
raspberrypi Documentation

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Contents:

Welcome to our session. What follows are our essential teaching goals. The high level take away.

1.1 Layers of Abstraction

In a sense all a computer can do is store 0s and 1s, move them around, and add.

Yet the computers of today (software and hardware) are incredibly complex.

This complexity is managed by using layers of abstraction.

We will see how you can use computers creatively by designing and implementing layers of abstraction; combining simple components to build ever more complex and useful building blocks.

1.2 General Purpose Computing

The components of a Raspberry Pi are similar to those you will find in any modern device (phone, tablet, laptop, desktop...).

We focus on the concepts that can be translated to all other devices and operating systems. Android, iOS, Windows, Mac OSX, and the various Linuxes.

1.3 Tinkering

What sets the Raspberry Pi apart is that it exposes as much as possible and deliberately tries to get you to play.

It is the antithesis of the design principle *don't make me think*.

The intention is to encourage tinkering in a safe environment that exposes far more of the inner workings than the more protected mainstream experiences that other devices provide.

You can't break anything that can't be fixed! If you do break something, congratulations you have done something creative and it is a leaning opportunity awaits.

1.4 Open Source

Open source broadly means that a the author(s) grant permission for anyone to freely read, modify, and build their software or hardware designs.

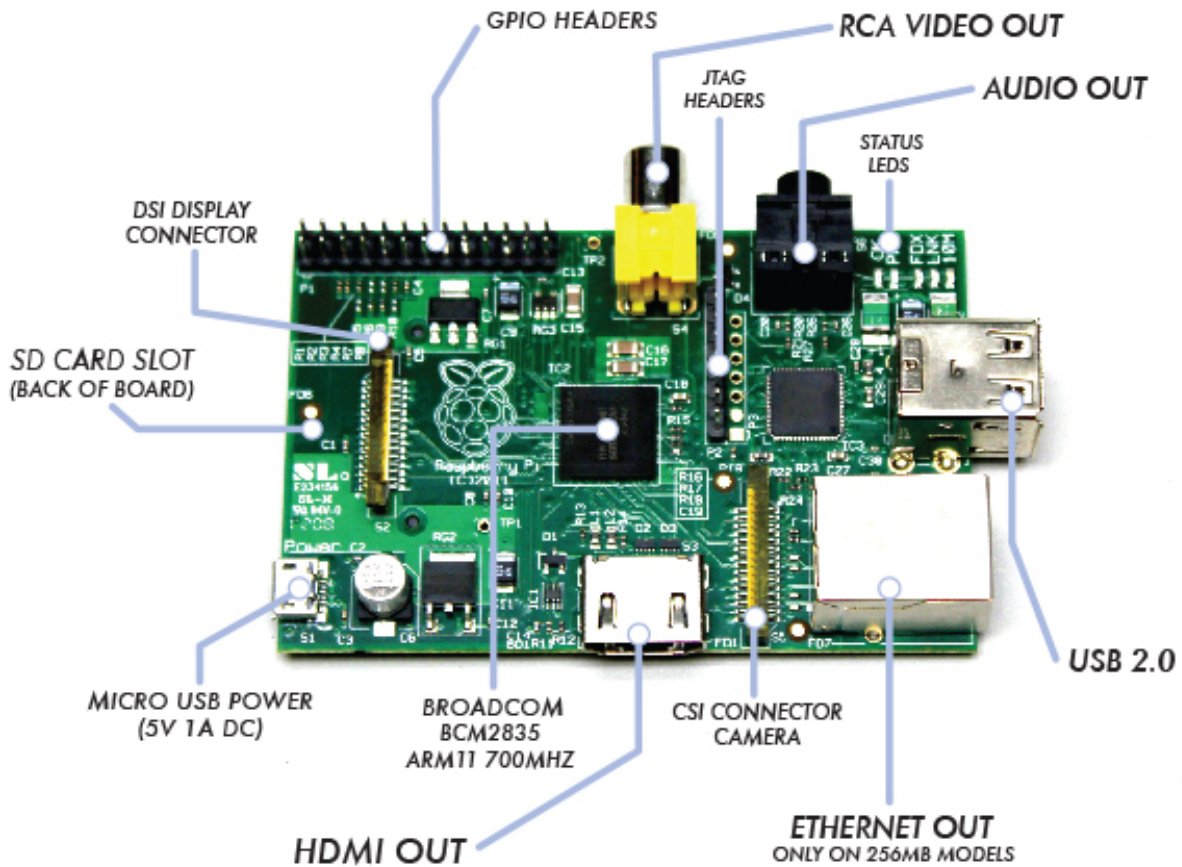
Linux and GNU really spearheaded the movement. It is now quite common place. Android, a linux variant, is open source. However the majority of our devices aren't.

This is one of the reasons why the Raspberry Pi is so accessible. There are no locked doors. How far you explore is limited only by your interest.

