

# Arduino : Projet Athlete



Athlete rover prototype

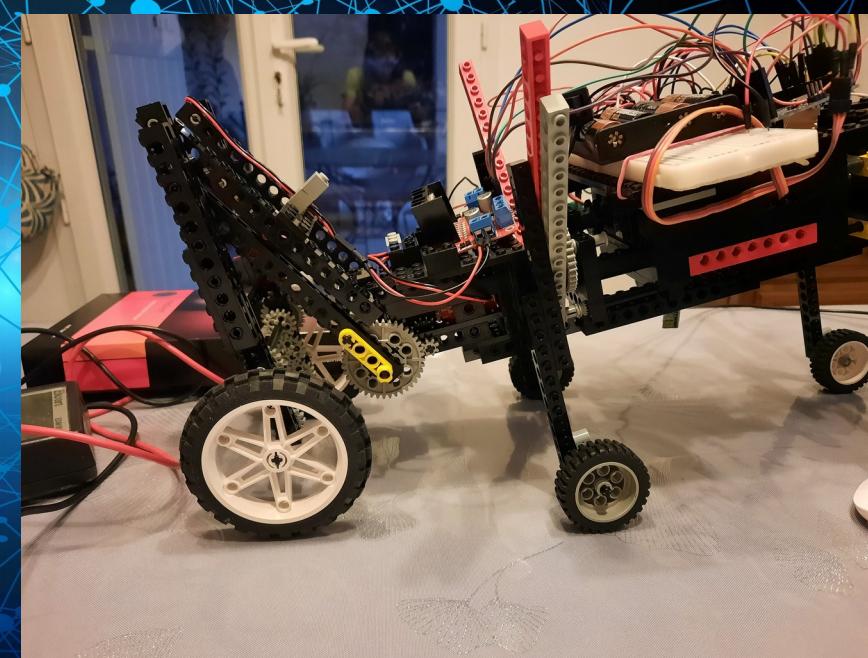
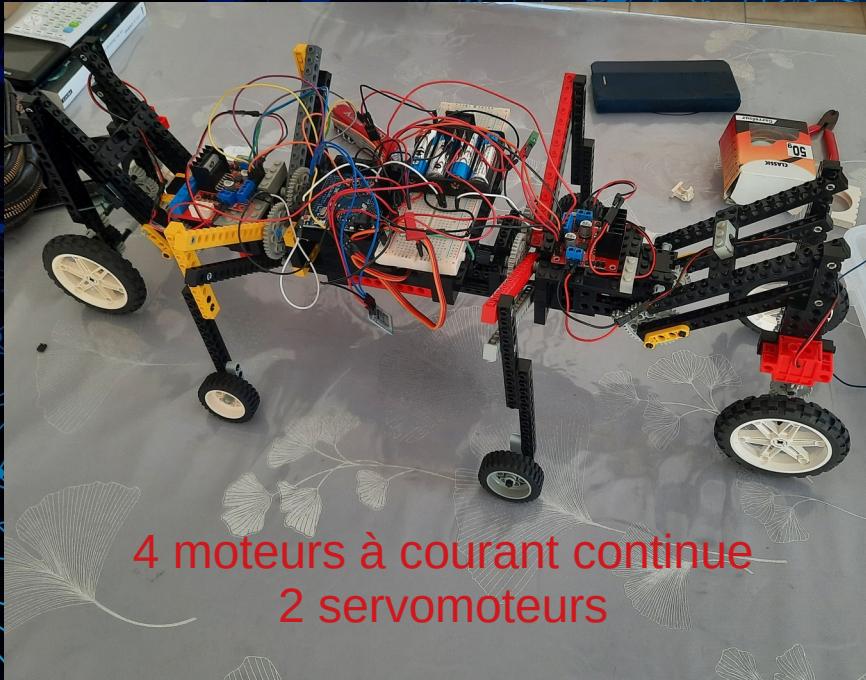


