Gokaraju Rangaraju Institute of Engineering and Technology

Department of Electronics & Communication Engineering



Analog Clock using Arduino

Features

- Full -fledged analog clock face display with hour, minute and seconds hand
- Real-time animation of all clock hands
- Start/stop action using on-board switches
- Provision for setting time using onboard switch



Hardware

- Arduino UNO board based on the 8bit ATmega328 microcontroller working at 16 MHZ
- Sparkfun's Color LCD Shield based on the Nokia 6610 color LCD with a resolution of 128 x 128 pixels
- Interface between microcontroller and LCD :
 - Serial Peripheral Interface (SPI)

Firmware

- Based on the Arduino programming language
- Uses the ColorLCD library which provides primitives for drawing points, lines, rectangles and circles
- Uses basic trigonometric functions to calculate next position of each hand
- Animation effect created by redrawing earlier line with background color and drawing new line with foreground color