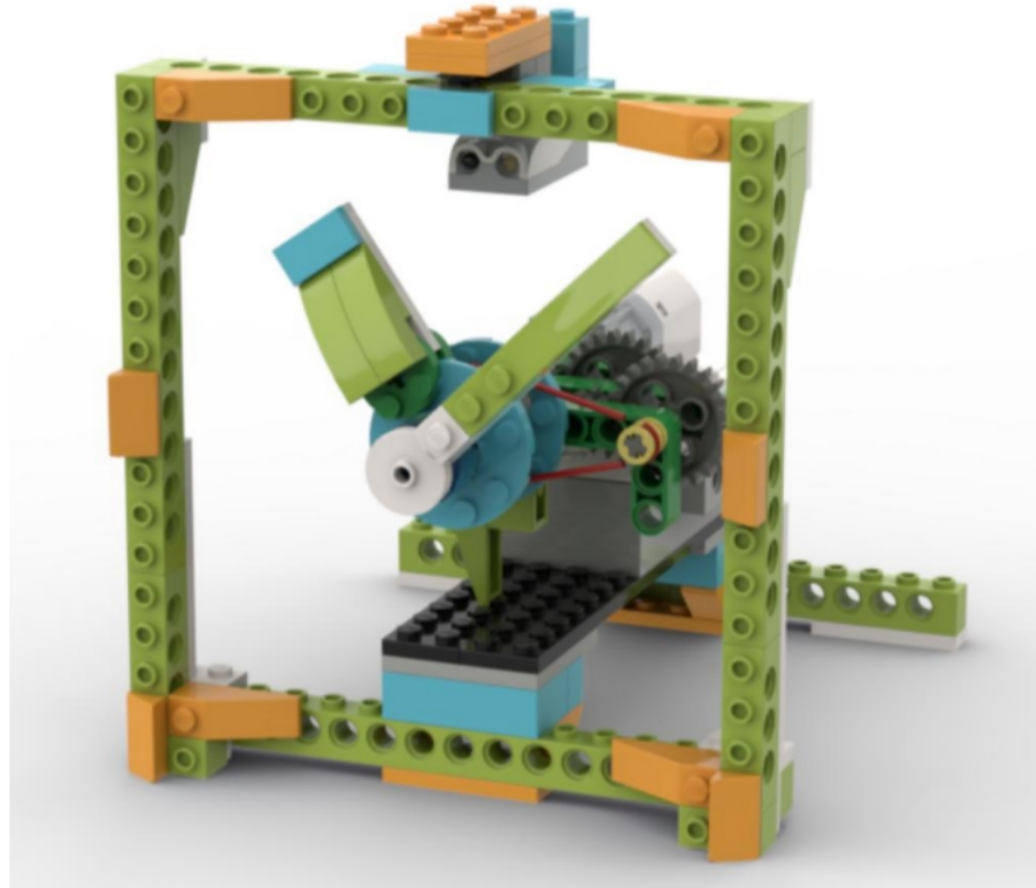


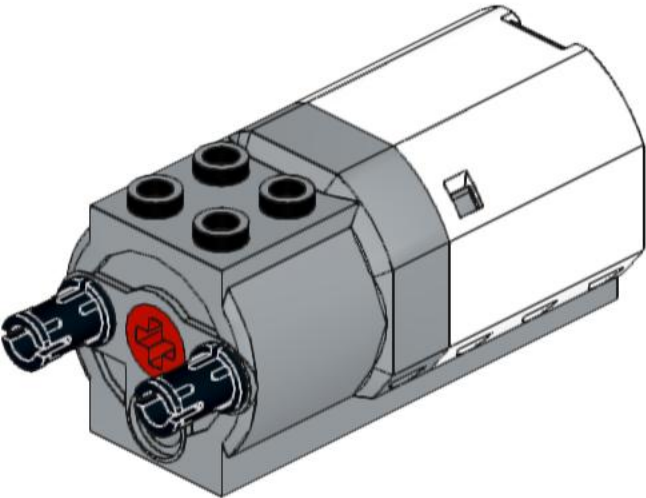
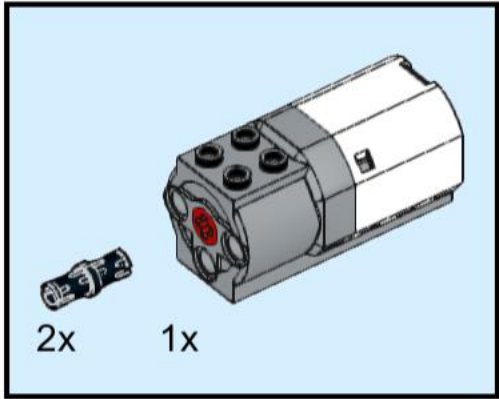
Клуб робототехников / Лего / Ардуино / Уроки

Часы

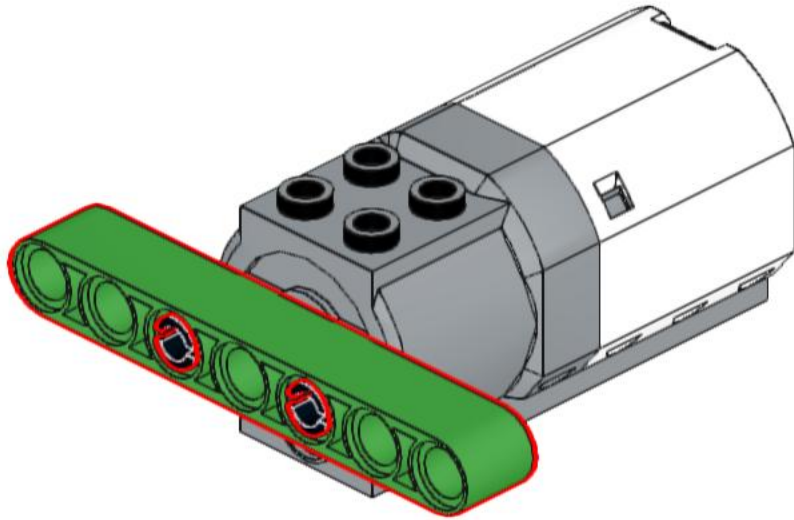
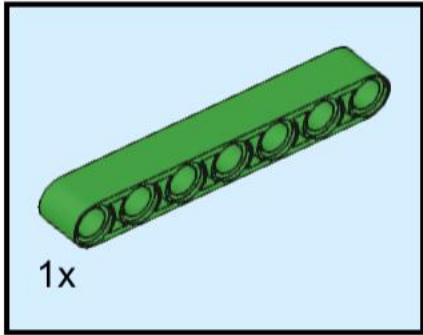
WeDo2



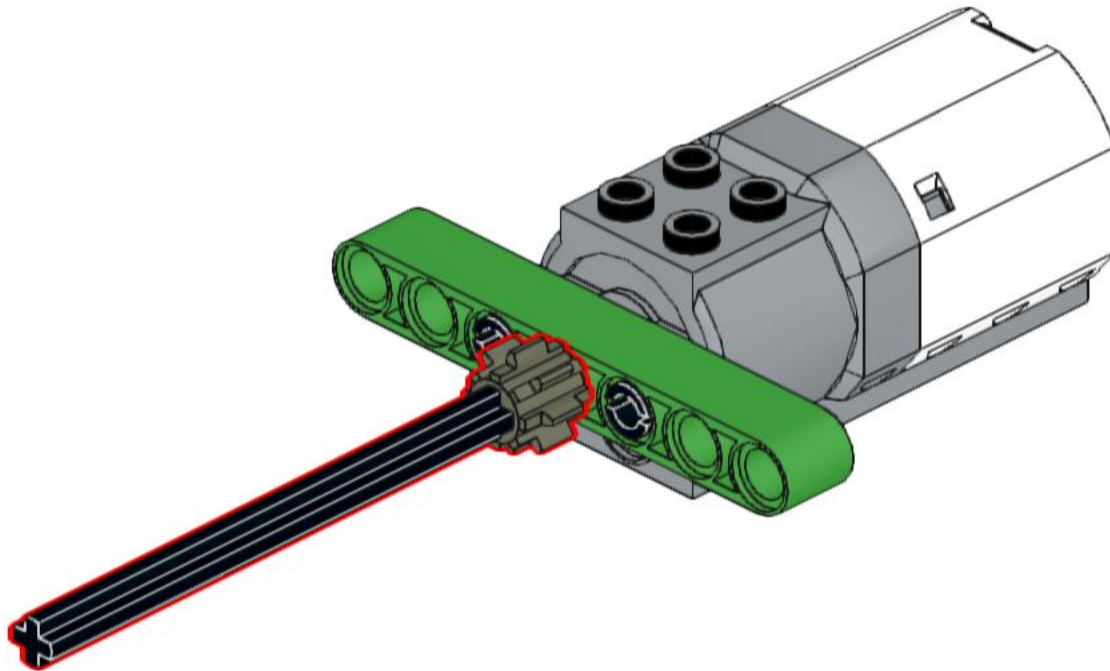
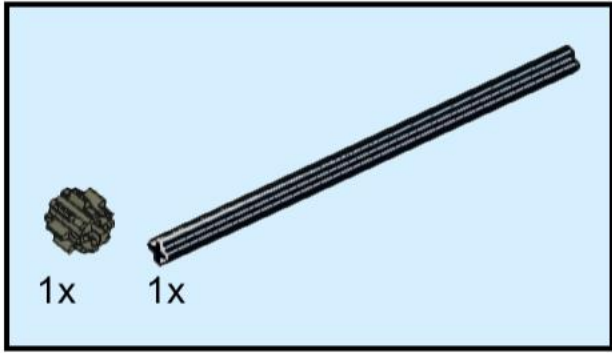
