

# **ROBOTICS CAMP-2021**

**Session: 1<sup>st</sup>, Class: 4<sup>th</sup>**

**Hardware Diagram Drawing**

# Fundamental theme of Automation



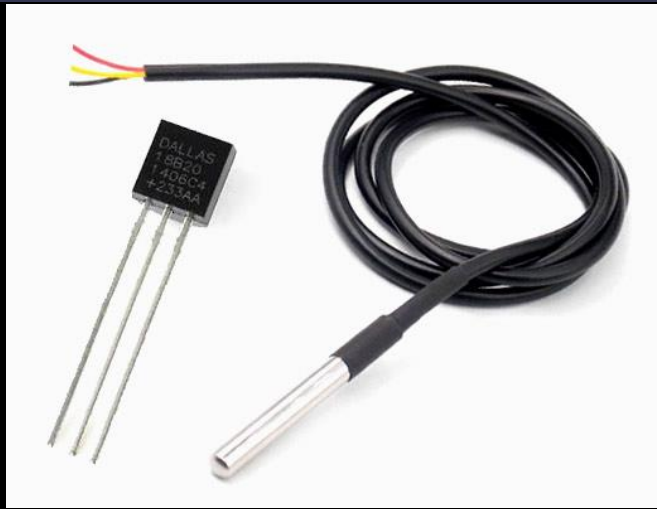
## INPUT DEVICES

- **Temperature Sensor**
- **Motion Sensor**
- **Light Sensor**
- **Fire/ Flame Sensor**
- **Water Sensor**
- **Obstacle Sensor**

