

LabView

Projekt:

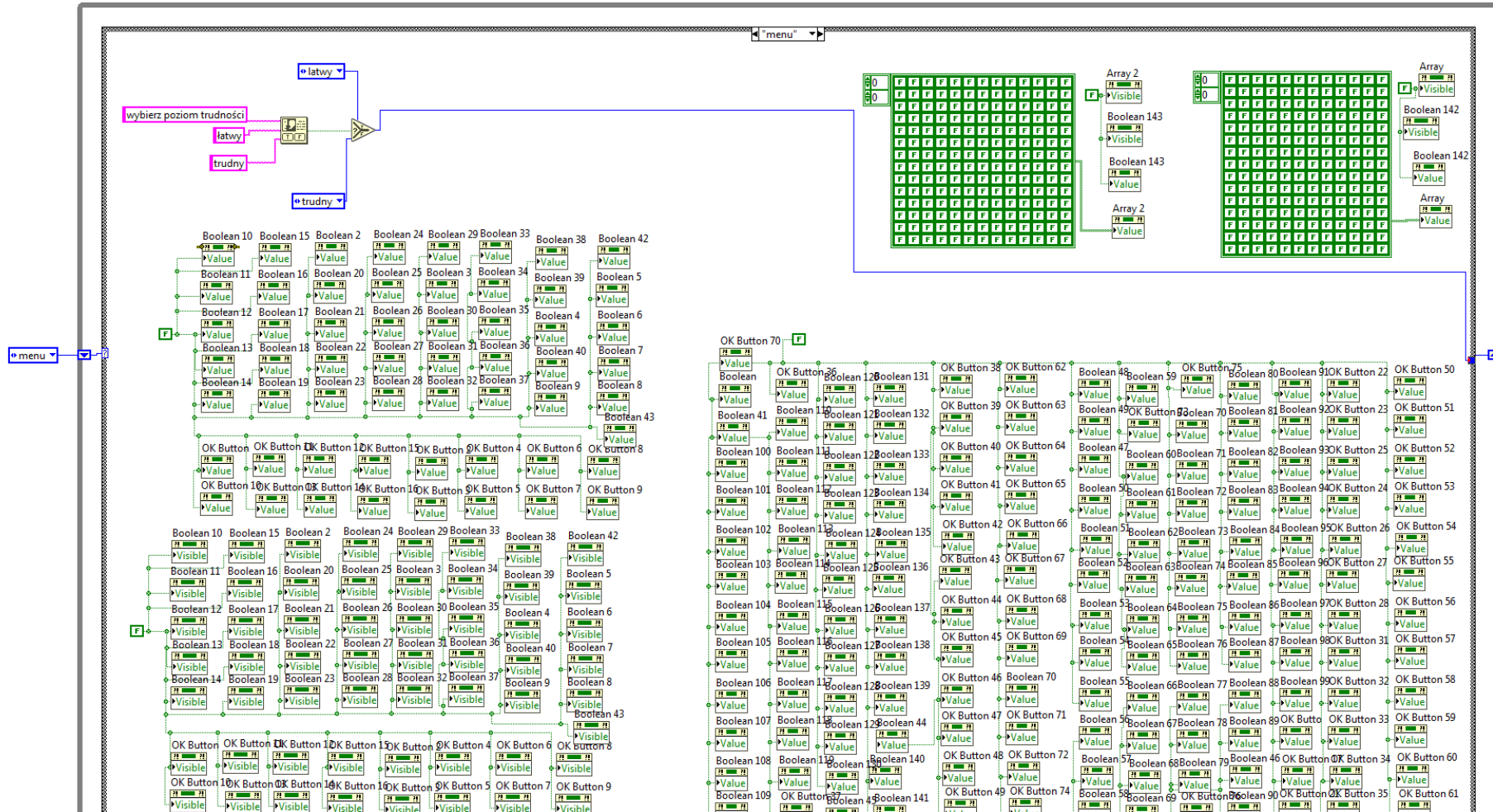
„Gra logiczna – malowanie kwadratów”

