

MECHATRONICS ME 5643

FINAL TERM PROJECT

SMART MOUSE TRAP

By

Team# 8

Fevzi Ozaydin & Violet Mwaffo



Outline

Introduction

Materials and methods

 Sensors and their calibration

 Circuitry

 Program

Results

Demonstration



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

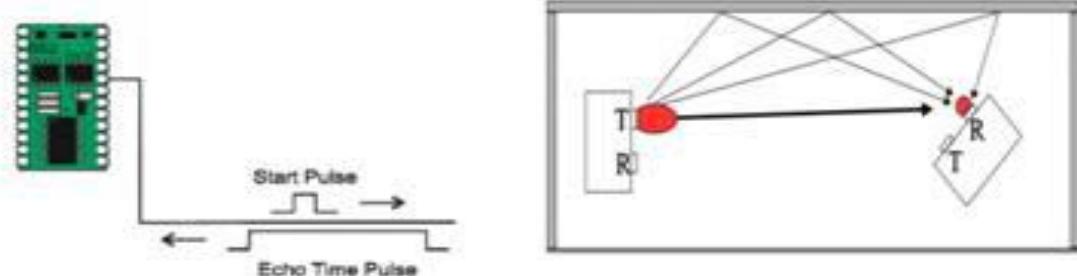
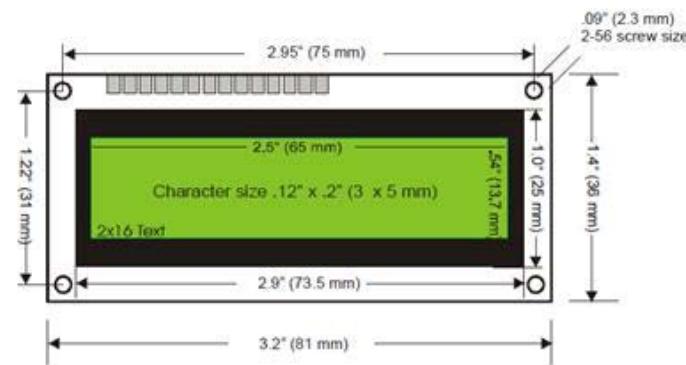


Figure 2: Functional Mechanism of the Infrared Sensor.



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

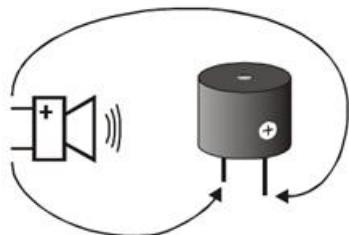
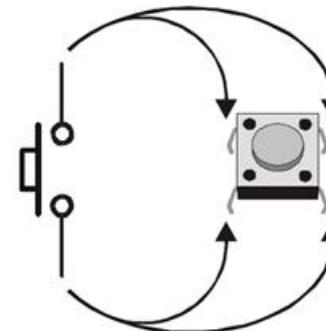


Figure 5-2
Piezo Speaker
Circuit symbol and part.

