

Team UPS

- 변영우
- 이도엽
- 이평호

Arduino Project

10.16-10.20

목차

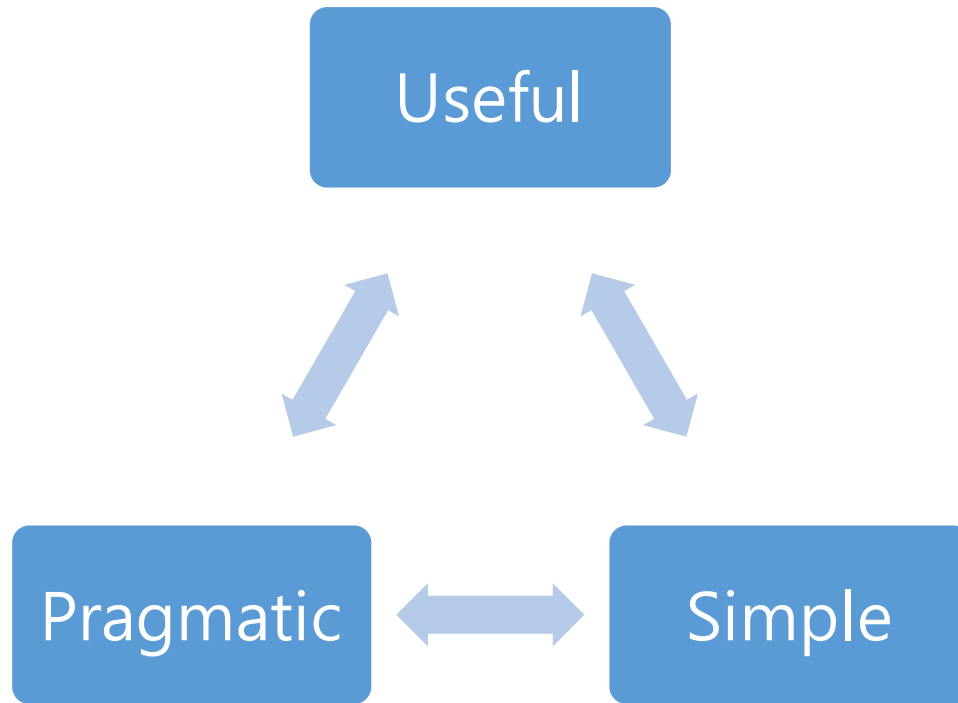
1. 프로젝트의 방향성

2. 프로젝트의 이유

3. Block Diagram

4. 구성도

5. Flow Chart



Project Goal

UPS!

Useful

-사용자에게 의미가 있어야함-
(유용성의 제공)

Project Goal

UPS!

Pragmatic

-실생활에 밀접하게 적용되어야함-
(실용성의 제공)

Project Goal

uPs!

Simple

-사용하기 간단해야함-
(편리성의 제공)

Project Goal

UPS!



WHY?



WHY?

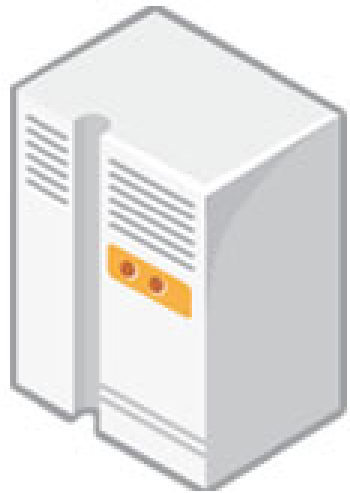
Project Topic

중앙제어식
전자 이름 표시기

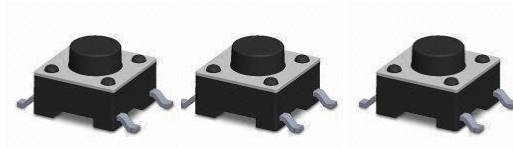
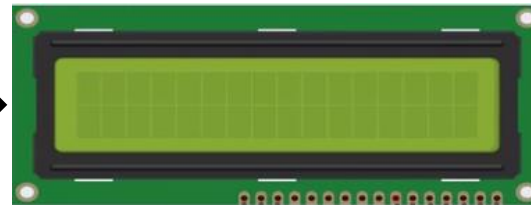
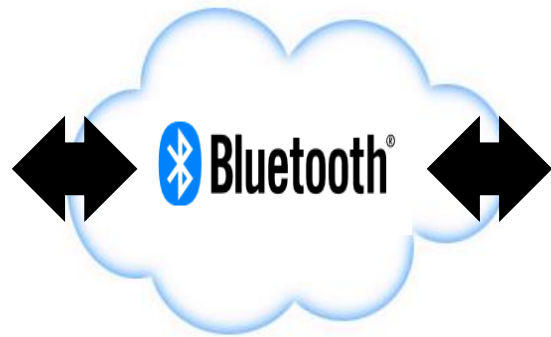
Center Controlled
Electronic Name
Indicator
(CCENI)