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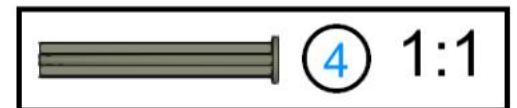
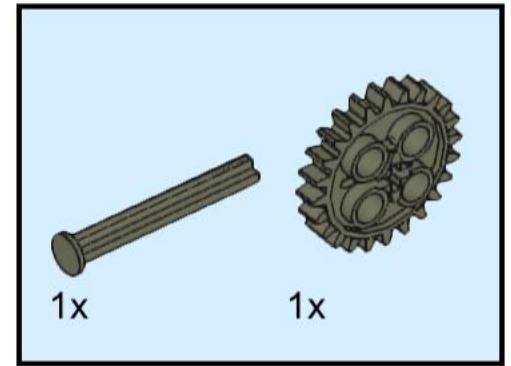
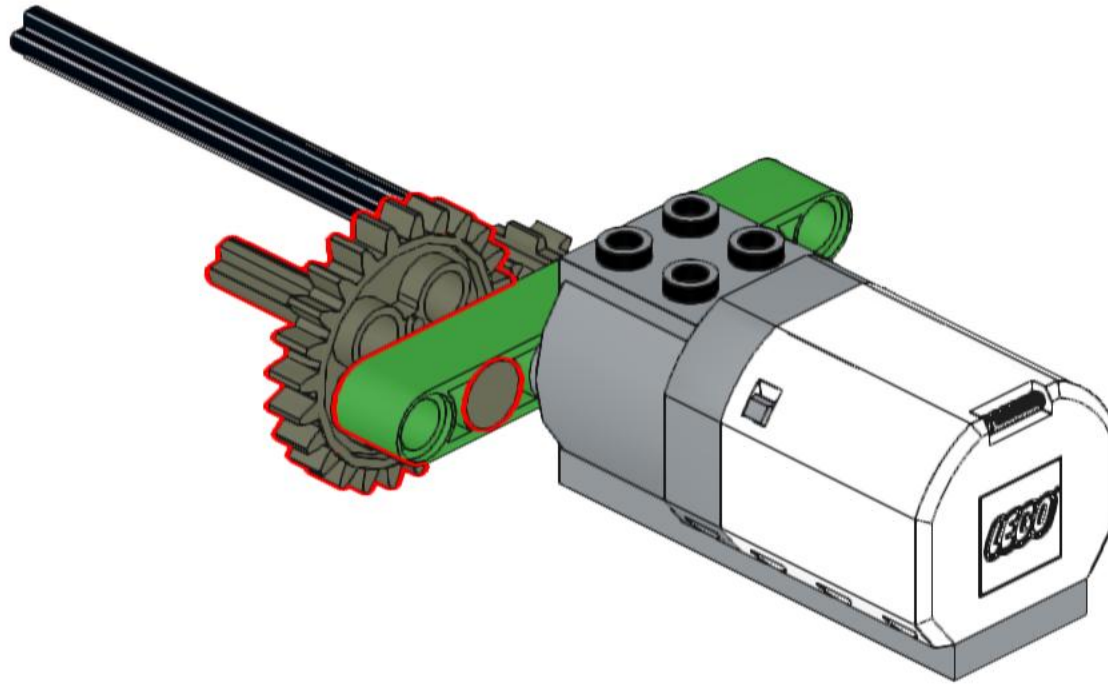
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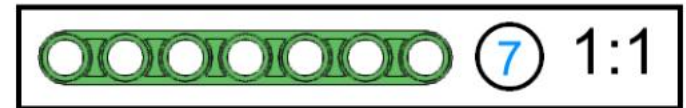
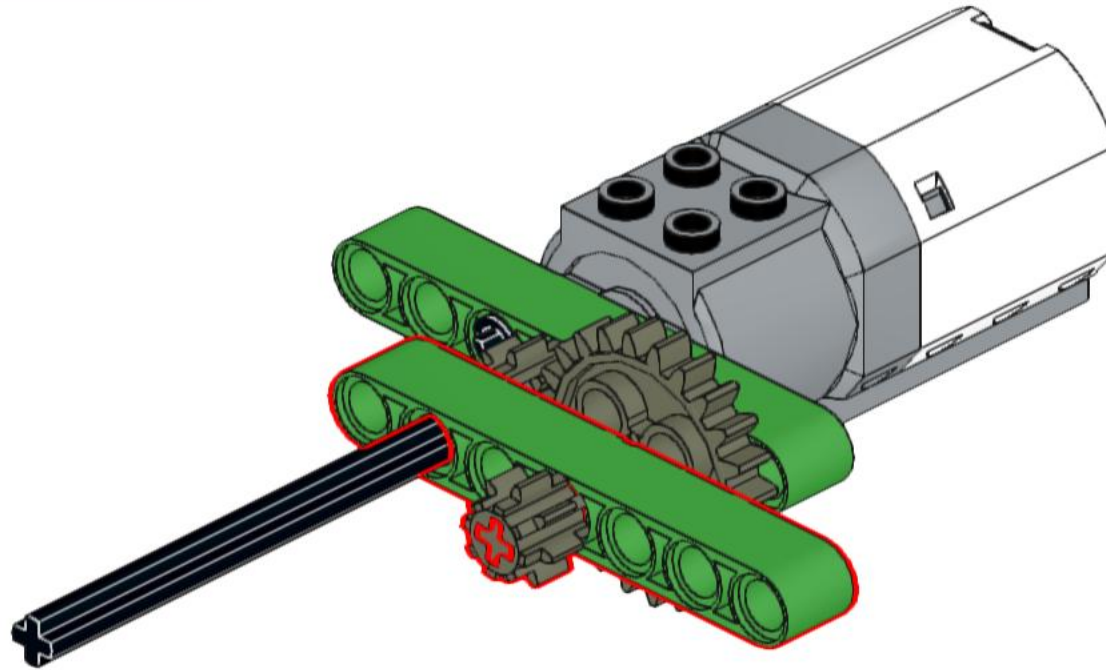
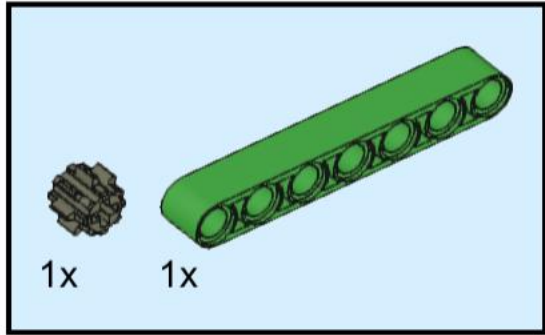