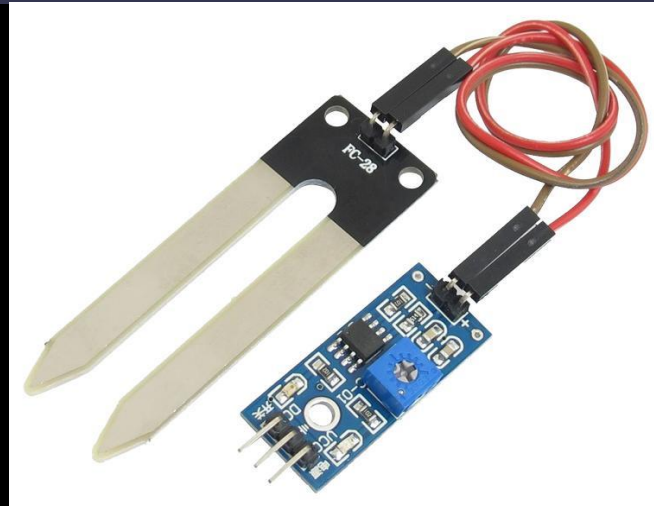
## OUTPUT DEVICES

- **Motor**
- **Lamp**
- **Fan**
- **Buzzer**
- **Pump**





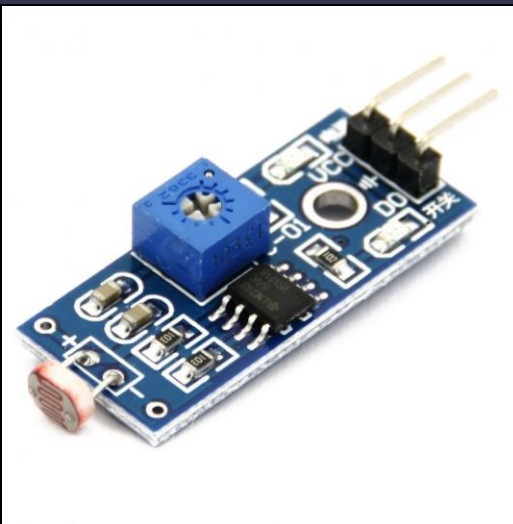
**Temperature Sensor**



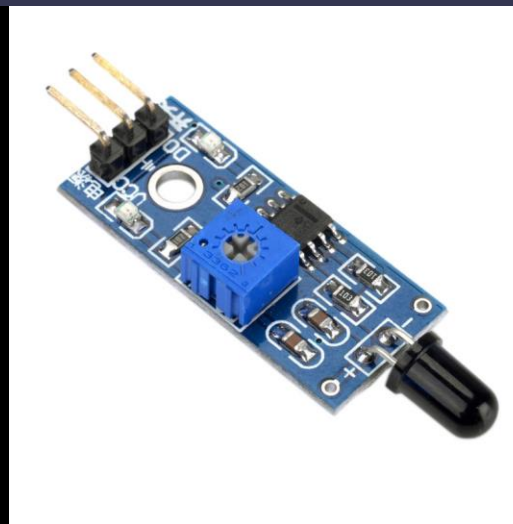
**Moisture/Water Sensor**



**Motion Sensor**



**Light Sensor**



**Fire Sensor**



**Obstacle Sensor**

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**2021**

# **Robotics & Automation Project Idea Generation**

## INPUT DEVICES

- **Temperature Sensor**
- **Motion Sensor**
- **Light Sensor**
- **Fire/ Flame Sensor**
- **Water Sensor**
- **Obstacle Sensor**

## OUTPUT DEVICES

- **Motor**
- **Fan**
- **Buzzer**
- **Pump**
- **Lamp**





# **Motion Sensor + Lamp**

## **Automatic Indoor Lamp**

**If, Motion Sensor High - Lamp on  
Else - Lamp off.**

