

These slides serve as a visual aid for the lecture, not as a comprehensive document or script.

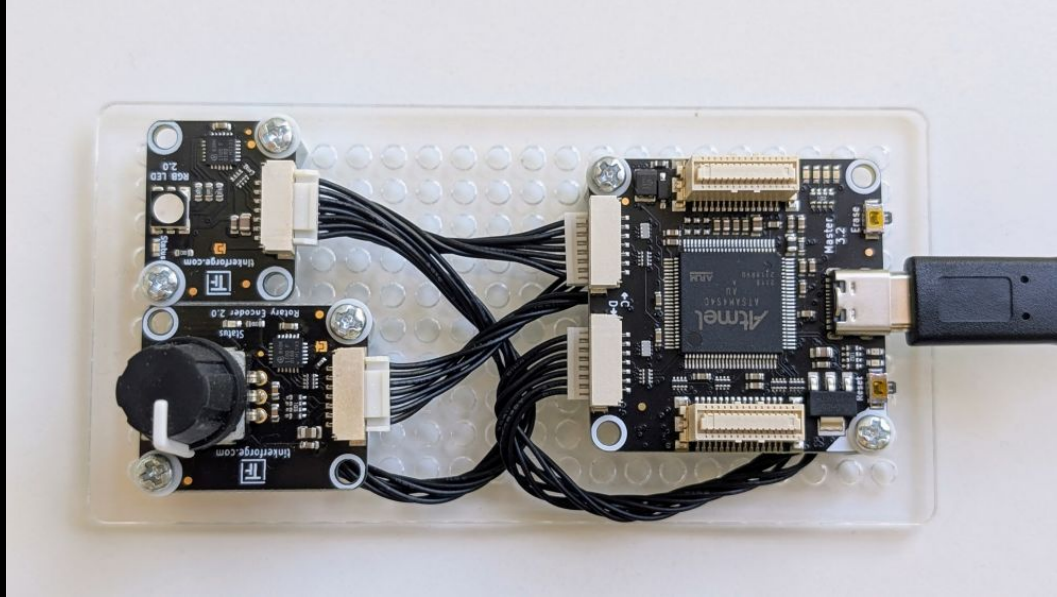
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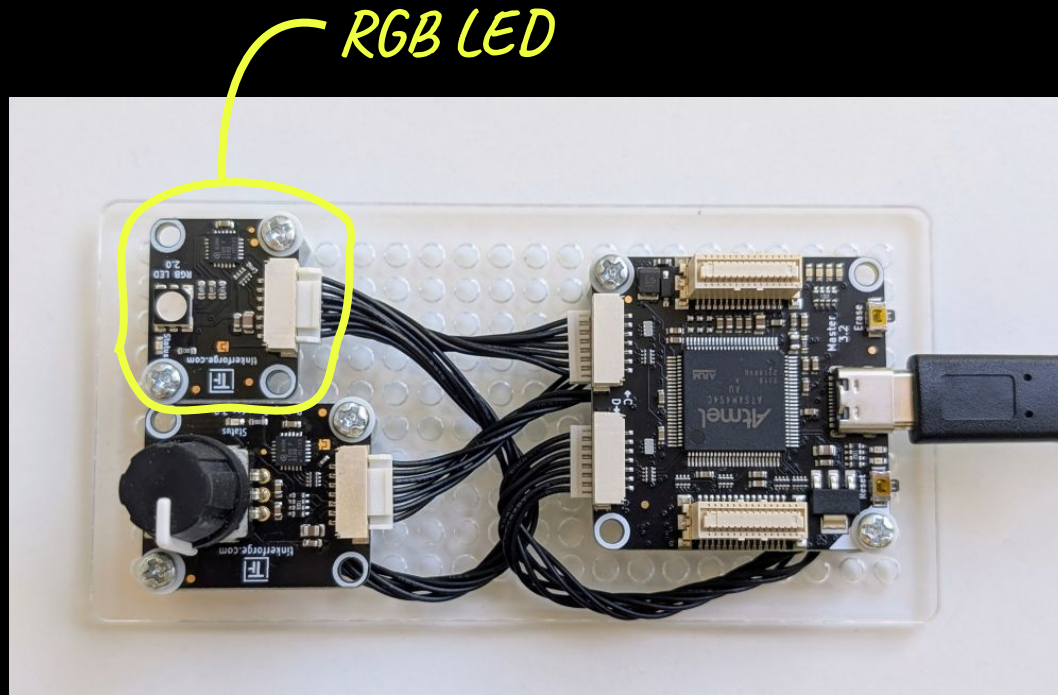
For any comments or feedback, please contact n.meseth@hs-osnabrueck.de.

