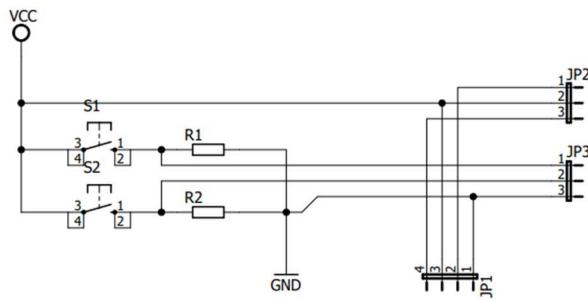
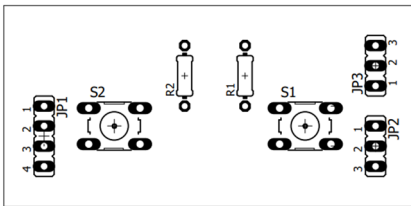


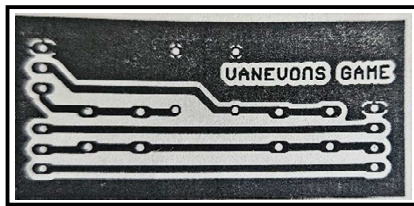
Schéma zapojení:



DPS 1:1 – osazení:



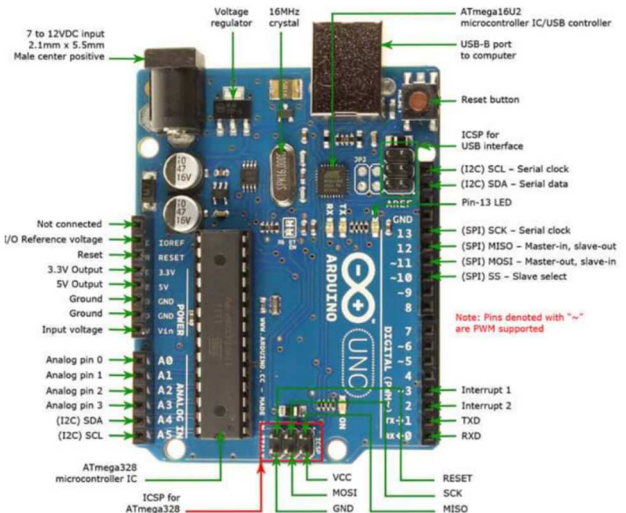
DPS 1:1 – cesty na leptání:



INFO KAM, CO ZAPOJIT:

- JP1: 1: GND U LCD
2: SDA U LCD
3: VCC U LCD
4: SCL U LCD
- JP2 1: SDA U ARDUINO
2: VCC (5 V) U ARD.
3: SCL U ARD.
- JP3 1: P3 U ARD.
2: P2 U ARD.
3: GND U ARD.

NAPÁJENÍ JE Z ARDUINA



```
#include <Wire.h>
#include <LiquidCrystal_I2C.h>

LiquidCrystal_I2C lcd(0x27, 16, 2);

int tlacPin = 2;
int stavTlac = 0;
unsigned long startTime;
bool gameStarted = false;
int tlacPin2 = 3;
int stavTlac2 = 0;

void setup()
{
  pinMode(tlacPin, INPUT);
  pinMode(tlacPin2, INPUT);
  lcd.init();
  lcd.backlight();
}
```

1/3

deklarace

```
void loop() {
  stavTlac = digitalRead(tlacPin);
  stavTlac2 = digitalRead(tlacPin2);

  if (gameStarted) {
    if (stavTlac == HIGH) {
      unsigned long endTime = millis();
      unsigned long reactionTime = endTime - startTime;
      if (reactionTime > 0) {
        lcd.clear();
        lcd.setCursor(0, 0);
        lcd.print("Cas reakce: ");
        lcd.setCursor(9, 1);
        lcd.print(reactionTime);
        lcd.print(" ms");
        gameStarted = false;
        delay(2000);
      }
    }
    else{
      lcd.clear();
      lcd.setCursor(0, 0);
      lcd.print("NEPODVADET");
      gameStarted = false;
      delay(2000);
    }
  }
}
```

2/3

Reakční tlačítko

```
} else {
  if (stavTlac2 == HIGH) {
    lcd.clear();
    lcd.print("Priprav se...");
    delay(random(1000, 5000)); // ceká nahodny cas mezi 1 a 5 sekundami
    lcd.clear();
    lcd.setCursor(0, 0);
    lcd.print("Stiskni ");
    lcd.setCursor(7, 1);
    lcd.print("tlacitko!");
    startTime = millis();
    gameStarted = true;
  }
}
}
```

3/3

Začátek hry

ZDROJE S KTERÝMI JSEM
PRACOVAL:www.youtube.comwww.itnetwork.czwww.circuitbasics.com