

The background is a dark blue-grey color. It is decorated with various geometric shapes in orange and white. There are circles of different sizes, some with dotted patterns inside. There are hexagons, some solid orange and some outlined in orange. There are also triangles and lines. Some shapes are partially cut off by the edges of the frame. The overall style is modern and minimalist.

Gardien de Babyfoot automatisé

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01. Objectifs du projet

02. La caméra

PixyCam

03. Le moteur

Moteur pas à pas

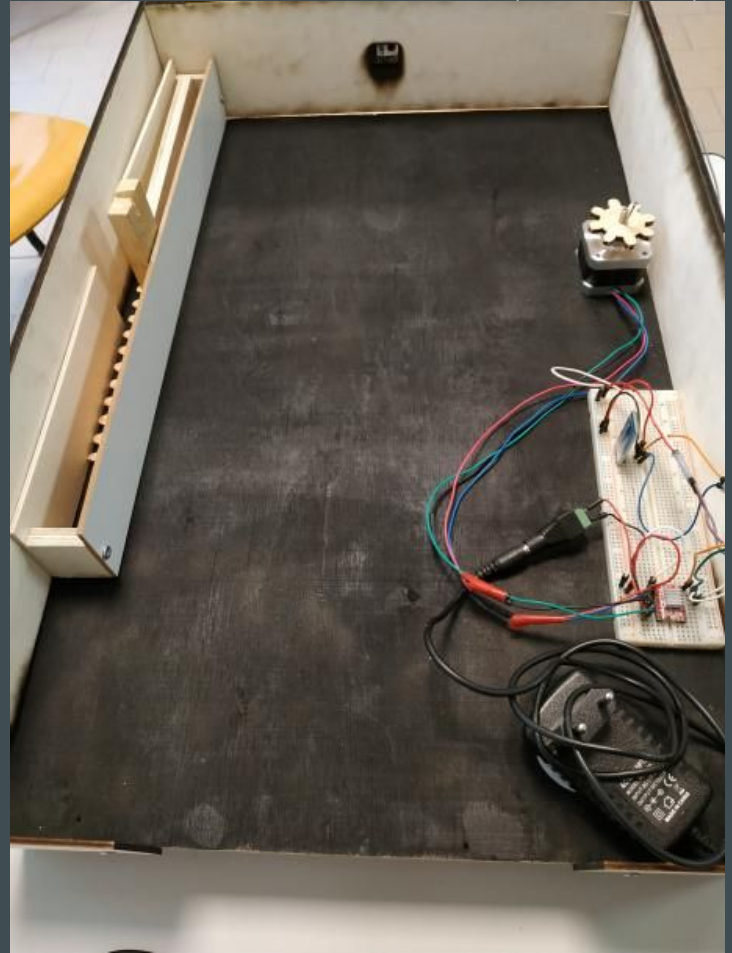
04. Le Bluetooth

05. La structure

06. Conclusion

Et démonstration



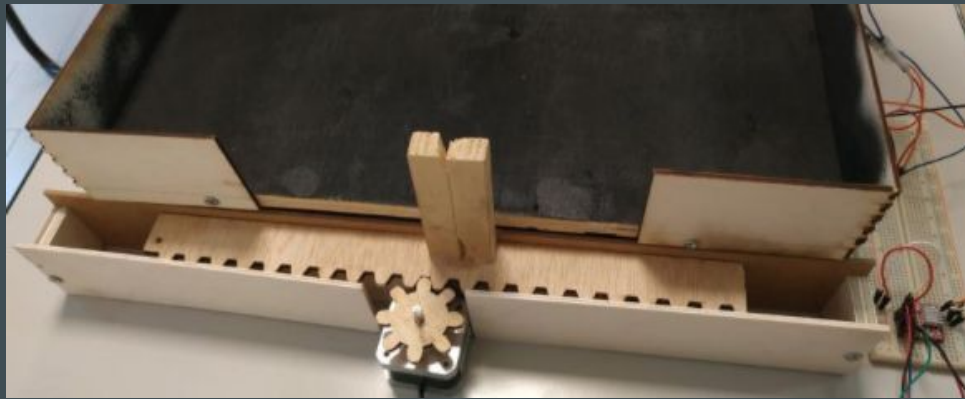




```
void loop() {
  int i;
  pixy.ccc.getBlocks();
  area = width * height; //calcul de l'aire
  maxArea = 4500; //aire max
  minArea = 3500; //aire min

  if (pixy.ccc.numBlocks){
    Serial.print("Detected "); //ecrit sur le moni
    Serial.println(pixy.ccc.numBlocks);

    for (i=0; i<pixy.ccc.numBlocks; i++){
      Serial.print( "block ");
      Serial.print(i);
      Serial.print(": " );
      pixy.ccc.blocks[i].print();
      x = pixy.ccc.blocks[i].m_x;
      y = pixy.ccc.blocks[i].m_y;
      width = pixy.ccc.blocks[i].m_width;
      height = pixy.ccc.blocks[i].m_height;
      signature = pixy.ccc.blocks[i].m_signature;
      //Infos de la caméra sur le moniteur série
      delay(20);
    }
  }
}
```



```
void loop() {
  while (BlueT.available()) {
    lettre = char(BlueT.read());
    Serial.println(lettre);
    if (lettre == '0' || lettre == '2') {
      if (lettre == '2') {digitalWrite(Dir,LOW);}
      else {digitalWrite(Dir,HIGH);}
      for(int x=0;x<5;x++){
        digitalWrite(Pas,HIGH);
        delayMicroseconds(500);
        digitalWrite(Pas,LOW);
        delay(1);
      }
    }
  }
}
```

```
digitalWrite(Dir,LOW); //re
//réception de la position
nbPx = y-PosG; //calcul du
PosG = y; //la position du
nbPas = round(nbPx*2.8); //

if(nbPas<0){ //changement d
  digitalWrite(Dir,HIGH);
  nbPas = -nbPas ;
}
for(int x=0;x<nbPas;x++){
  digitalWrite(Pas,HIGH);
  delayMicroseconds(500);
  digitalWrite(Pas,LOW);
  delay(1);
}
}
```

Screen1

Connexion

Non connecté

Left

Right

04

Le Bluetooth

when Button1 .Click

do call BluetoothClient1 .SendText

text

0



05

La structure





Compétences développées



Erreurs commises



Points à améliorer

06

Conclusion

