Minister of Higher Education, Scientific Research,
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Department of Computer Technology

Graduation Project Report submitted to obtain the degree of

National Diploma of License in Development of Embedded and Mobile Systems

Design and implementation of a system for detecting non-compliances in a product in the production line

Defended on –/–/2023 in front of the committee composed of:

- Last name and first name of member 1, Grade, Affiliation (President)
- Last name and first name of member 2, Grade, Affiliation (Reviewer)
- Last name and first name of member 3, Grade, Affiliation (Company supervisor)
- Last name and first name of member 4, Grade, Affiliation (University supervisor)

End of studies internship completed at

Host company

Academic year 2019-2020

Thanks

As I sit down to pen my farewell message at the end of my final year's internship, my mind is filled with a swirl of emotions. I can't help but feel a deep sense of gratitude towards the people who have helped me grow and develop over the past few months. Foremost among them is my supervisor, Mr Radhwen Aloui. His guidance, support, and mentorship have been invaluable to me, and I am truly grateful for the opportunity to have worked under his tutelage. His constant feedback and encouragement have helped me push my limits and reach new heights, particularly in the field of AI, where he encouraged me to excel and explore my potential.

I would also like to extend my thanks to my academic institution, where I have spent the past three years studying and learning. The institution's safe and educative environment has provided me with a solid foundation on which I can build my future. I will always cherish the memories of my time here, the friends I made, and the knowledge I gained.

Lastly, I would like to express my heartfelt gratitude to the jury members who took the time to review my rapport. I understand that your time is precious, and I appreciate your efforts in evaluating my work. I hope that my report reflects the hard work and dedication that I have put into my project over the past four months. Once again, thank you to everyone who has contributed to my growth and success during my internship, and I will always cherish the lessons and experiences that I have gained from this remarkable journey.

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Introduction

The lack of precision in manufacturing has been a persistent challenge for businesses of all sizes, from the largest manufacturing plants to the most humble workshops. Manufacturing businesses are often faced with the challenge of maintaining consistent precision in their production processes. The slightest deviation from the required standards can result in defective products, which can cause harm to the business's reputation and decrease sales. The causes of lack of precision can be numerous, ranging from technical glitches in production equipment to human error in the assembly line. Furthermore, production inefficiencies can also lead to a lack of precision, as poorly designed or executed manufacturing processes can result in inconsistent products.

In addition to the negative consequences of producing defective products, the costs associated with reworking, scrapping, or returning products can add up quickly. These expenses can negatively impact the company's bottom line and can even jeopardize the company's financial stability in the long run. As a result, it is critical for manufacturing businesses to implement rigorous quality control measures to ensure that products meet or exceed the required standards consistently. [2] One solution that has shown great promise is the use of artificial intelligence and machine learning algorithms, such as neural networks, to optimize production processes and improve product quality.

Neural networks and other artificial intelligence technologies have the potential to revolutionize the manufacturing industry by enabling businesses to identify and address issues more quickly and efficiently. With the ability to analyze vast amounts of data in real-time, these technologies can help businesses make informed decisions about how to improve their processes and reduce the risk of defective products. Moreover, by reducing the costs associated with reworking, scrapping, or returning products, these technologies can also help businesses improve their bottom line and increase profitability.

At TOP TETHER, the company where I completed my internship, we were able to leverage the power of YOLOV5 to mitigate the problem of defective products and returns. By analyzing vast amounts of data from our manufacturing processes, we were able to identify patterns and correlations that were not immediately visible to the human eye. This enabled us to make products that were consistently of higher quality and closer to the required standards.

In conclusion, while the lack of precision in manufacturing remains a persistent challenge for many businesses, advances in technology offer promising solutions. By leveraging the power of artificial intelligence and machine learning algorithms, such as neural networks, businesses can gain deeper insights into their production processes, optimize their operations, and improve the quality of their products. As a result, they can reduce the risk of defective products and associated costs, while also improving their reputation and bottom line.

Chapter 1

Project Framework and Methodology

Introduction

I Presentation of the enterprise

1 description of the enterprise
2 description of the enterprise's services
3 administrative organization chart of the enterprise

II Study of the existing system

1 description of the existing system
2 criticism of the existing system
3 administrative organization chart of the enterprise

III Working methodology and modeling language

1 Traditional work methodology vs Agile method

In order to ensure a successful outcome for an IT project, it is crucial to follow a structured work methodology throughout its entire lifecycle. A work methodology provides a framework for project management, which includes defining tasks, assigning responsibilities, monitoring progress, and ensuring that deadlines are met.[2]

There are many different methodologies that can be used for IT project management, such as Agile[1] and Heavyweight[1] . Each methodology has its own set of principles, practices, and tools that are designed to optimize project performance and efficiency.

