PROJECT OVERVIEW :

We are making a game based on the binary code to teach the code through a game and by this we can teach primary school students.and by this we are saving the papers a lot and this never feel them bore.

EXISTING SYSTEM:

There is no existing system in hardware type it is only available in the online only and on hand we have and paper and pen only. all are feeling bore when they are learning.

LIMITATIONS WITH EXSTING SYSTEMS

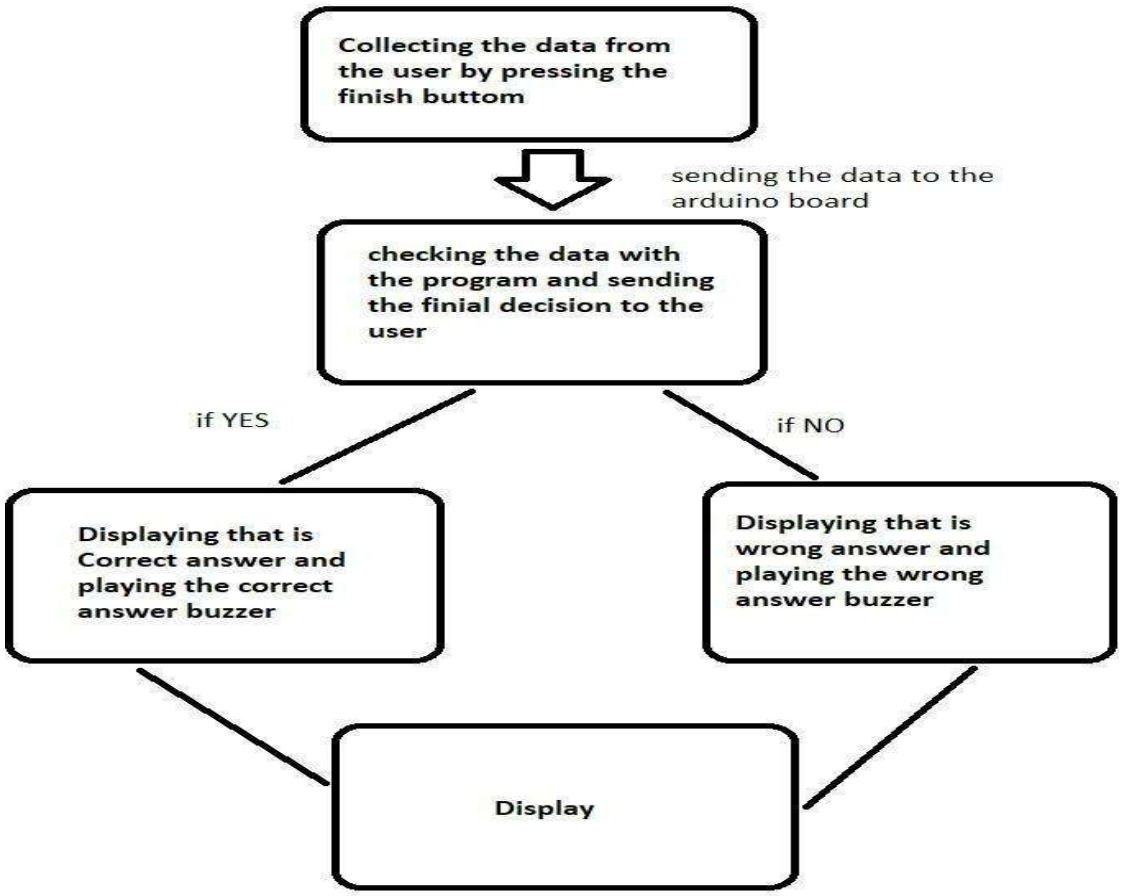
In online we need the network and all to learn the binary code.

And when we are trying to learn in the offline through paper all are feeling bore.