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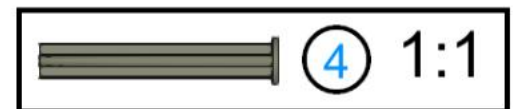
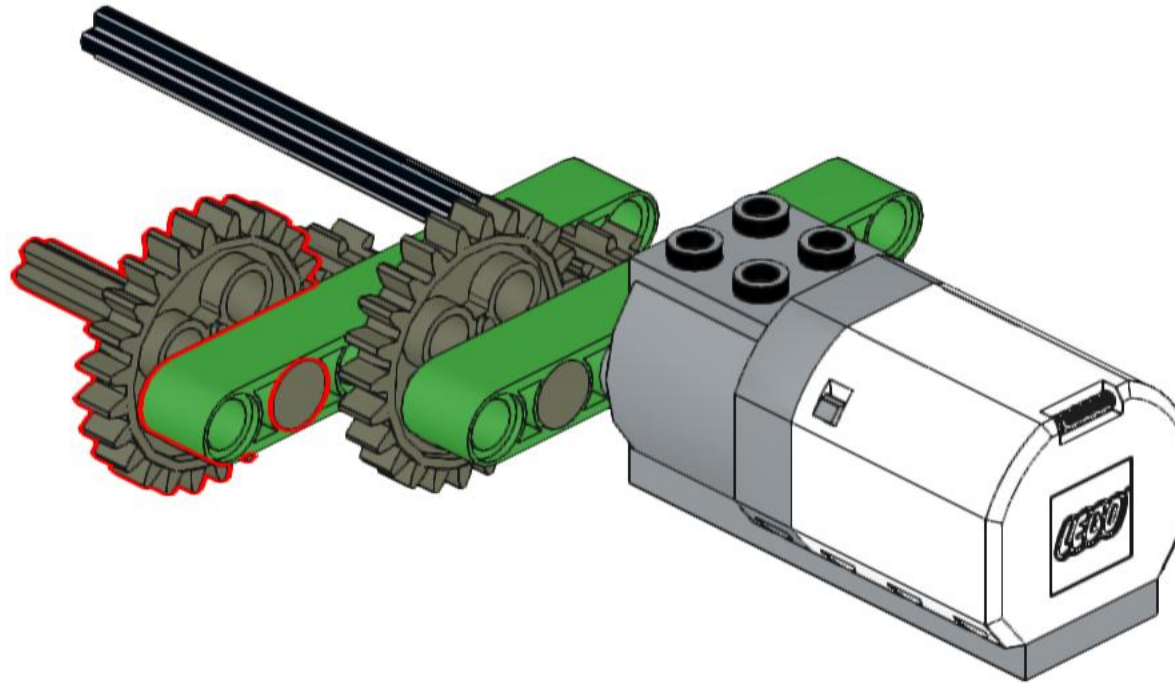
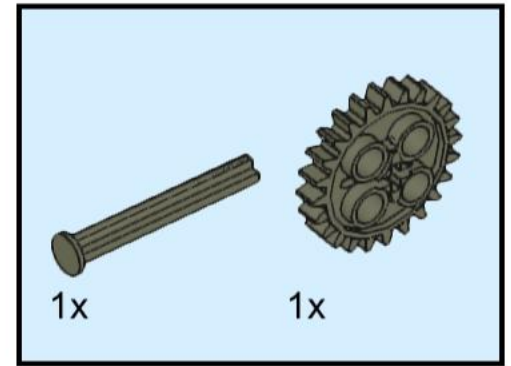
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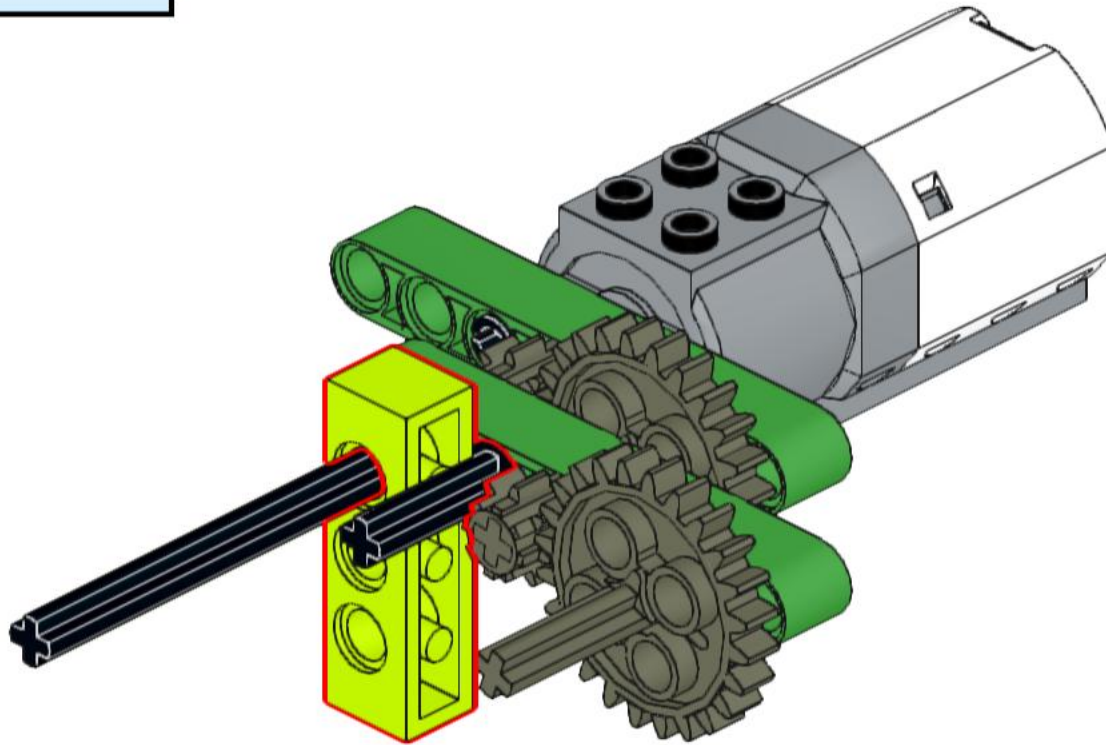
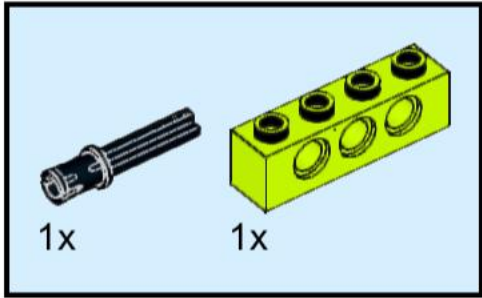