	Heavyweight Methods	Agile Methods
Approach	Adaptive	Predictive
Success Measurement	Business Value	Conformation to plan
Project size	Small	Large
Management Style	Decentralized	Autocratic
Perspective to Change	Change Adaptability	Change Sustainability
Culture	Leadership-Collaboration	Command-Control
Documentation	Low	Heavy
Emphasis	People-Oriented	Process-Oriented
Cycles	Numerous	Limited
Domain	Unpredictable/Exploratory	Predictable
Upfront Planning	Minimal	Comprehensive
Return on Investment	Early in Project	End of Project
Team Size	Small/Creative	Large

Table 1.1: Comparison of heavyweight and agile methods [2]

2 Chosen methodology: SCRUM

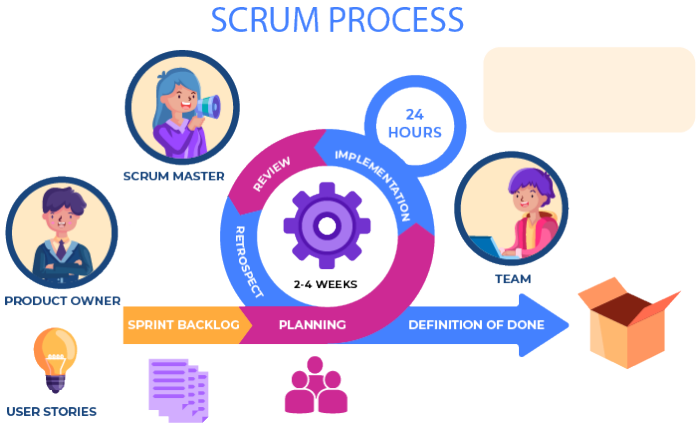

Figure 1.1: Scrum process

2.1 Reasons

The adopted development methodology is Scrum. The choice is based on Scrum's strengths, which can be summarized as follows:

- **Flexibility** : Scrum is designed to be flexible and adaptable to changing project requirements. This allows teams to respond quickly to changes in the project environment.[1][2]
- **Collaboration**: Scrum emphasizes collaboration and communication between team members. [1][2]
- **Continuous Improvement** : Scrum includes regular reviews and retrospectives, which provide opportunities for the team to reflect on their progress and identify areas for improvement.[1][2]
- **Transparency** : Scrum provides a framework for making project progress and status visible to all stakeholders.[1][2]

- **Empowerment**: Scrum encourages team members to take ownership of their work and make decisions independently.[1][2]

2.2 The Scrum team

And we can not end this section without talking about the scrum team which is composed of:

- The **Scrum Master** is responsible for implementing and maximizing the benefits of the Scrum process. They facilitate Scrum events, remove obstacles, and promote continuous improvement.[2]
- The **team** is a cross-functional group of self-motivated individuals who share tasks and responsibilities, working collaboratively to manage themselves and deliver successful product increments every Sprint.[2]
- The **Product Owner** is typically the project's key stakeholder, who has a deep understanding of users, the marketplace, competitors, and trends. They are responsible for managing the Product Backlog to maximize the project's value and representing the interests of everyone with a stake in the project and its resulting product.[2]

2.3 Other terminologies

Let's now look at some options specific to the agile mode and more particularly to SCRUM.

- A **sprint** is a time-boxed period when a SCRUM team works to complete a set amount of work in one repeating cycle, typically lasting no longer than one month and fixed throughout the overall work.[2]
- The **Product Backlog** in SCRUM is a prioritized list of items (or user stories) that represent work needed to deliver a product or service, including estimated completion times. It changes with business conditions or technology.[2]
- Th**User stories** are often used to describe the Product Backlog items in terms of their value to the end user of the product.[2]

3 Modeling languages : UML and SysMl

3.1 UML

UML , or Unified Modeling Language, is a standardized visual language for describing software systems composed of a set of diagrams, each of which provides a different view of the project to be addressed.[3]

UML provides us with diagrams to represent the system to be developed: its operation, startup, actions that can be performed by the system, etc. Creating these diagrams is therefore equivalent to modeling the needs of the software to be developed.[3]

- Structure diagrams
  - Class Diagram
  - Component Diagram
  - Deployment Diagram
  - Object Diagram
  - Package Diagram
  - Profile Diagram
  - Composite Structure Diagram

- Behavioral Diagrams
  - Use Case Diagram
  - Activity Diagram
  - State Machine Diagram
  - Sequence Diagram
  - Communication Diagram
  - Interaction Overview Diagram
  - Timing Diagram

3.2 SysMl

SysMl, or Systems Modeling Language, is a graphical language used by MBSE (Model-Based Systems Engineering) practitioners to create system models and communicate ideas about system designs to stakeholders. It is a language that has a grammar and vocabulary consisting of graphical notations that have specific meanings. The purpose of SysML is to visualize and communicate a system's design among stakeholders.[4]

The grammar and notations of SysML are defined in a standards specification published by the Object Management Group, which is a consortium of computer industry companies, government agencies, and academic institutions. SysML is an extension of a subset of the Unified Modeling Language (UML), and its complete definition requires referring to parts of the UML specification document as well.[4]

- Behavior diagrams[4]
  - Activity diagram
  - State machine diagram
  - Sequence diagram
  - Use case diagram
  - Communication diagram
- Structure diagrams[4]
  - Block definition diagram
  - Internal block diagram
  - Parametric diagram
  - Package diagram
  - Composite structure diagram
- Requirement diagram[4]

IV Project management with SCRUM

1 Team and roles
2 Backlog Product

Conclusion

Role	Actor	Mission
Team	Ahmed Omrani	Conception, development, unit testing, deployment.
SCRUM master	Radhwen Aloui	Ensure the smooth running of the SCRUM methodology..
Product owner	**********	Define the product features and ensure their conformity.

Table 1.2: SCRUM Actors

Chapter 2

Sprint 0: Logo Detection with Image Processing

Introduction

I Specification of requirements

In this section, we introduce the different actors as well as the functional and non-functional requirements.