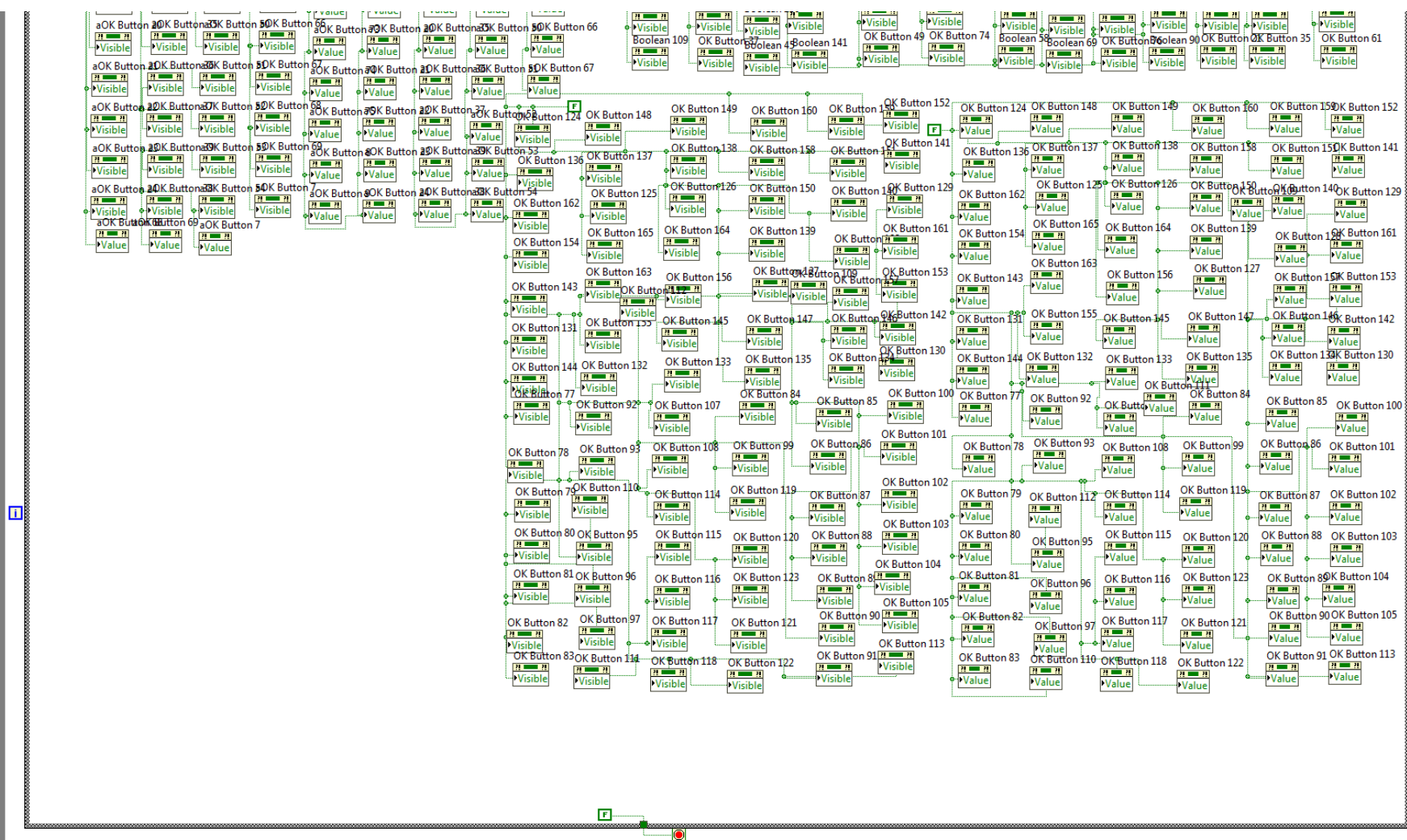
Wykonanie: Paweł Nogaj

Elektrotechnika, semestr 2018-2019

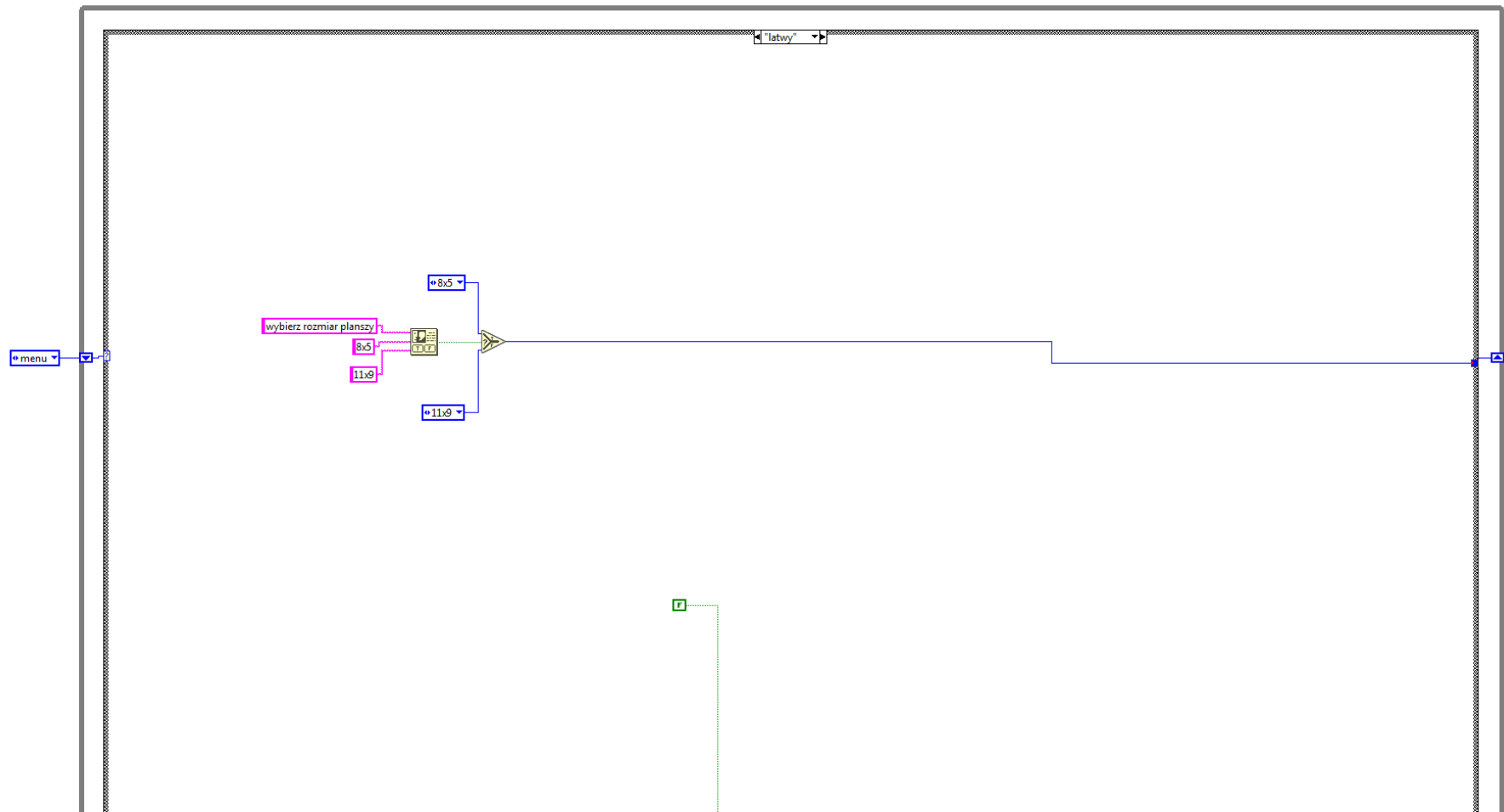