## INPUT DEVICES

- **Temperature Sensor**
- **Motion Sensor**
- **Light Sensor**
- **Fire/ Flame Sensor**
- **Water Sensor**
- **Obstacle Sensor**

## OUTPUT DEVICES

- **Motor**
- **Fan**
- **Buzzer**
- **Pump**
- **Lamp**





# **Motion Sensor + Buzzer**

## **Automatic Thief Detector**

**If, Motion Sensor High - Buzzer on  
Else - Buzzer off.**

## INPUT DEVICES

- **Temperature Sensor**
- **Motion Sensor**
- **Light Sensor**
- **Fire/ Flame Sensor**
- **Water Sensor**
- **Obstacle Sensor**

## OUTPUT DEVICES

- **Motor**
- **Fan**
- **Buzzer**
- **Pump**
- **Lamp**



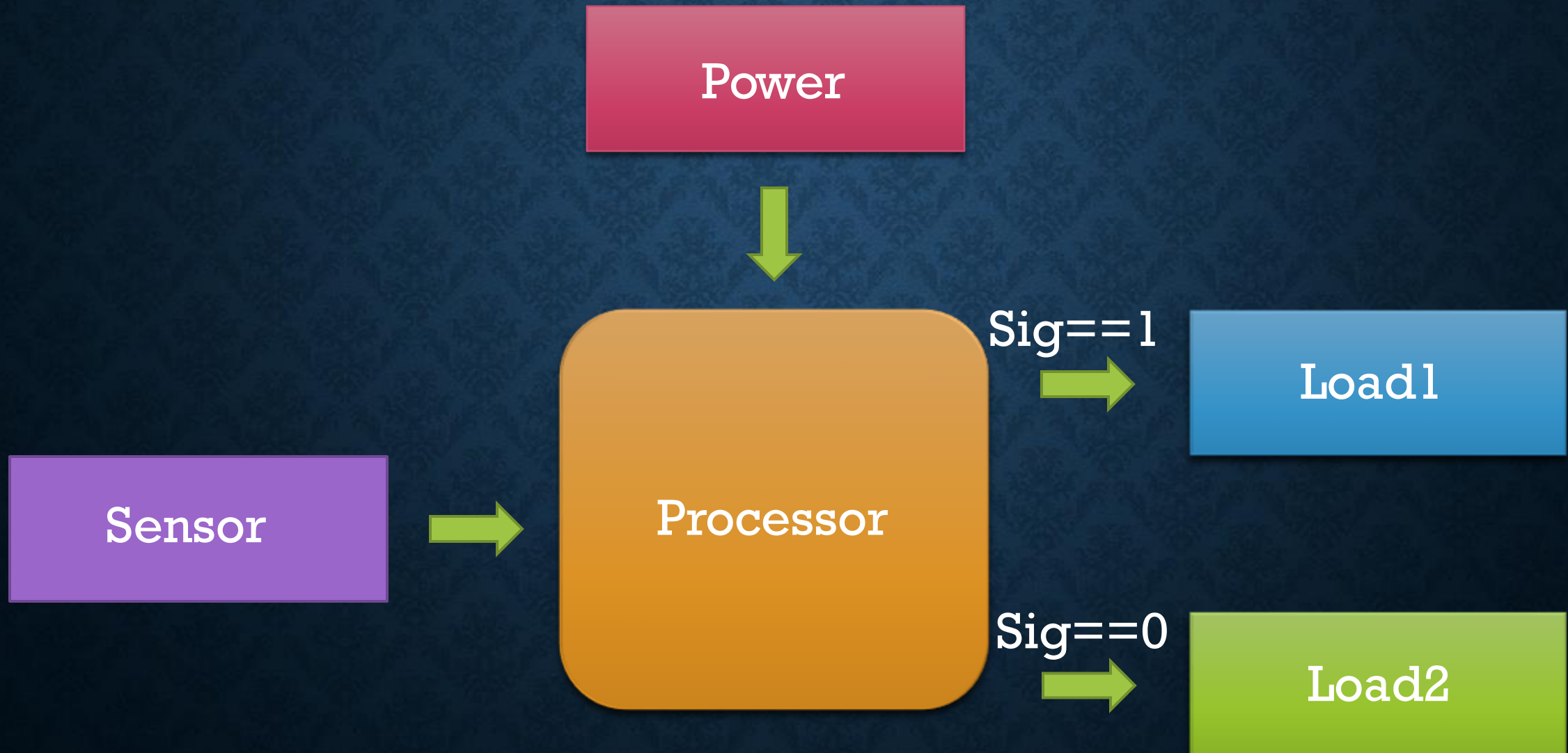
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# **Hardware Diagram Drawing**