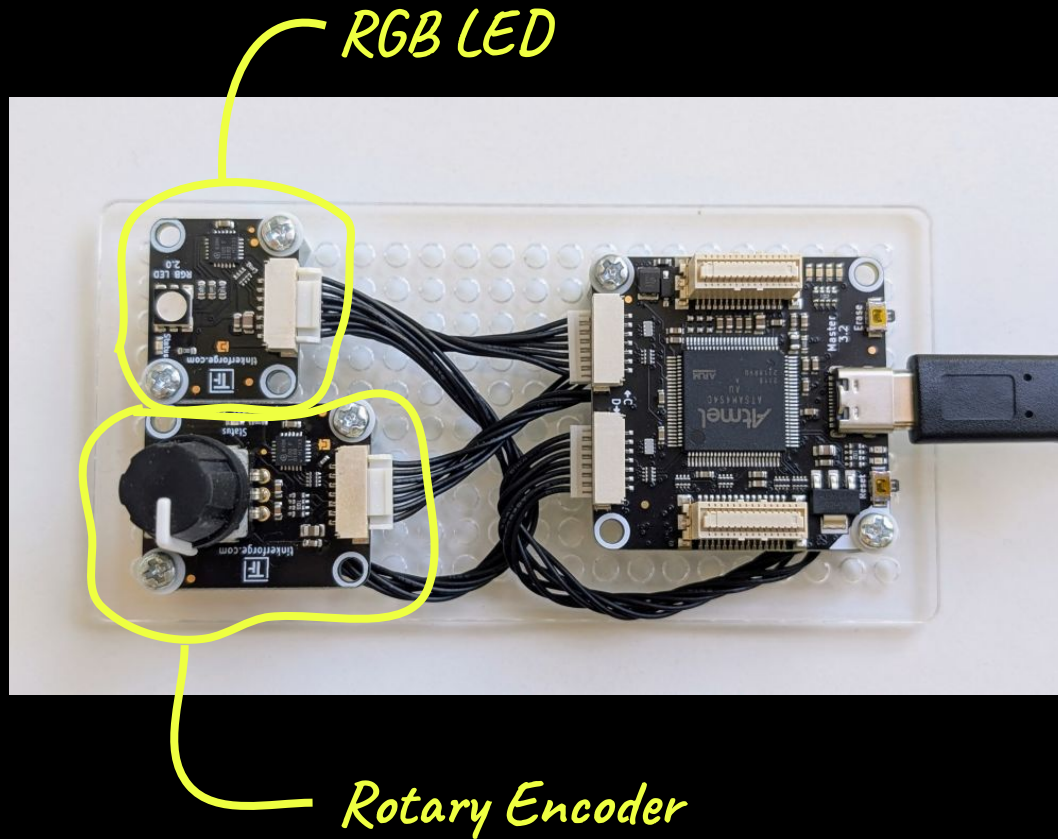


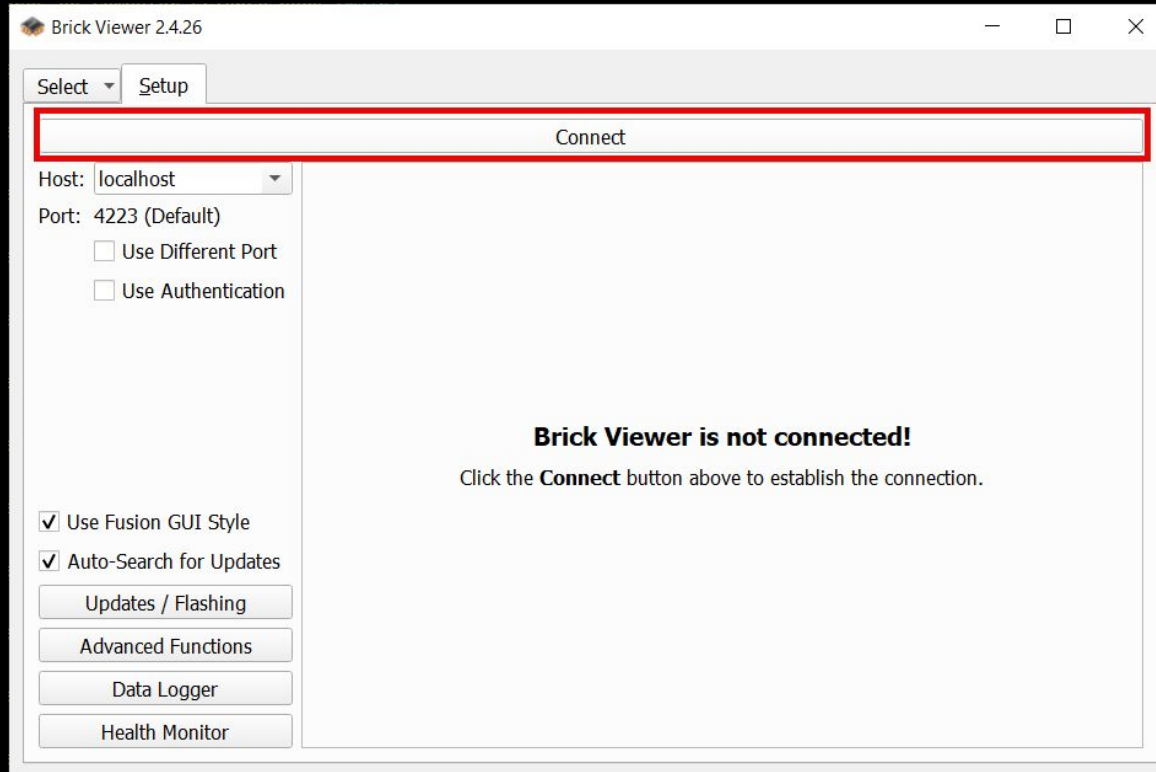
IMAGES

