

TECLADOS CASEROS



HOY

- **¿En qué estoy ocupando mi tiempo hoy?**
- **¿Necesito optimizar mi tiempo ?**
- **¿En qué quiero ocupar mi tiempo?**

¿Que es una interfaz?

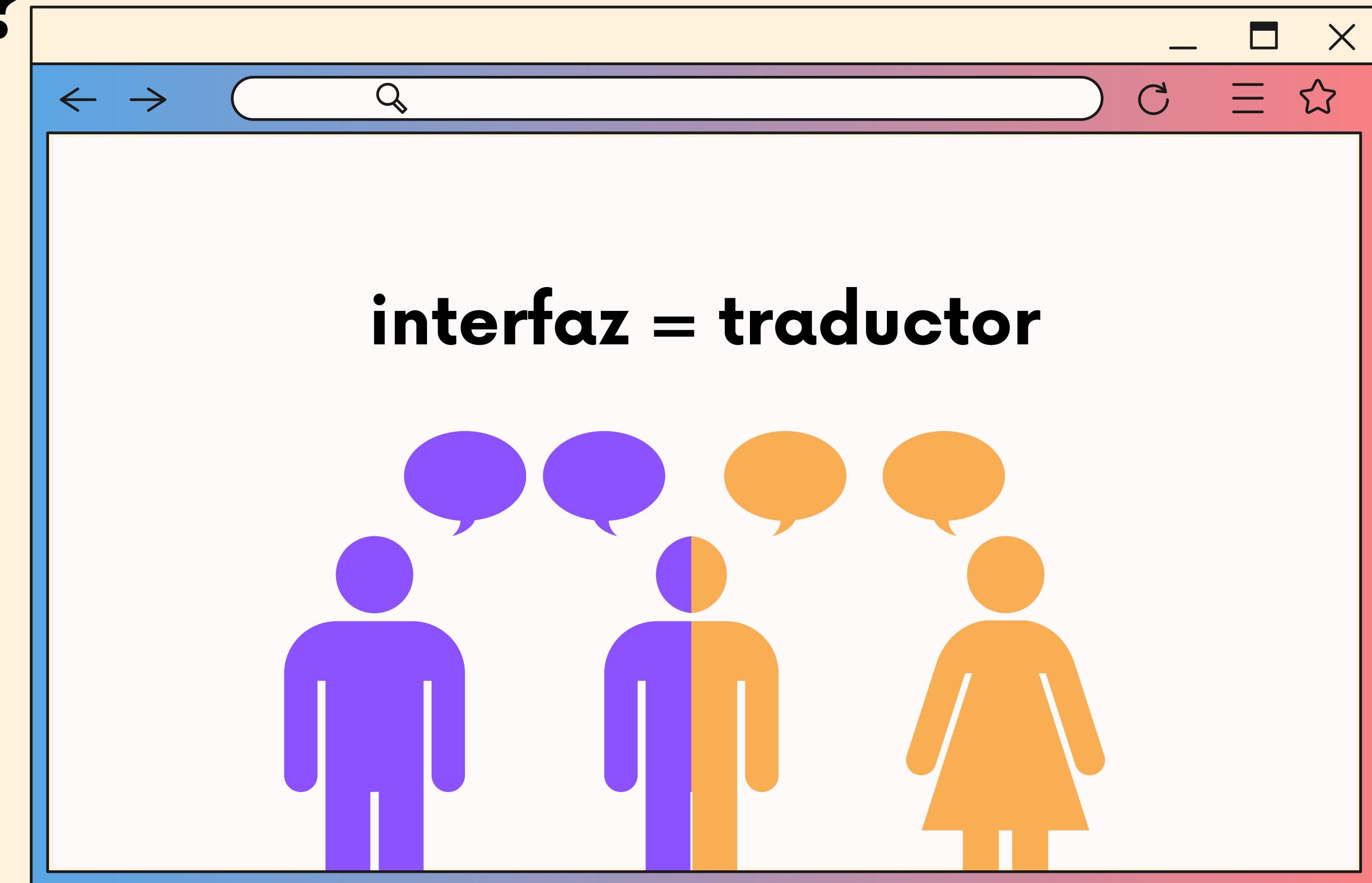
The image shows a web browser window with a light beige background. At the top is a blue header bar with standard browser icons: back, forward, search, refresh, and menu. Below the header is a white content area containing the following text:

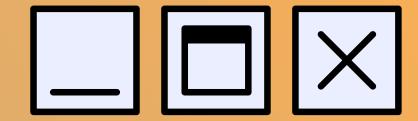
"una herramienta mediante la cual dos interlocutores se comunican"

At the bottom left of the content area, the word "interfaz" is followed by the word "sonido" in a bold, black font.

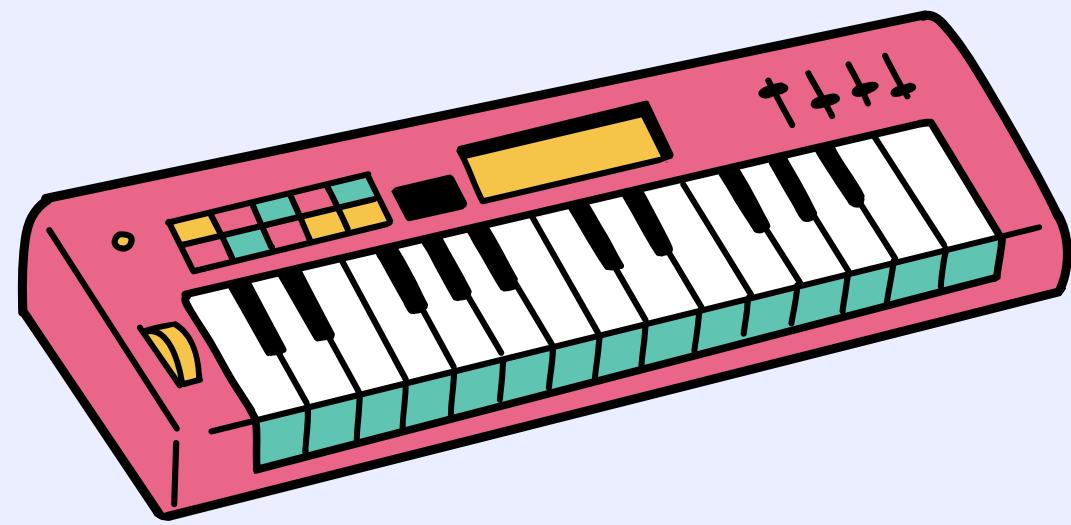
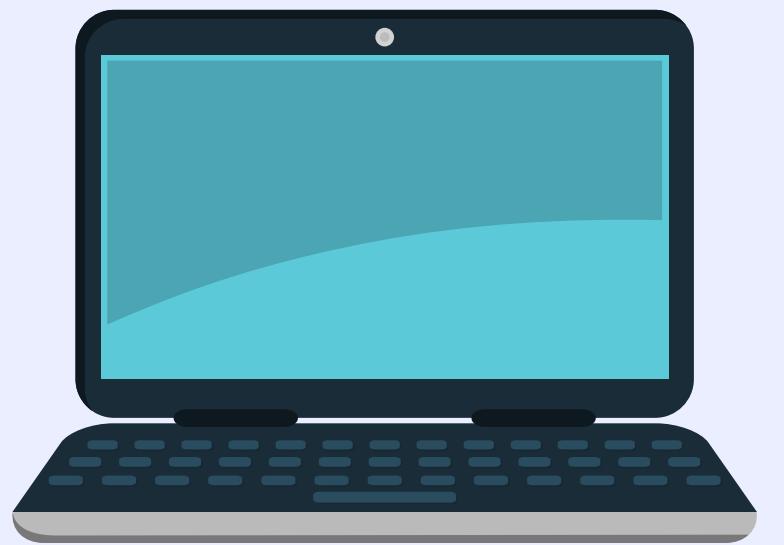
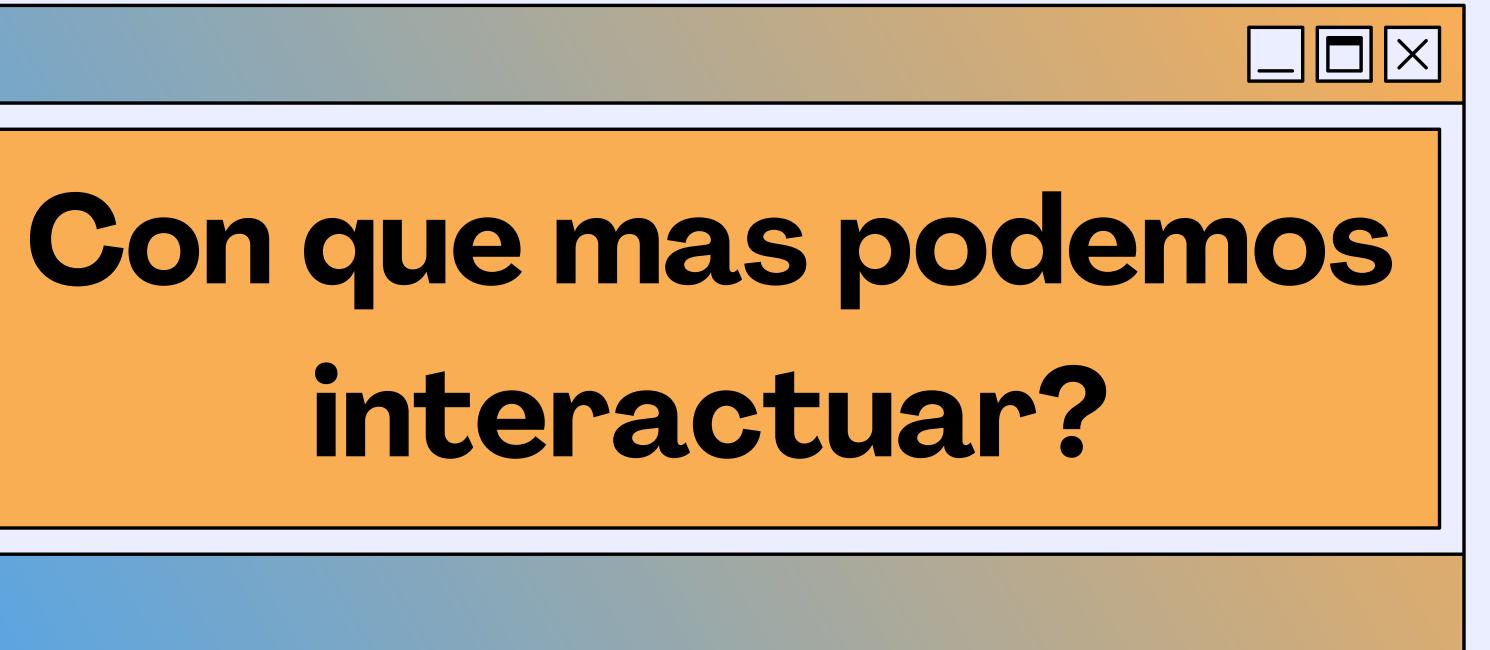
On the right side of the content area, there are two purple, stylized human figures. Each figure has a speech bubble above their head, also colored purple. The male figure is on the left and the female figure is on the right.

