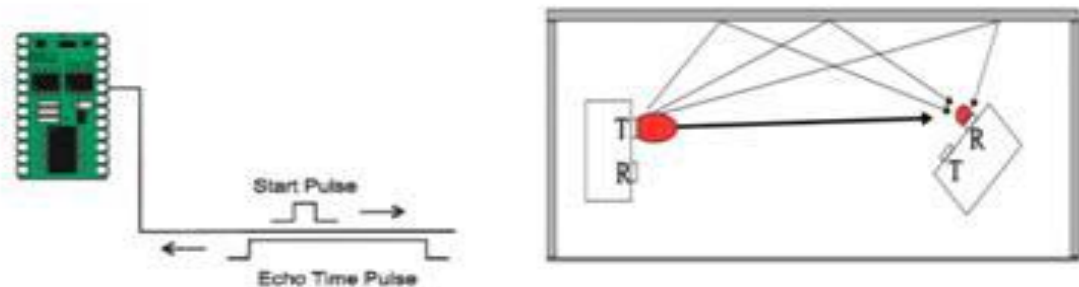
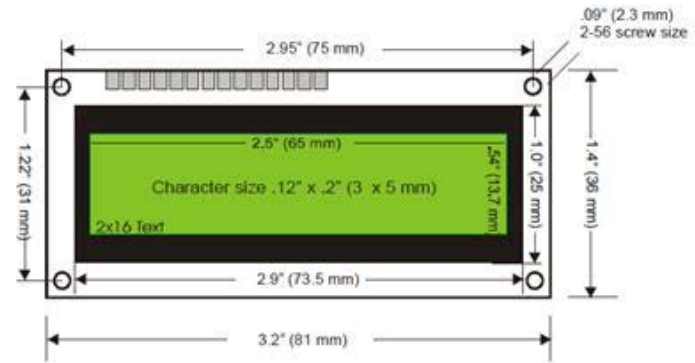


Figure 2: Functional Mechanism of the Infrared Sensor.



Liquid crystal display

A Parallax 2x16 serial liquid crystal display (LCD) component is used as a user interface



Displays messages



Others components: Piezo, LED, Button, Servo

Test

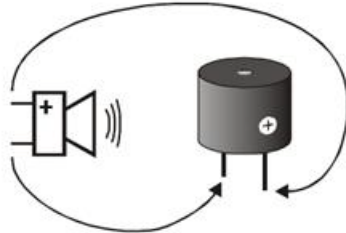


Figure 5-2
Piezo Speaker

Circuit symbol and part.

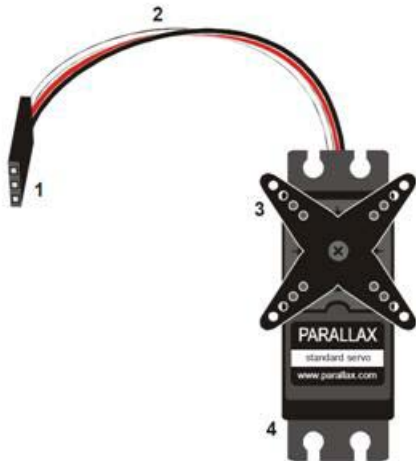
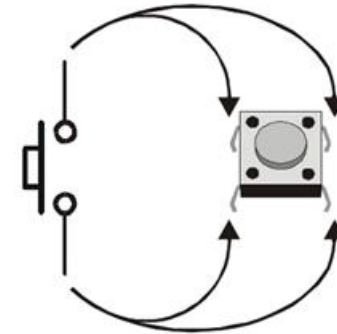


