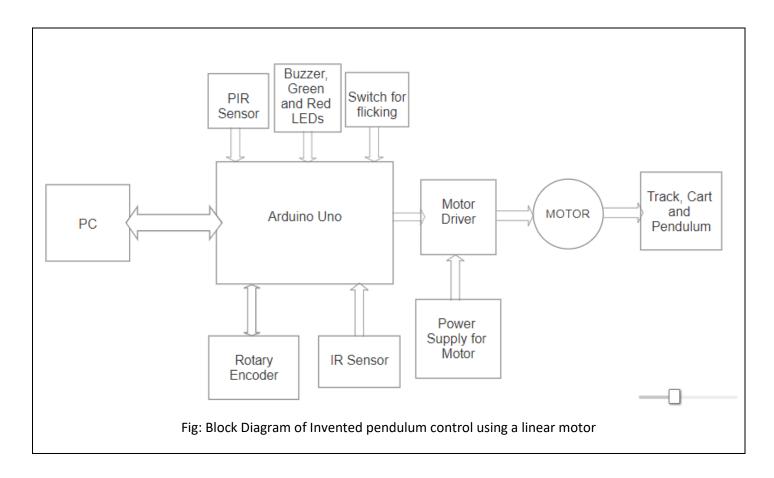
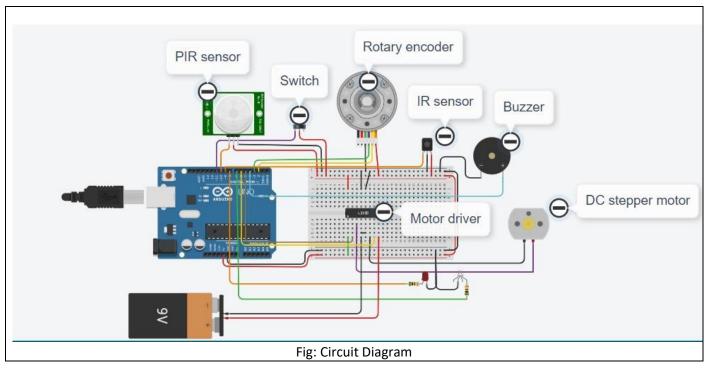
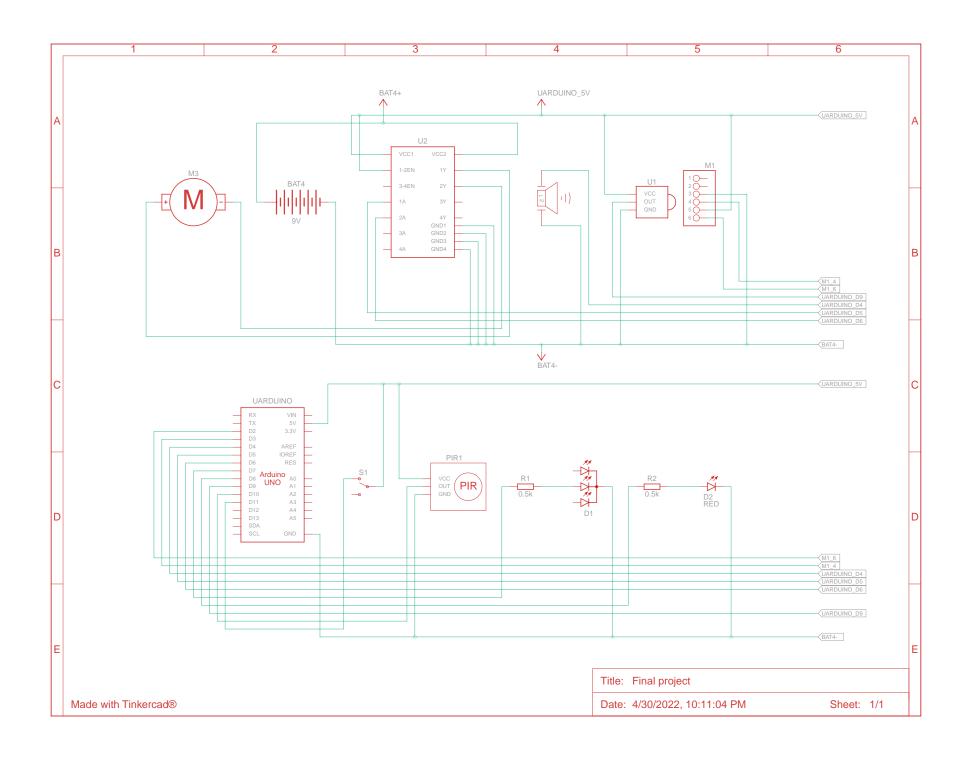
First Report

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State diagram for Game Tum ON LED (Green) & start times for 2 sec beep flom buszer & start another timers (stopwarch kind) of display time Count on 7 seg display. Stable State DIR=1 1R=0 & PIR=0 IR=1 & PIR=0 IR=0&PIR=0 1R=0 & PIR=0 . PIR=1 Move cheat Move Lett Right IR=1 & PIR=0 1R=1 & PIR=0 PIR=1 (Angle <-85° or Angle >85°) Angle 7-85° or
Angle 285°) Turn ON & PIR=0 LED(Red) Stop &PIR=0 Turn off LED (Green) & start timer For 3 beeps with a 1sec interval & stop timeri (stop watch) Note:

PIR=1 means there's human Presence (cheating) (it's pir sensot status as detected) Else o. Similarly IR also debited.

State machine for automated Tum ON LED Green) & start timer for 2 sec beep from buzzer. Stable State Angle >0° Angle 20° Angle=0° Angle=0° Move -85° Angle <0° Move lett dright OKAnglex 85° 0°< Angle < 85° _85°<Angle<0° Angle <-85° of Angle >85° Stop Angle < -85° or Angle > 85° Turn OFF LED (green) & start times for 3 beeps, with an interval of Isec.

Note: Incase of automated machine there's no Possibility of Entering into Stop state (Ideally without any Externel factor dependency), but practically may go due to any Enternal disturbance.

For Isec