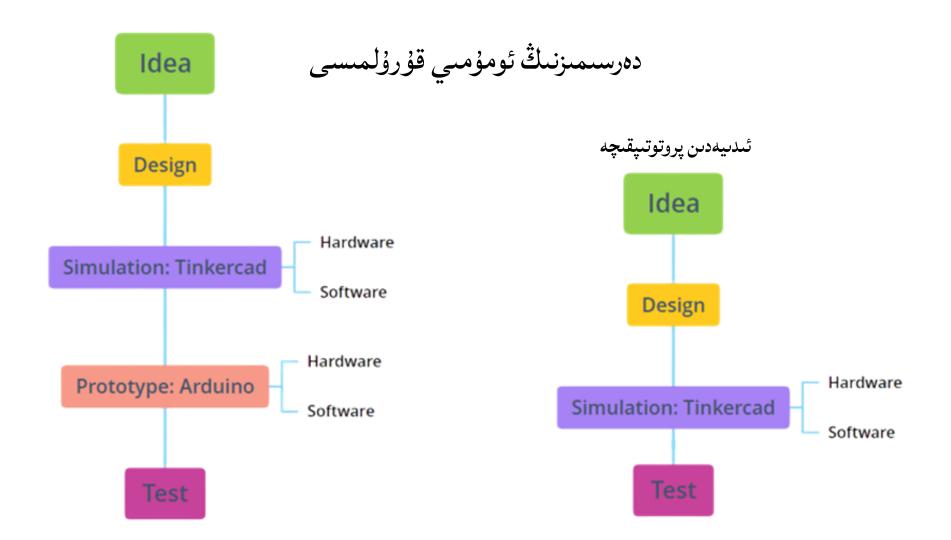
# ئون ئىككىنجى دەرىس ئانالوگ كىرىش ۋە چىقىش Analog Read and Write