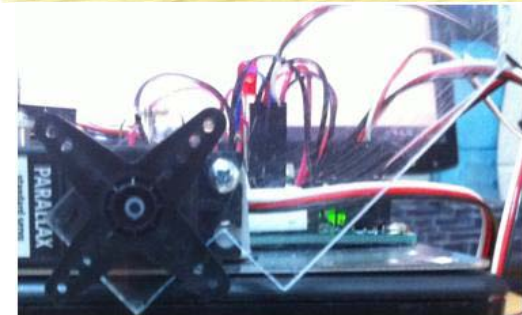
Figure 4-1
The Parallax
Standard Servo

- (1) Plug
- (2) Cable
- (3) Horn
- (4) Case

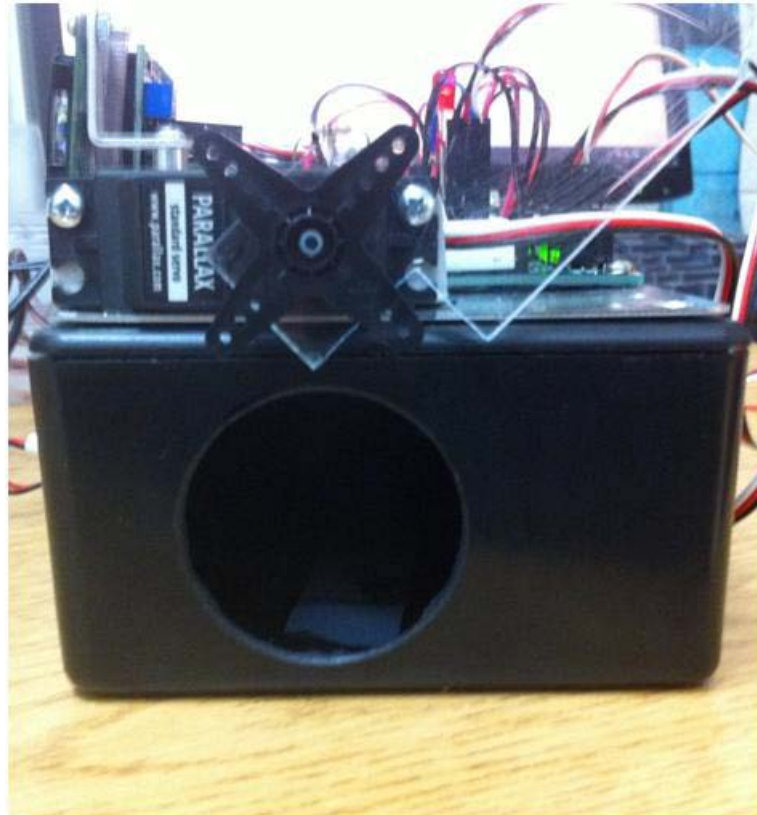


Mouse Trap Box Specifications

- Plastic box for the enclosure
- Plexiglas for the gate
- Holes were drilled in several locations in order to allow:
 - ✓ gate for mouse to enter the box
 - ✓ wiring between sensors and the BS2
- Dimensions: **5x2.5x2"**
- Hole: 2" diameter



Device

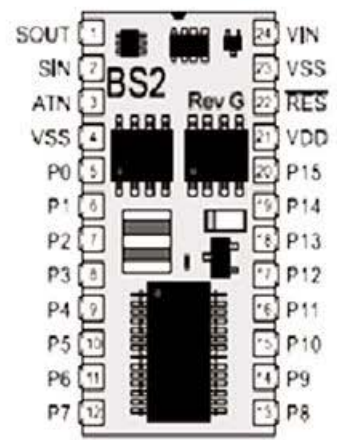
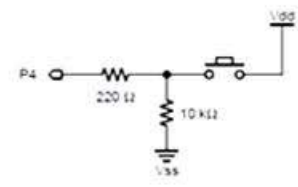
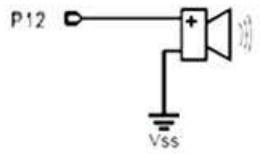
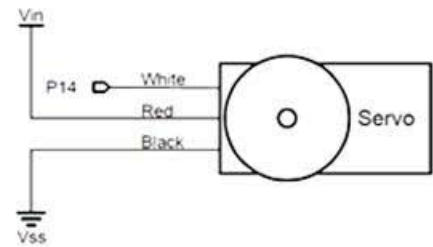
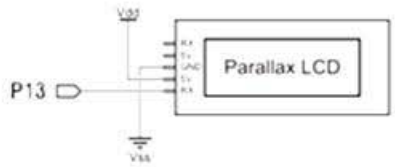
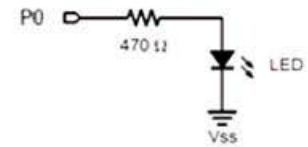
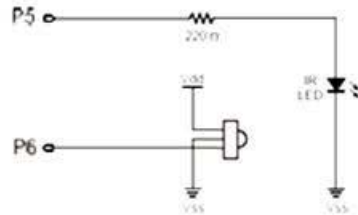


