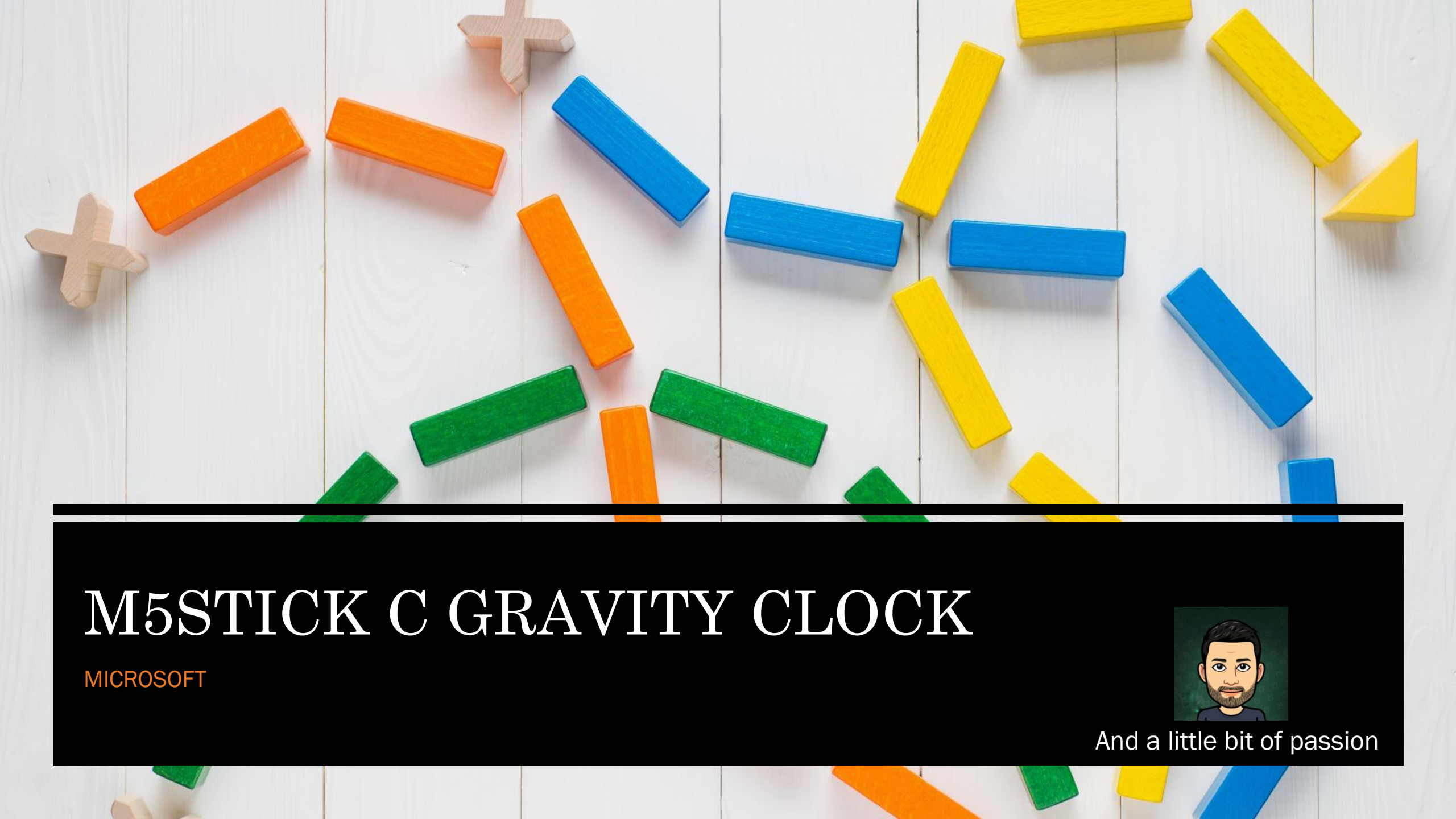


M5STICK C GRAVITY CLOCK

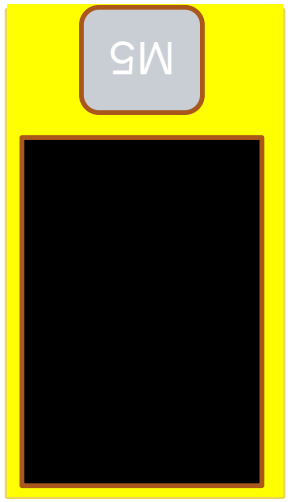
MICROSOFT

And a little bit of passion

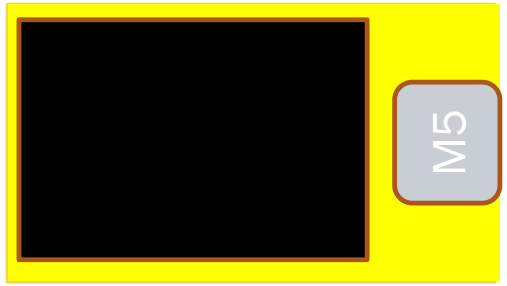
UI DESIGN

Position One

Position Two

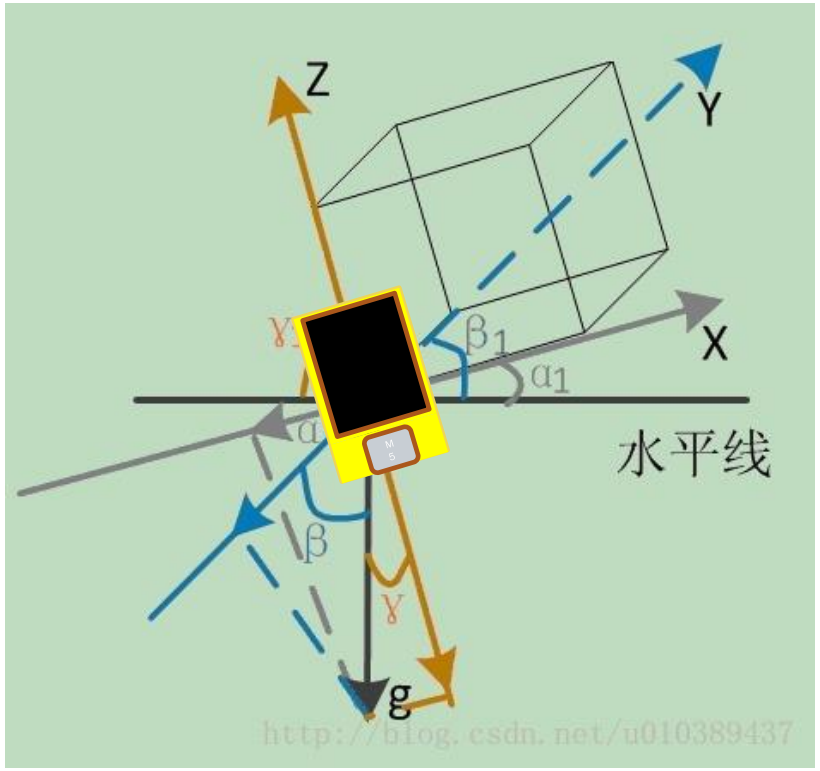


Position Three



Position Four

DEVIATE ANGLE PRINCIPLE



$\alpha_1 = \arctan(Ax / \text{squr}(Ay*Ay + Az*Az))$
$\beta_1 = \arctan(Ay / \text{squr}(Ax*Ax+Az*Az))$
$\gamma_1 = \arctan(Az / \text{squr}(Ax*Ax +Ay*Ay))$

$\theta x = \alpha 1*180/\pi = [\arctan(Ax / \text{squr}(Ay*Ay + Az*Az))] *180/\pi$
$\theta y = \beta 1*180/\pi = [\arctan(Ay / \text{squr}(Ax*Ax+Az*Az))]*180/\pi$
$\theta z = \gamma 1*180/\pi = [\arctan(Az / \text{squr}(Ax*Ax +Ay*Ay))]*180/\pi$

