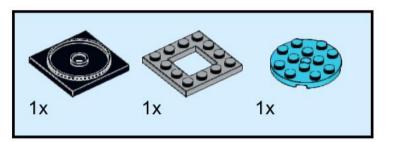
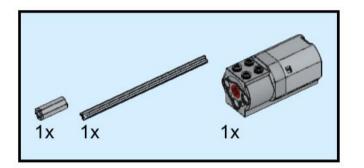
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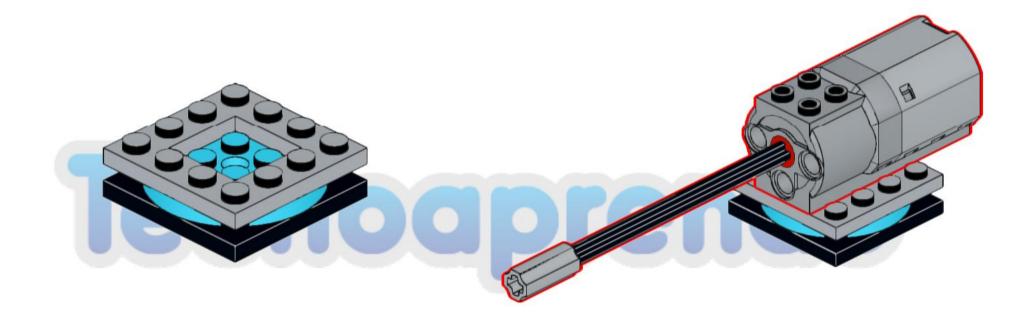
Anti crash system

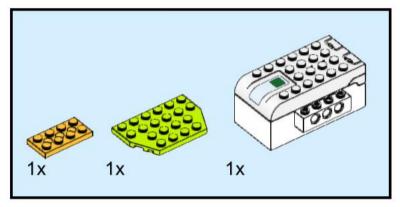


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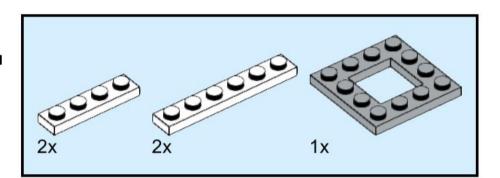


