TP6

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- Objectif
  - Apprendre à comprendre et à re-utiliser un code

TP6

- Download the following file:

    http://www.lirmm.fr/~bosio/L3/TP6.zip

- The program contains a demo of the Gyroscope, accelerometer and the USB (the second port)

    - Create a new eclipse project and integrated the files in it

    - Test it and understand how does the program works

Exercise

- Write a program able to use the Gyroscope

  - The program starts by switching-on all the leds

  - First click on the user button

    - the leds are switched-off

    - The gyroscope is activated

      - if you turn the board on the left the led6 has to be switched-on

      - if you turn the board on the right the led7 has to be switched-on

      - If you turn the board on the top the led3 has to be switched-on

      - If you turn the board on the bottom the led10 has to be switched-on

    - You have to store all the movements of the board into a dedicated data structure

Exercise

- Second click on the user button

  - Deactivate the gyroscope

  - All the leds are switched-on

- Third click on the user button

  - the leds are switched-off

  - The program has to repeat the same sequence of leds as the one done during the first clock

    - you have to read data stored in your data structures