

No-Code Programming for Biology



Morning Session

09:00 Welcome & Lesson 1: Introduction

An introduction to us, the grove board, microcontrollers and the XOD IDE

10:00 Break

10:30 Lessons 2 & 3: Getting Started & Explore XOD

Get started with using your board. We'll start with some simple tasks like flashing an LED, pressing a button and sounding a buzzer

Get to grips with some of the most useful nodes in XOD

12:00 Lunch



No-Code Programming for Biology



Before we Start

1 Downloaded the XOD Software

www.xod.io

2 Downloaded the No-Code Programming Beginner's Guide

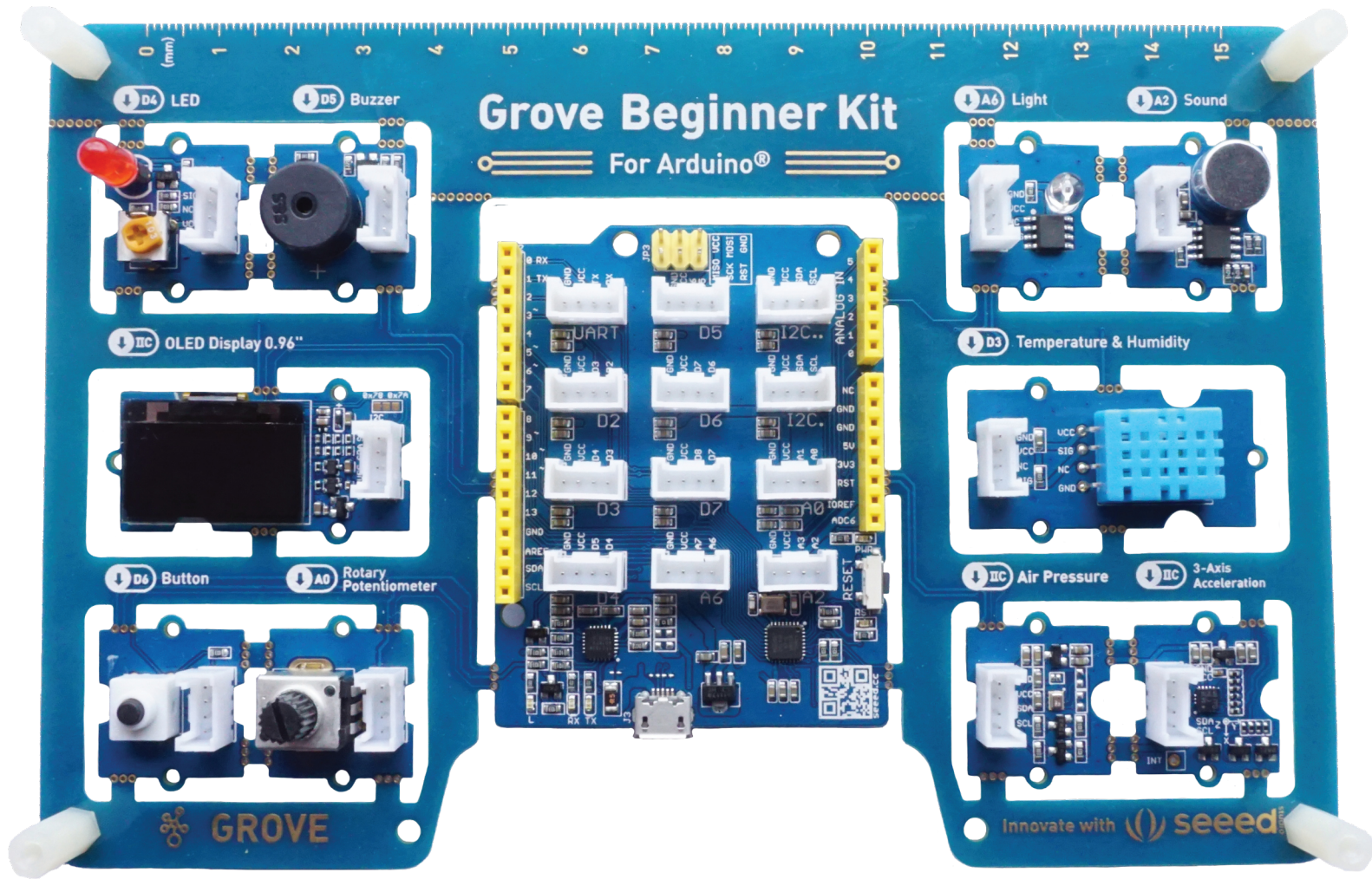
www.biomaker.org/nocode-programming-for-biology-handbook