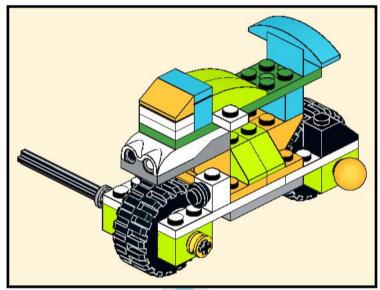


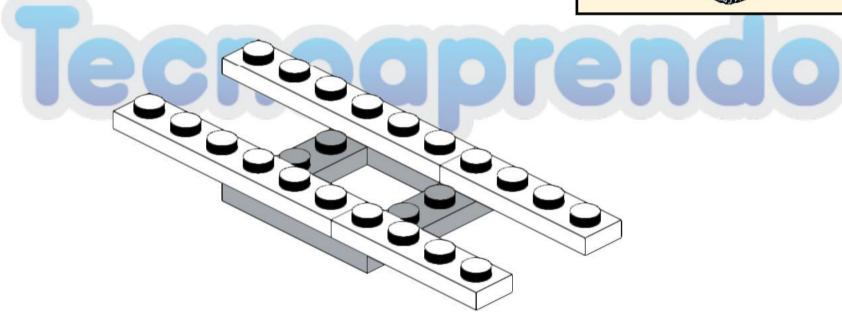


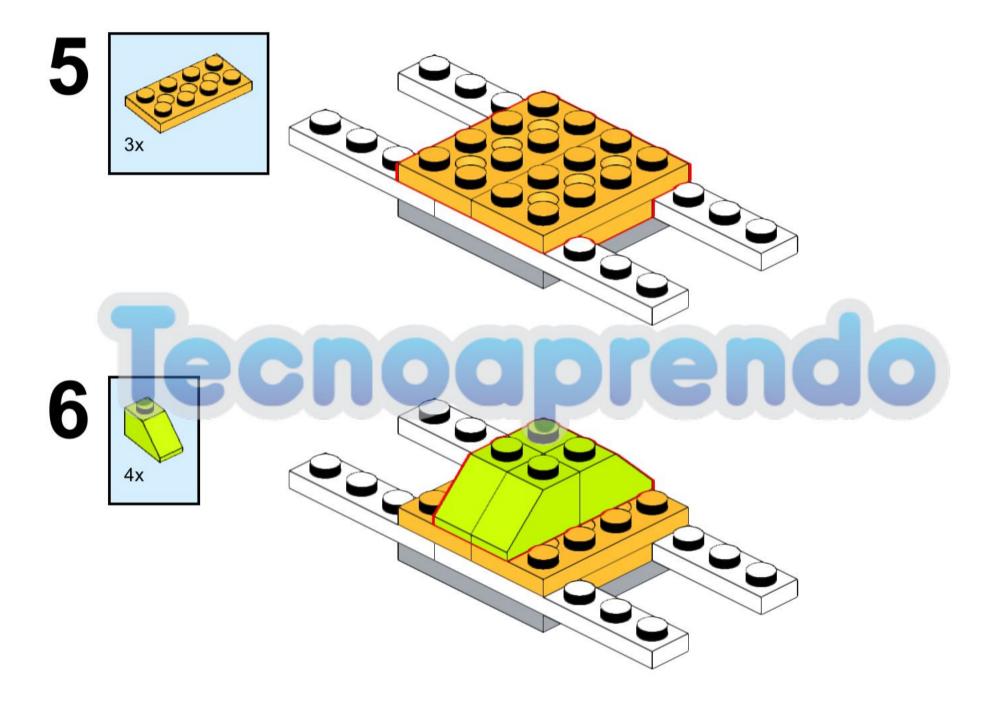




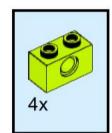


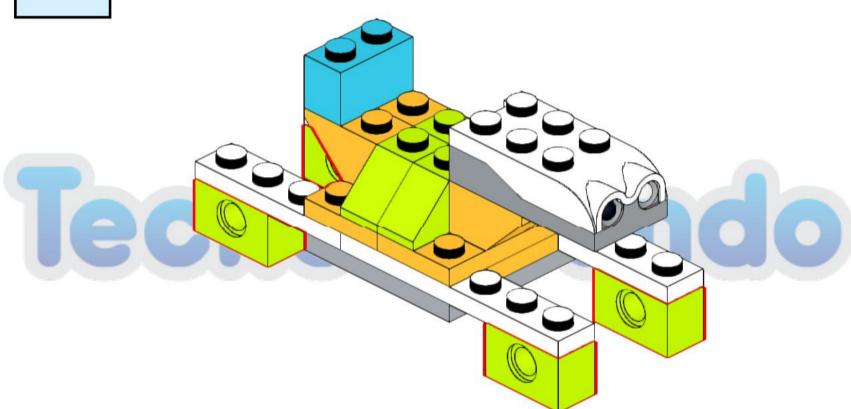


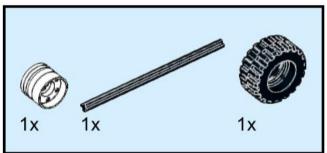


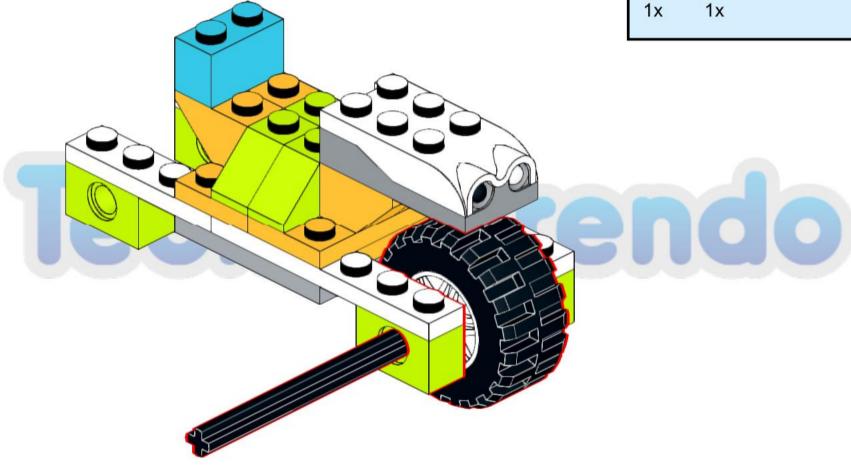


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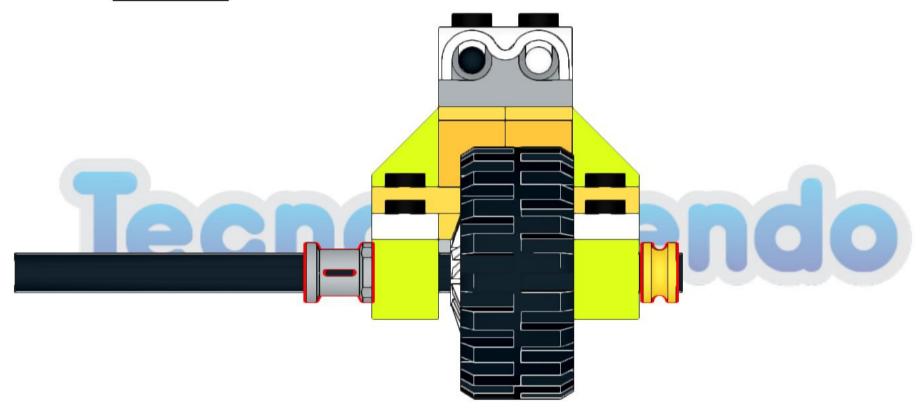


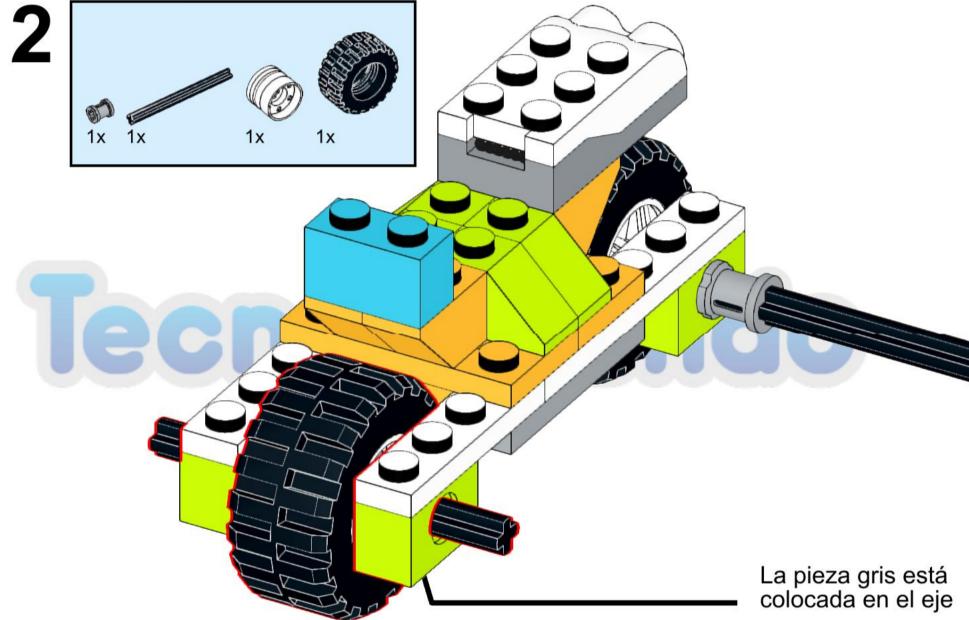


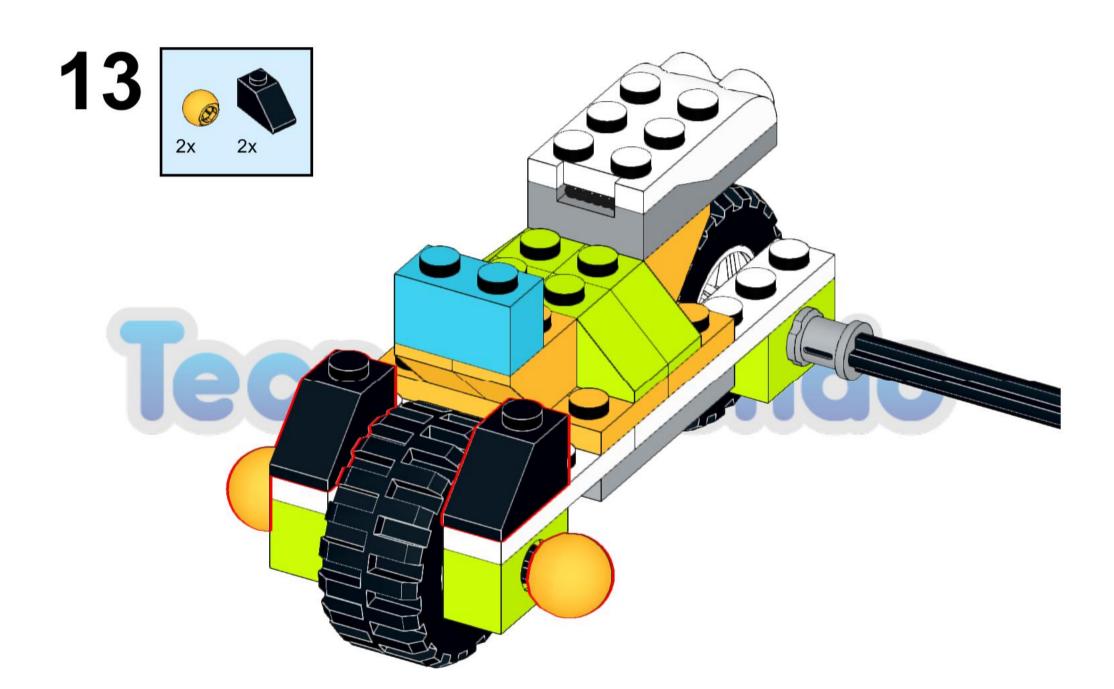


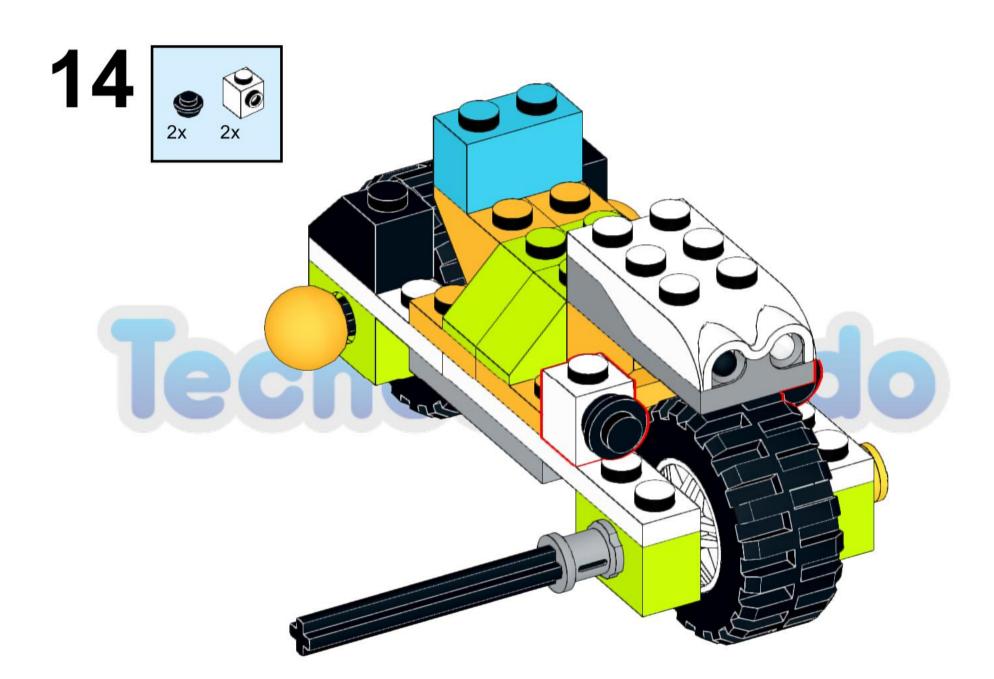


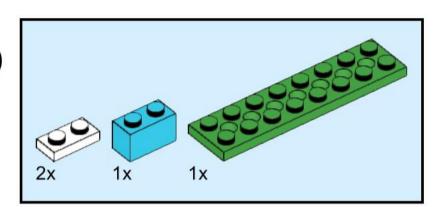


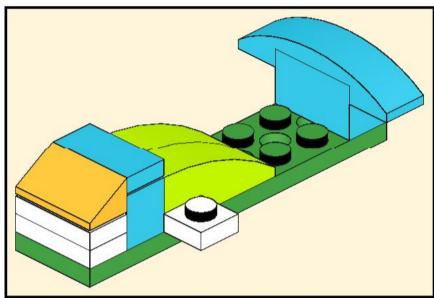




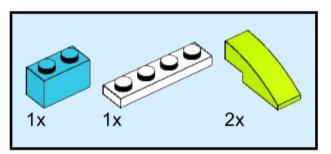


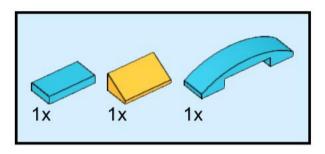


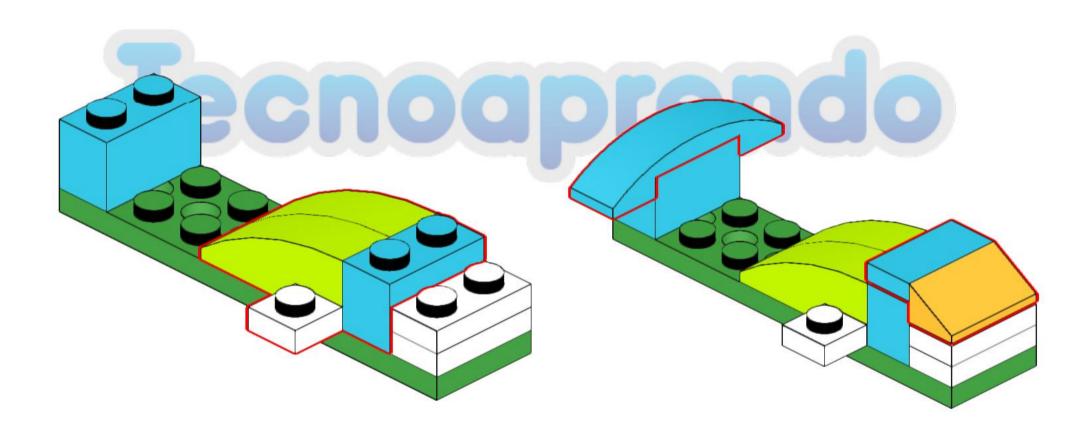


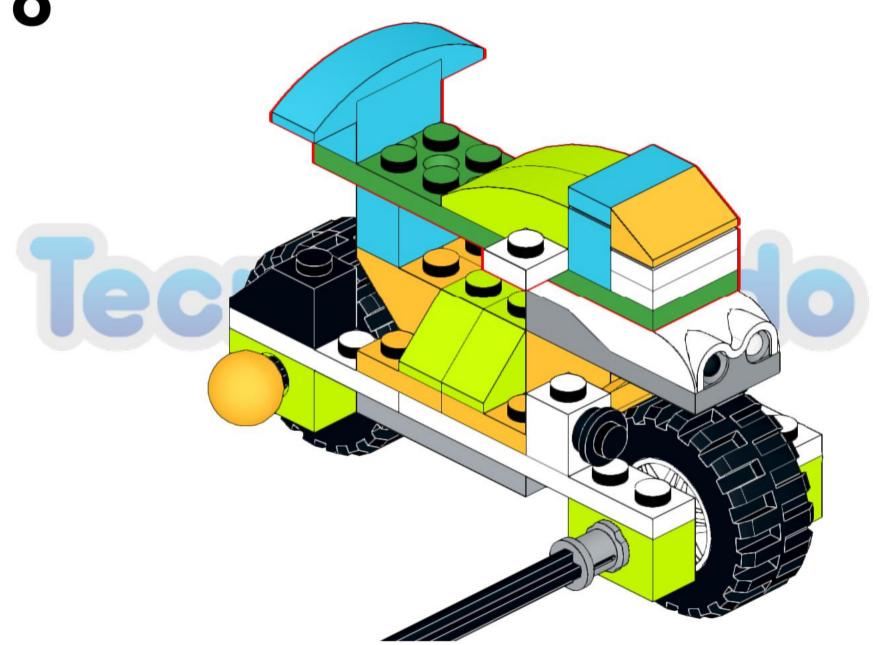


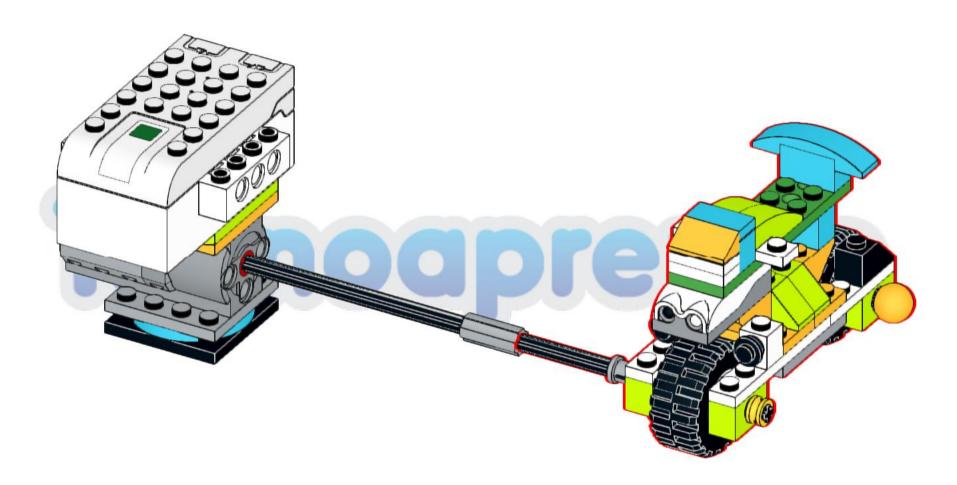












## A correr con la moto, pero antes a programar.

- 1. Intenta poner en marcha la moto, que se pare cuando detecte un obstáculo y que reanude la marcha cuando ya no haya obstáculo delante.
- 2. La moto debe de detectar a qué distancia está el sensor del obstáculo y acelerar dependiendo de esa distancia.
- Ejemplo: si el obstáculo está a distancia 0, el motor se para. Si el obstáculo está a distancia uno, el motor va a velocidad 1, y así sucesivamente.

## Tecnoaprendo







2.