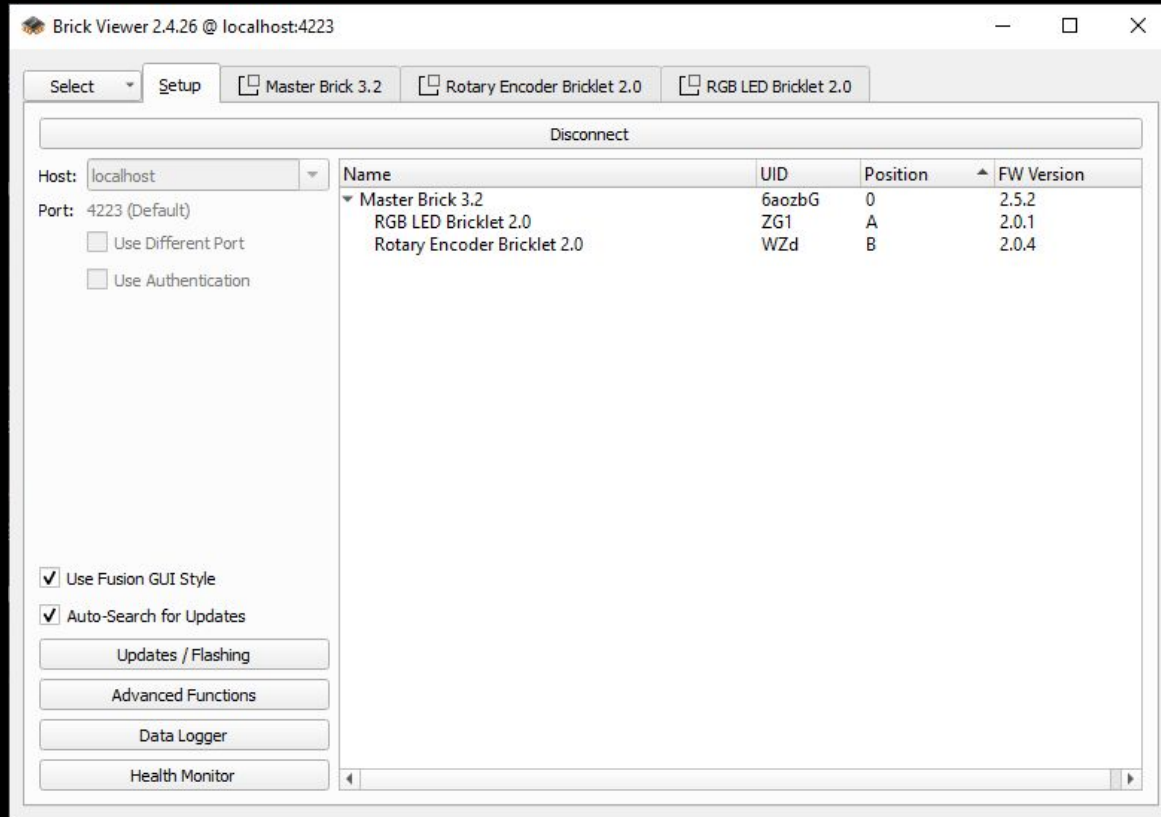
Supporting slides for chapter 4 of the book
Hands-On Computer Science