3 Installed USB Drivers (if required)

www.silabs.com/developers/usb-to-uart-bridge-vcp-drivers

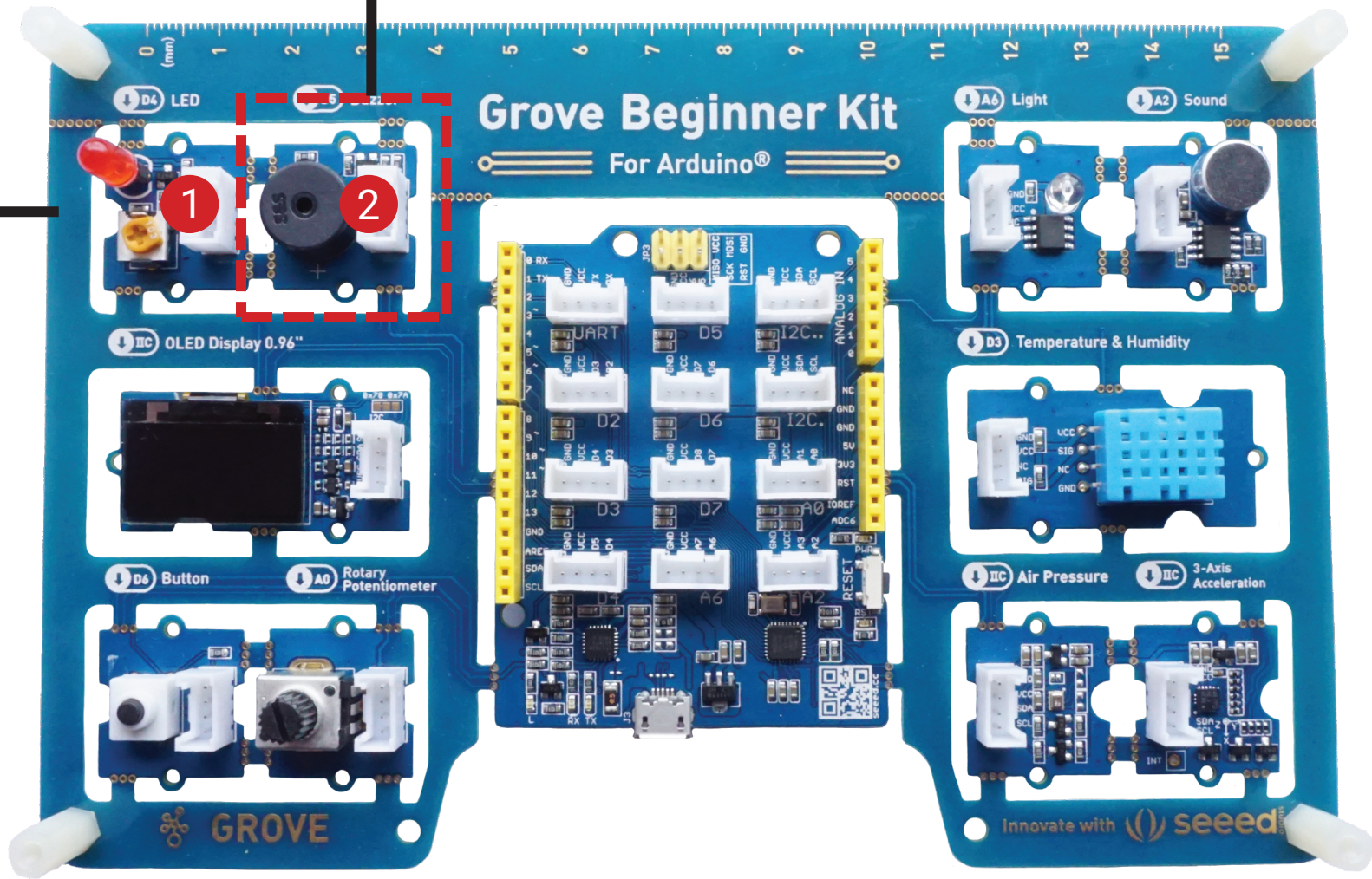


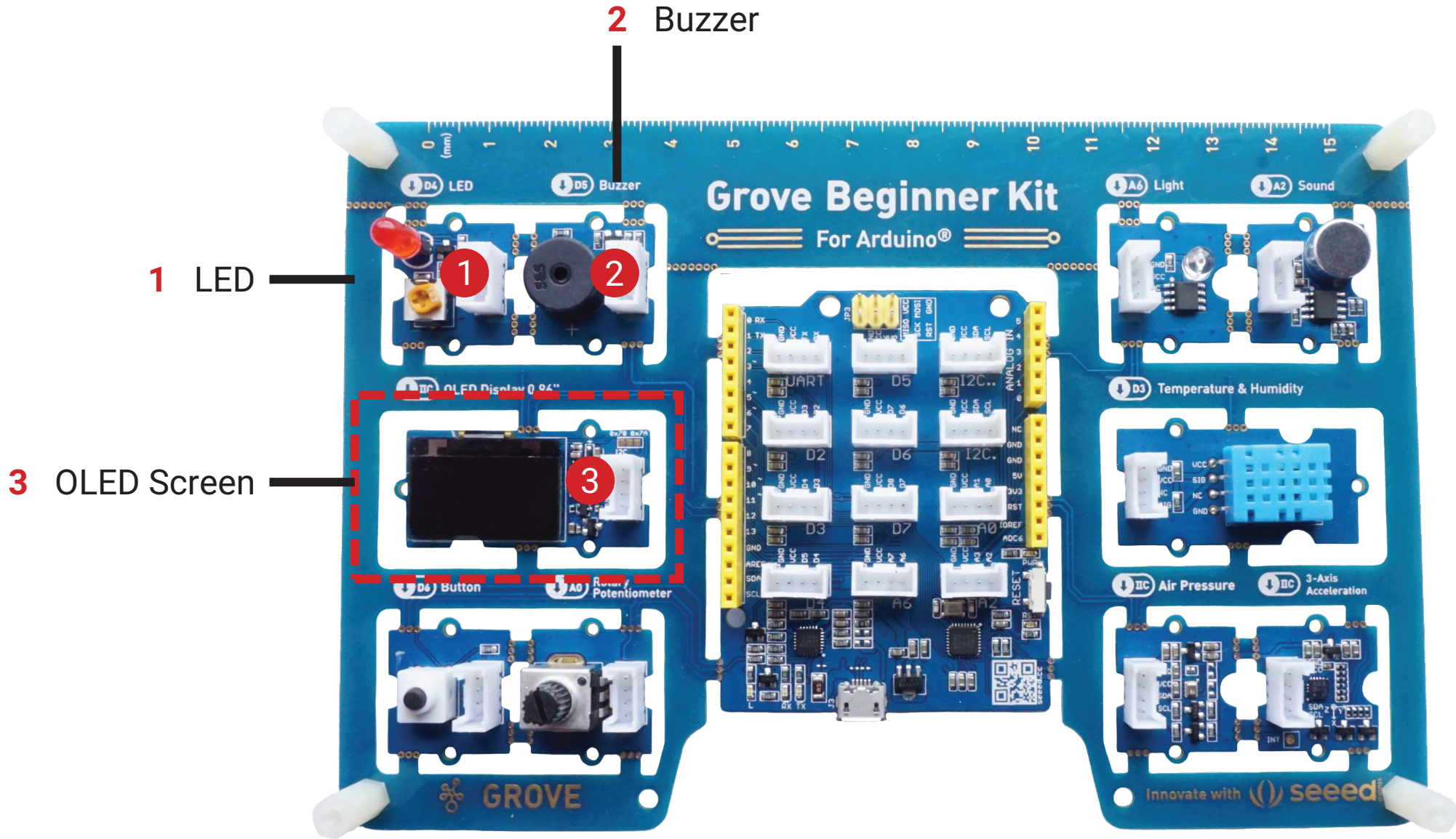
The Starter Kit

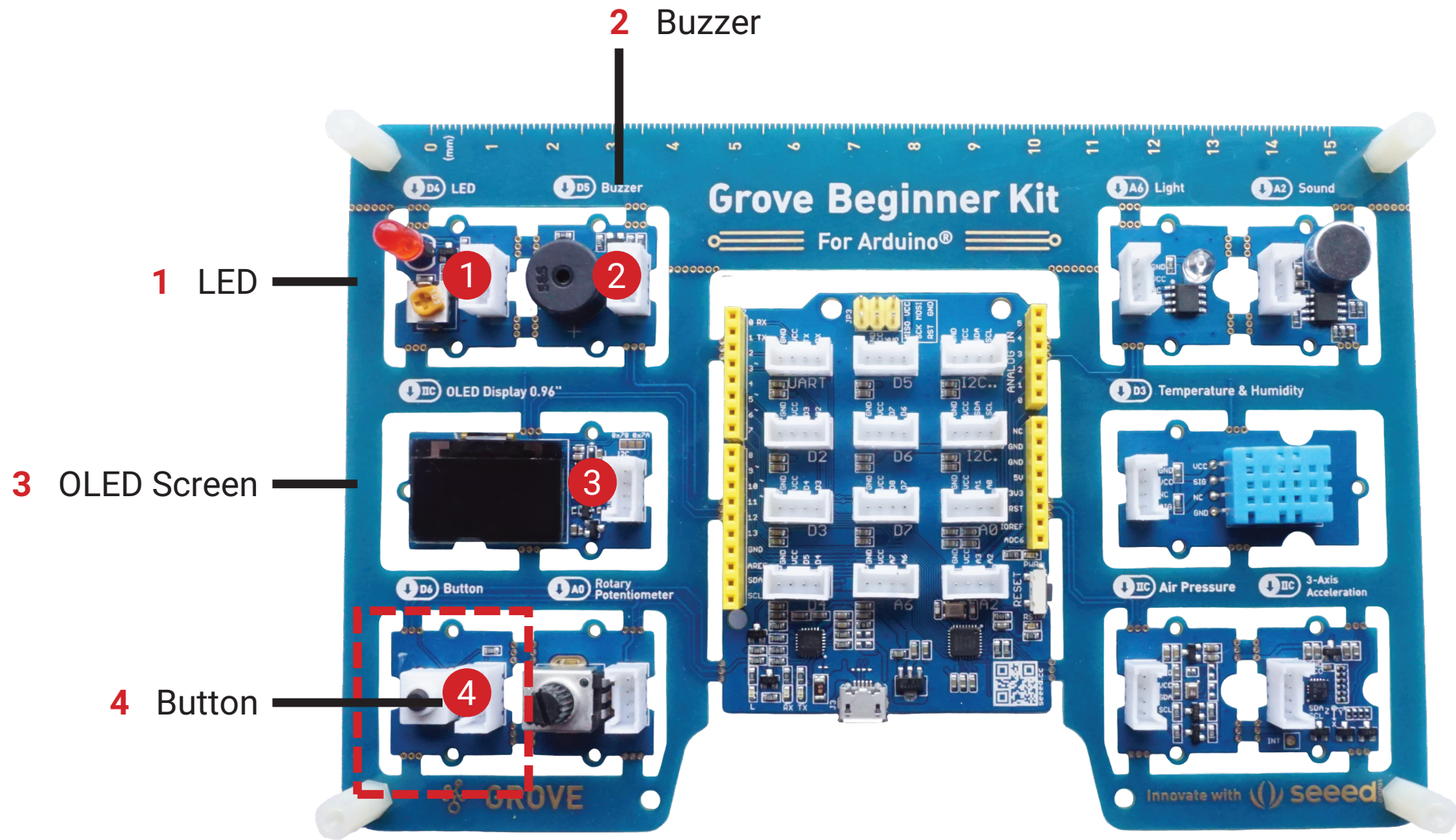


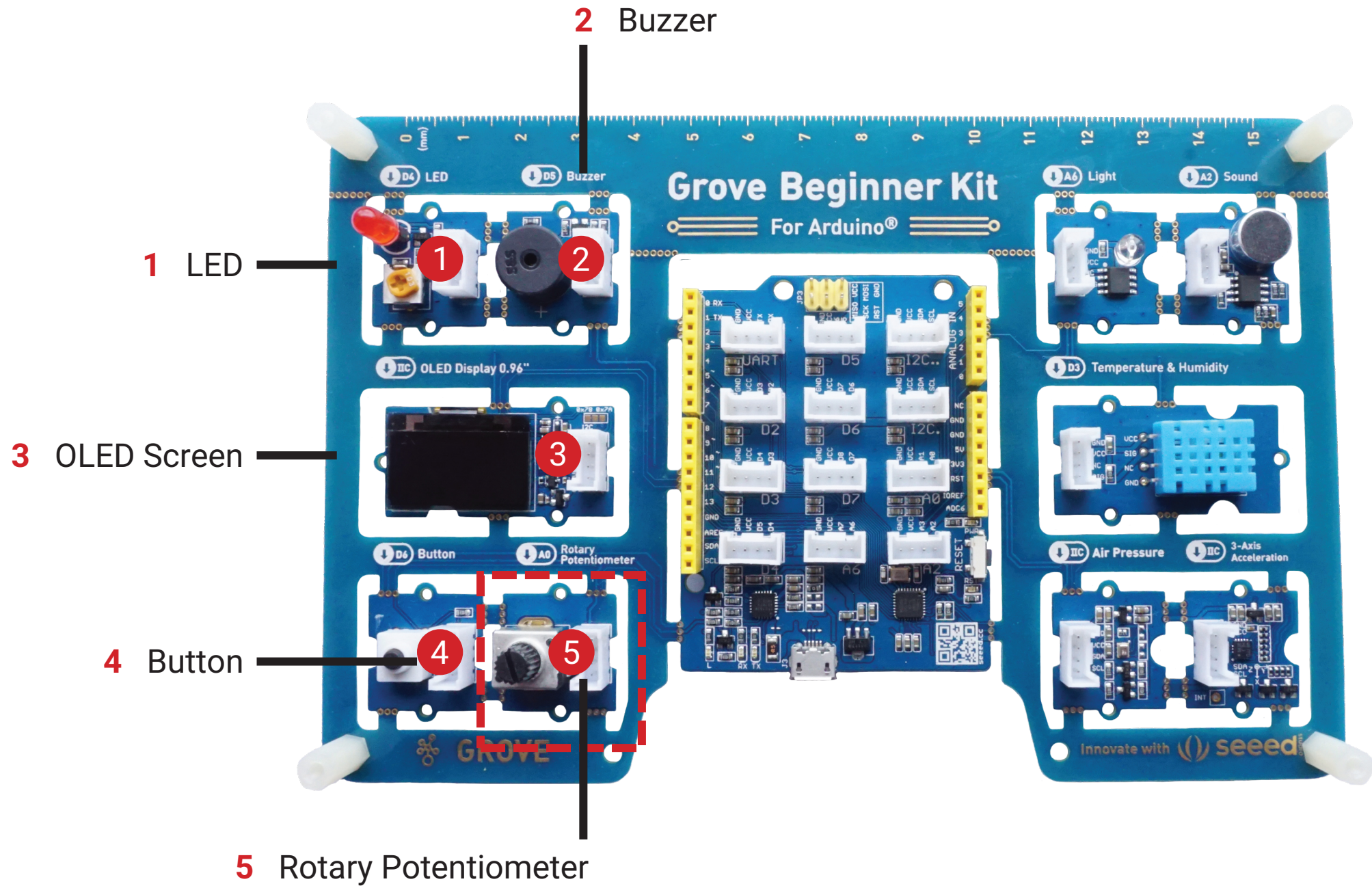
1 LED

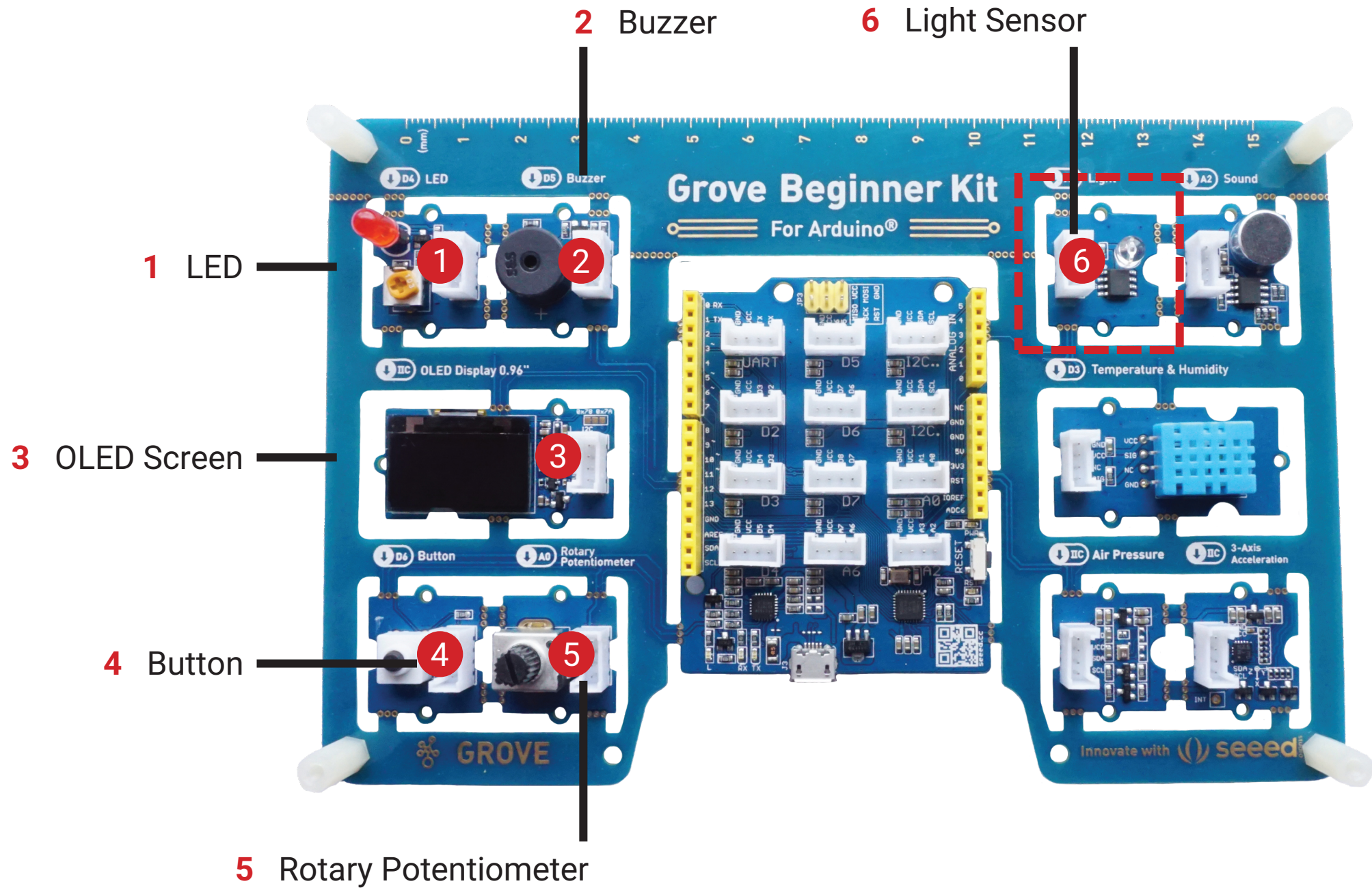
2 Buzzer

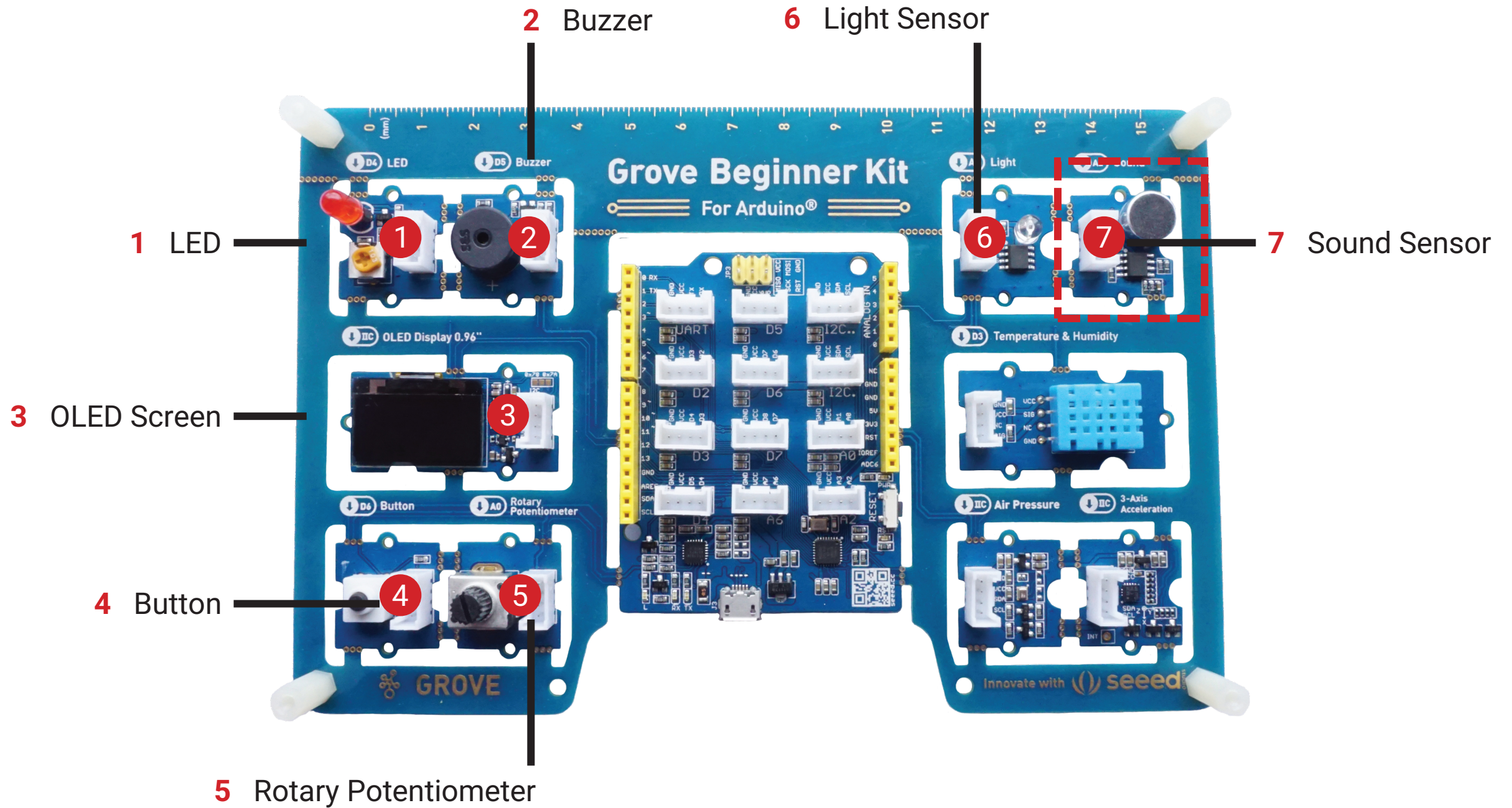


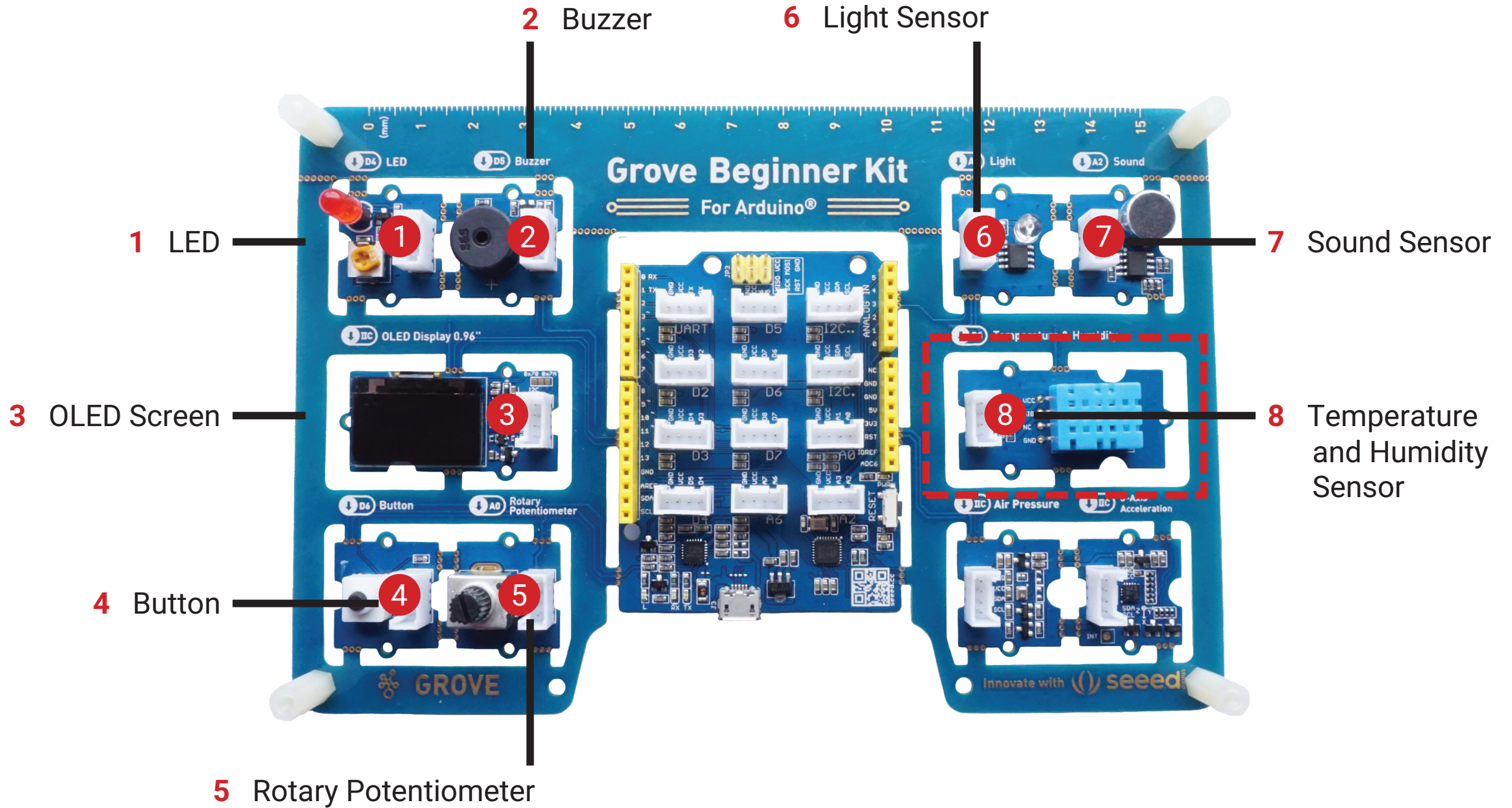


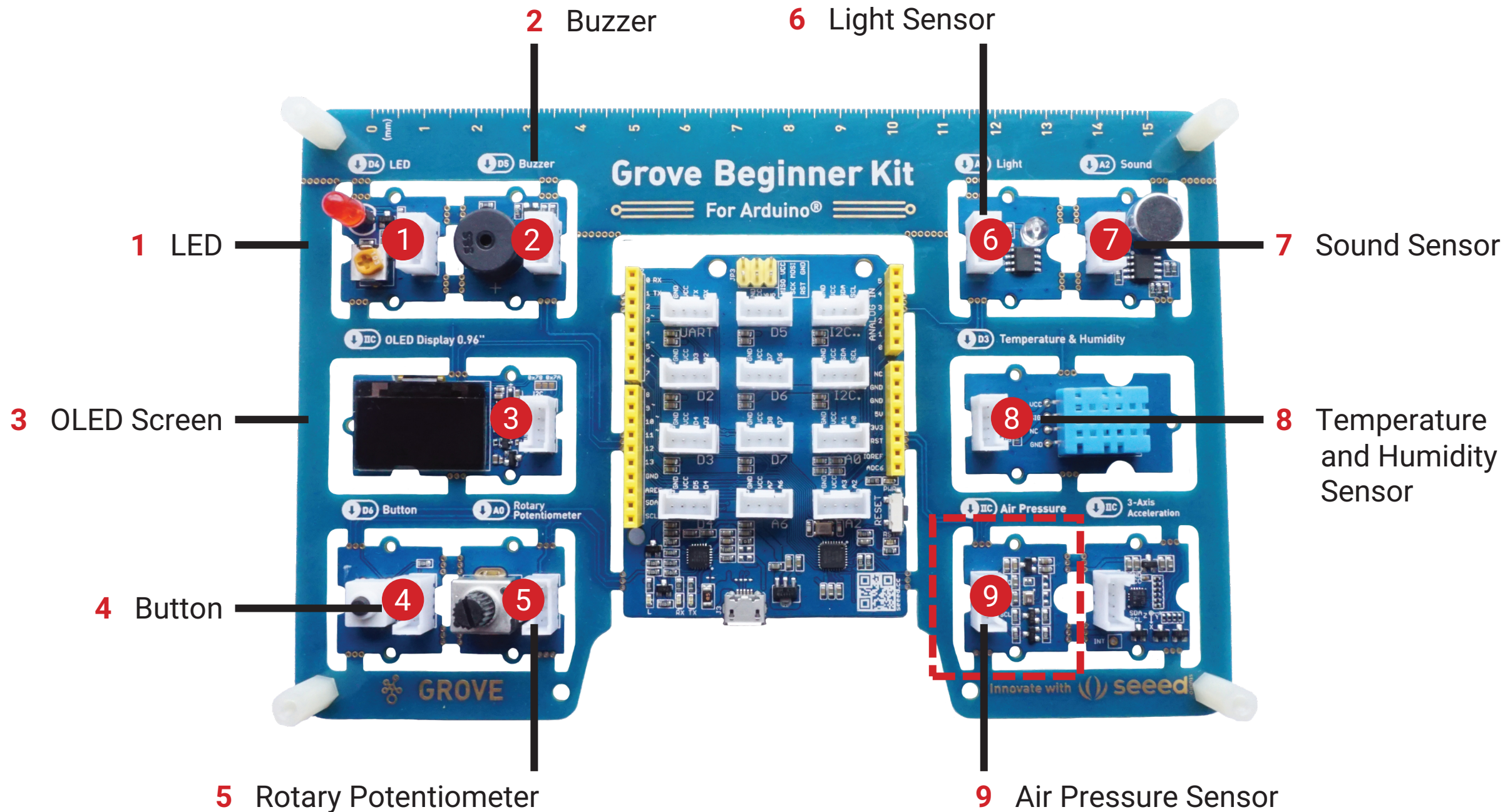


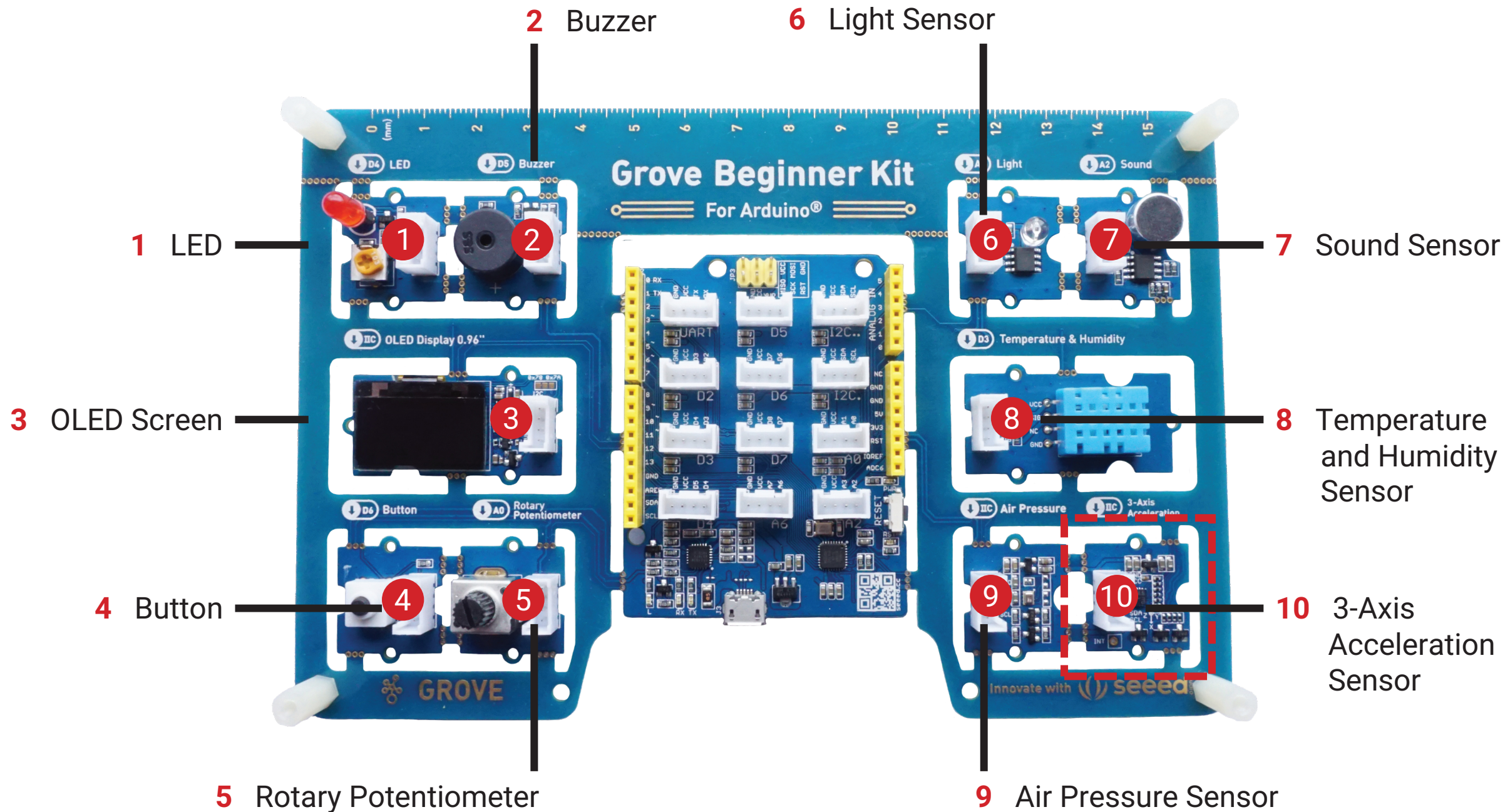


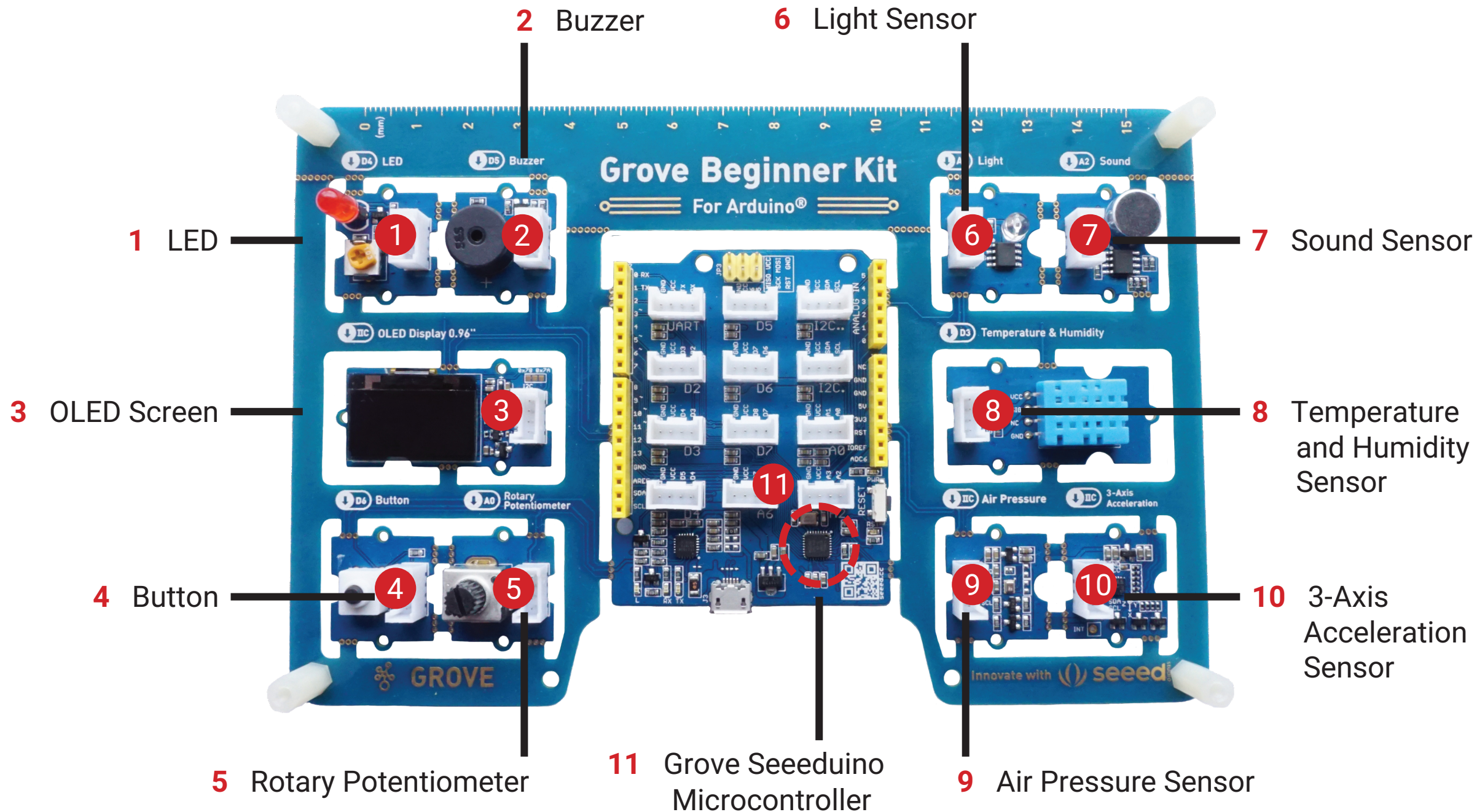


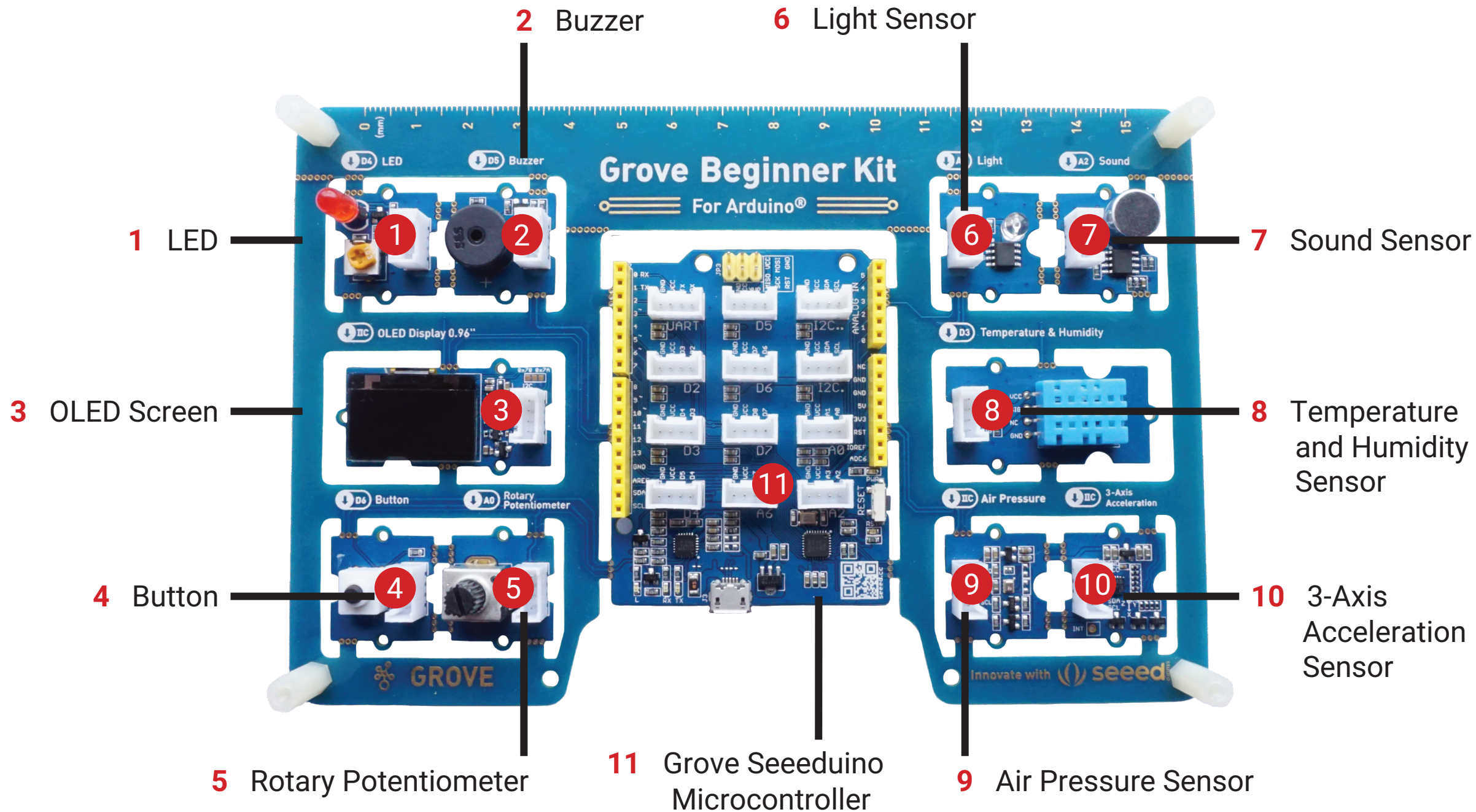


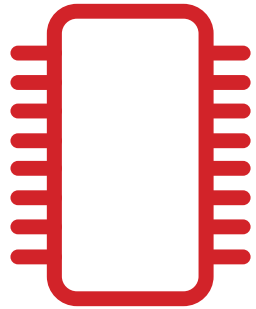




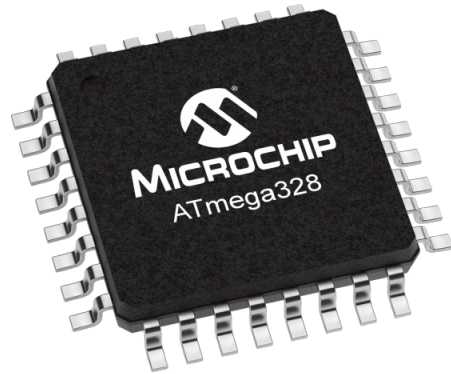








The Microcontroller



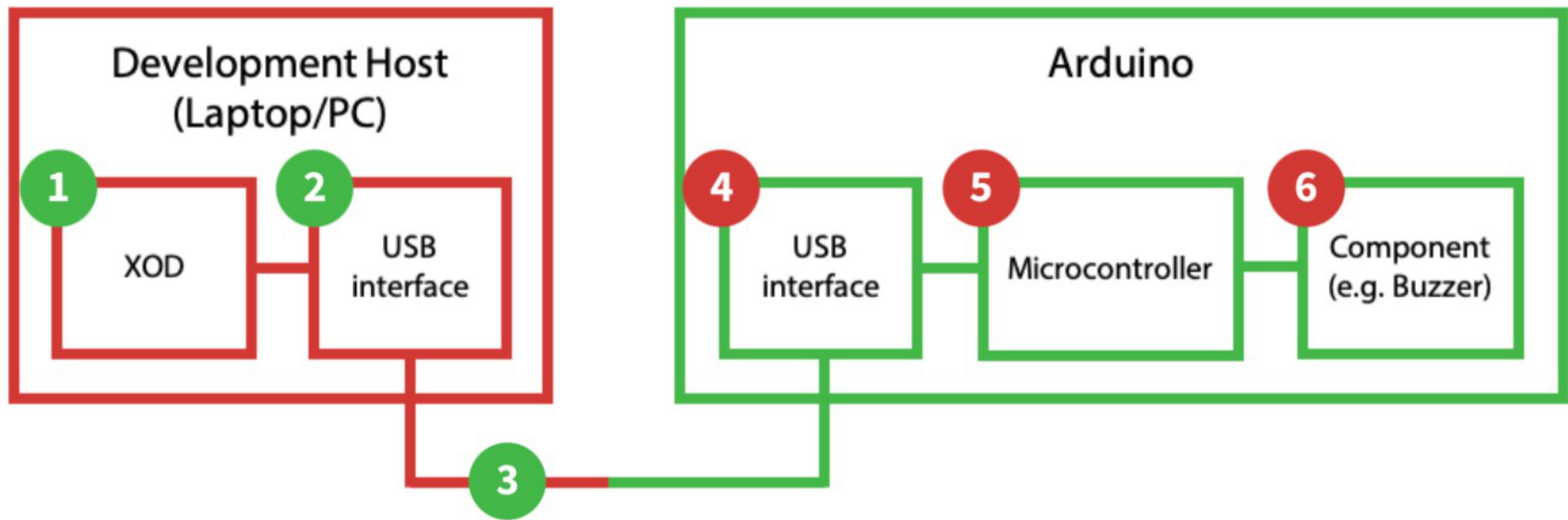
A0-A6 Analog

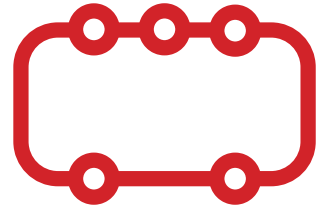
D0-D13 Digital

I2C I2C (require address)



PIN	DEVICE
A0	Rotary Potentiometer
A2	Sound Sensor
A6	Light Sensor
D3	Temperature and Humidity Sensor
D4	LED
D5	Buzzer
D6	Button
I2C (19h)	Three-Axis Accelerator
I2C (77h)	Air Pressure Sensor
I2C (3Ch)	OLED Screen





The XOD IDE

Project Browser

- welcome-to-xod
- 001-hello
- 002-simulate
- 003-inspector
- 004-patching

Inspector

clock

xod/core/clock

EN True

IVAL 1

RST Never

TICK pulse

Label

Description

001-hello x

Welcome to XOD, Maker!

In XOD, we do not use text to code; we use visual objects instead.

This large gray area with boxes is your program. It's called a **patch**. Patches are like documents or source files in other systems.

Several related patches form a **project**. Currently you are working on a project named welcome-to-xod.

Exercise

Let's learn how to navigate a project.

- On the left-hand side, you will find a list of patches grouped by a project or library name. The list is called a **Project Browser**. The first item in it is welcome-to-xod. Expand the project by clicking on it.
- As you can see, the tutorial consists of many patches. Right now, you are in the patch 001-hello. The next chapter of the tutorial is in the patch 002-simulate. Double-click it, and let's meet there!

Quick Help

clock

xod/core/clock

Outputs pulses at regular intervals

Inputs:

EN **boolean**
Is the clock enabled, i.e. produces ticks? At the moment when set to true, starts counting from scratch.

IVAL **number**
Tick interval in seconds

RST **pulse**
Resets current count, restarts clock with new interval

Outputs:

TICK **pulse**
Pulses on each time interval end

Web hints

If anything goes wrong or you have no idea what to do, we have [hints for every patch](#) on the web.

Deployment

1 Your Patch

The screenshot displays the XOD Maker interface with a dark theme. On the left, the **Project Browser** shows a tree structure with the following items: `welcome-to-xod`, `001-hello` (highlighted), `002-simulate`, `003-inspector`, and `004-patching`. Below it, the **Inspector** shows the configuration for the selected `clock` patch: `xod/core/clock`, `EN` set to `True`, `IVAL` set to `1`, `RST` set to `Never`, and `TICK` set to `pulse`. The main workspace contains a patch diagram with a `clock` patch connected