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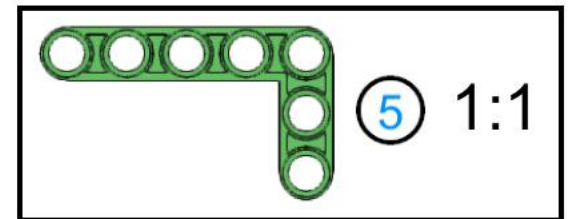
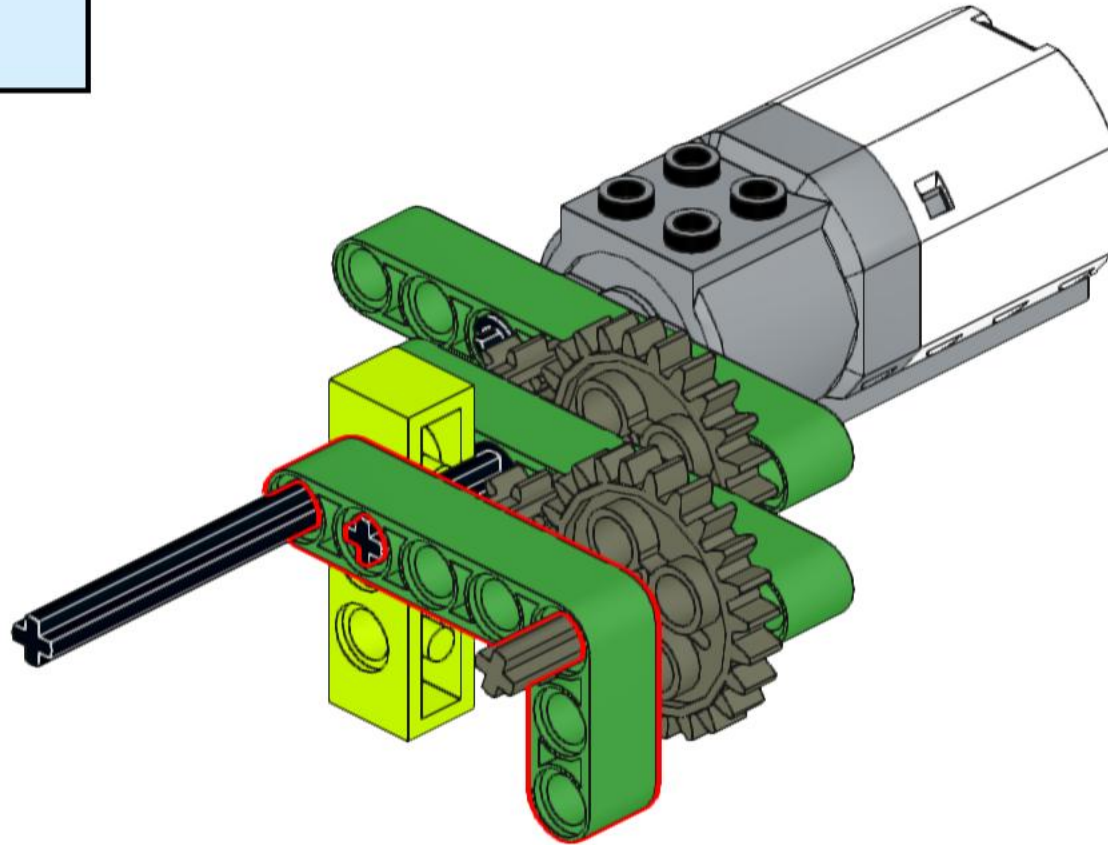
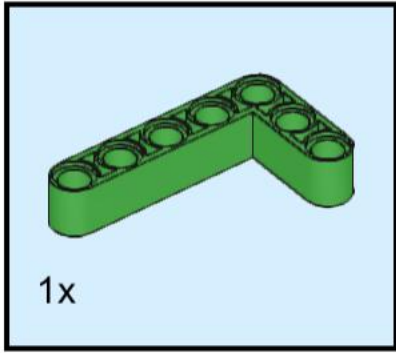
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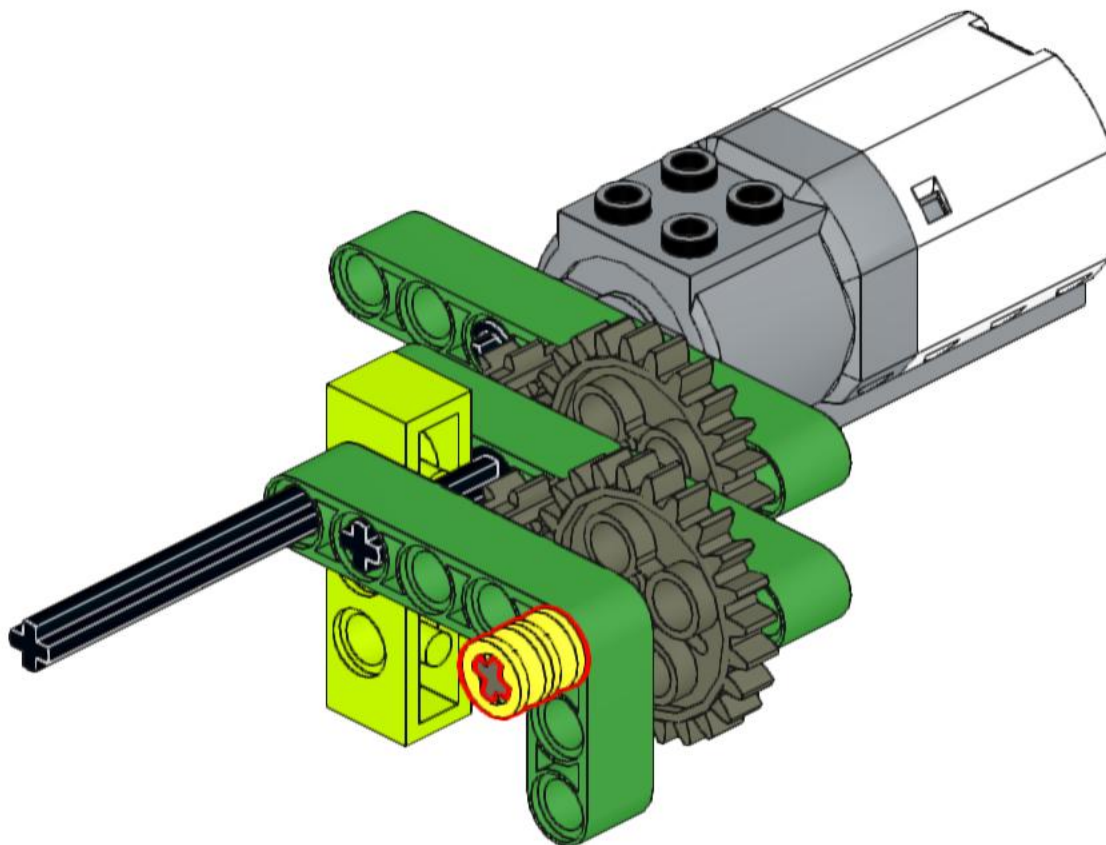
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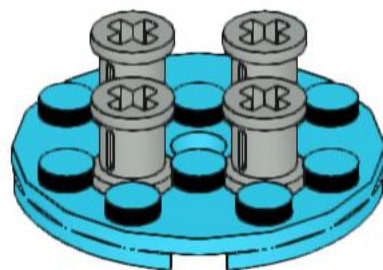