1.Block Diagram, maszyna stanów

1.1 Menu



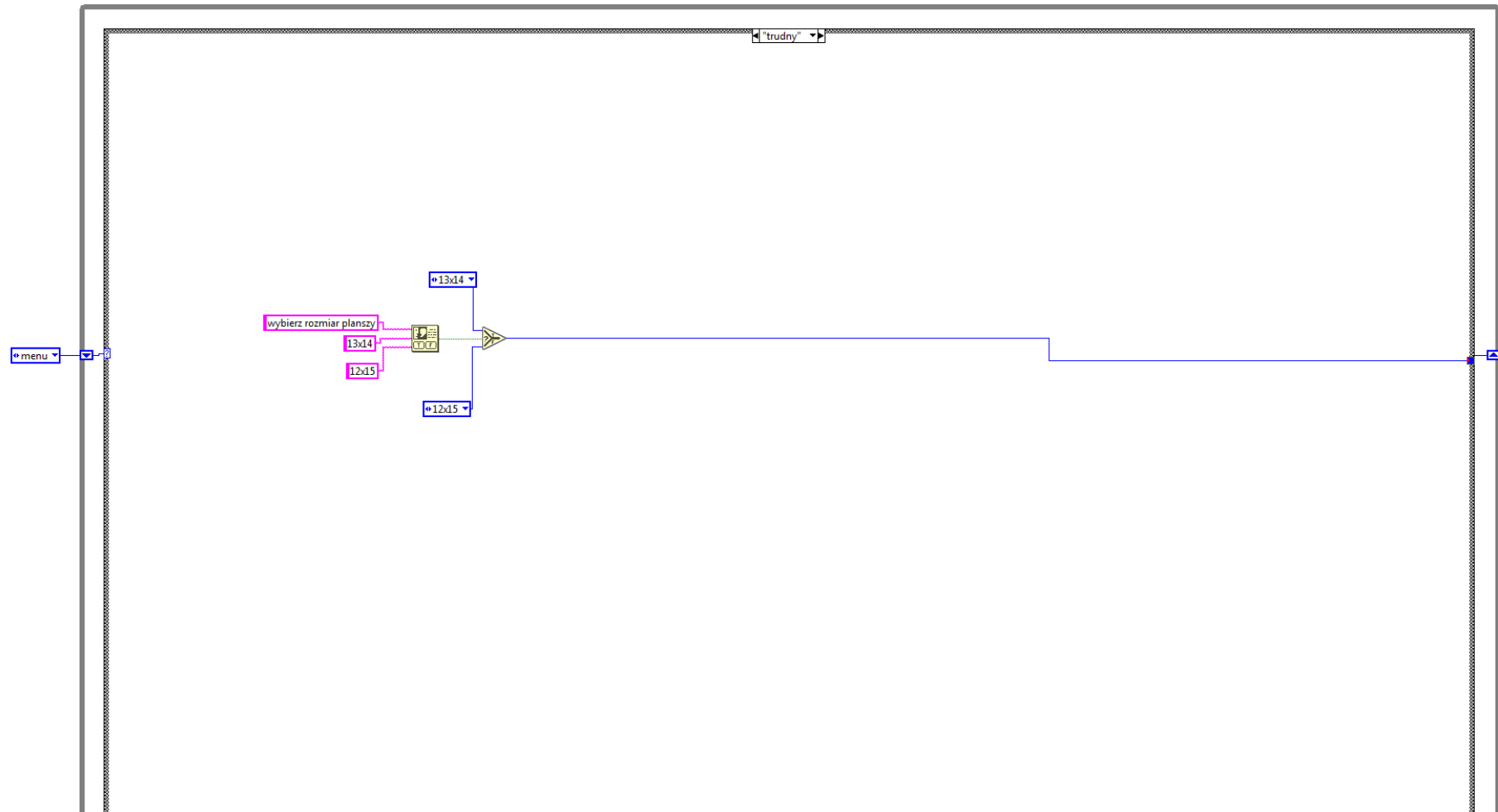


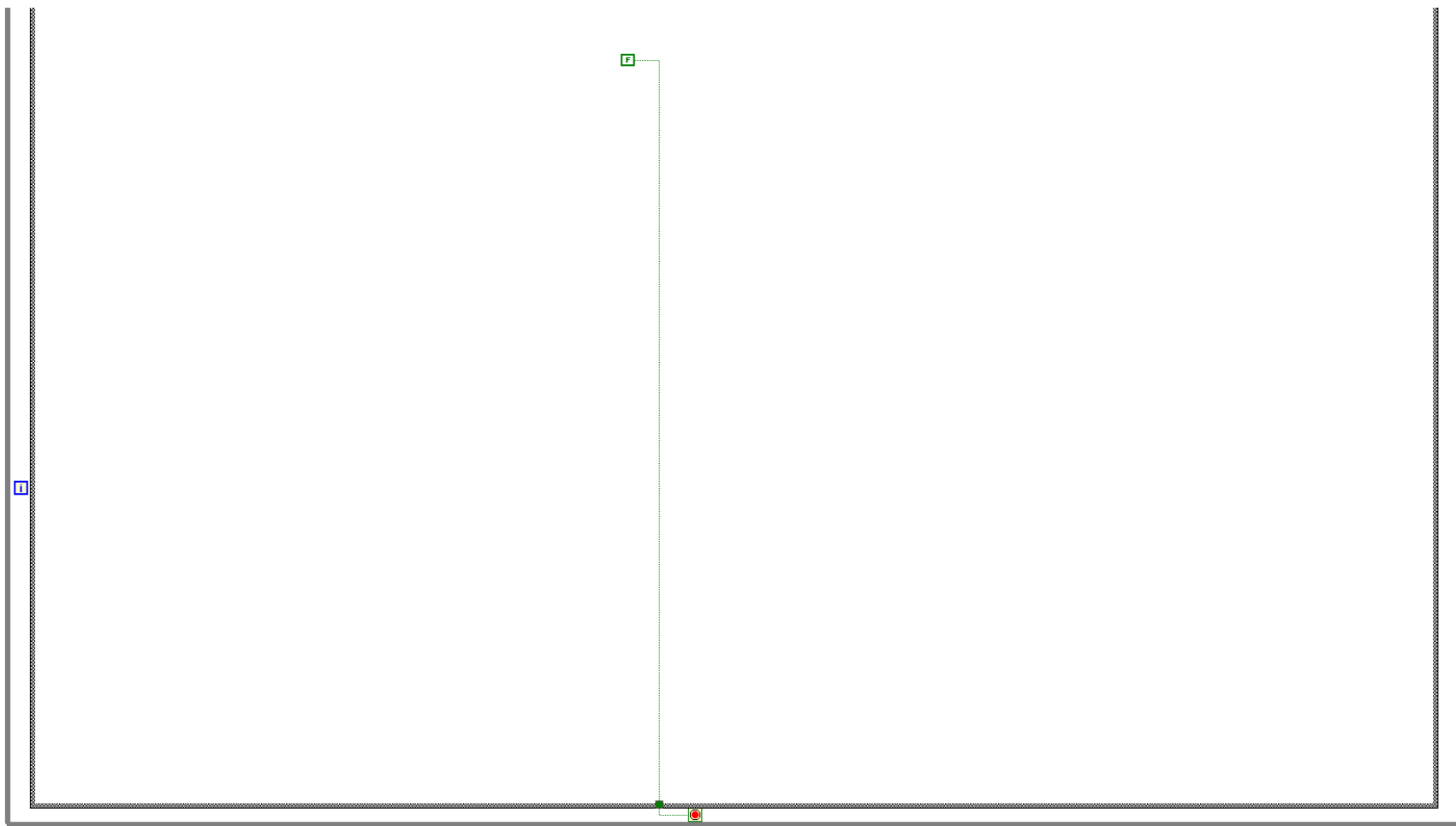
1.2 łatwy



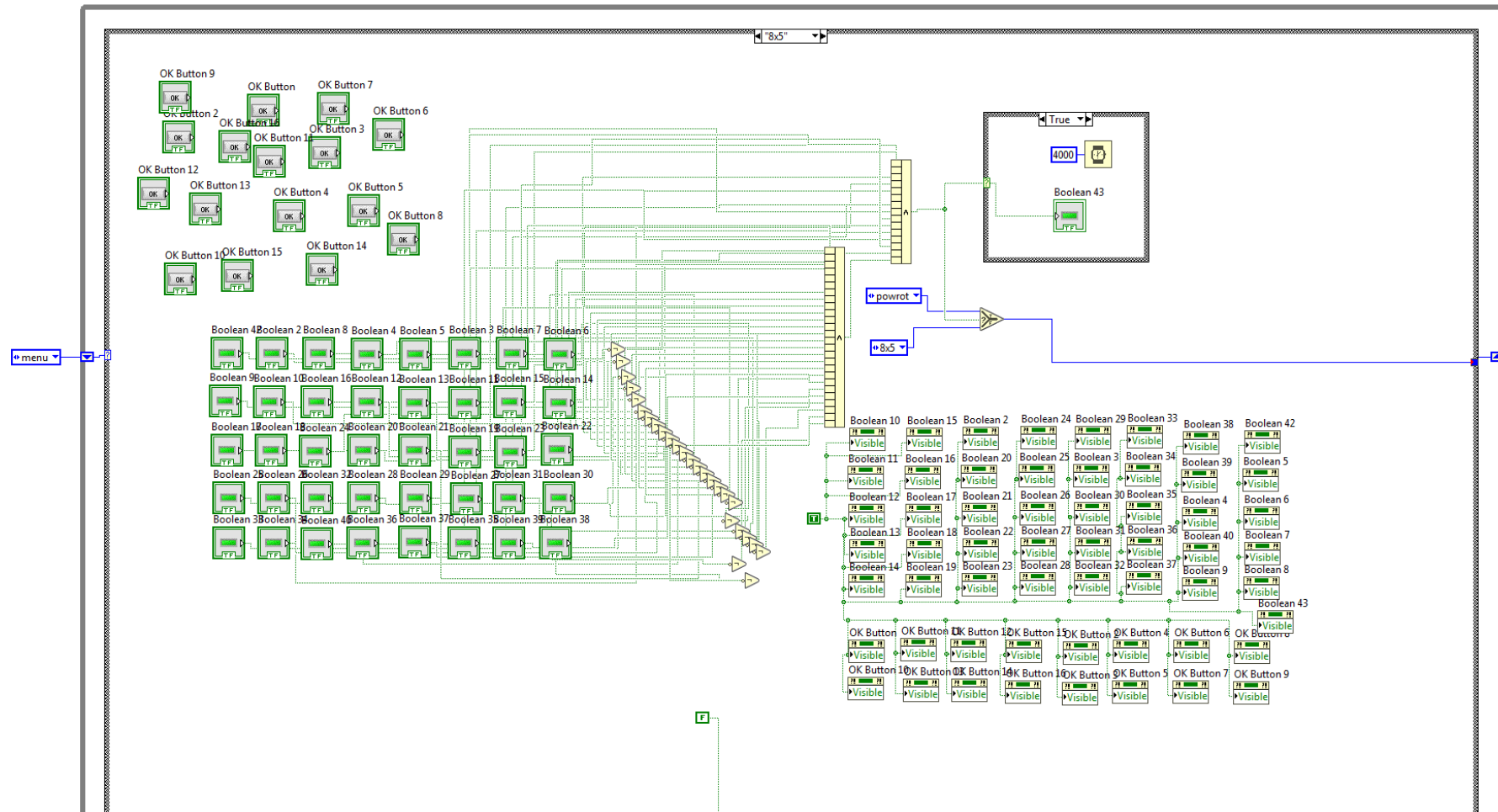