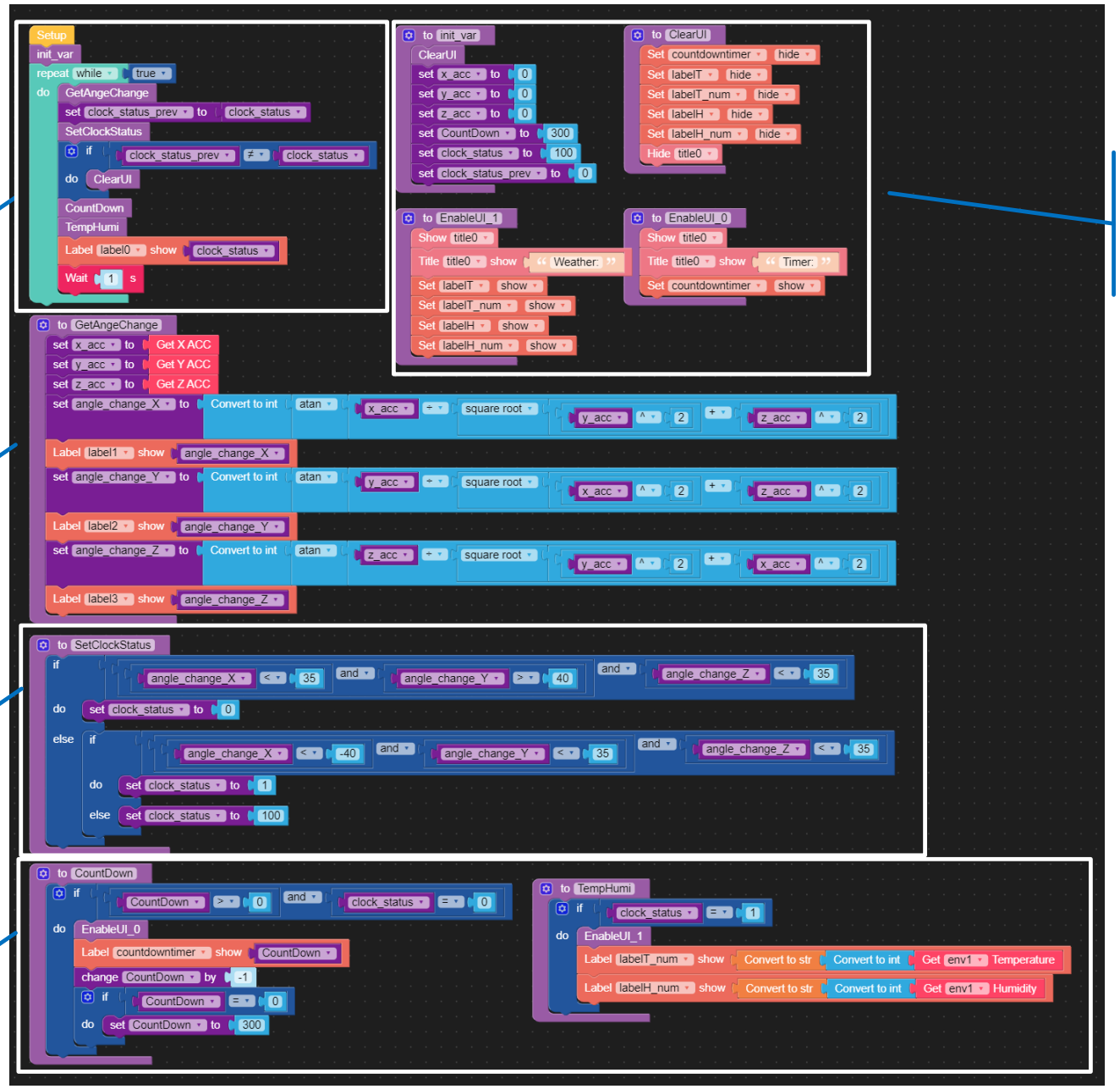
BEAUTIFUL CODE

Main Func

Angle Comput e Func

Cock Position Func

Position Func (implement two position in demo



Init and reset Func