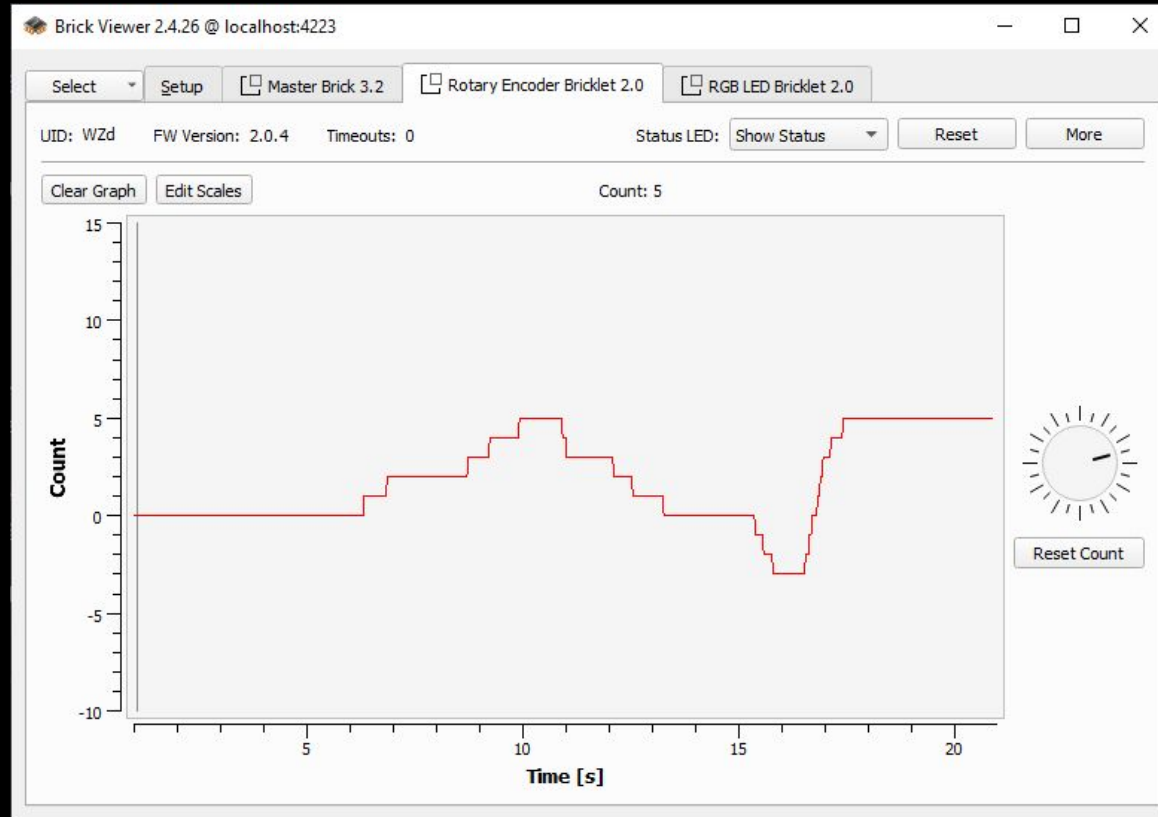












boilerplate code

```
from tinkerforge.ip_connection import IPConnection
from tinkerforge.bricklet_rotary_encoder_v2 import BrickletRotaryEncoderV2

ipcon = IPConnection()
ipcon.connect("localhost", 4223)
knob = BrickletRotaryEncoderV2("WZd", ipcon)
```