Planning

Objectif : simuler le comportement du rover

## I) Evolution du projet

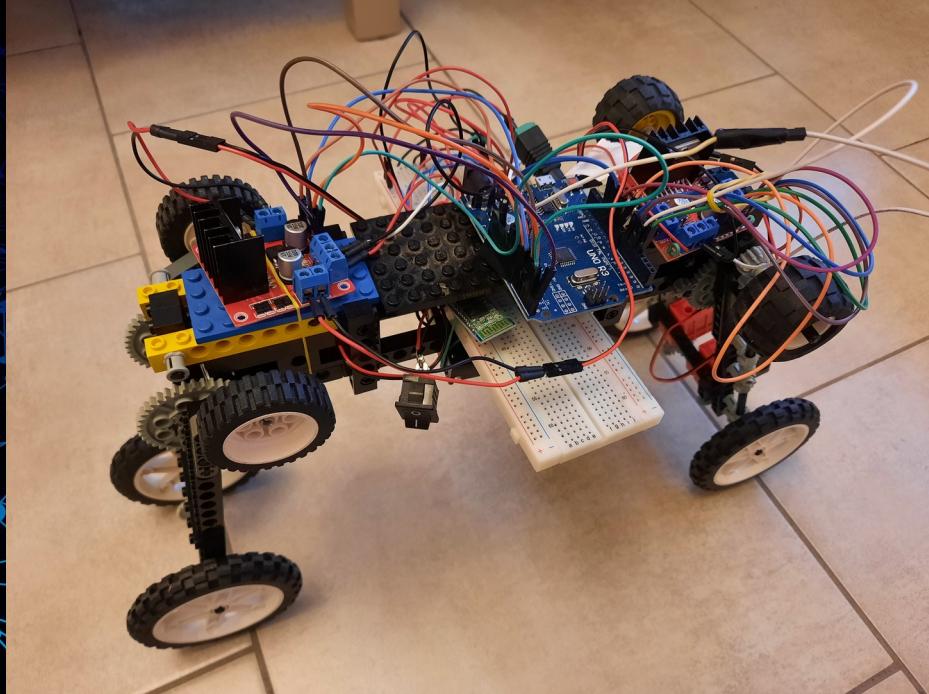
1<sup>er</sup> version du robot



Problème de poids

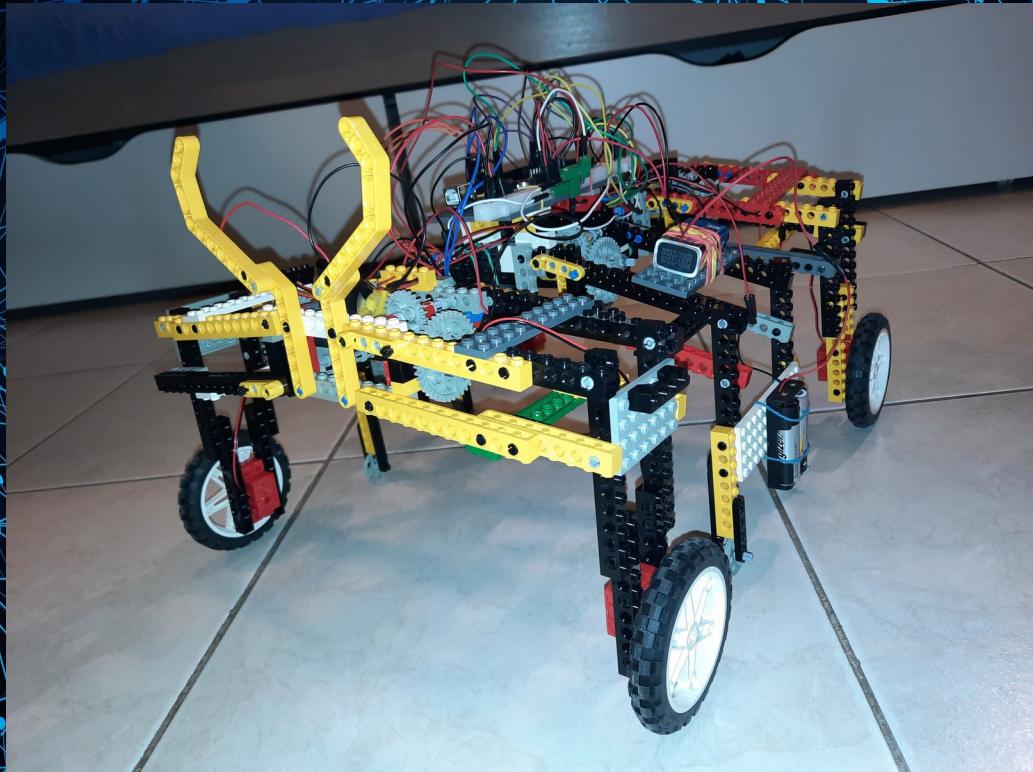
