

Ping Pong

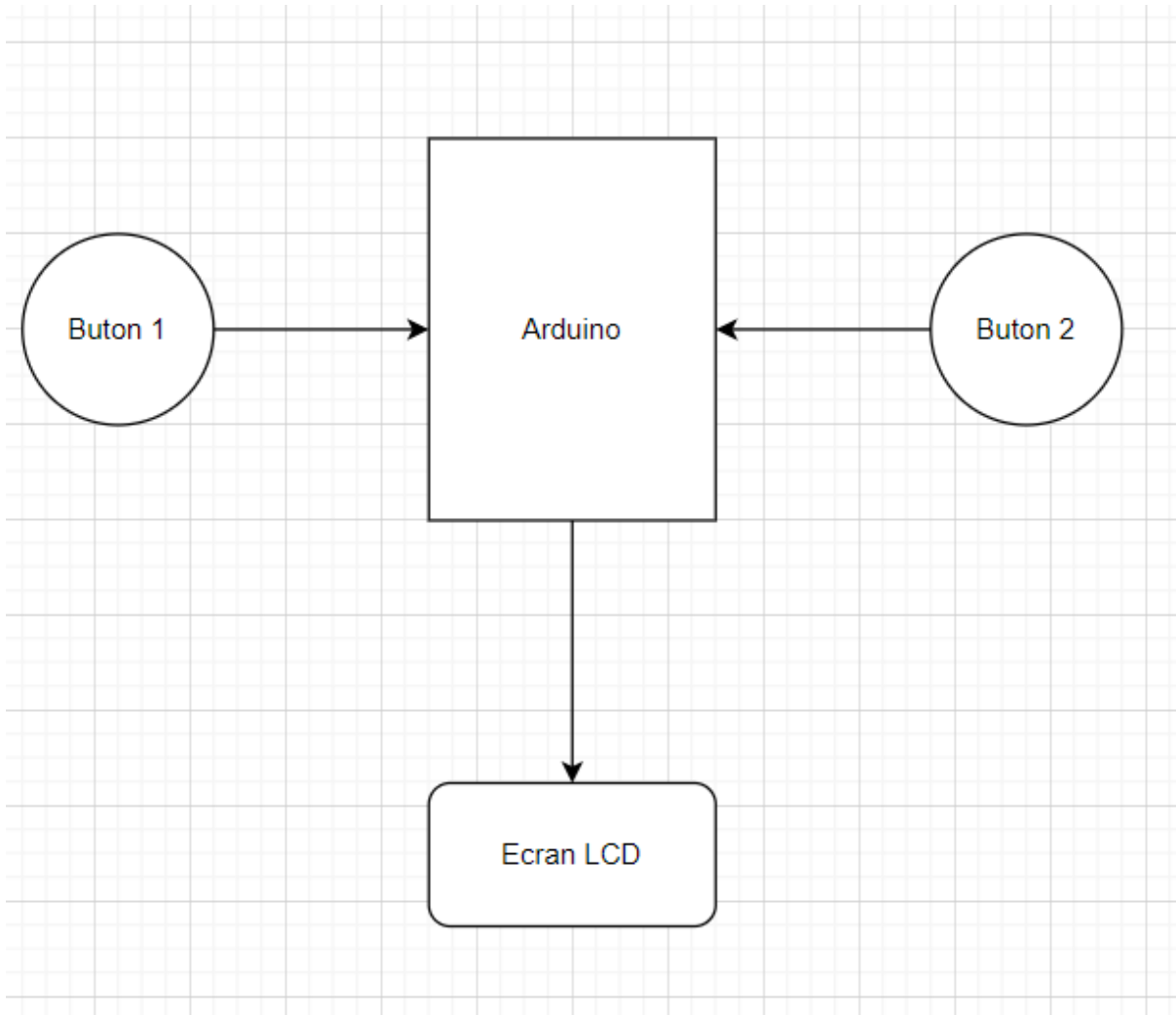
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Introducere

Proiectul realizat consta in realizarea celebrului joc de ping pong utilizand placi Arduino, ecran LCD, butoane, breadboard, fire de legatura. Scopul acestui proiect are rolul de a demonstra practic informatiile si conceptele invatate la laborator.

Descriere generală

Pentru joc, voi folosi o placa Arduino, un ecran LCD, doua butoane, un breadboard, fire de legatura.