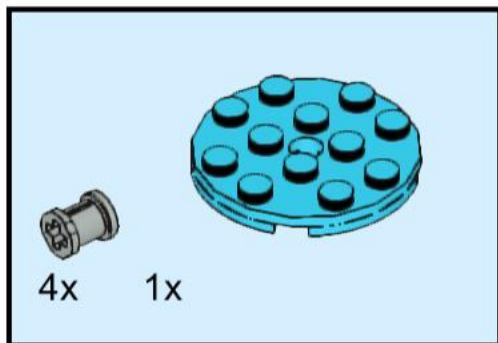
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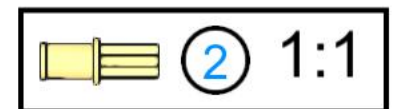
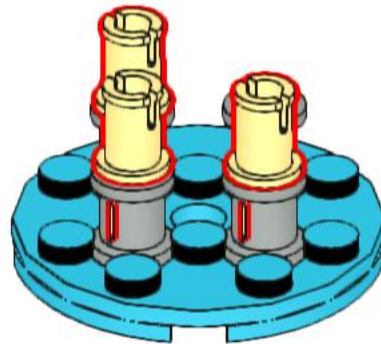
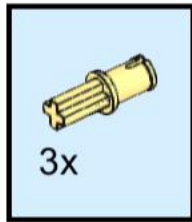
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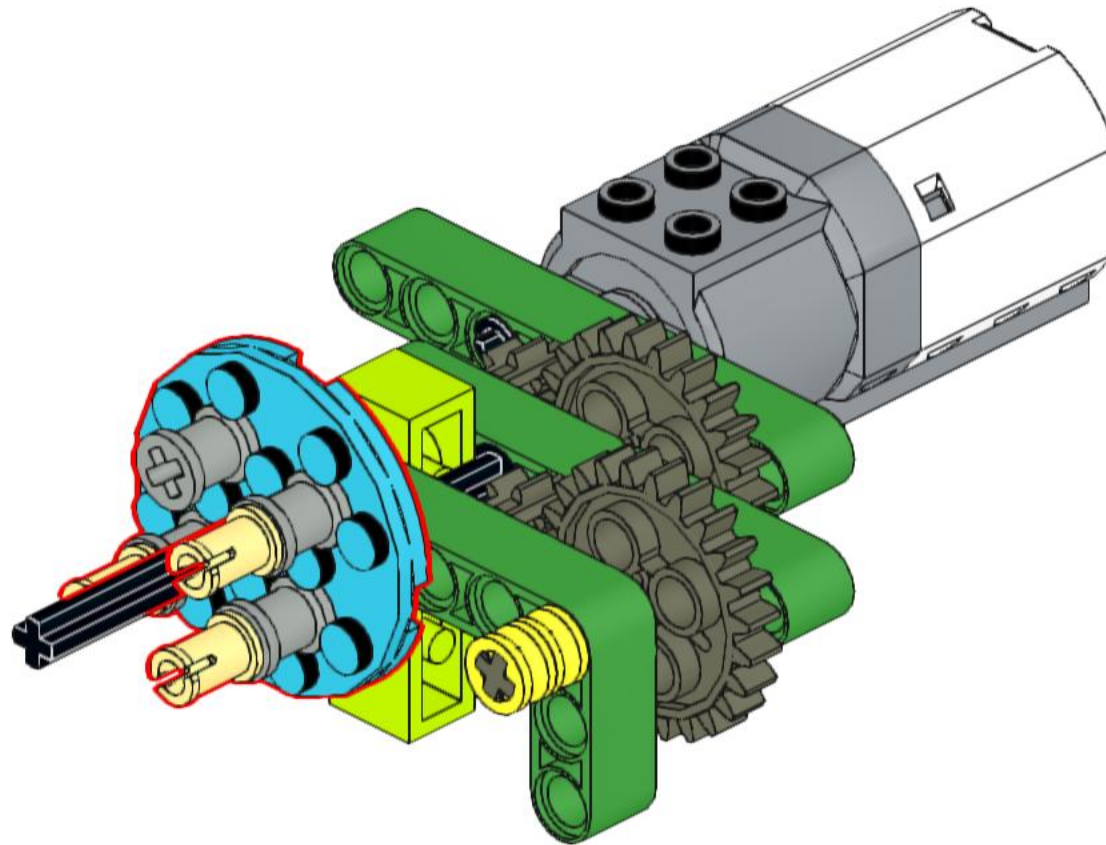
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11