Arduino Master

Arduino Slave



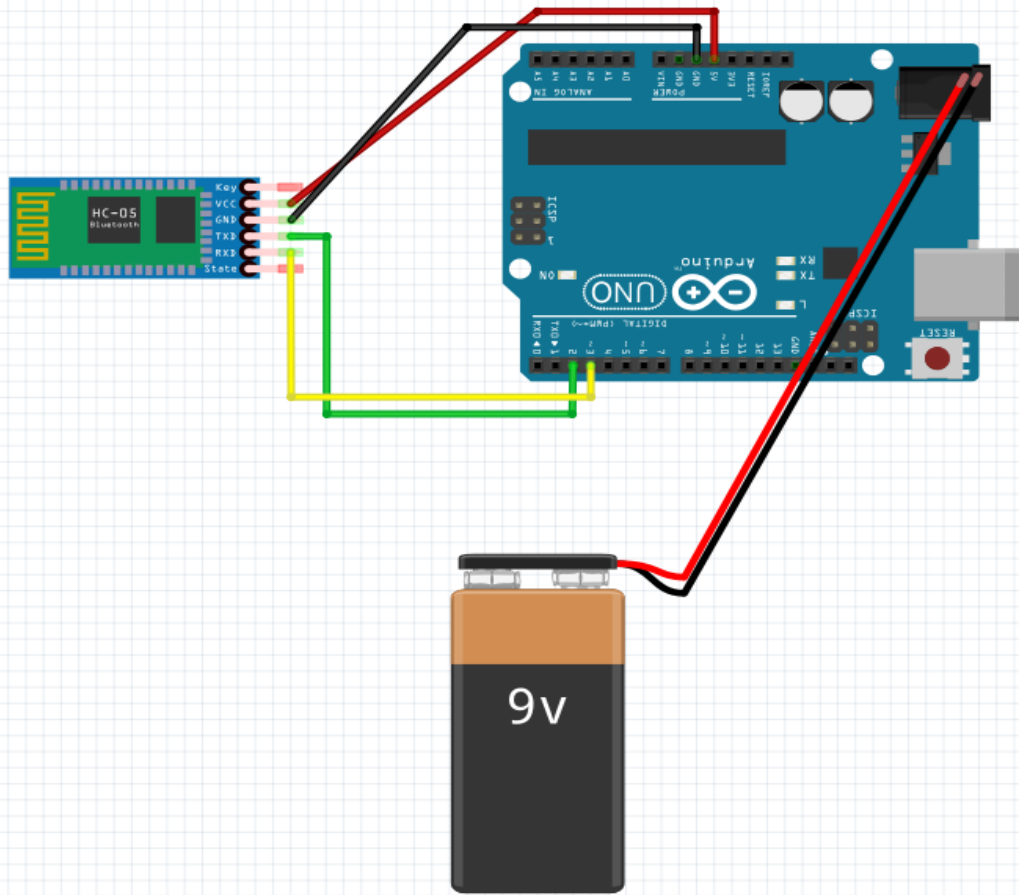
Server
서버



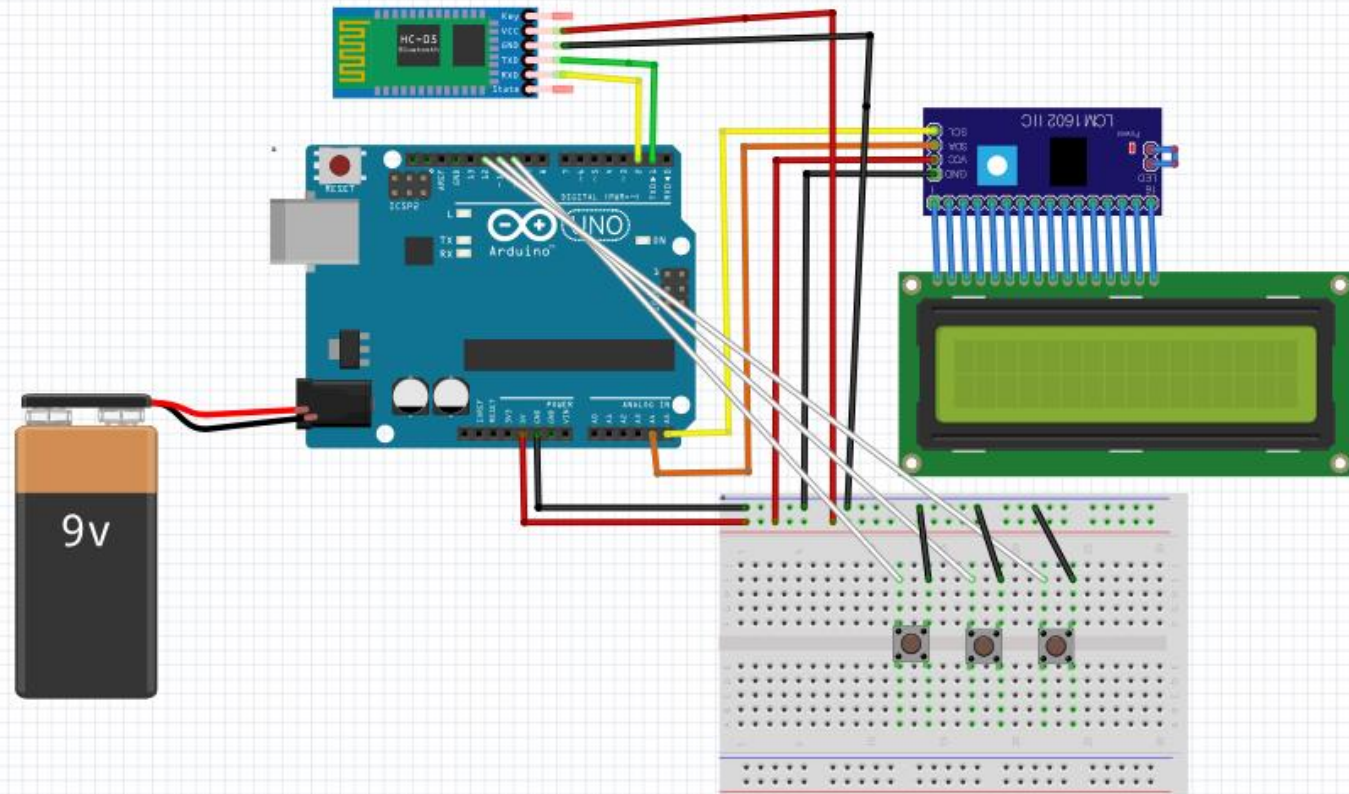
Block Diagram

구성도

Arduino Master

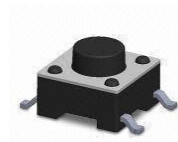


