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FINAL REPORT OF DIPLOMA PROJECT

FACULTY OF ELECTRICAL ENGINEERING

COLOR BLIND ILLUSION

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ABSTRACT

This Color Blind Illusion is a modern version of the famous three shell game. This project offers the use of single pole single trough switches to control any one of all devices.

This circuit uses simple electronic devices such as integrated circuits, diodes, resistors and capacitors.

The flip-flop circuit is used as a set/reset network for the flip-flop circuits. The light Emitting Diode used in the circuit are dual color-green and red.

The Schmitt trigger inverter concept is used to provide some delay in output and the magnetic switches will toggle the LED from green to red or vice versa.

ACKNOWLEDGEMENT

With the name of ALLAH S.W.T. the most gracious and most merciful and to our prophet MUHAMMAD S.A.W. and his family. Thanks to ALLAH S.W.T. for giving me opportunity to complete this project successfully.

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Thanks a lot.

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1.0 INTRODUCTION

This project book has been organized to provide student and others with an introduction to many important of project workout. It has been organized intro. Part

The first part, 'Color Blind Illusion', cover important thing that need to be concern on while designing the projects. here we discuss about physical and devices consideration of the project so as to full fill specification.

Second part, 'Circuits description' its includes the description consist of the specification sheets of certain ICs used. t is usefulness a reference of all component and their characteristic that a project designer has to look for.

Third part, 'full simulation operation of circuit maker'. This part is so important because we want to know the simulation result of the circuit at particular selected point.

Fourth part, 'work plant or features'. This section will be our plan for this semester progress. So as implement the circuit on PCB board.