1.3 trudny



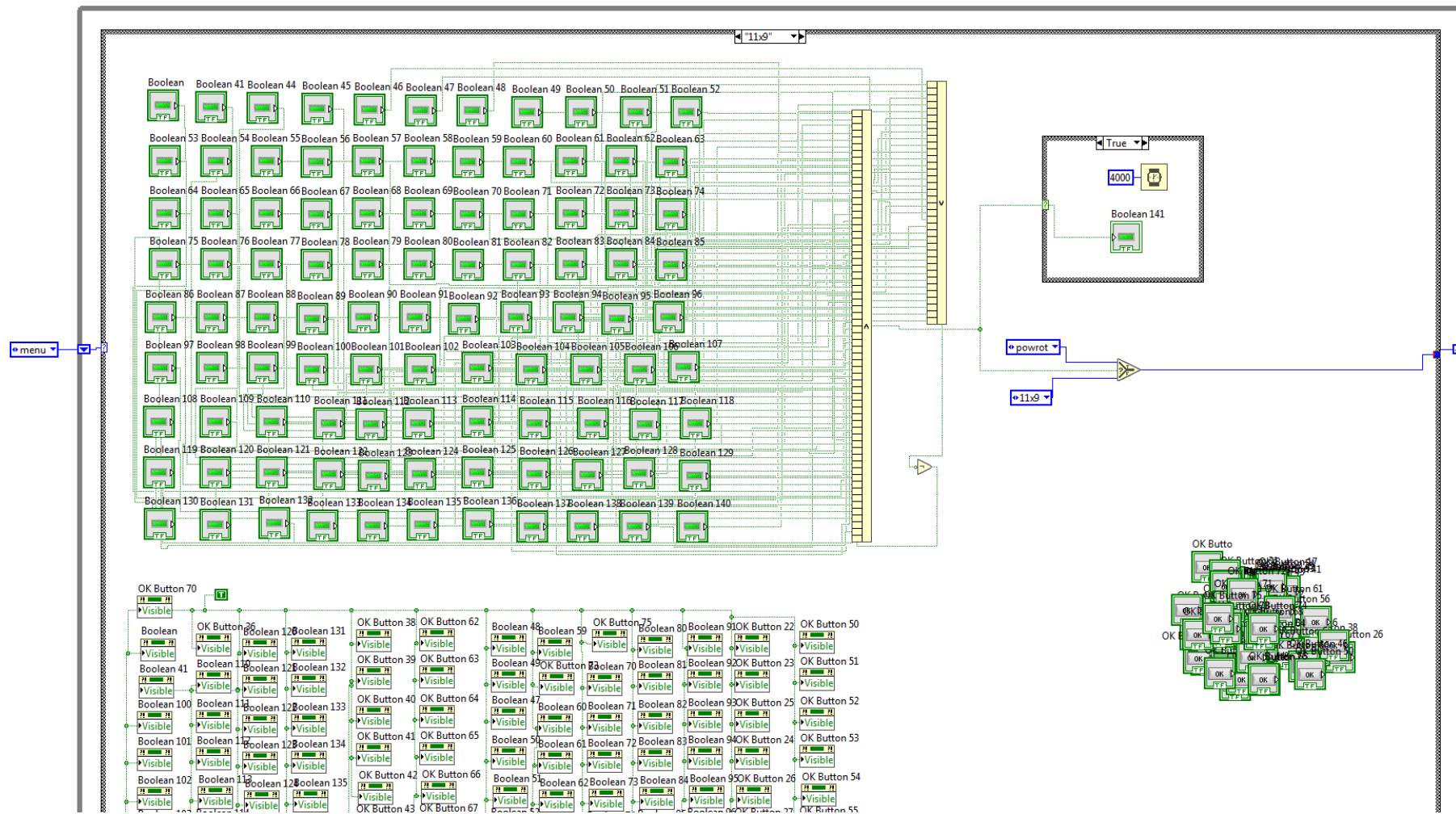


1.4 8x5





1.5 11x5

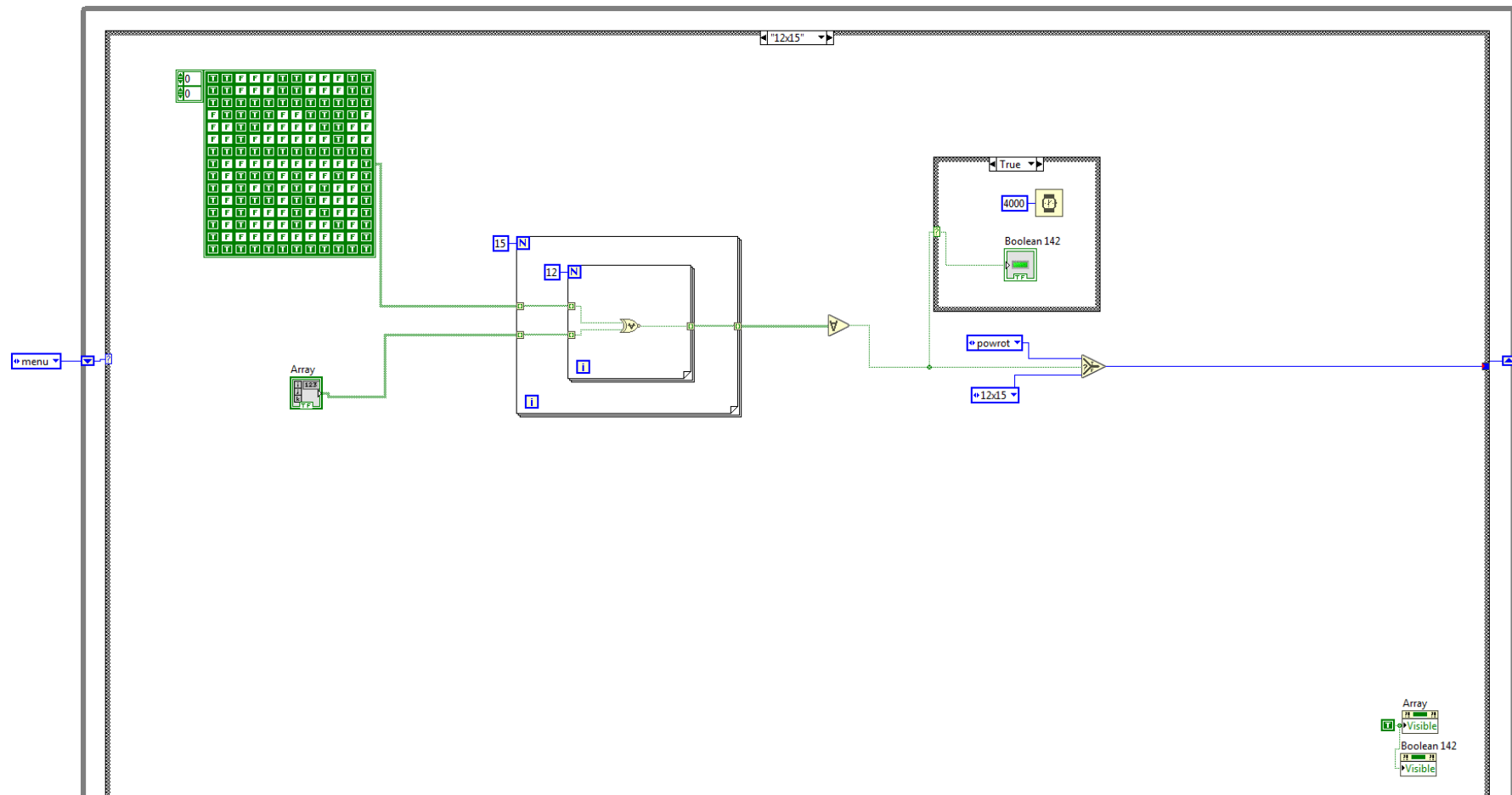


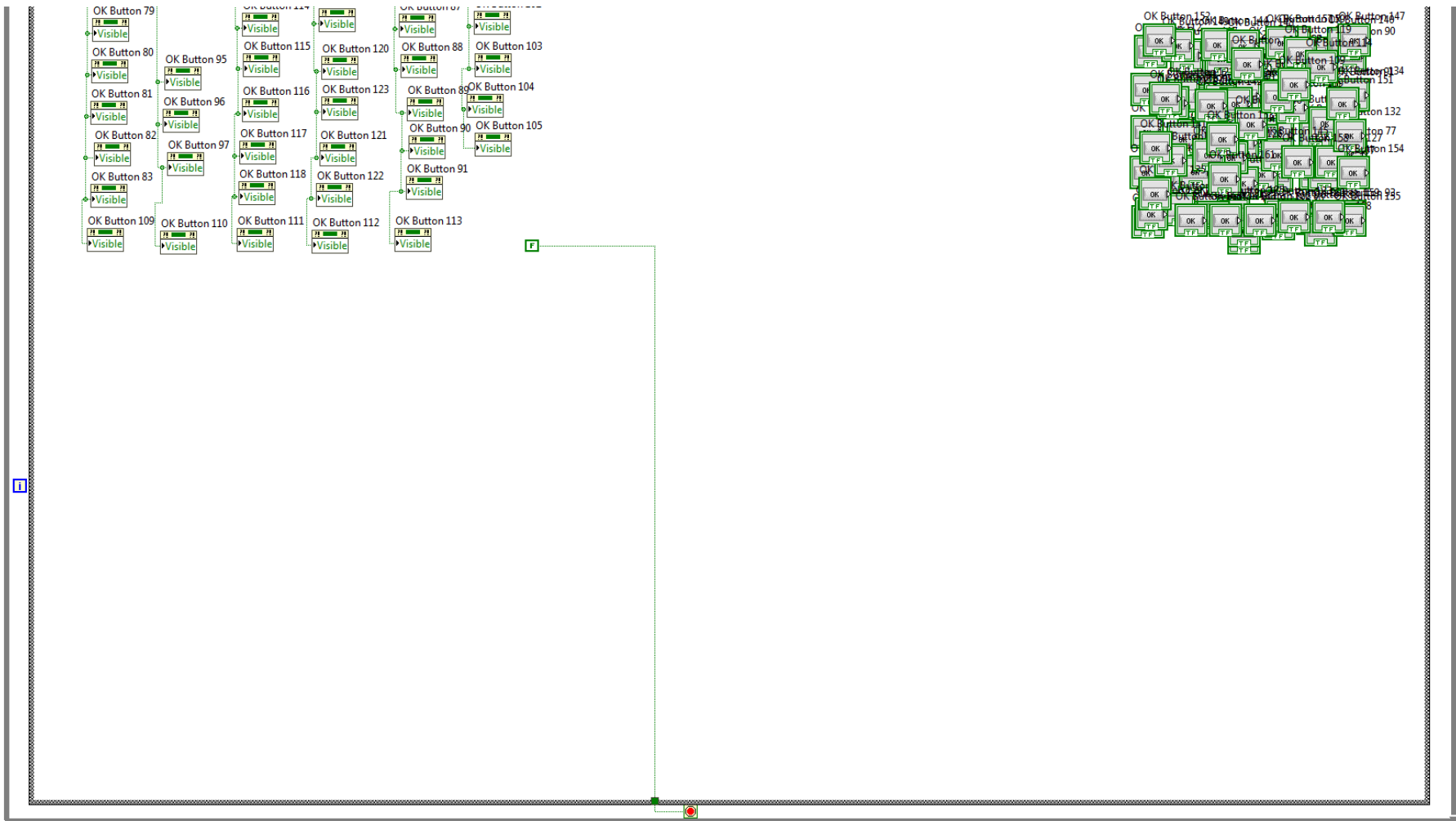