CHAPTER 2

Getting Started

2.1 Hardware Components



2.2 Exercise

Which components do you expect to find in the following computers:

- desktop
- laptop
- mobile
- tablet

What makes the Raspberry Pi special?

2.3 Start up

There is no power on/off button. You simply add or remove power.

After the computer is finished loading the operating system you land in the shell.

Shell welcome message:

```
Linux raspberrypi 3.12.22+ #691 PREEMPT Wed Jun 18 18:29:58 BST 2014 armv6l

The programs included with the Debian GNU/Linux system are free software;
the exact distribution terms for each program are described in the
individual files in /usr/share/doc/*/copyright.

Debian GNU/Linux comes with ABSOLUTELY NO WARRANTY, to the extent
permitted by applicable law.
Last login: Tue Oct 14 18:43:45 2014 from 192.168.0.6
pi@raspberrypi ~ $
```

The `pi@raspberrypi ~ $` is called a prompt. You type commands after the ‘\$’.

2.4 System configuration *raspi-config*

Type:

```
pi@raspberrypi ~ $ startx
```

and you will get:

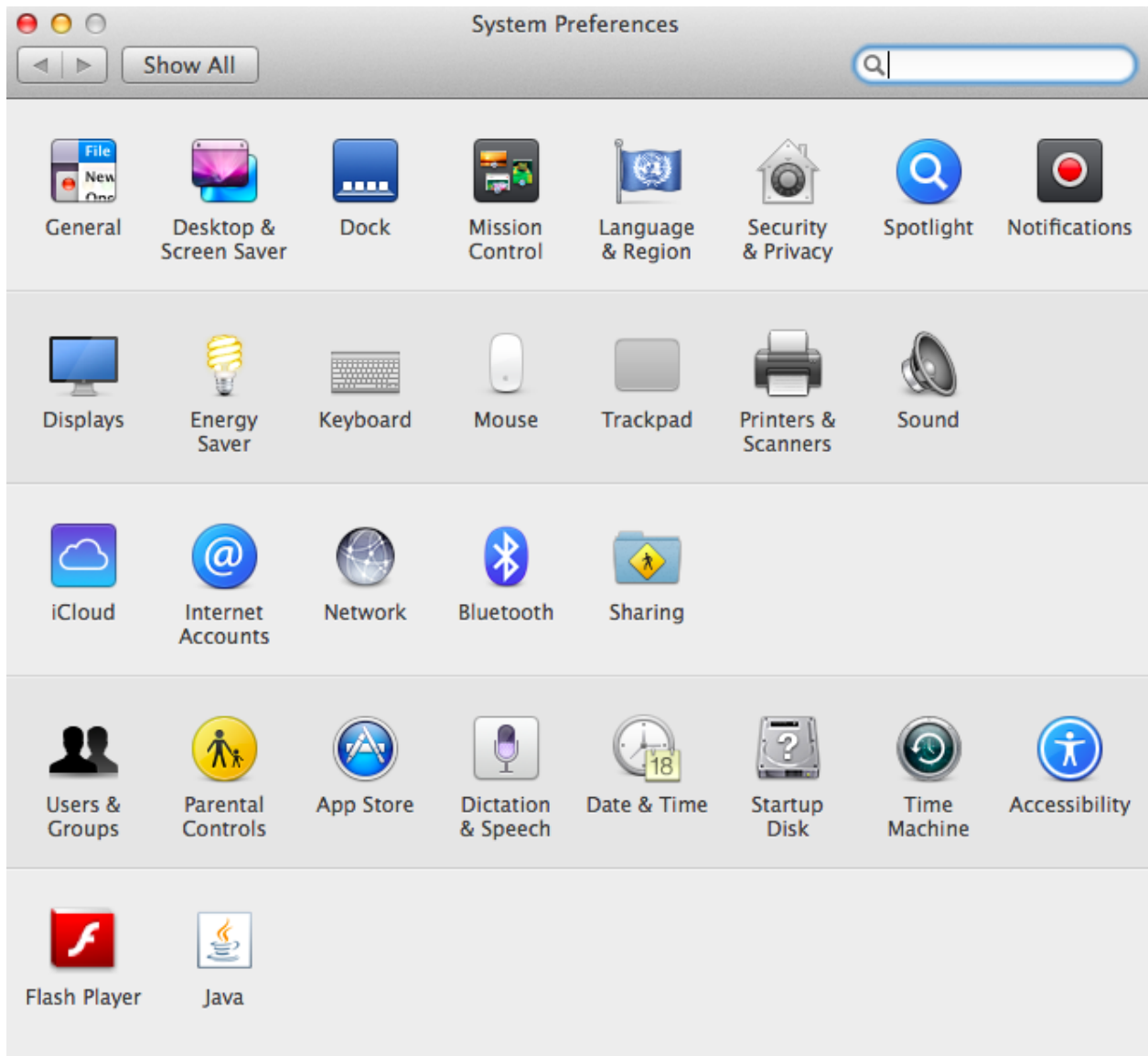
```
----- Raspberry Pi Software Configuration Tool (raspi-config) -----
| Setup Options |
| |
| 1 Expand Filesystem          Ensures that all of the SD card |
| 2 Change User Password      Change password for the default |
| 3 Enable Boot to Desktop/Scratch Choose whether to boot into a de |
| 4 Internationalisation Options Set up language and regional set |
| 5 Enable Camera             Enable this Pi to work with the |
| 6 Add to Rastrack           Add this Pi to the online Raspbe |
| 7 Overclock                 Configure overclocking for your |
| 8 Advanced Options          Configure advanced settings |
| 9 About raspi-config        Information about this configura |
| |
```

```
|                                     |                                     | |  
|                                     |                                     | |  
|                                     |                                     | |  
|-----|                                     | |  
|                                     |                                     | |
```

