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FINAL REPORT OF DIPLOMA PROJECT

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**MINI TABLE TENNIS GAME
(SCOREBOARD)**

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ABSTRACT

This project is about electronic games. Tell us a very simple concept in how the number generated at a scoreboard.

Using some common ICs and other passive component we also can learn about the functioning of the component itself.

This project also can help ourselves improved our knowledge in some of the electronics component that always been used in engineering.

For the entire project, we can learn how to make our own simple mini table tennis game.

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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 off the table.

As in the earlier years, the main source of 'pink pong' continues to be LED's. It is left to the players to choose the spacing of the LED's in a manner appealing to them.

Bearing in mind that improvised TT racket is a pushbutton always 'fixed' to the table, the players are not expected to carry the racket (bat) along, even during an angry workout. To reminds you! If your rules permit a walkout, do not forget to take the table along with you to make the process more convincing.

It is always advisable to reach a truce before the start of a game and agree upon decent mutual umpiring.

This helps to preserve the health of 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 a lit LED and the bats are pushbutton.

1.1 Principle of Operation.

Once the equipment is ready, serve the ball to the center of the court by pressing the re-serve key. Either the players should be very alert or else the ball will go back to the old position, leaving a constant grin on one of the player's face. Since he might have scored a point over the other. On continuous re-serves the foresail grin may exchange faces, ultimately settling down on one player's face with a growl. If you're playing with a split personality (alone), it too ensures the same sequence and success.

But who will keep the scores? Traditionally, it is left to those who can count, so here we have two counters as shown in figure 2.1. Each can count up to 99 and can take direct command from the mini TT circuit. The cosmic implications of such advanced breakpoints are truly exciting but generally used for ultrafast games. At low speed, even an unseeded player will get lost into clay court rallies, forcing the players to agree upon