ITSP 2015

TEAM MEMBERS

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PROJECT DETAILS

TO CREATE A MECHANISH THAT CAN HELP IN LOCATING BOOKS IN A LIBRARY OR AS A PROTOTYPE IN A SHELF

WE WIL ACCOMPLISH THIS BY USING RAIL MECHANISH AND PLACING SENSORS THAT WILL 'READ' THE STICKERS ON THE BOOKS AND WILL STORE THEM IN ARRAY.IF THE BOOK ENTERED BY THE USER MATCHES THE BOOK IN THE ARRAY THEN THE SENSOR WILL GO TO THAT BOOK AND LIGHT A TORCH TO INDICATE THAT THE BOOK HAS BEEN FOUND

WEEK 1

TO GET THE NECESSARY ELECTRICAL EQUIPMENT LIKE ARDUINO,IR SENSORS

TO GET THE NECESSARY MECHANICAL EQUIPMENT LIKE RAILS AND MOTORS ON WHICH THE SENSORS CAN TRAVERSE.

TO LEARN THE BASIC PROGRAMMING LANGUAGE THAT WE WILL BE USING FOR CODING.

WEEK 2

TO SET UP THE MECHANICAL EQUIPMENT ON A PARTICULAR SHELF FOR THE SENSORS.

TO START THE BASIC CODING OF IMAGE PROCESSING THAT WE WILL BE REQUIRING IN THE PROJECT AND TRYING TO MAKE SURE THAT IT CAN READ AND PROCESS A PARTICULAR ALPHABET.

WEEK 3

TO TRY OUT THE IMAGE PROCESSING CODE WITH A FEW BOOKS AND TO SEE IF IT WORKS.

TO SET UP THE FINAL MECHANICAL RAILS AND MOTORS REQUIRED AND TO PLACE THE SENSORS SO THAT THEY CAN MOVE ALONG THE SHELF

TO TRY TO READ AND STORE ATLEAST 10 BOOKS IN AN ARRAY THAT WE WILL CREATE

TO BUILD UP THE NECESSARY USER INTERFACE REQUIRED

WEEK 4

TO SEE IF OUR DESIGN CAN SEARCH THE BOOKS OR NOT.

IF IT CAN, THEN WE WILL TRY TO MAKE OUR DESIGN SMARTER AND MORE EFFICIENT USING MEMORY IMPLEMENTATIONS

COSTS

THE RAILS AND MOTOR- depends on mechanism used.

THE ARDUINO Around 1000

MISC-ICs / Wires/ Camera / Torch./ Sensors- Approx 4000