# I) Evolution du projet

2<sup>e</sup> version du robot

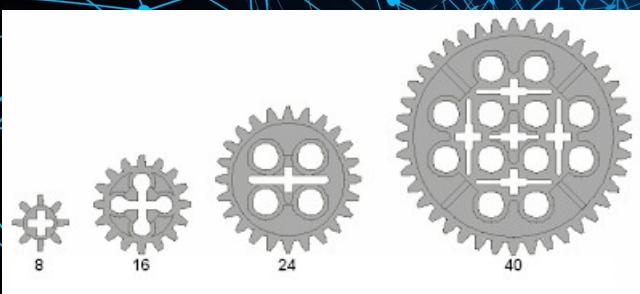
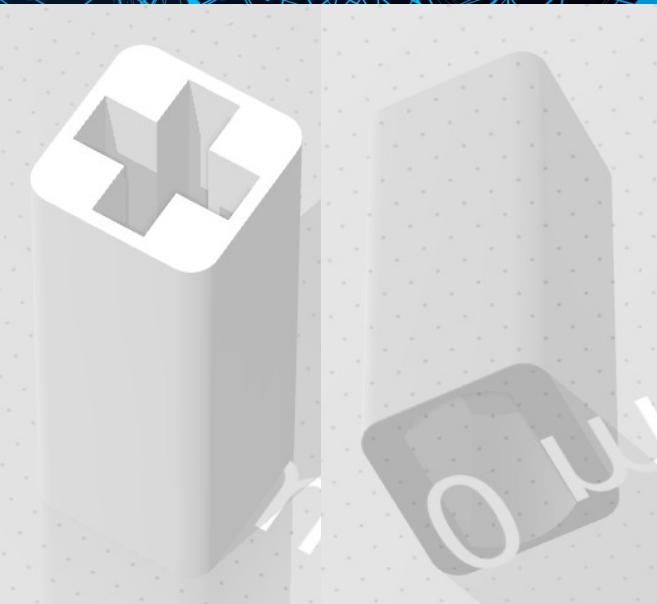
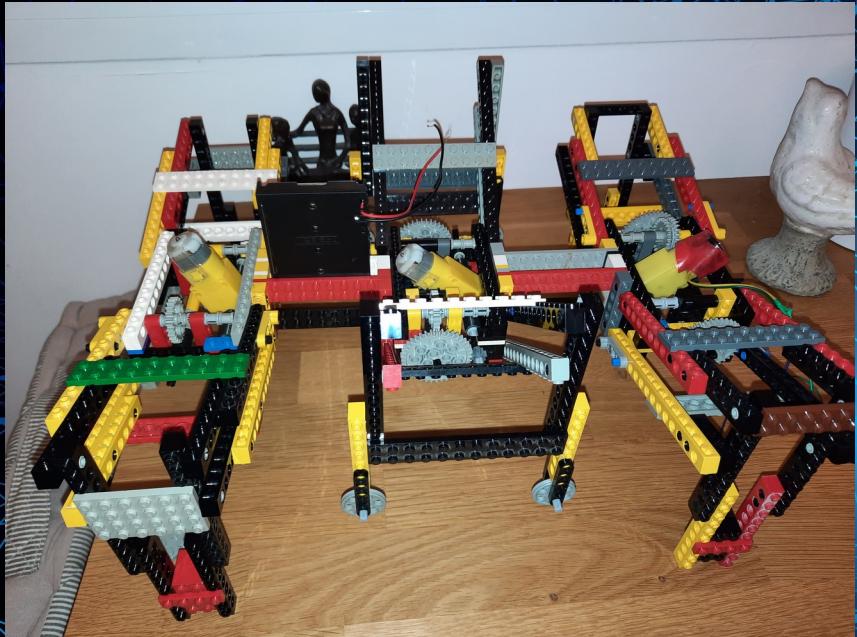