to a `count` patch, which is connected to a `watch` patch. A red dashed box highlights the `clock` patch, and a red circle with the number `1` is placed over it. The **Inspector** on the right provides details for the `clock` patch: `clock` (`xod/core/clock`), "Outputs pulses at regular intervals", Inputs: `EN` (`boolean`) "Is the clock enabled, i.e. produces ticks? At the moment when set to true, starts counting from scratch.", `IVAL` (`number`) "Tick interval in seconds", `RST` (`pulse`) "Resets current count, restarts clock with new interval", and Outputs: `TICK` (`pulse`) "Pulses on each time interval end".

Welcome to XOD, Maker!

In XOD, we do not use text to code; we use visual objects instead.

This large gray area with boxes is your program. It's called a **patch**. Patches are like documents or source files in other systems.

Several related patches form a **project**. Currently you are working on a project named `welcome-to-xod`.

Exercise

Let's learn how to navigate a project.

1. On the left-hand side, you will find a list of patches grouped by a project or library name. The list is called a **Project Browser**. The first item in it is `welcome-to-xod`. Expand the project by clicking on it.
2. As you can see, the tutorial consists of many patches. Right now, you are in the patch `001-hello`. The next chapter of the tutorial is in the patch `002-simulate`. Double-click it, and let's meet there!

Web hints

If anything goes wrong or you have no idea what to do, we have [hints for every patch](#) on the web.



New Patch Add Library

2 Project Browser: Buttons

1 Your Patch

The screenshot shows the XOD Maker interface. On the left is the **Project Browser** with a list of patches: 001-hello, 002-simulate, 003-inspector, and 004-patching. Below this is the **Inspector** for the selected 'clock' patch, showing parameters: EN (True), IVAL (1), RST (Never), and TICK (pulse). The main workspace shows a patch diagram with a 'clock' block and a 'count' block. A red circle with the number '1' highlights the 'clock' block. A red circle with the number '2' highlights the 'Project Browser' in the top-left corner. The workspace also contains text instructions under the heading 'Exercise' and a 'Web hints' section.

Welcome to XOD, Maker!

In XOD, we do not use text to code; we use visual objects instead.

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Several related patches form a **project**. Currently you are working on a project named `welcome-to-xod`.

Exercise

Let's learn how to navigate a project.

1. On the left-hand side, you will find a list of patches grouped by a project or library name. The list is called a **Project Browser**. The first item in it is `welcome-to-xod`. Expand the project by clicking on it.
2. As you can see, the tutorial consists of many patches. Right now, you are in the patch `001-hello`. The next chapter of the tutorial is in the patch `002-simulate`. Double-click it, and let's meet there!

Web hints

If anything goes wrong or you have no idea what to do, we have [hints for every patch](#) on the web.



New Patch Add Library

