# **Electronics Prototyping**

J.R. Leeman and C. Marone

Techniques of Geoscientific Experimentation

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# When building and prototyping electronics we need different levels of permanence







# Breadboards offer quick prototyping and let you reuse components



Image: elasticsheep.com

#### They have columns of interconnected spring clips internally



Image: <u>electronics-sarath.blogspot.com</u>

Image: <u>sciencebuddies.org</u>

### Cut off or clean the glued ends of components



Image: prismglow.com

#### There are many ways to create your circuit on a breadboard



Image: <u>sparkfun.com</u>

#### Breadboards can present problems for high-frequency designs



Image: http://electronics.stackexchange.com/questions/19975/effect-of-parasitic-capacitance-on-an-ideal-signal

#### Perfboard/veroboard is a more permanent construction technique



#### But it can be done very poorly



#### Manhattan/deadbug is often used for high frequency designs



# Manhattan/Deadbug is a common high frequency construction technique



Image: <u>qsl.net</u>

Image: <u>instructables.com</u>



#### Some people even build enclosures out of the copper-clad board



Image: <u>aa7ee.wordpress.com</u>

#### Wire wrap is a good technique for digital designs



Custom PCBs are cheaper than ever and offer good performance at the cost of changeability



Image: <a href="mailto:learningeophysical.com">learningeophysical.com</a>

## Soldering is the most popular connection technique



#### A variable temperature soldering iron is a must



Image: <u>sparkfun.com</u>

#### A narrow chisel tip is the most versatile







Images: <u>adafruit.com</u>

#### Use a multi-core solder (lead and lead-free available)

\*I prefer a fine gauge solder



Image: <u>sparkfun.com</u>

#### Flux can be used to clean the connection





Images: Adafruit, Wikipedia

#### Desoldering is done with braid or a solder vacuum



Images: adafruit.com

#### Prepare your work area and iron



## Prepare your work area and iron









Images: <u>adafruit.com</u>

#### 1. Make a good mechanical connection



Image: <u>adafruit.com</u>

### 2. Heat the entire joint



Image: <u>adafruit.com</u>

#### **3.** Flow solder into the joint



Image: adafruit.com

### 4. Let the joint cool and trim/clean



Image: <u>adafruit.com</u>

Don't: Use the very tip of the iron. Do: Use the side of the tip of the iron, "The Sweet Spot."

Do: Touch the iron to the component leg and metal ring at the same time.

**Do:** While continuing to hold the iron in contact with the leg and metal ring, feed solder into the joint.

**Don't:** Glob the solder straight onto the iron and try to apply the solder with the iron.

Do: Use a sponge to clean your iron whenever black oxidization builds up on the tip.



Solder flows around the leg and fills the hole - forming a volcano-shaped mound of solder.



Error: Solder balls up on the leg, not connecting the leg to the metal ring. Solution: Add flux, then touch up with iron.



Error: Bad Connection (i.e. it doesn't look like a volcano) Solution: Flux then add solder.



Error: Bad Connection...and ugly...oh so ugly. Solution: Flux then add solder.

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Error: Too much solder connecting adjacent legs (aka a solder jumper). Solution: Wick off excess solder.



#### **Reflow soldering can be used on surface mount boards**



Image: J.R. Leeman, Wikipedia

#### Wave soldering is another common commercial process



## Activity: Blinky 2.0



Image: J.R. Leeman

#### A note about LEDs







Image: <u>sparkfun.com</u>

#### A note about LEDs



**Current Limiting Resistor** 

Calculating the resistor value: https://www.sparkfun.com/tutorials/219

Image: <u>sparkfun.com</u>

#### **Assignment: Project Proposal**

# **Project Proposal**

After you have discussed your potential project ideas from the **Project Brainstorm** activity with the instructors, it is time to nail down exactly what your project will be and what the deliverables will be. Write a summary of one page or less that describes:

- What your project is
- What it will do
- What resources you will need to complete it.

This will serve as the specification document for your project goals at the end of the term.

**DUE: 9/15/16** 



# **Assignment Summary**

# \* Threading Activity: Next Tuesday (9/13/16) \* Blinky 2.0 (Photo/Code emailed): Next Tuesday (9/13/16)

\* Project Proposal: Next Thursday (9/15/16)