# I) Evolution du projet

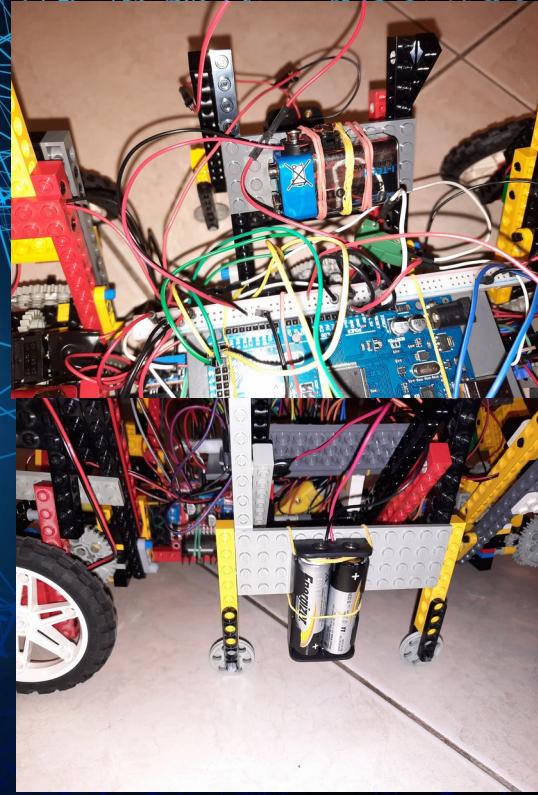
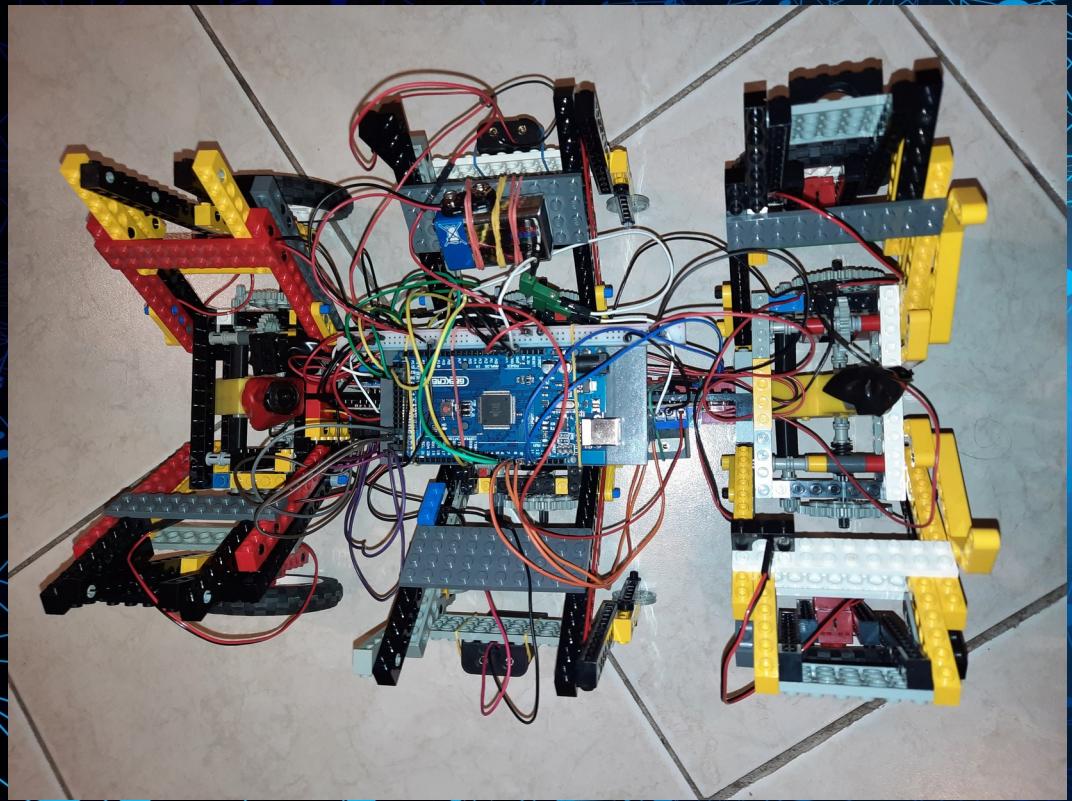
3<sup>e</sup> version du robot