2.5 Exercise

Explore the options that you have.

What are the similarities and differences with this from Mac OSX?



2.6 Starting the Desktop

The shell is one interface. A graphic user interface is another.

Type this to start the GUI:

```
pi@rasberrypi ~ $ startx
```

2.7 Exercise

We are going to focus on using the shell (command line).

Find:

- the Terminal
- a browser
- anything else you would typically use.

2.8 Recap

- The Raspberry Pi is a general purpose computer.
- However it exposes a lot that is typically hidden.
- Use *raspi-config* for a convenient way to configure your computer.
- Use *startx* to start the GUI

We will return to hardware later in the electronics section.

The GUI is a visual metaphor for interacting with a computer. Images represent things such as files, programs, and folders. Windows act as containers where programs live.

The command line or shell is another way of doing the same. Instead of using a mouse and clicking, we type commands. In many use cases it is far more powerful than a GUI.

We are going to introduce the basics of this programming language. Keep in mind the equivalent GUI way of doing things.

3.1 *echo Hi* - Print to screen

It is a tradition in computing tutorials to teach how to print ‘Hello World’.

Type this:

```
pi@raspberrypi ~ $ echo "Hello World"
```

3.2 Location

You are always somewhere in the computer’s filesystem. You can get lost, but its always easy to find out where you are.

Type this:

```
pi@raspberrypi ~ $ ls
pi@raspberrypi ~ $
pi@raspberrypi ~ $ ls
Desktop Documents my_turtle.py networking-lessons ocr_pi.png python_games ↵
↳Scratch
pi@raspberrypi ~ $ pwd
/home/pi
```

Note the prompt helps you remember where you are. Here `~` represents the current users' home directory.

3.3 Users

You are a user. Every user needs a name. The default users is *pi*.

If you ever forget who you are, ask:

```
pi@raspberrypi ~ $ whoami
```

3.4 Navigation

Just like we are used to navigating using our mouse and clicking on folders, we can do the same in the shell.

Type the following. At each step explain what it is doing:

```
pi@raspberrypi ~ $ cd python_games
/home/pi
pi@raspberrypi ~/python_games $ pwd
/home/pi/python_games
pi@raspberrypi ~/python_games $ ls
[... lots of files, many ending in .py ...]
```

Note navigation gets easier if you keep a mental image in your head of where you are. Visually, a file system is just like a tree. There is a root and the branches are folders, the files are leafs. We will install a program to help.

Note also that the prompt tells you where you are relative to the *home* directory. Your home directory is your users' home. An absolute location is the location of a file or folder in terms of the root of the computer's file system.

Note: We will drop the *pi@raspberrypi* part of the prompt from now on.

3.5 Building a file system

Lets build a file structure to manage a music collection:

```
~ $ mkdir music
~ $ cd music
~/music $ ls
~ $ ls
~/music $ mkdir rock classical jazz
~/music $ ls
classical jazz rock
~/music $ cd rock
~/music/rock $ ls
~/music/rock $ touch albums.txt
~/music/rock $ ls
rock.txt
~/music/rock $ cat rock.txt
~/music/rock $ echo "Beatles - The White Album - 1968" > rock.txt
~/music/rock $ cat rock.txt
Beatles - The White Album - 1968
~/music/rock $ cd ..
```



```
~/music $ pwd
/home/pi/music
```

3.6 man the docs & *less*

We have seen the following commands: `ls`, `mkdir`, `cat`, `touch`, `pwd`

To inspect the documentation for a command try:

```
~ $ man ls
```

Welcome to *less*. This is what is called a pager. It's a file reader, a bit like a very lite browser for your desktop.

Some *less* commands:

```
`space`      up a page,
`w`          up a page
`q`          exit
`h`          help on many other commands (displayed in `less` of course)
```

3.7 Exercise

For each command we have seen inspect the man documentation. Parse the many options. Write in one sentence what it does.

3.8 Exercise

Complete the above music collection database. Ensure that each music category folder has its own file with at least one album example in it.