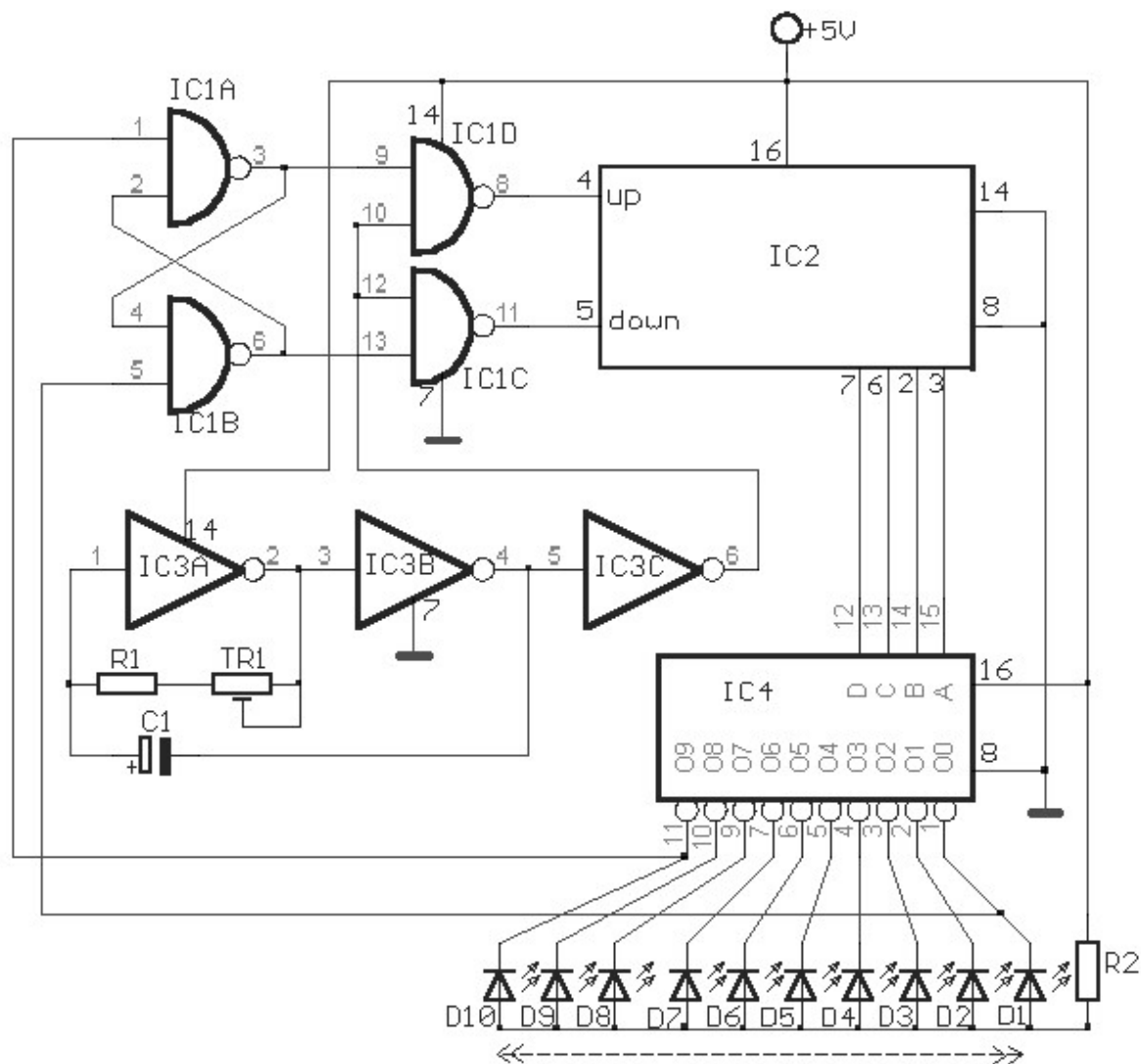
Schema bloc:

Hardware Design

- placa Arduino UNO
- ecran LCD
- doua butoane
- breadboard

- rezistente
- fire de legatura

Schema electrica:



Software Design

TODO

Rezultate Obținute

TODO

Concluzii

TODO

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Bibliografie/Resurse

TODO

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