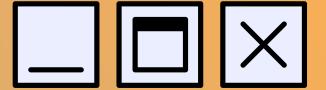
¿Qué es una interfaz?





**¿Con qué interactuamos
diariamente?**

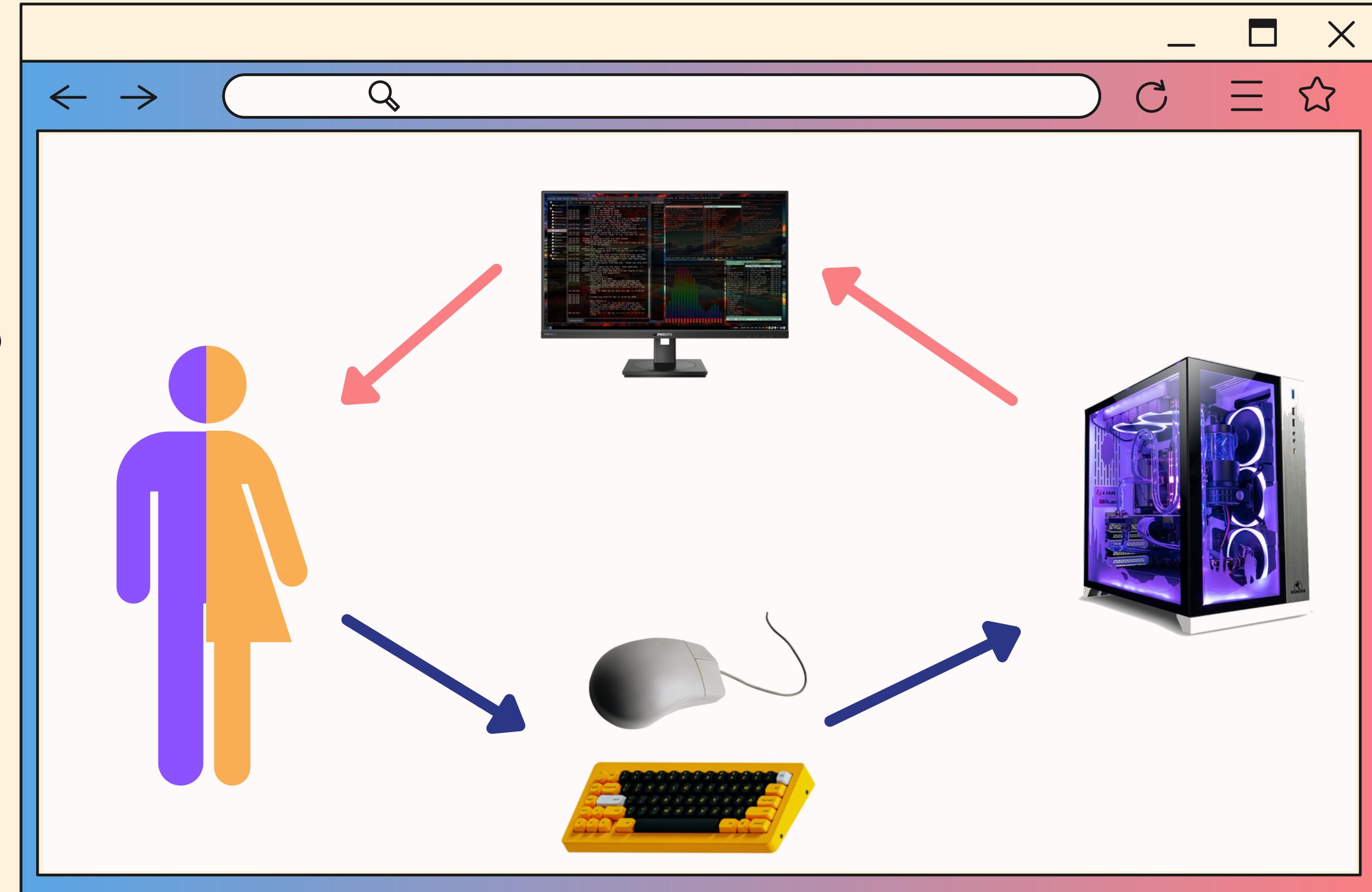




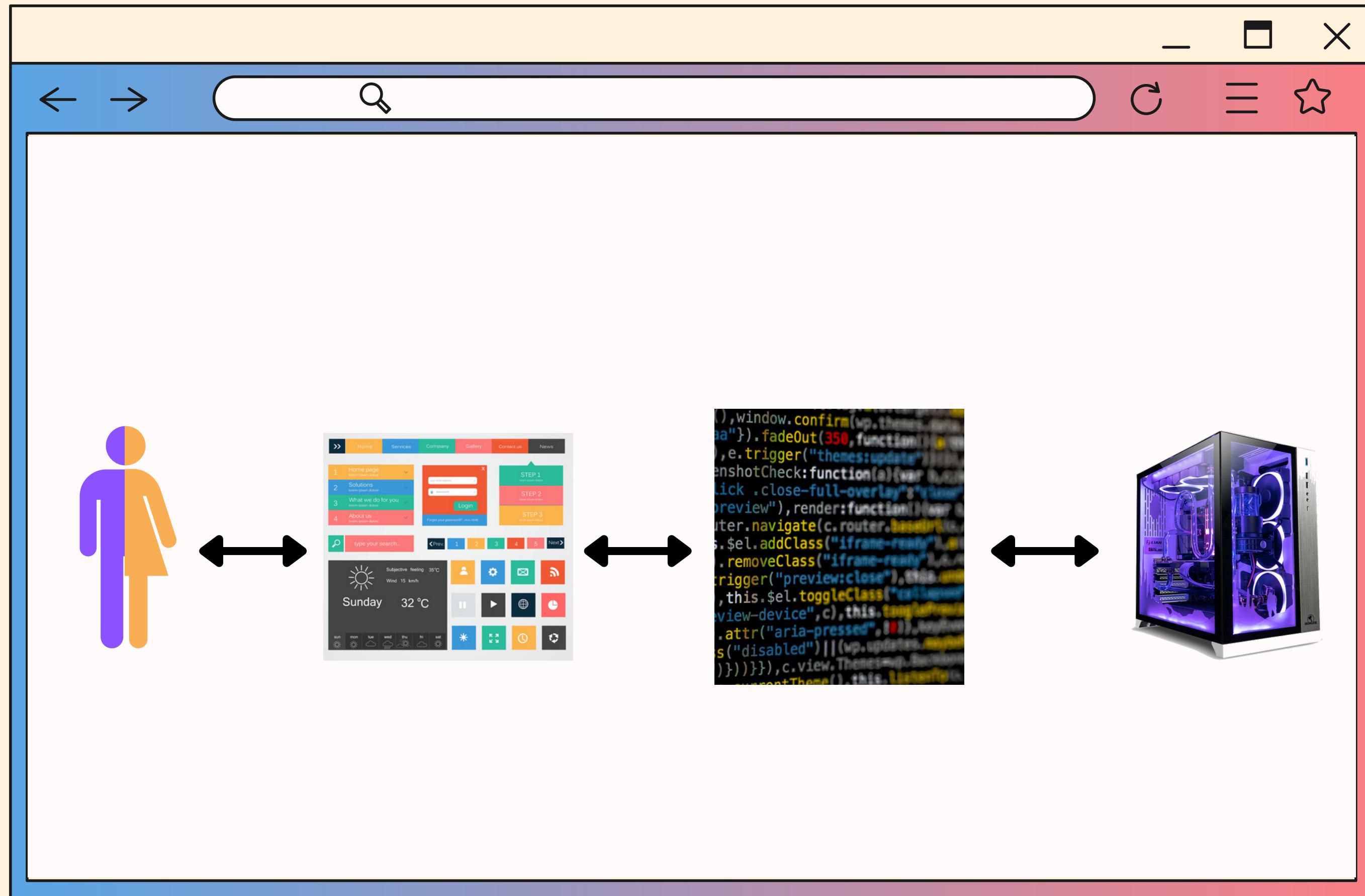
Como interactuamos con un computador?



