ARDUINO-BASED ROCKET FLIGHT COMPUTER

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INTRODUCTION

- Bullet number one
- A second bullet
- A final, third bullet

WHAT IS A FLIGHT COMPUTER?

APPLICATIONS TO MODEL ROCKETRY

EXISTING PRODUCTS

WHY BUILD A FLIGHT COMPUTER

DESIGN CRITERIA

INTRODUCTION ARDUINO

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IMU

BAROMETER

GPS

STORAGE

TELEMETRY

CHARGES

VOLTAGE CONVERSION

LOAD SWITCHES

DESIGN

FUTURE WORK

ACKNOWLEDGMENTS

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THANKS!

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