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KURSUS DIPLOMA LANJUTAN KEJURUTERAAN ELEKTRONIK

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ELECTRONIC SCOREBOARD

PART 1

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GENERAL

There are many types of display devices available nowadays. These display devices are being used to display information. The display may be static or dynamic. That is, the display can either be stationary display or a moving display. The one that emphasize is placed more is on the stationary display. The project, an electronic scoreboard is an example of stationary display.

The electronic scoreboard, can display any information on its display panel. This information can be changed easily to suit the purpose it is being used for. Scoreboards are normally used in stadiums to keep spectators informed of events and results occurring. It can also be used in seminars, stage shows, convocation etc. to keep the audience informed of what is happening.

AIM

The aim is to make an electronic scoreboard which will have six lines at twenty-two characters per line. Each character will be made up of 7 x 5 matrix LED. capable of representing any alpha-numeric character. Each character will be capable of display on at least four different light intensity any have the facility to blink. Also incorporated in the scoreboard is an analogue real-time clock and a five-digital countdown clock (Min, sec, 1/10 sec).

The scoreboard shall be completely micro processor controlled, from a microcomputer in a control room. Refer to the diagram shown in Fig. 1. The system shall have the following features:

- a) Automatically booted scoreboard programme stored in EPROM.
- b) Enough RAM for storage of 95 pages of scoreboard information.
- c) Indefinite amount of information storage on cassette recorder on floppy disks.
- d) Extremely user friendly operating system with commands such as Blink, Clear, Dump, Edit, Frame, Get, Kill, Print, Recorder, Store, Transmit, etc.