دوكتور ياسىن مەمەتجان 2023-04-09

مەڭگۈتەك تەربىيىلەش مەركىزى





#### ئىدىيەدىن پروتوتىپقىچە

#### **Idea to Prototype / Innovation**

ئىشچىلارنىڭ بىخەتەرلىكىنى ئۆستۈۈش

ئىدىيە What

ئىش ئورنىدا يارلىنىش

سەۋەب

Reason, Why

كىشىگە دەخلى قىلمايدىغان يېڭى لايىھە تۈزەش

How قانداق

يارىلانغانلارغا تېز ياردەم بىرىش، ئالدىنى ئېلىش

پايدىسى

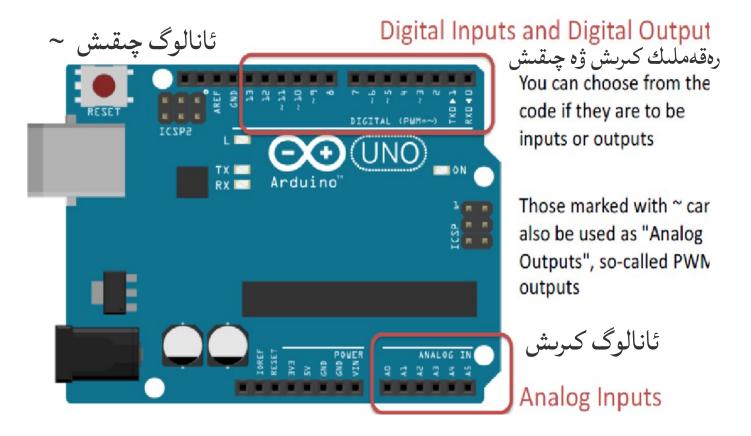
**Benefit** 

### ياخشى مەھسۇلات لايىھىلەشنىڭ ئون قائىدىسى

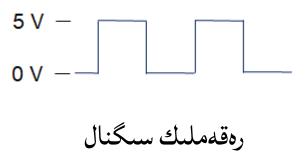


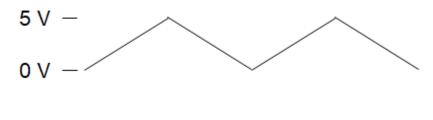


# ئانالوگ كىرىش ۋە چىقىش



# ئىككى خىل سىگنال



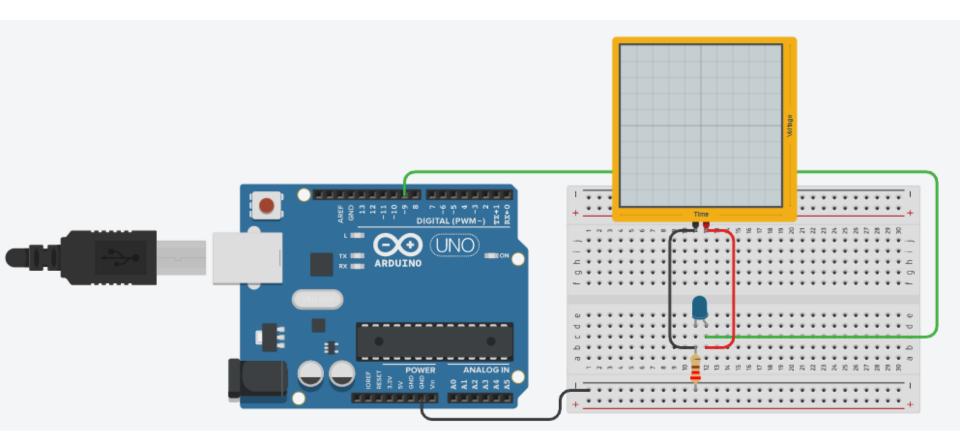


#### بىز بۈگۈن ئۆگىنىدىغان قومھاندىلار



# analogWrite مىساللىرى

# Fading - سۇسلاش



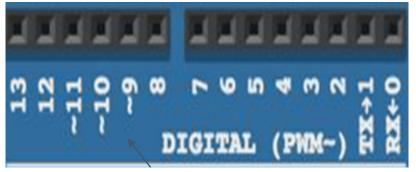
### Fading - سۇسلاش

set pin 9 ▼ to brightness

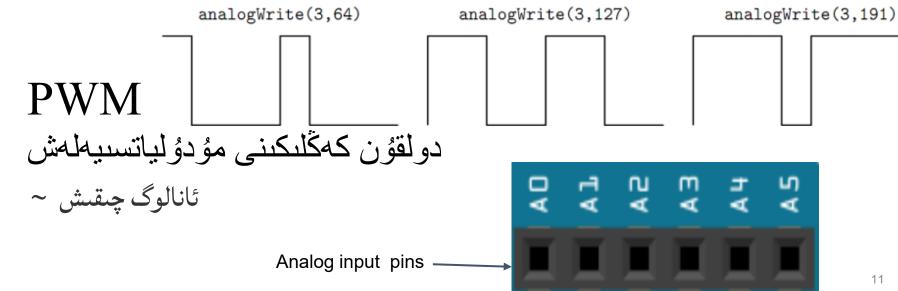
wait (50) milliseconds ▼

wait 1 secs ▼

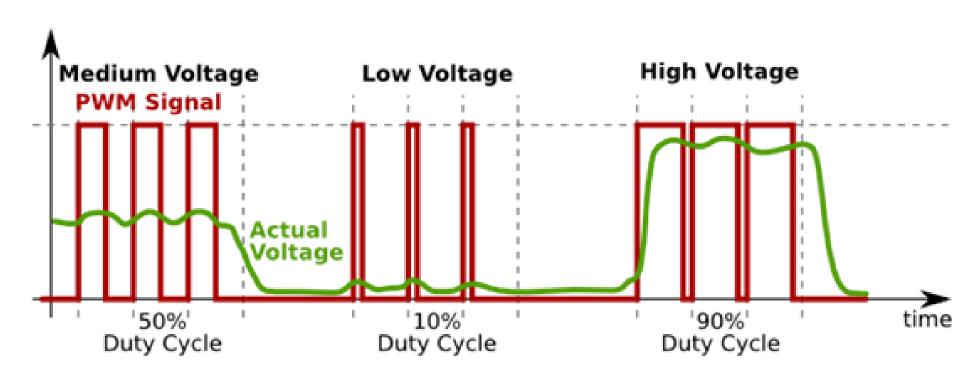
```
int brightness = 0;
                                      void setup()
                                        pinMode (9, OUTPUT);
                                      void loop()
count up 	v by (5) for brightness v from (0) to (255) do
                                        for (brightness = 0; brightness <= 255; brightness += 5) {
                                          analogWrite(9, brightness);
                                          delay(50); // Wait for 50 millisecond(s)
                                        delay(1000); // Wait for 1000 millisecond(s)
```