# BASIC BLOCK DIAGRAM



## 01. Project Title: Automatic Street Lamp

```
If (Light Sensor==1)
```

```
{
```

```
  Lamp, LOW;
```

```
}
```

```
else
```

```
{
```

```
  Lamp, HIGH;
```

```
}
```

Light Sensor



Power

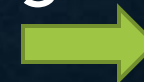


Processor

Sig==1



Sig==0



Lamp

## 02. Project Title: Automatic Thief Detector

```
If (Motion Sensor==1)
```

```
{
```

```
  Buzzer, HIGH;
```

```
}
```

```
else
```

```
{
```

```
  Buzzer, LOW;
```

```
}
```

Motion Sensor



Processor

Power

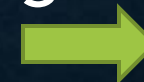


Sig==1



Buzzer

Sig==0





### 03. Project Title: Automatic Thief Detector & Lighter

If (**Motion Sensor**==1)

```
{  
  Buzzer, HIGH;  
  Lamp, HIGH;  
}
```

else

```
{  
  Buzzer, LOW;  
  Lamp, LOW;  
}
```

Motion Sensor

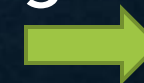
Power

Processor

Sig==1

Buzzer & Lamp

Sig==0



## 04. Project Title: Automatic Morning Alarm & Night Light

```
If (Light Sensor==1)
```

```
{
```

```
  Buzzer, HIGH;
```

```
  Lamp, LOW;
```

```
}
```

```
else
```

```
{
```

```
  Buzzer, LOW;
```

```
  Lamp, HIGH;
```

```
}
```