2 Project Browser: Buttons

3 Project Browser: Project Patches

1 Your Patch

The screenshot shows the XOD interface with three red callouts: 1 points to the patch diagram, 2 points to the Project Browser buttons, and 3 points to the project list. The Project Browser shows a tree structure with 'welcome-to-xod' expanded to show '001-hello', '002-simulate', '003-inspector', and '004-patching'. The Inspector shows the 'clock' patch with parameters: EN (True), IVAL (1), RST (Never), and TICK (pulse). The patch diagram shows a 'clock' patch connected to a 'count' patch, which is connected to a 'watch' patch. The 'clock' patch has inputs EN, IVAL, and RST, and an output TICK. The 'count' patch has inputs STEP, INC, and RST, and an output TICK. The 'watch' patch has an input TICK and an output pulse.

Project Browser

- welcome-to-xod
 - 001-hello
 - 002-simulate
 - 003-inspector
 - 004-patching
- awgrover/adafruitneopixel
- awgrover/conversions
- bradzilla84/neopixel
- bradzilla84/visi-genie-extra-library
- cesars/0-all-examples
- cesars/i2c-scanner

Inspector

clock

xod/core/clock

EN: True

IVAL: 1

RST: Never

TICK: pulse

Label:

Description:

Deployment

Quick Help

clock

xod/core/clock

Outputs pulses at regular intervals

Inputs:

EN: **boolean**
Is the clock enabled, i.e. produces ticks? At the moment when set to true, starts counting from scratch.

IVAL: **number**
Tick interval in seconds

RST: **pulse**
Resets current count, restarts clock with new interval

Outputs:

TICK: **pulse**
Pulses on each time interval end

Web hints

If anything goes wrong or you have no idea what to do, we have [hints for every patch](#) on the web.



New Patch Add Library

1 Your Patch

2 Project Browser: Buttons

3 Project Browser: Project Patches

4 Project Browser: Libraries

The screenshot shows the XOD Maker interface. On the left is the Project Browser with a list of patches and libraries. The main area is the patch editor, showing a 'clock' patch connected to a 'count' patch, which is connected to a 'watch' patch. On the right is the Inspector panel for the 'clock' patch, showing its inputs (EN, IVAL, RST) and outputs (TICK).

2 Project Browser: Buttons

3 Project Browser: Project Patches

4 Project Browser: Libraries

1 Your Patch

Project Browser

- welcome-to-xod
- 001-hello
- 002-simulate
- 003-inspector
- 004-patches
- awgrover/adafruitneopixel
- awgrover/convers
- bradzilla84/neopixel
- bradzilla84/visi-genie-extra-library
- cesars/0-all-examples
- cesars/i2c-scanner

Inspector

clock

xod/core/clock

EN True

IVAL 1

RST Never

TICK pulse

Label

Description

Deployment

Quick Help

clock

xod/core/clock

Outputs pulses at regular intervals

Inputs:

EN **boolean**

Is the clock enabled, i.e. produces ticks? At the moment when set to true, starts counting from scratch.

IVAL **number**

Tick interval in seconds

RST **pulse**

Resets current count, restarts clock with new interval

Outputs:

TICK **pulse**

Pulses on each time interval end

Web hints

If anything goes wrong or you have no idea what to do, we have [hints for every patch](#) on the web.