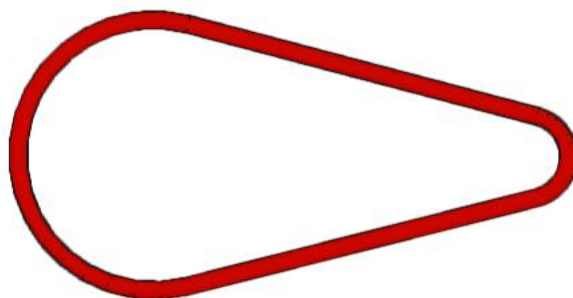


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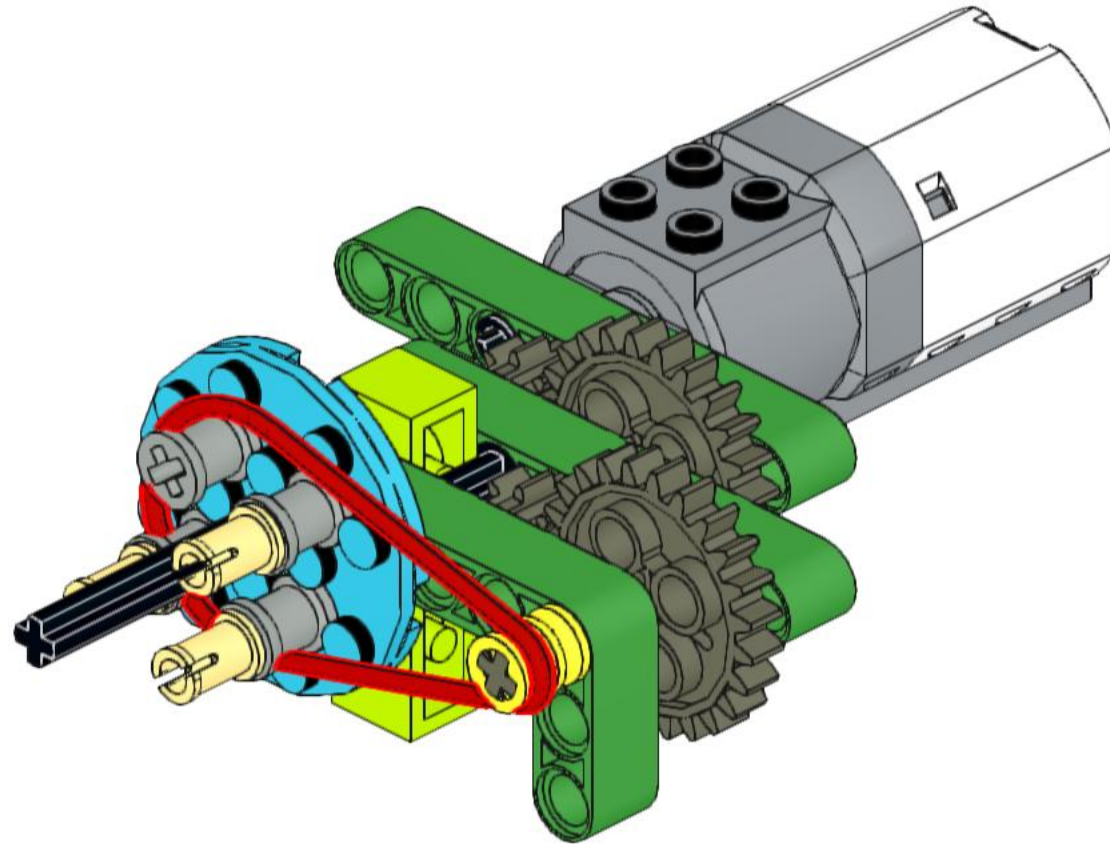
13

Найдите красный ремень!

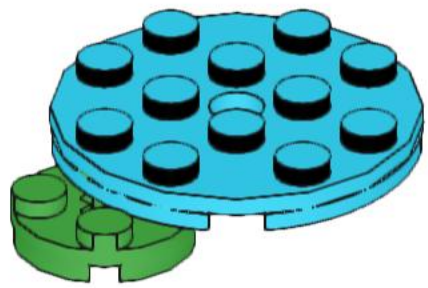
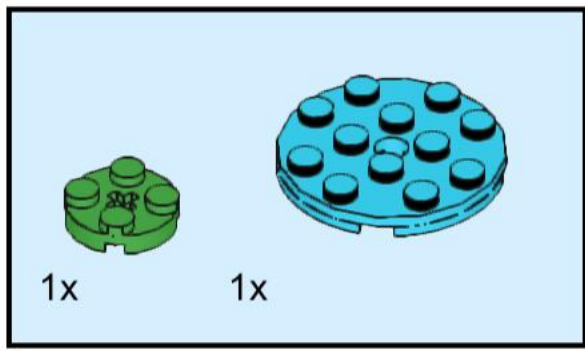


Догадайтесь, куда его нужно установить, чтобы получилась ременная передача?

