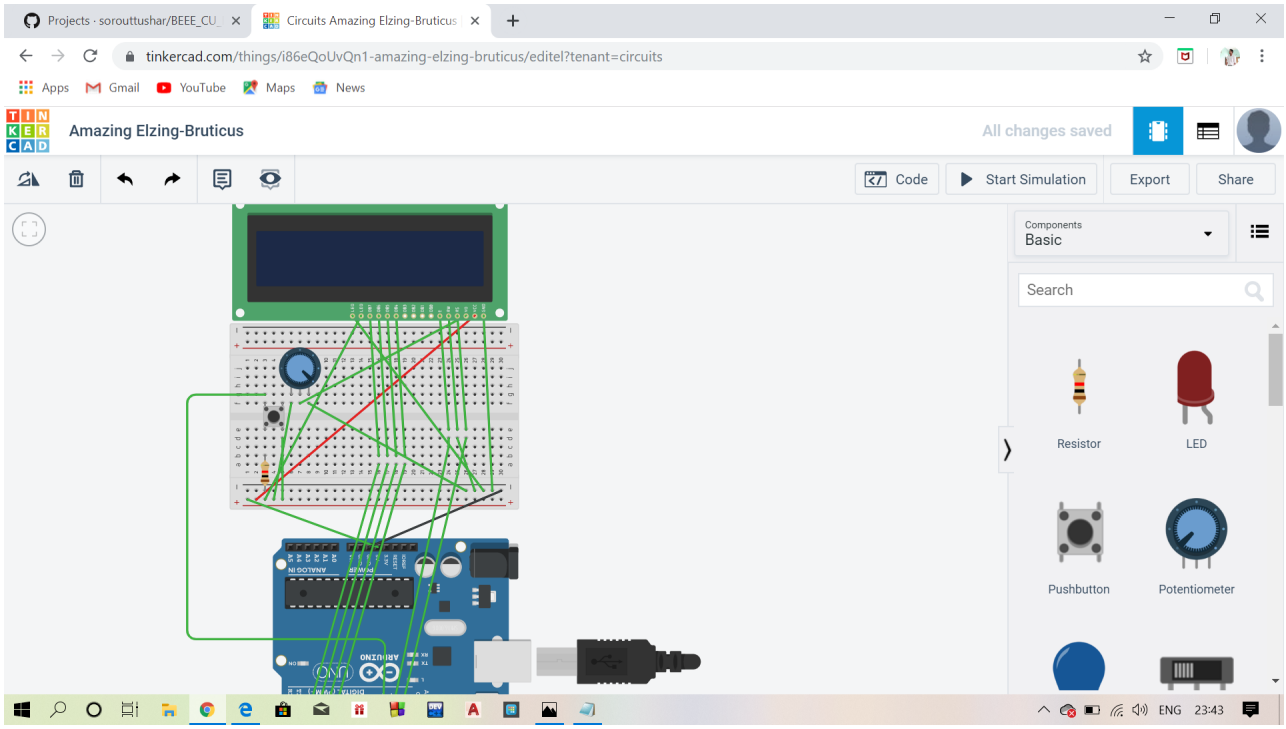
BEEE LAB EVALUATION

CIRCUIT DIAGRAM :-



Theory Concept Used:

Design system for a game that displays and increments score by 1 when ever a football hits a desired target out of a 4 given targets.

In this we will use Arduino to set up screen in such a way that when ever football hits a desired target screen will show increment

Learning and Observations:

Following observations were recorded during the experiment:

1. Arduino uses 5v supply
2. Use of Screen
3. Coding of Screen

Problems and Troubleshooting:

The experiment was performed successfully without any problem.

Precautions:

The following precautions need to be considered while performing this experiment:

- The connections of the USB in both the PC and the ARDUINO UNO board should be snug.

- The USB ports of the PC and the ARDUINO UNO should be in a working condition.

- The sketch should be logically and syntactically correct and germane to the experiment that needs to be performed.

- The correct serial port should be selected that is the one through which the ARDUINO UNO has been connected.

- Look for errors during compilation and upload of the executable to the ARDUINO UNO.

- Do not open more than one instance of the ARDUINO IDE at a time.

- **Learning outcomes:**
  The various learnings as the outcome of performing the above-mentioned experiment are:

❖ Ability to identify and connect the push button with the ARDUINO through proper connections using a breadboard.

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