New Patch Add Library

1 Your Patch

2 Project Browser: Buttons

3 Project Browser: Project Patches

4 Project Browser: Libraries

5 Inspector

The screenshot shows the XOD IDE interface with several numbered callouts:

- 1**: Points to the main workspace area containing a visual patch diagram with blocks for 'clock', 'count', and 'watch'.
- 2**: Points to the top navigation bar containing icons for 'New Patch' and 'Add Library'.
- 3**: Points to the 'Project Browser' on the left, which lists various projects and patches.
- 4**: Points to the 'Inspector' on the left, which displays the configuration for the selected 'clock' patch, including parameters like EN, IVAL, RST, and TICK.
- 5**: Points to the 'Inspector' on the left, which displays the configuration for the selected 'clock' patch, including parameters like EN, IVAL, RST, and TICK.

The main workspace area contains the following text and diagram:

Welcome to XOD, Maker!

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This large gray area with boxes is your program. It's called a **patch**. Patches are like documents or source files in other systems.

Several related patches form a **project**. Currently you are working on a project named `welcome-to-xod`.

Exercise

Let's learn how to navigate a project.

1. On the left-hand side, you will find a list of patches grouped by a project or library name. The list is called a **Project Browser**. The first item in it is `welcome-to-xod`. Expand the project by clicking on it.
2. As you can see, the tutorial consists of many patches. Right now, you are in the patch `001-hello`. The next chapter of the tutorial is in the patch `002-simulate`. Double-click it, and let's meet there!

Web hints

If anything goes wrong or you have no idea what to do, we have [hints for every patch](#) on the web.

The diagram shows a 'clock' block with inputs EN (boolean), IVAL (number), and RST (pulse). The clock outputs a 'TICK' pulse. This pulse is connected to a 'count' block, which has inputs STEP (pulse), INC (pulse), and RST (pulse). The 'count' block outputs a 'watch' block.



New Patch Add Library

1 Your Patch

2 Project Browser: Buttons

3 Project Browser: Project Patches

4 Project Browser: Libraries

5 Inspector

6 Quick Help

The screenshot shows the XOD Maker interface with the following elements highlighted by numbered callouts:

- 1**: A patch diagram in the main workspace showing a 'clock' patch connected to a 'count' patch, which is connected to a 'watch' patch.
- 2**: The top navigation bar containing icons for 'New Patch' and 'Add Library'.
- 3**: The 'Project Browser' on the left side, showing a list of patches under the 'welcome-to-xod' project.
- 4**: The 'Project Browser' showing a list of libraries such as 'awgrover/adafruitneopixel' and 'cesars/i2c-scanner'.
- 5**: The 'Inspector' on the left side, showing the configuration for the selected 'clock' patch, including inputs for EN (True), IVAL (1), RST (Never), and TICK (pulse).
- 6**: The 'Quick Help' panel on the right side, providing detailed information about the 'clock' patch, including its inputs (EN, IVAL, RST) and outputs (TICK).

The main workspace contains a 'Welcome to XOD, Maker!' message and an 'Exercise' section with instructions on navigating the project and patch browser.



New Patch Add Library

1 Your Patch

2 Project Browser: Buttons

3 Project Browser: Project Patches

4 Project Browser: Libraries

5 Inspector

The screenshot shows the XOD Maker interface with several numbered callouts:

- 1**: Points to the main workspace area containing a visual patch diagram with blocks like 'clock', 'count', and 'watch'.
- 2**: Points to the top navigation bar.
- 3**: Points to the Project Browser on the left side.
- 4**: Points to the Project Browser's library list.
- 5**: Points to the Inspector panel on the left, showing the configuration for the 'clock' patch.
- 6**: Points to the Quick Help panel on the right side.
- 7**: Points to the bottom toolbar containing upload and debug buttons.

6 Quick Help

Upload And Debug

7 Upload Buttons





New Patch Add Library

1 Your Patch

2 Project Browser: Buttons

3 Project Browser: Project Patches

4 Project Browser: Libraries

5 Inspector

The screenshot shows the XOD IDE interface with several numbered callouts:

- 1**: Points to the main workspace area containing a visual patch diagram with blocks like 'clock', 'count', and 'watch'.
- 2**: Points to the top navigation bar.
- 3**: Points to the Project Browser on the left side.
- 4**: Points to the Project Browser showing a list of libraries.
- 5**: Points to the Inspector panel on the left, showing the configuration for the 'clock' patch.
- 6**: Points to the Quick Help panel on the right side.
- 7**: Points to the bottom right corner of the IDE, where the upload and debug buttons are located.

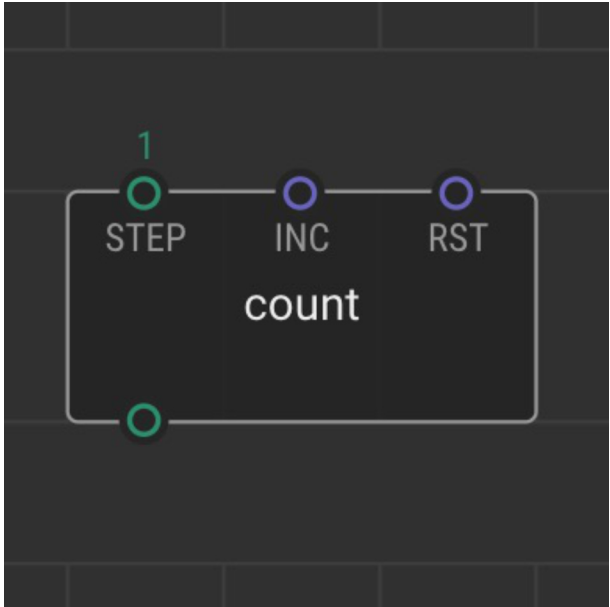
6 Quick Help

7 Upload Buttons

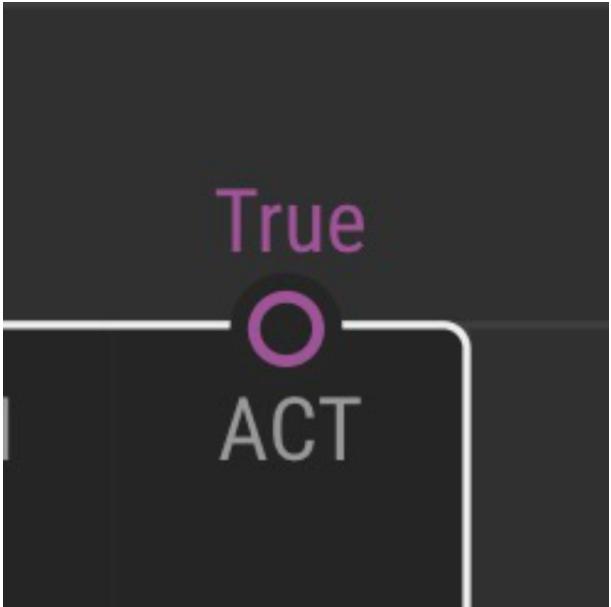
Upload And Debug



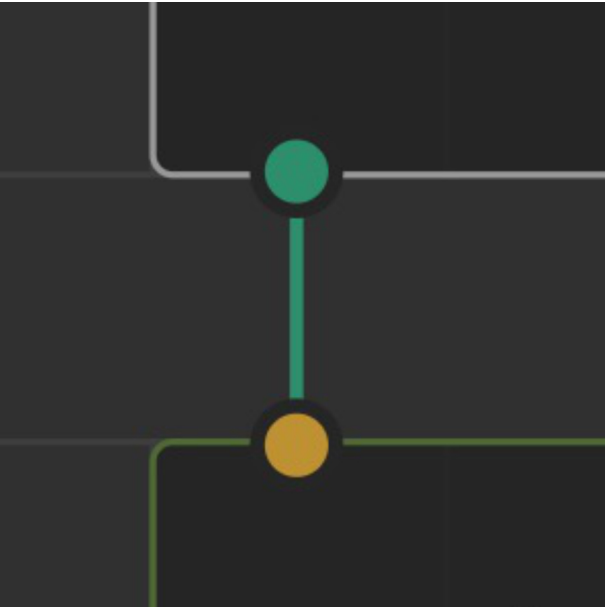
Nodes



Pins



Links



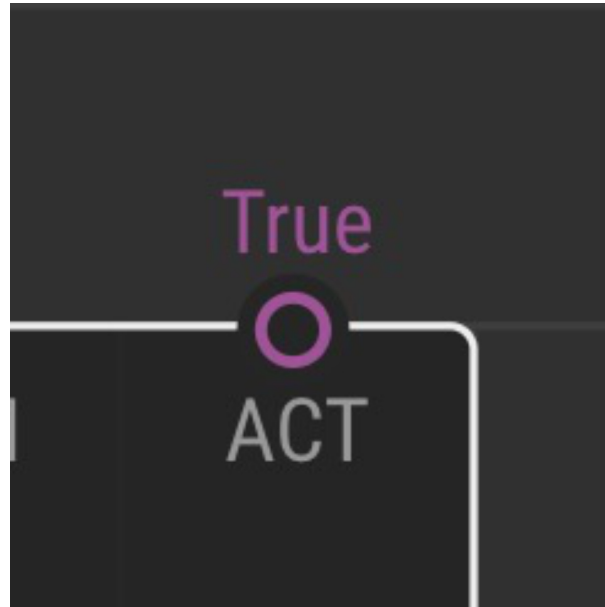
Pulse

String

Pins

Boolean

Port



Number

Byte

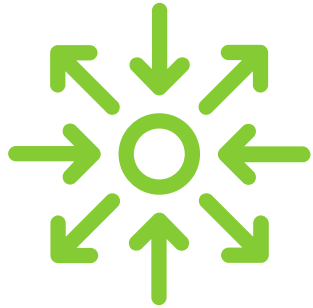
Break
30min



Testing Your Board

Try it Yourself – 20min

- 1 Work in small groups (introduce yourselves if necessary)
- 2 Complete Task 1
- 3 Step-by-step instructions are in the Guide (**p20-25**)
- 4 Ask if you need help



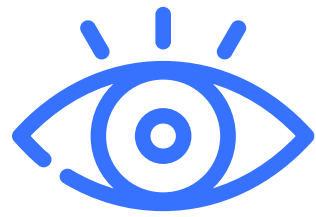
Inputs and Outputs

Try it Yourself – 20min

- 1 Work through Task 2 in groups
- 2 Step-by-step instructions are in the Guide (**p26-29**)
- 3 Ask if you need help

Congratulations!

**You can now programme
an Arduino Board!**



Tweak and Watch Nodes

Boole

Pulse

String

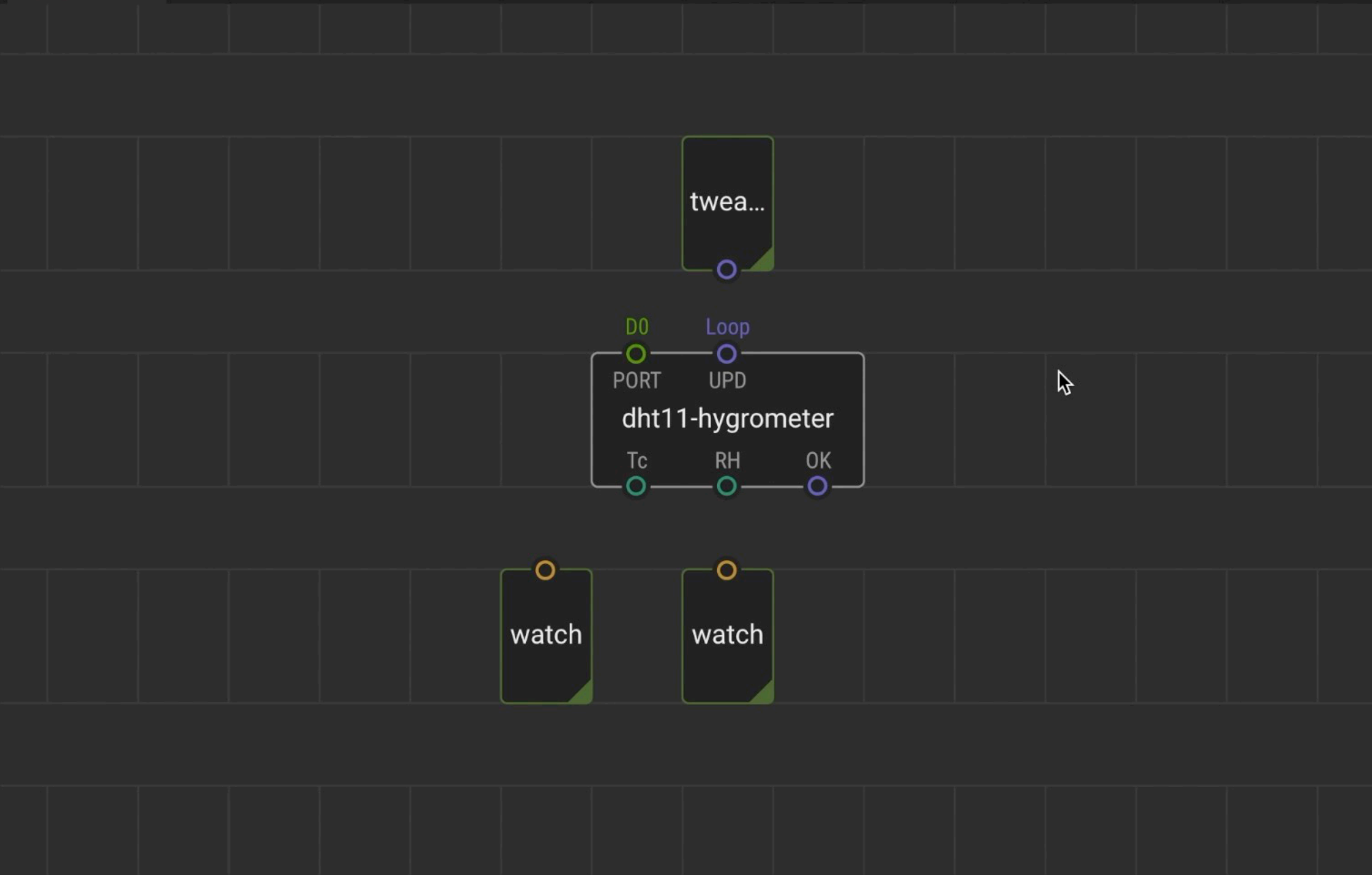
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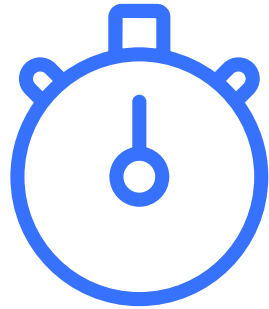
Colour