The end result should look like this:

```
~ $ tree music/
music/
- classical
|   - albums.txt
- jazz
|   - albums.txt
- rock
  - albums.txt
```

3.9 Installing *tree*

`cd` followed by `ls` to explore directories becomes tedious. *tree* is a program that shows a directory and its contents.

First we need to install it. Typically you are used to browsing for software, downloading it and then clicking on a package to install it. You may also have to answer some questions.

Things are similar in linux except the vast majority of software exist in vast centralised repositories. This is thanks to the open source nature of most Linux software.

<http://www.raspbian.org/RaspbianRepository>

In Linux we use *apt-get* to install new software:

```
sudo apt-get install tree
```

Not any user can install software. The `sudo` part is to have permissions to install new software. You may need to enter your password.

Now we can take a look at our creation:

```
tree music
```

3.10 executing a file

So far we have been programming interactively, executing one command at a time. It would be useful to group commands so that they can be executed together. It would also be useful so as not to forget the useful sequence of commands.

We do this by writing commands in a file and executing that file.

Create a file named *make-jazz.sh* and insert this:

```
mkdir jazz
cd jazz
touch albums.txt
echo "Miles Davis - Kind of Blue - 1959" > albums.txt
```

To execute *make-jazz.sh* you will have to specify that it is executable:

```
chmod +x make-jazz.sh
```

Now we should be able to run the program:

```
./make-jazz.sh
```

The `./` prefix indicates where to find the program to the shell. Effectively it means run the `make-jazz.sh` command which is here (`.`).

3.11 Exercise:

Using a file, program the creation of your music collection.

Tip: You will have to put a lot of what we did above into the file.

3.12 Recap

Using the command line, we have seen:

- How to locate ourselves and navigate the file system using *ls*, *pwd*, *cd*, *tree*
- Create and remove folders and files using *mkdir*, *deldir*, *touch*, *rm*
- Print stuff to the line using *echo*, *cat*

- Read files and documentation using *man*, *less*

Lets explore some of the concepts that an operating system provides.

We will focus on OSs abstractions over:

- Hardware - Both computer and devices
- Processes - An environment for processes to live and die in

4.1 Exercise

In which level have all of the programs we have run so far existed?

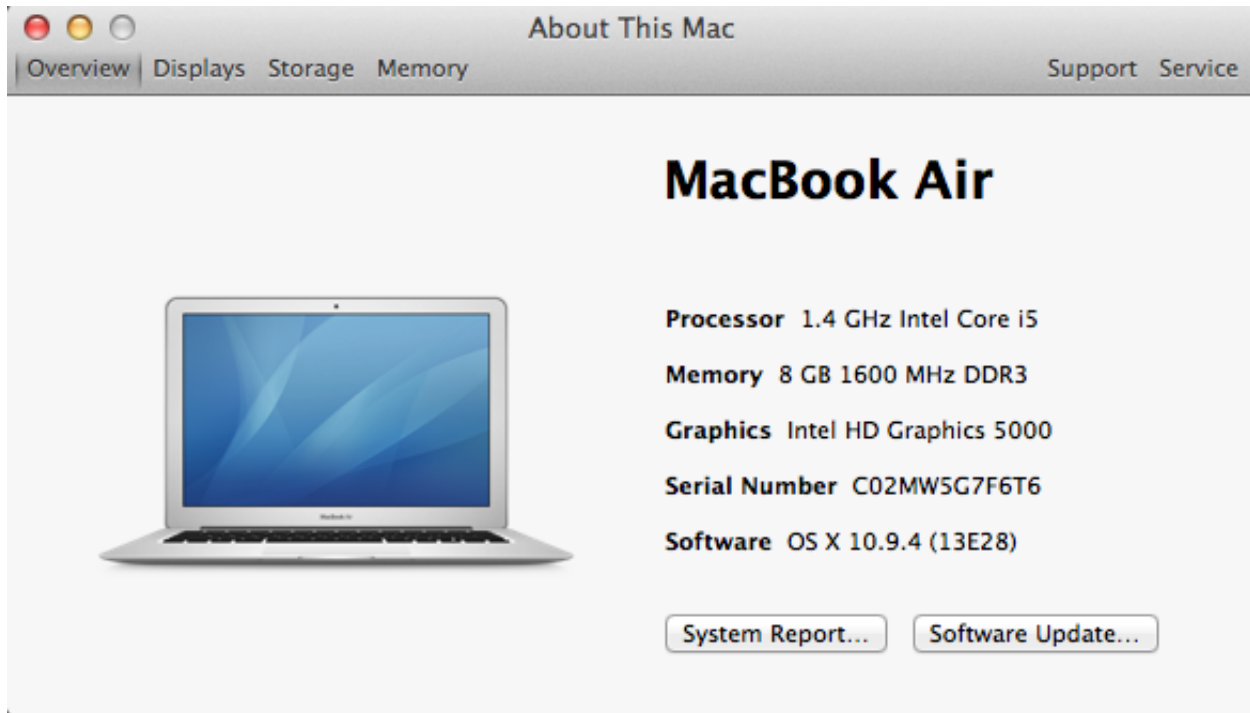
4.2 System specs

Explore these commands:

```
uname -a                # kernel version & sys architecture
head -n /etc/issue      # distro name & version
cat /proc/partitions    # all partitions
grep MemTotal /proc/meminfo # total RAM
grep "model name" /proc/cpuinfo
hdparm -i /dev/sda
hwdm
lshw
```

All operating systems provide similar information in some way.

