



LICENCIATURA EM ENGENHARIA INFORMÁTICA E MULTIMÉDIA
2021/2022

SENSORES E ATUADORES

UML's

29/01/2022

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Realizado por:
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1 Automato Botão

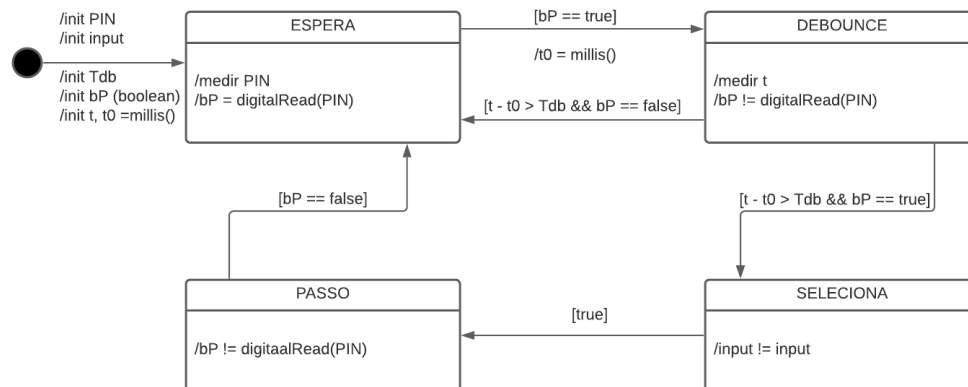


Figura 1: UML Botão

2 Automato LDR

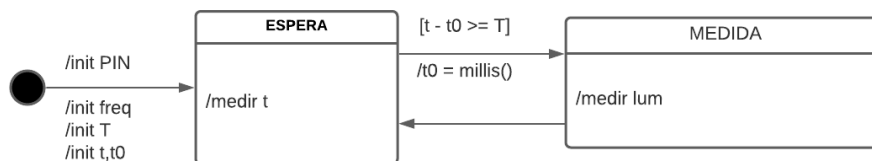


Figura 2: UML LDR

3 Automato LED

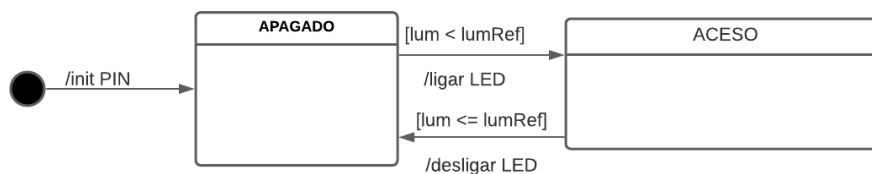


Figura 3: UML LED

4 Automato Onda Sinusoidal

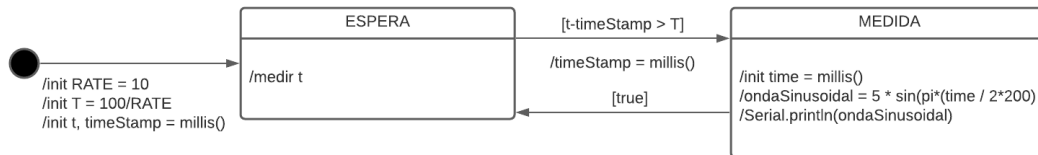


Figura 4: UML Onda Sinusoidal

5 Automato Piezzo