Interfaces de usuario

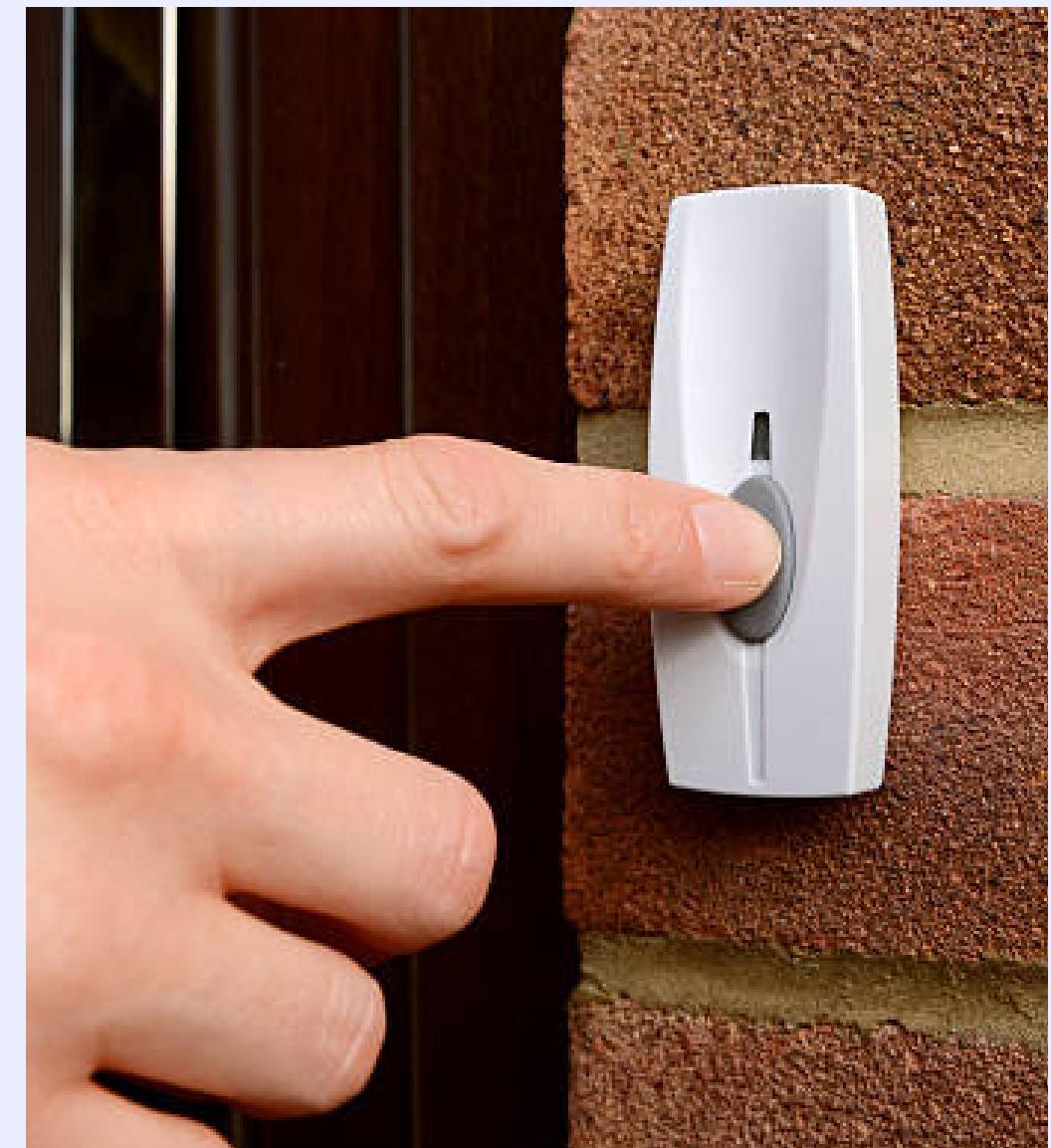


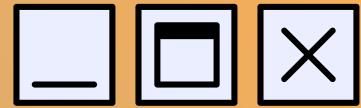
Interfaces gráficas





INTERFACES COMUNES





INTERFACES PERSONALIZADAS







TRACKBALL



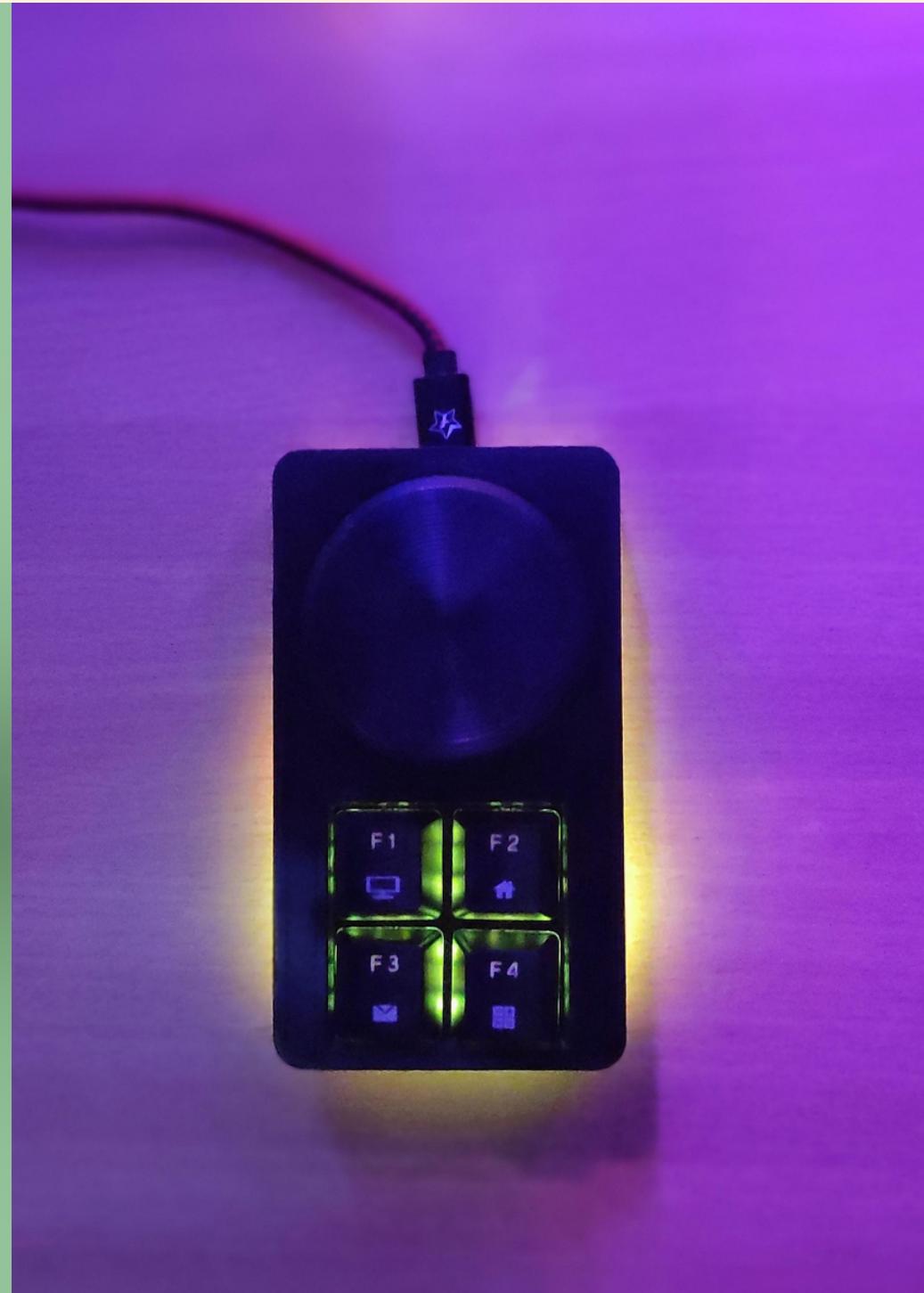
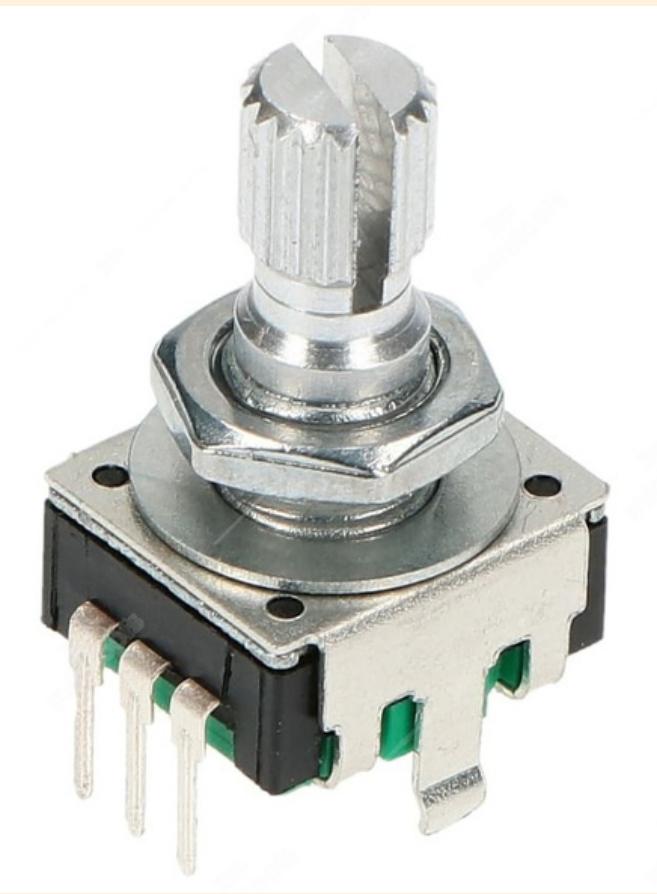