Num

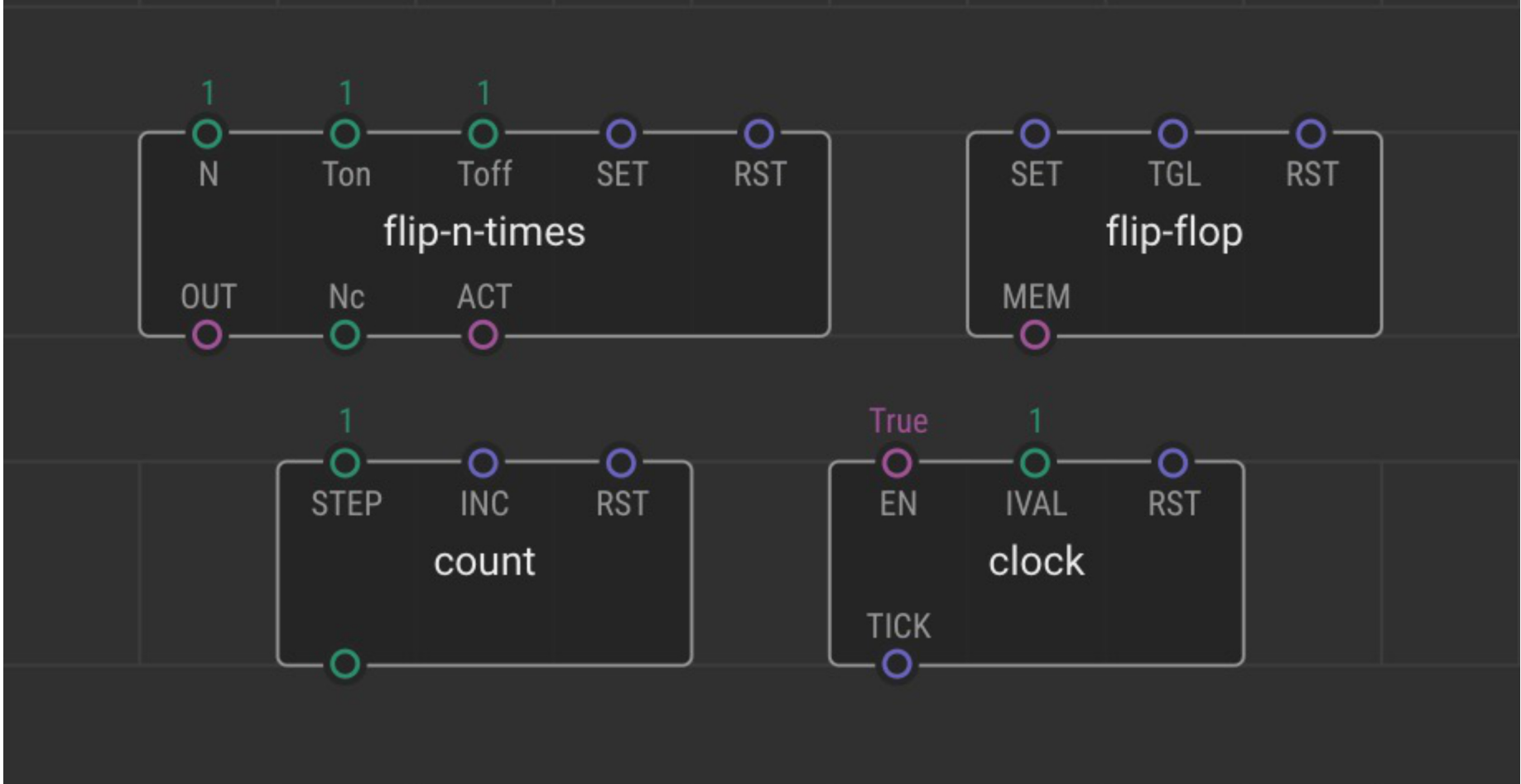
watch





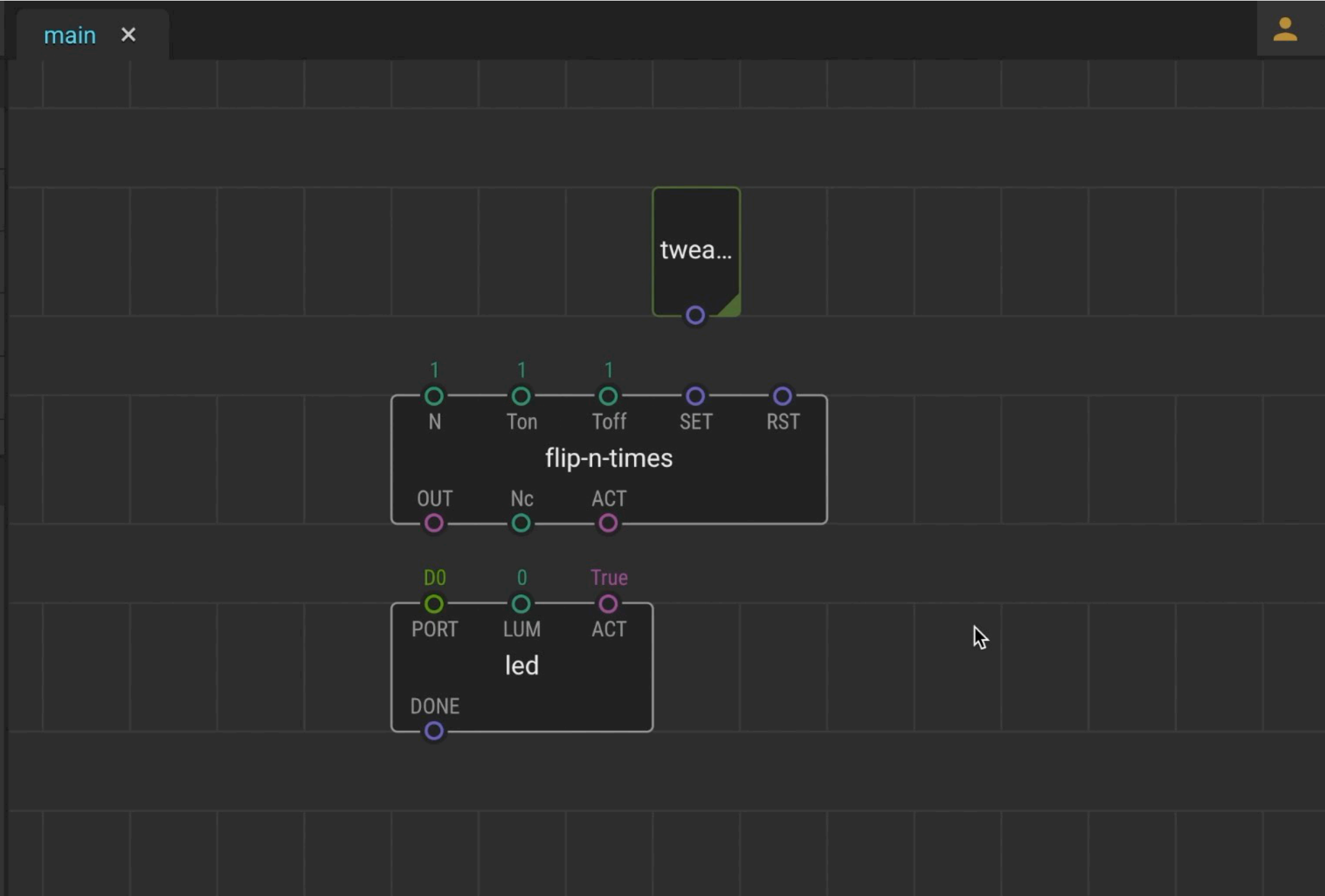


Flip, Clock and Count Nodes

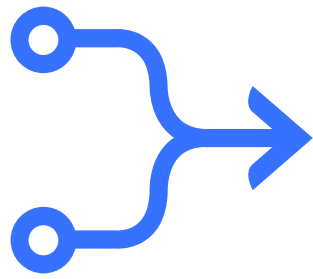


Project Browser

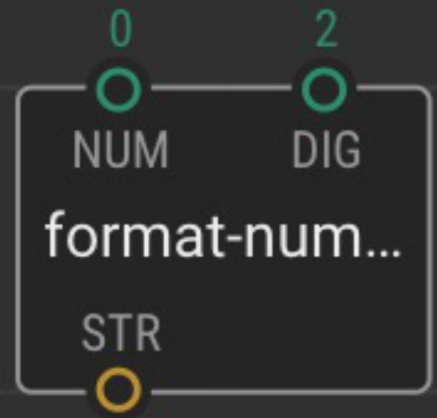
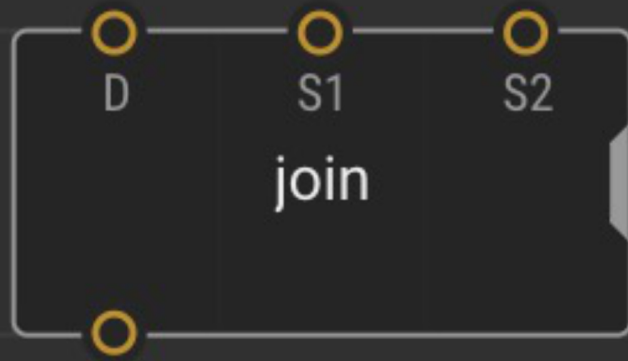
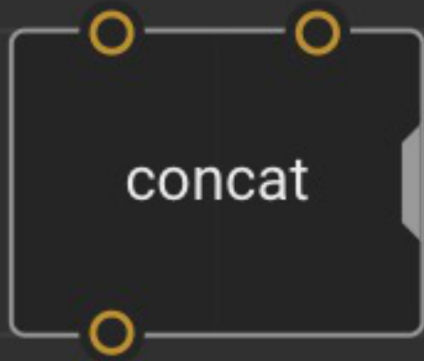
- My Project
- main
- awgrover/adafruitneopixel
- awgrover/conversions
- bradzilla84/neopixel
- bradzilla84/visi-genie-extra-
spector



[Video Link](#)



Concat, Join and Format-Number Nodes

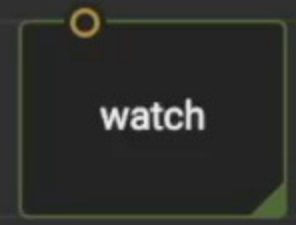
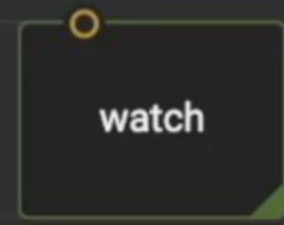
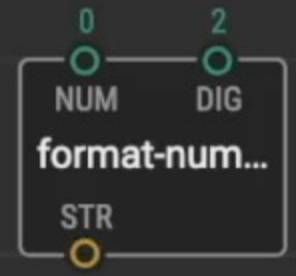
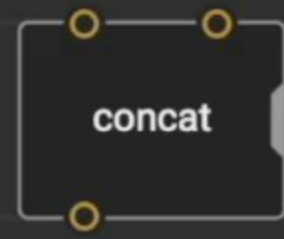
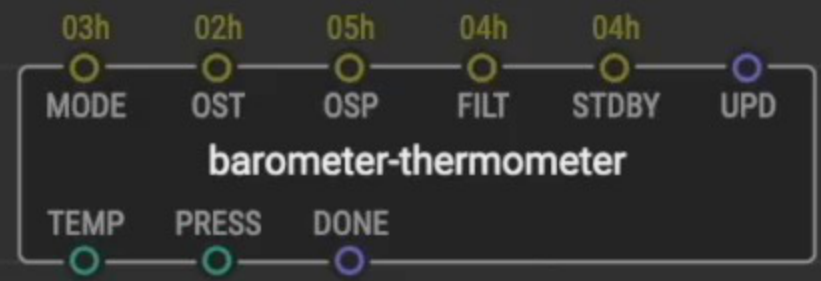


Project Browser

- My Project
 - main
- antoniorg/tcs34725
- awgrover/adafruitneopixel
- awgrover/conversions
 - data-to-pulse

Inspector

main x



main

Description

[Video Link](#)

Deployment



Lunch
60min

Afternoon Session

13:00 Lesson 4: Building Devices

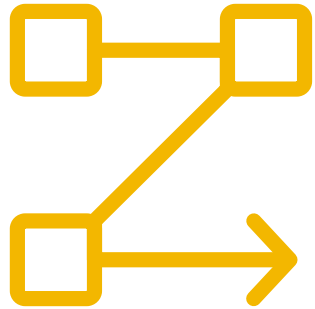
Learn how to make more complex programmes in XOD using logic nodes, sequences and loops.

15:00 Break

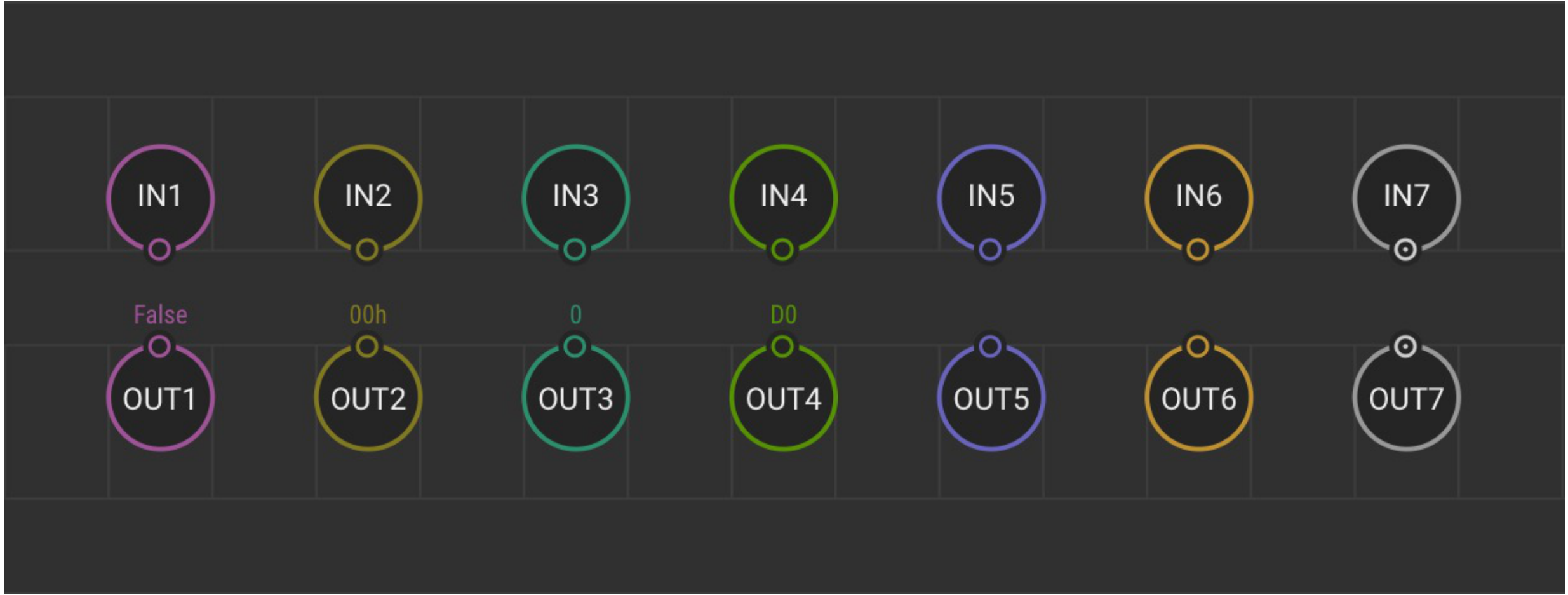
15:30 Lesson 5: Next Steps

Learn how to expand your programming and hardware building capabilities to start building your own devices, and take a look at some previous projects.

