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Electric Circuits Notes Project Poster

### Notes

懒得整了,实在没有动力呢。;)

### **Project Poster**

See below.

# EE111 Project - "DON'T TOUCH ME" ROBOT

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### **1.Design Requirements**

- a. When touched (or approached), the robot yields a "Don't Touch Me" signal, and runs back away.
- b. The robot counts the number of times being touched, and display it with Digital tube.
- c. The robot gets angry when the number hits a threshold value. Behavior of "getting angry" can be defined by yourself.
- d. You may not need to use any microcontrollers and should try to build with basic components.

(i.e. 7 in decimal) on Adder output, then by the AND *Gate* it triggers *Loudspeaker2* to shout an "angry" sound and resets the Adder.

### 4. Implementation (with Bonus)

**Robot** Overview





## **3. Simulation Diagram**

![](_page_1_Figure_14.jpeg)

Descriptions:

![](_page_1_Figure_16.jpeg)

### "Don't Touch Me – Robot" Mode

Switch  $\rightarrow$  Sensor Configure 1,  $V_{dynamo} \rightarrow$  Normally connected

The original mode, avoids your touch.

### "Please Touch Me – Robot" Mode

Switch  $\rightarrow$  Sensor Configure 2,  $V_{dynamo} \rightarrow$  Oppositely connected As you move your hand back, the robot will try to get close, acting like it is eager for your touch.

"Come & Chase – Robot" Mode

Switch  $\rightarrow$  Sensor Configure 2,  $V_{dynamo} \rightarrow$  Normally connected When you move your hand away, the robot will run

Every time the hand tries to touch the robot, the *Infrared Sensor* outputs LOW Voltage. As long as the hand is still too close to the robot, the 5V Relay is triggered and wheels spin backwards to avoid touching. Also, every touch triggers the 555 *Monostable Trigger* once, outputs a HIGH (Clock Rising) pulse signal, which makes *Loudspeaker1* shout and 74HC161 Adder increases by one.

If "6" touches are recorded, the next touch will produce 0111

away from you, and you must try to chase it and put

your hand close to the robot again.

	<u>Component Name</u>	Amounts	<u>Component Name</u>	<u>Amounts</u>
List of Components	Car Suite	1	CD4082 (AND Gate)	1
	5V Dynamo	4	CD4511 (Decoder)	1
	Battery Box (with Switch)	2	Nixie LED (1 digit)	1
	1.5V Battery	8	Loudspeaker Module	2
	5V LOW-Trigger Relay	1	Resistor - $10k\Omega$	4
	Infrared Sensor Module	1	Resistor - 200Ω	8
	NE555	1	Capacitor - $0.01\mu F$	1
	74HC161 (Adder)	1	Capacitor - $47\mu F$	1
	CD4069 (NOT Gate)	1	Dupont & Jump Wires	ω

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![](_page_1_Picture_30.jpeg)

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