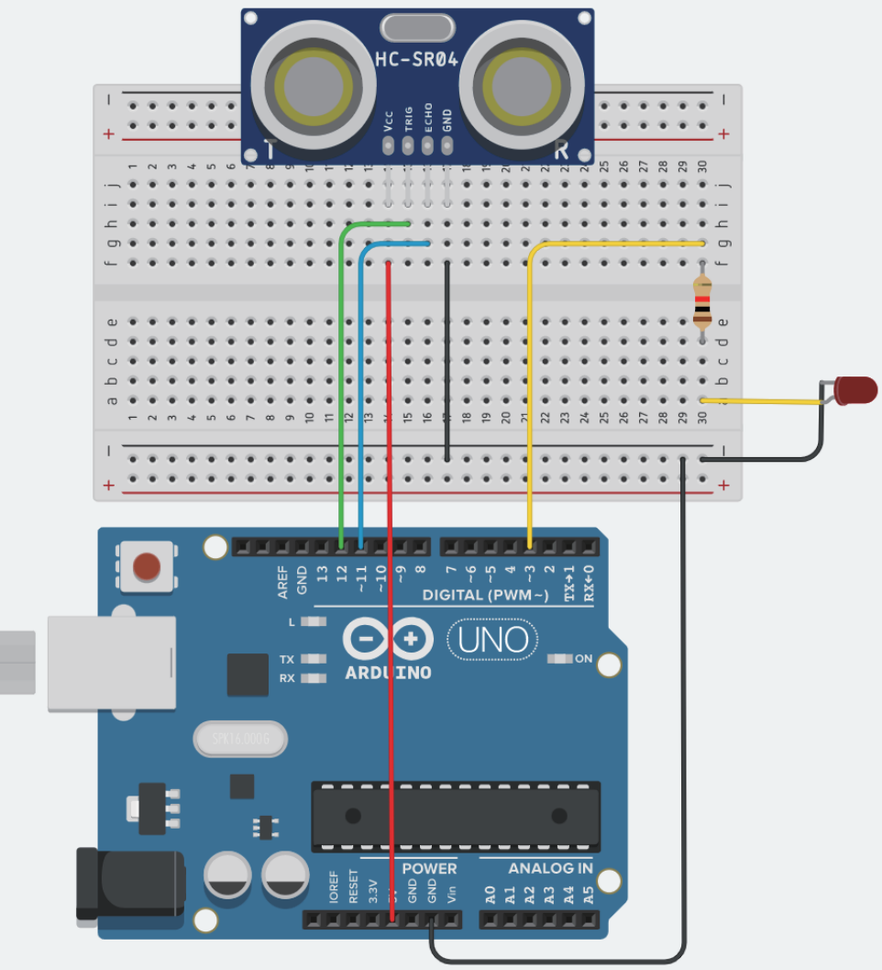

WEEK1-Part 2

Realistic Distance Alert Equipment

Personal Future Vision

First of all, I don't think the multi-button design in many future movies makes sense because so far, our buttons are just starting to fade away in our lives. In my opinion, the future of human-computer interaction is more about gesture control or touch feedback, as you can see in the current Tesla cars, which are primarily touch-controlled.

Instead, I think the future world will be one where most people are immersed in VR, like the movie Gamer 1. As a result, people will become more and more comfortable and stimulated in such virtual meta-worlds. Relatively people will become more and more self-absorbed and introverted in reality.

Based on this hypothesis, I think there will be such a device in the future, a distance cueing device. People will wear it for a long time and in the VR world will need to sense whether they will bump into objects in real life, for example, to avoid people bumping into walls in real life in the VR world. But, in contrast, even back in real life, this device also prompts when other people are near, mapping the future inner world of people, gradually closing themselves off and becoming more and more introverted.

Effect

The whole device lights up when the object is tested within 20 meters, indicating to the user that they are in the safe range and that there are no objects within 20 meters.

sketch_oct07a

```
int LED3 = 3;
int trig = 12;
int echo = 11;

void setup()
{
 pinMode(echo,INPUT);
 pinMode(trig,OUTPUT);
 Serial.begin(9600);
 pinMode(LED3,OUTPUT);

}

void loop()
{
 long IntervalTime = 0;
 digitalWrite(trig,HIGH);
 delayMicroseconds(15);
 digitalWrite(trig,LOW);
 IntervalTime = pulseIn(echo,HIGH);
 float S = IntervalTime/58.00;
 Serial.print("Distance measurement: ");
 Serial.print(S);
 Serial.println("cm");
 if (S>20)
 {
  digitalWrite(LED3,HIGH);
 }
 else
 {
  digitalWrite(LED3,LOW);
 }

 S = 0;
 IntervalTime = 0;
 delay(500);

}
```