# FACULTY OF ELECTRICAL ENGINEERING INSTITUT TEKNOLOGI MARA PULAU PINANG



### FINAL REPORT OF DIPLOMA PROJECT

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## MINI TABLE TENNIS GAME

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And finally, to all our family appreciate their support and understanding. We hope that we can eventually make up of all of the hours, we spent away from them while we worked on this revision.

We hope that the junior and ITM itself may use our project in the future.

Thank you.

#### ABSTRACT:

An idle mind can be a devil's workshop but a devil's mind is never an idle workshop. It is busy to make others idle. We do not have many indoors staid as the weather in India allows playing outdoors for nearly the whole year. Anyway, most of the indoor space is just enough to sleep and cook.

Admirers of TT (table tennis) have been seriously thinking of playing this user-friendly game electronically. Keeping the limitation of space in view, many enthusiasts strongly feel the need of a pocket and if necessary, played without an opponent. Besides a victorious table thumping at the onset of a killer instinct may not cause much material destruction except a faint cry.

The circuit is contain resistors, inductors, capacitors, ICS, LED's, power supply and push -to-on button. We will discuss it later on. From that idea, we built this game which is more interesting, small and pack.

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#### 1.0 INTRODUCTION

All thinking at this level becomes strategic. The shape, size and the layout of the table are decided unanimously between the players as a precaution to avoid a battle of the table. As in the earlier years. The main source of Ping-Pong continues to be LEDs. It is left to the players to choose the spacing of the LEDs in a manner appealing to them.

Bearing in mind that improvised TT racket is pushbutton always fixed to the table, the players are not expected to carry the racket (bat) along, even during an angry walkout, do not forget to take he table along with you to make the process more convincing.

It is always advisable to reach a truce before the start of the game and agree upon decent mutual umpiring. This helps to preserve the health of both the players.

Though not the only one, a strategically arranged table layout is given in Figure 1, based on the above points.

Many scholars have aptly suggested that a civilization function within the confines of symbols. This mini TT is civilized enough to assume that the 'ball' position is alit LED and the bats are pushbuttons.