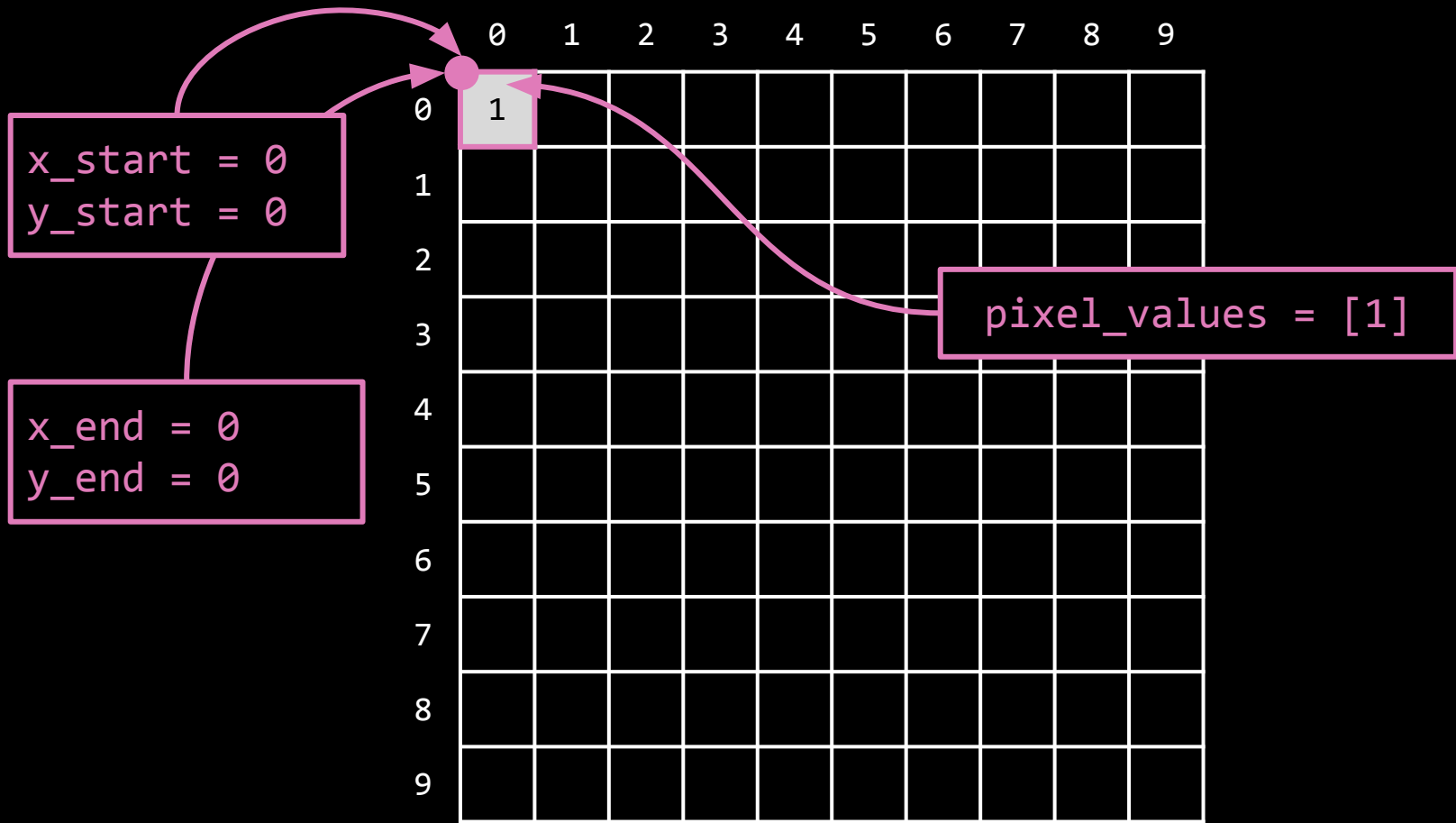
reading the counter

```
from tinkerforge.ip_connection import IPConnection
from