Arduino Slave

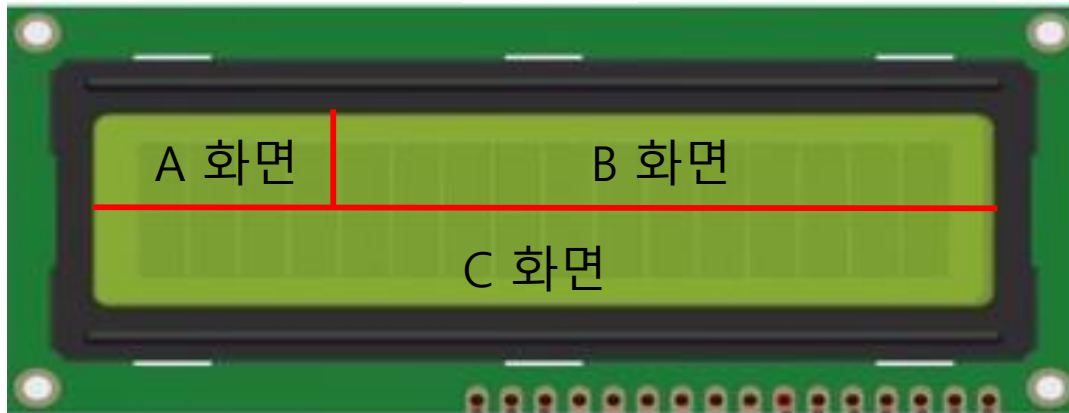


Before Flow Chart

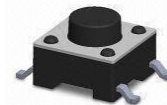
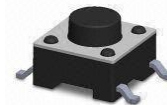
A~C 화면의 의미 및 스위치1~3의 의미



스위치1(설정 스위치)

