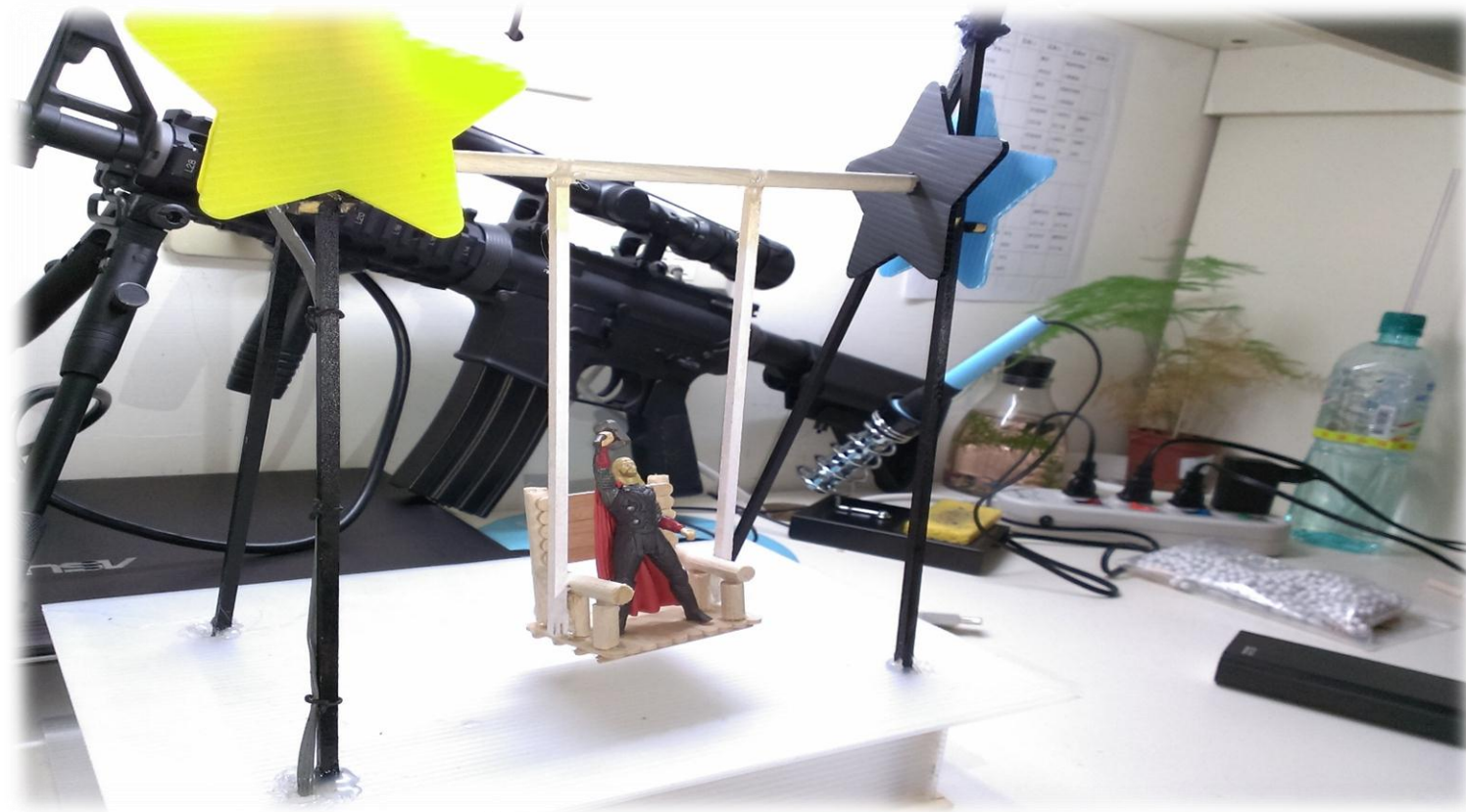


第四組

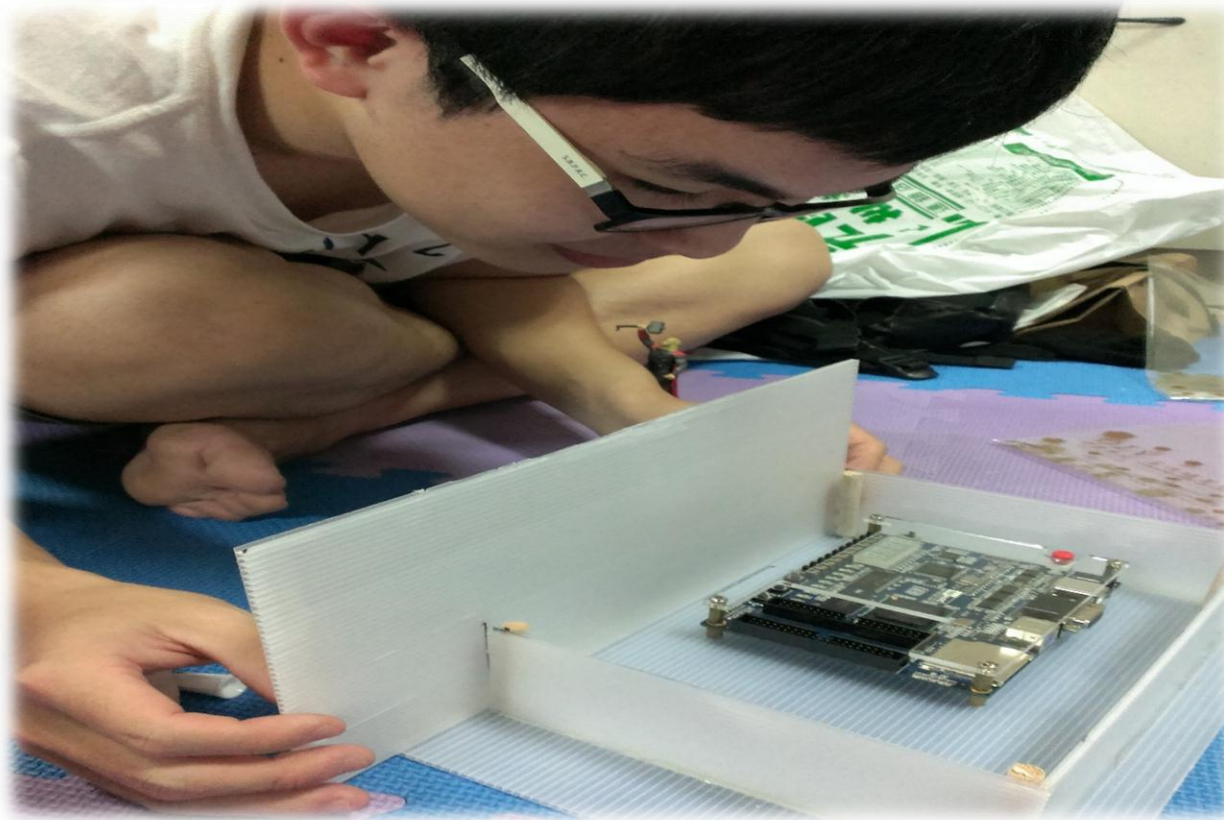
創意盪鞦韆

成員: B10201049 陳思穎 B10201051 呂奇峰 B10201053 康全崧
B10201057 董建宏 B10201059 陳昱勤 B10201061 張哲明