"the matrix" - 1999

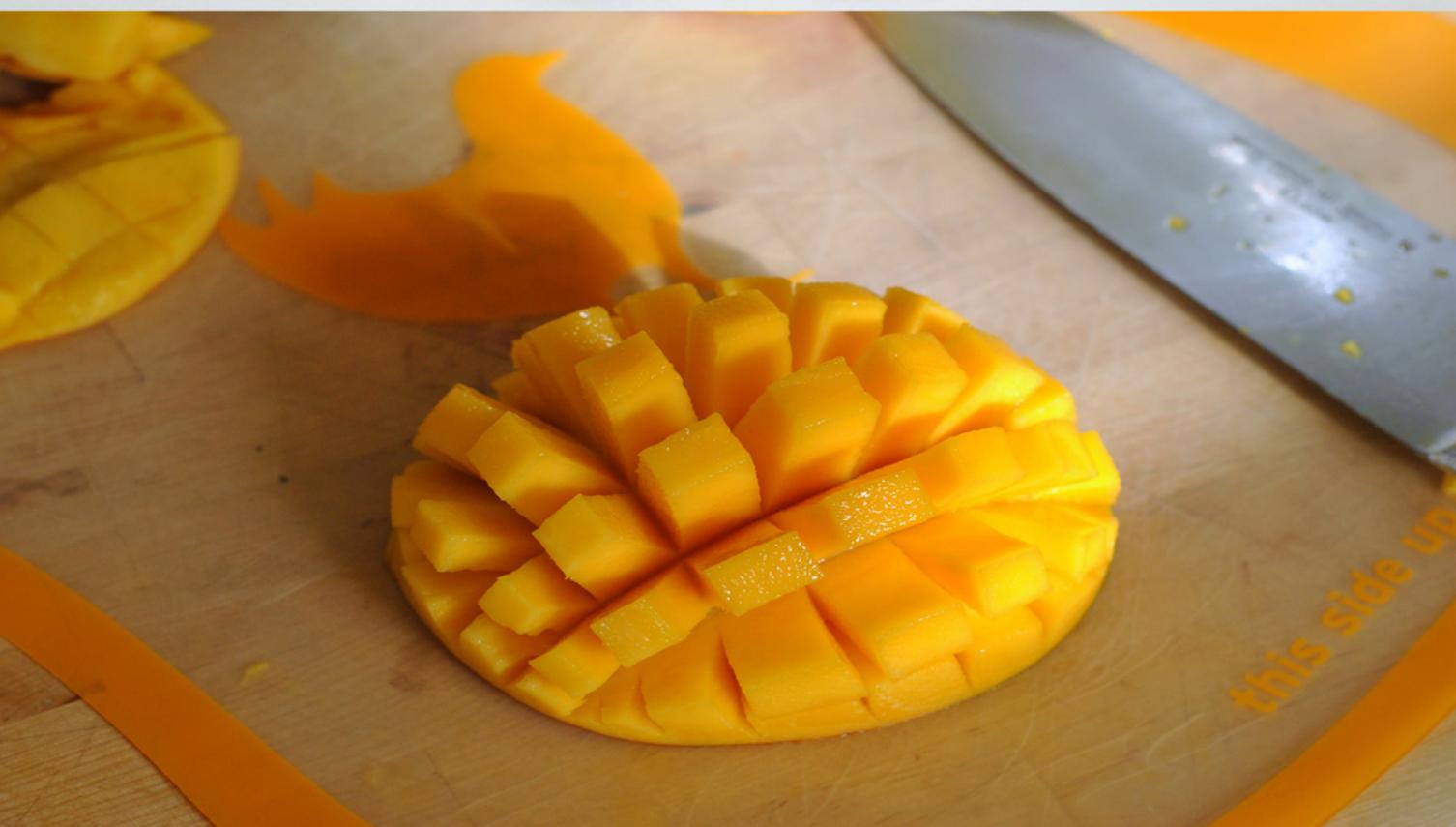
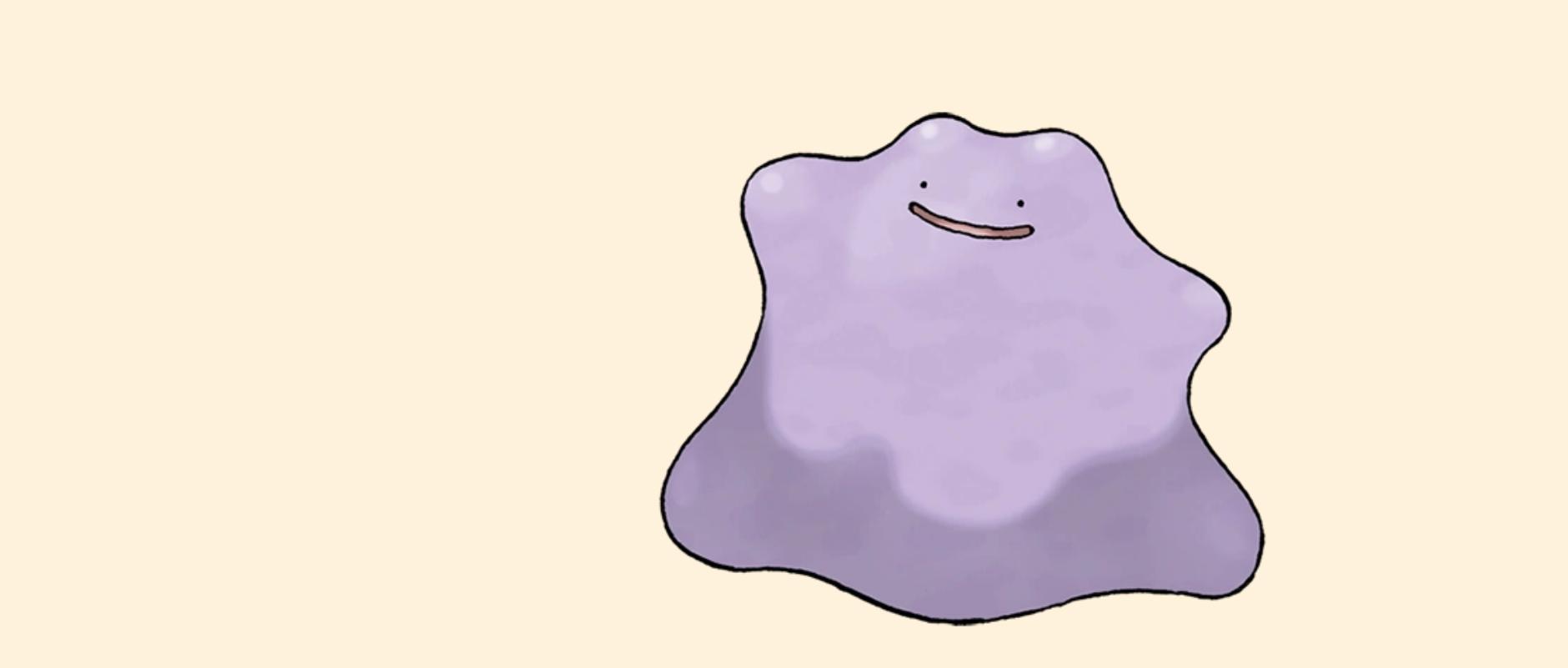
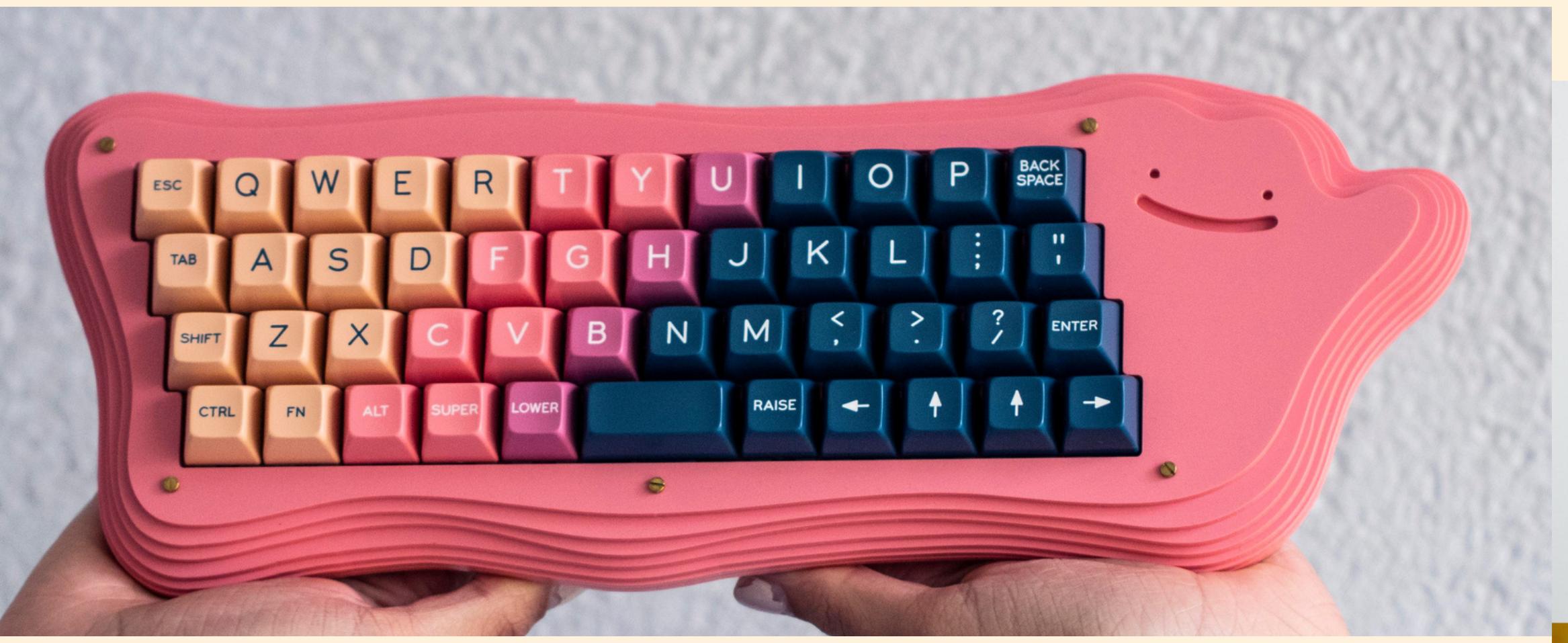


