CODE IMPLEMENTATION:(Pseudocode)

```
# Define GPIO pins for actuators
actuator_pins = [1, 2, ..., 200]

# Initialize GPIO pins
initialize_pins(actuator_pins)

# Function to raise a specific dot
def raise_dot(dot_number):
    apply_current(actuator_pins[dot_number])

# Function to lower a specific dot
def lower_dot(dot_number):
    reverse_current(actuator_pins[dot_number])

# Function to display Braille character
def display_braille(character):
    braille_pattern = get_braille_pattern(character)
    for dot_number, state in enumerate(braille_pattern):
        if state == 1:
            raise_dot(dot_number)
        else:
            lower_dot(dot_number)

# Function to render tactile drawing
def render_drawing(drawing):
    for shape in drawing:
        for dot_number in shape:
            raise_dot(dot_number)

# User input handling
```

```
user_input = get_user_input()


# Check input type (Braille or Drawing)
if is_braille_input(user_input):
    display_braille(user_input)
else:
    drawing = parse_drawing_input(user_input)
    render_drawing(drawing)
```