Remote control pannel

Aim:

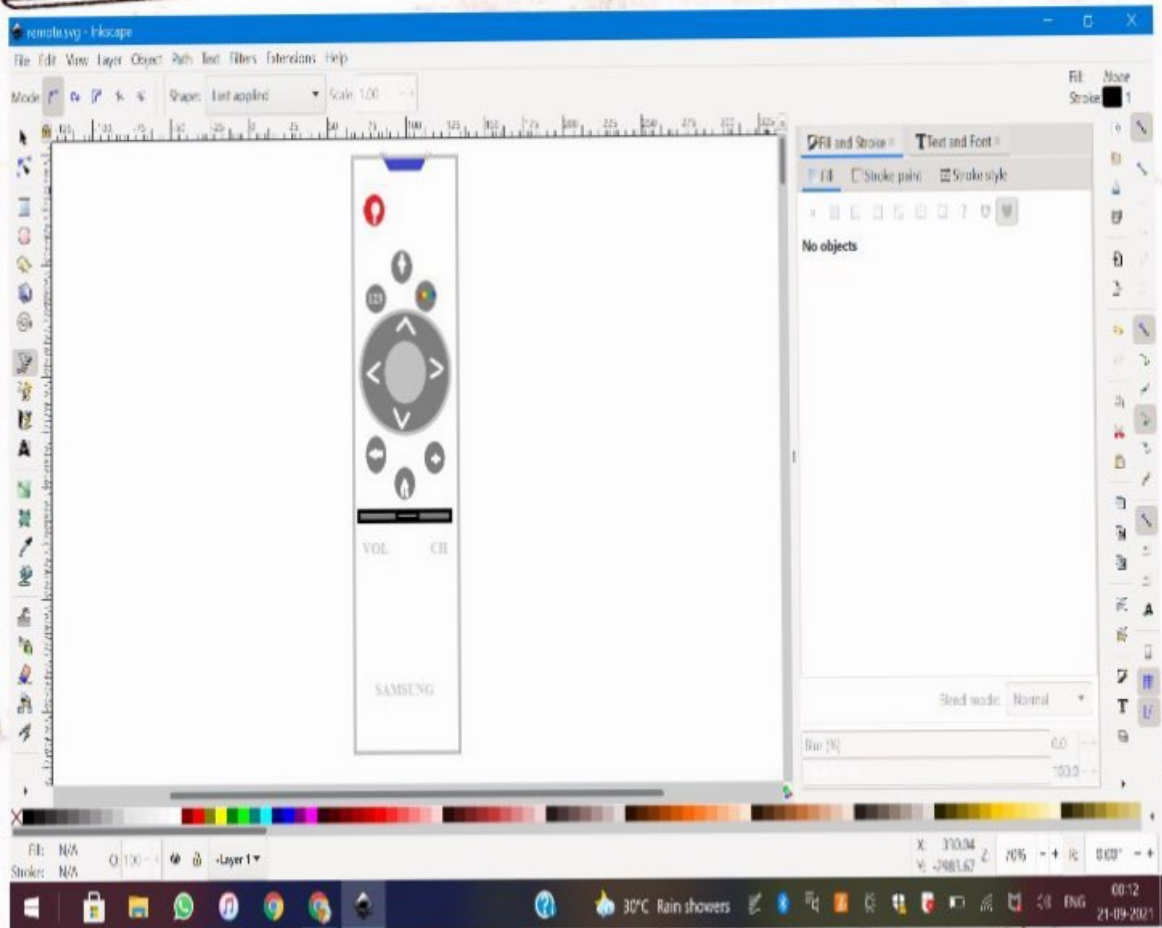To design a prototype of TV remote control pannel

Theory:

1) **Activation:** For activating a operation. Eg. Switch, push buttons

2) **Discrete:** For setting fixed operational value input Eg. Rotary dial

3) **Continious:** For Varying continues value Eg dials, Slider Switches, Volume Knob

4) **Rapid:** For inputing data rapidly Eg. data entry button on Keybord

Procedure:

Design a TV remote control pannel using inkspace

Result:

Conclusion:

Thus TV remote control panel has been designed using ink space.