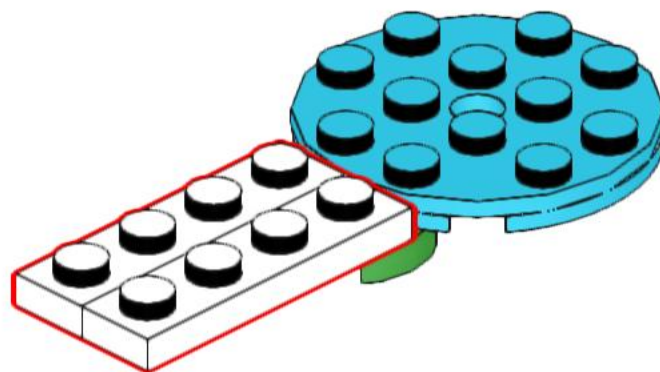
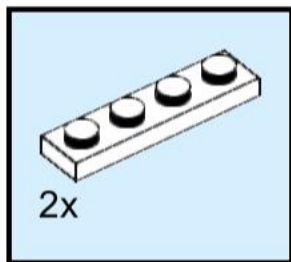
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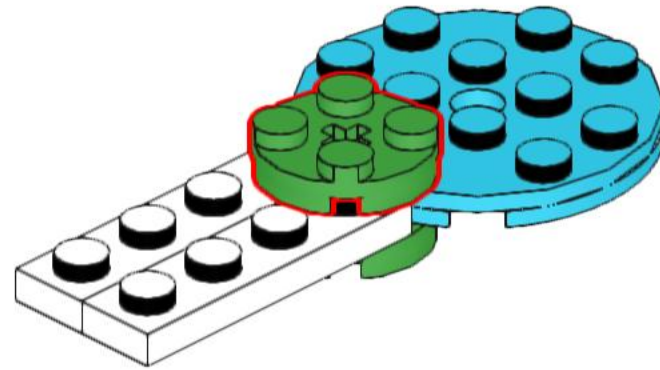
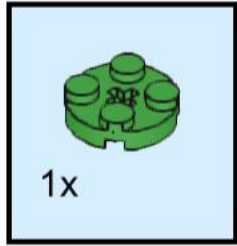
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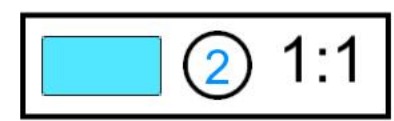
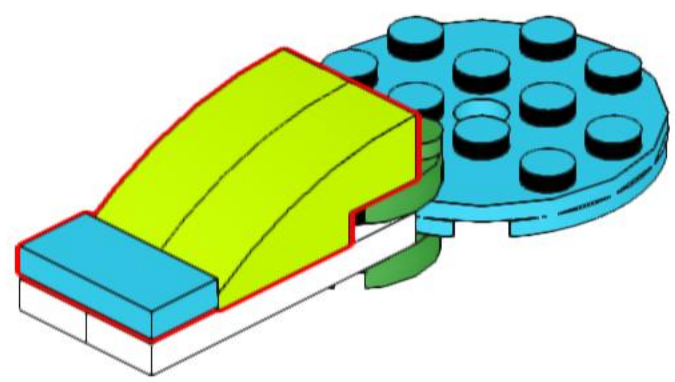
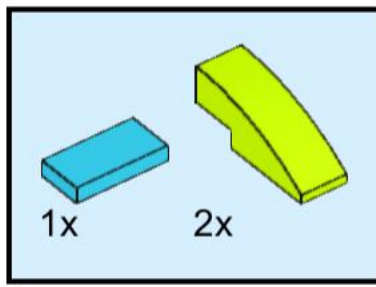
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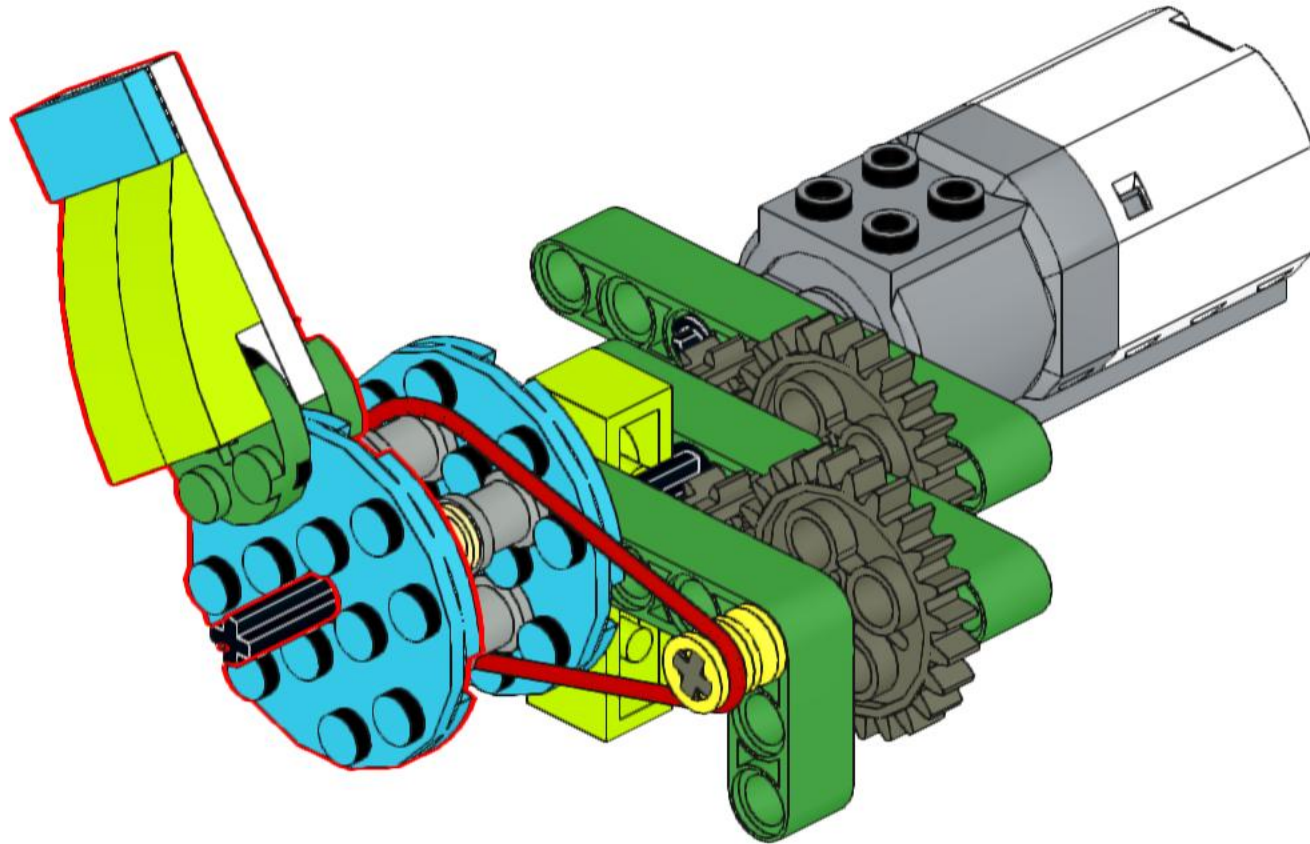
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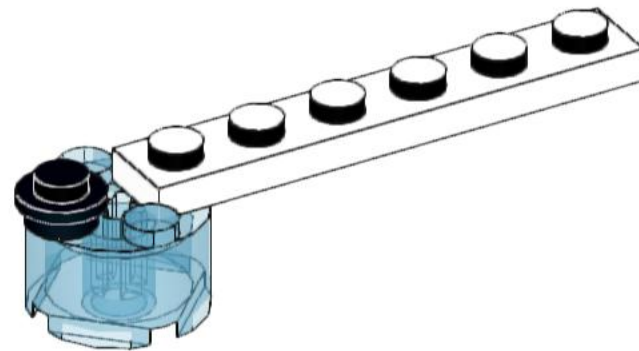