主題：鞦韆



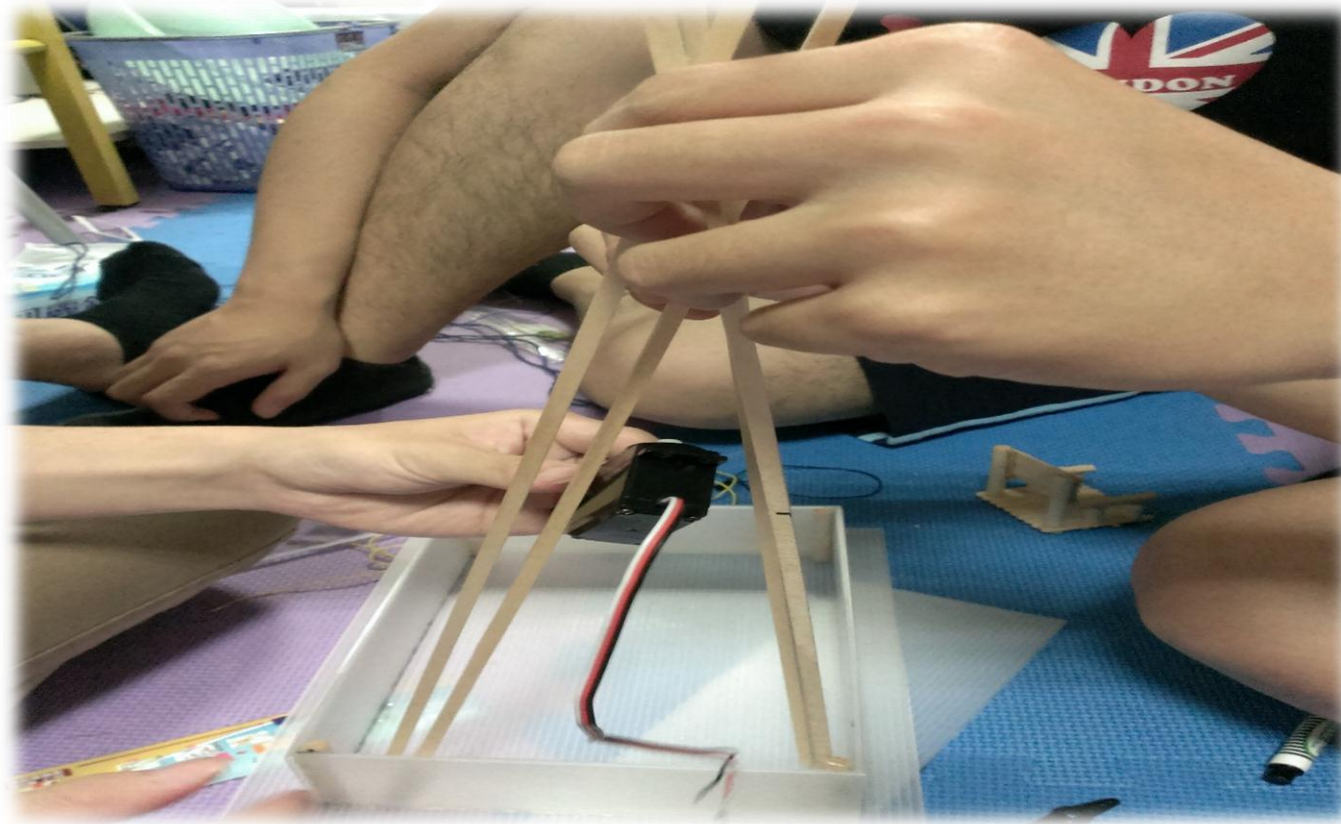
步驟一：完成底座並放入晶片板



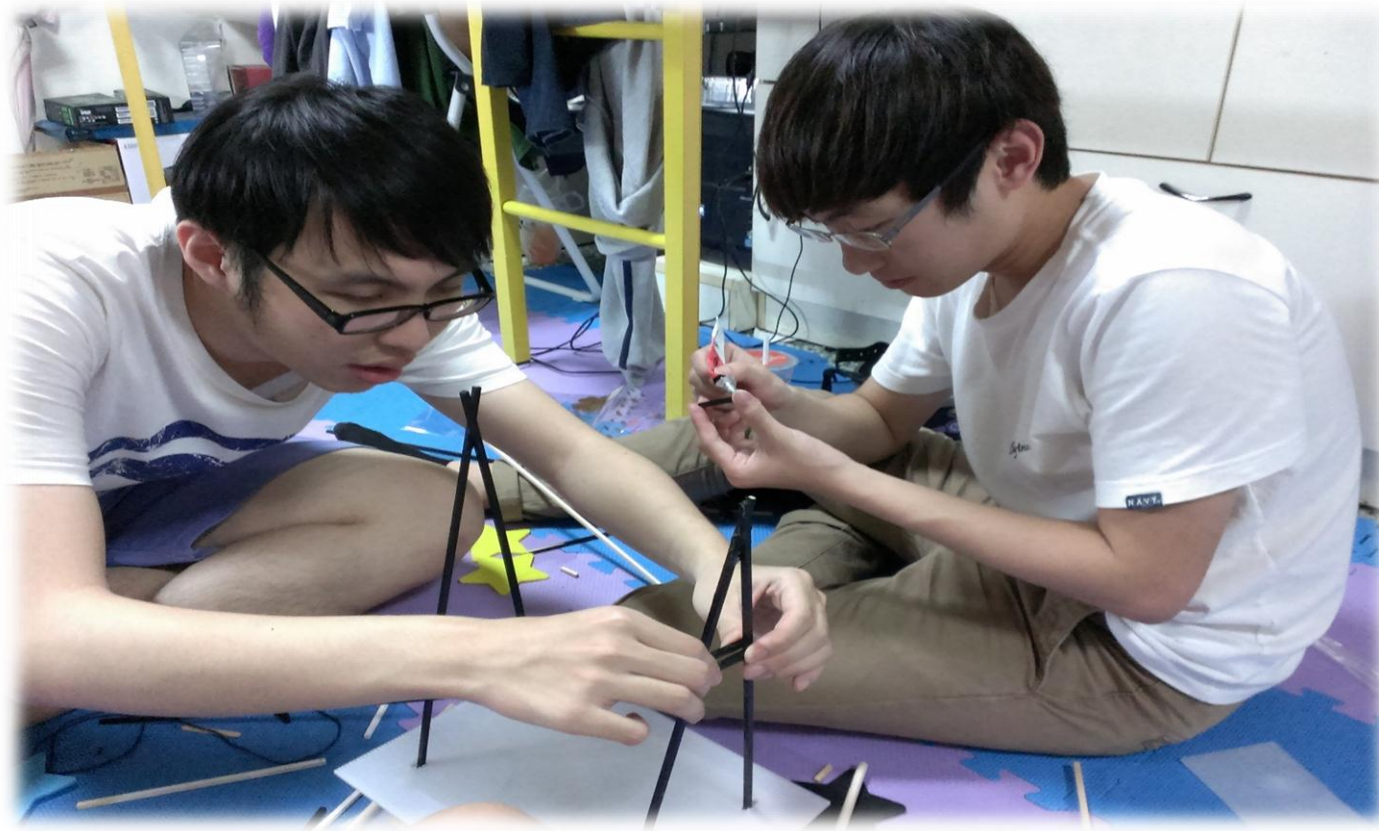
步驟二：測量支架長度並裁切



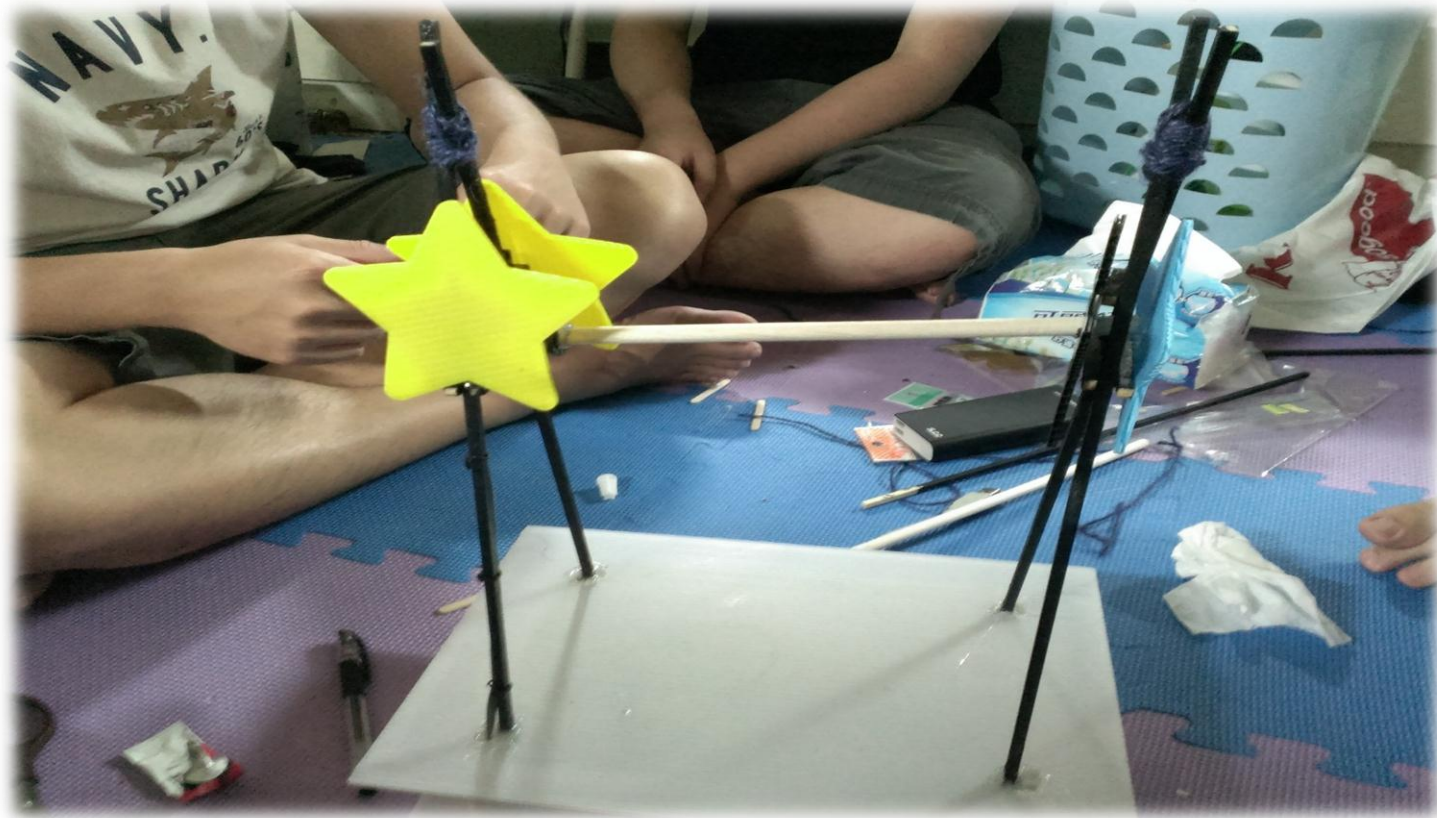
步驟三：架起支架並安裝馬達



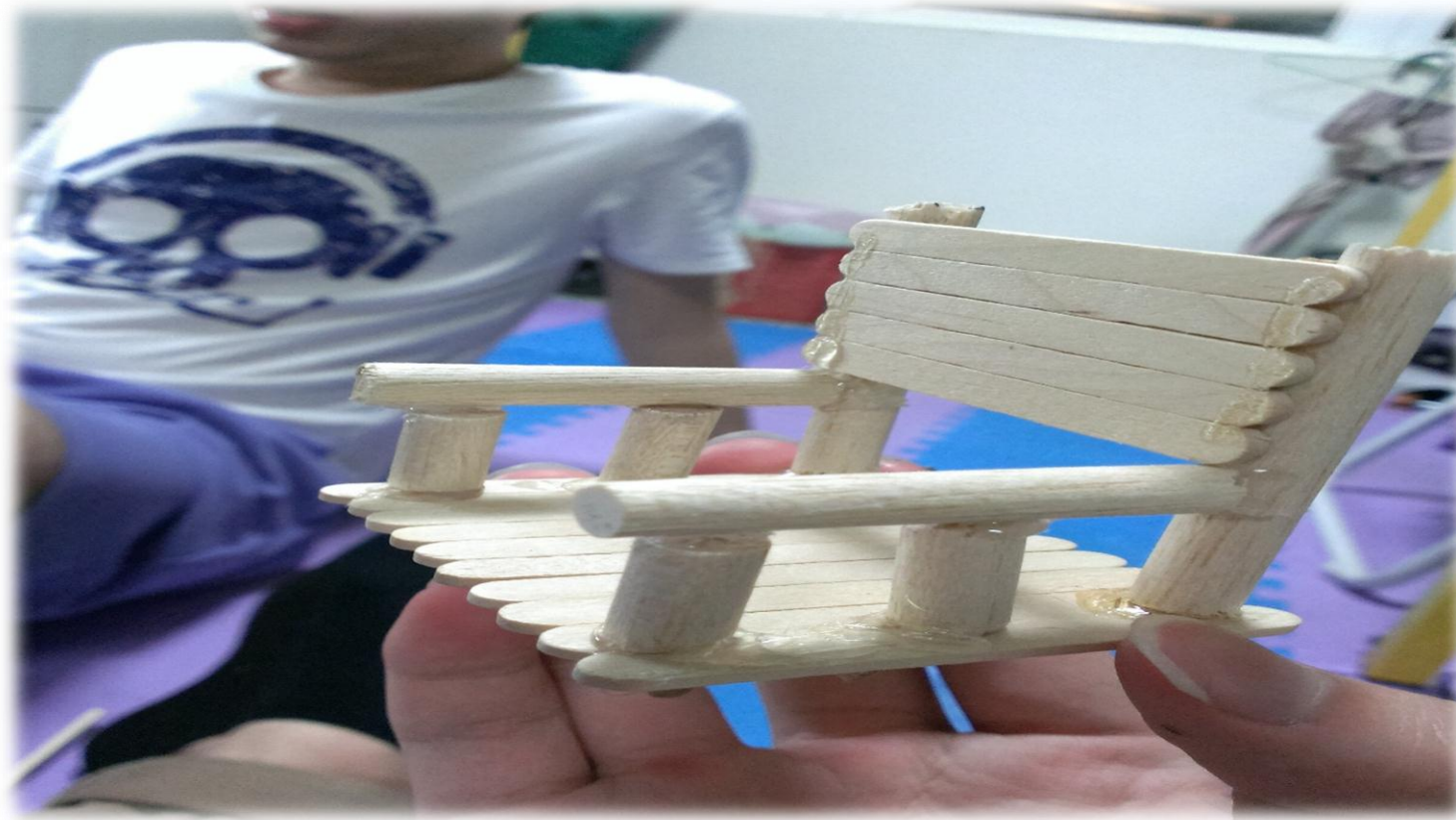
步驟四：將支架染色並裝上橫竿



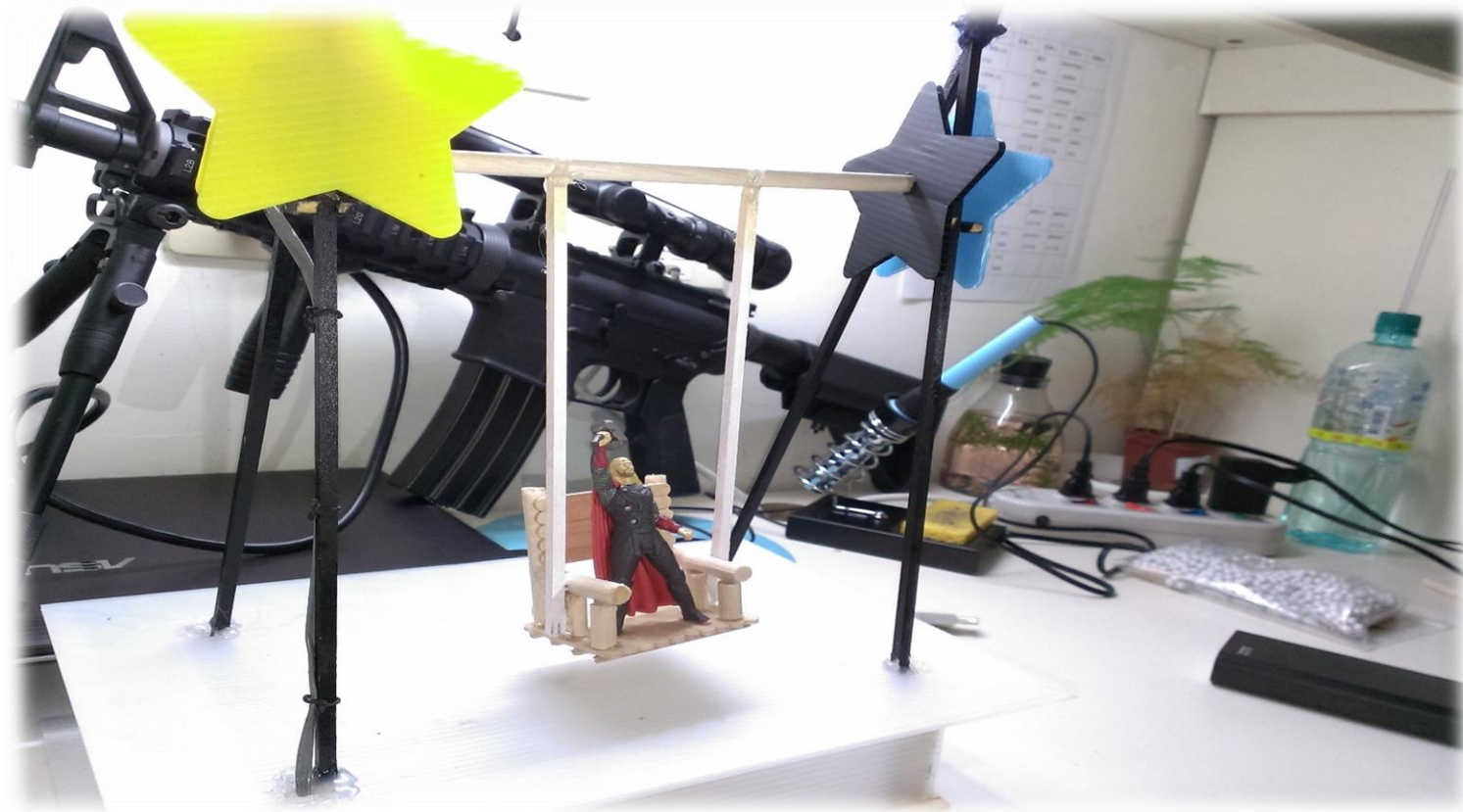