tinkerforge.bricklet_rotary_encoder_v2 import BrickletRotaryEncoderV2

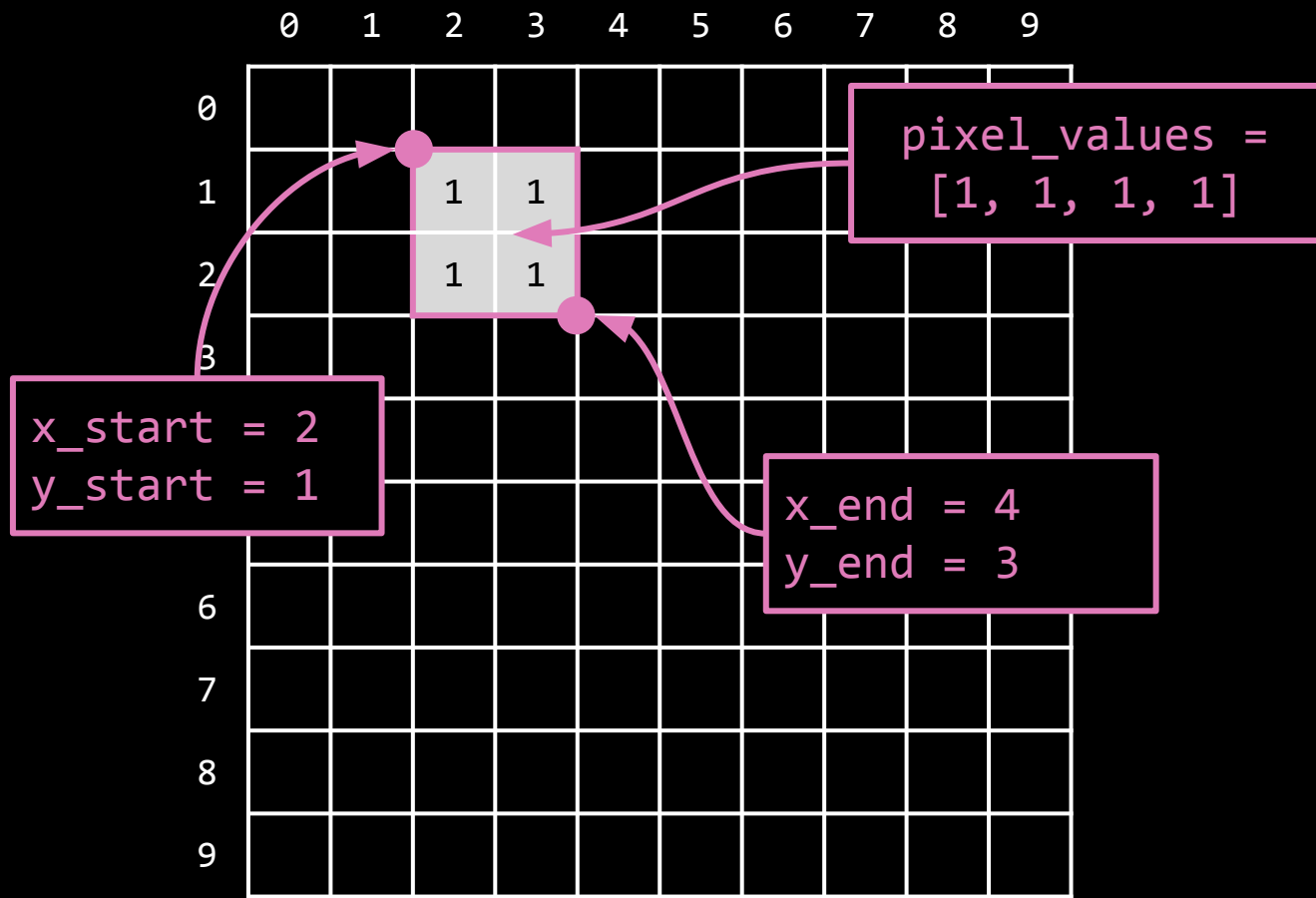
ipcon = IPConnection()
ipcon.connect("localhost", 4223)