F

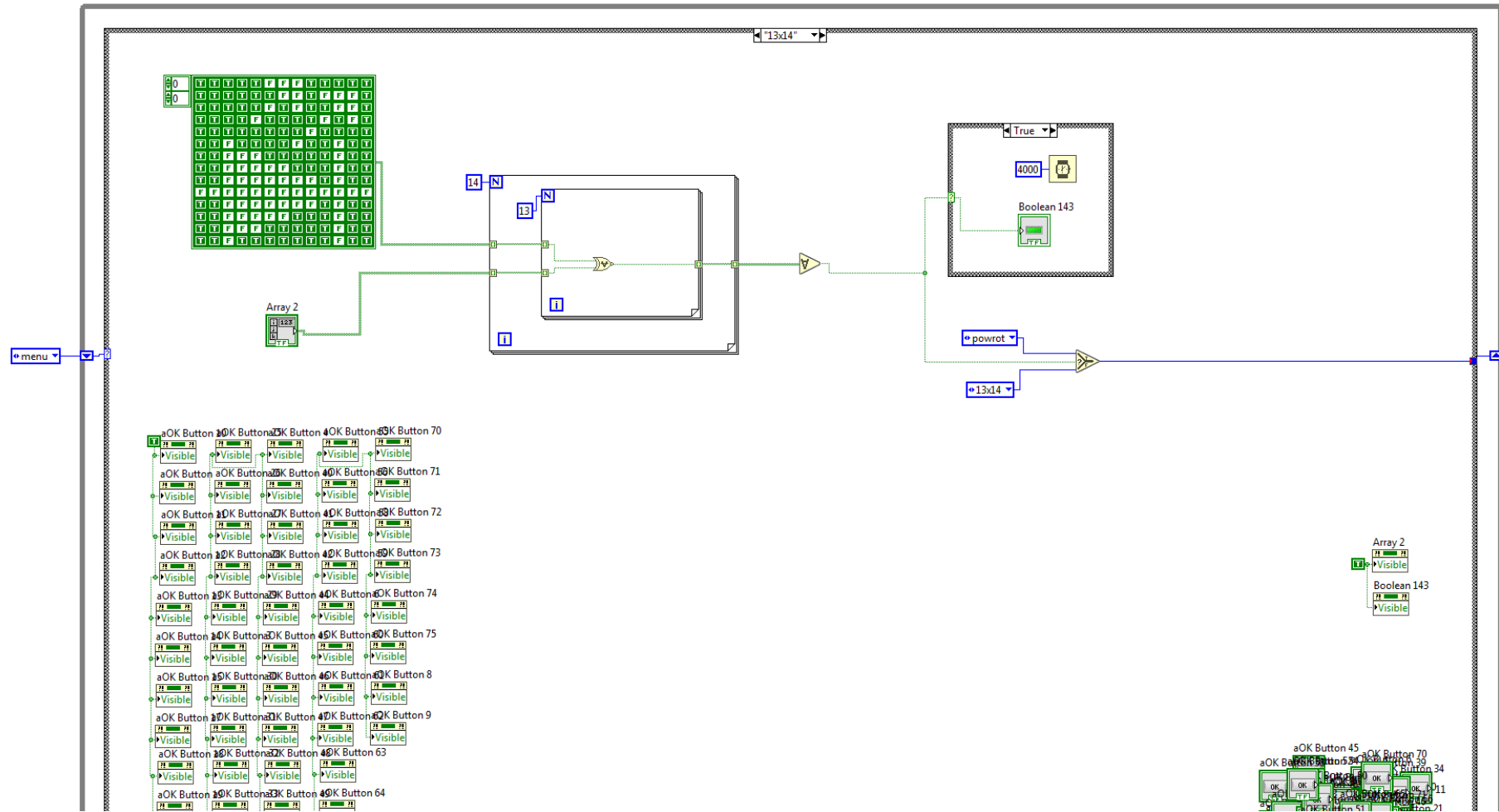


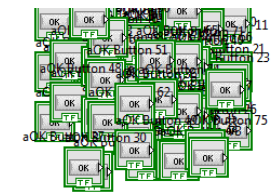
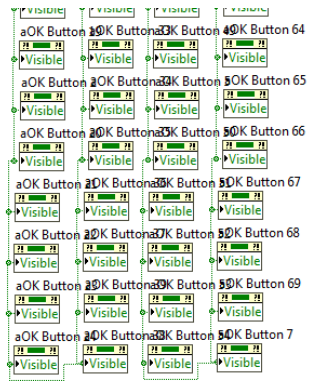
1.6 12x15