For example on Mac OSX.



4.3 Exercise

How do you find the same information using the GUI?

4.4 Modules & Devices

List the current modules:

```
lsmopi@raspberrypi ~ $ lsmod
Module                Size  Used by
joydev                 9096  0
evdev                 10497  3
snd_bcm2835           18169  0
snd_soc_bcm2708_i2s   5486  0
regmap_mmio           2818  1 snd_soc_bcm2708_i2s
snd_soc_core          128166 1 snd_soc_bcm2708_i2s
regmap_spi            1913  1 snd_soc_core
snd_pcm_dmaengine     5481  1 snd_soc_core
snd_pcm               81518 3 snd_bcm2835,snd_soc_core,snd_pcm_dmaengine
snd_page_alloc        5168  1 snd_pcm
regmap_i2c            1657  1 snd_soc_core
snd_compress          8136  1 snd_soc_core
8192cu                551136 0
leds_gpio             2055  0d
```

Note the last one *leds_gpio*.

List the current usb devices:

```
pi@raspberrypi ~ $ lsusb
pi@raspberrypi ~ $ lsusb
Bus 001 Device 002: ID 0424:9514 Standard Microsystems Corp.
Bus 001 Device 001: ID 1d6b:0002 Linux Foundation 2.0 root hub
Bus 001 Device 003: ID 0424:ec00 Standard Microsystems Corp.
Bus 001 Device 004: ID 7392:7811 Edimax Technology Co., Ltd EW-7811Un 802.11n
↳ Wireless Adapter [Realtek RTL8188CUS]
Bus 001 Device 006: ID 1c4f:0016 SiGma Micro
Bus 001 Device 005: ID 15d9:0a4c Trust International B.V. USB+PS/2 Optical Mouse
```

Some names are useful. For example you can clearly identify the wireless adapter and mouse. But which one is my keyboard?

4.5 Exercise

Determine the device that is used as a keyboard.

How can you do this in a way that is guaranteed to work even if naming is ambiguous?

Even if you disconnect all of these and run `lsusb` (you'd have to be logged in remotely to do this of course) there will still be some usb devices listed. Why? Where are these devices?

The list of modules returned by `lsmod` is long and confusing. Google some of them and try to identify their purpose. Make sure to know what `8192cu` does.

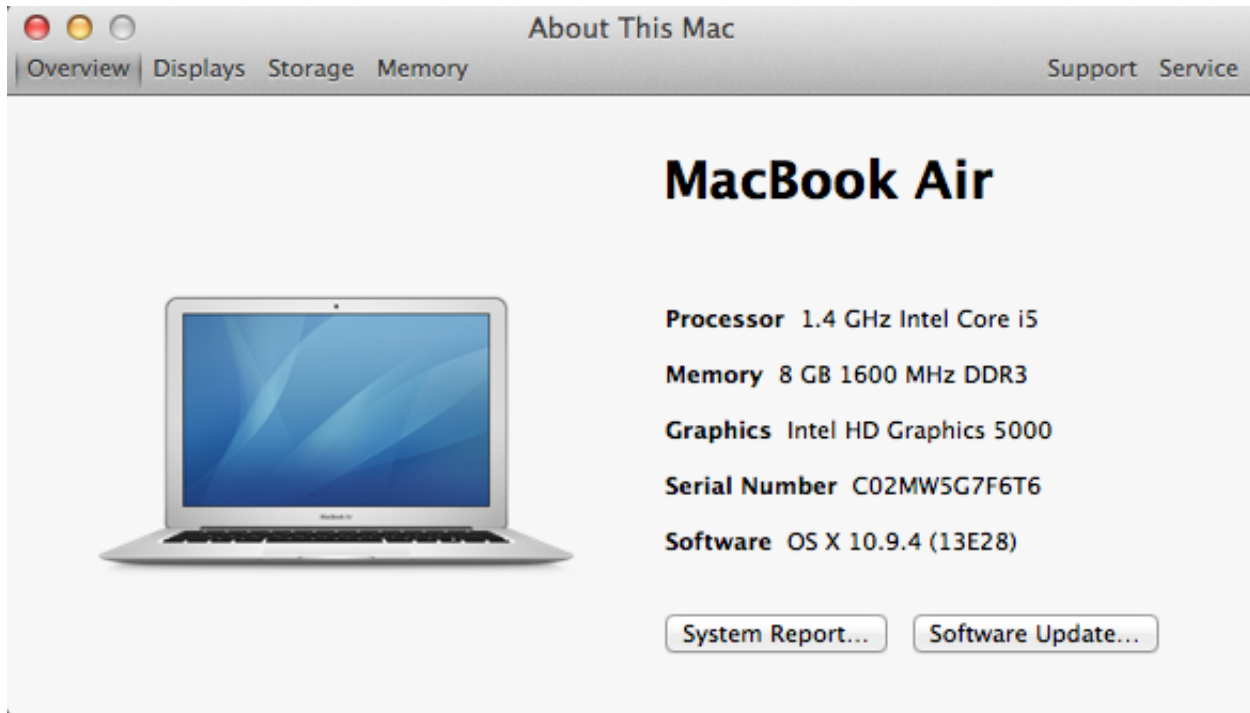
Knowing what you know now, how would you problem solve a usb wireless device not working?

