

# *AUTOMATIC SERVING SYSTEM*

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## Description of device:

- A proper design of the system is made containing a few platforms with holders for the items.
- The device is provided with a touch screen on the top which display containing info on the items present inside the system.
- In the middle of the system there will be a square platform which acts as a lift which carries the items to the top on selecting on the touch screen.

## Implementation steps:

- Firstly, we will make square platform which is movable by the help of motors.
- Then we will make a few platforms with holders around it where each platform contains a specific item.
- The platforms with holders and square platform will be enclosed in a box.

- On the top of the box we will make a touch screen which display containing info on the items present inside the system.
- We will write coding for the movement of the square platform corresponding to the selection on the touch screen.
- When the square platform collect the item selected, from the platform containing the items and moves to the top, the top surface of the box opens and the platform brings the item outside.

#### Components required:

- To make the enclosing box we will use metal or fibre.
- The inner platforms with holders and the square platform will be made of plastic.
- The motor or motors will be used for the movement of the square platform.
- We will be using the touch screen to display the containing info on the items present inside the system.
- We will use micro controllers for the touch based movement.
- Cutting instruments will be used.
- Circuit systems will be used.
- Conveyer belts(if necessary).
- A power source (may be battery).
- Holders.

What we expect to learn:

- Conversion of Touch based signals into Mechanical movement.
- Understanding efficient usage of space and how to accommodate a large no. of objects in a small space.
- Exposure to concepts and principles (electrical and mechanical) so far not learnt.
- Real life problem solving based on theoretical models.
- A little knowledge of programming.
- Team Work and financial management.