## La structure mécanique



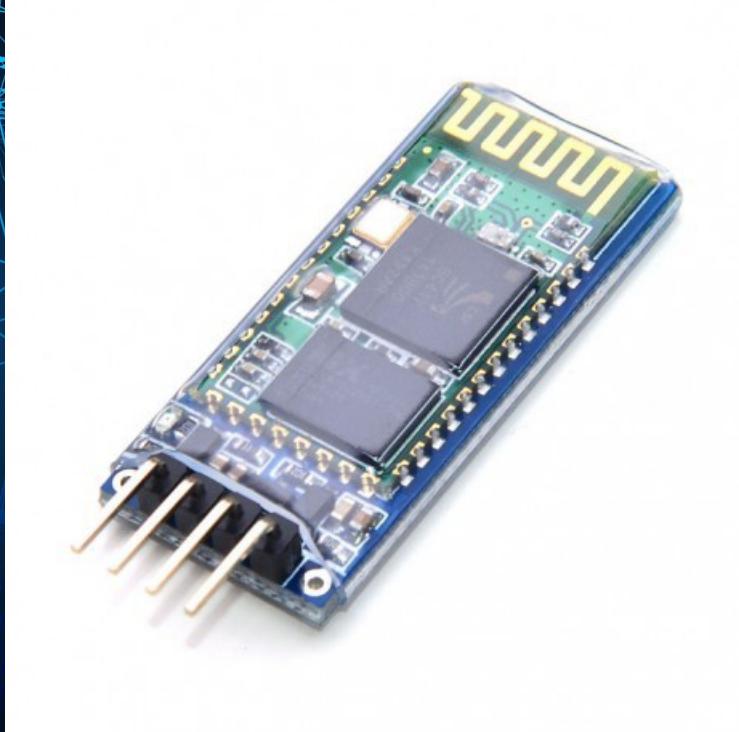
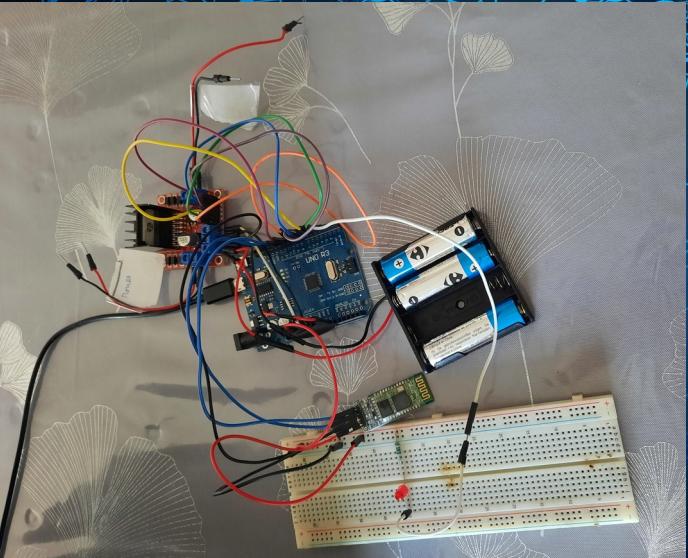
# L'insertion de l'électronique