1 actors identification

2 Description of functional requirements

- The ESP32-CAM board should be able to capture a live stream of pictures or videos and make them available through its built-in server.
- The PC should be able to connect to the server on the ESP32-CAM board and retrieve the images or videos.
- The PC should be able to process the images to determine if a specific logo is present or not.
- The PC should be able to provide some form of feedback or output indicating whether the logo is present and if it is flipped or not.

3 Description of non-functional requirements

The requirements do not stop at the functional level but tend towards requirements that contribute to better quality of the application. The most important ones are:

- **Reliability:** The system should be able to consistently capture and process images accurately.
- **Performance:** The system should be able to process images quickly and without noticeable lag or delay.
- **Security:** The system should have appropriate security measures in place to prevent unauthorized access to the servers and data.
- **Scalability:** The system should be able to handle multiple simultaneous connections and requests from clients without compromising its performance.

- **Maintainability:** The system should be easy to maintain and update, with clear and well-documented code and configuration.
- **Compatibility:** The system should be compatible with a wide range of devices and platforms.
- **Usability:** The system should be easy to use and understand for both technical and non-technical users.

II Modeling languages diagrams

1 UML: use case diagram

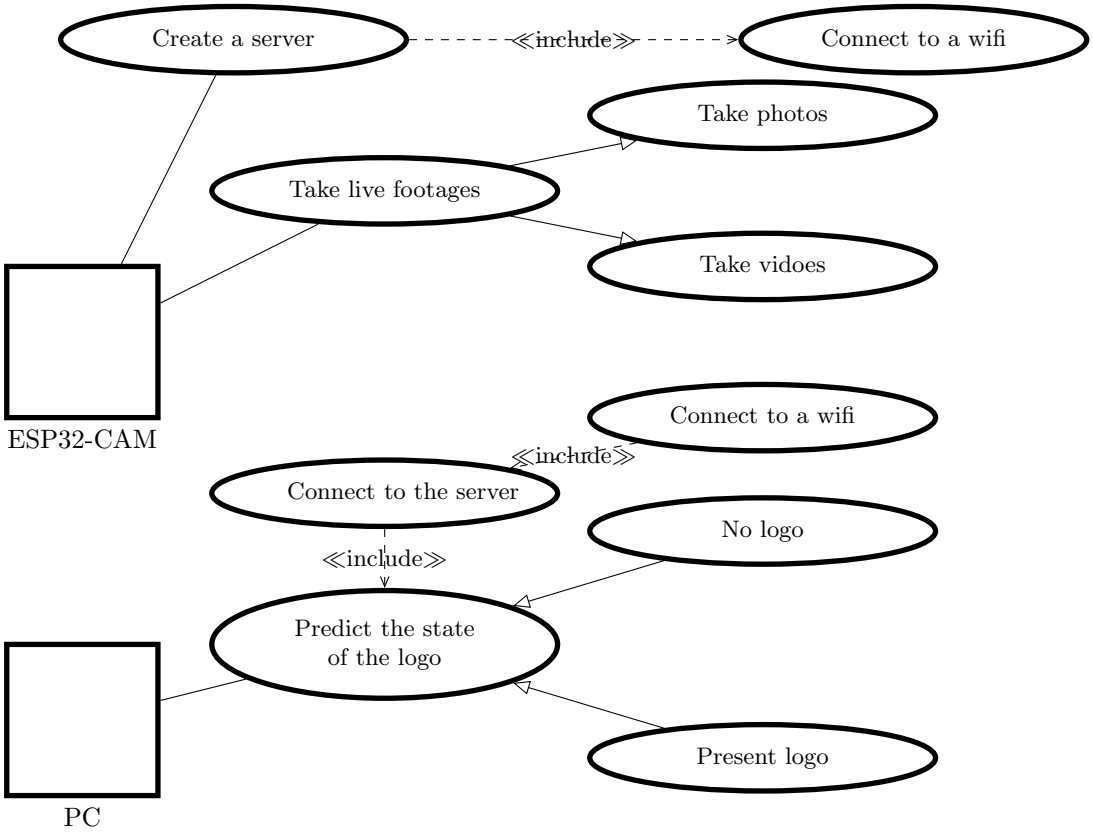

Figure 2.1: Use case Diagram for sprint version 0

2 SysMl

III Project component

1 Hardware environment

1.1 ESP32-CAM

Figure 2.2: ESP32-CAM

Component	**Specification**
WiFi+Bluetooth module	ESP-32S
Camera module	OV2640 2MP
SPI Flash	4MB
RAM	Internal 512KB + External 4MB PSRAM
Onboard TF card slot	Supports up to 4G TF card for data storage
Wi-Fi	802.11b/g/n/e/i
Operating voltage	3.3/5 Vdc
Power consumption (Flash off)	180mA@5V
Power consumption (Flash on and brightness max)	310mA@5V
Power consumption (Modern-Sleep)	as low as 20mA@5V
Power consumption (Light-Sleep)	as low as 6.7mA@5V
Power consumption (Deep-Sleep)	as low as 6mA@5V
Operating temperature	-20 °C 85 °C
Dimensions	40.5mm x 27mm x 4.5mm
Flash light	LED built-in on board

Table 2.1: ESP32-CAM characteristics [10]

