

LAYOUT & TATA LETAK AITU EVO 2019



AITUMEGA
Artificial Intelligence to User

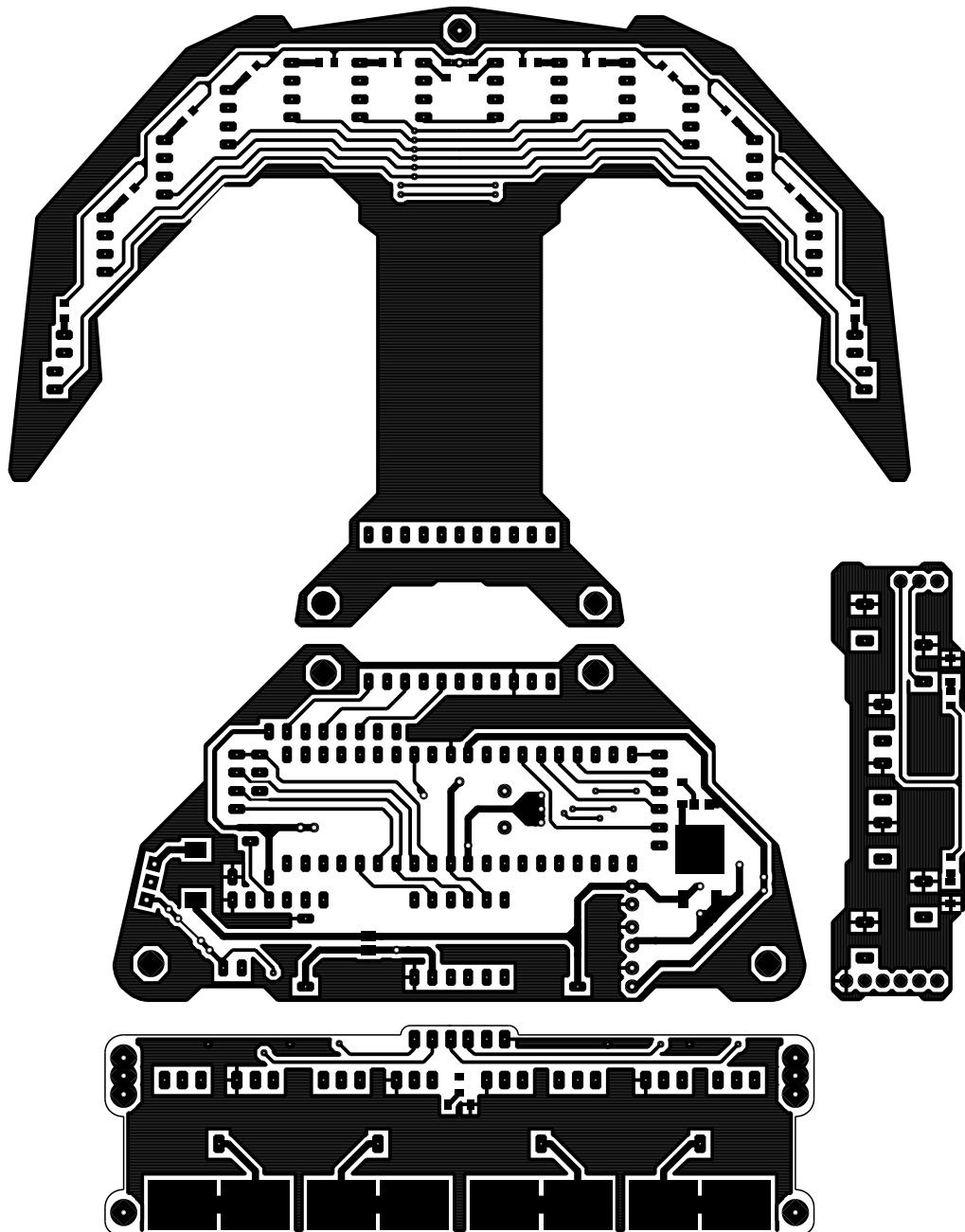
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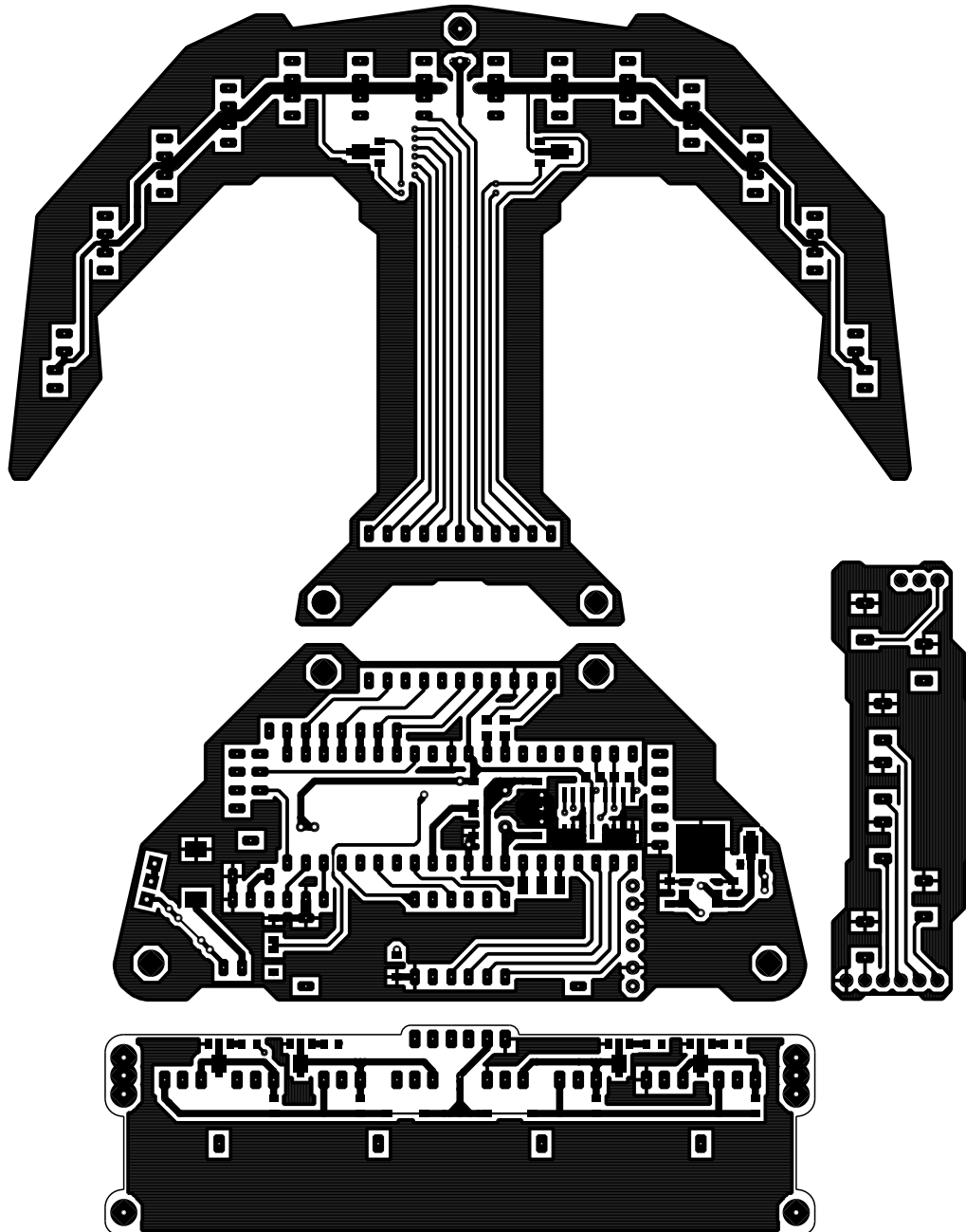


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LAYOUT AITU EVO 2019 TOP LAYER



LAYOUT AITU EVO 2019 BOTTOM LAYER



The diagram illustrates a complex PCB design for a game console. The central component is the ATMEGA32 microcontroller, which is connected to a variety of peripheral devices. Key components include:

- Microcontroller:** ATMEGA32
- Interface Components:** RST, SCK, MISO, MOSFET, 20k resistor, 5A fuse.
- Displays:** Two LCD16X2 modules.
- Connectors:** Multiple pin headers and connectors labeled P-CH, N-CH, SI+, and SO+.
- Other Components:** 1SMDZ, 470, 7805, and various other electronic components.

The layout is symmetrical, with components arranged around the central microcontroller. The bottom section of the diagram shows additional connectors and components, likely for power and data input/output.