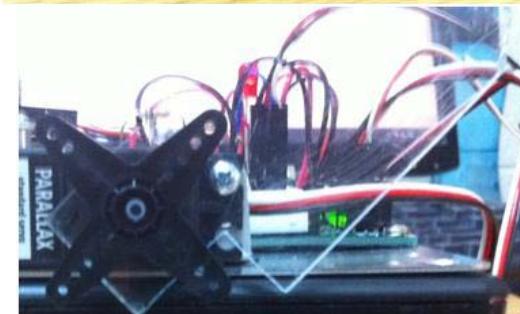


Figure 4-1
The Parallax Standard Servo
*(1) Plug
(2) Cable
(3) Horn
(4) Case*

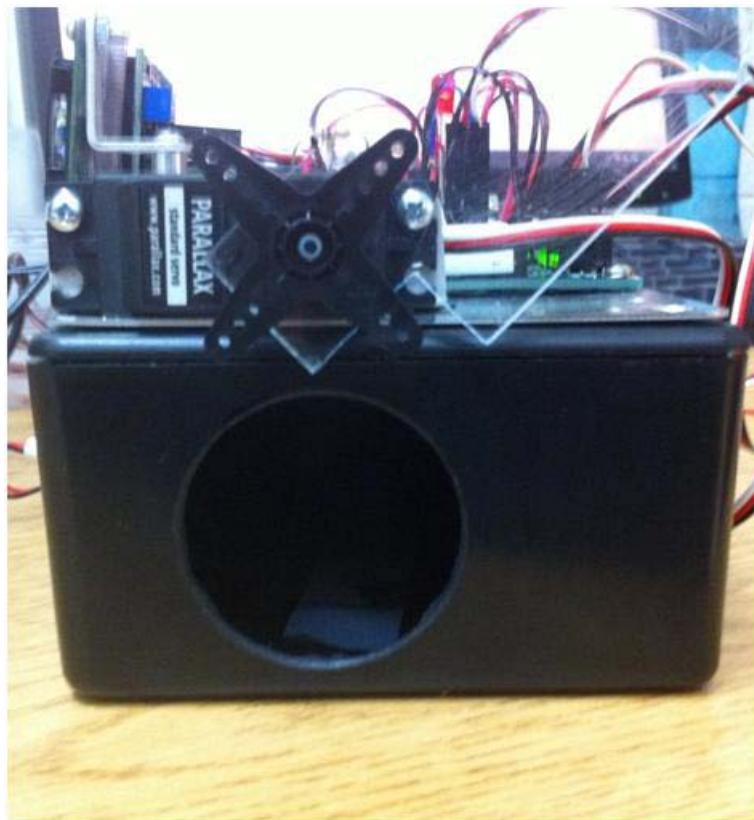


Mouse Trap Box Specifications

- 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

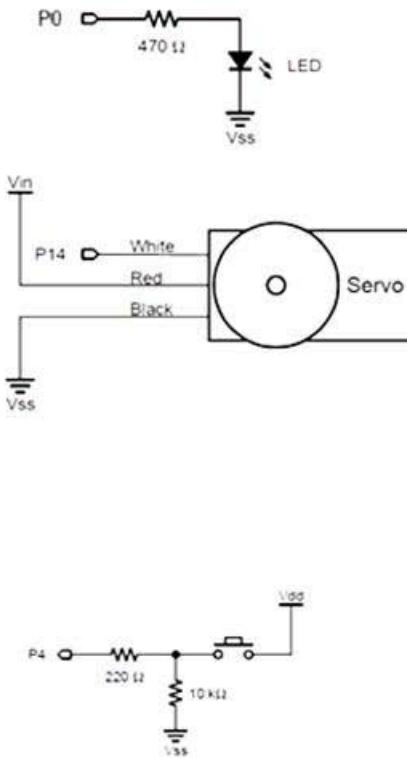
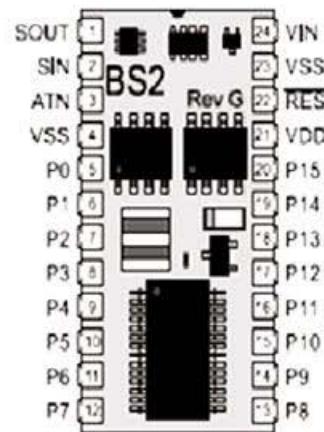
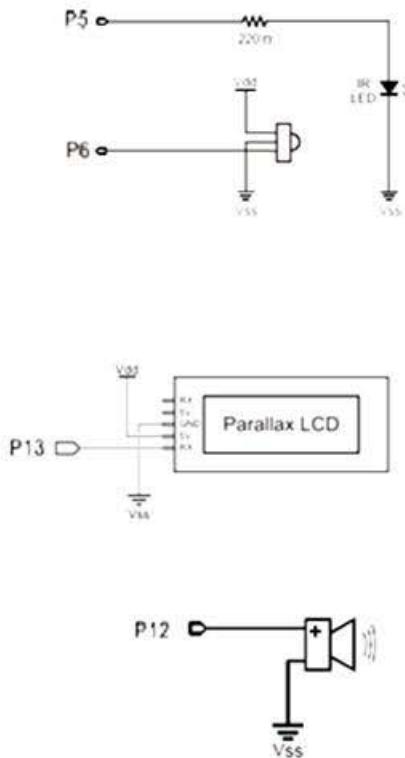


Cost of material

	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
- 3) Parallax Inc, Robotics with the Boe-Bot Student Guide version 2.2, 2003-3004
- 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

