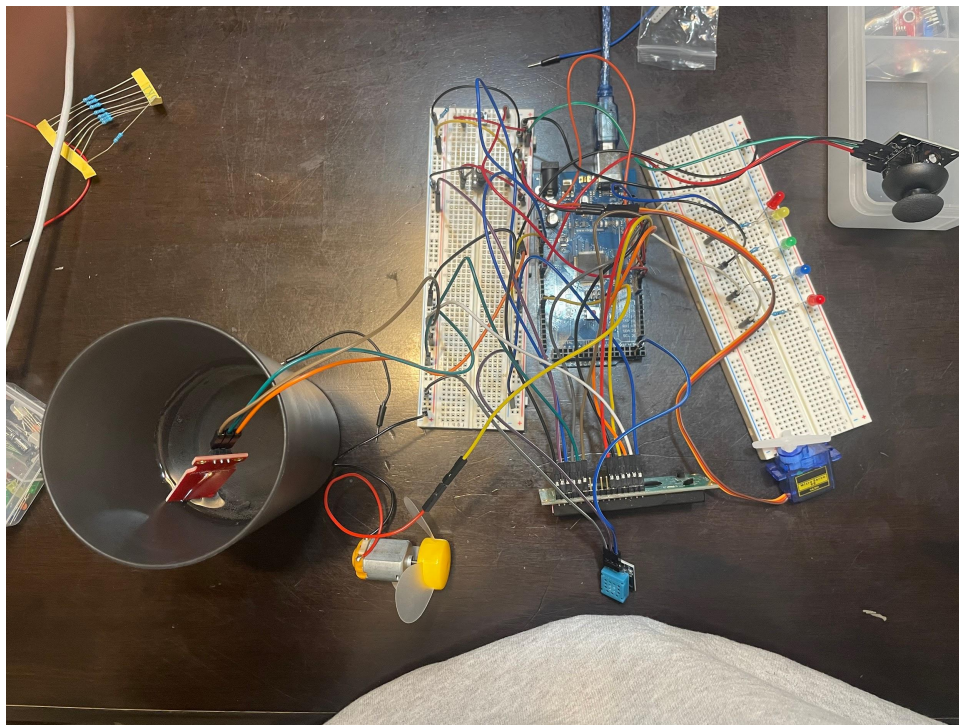
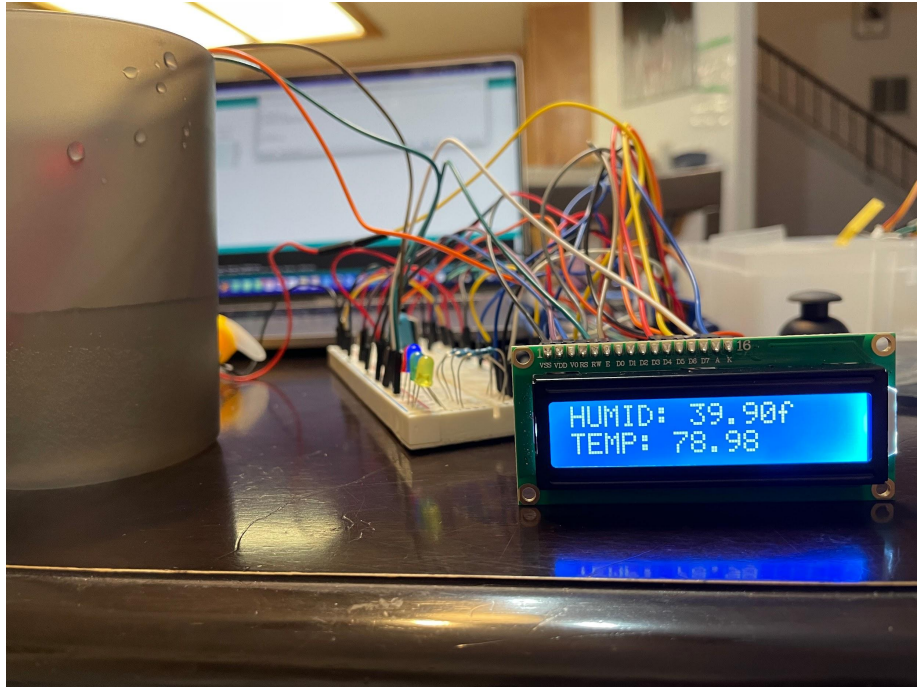


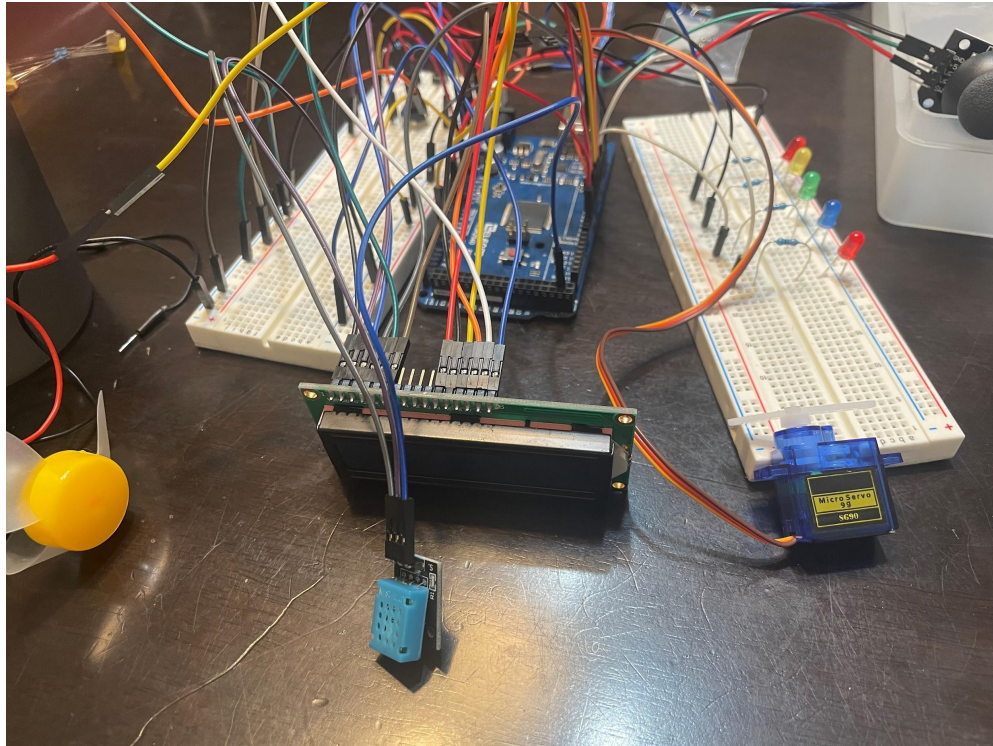
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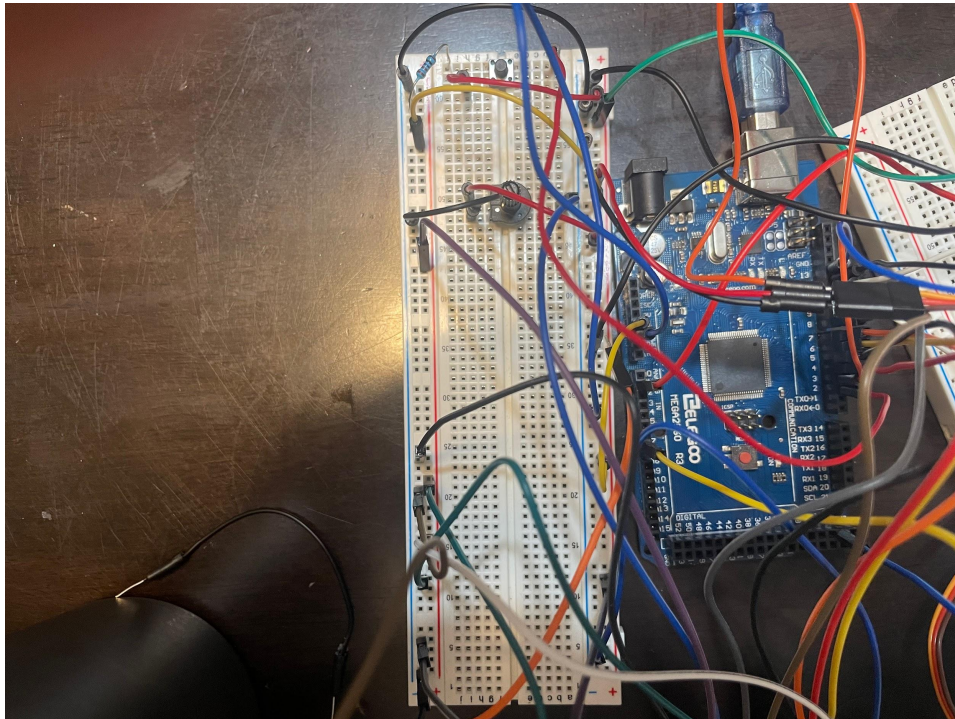
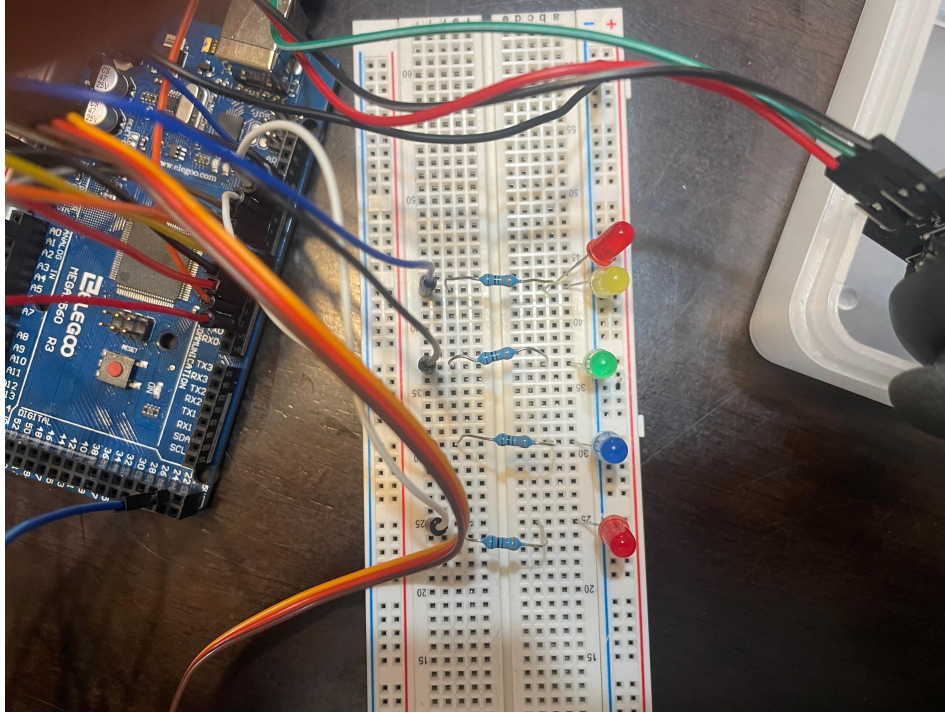
The overview of the project was to create an embedded system which was a swamp cooler. The function of the system would be based on a few key factors of which are the temperature, the water level, as well as a state switch option. If the temperature would get too hot, the fan would turn on so as to not lose water to humidity. The humidity was tracked through a sensor as well as the temperature and water level. If the water level were to drop too low, the system would shut off and enter an Error state until either turned to the off state or the water level raised within the given threshold.

Here are some photos of the system:









Github link: <https://github.com/Owen6/FinalCPE>