PROPOSED SYSTEM

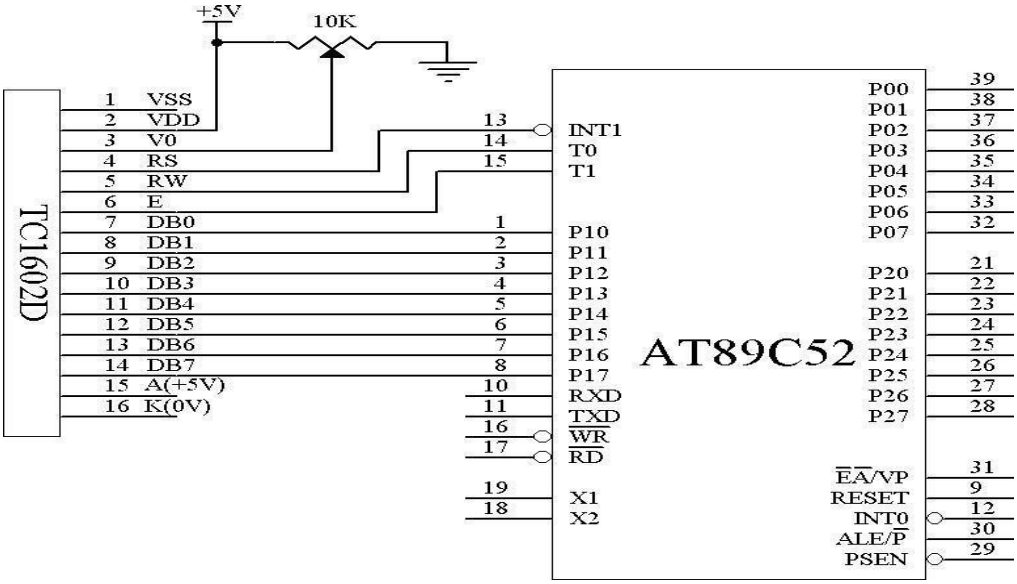
GAME USING THE ARDUINO BOARD:

We are making a binary game using the Arduino board and LCD in this we upload all the code in the Arduino board and the quiz based game will be displayed on the LCD.so that we arrange the pin switch to “0” & “1” according the number which is given by the program and by pressing the finish bottom the program which whether the input and output is same or not. If it is correct then the game will give the correct buzzer sound. If it is wrong then the game will give the wrong buzzer sound. As show in the



FLOW CHAT

APPLICATION SYSTEM:



SOFTWARE USED:

Operating system: Windows/XP.

Software tool : ARDUINO IDE

Coding language : C, PYTHON.

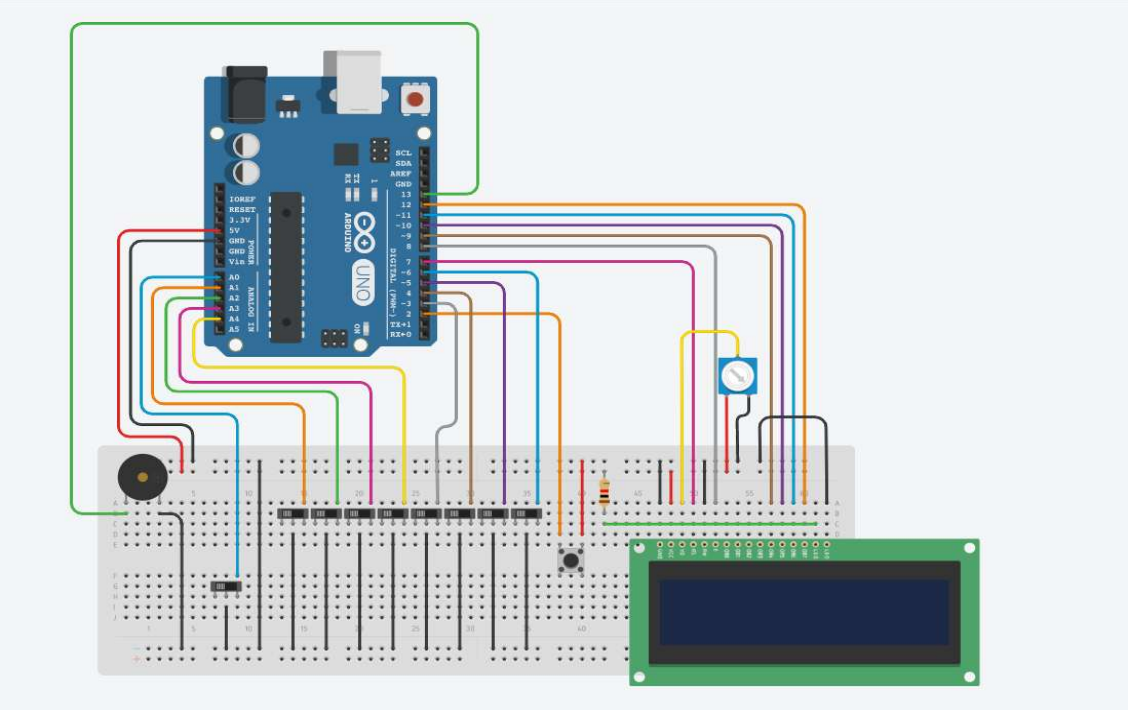
HARDWARE USED:

- Arduino board
- LCD
- variable resistor
- jumper wires
- slide switches
- fixed resistor
- push button
- buzzer
- cable
- bread board