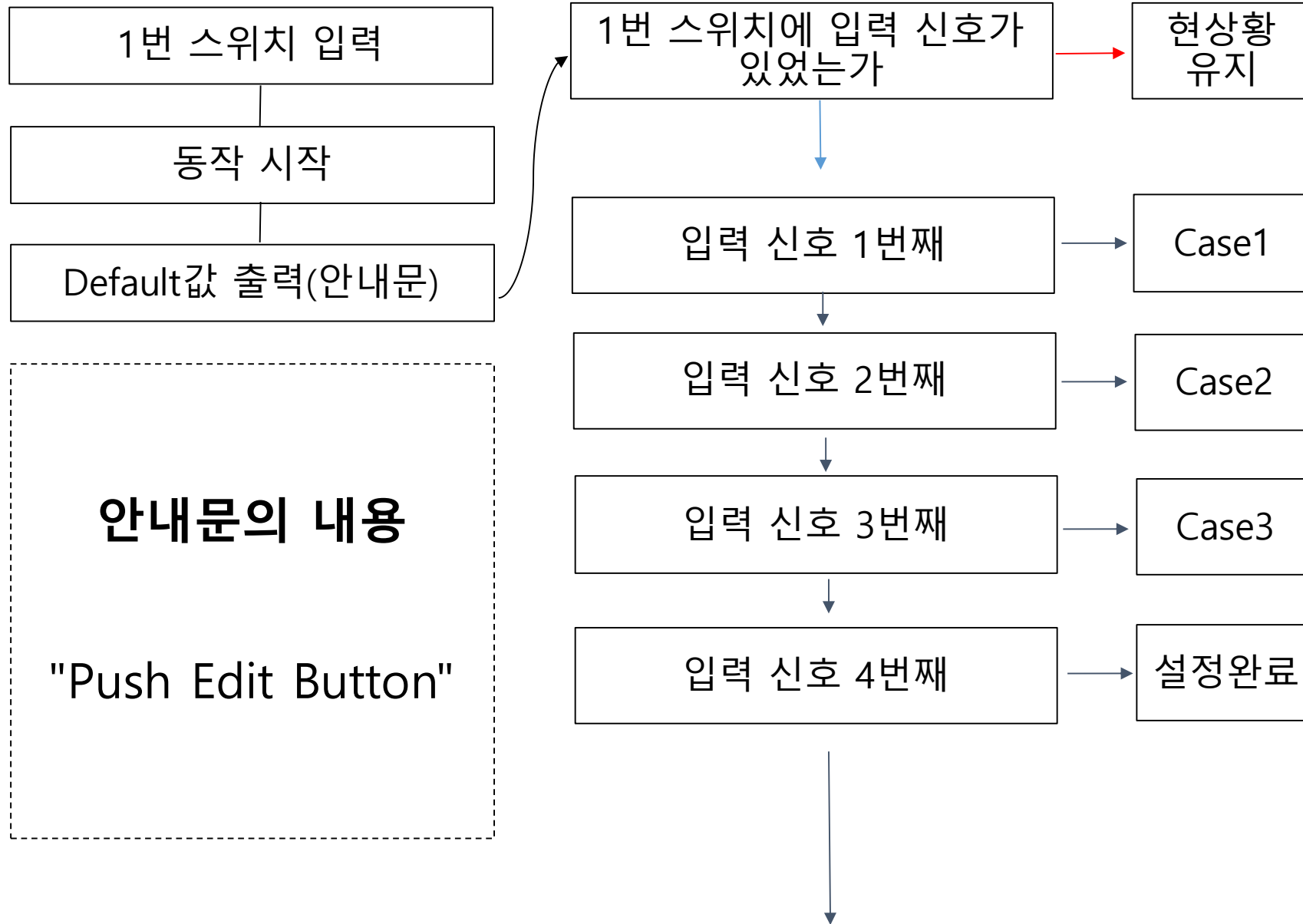


스위치2(UP 스위치)



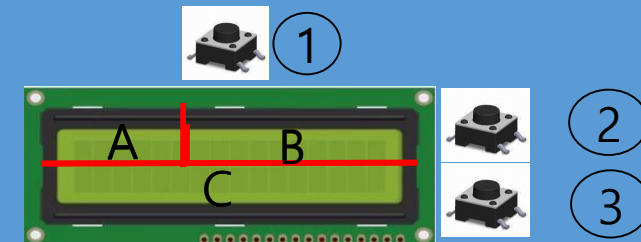
스위치3(DOWN 스위치)

