Visual Control

Garcia Ibarra, Jose (School: Colegio de Estudios Cientificos y Tecnologicos del Estado de Coahuila)
Rodriguez Castillo, Cristian (School: Colegio de Estudios Cientificos y Tecnologicos del Estado de Coahuila)
Perez Martinez, Juan (School: Colegio de Estudios Cientificos y Tecnologicos del Estado de Coahuila)

Currently technological advances are continuously observed and one of the areas that must happen is Mechatronics, through mechanical, electronic and computer systems; where the use of control cards is widely required. That is why it is necessary to have a software and mobile application to program these cards in a simple way Visual Control is a software and application that has the purpose of programming the Arduino Uno card in a simple and visual way, by managing images that are placed sequentially maintaining a program structure and without the need to master a programming language. The objectives of the project is to be a tool to program in a simple but effective way and allow a greater number of people to start their journey in microcontroller programming regardless of their age or knowledge To verify the functioning of visual control, it is essential that teachers of educational institutions where subjects related to the programming of microcontrollers are taught, use the software or the mobile application according to the resources available to the students or the school, with the purpose of which the users can compare the way of programming the Arduino Uno card with Visual Control or doing it in the traditional way. For the development of the prototype it is necessary to use equipment such as the computer and the cell phone for the installation of the project, as well as development environments for the development of the software and the mobile application.

Awards Won: