VISVESVARAYA TECHNOLOGICAL UNIVERSITY,BELAGAVI–

590 018

A MICRO PROJECT REPORT ON

"A Visitors Counter that may be used in both directions"

Submitted By,

Karthik G Shet	4AL20EC016
Siddanth C shetty	4AL20AI043
Devadiga Likhitkumar G	4AL20IS015
Sushmitha E	4AL20CS156

Under the Guidance of

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2020–2021

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Mini Project Guide

Dr. Ramaprasad A.T,
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ABSTRACT

This counter may be used to determine the current number of visitors in the room. It may be used in venues like movie theaters, buildings, and workplaces. Instead of a counter-and-display circuit, it employs a basic calculator to keep costs down. By disconnecting the calculator from the circuit, it can be used as a regular calculator. The circuit is simple to construct and all of the components are readily available in the market.

B13

VISVESVARAYA TECHNOLOGICAL UNIVERSITY,BELAGAVI-590 018

A MICRO PROJECT REPORT ON

"Quiz Game Project using C Language"

Submitted By,

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Akshay	4AL20EC004
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ABSTRACT

This quiz game project is similar to the hangman game, which is a console-based application written in the C programming language. A large number of questions are asked in this game. If the user answers correctly, a monetary prize is given to each single individual response. This game was created using the following programming language Code created using the GCC compiler that put the user's general knowledge to the test. The user is frequently asked a question about science, film, sports, geography, and other topics. The turbo c compiler will not be able to run this project. The contest question is phrased in such a way that it encompasses all contest fields. One can also save the user name of the user who scored the highest, and there is a way to reset the score in this game. We divided the game into two rounds to make it more intriguing. In order to advance to the second round, one must qualify in the first

B24

VISVESVARAYA TECHNOLOGICAL UNIVERSITY,BELAGAVI-590 018

A MICRO PROJECT REPORT ON

"A Snake Game Project for kids"

Submitted By,

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H. Bhavana	4AL20AI016
Salman Fharis P A	4AL20CS123
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ABSTRACT

The Snake game is a simple console-based project that is built without the use of graphics. One will get the true feel of a mobile snake game while playing this game. The only difference between this project and the mobile snake game is that the mobile game uses images, whereas we did not utilise visuals in this project. Food is placed at various co-ordinates on the screen for the snake to eat. When the snake eats the food, its length is automatically expanded by one element while playing the game. When the snake eats the food, the score rises as well. Only three lives are given in this game to score points; after three lives, the game will immediately end

VISVESVARAYA TECHNOLOGICAL UNIVERSITY,BELAGAVI–590 018

A MICRO PROJECT REPORT ON

"A simple Tic Tac Toe Game Project for school children"

Submitted By,

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Nikhil G B	4AL20AI026
Mayur S Kalmadi	4AL20EC022
Shravan Kumar	4AL20CS139

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ABSTRACT

When we were in school, we used to play this game under the notebook pages. This game makes us miss school and the recess time at school where we could play with your pals. This game is a console-based application that does not use visuals. It's the same as noughts and crosses, which are sometimes known as 'Xs' and 'Os,' which is another name for the game. With the help of the GCC compiler, this game was created in the C language utilising Code. We will not encounter any errors after completing this project, and the source code is also not excessively large. There are 765 states of space complications in the Tic Tac Toe game. Arrays are used in the game because the 'Xs' and 'Os' are stored in distinct arrays. One must choose between 'X' and 'O' while playing the game

BSH

VISVESVARAYA TECHNOLOGICAL UNIVERSITY,BELAGAVI–590 018

A MICRO PROJECT REPORT ON

"Digital stopwatch"

Submitted By,

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Harshitha N P	4AL20CS046
Anupriya M R	4AL20CS020
Darshan Prakash Madival	4AL20EC011

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ABSTRACT

Stopwatches are used as time keeping device in many fields, usually in sports. Stopwatch is of two types analog and digital, but mostly digital stopwatch are used owing to its accuracy and ease of use. Here we have tried to realize a digital stopwatch of reasonable accuracy and reliability. This particular stopwatch can count up to 9 minutes and 59.9 seconds, and is accurate up to one tenth of a second. Its circuit is very simple and easy to appreciate. The heart of the circuit is a stable mv followed by counter and decoder stages. The circuit operates on 5 volt supply. It uses a 7 segment led display of common anode type to show time.

B57

VISVESVARAYA TECHNOLOGICAL UNIVERSITY,BELAGAVI-590 018

A MICRO PROJECT REPORT ON

"A PROJECT ON TENS UNIT"

Submitted By,

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Preetham	4AL20AI034
Shravan V Upadhyaya	4AL20EC049
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ABSTRACT

Transcutaneous electrical nerve stimulation (TENS or TNS) is the use of electric current produced by a device to stimulate the nerves for therapeutic purposes.transcutaneously applied currents used for nerve excitation although the term is often used with a more restrictive intent, namely to describe the kind of pulses produced by portable stimulators used to reduce pain.TENS units work by delivering small electrical impulses through electrodes that have adhesive pads to attach them to a person's skin.

B85

VISVESVARAYA TECHNOLOGICAL UNIVERSITY,BELAGAVI–590 018

A MICRO PROJECT REPORT ON

"Auto Electronic School Bell"

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Vishanth	4AL20EC062
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ABSTRACT

School Bell is conventionally rung by a person who has been designated to do it. This is done on a periodic basis. With the advent digital electronics, this task can be automated by this project that has been specially designed for this scenario. It can be used in School for ringing class timeout bells as well as in factories and industries for various purposes. A Bell can be connected to the project board's output side. The system will ring this bell on a regular basis to alert those in the vicinity that a task is about to begin or that a task is about to expire. This function is useful for school teachers who need to take classes on time. It can be used in factories to signal the start of work, break times, and plant closings. Because of the circuit's architecture, this project can count intervals of 45 minutes and a 30-minute lunch break. Time is counted in 30 minute and 45 minute increments using two decade counters and a 555NE timer. An SCR is activated when the timing signals reach the predetermined time, allowing AC power to be output at the Bell connector. The start and end of the Bell sequence are controlled by a push button that is connected to the circuitry.