

Roboblog

Qoopers series course

Section 14 《Finger-guessing Expert A》

Curriculum objectives

Knowledge and skill

1.Complete structure building of finger-guessing expert;

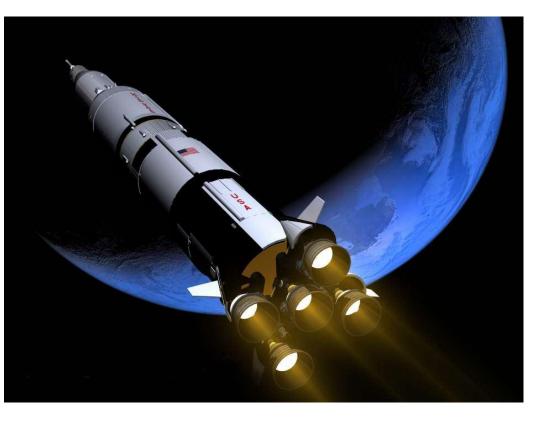
Process and methods

1. Exercise students' creative ability with structure building;

Emotional attitude and values

1.In the curriculum learning, train students to obtain happy in the game.

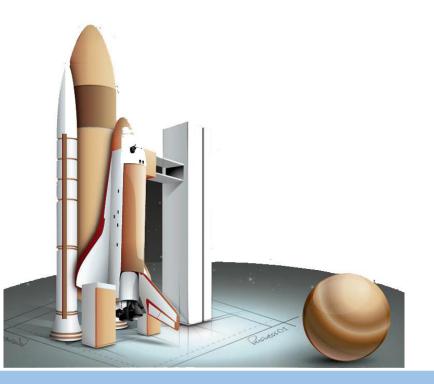




Qoopers return to earth successfully after finishing planet exploration task, and bring numerous Metal Block planet data, which provide great help for outer space research.

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After Qoopers return to earth research and development base, they surprisingly found that base members are creating a new member——Finger-guessing expert. It is said that if research is successful, it will be proficient at finger-guessing, this future new member has draw Qoopers members curiosity.

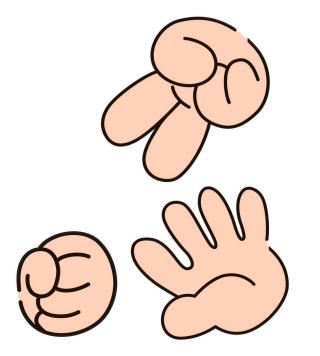


Engineers research appearance configuration and how to build an image that diversified in appearance all the time.

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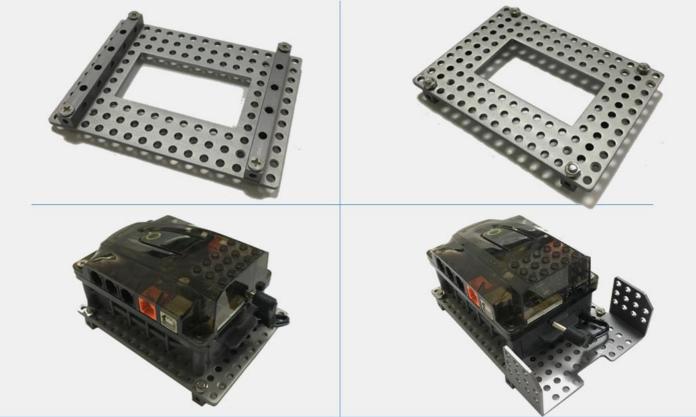
Actually, Finger-guessing expert can finger-guessing in the way that it detect us show shape of hand by ultrasonic sensor, at the same time, it will show stone, scissors and paper randomly in the LED matrix screen.





What is the modelling of Finger-guessing expert? Are you have good ideas to design new member of Qoopers?











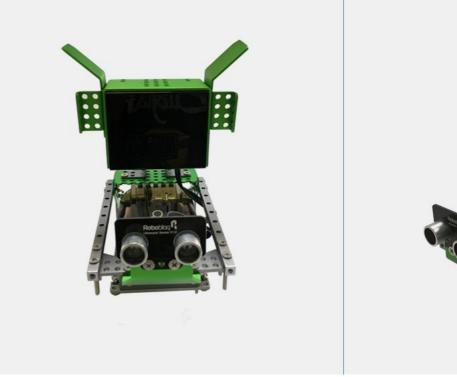




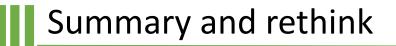














1.Think about that how Fingerguessing expert shows stone , scissors, paper randomly?





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