Future of the Device:

At the moment our restraints are the phototransistors and their code.

We have not mastered the code for getting the values from the phototransistors, instead we used the code offered by monkmakes on github.

This is why we had difficulties implementing the code, and there are problems while running the code.

In the future with more time we would learn more about the functioning of the code for the photoransistors.

The phototransistors themselves have a hard time noticing small light changes, if they are not directly infront of it.

In order for the phototransistors to work, they will need to be on the side so it is perpendicular to the floor.

Also there has to be a track for the object to go through, so that it passes directly infront of the phototransistor.

So it the future we will have to have a track and stronger phototransistors.We will need to figure out the range of the phototransistors.

The uses of this device could be for races between people or cars. Or as a regular speedometer on the road.

With some improvements we think that this device could be useful for the society and could be sold.

Often at school tournaments, to time the atheltes the tournaments use regular stop watches. People pressing buttons leave a lot of room for error, due to human reaction time.

The device we offer is fairly easy to build and does not require a lot of materials, so can be affordable for school tournaments.

The pieces of code that can be developed are improving the timer, to not print out the speed everytime and have the ability to restart.

We can as mentioned before improve the PiAnalog code, to better fit our needs.

Also we could add a gui to better display the results, instead of the having it print in terminal.

The case for this device will be a simple box, the when placed will have the phototransistor perpendicular to the floor.

Also it will have to have long alligator clips or long wires so the start and finish phototransistors can be spread apart from each other on big distances.