步驟五：裝上轉軸並貼上裝飾星星



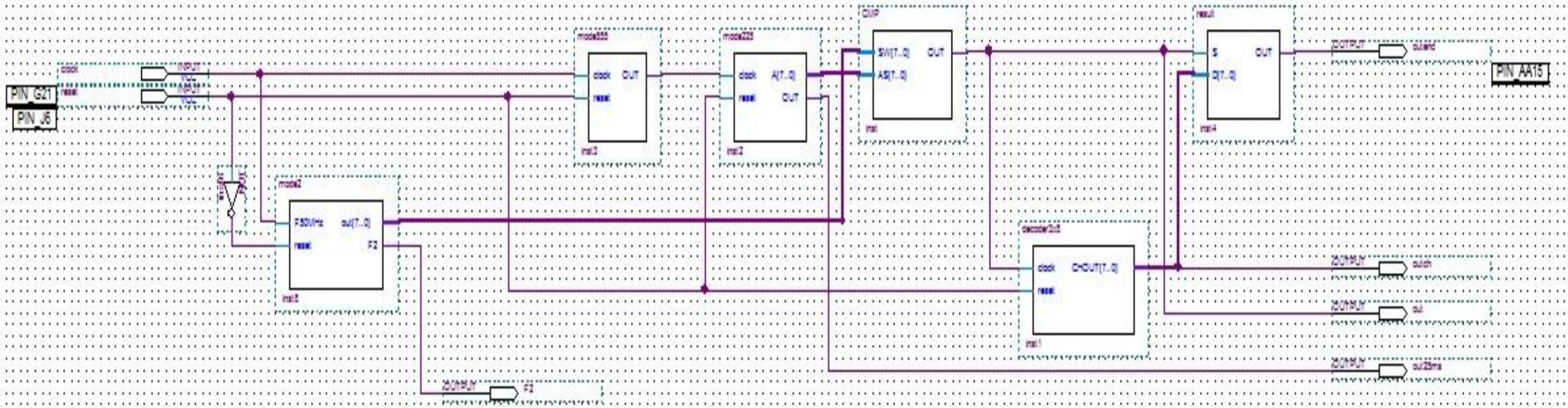
步驟六：製作鞦韆



步驟七：裝上鞦韆並放置雷神索爾



電路圖



程式碼

```
module all(clock,reset,SW,outend,out25ms,outch,out);
    input  clock,reset;
    input  [7:0]SW;
    output outend,out25ms,outch;
    output out;
    wire   k;
    wire   [7:0] p;
    mode555 U1(
                                .clock(clock),
                                .reset(reset),
                                .OUT(k)
                                );
    mode225 U2(
                                .clock(k),
                                .reset(reset),
                                .OUT(out25ms)
                                );
    CMP U3(
            .SW(SW),
            .AS(P),
            .OUT(out)
            );
    decoder3x8 U4(
                                .clock(out),
                                .reset(reset),
                                .CHOUT(chout)
                                );
    result U5(
            .S(out),
            .D(outch),
            .OUT(outend)
            );
endmodule
```