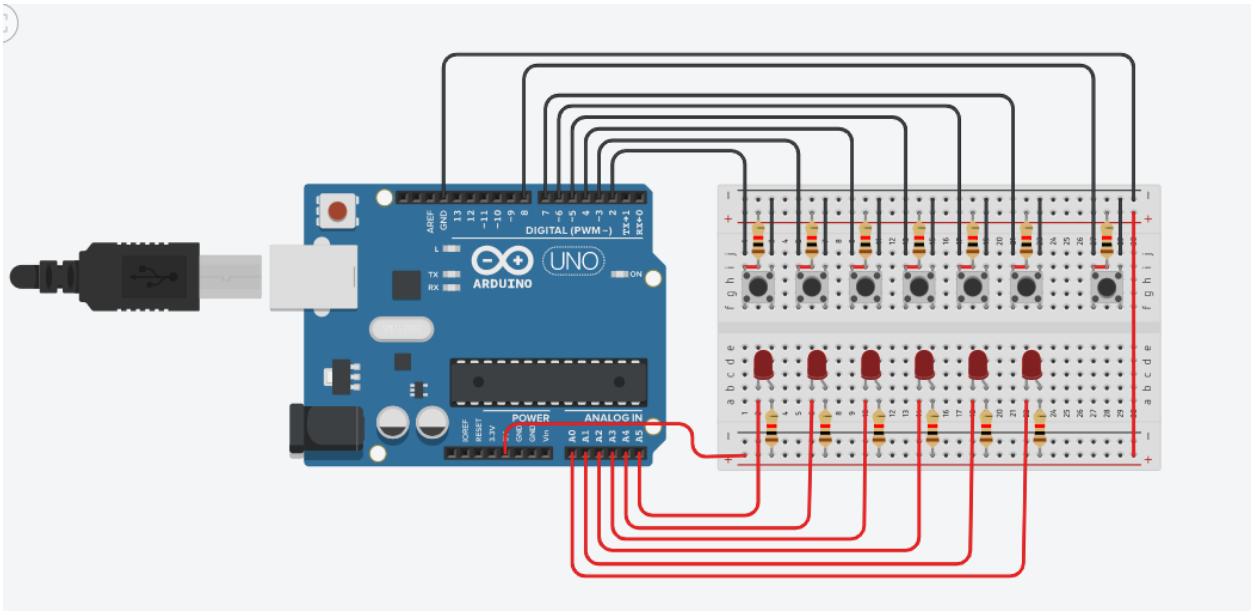
Problem Statement for Button Sequence Recording.



Problem Statement:
To develop a program, to record a sequence of key presses, store it and replay on request.

Description: There are 6 buttons connected at input pins of Arduino. When the user presses the key one by one in a random sequence, Arduino should be able to store it. Once done, on press of the replay button connected separately the sequence of buttons will be played back on 6 output LED connected. It's just like a record and replay feature. It should have interval gaps and press timings as the user had pressed it.

Application: This is to automate any machine input which needs multiple key presses to execute a command.. For example a user of a printing press machine has to press 6 buttons in a specific sequence to give a print command to the machine. Instead of pressing 6 button sequences again and again, users can use your program to record key press sequences and replay them on press of a single button. This will help him save time and effort.

Platform: Participants are recommended to develop a program using the Arduino platform. Also submitted code will be tested using Arduino hardware setup. In case you have other platforms option you can provide demonstration on your hardware software also.

Participate process: to participate in the event there is a pre qualification round. Participants have to submit working code by the deadline date. Code will be executed on the test bench and validated. In case code performs action as per problem statement, you will be qualified for the main event. Main event will be held in hackathon format with continuation of this problem with a twist.

Team size: Participant has to apply individually.