1.2 PC

Figure 2.3: lenovo ideapad gaming 3

Component	**Specification**
Processor	AMD Ryzen 7 4800H
Memory	16 GB DDR4 RAM
Graphics	NVIDIA GeForce GTX 1650Ti (4GB GDDR6)
Storage	512 GB SSD
Operating System	Windows 10

Table 2.2: Specifications of the PC

2 Software environment

2.1 Software

- Arduino IDE

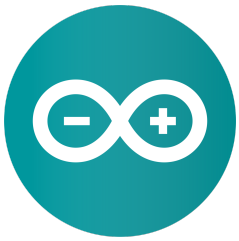

Figure 2.4: Arduino IDE Logo

Arduino IDE is an official Arduino software application used for writing, compiling, and uploading code to Arduino microcontrollers. The IDE environment consists of two basic parts: Editor and Compiler and supports both C and C++ languages.[5]

- Jupter Notebook

Figure 2.5: Jupyter notebook logo

Jupyter Notebook is a free, open-source web application that enables interactive computing and data analysis using various programming languages, including Julia, Python, and R.[6]

It allows users to create virtual lab notebooks to support workflows, code, data, and visualizations detailing the research process, making science more open and accessible.[6]

2.2 programming languages

- C++

Figure 2.6: C++ logo

C++ is a programming language that is widely used in software development. It is a standardized, general-purpose, and object-oriented language, which means it can be used to create a variety of applications, including system software, device drivers, video games, and desktop applications.[7]

- Python

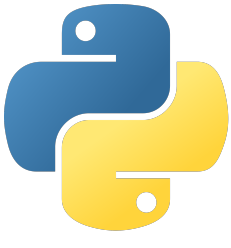

Figure 2.7: Python logo

Python is a popular high-level programming languagethat supports object-oriented, functional, and imperative programming styles. scripting language, but can be compiled into

computer-readable binary.[7]

3 Workflow

We tried the approach of using contour detection to detect the logo on three different images. The first image was taken from a phone's 32mp camera, the second image was of the printed image of the phone's 32mp camera, captured using an OV2640 camera module, and the third image was of the actual physical product with an OV2640 camera module. However, before applying contour detection to these images, there were other necessary steps that needed to be taken

3.1 Brightness and contrast adjustment

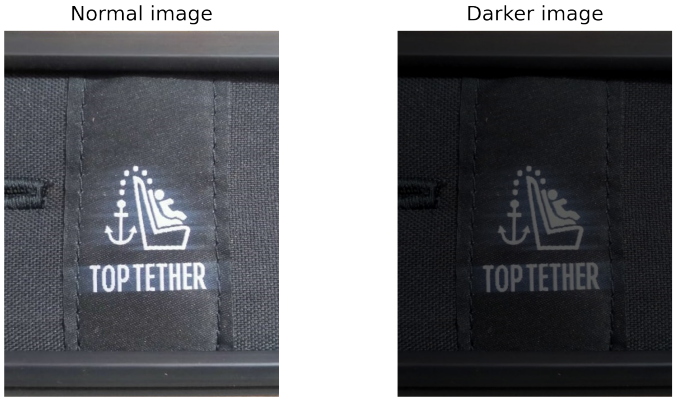

Figure 2.8: Phone's images : normal to darker

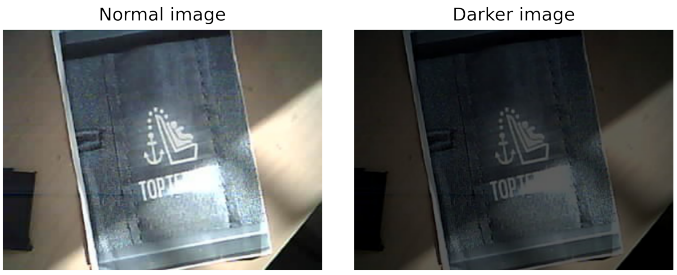

Figure 2.9: esp32-cam on printed images : normal to darker

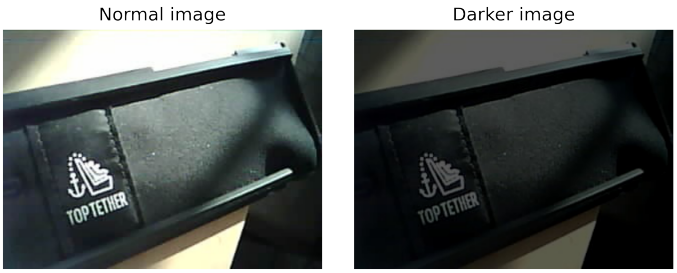

Figure 2.10: esp32-cam on the actual product : normal to darker

```
import cv2 as cv
import numpy as np

alpha = 0.4
beta = -10
result = cv.addWeighted(frame, alpha, np.zeros(frame.shape, frame.dtype), 0, beta)
```

The cv.addWeighted() function blends two input images by taking their pixel values and calculating a weighted sum for each corresponding pixel [9] using this equation:

$$output\_Pixel = \alpha * input1\_Pixel + \beta * input2\_pixel + \gamma[9] \tag{2.1}$$

where:

- output_Pixel = output pixel value
- α = weight given to the first input image (input1_pixel)
- input1_Pixel = first source array
- β = weight given to the second input image (input2_pixel)
- input2_Pixel = second source array
- γ = optional scalar value added to every output pixel value

3.2 reflection

During my image processing experiments, I decided to test the effects of reducing brightness and adding contrast to images captured using different devices. To do this, I selected three images: the first was taken from a high-end 32 megapixel phone camera and it didn't have any problems with overexposure or loss of detail. The second image was a printed copy of the same photo, but this time using an ESP32-CAM as the capture device. Unfortunately, even with careful brightness reduction, a ray of sunlight was still visible in the image, and the overall quality was noticeably poorer than the first image. Finally, I used the ESP32-CAM to capture an image of the actual product in question, and again I observed a reduction in image quality compared to the high-end phone camera image. Even after applying the same brightness reduction and contrast enhancement techniques used on the other images, there was still visible noise and loss of detail, as well as a ray of sunlight that remained in the image. It seems that moving from a high-quality camera to an ESP32-CAM can have a significant impact on image quality, even with careful image processing techniques.

3.3 grayscaling

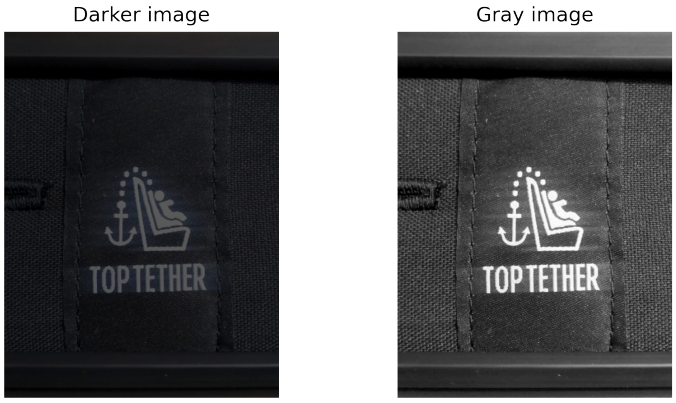

Figure 2.11: Phone's images :darker to gray

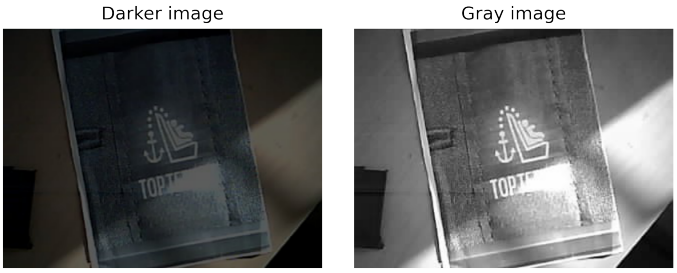

Figure 2.12: esp32-cam on printed images : darker to gray

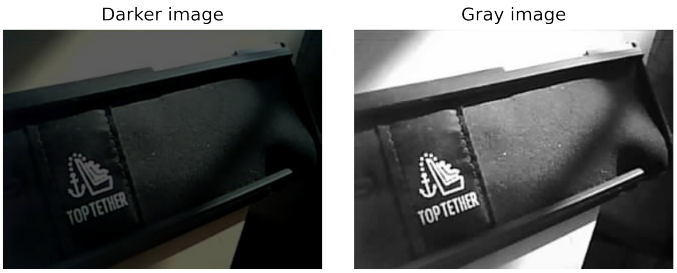

Figure 2.13: esp32-cam on the actual product : darker to gray

```
gray = cv.cvtColor(frame, cv.COLOR_BGR2GRAY)
```

The cv.cvtColor It takes as input the values of the red, green, and blue color channels of a pixel (R, G, B) and calculates a weighted average of these values to produce a single grayscale value using this equation:[9]

$$result = 0.299R + 0.587G + 0.114B[9] \tag{2.2}$$

Where:

- result: represents the grayscale value of a pixel in the output image.
- R: represents the red values of a pixel in the BGR image.
- G: represents the green values of a pixel in the BGR image.
- B: represents the blue values of a pixel in the BGR image.

3.4 reflection

As part of my image processing experiments, I decided to apply grayscaling to the images as a preprocessing step before using contour detection to locate the logos. While this technique worked well for the first image, which was taken using a 32 megapixel phone camera and did not have any significant issues, it actually made the problems with the second and third images worse. Despite reducing the brightness and increasing the contrast, the ray of sunlight was still present in the images, and the grayscaling process made the problem more pronounced.