16:25 Round-Up

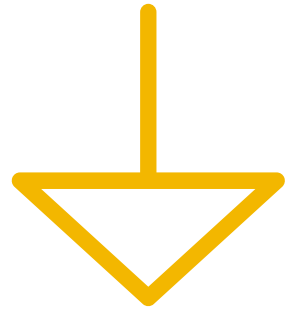


Creating New Nodes

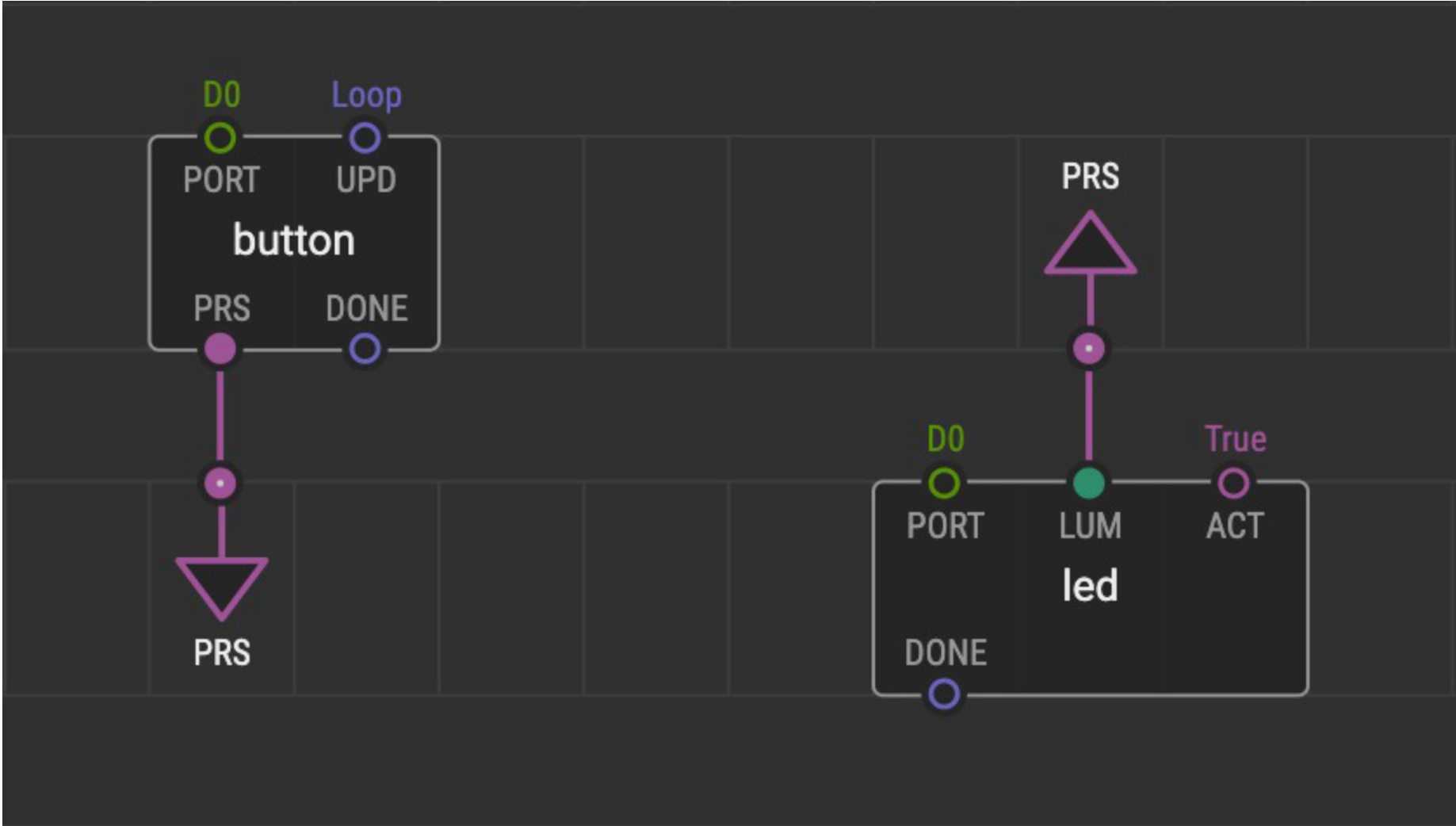


Try it Yourself – 15min

- 1 Work through Task 6 in groups
- 2 Step-by-step instructions are in the Guide (p50-54)
- 3 Ask if you need help



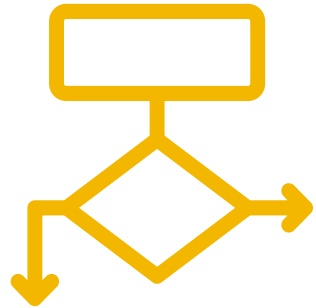
Using Buses



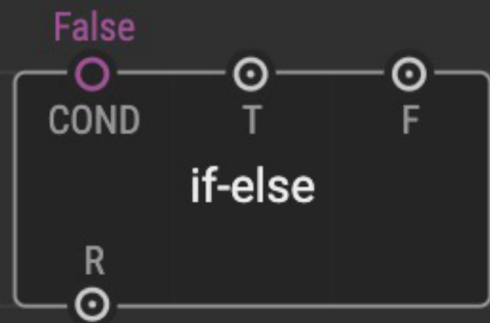
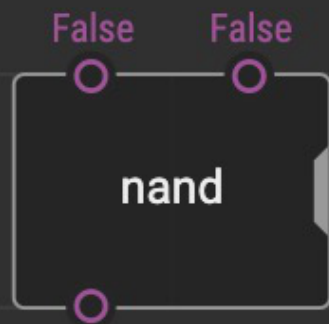
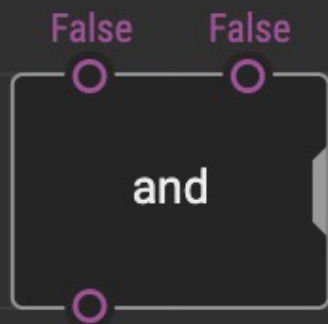
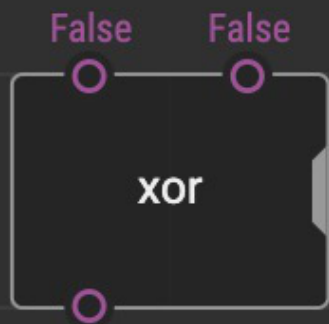
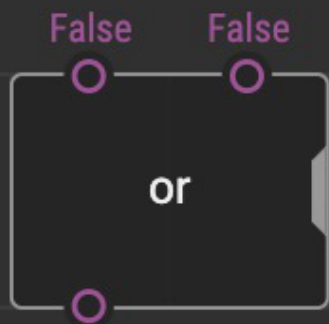
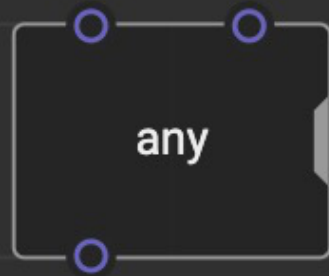
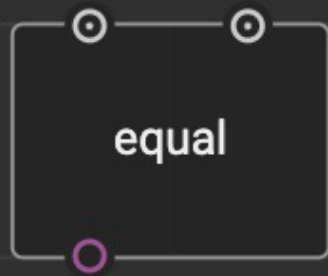
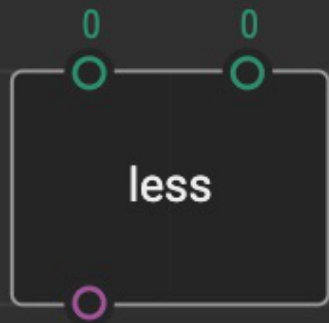
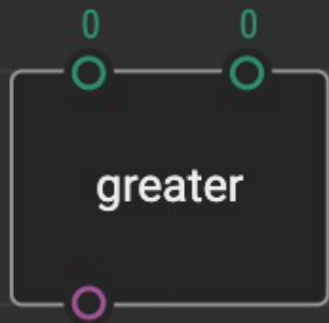
Try it Yourself – 5min

- 1 Modify your *write-text-to-oled* node so that the *ssd1306-oled-i2c-device* DEV pin is linked to each of the other DEV pins by a bus rather than by links.
- 2 There is an example of this on **p57** of the guide.
- 3 Ask if you need help

(Task 7 of the guide provides another task to practice this if you have time)



Logic Programmes

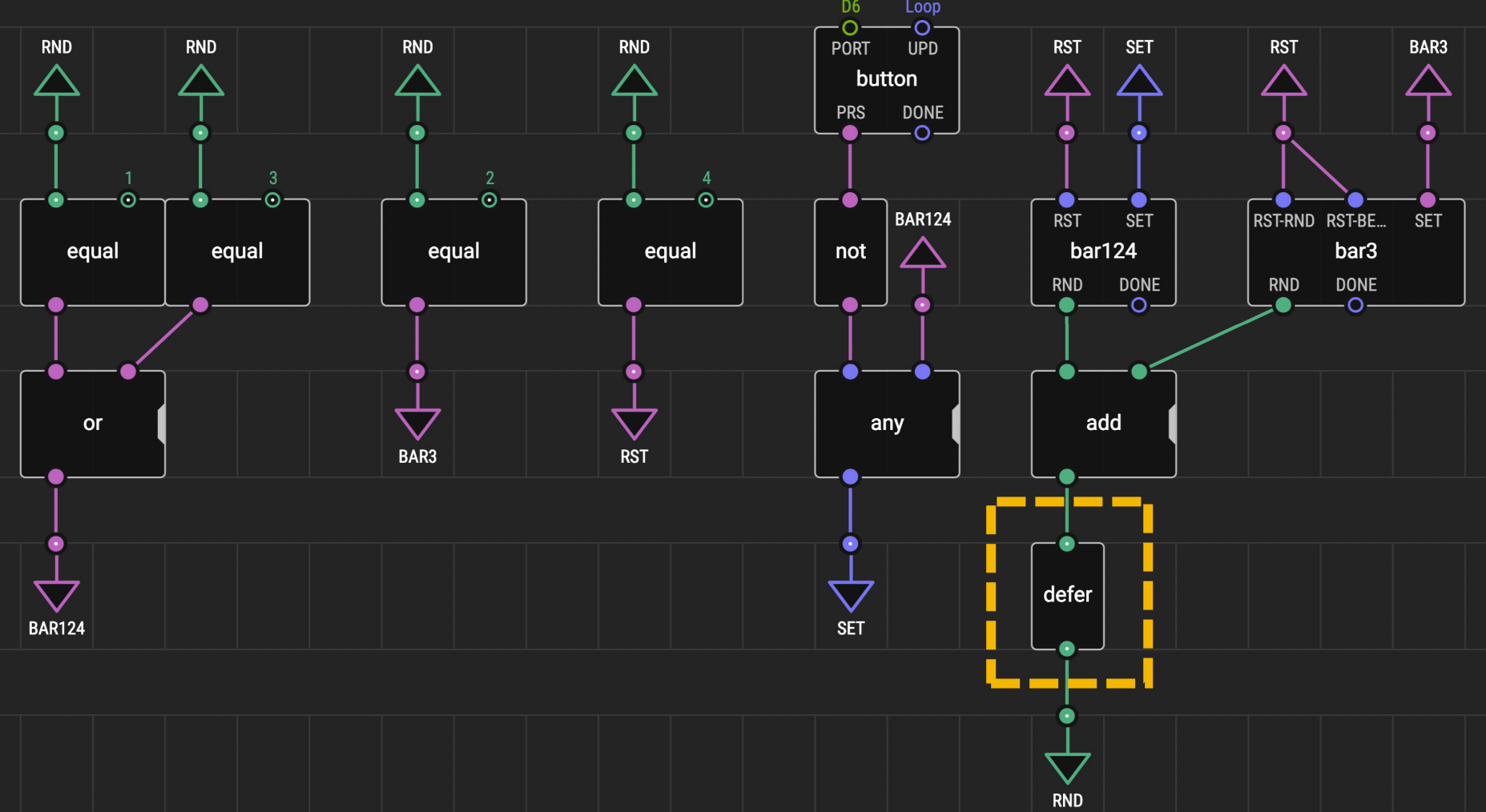


Try it Yourself – 20min

- 1 Work through Task 8 in groups
- 2 Step-by-step instructions are in the Guide (**p60-63**)
- 3 Ask if you need help



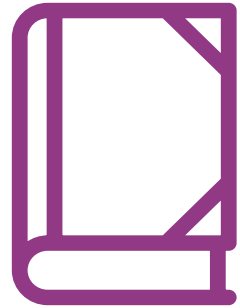
Sequences and Loops



Try it Yourself – 20min

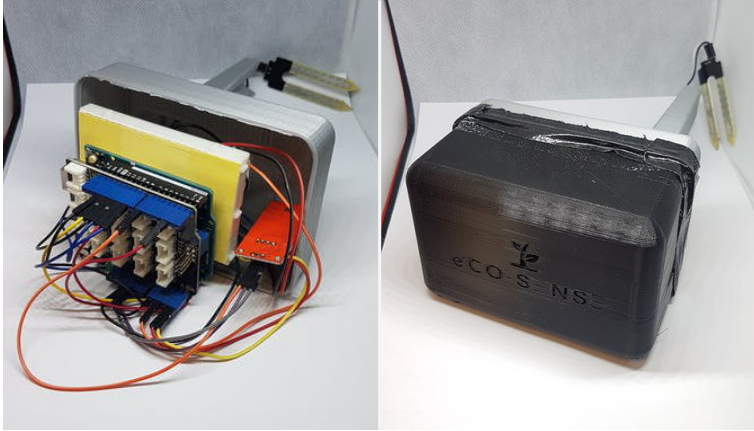
- 1 Work through Task 9 in groups
- 2 Step-by-step instructions are in the Guide (**p64-70**)
- 3 Ask if you need help

