

After the test, on a piece of paper, do the following:

1. Write your name.
2. Write what you are planning to have your Arduino do when the piezo on your target gets struck by a ball.
3. After looking at the piezo Arduino sketch that we provided to you prior to the completion of the Rube Goldberg Machine (it is online), start making a list of all of the changes you will need to make to this program in order to get it to do what you want, and to make it function properly for this project.