"ghost in the shell" - 1995

ENCODER





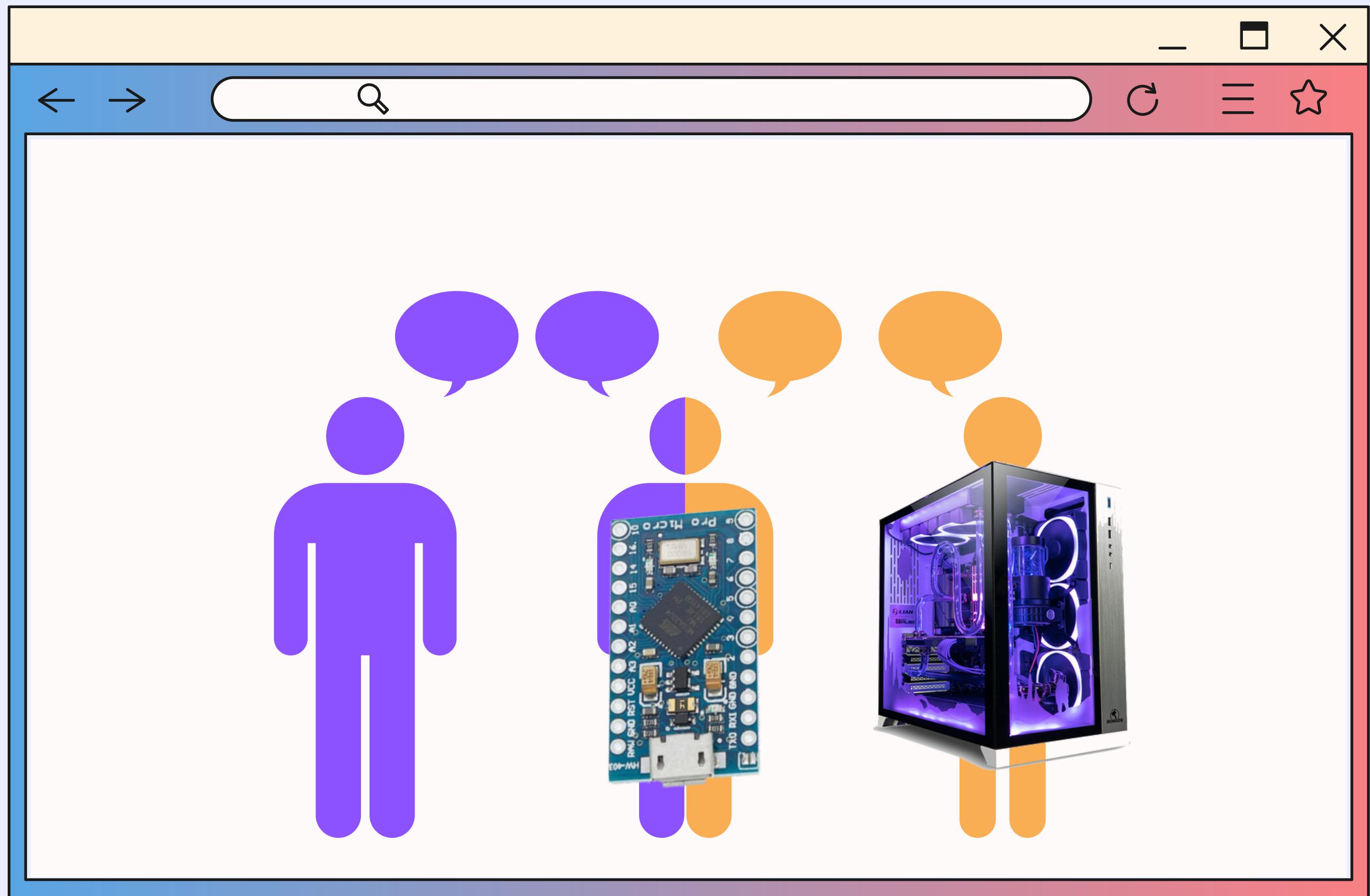












humano

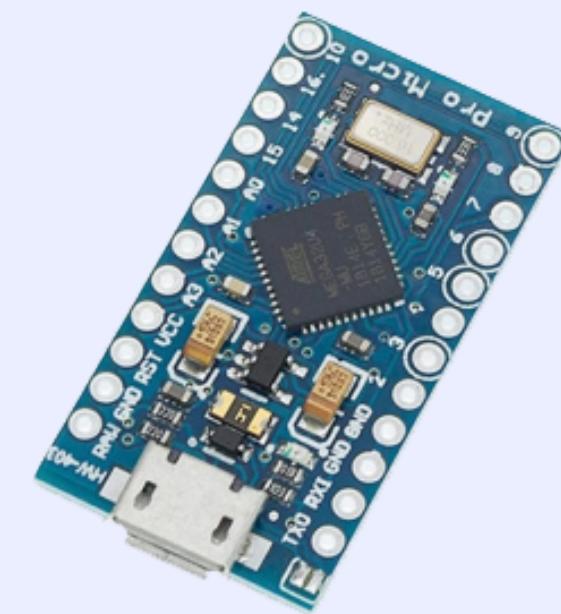
traductor

hardware

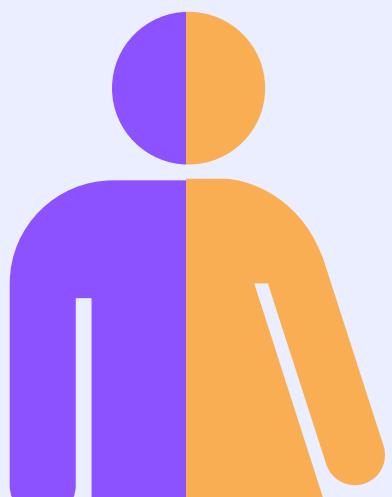
SENSORES



ARDUINO



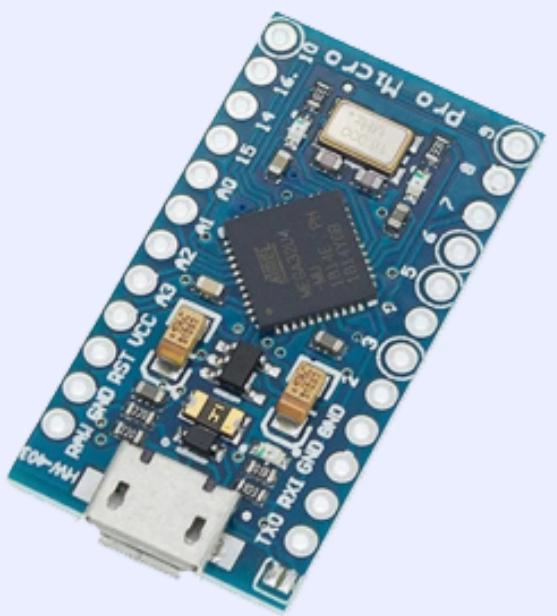
USUARIO



SENSORES



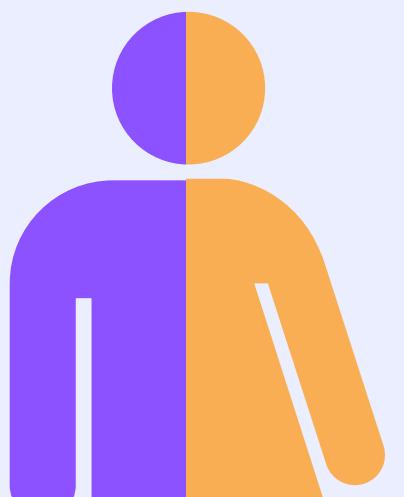
ARDUINO



PC



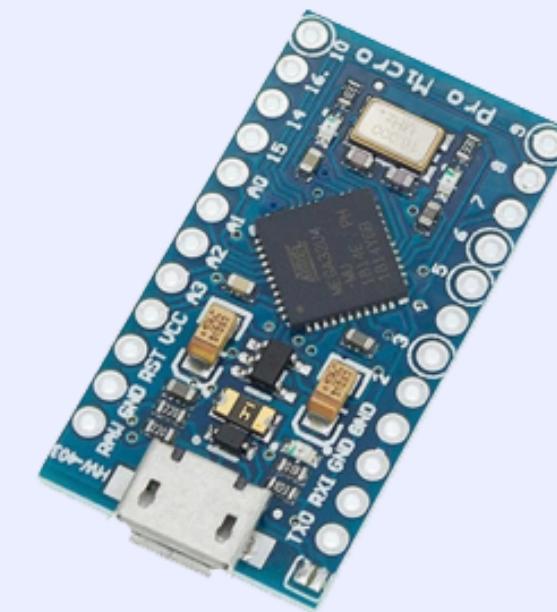
USUARIO



SENSORES



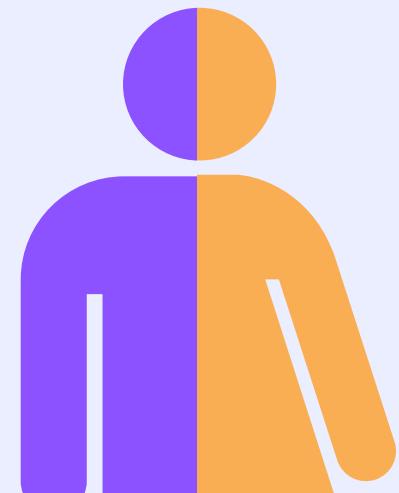
ARDUINO



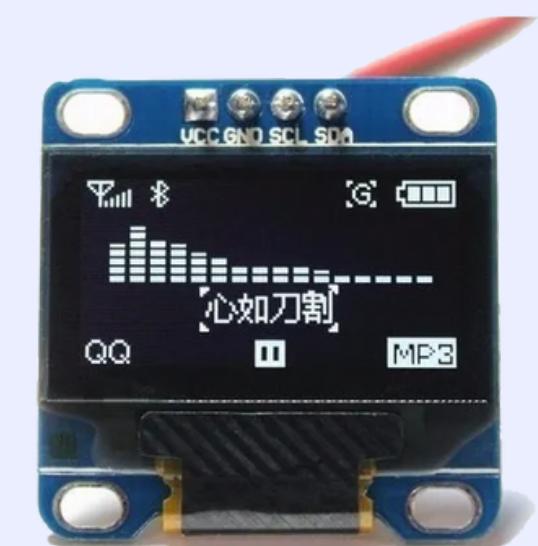
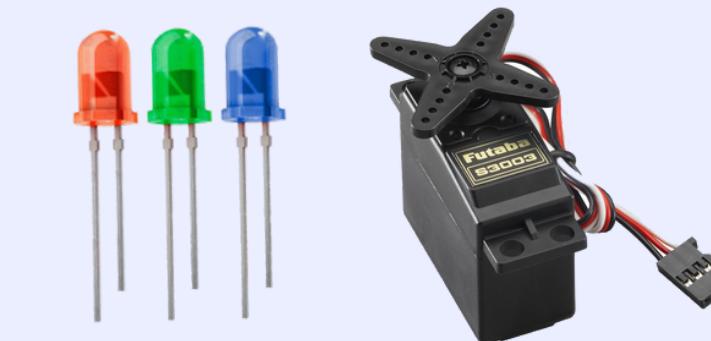
PC