4.6 Processes

Commands:

```
top
htop # requires installing
```

Process management on Mac OSX:



4.7 Exercise

Using *top* or *htop*, identify the process that is running the current terminal.

How do you kill it? Try using your intuition combined with documentation, then Google.

4.8 Networking

We all have personal networks at home. Mostly we interact with it by setting it up with users and passwords.

Here we introduce some tools to explore our network.

commands:

```
ifconfig
sudo iwlist wlan0 scan | grep ESSID
```

4.9 Exercise

What does the *grep* command do?

Computers fundamentally only process 0s and 1s. In order for them to be useful we need to find ways to represent things that are relevant to us.

Files are the basic unit of storage. When we save to file, the information persists even after the power is switched off.

There are many types of files and many different ways to represent types of things that are relevant to us. Examples are images, videos, sound files...

We are going to look at one of the ways to represent text.

5.1 The *nano* editor

There are many editors available. Perhaps the most common is Microsoft Word. Nano is much more basic.

We use simple editors as we are working at a lower level of abstraction than those typically provided by document editors such as Windows or Open Office.

launch nano:

```
nano
```

The list of nano commands are at the bottom. ^ signifies the Ctrl key. Exit is denoted as ^X this translates to *Ctrl + X*.

5.2 Exercise

Create a file named *file*, enter some text and save it.

5.3 Deleting files & directories

Here are some commands to delete:

```
rm my_file
rmdir my_dir
```

5.4 Text as ASCII

Computers need some way of representing roman characters. An industry standard which has been in use for quite some time is ASCII.

You can get some documentation on ASCII by typing:

```
man ascii
```

Lets create a file and use *hexdump* to inspect it:

```
echo "hi" > file
hexdump -C file
00000000  68 69 0a                |hi.|
00000003
```

5.5 Exercise

What do the numbers 68 69 0a represent? Map them to characters using *man ascii* as reference

5.6 Compiling C programs

C is a programming language. Most Linux software is written in it.

We will touch very briefly on how to compile a C file. The goal is just to give a flavour of whats going on. We don't want any hidden magic.

Run through with outputs as comments:

```
cd /opt/vc/src/hello_world
ls                    # Makefile world.c
nano world.c
make
ls                    # hello_world.bin Makefile world.c
./hello_world.bin    # Hello world!
```

5.7 Exercise

Using *less* read the README file in */opt/vc/src/*.

Find other programs that you'd like to compile and run.

hello_tea and *hello_video* are recommended.

run *hexdump* on some to ensure they are just ASCII files.

Do poke around!

5.8 Recap

We know how to:

- edit files with *nano*
- rename or delete files and directories with *mv*, *rm*, *rmdir*
- inspect a file almost at its lowest level
- we have a notion of how to represent characters in binary
- we can compile C programs

A pedagogical tool for introducing programming.

It is fully graphical. You click and drag instructions into the editor and tweak certain parameters.

It's lots of fun and excellent for kids.

6.1 Exercise

Using either:

- scratch in the browser <http://scratch.mit.edu/>
- scratch on the desktop

Create an animation of the cat going round in a square.

Then Draw a square.

Use the *control* panel to refactor your solution and reduce the repeated instructions.

CHAPTER 7

Python

A full featured professional programming language.

Python is a great first language. It has replaced Java as the number one teaching language at universities. It is used in industry a lot.

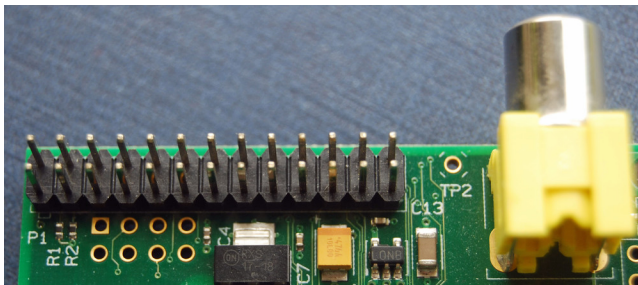
It is also popular in industry. Google, Instagram, Facebook... and many others use it. It is almost a defacto standard the sciences and very popular in finance.