Light Sensor

Power

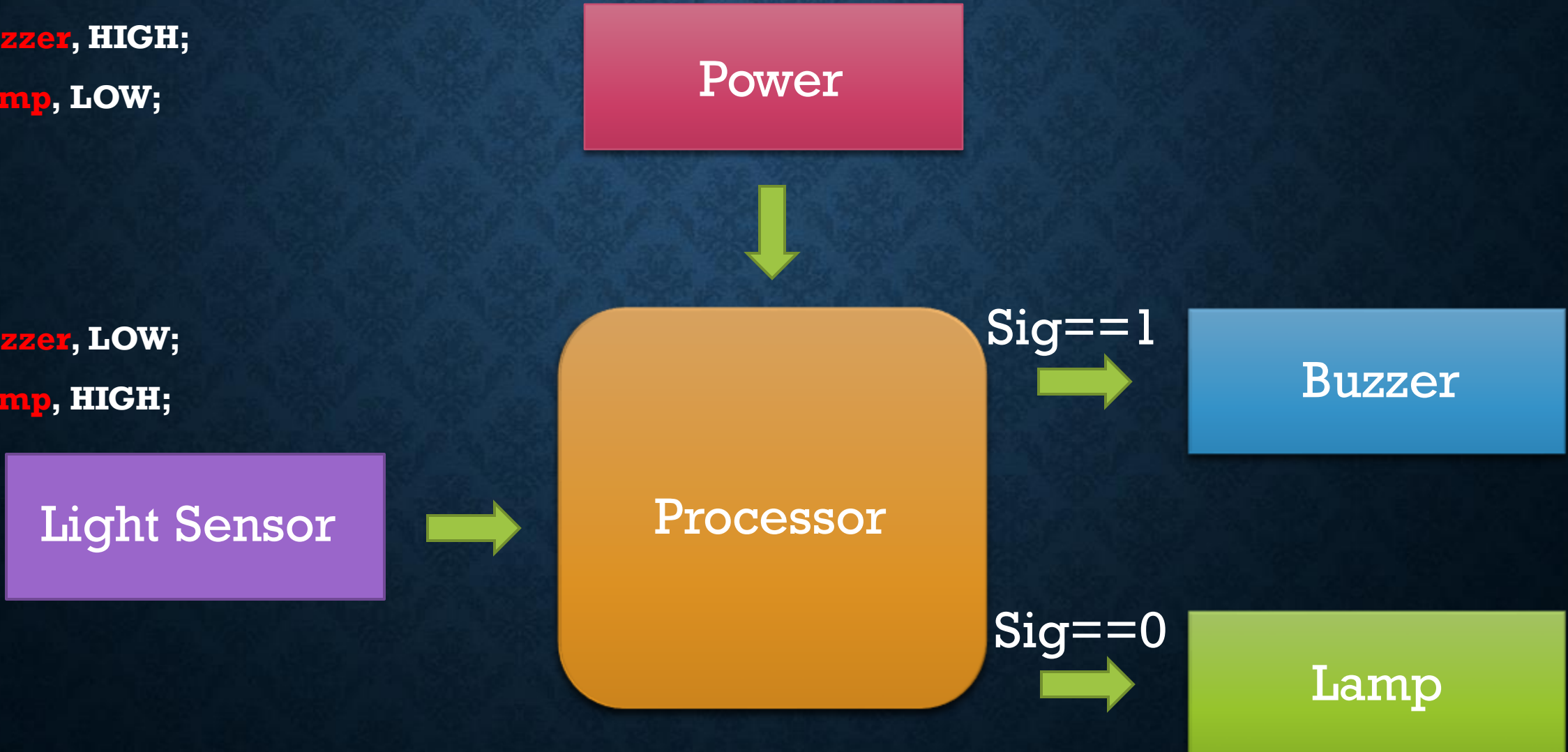
Processor

Sig==1

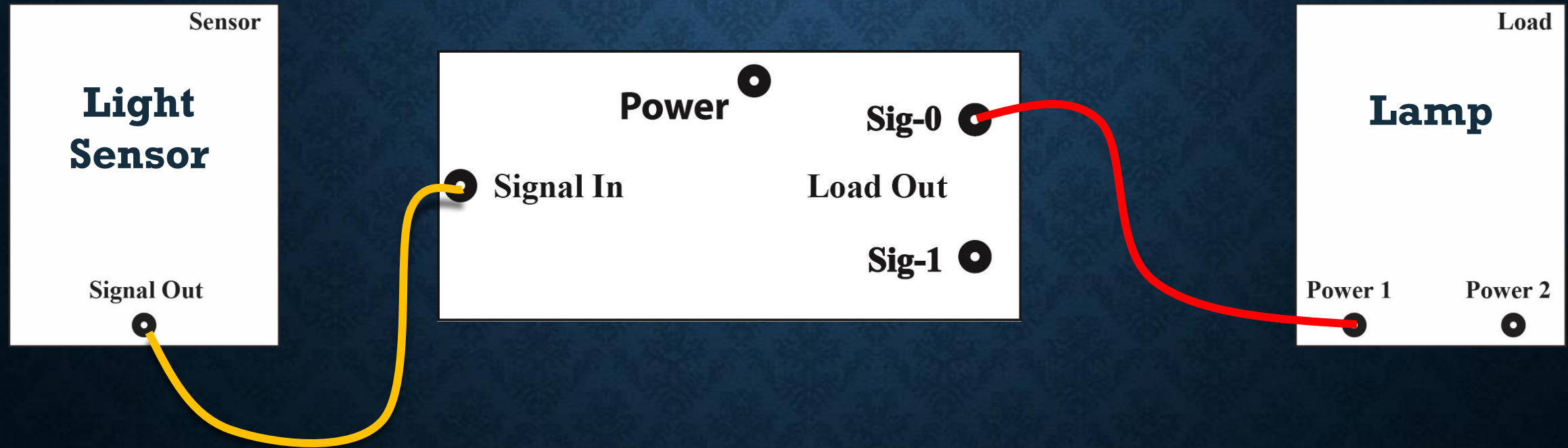
Buzzer

Sig==0

Lamp



## Light Sensor + Lamp