knob = BrickletRotaryEncoderV2("WZd", ipcon)

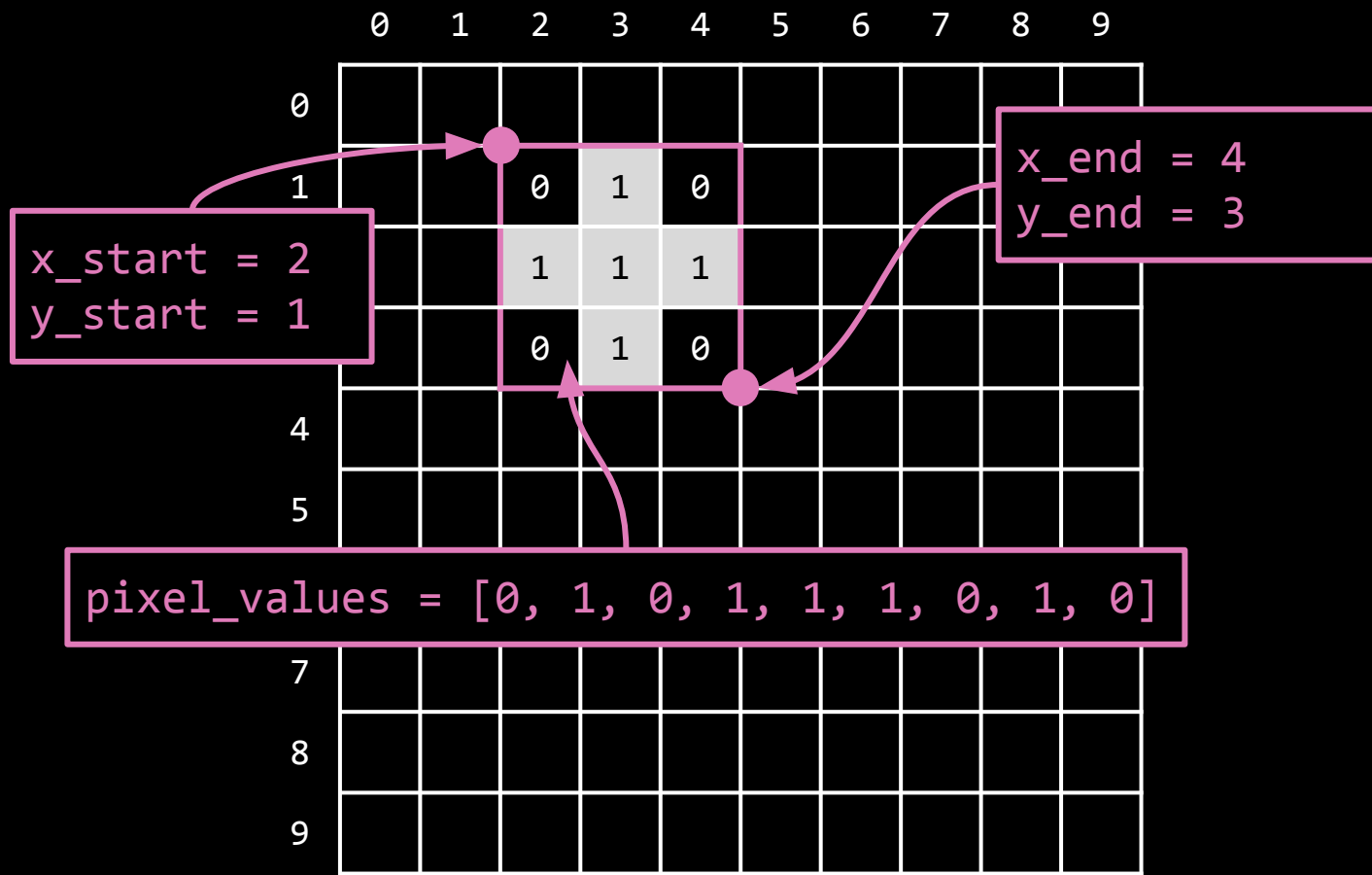
count = knob.get_count(reset=False)
```