Arduino Slave

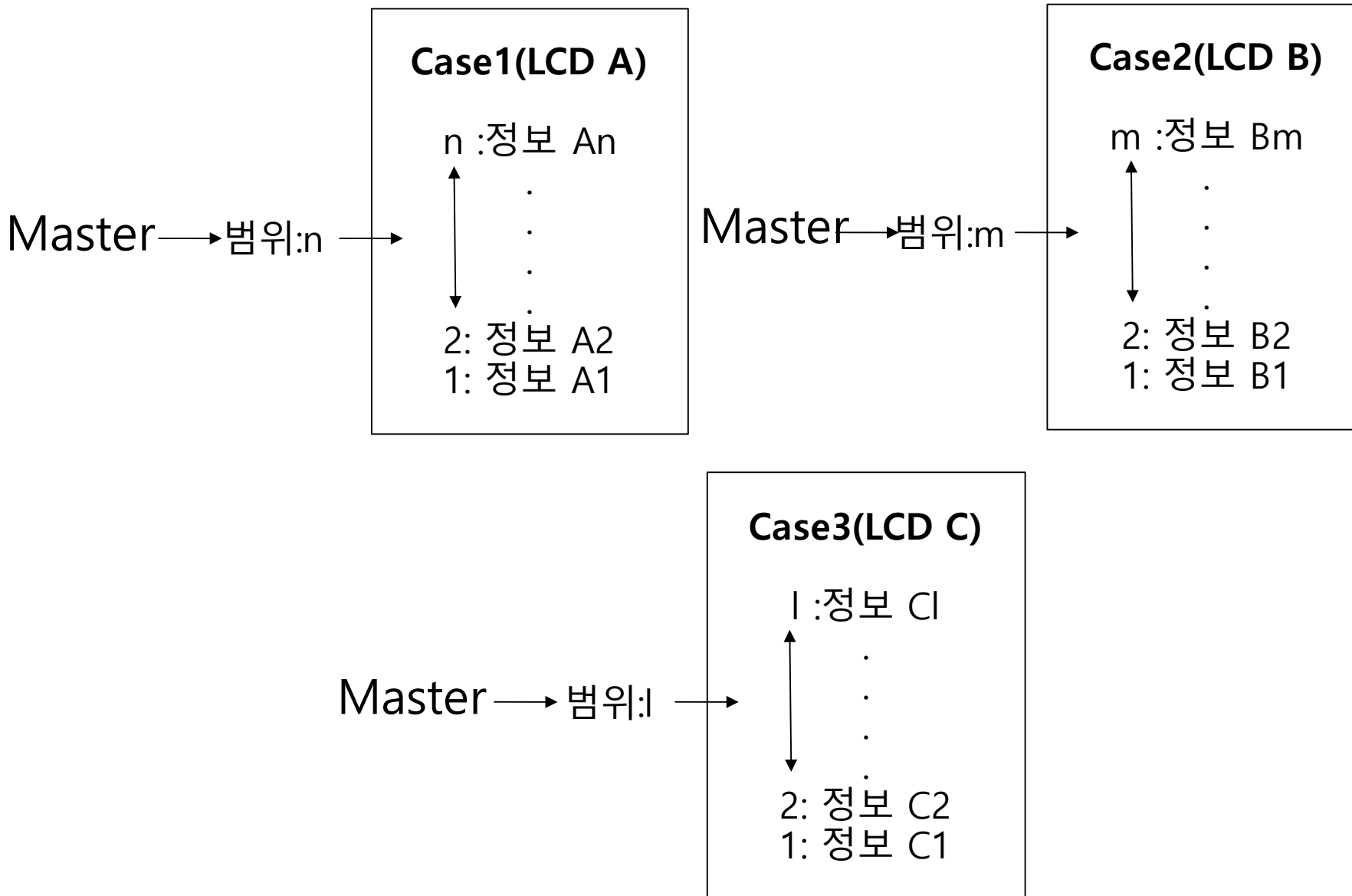


Flow Chart

참고 이미지

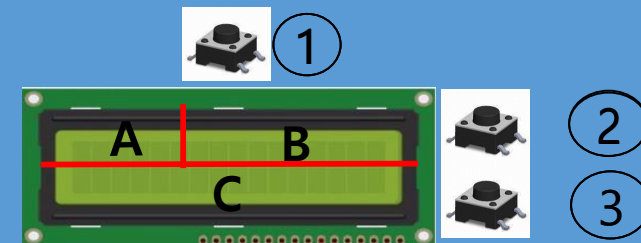


Arduino Slave



Flow Chart

참고 이미지



Button작동 예시

➡ Button1: 1번 입력 ➡ Button1: 2번 입력 ➡ Button1: 3번 입력 ➡ Button1: 4번 입력(입력완료) ➡

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