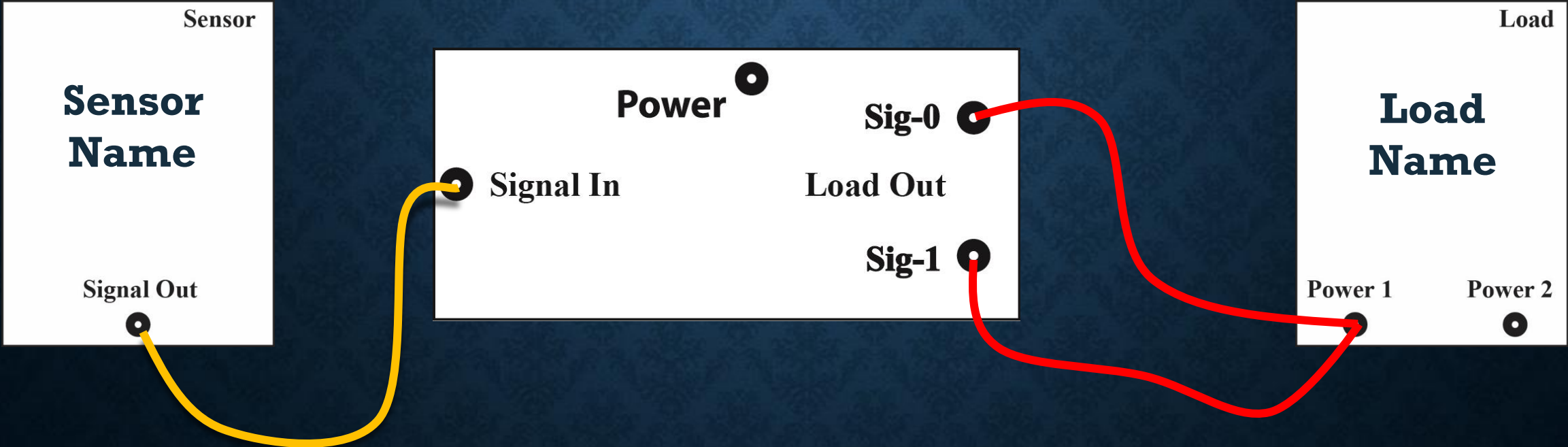


If, Light Sensor High – **Lamp off**  
Else – **Lamp on.**



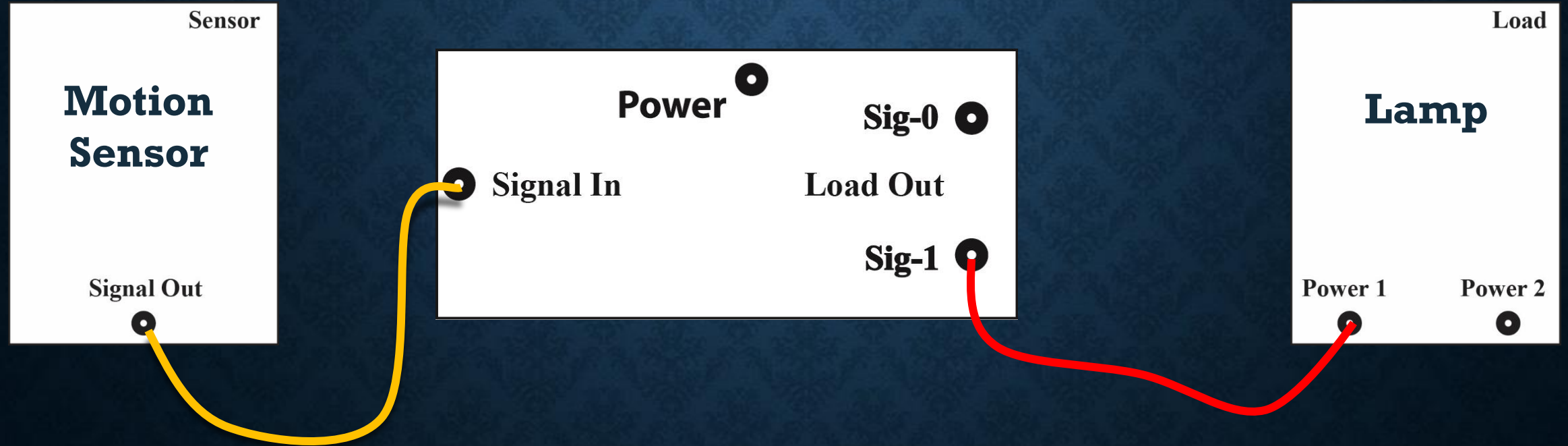
**Wrong way**

**Components**