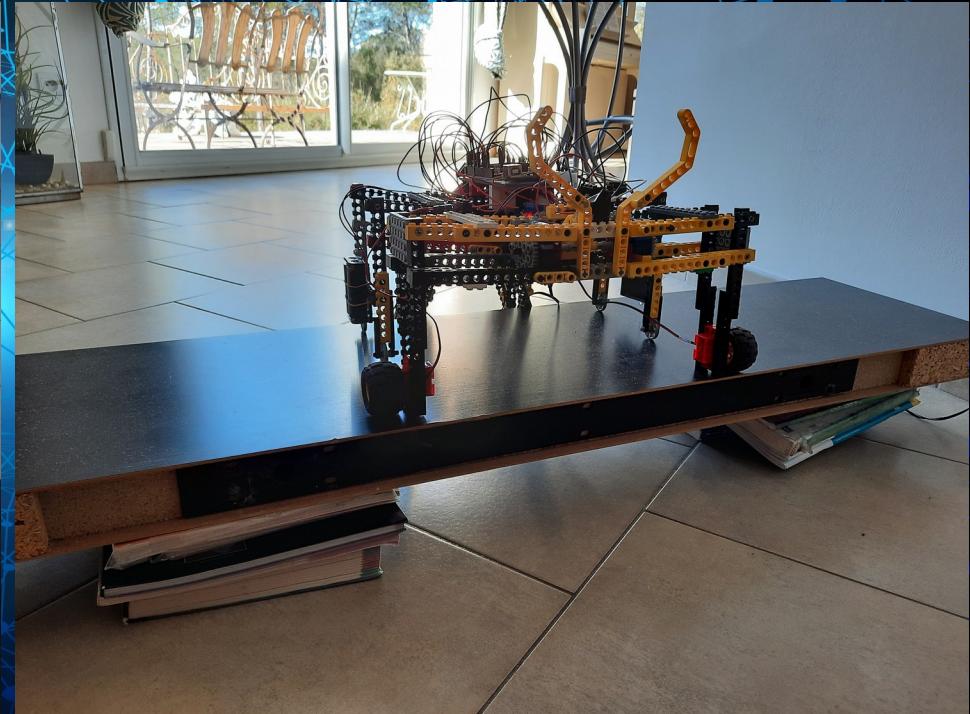
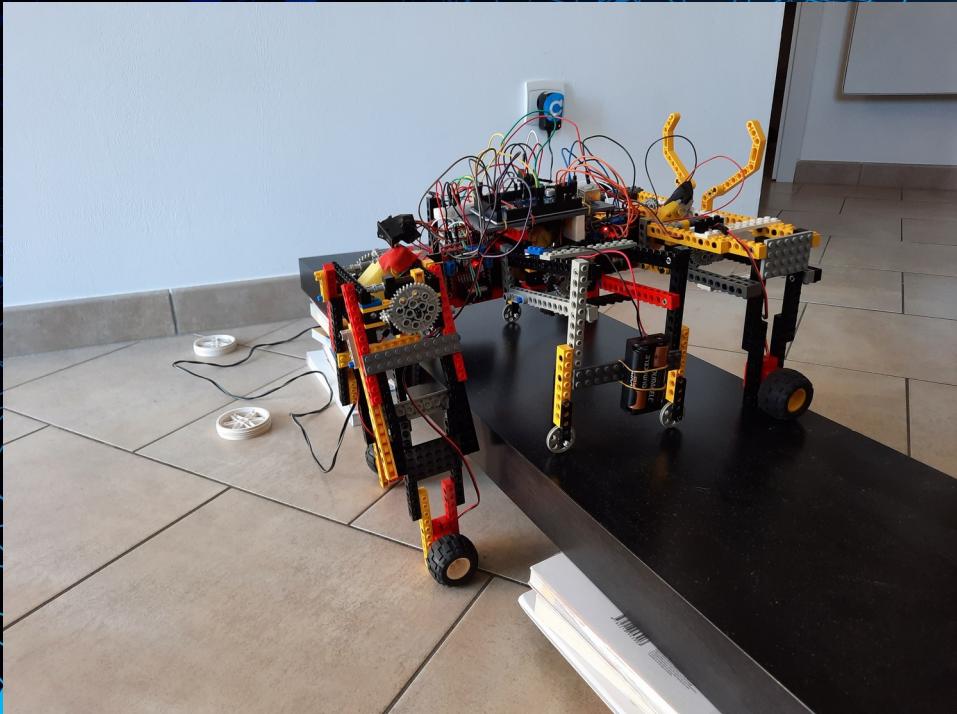
# La programmation et la communication

```
// Moteur arrière  
  
if (Data == 'E'){  
    Serial.println("Train arrière monte");  
  
    digitalWrite(ArtBackIN3, HIGH) ;  
    digitalWrite(ArtBackIN4 , LOW) ;  
  
    digitalWrite(ArtBackENB , HIGH) ;  
}  
}
```

```
//DIRECTIONS  
  
if (Data == '1'){  
    Serial.println("En avant");  
  
    digitalWrite(RDIN3, HIGH) ;  
    digitalWrite(RDIN4 , LOW) ;  
  
    digitalWrite( RGIN2 , LOW ) ;  
    digitalWrite(RGIN1 , HIGH) ;  
  
    analogWrite(RGENA , vitesse) ;  
    analogWrite(RDENB , vitesse) ;  
}  
}
```



# Démonstration



# Conclusion

*L'objectif est atteint !*

## Les Apports

Gestion de site

Connaissances variées

Autonomie

s'adapter

Rapport à l'échec

