The Bomb

Real-Time systems project abstract

The aim of the project is to design and build a system, which will simulate a bomb with several effects using real-time programming. When the bomb is switched on, a countdown is initiated, accompanied by light and sound effects, for which light and sound sensors will be used. If the countdown reaches zero, the bomb „explodes“.

The bomb can be defused by inputting a code. After entering an incorrect code, the speed of the countdown will be increased.

Additionally, some mechanisms will be built in (using the remaining sensors) to prevent defusing the bomb without knowledge of the correct deactivation code. An effort to deactivate the bomb in a different way than inputting the correct code should lead to an immediate explosion.

We have decided to use the NXC compiler to program described system.

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