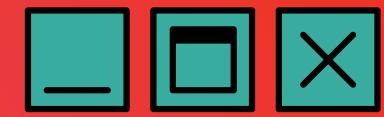


USUARIO

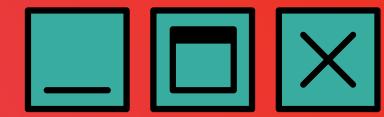


ACTUADORES

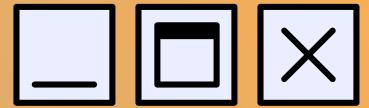




**BREAK
BREAK
BREAK**

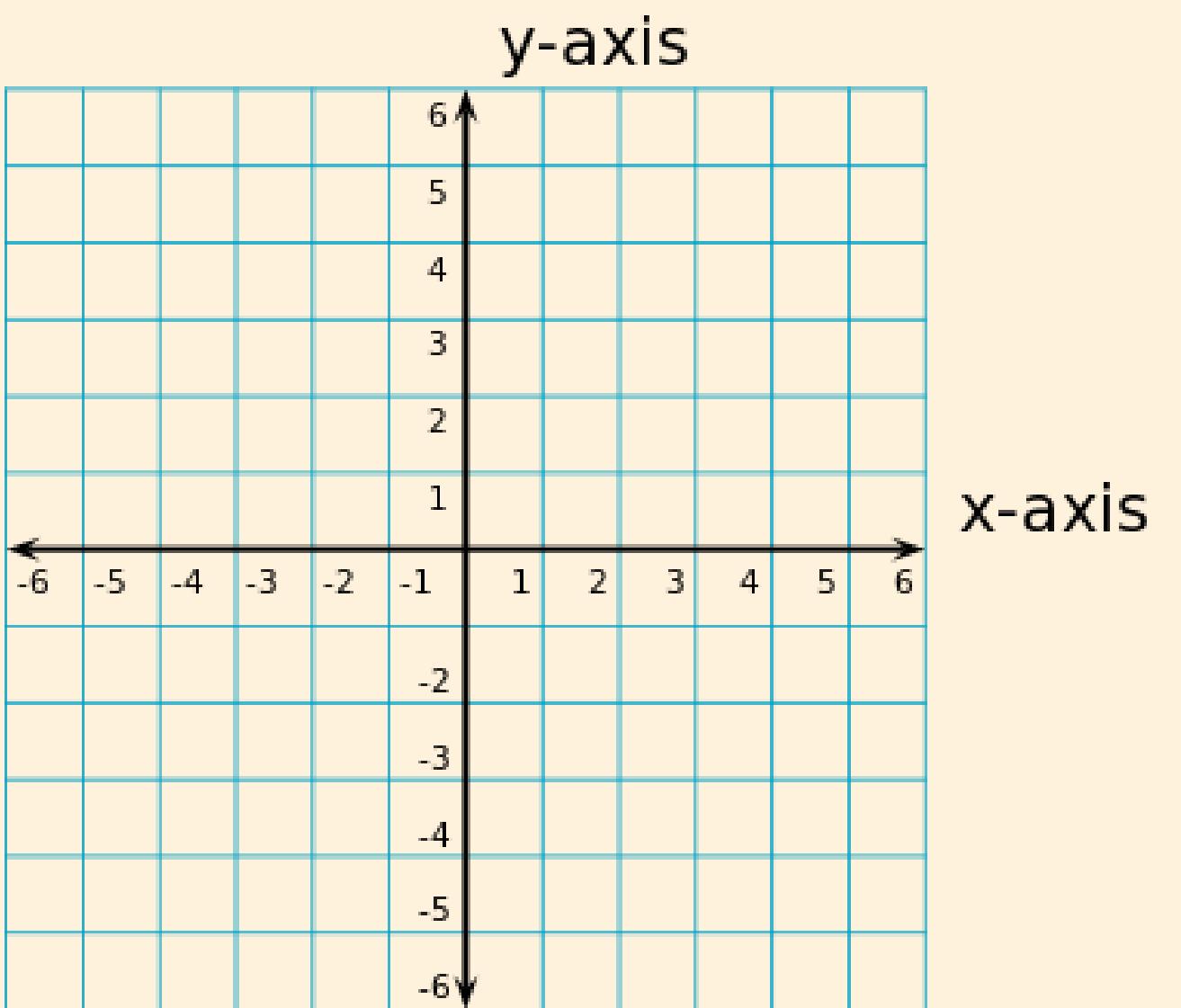


ACTIVACIÓN MOTORA



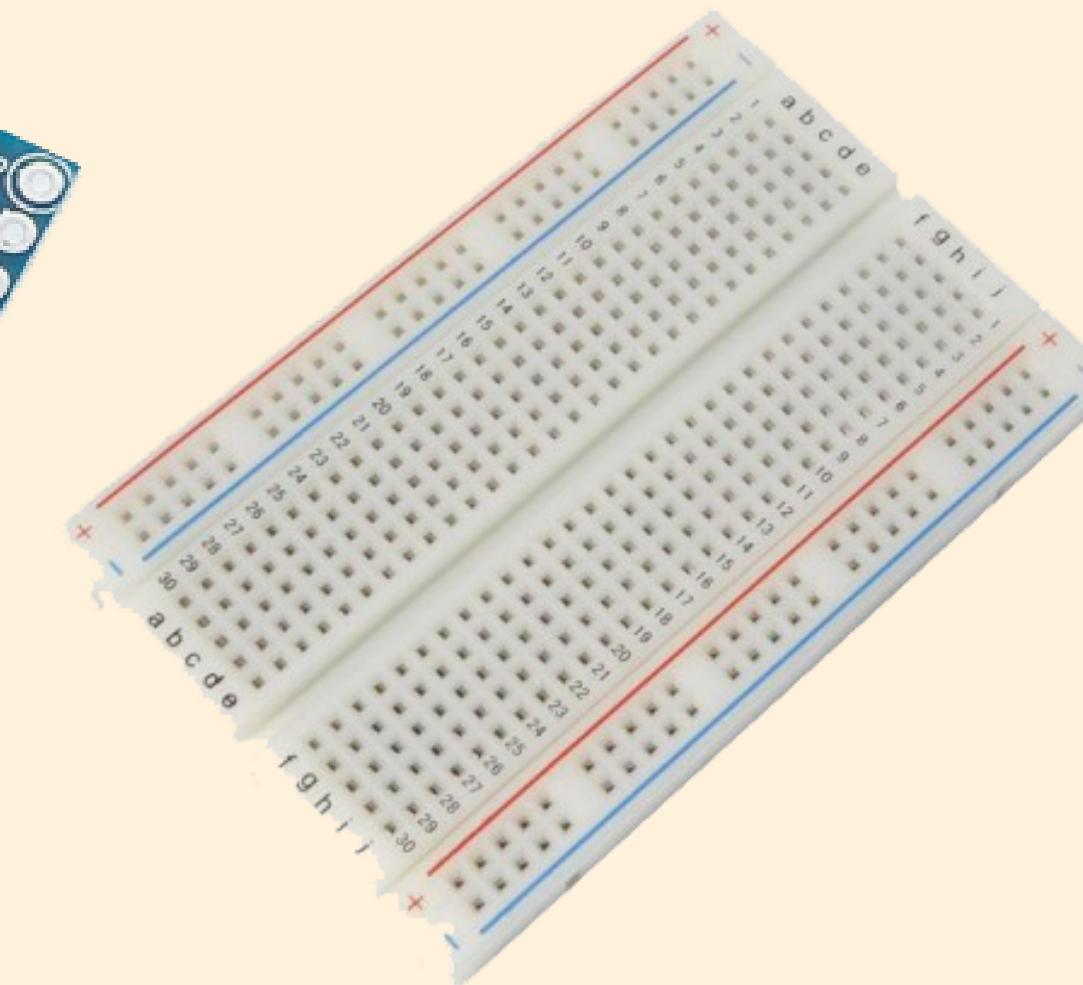
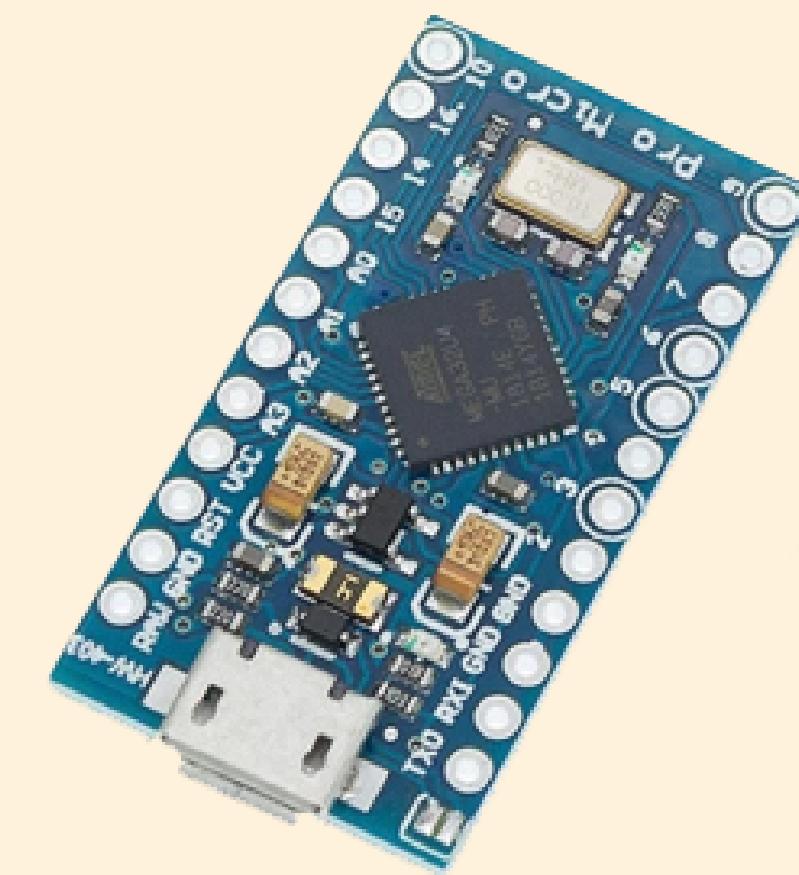
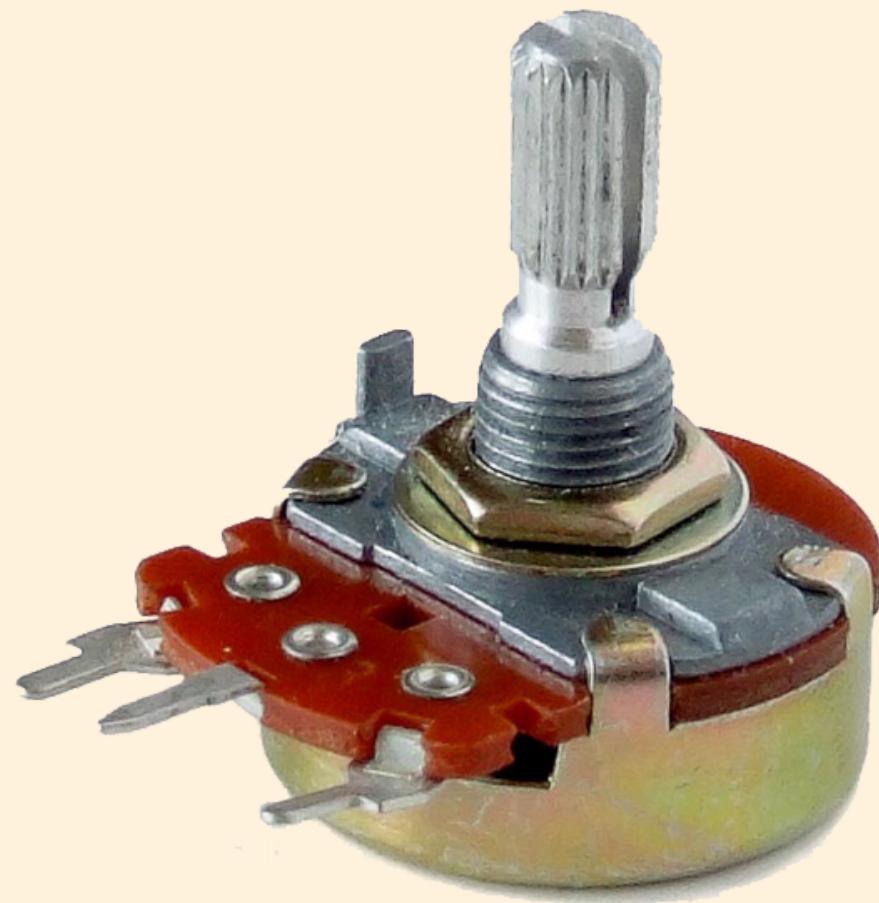
INTERFAZ 1: MOUSE