Digital I/O (Input/Output) رەقەملىك كىرىش



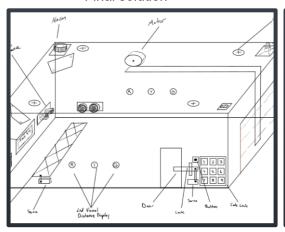
### دولقۇن كەڭلىكىنى مۇدۇلياتسىيەلەش



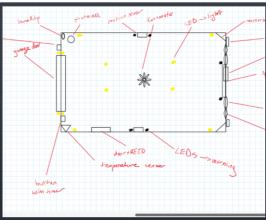
#### Solutions space

|                        |        | Solutions  |                  |            |                  |                |                  |
|------------------------|--------|------------|------------------|------------|------------------|----------------|------------------|
|                        |        | Solution 1 |                  | Solution 2 |                  | Final Solution |                  |
| Criteria               | Weight | Score      | Partial<br>Score | Score      | Partial<br>Score | Score          | Partial<br>Score |
| Cost                   | 0.10   | 3/5        | 0.060            | 6/10       | 0.060            | 7/10           | 0.070            |
| Ease of use            | 0.10   | 3/5        | 0.060            | 4/5        | 0.080            | 1              | 0.100            |
| Reliability            | 0.20   | 3/5        | 0.120            | 12/15      | 0.160            | 3/5            | 0.120            |
| Safety                 | 0.15   | 9/10       | 0.135            | 6/10       | 0.090            | 8/10           | 0.120            |
| Code<br>Complexity     | 0.20   | 8/10       | 0.160            | 7/10       | 0.140            | 9/10           | 0.180            |
| Hardware<br>Complexity | 0.20   | 9/10       | 0.180            | 7/10       | 0.140            | 9/10           | 0.180            |
| Security               | 0.05   | 1/6        | 0.008            | 1/3        | 0.017            | 2/3            | 0.033            |
| Sum                    | 1.00   |            | 0.723            |            | 0.687            |                | 0.803            |

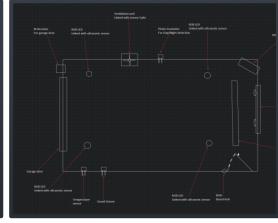
Final solution

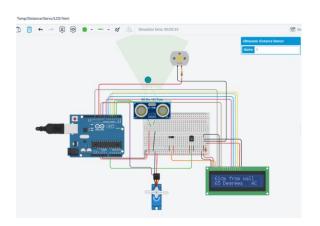


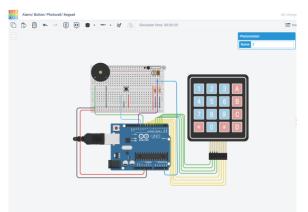
Solution 1

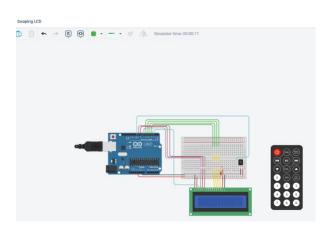


Solution 2



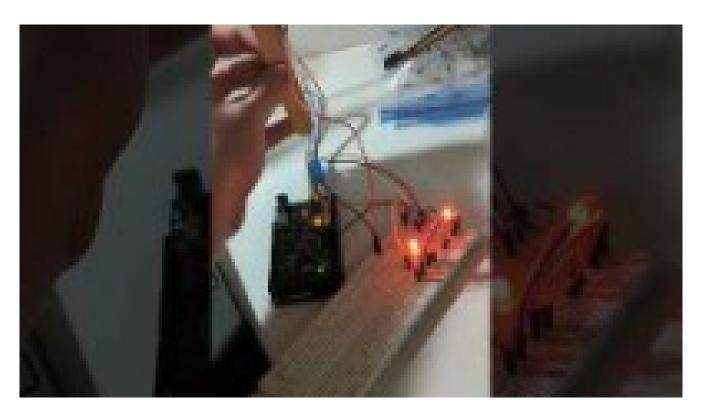




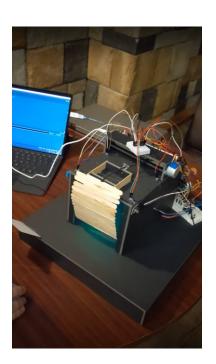


Prototyping

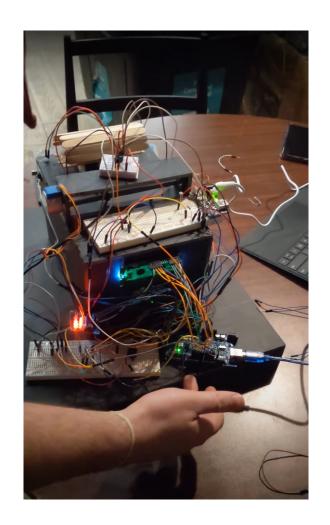
### In person prototyping

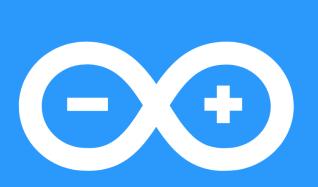






First build





سوئالىڭىز بولسا، توربىتىھىزدىكى ھەر بىر دەرسنىڭ سوئال !!سورايدىغان يىرىگە يېزىڭ

تۈگىدى