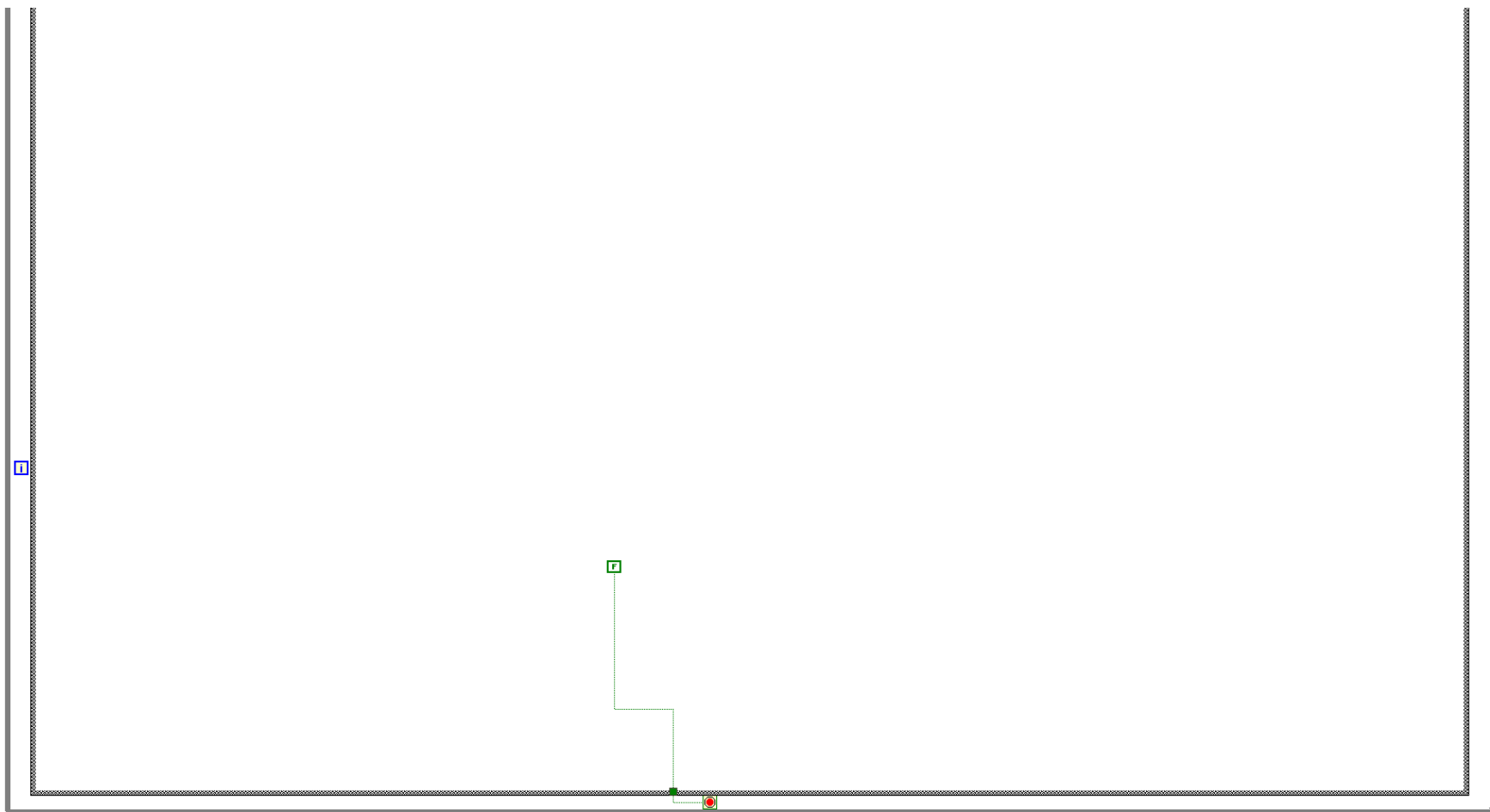




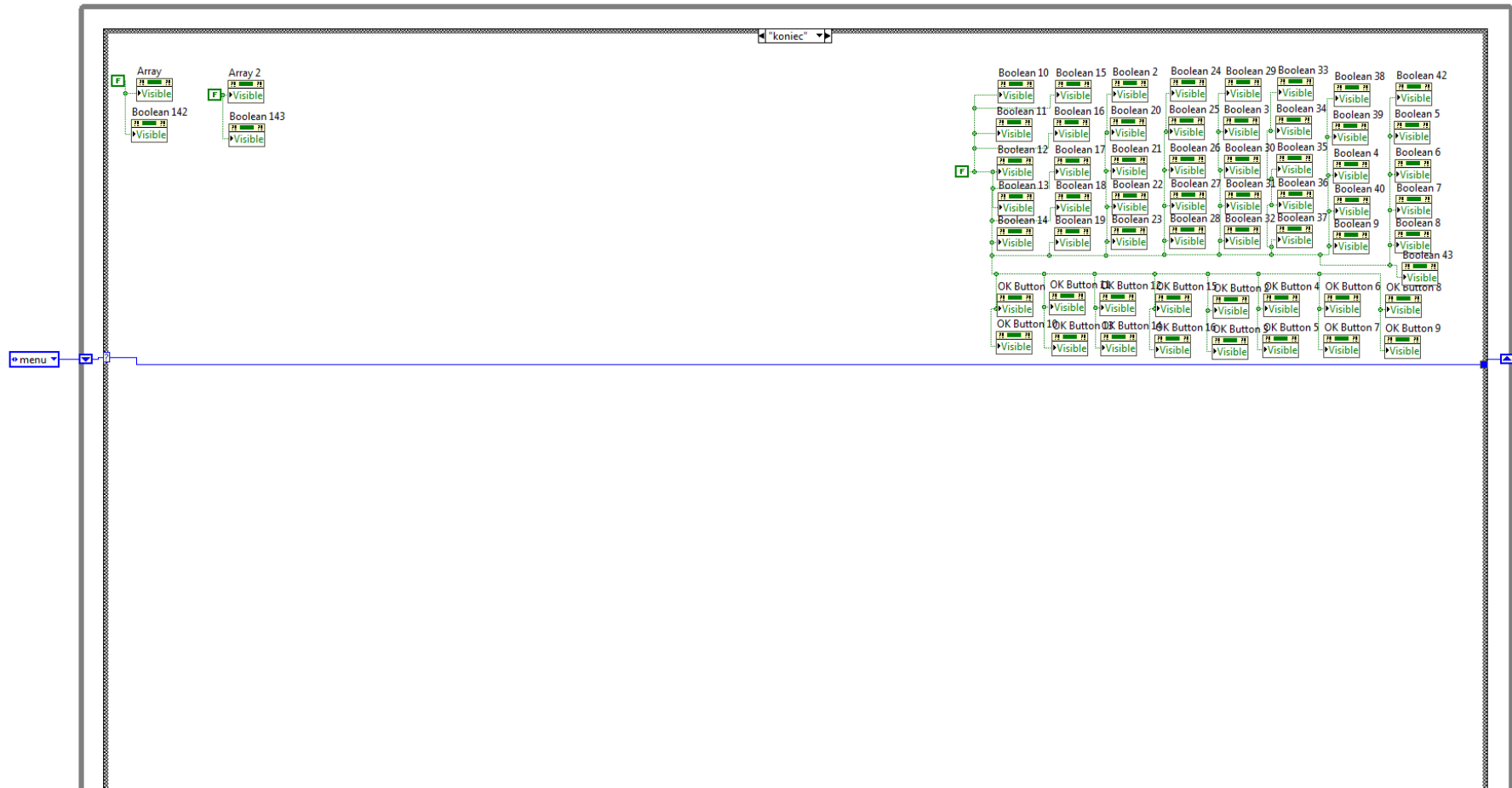
1.7 13x14

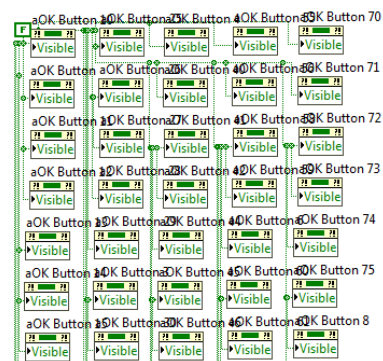


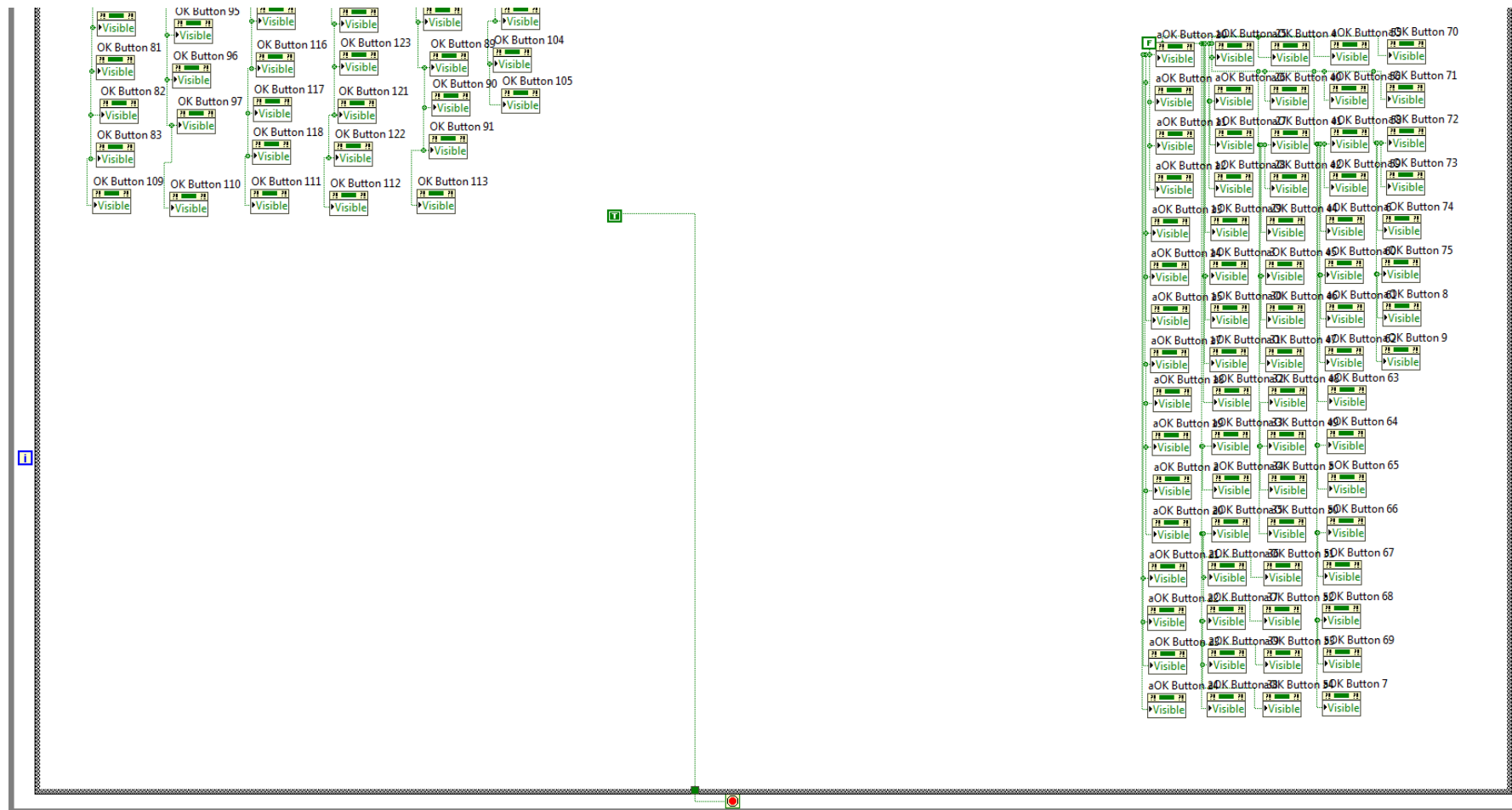