[Click here for an intro to some of its imperative features](#)

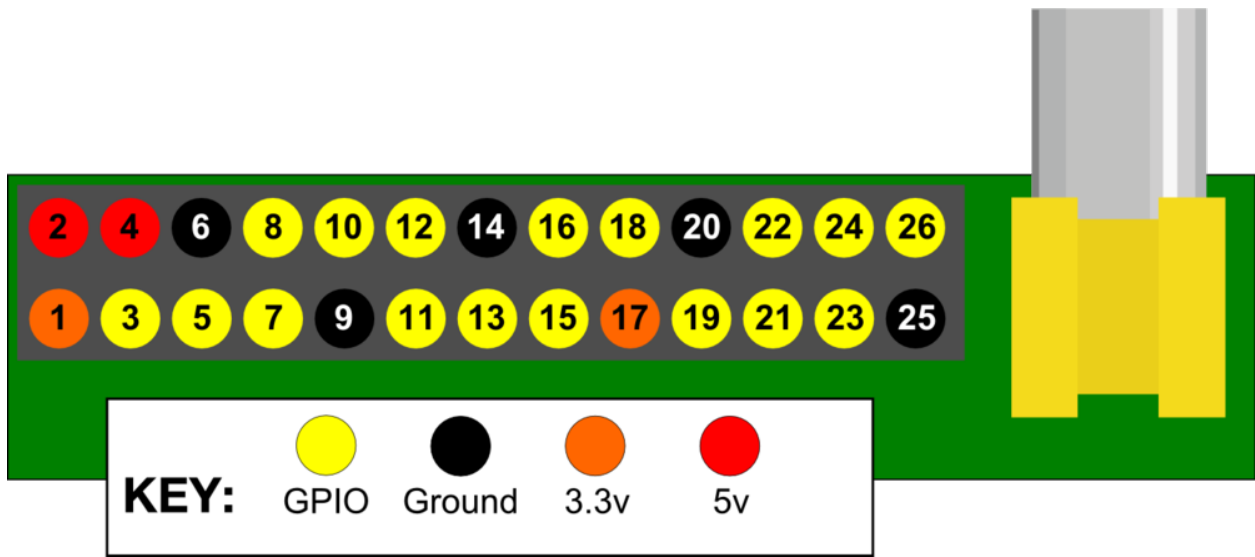
Introducing Raspberry Pi's electronic features.

8.1 GPIOs

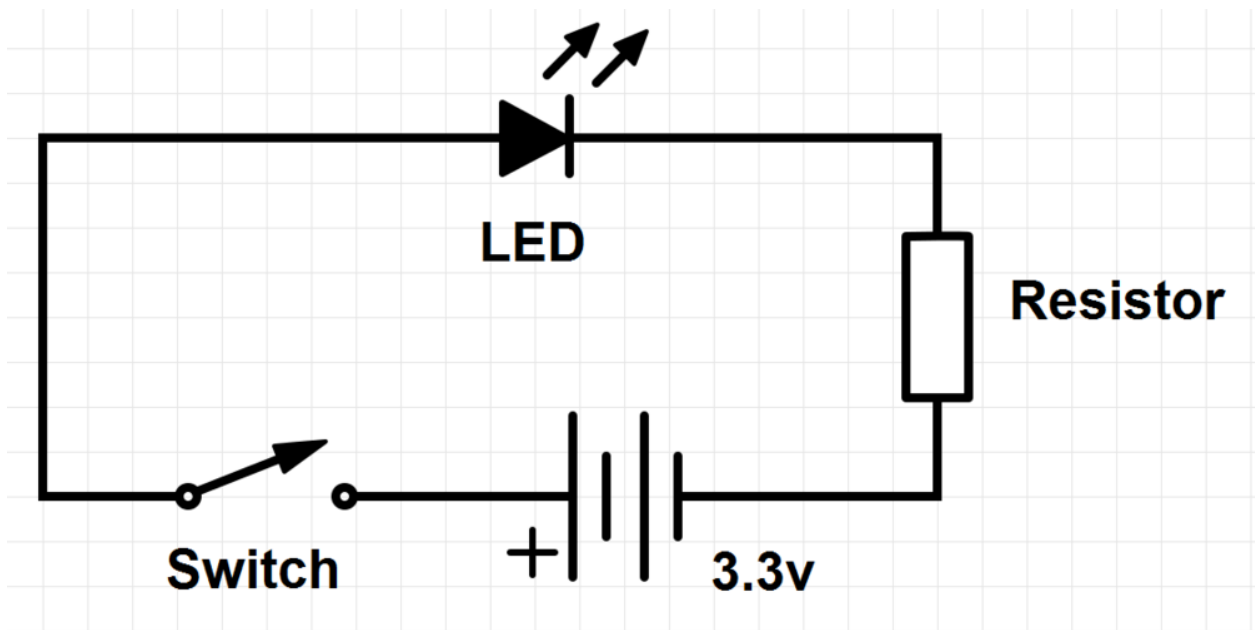
The board.