PIXELS

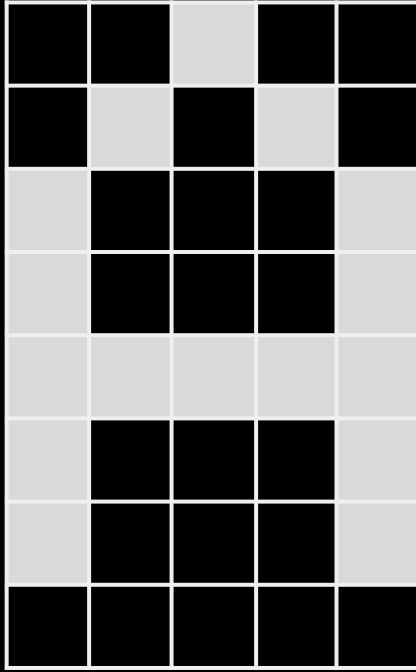


BITMAPS

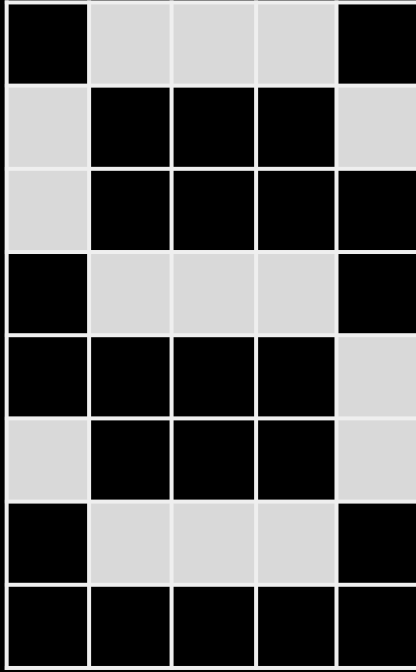




LETTERS



	0	1	2	3	4
0	0	0	1	0	0
1	0	1	0	1	0
2	1	0	0	0	1
3	1	0	0	0	1
4	1	1	1	1	1
5	1	0	0	0	1
6	1	0	0	0	1
7	0	0	0	0	0



	0	1	2	3	4
0	0	1	1	1	0
1	1	0	0	0	1
2	1	0	0	0	0
3	0	1	1	1	0
4	0	0	0	0	1
5	1	0	0	0	1
6	0	1	1	1	0
7	0	0	0	0	0

ANIMATION