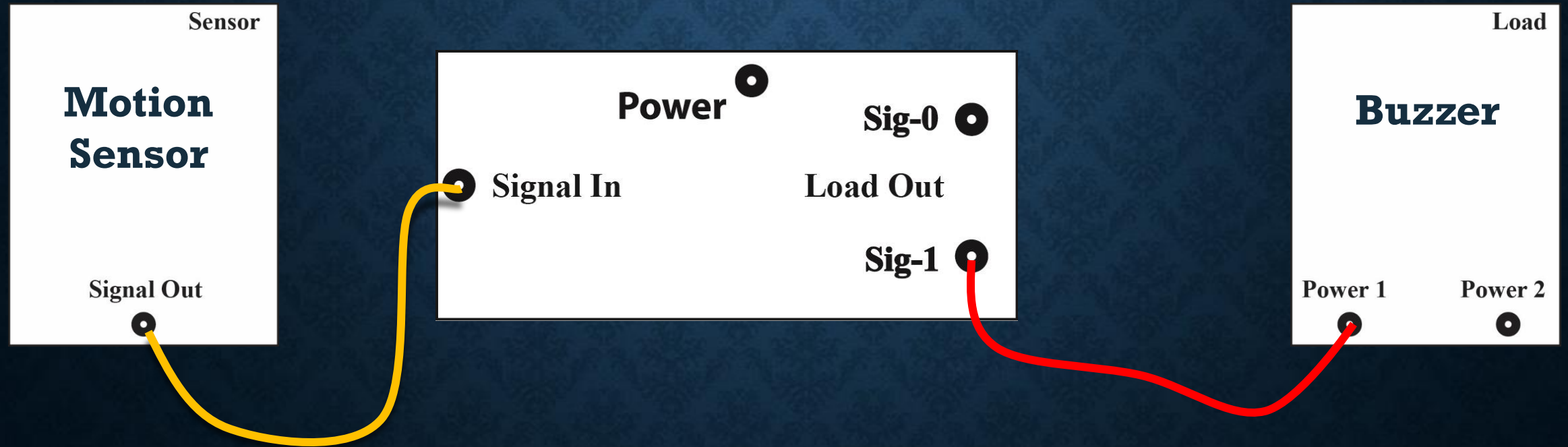
**Concepts**

## Motion Sensor + Lamp



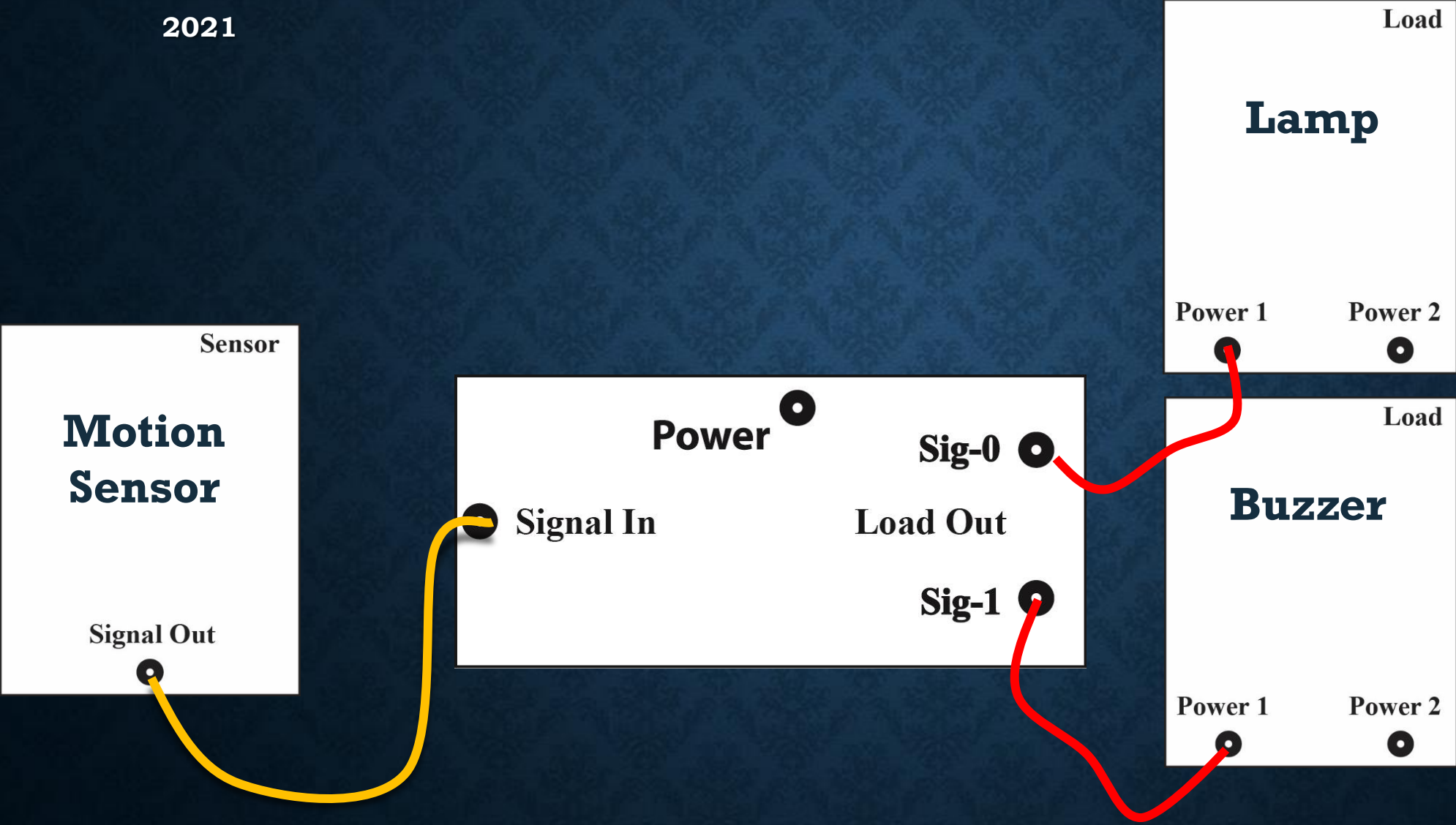
**If, Motion Sensor High - Lamp on  
Else - Lamp off.**