3.5 Image thresholding

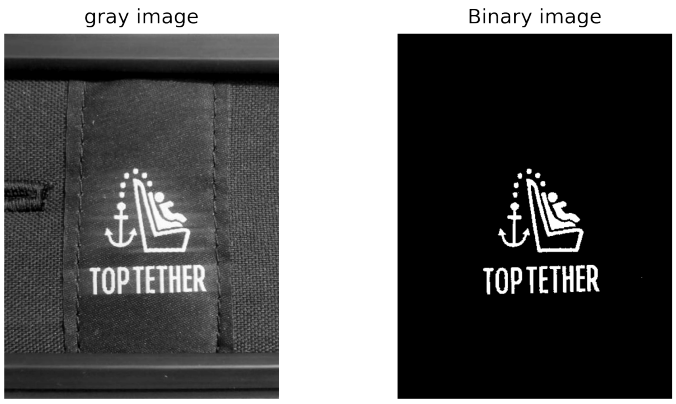

Figure 2.14: Phone's images :Gray to binary

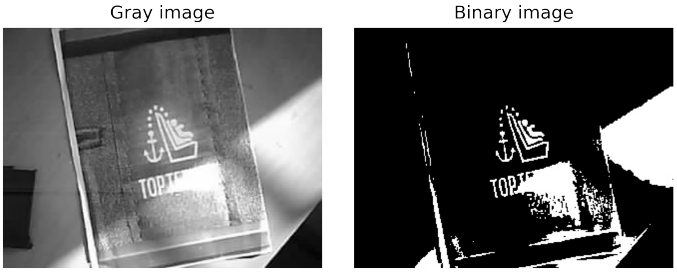

Figure 2.15: esp32-cam on printed images : Gray to binary

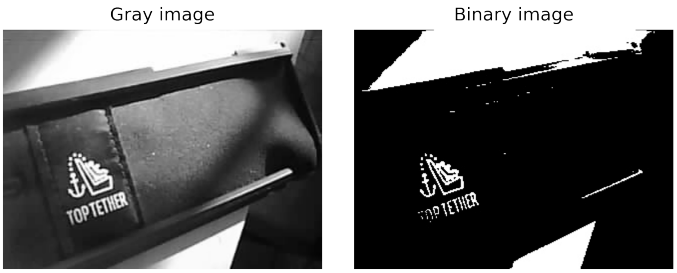

Figure 2.16: esp32-cam on the actual product :Gray to binary

```
ret, thresh = cv.threshold(adjusted, 70, 255, 0)
```

cv.threshold is used to threshold an image. It takes a gray image and applies a threshold to it [9] using this equation:

$$dst(x,y) = \begin{cases} maxVal & \text{if } src(x,y) > T \\ 0 & \text{otherwise} \end{cases} \text{ [9]} \tag{2.3}$$

- $dst(x,y)$: the output image pixel value at position (x,y) after thresholding
- $maxval$: the maximum pixel value
- $src(x,y)$: the input image pixel value at position (x,y)
- T: the threshold value

3.6 reflection

During the thresholding step, we didn't encounter any issues with the first image as the logo was clearly white and the background was black. However, the last two images posed a challenge as there was additional white noise caused by the light source, making it difficult to distinguish the logo from the noise.

3.7 Contour detection

In the contour detection step, we used a computer vision algorithm to identify and extract the logo from the images. While the algorithm worked perfectly fine for the first image captured from the 32 megapixel phone camera, it struggled to accurately detect the logo in the last two images taken with the ESP32 cam. The presence of the white noise in the images due to the sunlight made it difficult for the algorithm to distinguish between the logo and the background and oither wihite shapes, resulting in inaccurate or incomplete detection

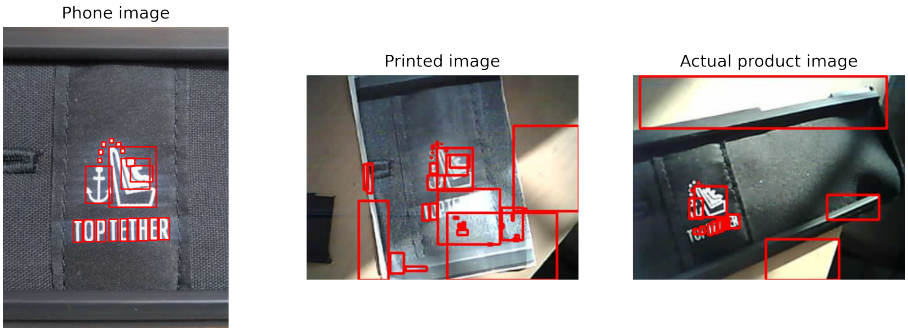

Figure 2.17: prediction results

```
contours, hierarchy = cv.findContours(thresh, cv.RETR_EXTERNAL, cv.CHAIN_APPROX_SIMPLE)
```

The `cv.findContours()` function in OpenCV is used to detect contours in a binary image. In our case, it uses the contour approximation method `CHAIN_APPROX_SIMPLE` [8], which is based on the Douglas-Peucker algorithm for curve simplification. This algorithm works as follows: we begin with a set of n points $S = \{s_1, s_2, ..., s_n\}$ that represent a curve in two-dimensional space. We also have a tolerance value ϵ. The algorithm proceeds as follows:

1. We calculate the line D that connects the first and last points in S.
2. We calculate the distance d(s, D) between each point s in S and the line D.
3. We then find the point smax in S that has the maximum distance d(smax, D).
4. If d(smax, D) is greater than ϵ, we split the curve into two sub-curves at point smax, and we apply steps 1 to 3 recursively to each sub-curve.
5. Otherwise, we return the set of points s1, sn, smax.

To compute the distance $d(s, D)$ between a point s and a line D, we use the following formula:

$$d(s, D) = \frac{|(s - s_1) \times (s_2 - p_1)|}{|s_2 - s_1|}$$

Here, s_1 and s_2 represent the two endpoints of the line D.

Conclusion

In conclusion, the first sprint of our project focused on image processing techniques to extract the logo from images captured using the ESP32 cam. While we were able to successfully apply various techniques such as grayscaling, thresholding, and contour detection to extract the logo from the images, we faced significant challenges due to the presence of white noise in the images. Despite our best efforts, we were unable to achieve accurate results for all images. However, we learned valuable lessons and identified the limitations of traditional image processing techniques in solving this problem.