Break
30min

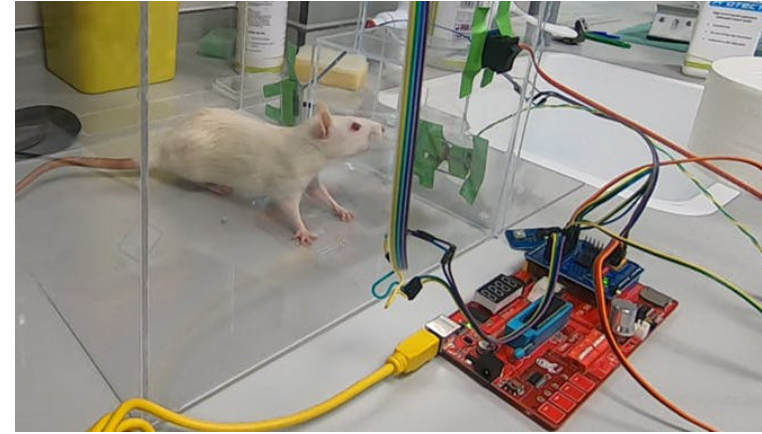


Case Studies

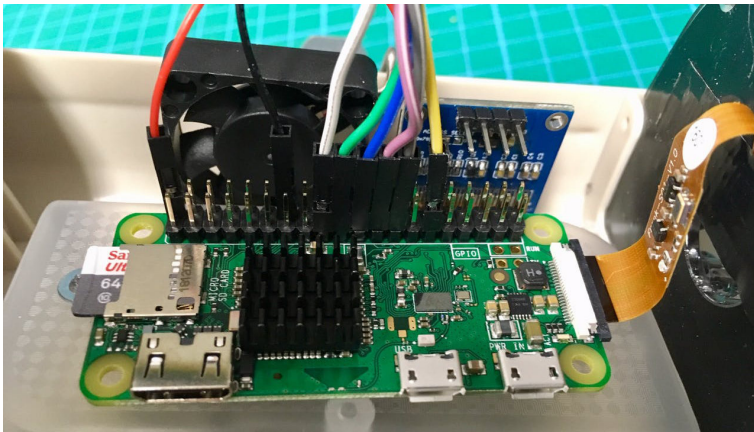
eCO-SENSE: Soil Sensors Powered by Plant Photosynthesis



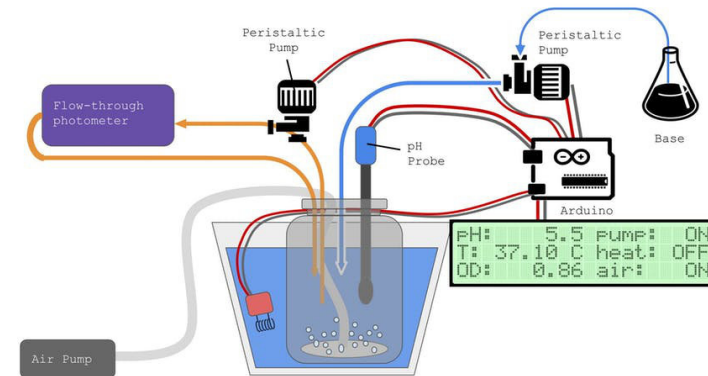
Behavioural Chamber to Evaluate Rodent Forelimb Grasping



Camera for Monitoring Plant Pollination Events

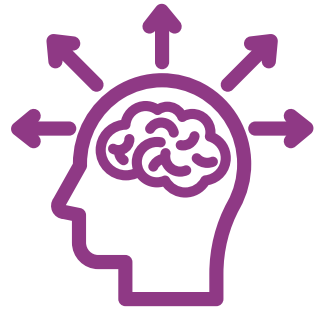


Open Source Microbial Bioreactor



Discussion – 15min

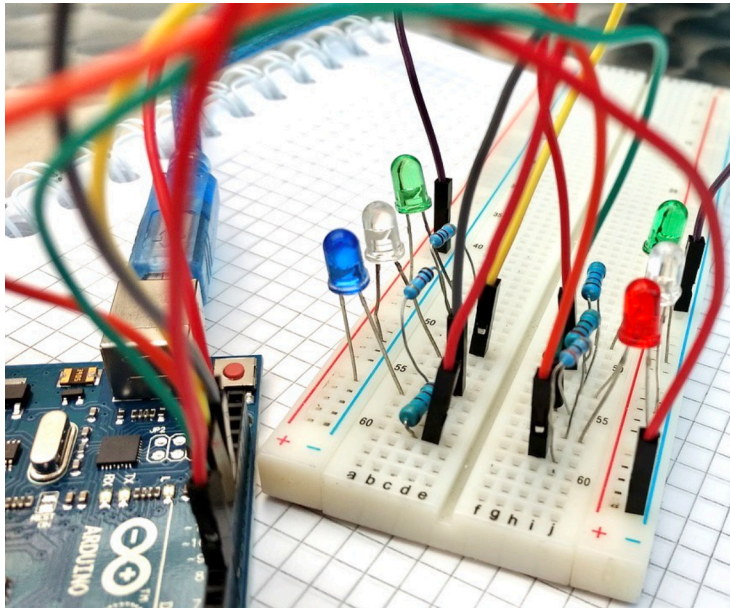
- 1 Read through the case studies (p80-83)
- 2 Discuss in groups
- 3 Which of these devices is most relevant to your research?
- 4 What extra hardware or programming skills would you need to create one of these devices?



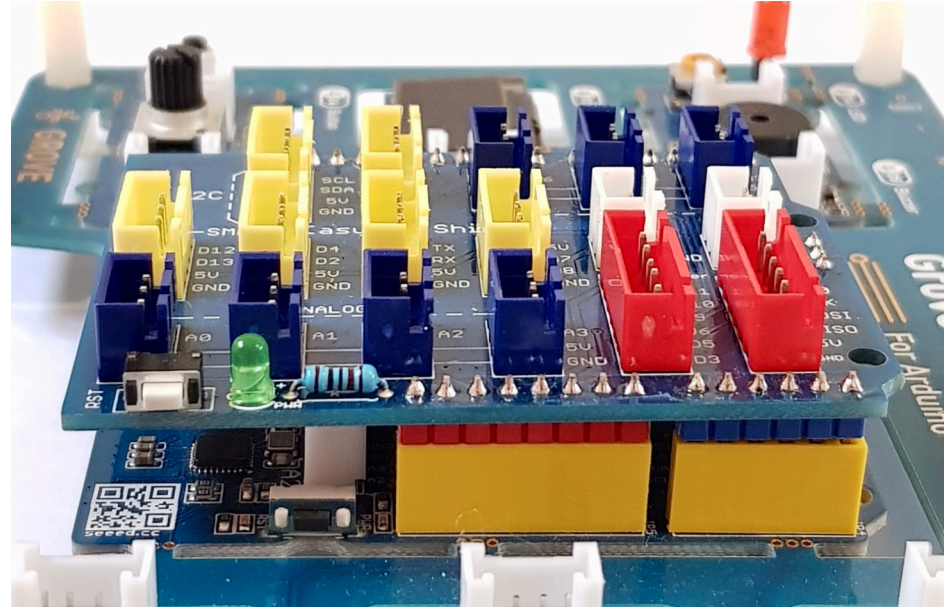
Expanding Your Capacity

Expanding Your Capacity

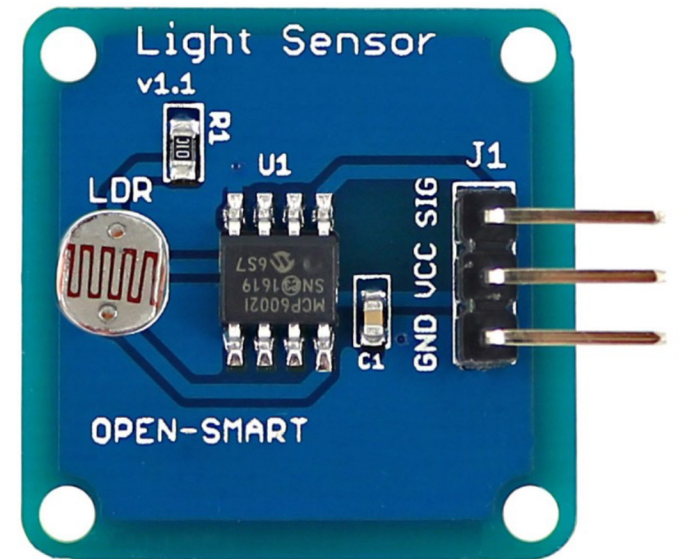
Wires



Shields



Breakout Boards



Plug-and-Play Components



www.seeedstudio.com
> Shop > Grove



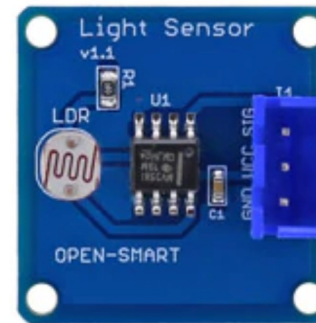
Plug directly into white sockets on the board



www.m5stack.com
> Store > Unit



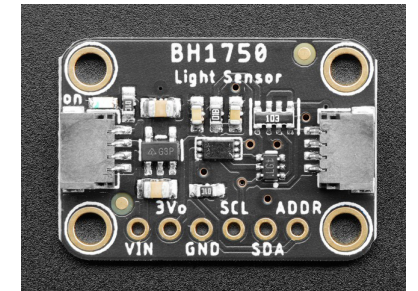
open-smart.aliexpress.com



Plug into Open Smart Expansion Shield (or use JST PH to JST XH cables)



www.adafruit.com
> Products > STEMMA/STEMMA QT

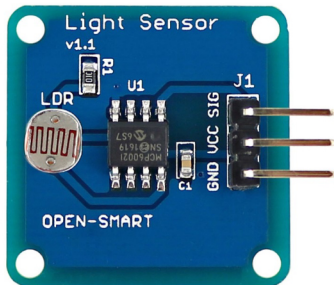


Plug directly (STEMMA 4 pin)
Plug with JST PH to JST SH cable (STEMMA QT 4 pin)

Wired Breakout Boards

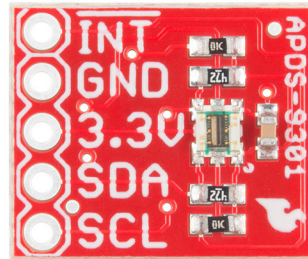
OPEN-SMART

[open-smart
.aliexpress.com](https://open-smart.aliexpress.com)



sparkfun[®]
ELECTRONICS

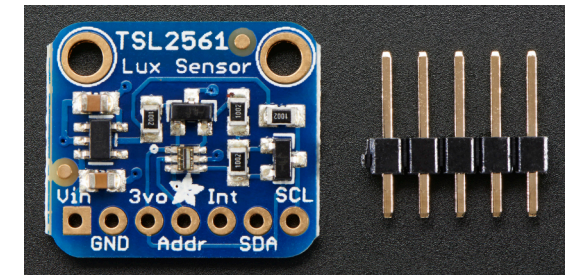
www.adafruit.com



Solder pins to board. Connect using Grove-to-female wires (make sure pin labels match up)

adafruit

www.adafruit.com



Finding XOD Nodes

Search using 'reference designator'
e.g. BMP280 (barometer) or SSD1306 (OLED screen)

www.xod.io/libs

forum.xod.io



Libraries

Sort by Updated ▾

emiliosancheza/bme280-sensor@1.0.1

First version for BME280 sensor. Based on Wayland BMP280-barometer
2020-09-18



wayland/bmp280-barometer@0.0.1

BMP280 barometric pressure and temperature sensor. Wraps
https://github.com/adafruit/Adafruit_BMP280_Library. Datasheet: https://aebst.resource.bosch.com/media/_tech/media/datasheets/BST-BMP280-DS001.pdf
2020-05-16



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7 results for **BMP280**

 Topics/posts ▾

[▶ Advanced filters](#)

Sort by



BMP280 to LCD 20x4

Hardware Interfacing Questions

Aug '20 - ...to XOD. I am trying to get bmp 280 to read and display temp, pressure on LCD but it will not keep reading "ERR". Maybe to do with the format of the **BMP280** output shows as number, I am guessing this is a INT. Please Help,



GY-BMP280 Temperature humidity and pressure sensor

Jan '20 - hi guys, does anyone know if this can be connected via xod and which one to use? thank you! /uploads/short-url/dk22h6ksZMKf1Coyt3GpxPJm8VG.jpeg 20200106_214337|281x500 20200106_214354 20200106_214409

Arduino IDE

Arduino provides its own free IDE software, which uses C++ coding language to programme the board.

www.arduino.cc/en/software



The screenshot shows the Arduino IDE interface with the 'Blink' example code loaded. The code is as follows:

```

Blink §
This example code is in the public domain.

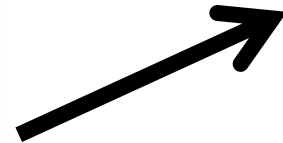
http://www.arduino.cc/en/Tutorial/Blink
*/

// the setup function runs once when you press reset or power the board
void setup() {
  // initialize digital pin LED_BUILTIN as an output.
  pinMode(LED_BUILTIN, OUTPUT);
}

// the loop function runs over and over again forever
void loop() {
  digitalWrite(LED_BUILTIN, HIGH); // turn the LED on (HIGH is the voltage level)
  delay(1000); // wait for a second
  digitalWrite(LED_BUILTIN, LOW); // turn the LED off by making the voltage LOW
  delay(1000); // wait for a second
}

```

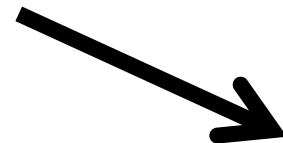
The status bar at the bottom indicates '32' and 'Arduino/Genuino Uno on COM1'.



Converting Arduino libraries for use in XOD
bit.ly/arduino-to-xod



Combining XOD and Arduino IDE
XOD menu > Deploy > 'Show Code for Arduino'



More complex programming
www.arduino.cc/en/Tutorial/HomePage



What would you build?

Discussion – 20min

- 1 What instruments would be useful in your own research?
- 2 How would you go about building such a device?
- 3 What additional hardware/programming would you need?
- 4 Do some research – has something like this already been done? Can you find the things you need?

Questions? Contact the Biomaker team: coordinator@synbio.cam.ac.uk

Thank You

More info:

www.biomaker.org

