

Training table tennis players

1. Launching the balls to desired places
 - a. Throwing the balls with a desired spin
 - b. Throwing the balls with a desired speed
 - c. Throwing the balls with a desired yaw angle
 - d. Throwing the balls with a desired pitch angle
2. Accepting user inputs
 - a. Accepting frequency information from the user
 - b. Accepting trajectory information from the user
 - c. Allowing user to position the device
3. Managing the supply of the balls
 - a. Catching the balls
 - b. Storing the balls
 - c. Feeding the balls at a desired frequency in order to launch