ETCH-A-SKETCH



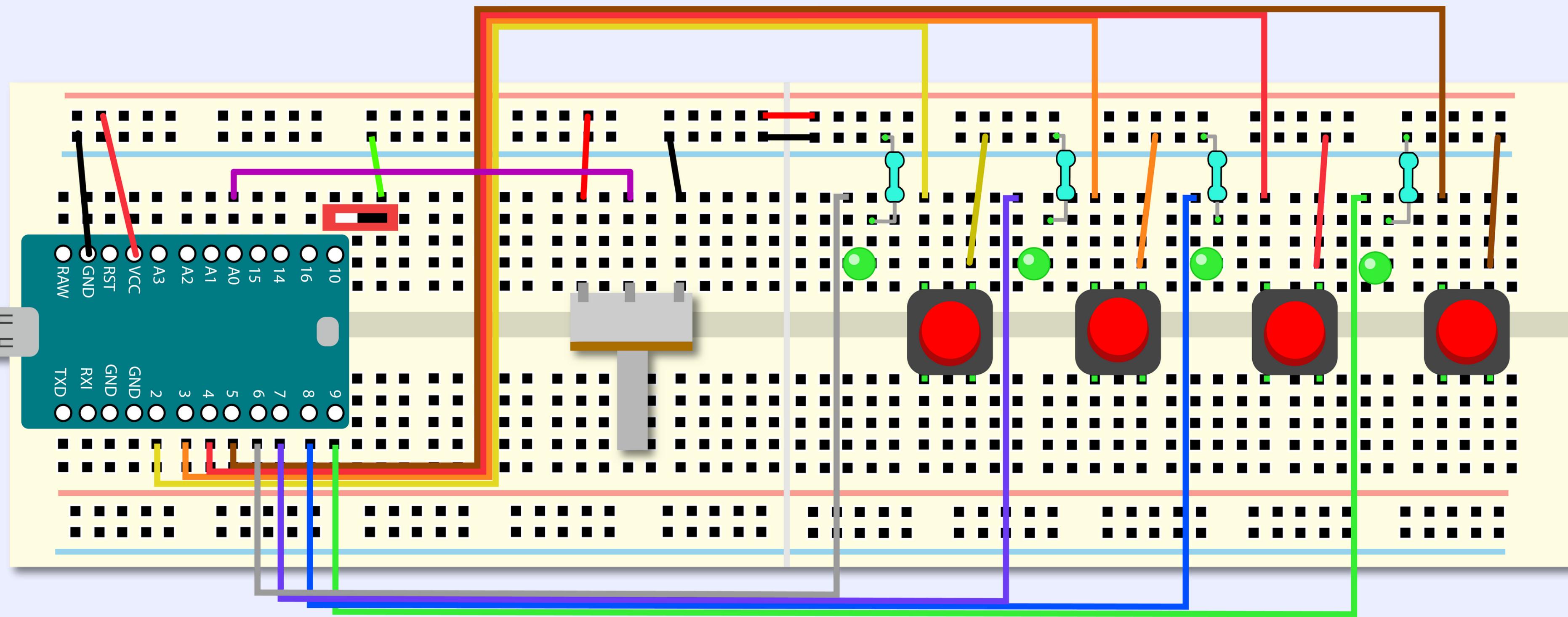
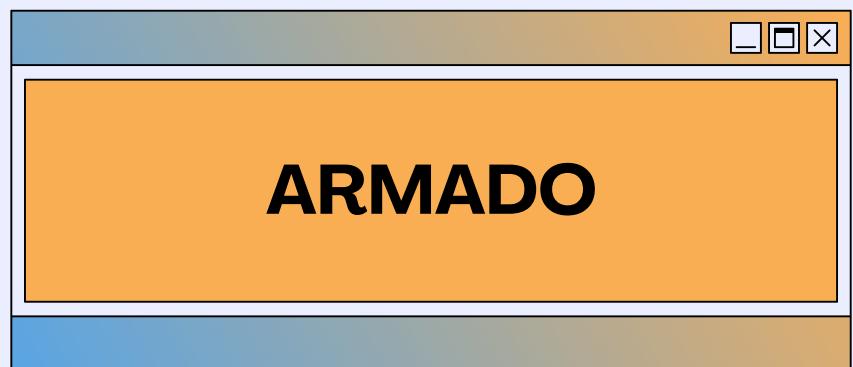


MATERIALES





INSTALAR LIBRERÍA



PROGRAMACIÓN

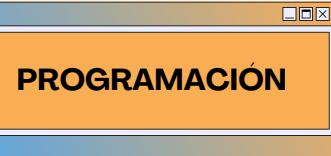
**ABRAMOS EL
CÓDIGO!**



// Funciones de la librería

mouse.begin(); //comienza la comunicación con la computadora

mouse.end(); //finaliza la comunicación con la computadora



// Funciones de la librería

mouse.move(xVal, yVal, wheel); //muestra el puntero

xVal = 0-255 (movimiento horizontal)

yVal = 0-255 (movimiento vertical)

wheel = 0-255 (movimiento de la rueda)

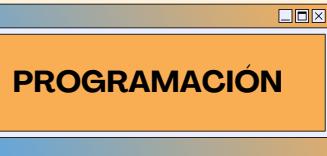


// Funciones de la librería

mouse.press(button); //activa un botón del mouse

button = **MOUSE_LEFT** (click izquierdo)
MOUSE_RIGHT (click izquierdo)
MOUSE_MIDDLE (click central)

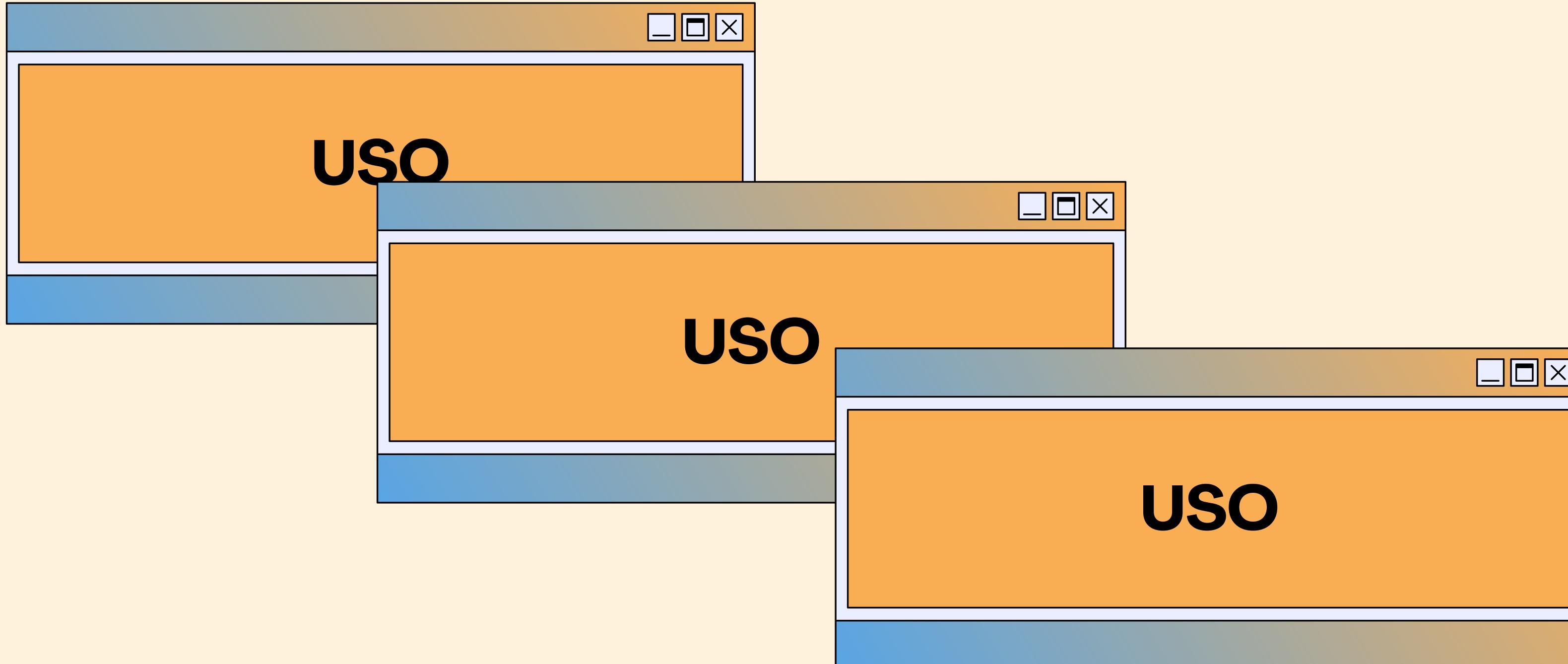
mouse.release(button); //libera los botones del mouse



// Funciones de la librería

mouse.click(button); //activa y desactiva un botón del mouse

button = **MOUSE_LEFT** (click izquierdo)
MOUSE_RIGHT (click izquierdo)
MOUSE_MIDDLE (click central)