Moving forward, we plan to incorporate deep learning techniques in our next sprint to improve the accuracy and efficiency of the logo detection system. Specifically, we will train a neural network

to identify the logo in the images captured using the ESP32 cam, and we believe that this approach will provide better results than traditional image processing techniques. While the first sprint of our project did not produce the desired outcome, we remain optimistic and committed to finding a solution to this problem through continued experimentation and innovation.

Chapter 3

Sprint Two: Raspberry pi 4 and ESP32 Cam Integration for Logo Detection

Introduction

I Specification of requirements

In this section, we introduce the different actors as well as the functional and non-functional requirements.

1 actors identification

2 Description of functional requirements

- The ESP32-CAM board should be able to capture a live stream of pictures or videos and make them available through its built-in server.
- The raspberry pi should be able to connect to the server on the ESP32-CAM board and retrieve the images or videos.
- The raspberry pi should be able to process the images to determine if a specific logo is present or not.
- The raspberry pi should be able to process the images to determine if a specific logo is flipped on the x axis.
- The raspberry pi should be able to process the images to determine if a specific logo is in the first or the second half of the product.
- The raspberry pi should be able to provide some form of feedback or output indicating whether the logo is present and if it is flipped or not.

3 Description of non-functional requirements

The requirements do not stop at the functional level but tend towards requirements that contribute to better quality of the application. The most important ones are:

- **Reliability:** The system should be able to consistently capture and process images accurately.
- **Performance:** The system should be able to process images quickly and without noticeable lag or delay.

- **Security:** The system should have appropriate security measures in place to prevent unauthorized access to the servers and data.
- **Scalability:** The system should be able to handle multiple simultaneous connections and requests from clients without compromising its performance.
- **Maintainability:** The system should be easy to maintain and update, with clear and well-documented code and configuration.
- **Compatibility:** The system should be compatible with a wide range of devices and platforms.
- **Usability:** The system should be easy to use and understand for both technical and non-technical users.