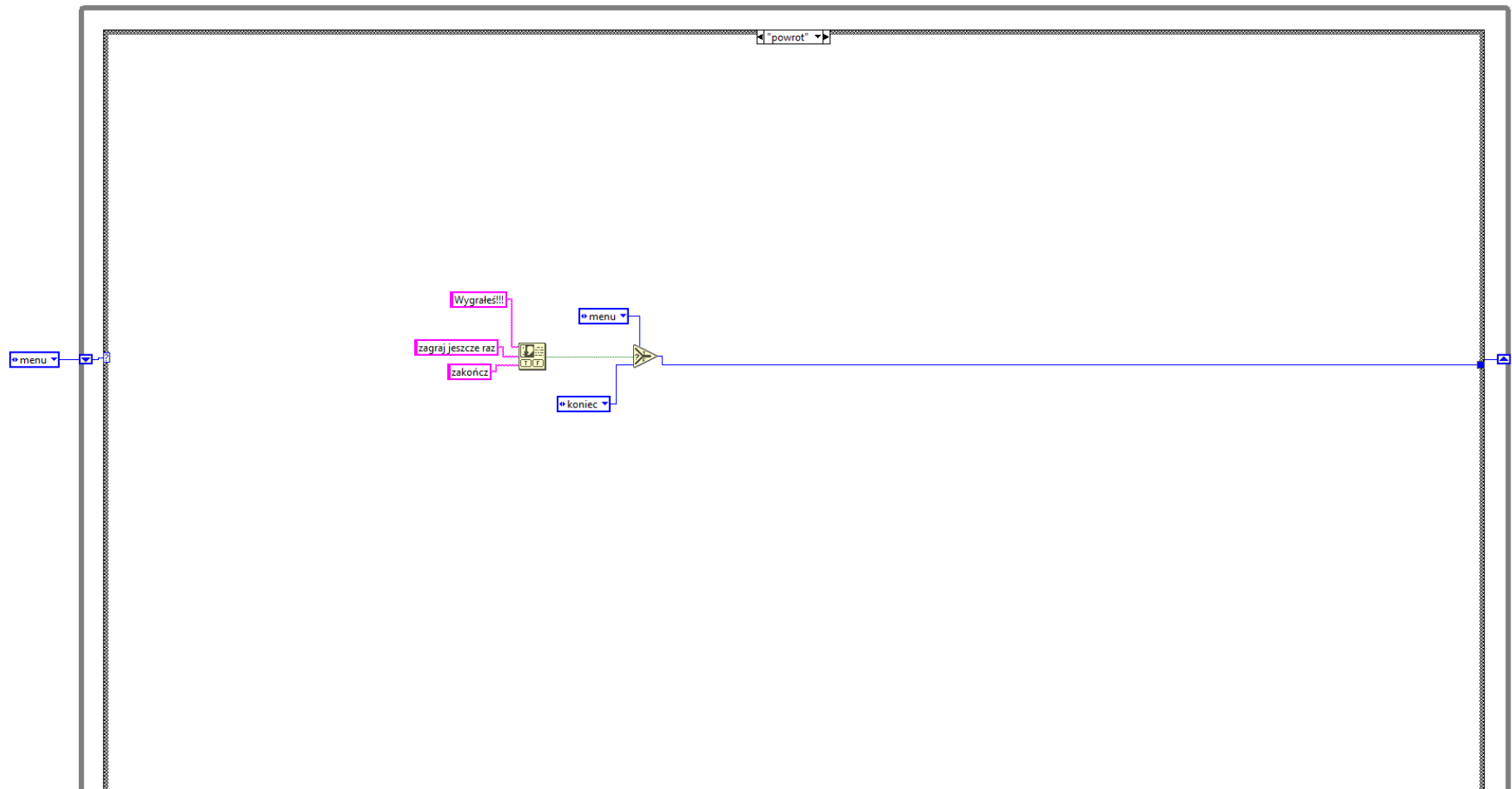
1.8 koniec

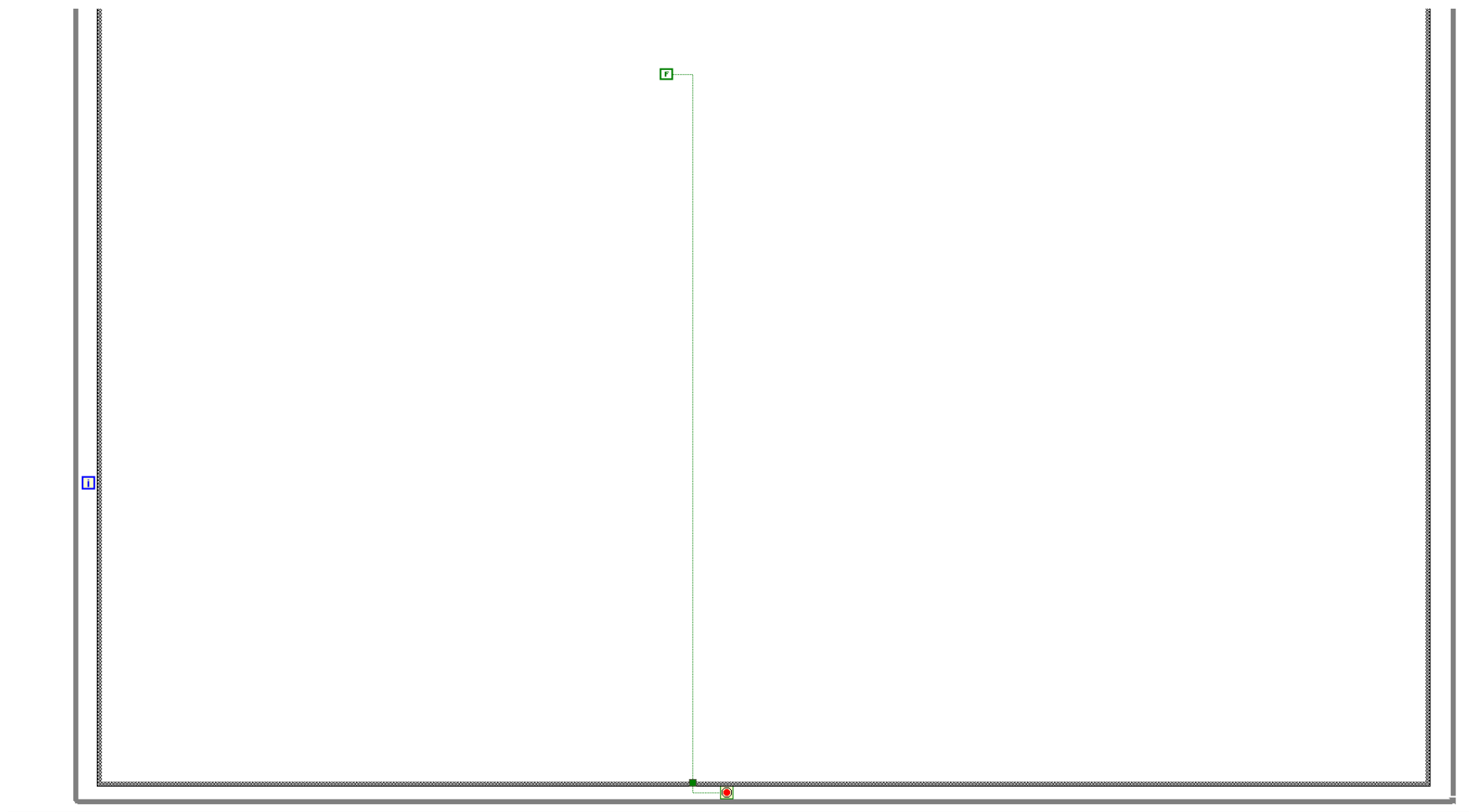






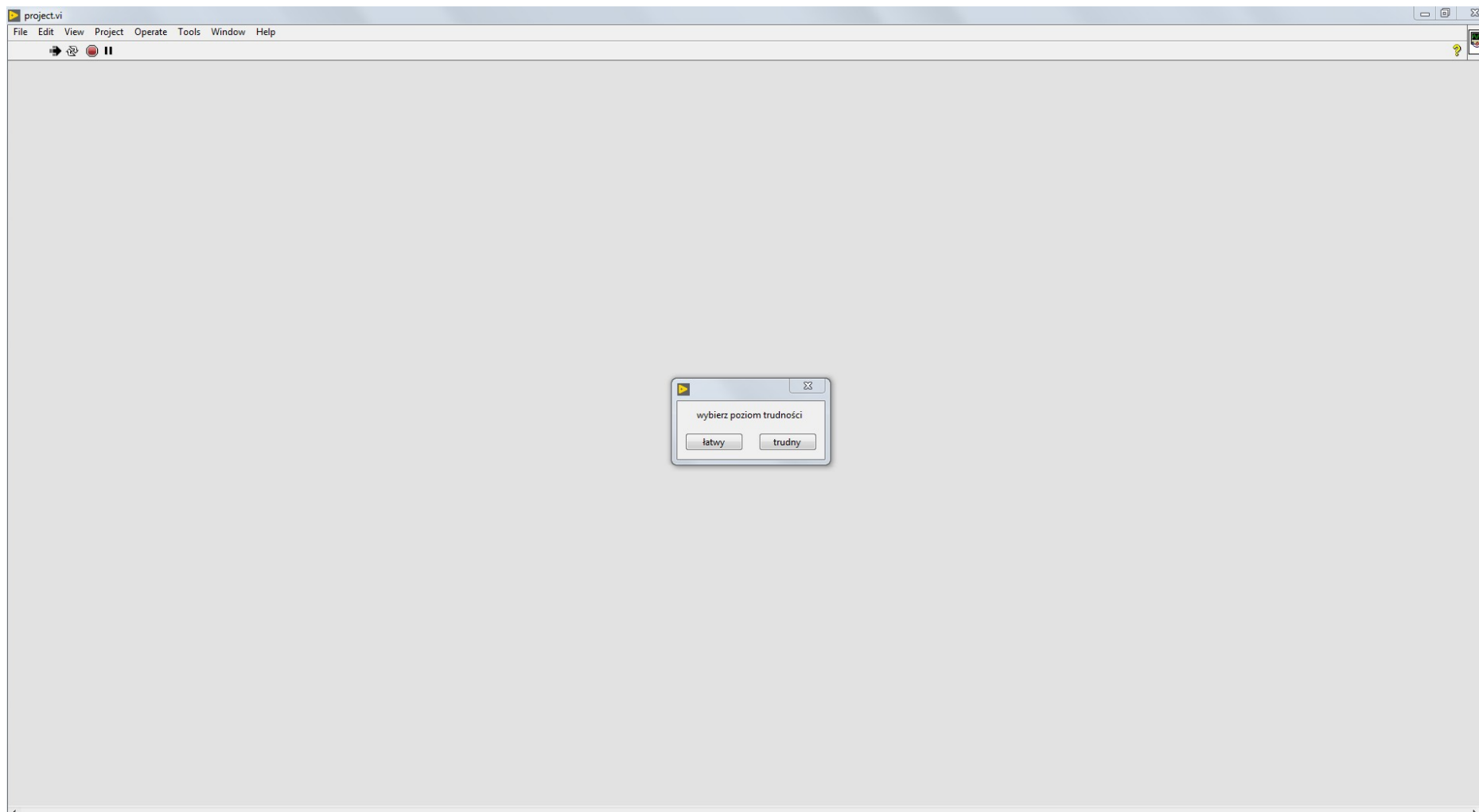
1.9 powrot



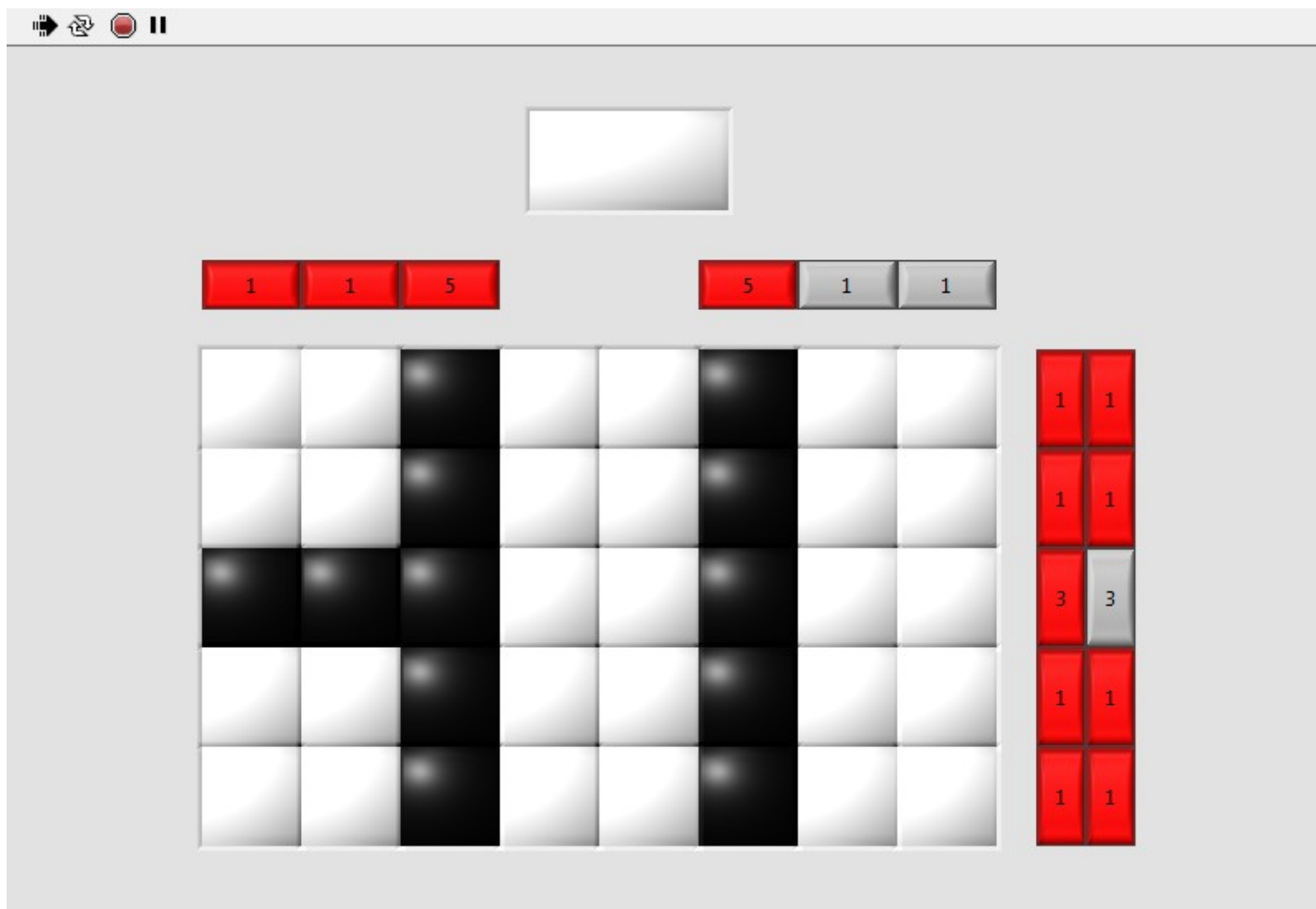


2. Front Panel, kilka przykładowych zrzutów ekranu

2.1 pierwsze menu wyboru



2.2 poziom łatwy, 8x5 w trakcie rozgrywki



2.3 poziom łatwy, 8x5 po ukończeniu