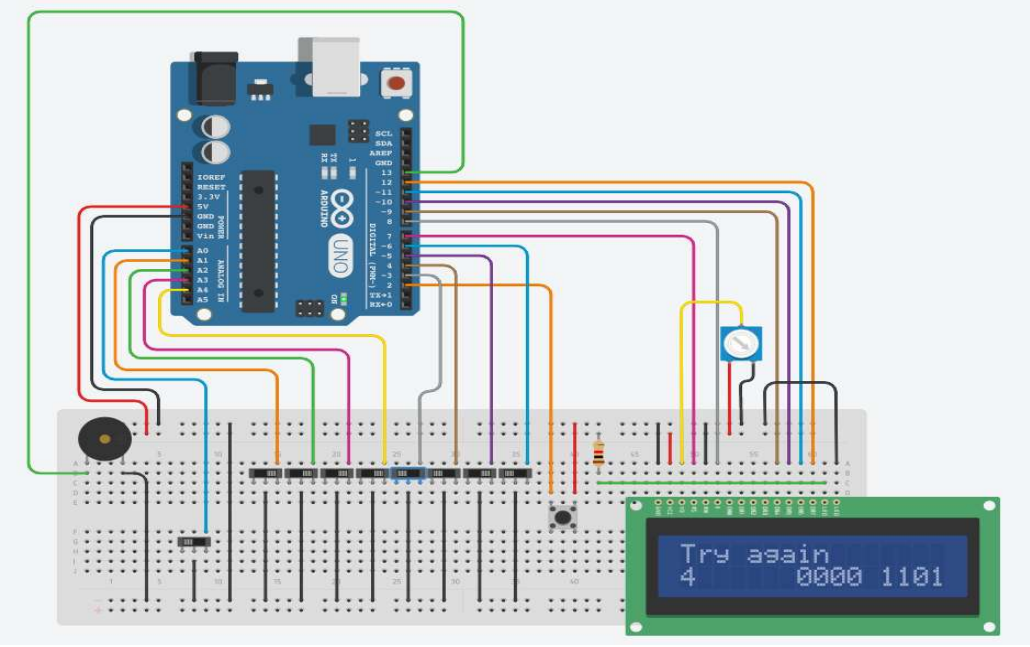
INTRODUCTION:

This game is to learn binary version of the decimal number. To play you need to enter the binary version of the number displayed and then press the button to see if it is correct. The switches have two positions, to the left is 1, to the right is 0The values of each switch starting from the left is 128, 64, 32, 16, 8, 4, 2, 1The switch connected to A0 is for easy or hard mode, when to the left it is easy mode, the binary numbers will be 0 - 15. When in hard mode it is 0 - 255An enclosure and physical version has also been made.

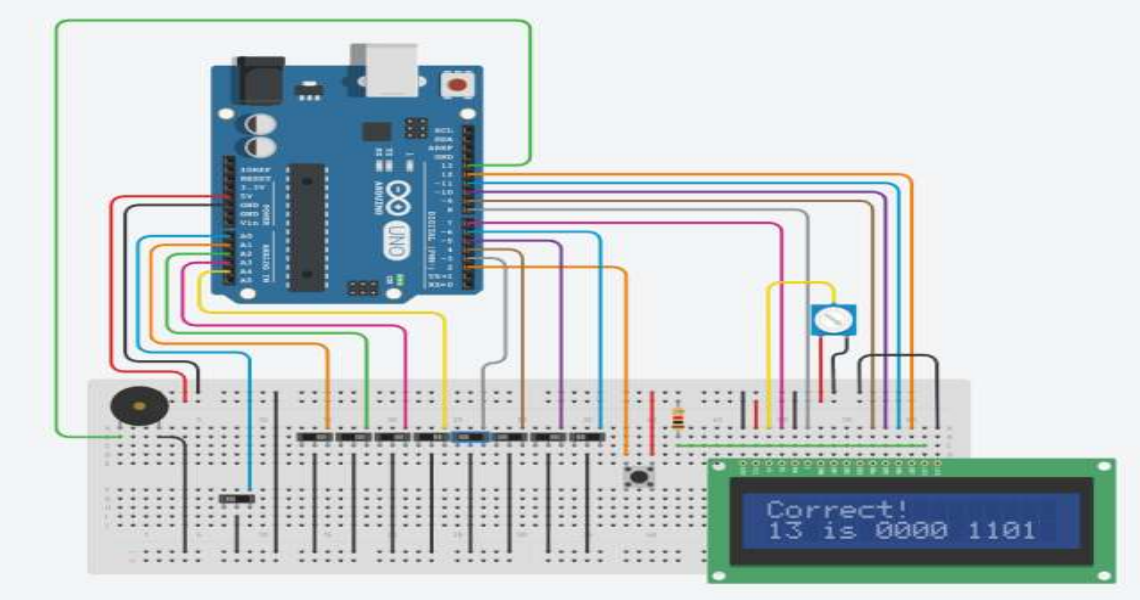
METHODOLOGY:



If we arrange in wrong order then the lcd display the output as wrong and it play one type of buzzer.



If we arrange in correct order then the lcd display the output as correct and it play one type of buzzer.


Correct!
13 is 0000 1101