II Modeling languages diagrams

1 SysMl

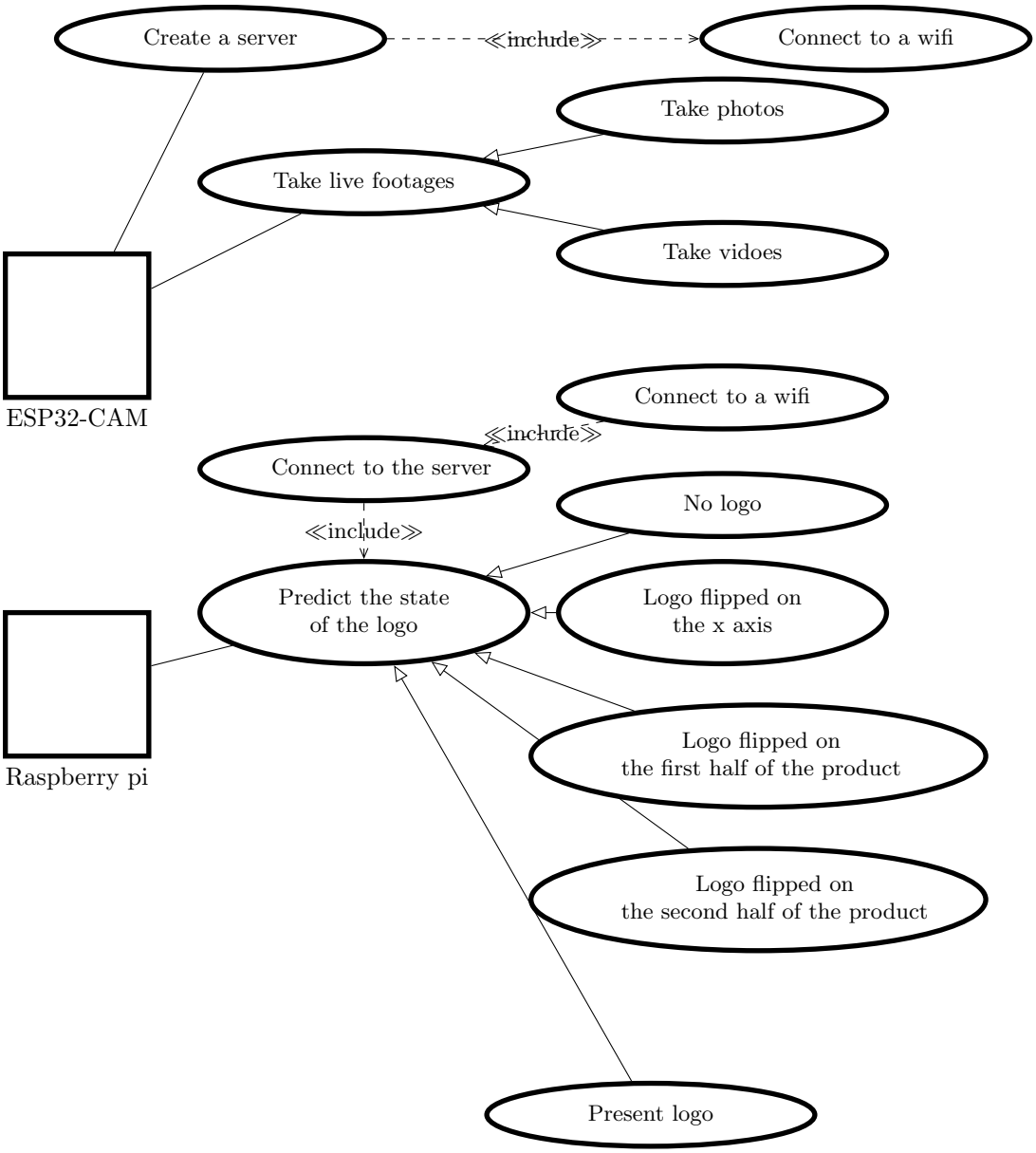

Figure 3.1: Use case Diagram for sprint version 1

III Project component

1 Hardware environment

1.1 ESP32-CAM

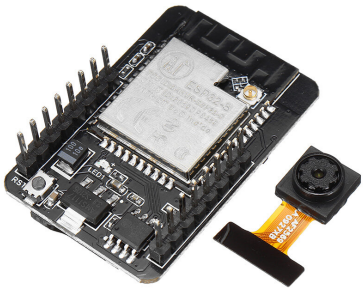

Figure 3.2: ESP32-CAM

Component	Specification
WiFi+Bluetooth module	ESP-32S
Camera module	OV2640 2MP
SPI Flash	4MB
RAM	Internal 512KB + External 4MB PSRAM
Onboard TF card slot	Supports up to 4G TF card for data storage
Wi-Fi	802.11b/g/n/e/i
Operating voltage	3.3/5 Vdc
Power consumption (Flash off)	180mA@5V
Power consumption (Flash on and brightness max)	310mA@5V
Power consumption (Modern-Sleep)	as low as 20mA@5V
Power consumption (Light-Sleep)	as low as 6.7mA@5V
Power consumption (Deep-Sleep)	as low as 6mA@5V
Operating temperature	-20 °C 85 °C
Dimensions	40.5mm x 27mm x 4.5mm
Flash light	LED built-in on board

Table 3.1: ESP32-CAM characteristics [10]

1.2 PC

Figure 3.3: lenovo ideapad gaming 3

Component	Specification
Processor	AMD Ryzen 7 4800H
Memory	16 GB DDR4 RAM
Graphics	NVIDIA GeForce GTX 1650Ti (4GB GDDR6)
Storage	512 GB SSD
Operating System	Windows 10

Table 3.2: Specifications of the PC

2 Software environment

2.1 Software

- Raspberry Pi Imager

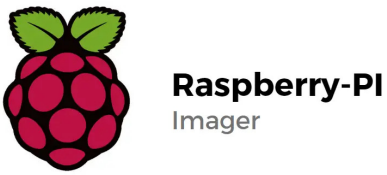

Figure 3.4: Raspberry pi imager logo

Raspberry Pi Imager is a free and open-source software application developed by the Raspberry Pi Foundation.[12] With Raspberry Pi Imager, users can easily choose to install a variety of os, like Raspbian, Ubuntu, Kali Linux, and more, onto a microSD card that can be used to boot up your Raspberry Pi.

It can be downloaded and installed on Windows, Mac, and Linux operating systems.[12]

- PuTTY

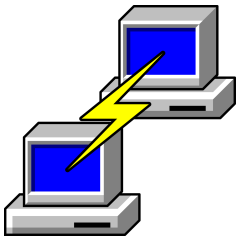

Figure 3.5: puttyLogo

PuTTY is a free and open-source terminal emulator, serial console, and network file transfer application. It was originally developed for Windows but is now available on many other operating systems.[13]

PuTTY also supports many network protocols, such as Telnet, rlogin, SSH and raw TCP. It also includes additional features such as session management, SSH key generation, and support for local printing.[13]

- VNC

Figure 3.6: VNCLogo

VNC (Virtual Network Computing) is a thin-client system that allows users to remotely control and operate another computer or server over a network. It consists of two components: a server that runs on the remote computer, and a client that runs on the local computer.[14]

The server sends screen updates to the client, so the user can see and interact with the remote computer's desktop as if they were sitting right in front of it.[14]

- Geany

Figure 3.7: Geany logo

Geany is a simple and lightweight text editor designed for programmers and developers. It provides features such as syntax highlighting for a wide range of programming languages, code folding, auto-indentation, and built-in support for various programming tools and compilers.[15]

- Google Colab

Figure 3.8: Google colab logo

Google Colab (short for Collaboratory) is a cloud-based platform provided by Google that allows users to run and share Jupyter notebook files for data analysis, machine learning and deep learning tasks. .[16]

It provides access to computing resources such as CPU, GPU,RAM, disk and TPU for free, allowing users to execute complex computational tasks without the need to use their local hardware..[16]

2.2 programming languages

- C++

Figure 3.9: C++ logo

C++ is a programming language that is widely used in software development. It is a standardized, general-purpose, and object-oriented language, which means it can be used to create a variety of applications, including system software, device drivers, video games, and desktop applications.[7]

- Python

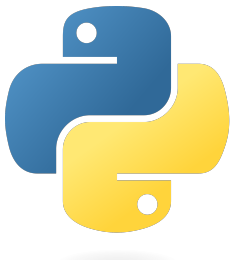

Figure 3.10: Python logo

Python is a popular high-level programming languagethat supports object-oriented, functional, and imperative programming styles. scripting language, but can be compiled into computer-readable binary.[7]

3 Workflow

Chapter 4

Sprint 2: Stabilizing the System

Chapter 5

Sprint 4: PCB Board and Case Design

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