## Automatic Thief Detector

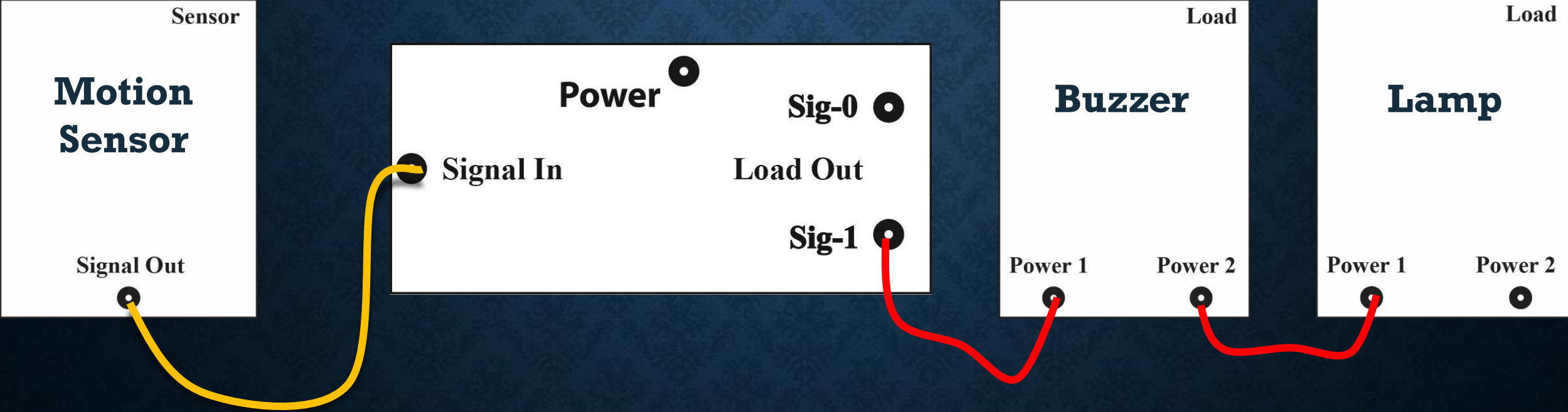


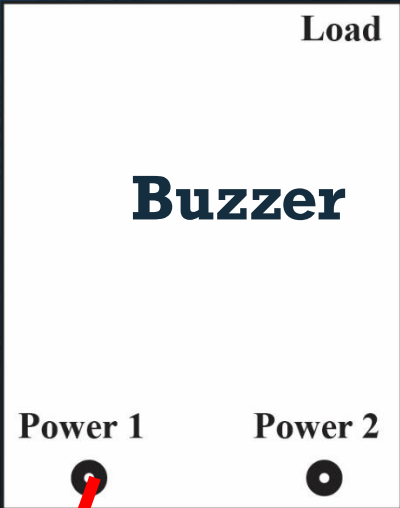
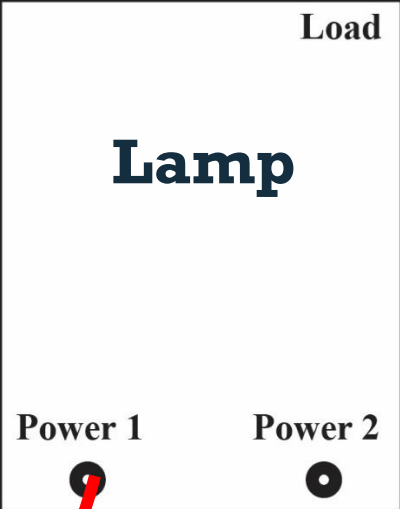
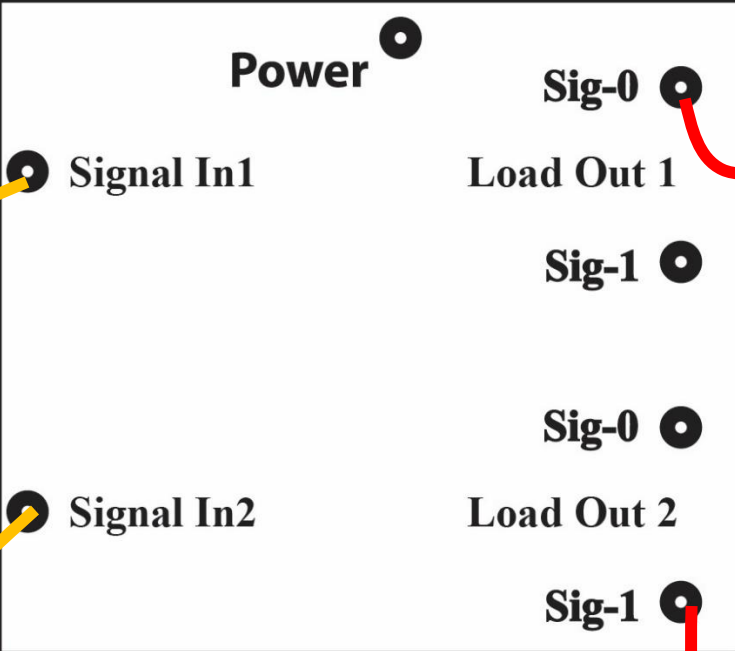
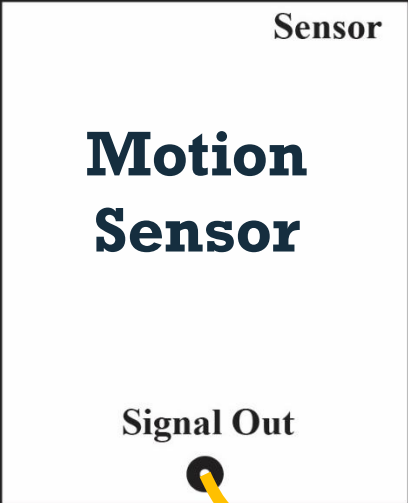
**If, Motion Sensor High - Buzzer on  
Else - Buzzer off.**





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**THANK YOU**