Symbolically.

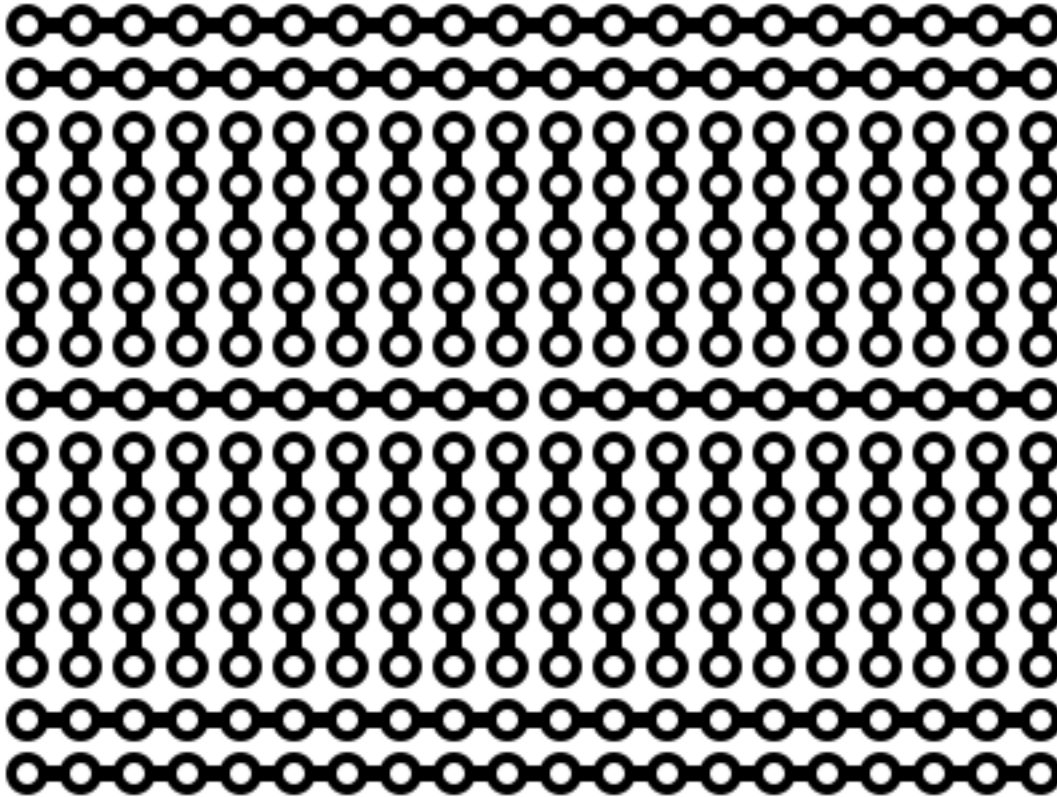


8.2 Our project



8.3 A Breadboard

Columns and rows are linked.



8.4 Light up LED

Hook up the following:

- wire: 1 Rpi (3.3v) <-> row 26
- LED: row 26 + (longer leg) <-> row 25 - (shorter leg)
- resistor: row 25 <-> - col
- wire: - col <-> 6 Rpi (ground)

8.5 Blinking LED

Python to control BPIO

switch 1 Rpi (3.3v) to 7

Type:

```
pi@raspberrypi ~ $ sudo ipython
In [1]: import RPi.GPIO as GPIO
In [2]: GPIO.setmode(gpio.BOARD)
In [3]: GPIO.setup(7, gpio.OUT)
In [4]: GPIO.output(7, True)
In [5]: GPIO.output(7, False)
```

Note we have to be superuser to operate the GPIOs.

Type:

```
pi@raspberrypi ~ $ sudo ipython
In [1]: import RPi.GPIO as GPIO
In [2]: from time import sleep
In [3]: GPIO.setmode(GPIO.BOARD)
In [4]: GPIO.setup(7, GPIO.OUT)
In [5]: for _ in range(5):
.....:     GPIO.output(7, True)
.....:     sleep(1)
.....:     GPIO.output(7, False)
.....:     sleep(1)
.....:
```

8.6 Exercise

Put the above into a script and run it.

8.7 Exercise

‘Blinking Big Ben’

Make a program to communicate the time via LED.

Decide which unit of time to measure. Maybe every 2 minutes.

8.8 Resources

- [Source for some of the material](#)
- [Quick Reaction Game](#)

CHAPTER 9

Resources

Here are a list of resources: