

**School of Engineering Technology**

**Main Campus, Off Hennur-Bagalur Main Road, Chagalahatti, Bengaluru-562149**

***A***

***DISSERTATION REPORT ON***

***“QUICK REACTION GAME”***

Submitted to

***CMR University School Of Engineering Technology, Bagalur***

for the partial fulfillment of the Requirement for the Award of the Degree of

***B.TECH***

***IN***

***COMPUTER SCIENCE AND ENGINEERING***

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**DEPARTMENT OF**

**COMPUTER SCIENCE AND ENGINEERING CMR UNIVERSITY BAGALURE**

**2018-19**



**School of Engineering Technology**

**Main Campus, Off Hennur-Bagalur Main Road, Chagalahatti, Bengaluru-562149**

**DEPARTMENT OF** **COMPUTER SCIENCE AND ENGINEERING**

***CERTIFICATE***

*Certified that the project work entitled* ***QUICK REACTION GAME*** *carried out by Mr./Ms.* ***T.RAKSHA.BOPANNA(18BBTCS132), THILOTHY.P(18BBTCS134), VENKATBHARAT(18BBTCS144), VISHNU.DEEPAK(18BBTCS149)*** *in partial fulfillment for the award of Bachelor of Engineering / Bachelor of Technology in* ***COMPUTER SCIENCE AND ENGINEERING*** *of the CMR University, Bagalur during the year 2018-19. It is certified that all corrections/suggestions indicated for Internal Assessment have been incorporated in the Report deposited in the departmental library. The project report has been approved as it satisfies the academic requirements in respect of Project work prescribed for the said Degree.*

***Name of the Guide : PALLAVI.M Name of the Dean:Dr.HARISH.RAMANNA***

*Signature of the Guide*   *Signature of the Dean*

**External Viva**

**Name of the examiners Signature with date  
1  
2**

***DECLARATION***

***We,T.RAKSHA.BOPANNA,THILOTHY.P,VENKATBHARAT.P,VISHNU.DEEPAK*** *students of CMR university school of engineering and technology, bagalur hearby declare that the dissertation entitled* ***“ QUICK REACTION GAME”*** *embodies the report of our project carried out independently by us during first semester of* ***B.TECH in computer science and engineering,*** *under the supervision and guidance of* ***Prof. PALLAVI.M*** *Department of Computer Science and Engineering and this work has been submitted for the partial fulfillment of the requirements for the award of the B.Tech degree.*

*We have not submitted the matter embodies to any other university or institution for the award of other degree.*

*Date :*

*Place :*

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**ABSTRACT**

This project gives you the opportunity to use electronics to create a quick reaction game which you will program using Python. If you have little or no experience of creating circuits, don’t worry: this guide will walk you through it and by the end you will have a fun game to play with your friends.

## **What you will learn**

By making this quick reaction game, you will learn:

* How to wire a simple circuit that includes a breadboard, LED, resistor, wires, and buttons
* How to write a program to control the circuit
* How to use variables to store information
* How to get user information like a player’s name and use it in the game.

This resource covers elements from the following strands of the [*Raspberry Pi Digital Making Curriculum*](https://www.raspberrypi.org/curriculum/)*:*

* [*Use basic programming constructs to create simple programs*](https://www.raspberrypi.org/curriculum/programming/creator)
* [*Combine inputs and/or outputs to create projects or solve a problem*](https://www.raspberrypi.org/curriculum/physical-computing/builder)

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**CHAPTER 1**

**PREAMBLE**

**1.1 Introduction**

This project gives you the opportunity to use electronics to create a quick reaction game which you will program using Python. If you have little or no experience of creating circuits, don’t worry: this guide will walk you through it and by the end you will have a fun game to play with your friends.

In this resource, you’re going to make a quick reaction game using a few electronic components and a Python script. If you’ve never before used a breadboard, some buttons, and an LED, you might find it helpful to work through some of the exercises in [**Physical Computing with Python**](https://projects.raspberrypi.org/en/projects/physical-computing) first. This will give you a better understanding of how to control components with the Raspberry Pi’s GPIO pins.

This is the circuit you are going to build, consisting of two push-to-make buttons and an LED.

## Controlling the light

When programming, it makes sense to tackle one problem at a time. This makes it easier to test your project at various stages.

**1.2 Literature Survey**

Lorem Ipsum is simply dummy text of the printing and typesetting industry:

**Chellappa, R [1]**: Human facial picture preparing has been a dynamic and intriguing exploration issue for a considerable length of time. Since human appearances give a great deal of data, numerous themes have drawn many of considerations and in this way have been considered on face acknowledgment.

**Choi, C [2]**: An age change technique for foreseeing the future face. The main stride of the system is to concentrate face-changing parts as per ages from the facial pictures utilizing chief segment examination (PCA) and a 3D facial shape model (FSM). The second step blends the future face by including the extricated age change segments (ACC) to the present face. We separate general lifetime into three sections, for example, adolescence, masculinity and maturity for removing approximated straight ACC from the nonlinearly evolving face. This piecewise direct treatment gives us accommodation to extraction of the ACC and amalgamation without bounds faces. The integrated pictures indicate excellent and the main age-changed appearances without changing other facial components.

**A. Lanitis [3]**: A quantitative assessment of the execution of diverse classifiers in the assignment of programmed age estimation. In this connection, we create a measurable model of facial appearance, which is hence utilized as the premise for getting a minimal parametric portrayal of face pictures. The point of our work is to outline classifiers that acknowledge the model-based representation of concealed pictures and produce an assessment of the age of the individual in the comparing face picture.

**Y. H. Kwon [4]** : Age characterization issue was initially chipped away at by Kwon and Lobo. Their study characterized information pictures as infants, youthful grown-ups and senior grown-ups in light of cranio-facial improvement and skin wrinkle investigation.

**B. Pittenger [5]**: A hypothesis for the impression of occasions is proposed utilizing the ideas of transformational and auxiliary invariants. This methodology includes the use of a technique for spatial direction change to portray the rebuilding of countenances by development. By understanding developing countenances to the viscal-versatile occasions, the view of the relative age level faces in made managable to the proposed occasion

**1.3 Problem statement**

Lorem Ipsum is simply dummy text of the printing and typesetting industry. Lorem Ipsum has been the industry's standard dummy text ever since the 1500s, when an unknown printer took a galley of type and scrambled it to make a type specimen book. It has survived not only five centuries.

**1.4** **Objective**

By making this quick reaction game, you will learn:

* How to wire a simple circuit that includes a breadboard, LED, resistor, wires, and buttons
* How to write a program to control the circuit
* How to use variables to store information
* How to get user information like a player’s name and use it in the game.

This resource covers elements from the following strands of the[*Raspberry Pi Digital Making Curriculum*](https://www.raspberrypi.org/curriculum/)*:*

**1.5 Methodology**

* Building the circuit
* Controlling the light

## Adding an element of surprise

## Detecting the buttons

## Get player names

* Looping the game
* Adding scores

**CHAPTER 2**

**GENERAL ASPECTS AND TECHNOLOGY**

**CHAPTER 3**

**IMPLEMENTATION**

Lorem Ipsum is simply dummy text of the printing and typesetting industry. Lorem Ipsum has been the industry's standard dummy text ever since the 1500s, when an unknown printer took a galley of type and scrambled it to make a type specimen book. It has survived not only five centuries.

**CHAPTER 4**

**RESULTS AND DISCUSSIONS**

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**CONCLUSION**

**REFERENCES**

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| 1.) https://projects.raspberrypi.org/en/projects/python-quick-reaction-game/5 |