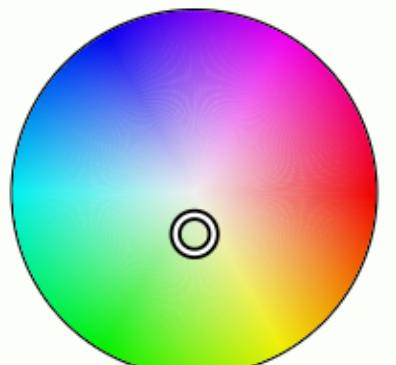


<https://www.mandalagaba.com>

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↖	↖↖	↖↗

 draw

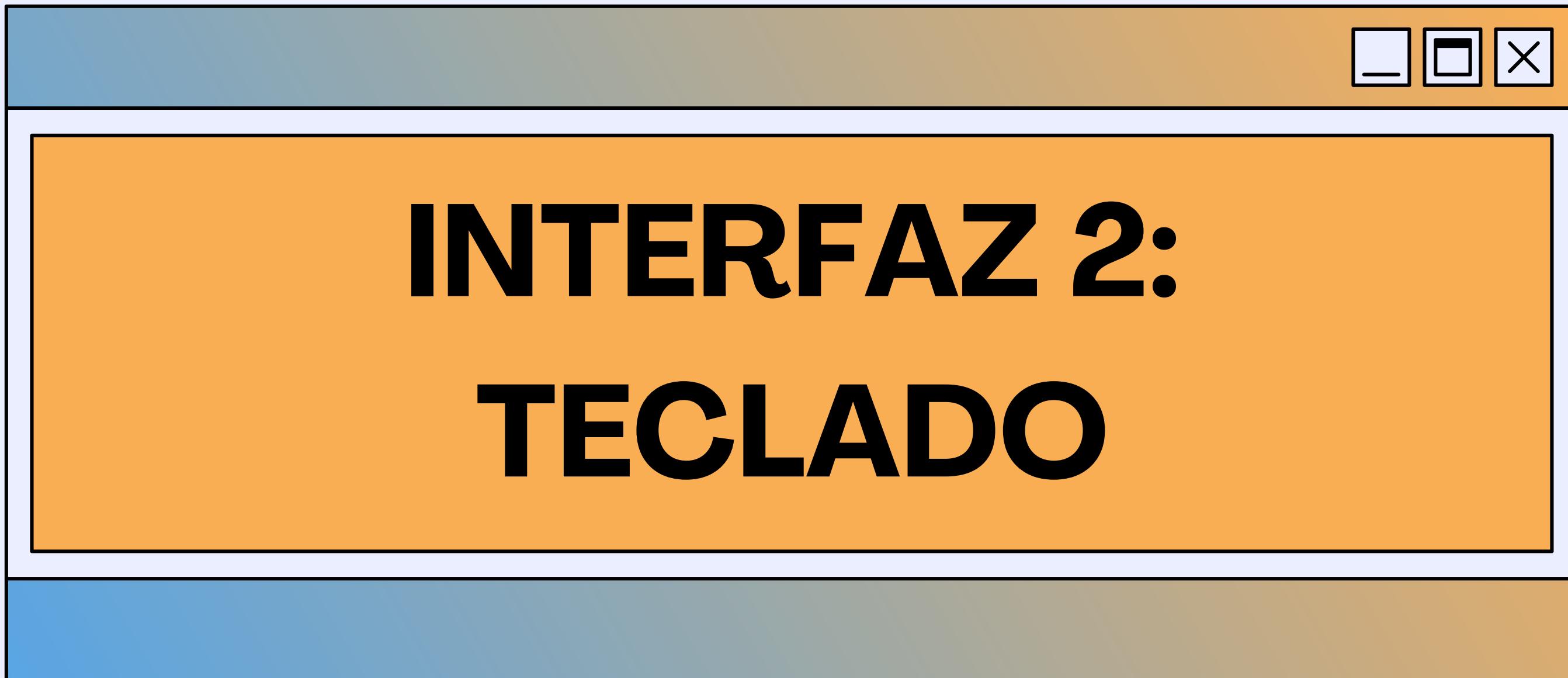


 Save & Share

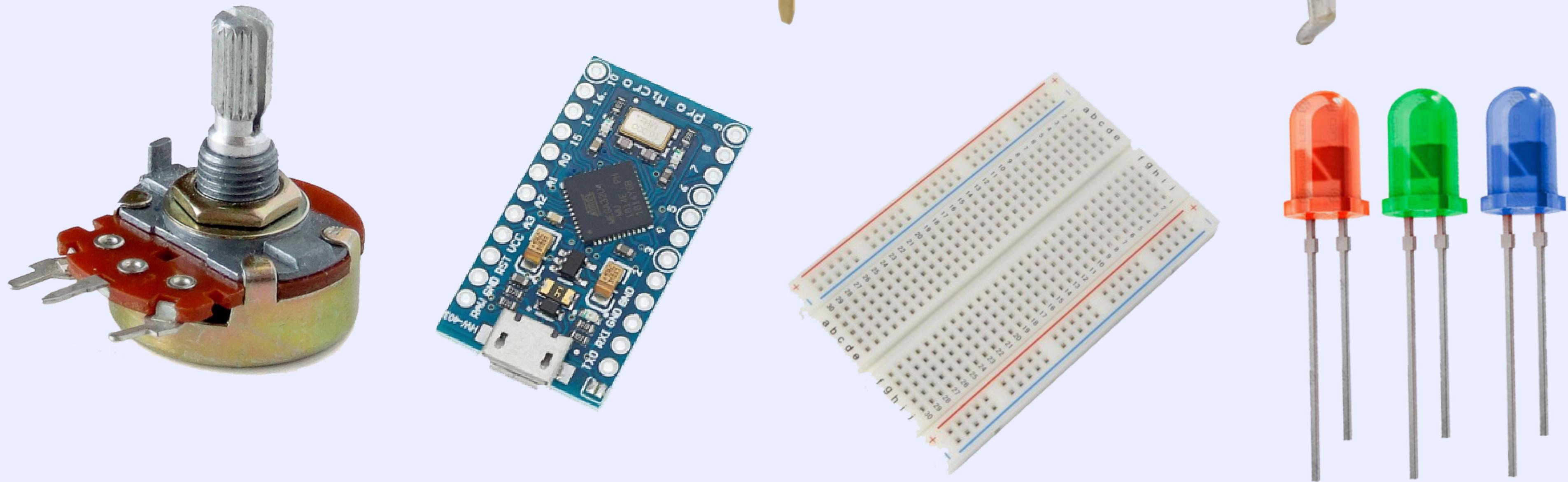
 New Session

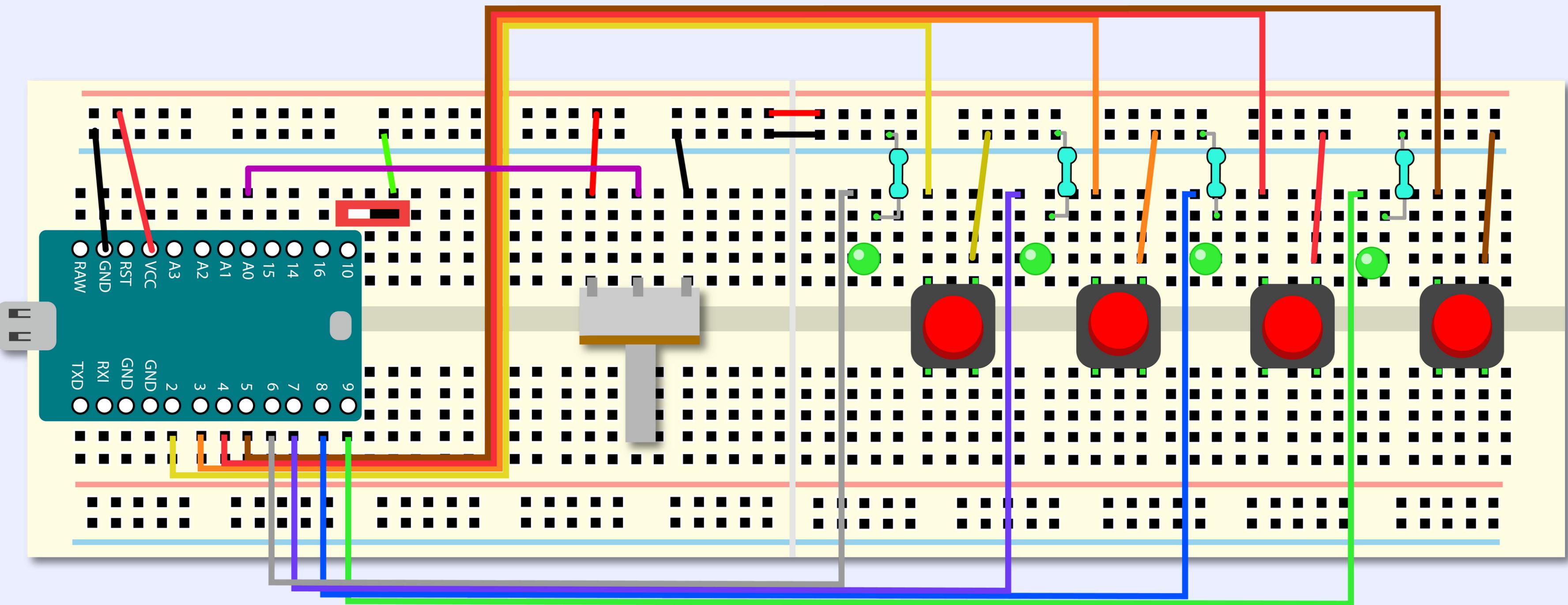
USO

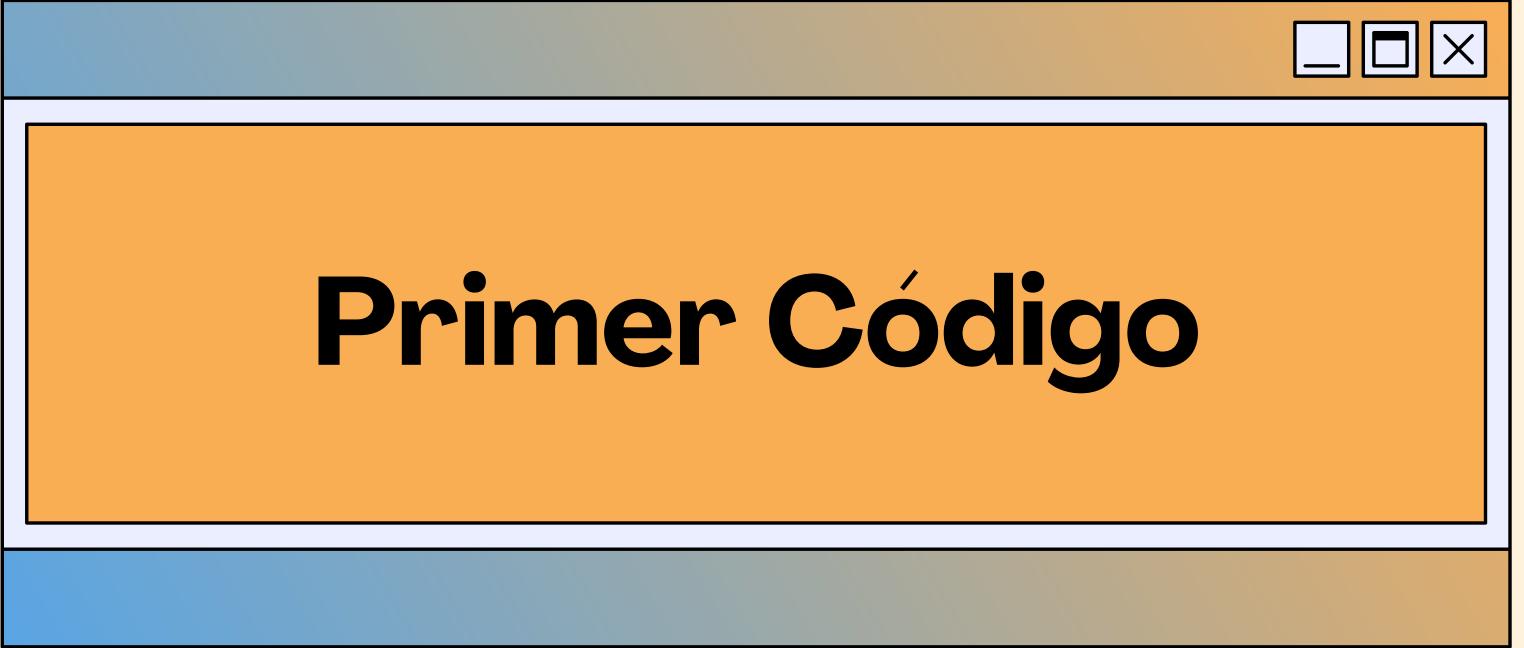




MATERIALES



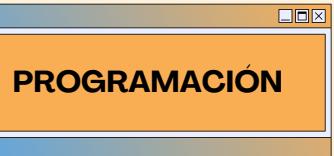




Primer Código



**ABRAMOS EL
CÓDIGO!**



// Switch - Case

```
switch(i){  
    case 0:  
        // Instrucciones  
        break;  
  
    case 1:  
        // Instrucciones  
        break;  
  
    case 2:  
        ...  
}
```



// Funciones de la librería

Keyboard.print(texto); //imprime texto

Keyboard.println(texto); //imprime texto con un salto de
línea