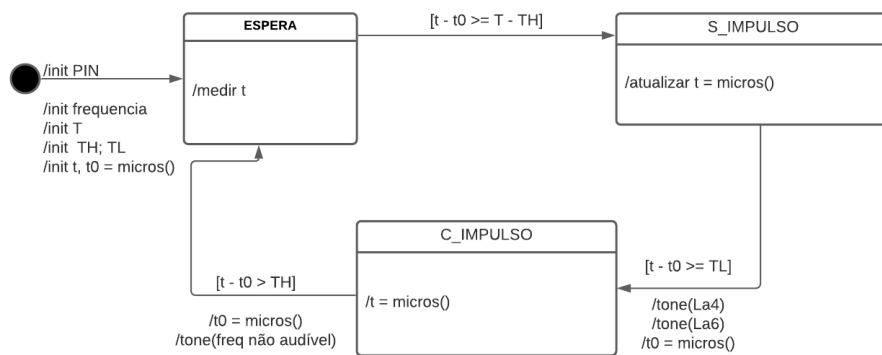


Figura 5: UML Piezzo

6 Automato Potenciômetro

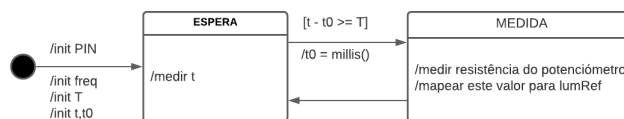


Figura 6: UML Potenciômetro

7 Automato Input Serial

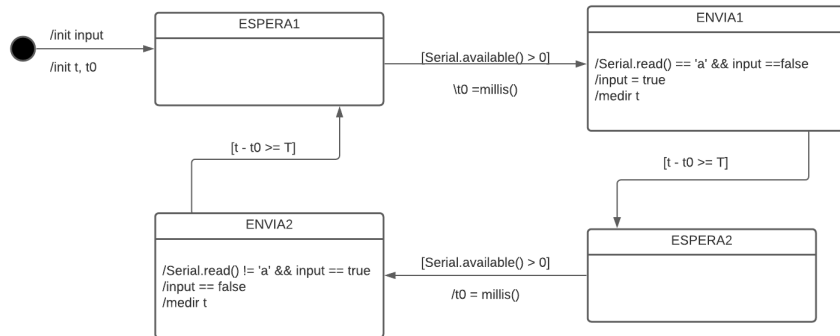


Figura 7: UML Serial

8 Automato Servo

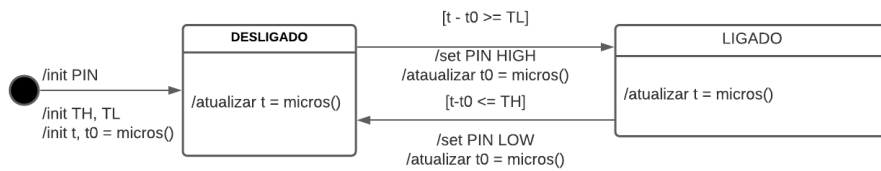


Figura 8: UML Servo

9 Automato Simulação do Angulo

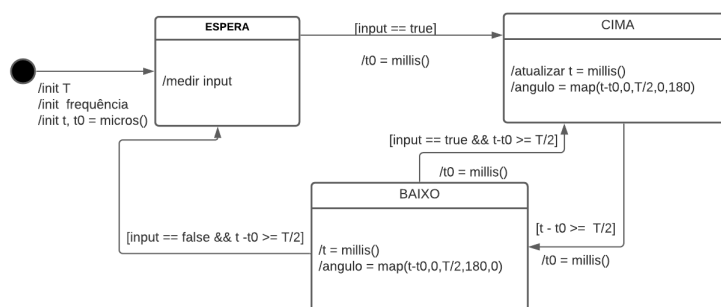


Figura 9: UML SimAng

10 Automato Simulação Frequência

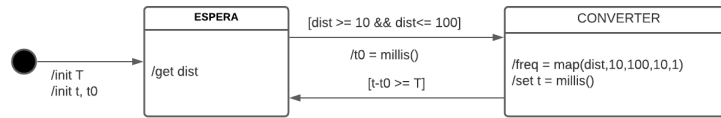


Figura 10: UML SimFreq

11 Automato Sonar

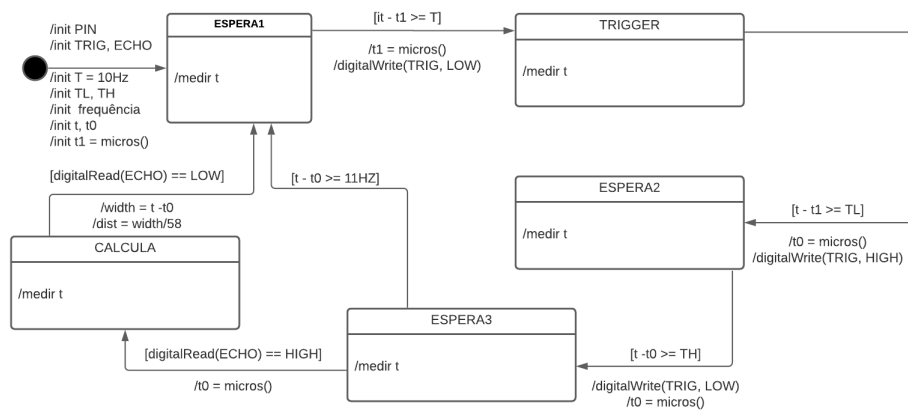


Figura 11: UML Sonar