Cost of material

	Material	Cost per unit (\$)	Quantity	Total cost (\$)
1	IR sensors Emitter and Receiver	\$20.00	1	\$20.00
2	2 mm thick Plexiglas	\$105.00/m ²	0.016 m ²	\$15
3	LCD display	\$25.00	1	\$25.00
4	Servo motor	\$13.00	1	\$13.00
5	BS2 microcontroller	\$100.00	1	\$100.00
6	Button	\$3.19	1	\$3.19
7	AA battery	\$1.00	1	\$2.00
8	Project Enclosure (5x2.5x2")	\$5.49	1	\$5.49
TOTAL PROTOTYPE COST =				\$183.68



Circuitry



```
' {$STAMP BS2}
' {$PBASIC 2.5}

' Declare variables
'LCD enable PIN 14 (1 = enabled)
WLED      CON    13      ' Warning LED Output
ALM       CON    12      ' Alarm Output Pin
Srvo      CON    15      ' Servo Control Pin
IFR       CON    8       'infrared pin
Pos       VAR    Word    'command the motor position
Cnt       VAR    Byte    'counter for motor
Counter   VAR    Byte    'counter for piezo

IR_detect VAR    Bit     'var Ir detect or not
btnWrk    VAR    Word    'Button variable
```



Pbasic code

'-----[Program Code]-----

main:

```
GOSUB IniMess
PAUSE 5000
```

```
Pos = 1250      'open the gate
Cnt=1
GOSUB PanServo
```

```
LOW 7
```

```
here:
```

```
    PAUSE 50
    FREQOUT 5, 1, 38500
    IR_detect = IN6
```

```
IF IR_detect = 0 THEN unbroken
```

```
    GOSUB Alarm
    GOSUB WRLCD
```

```
GOTO here
```

```
unbroken:
```

```
    GOSUB LCDcmd
    GOSUB press
```

```
GOTO here
```

```
RETURN
```



Pbasic code: subroutines

```
'-----[ Subroutines ]-----

IniMess:                ' Initialize the LCD
  SEROUT 14, 84, [22, 12] ' Initialize LCD
  PAUSE 5
  SEROUT 14, 84, ["Mouse Trap", 13, ' Text message, carriage return
    "Team 8 2012!"] ' more text on line 2. ' LCD to character mode
  RETURN

Alarm:
  Pos = 500
  HIGH WLED
  cnt=1
  GOSUB PanServo
  FOR counter=1 TO 3
  FREQOUT ALM, 500, 5000
  NEXT
  RETURN

LCDcmd:
  SEROUT 14, 84, [22, 12] ' Initialize LCD
  PAUSE 5
  SEROUT 14, 84, ["Awaiting Mouse", 13, ' Text message, carriage return
    "Team 8 2012!"] ' more text on line 2. ' LCD to character mode
  RETURN

WrLCD: 'OUTC = char >> 4          ' output high nibble
  SEROUT 14, 84, [22, 12] ' Initialize LCD
  PAUSE 5
  SEROUT 14, 84, ["Mouse Trapped!", 13, ' Text message, carriage return
    "Bingo"] ' more text on line 2.
  PAUSE 5000
  RETURN
```



Pbasic Code

```
PanServo:      'subroutine to control the servo
PULSOUT Srvo , Pos
PAUSE 10
Cnt = Cnt + 1
IF Cnt <> 40 THEN PanServo
RETURN
```

```
opengate:
Pos = 1250
  Cnt=1
  GOSUB panservo
  LOW WLED
  RETURN
```

```
press:
DIR0=0
LOW 0
BUTTON 0, 1, 255, 250,btnWrk,1,opengate 'The button is at pin 0
'PULSOUT 14, 1050
PAUSE 20
RETURN
```



1. Verify the battery or the power supply of the device.
2. Turn the switch of the BS2 in mode 2
3. A message is displayed on the screen and after 5 seconds, the gate opens and the trap is ready to operate
4. A message displays “Awaiting mouse”
5. When a mouse interrupt the IR light beam, the door closed, the LED lit and the buzzer sounds.
6. The door remain closed even if the IR beam is reestablished
7. To remove the mouse, press the button and the gate open
8. The device is ready to operate again.
9. No calibration is required to operate.
10. Avoid putting the device in a wet area.



References

- 1) Vikram kapila, Mechatronics Notes, Polytechnic Institute of NYU, 2012
- 2) Parallax Inc, Smart Sensors and Applications, Student Guide version 1.1, 2006
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- 4) Parallax Inc, BASIC Stamp Syntax and Reference Manual version 2.2, 1994-2005
- 5) Parallax Inc, What's a Microcontroller? Student Guide version 2.2, 2003-3004
- 6) Parallax Inc, Stamp Work, Experiments and Basic Stamp source code, 1994-2005



THANK YOU