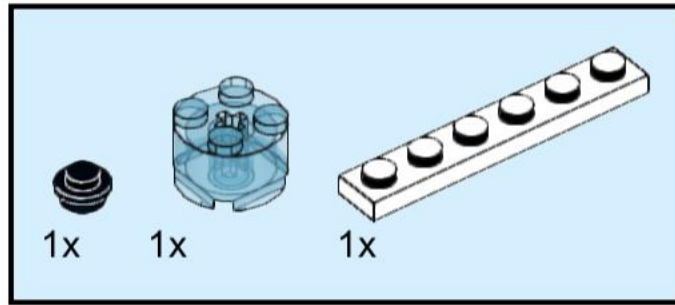
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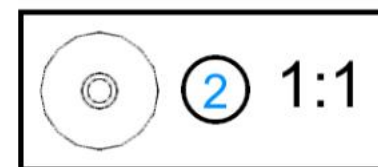
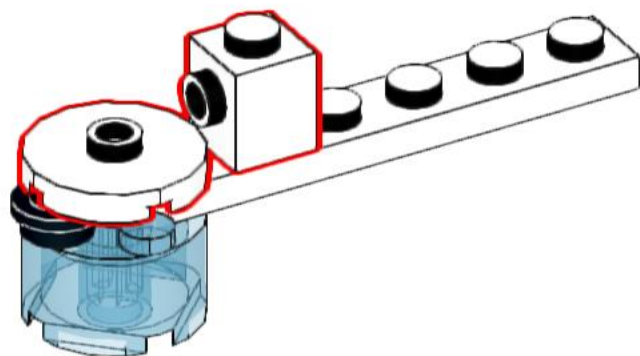
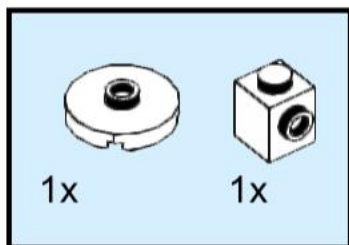
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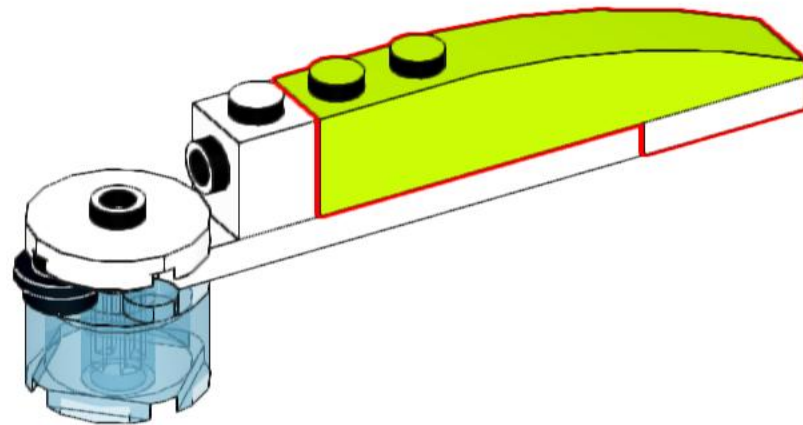
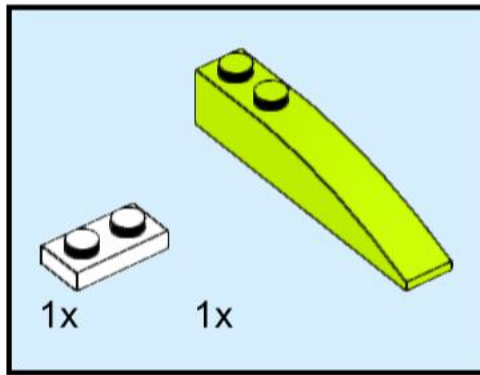
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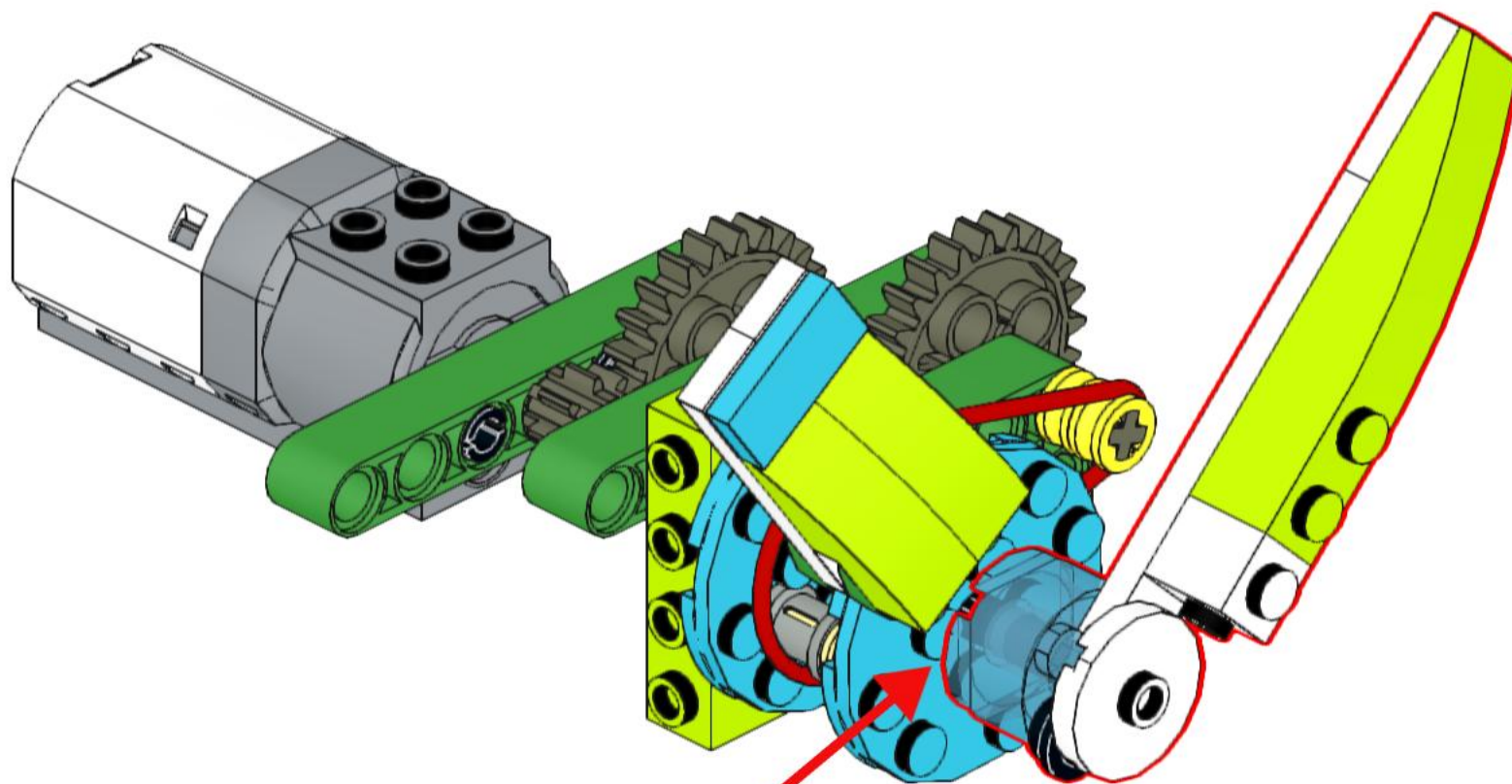
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22

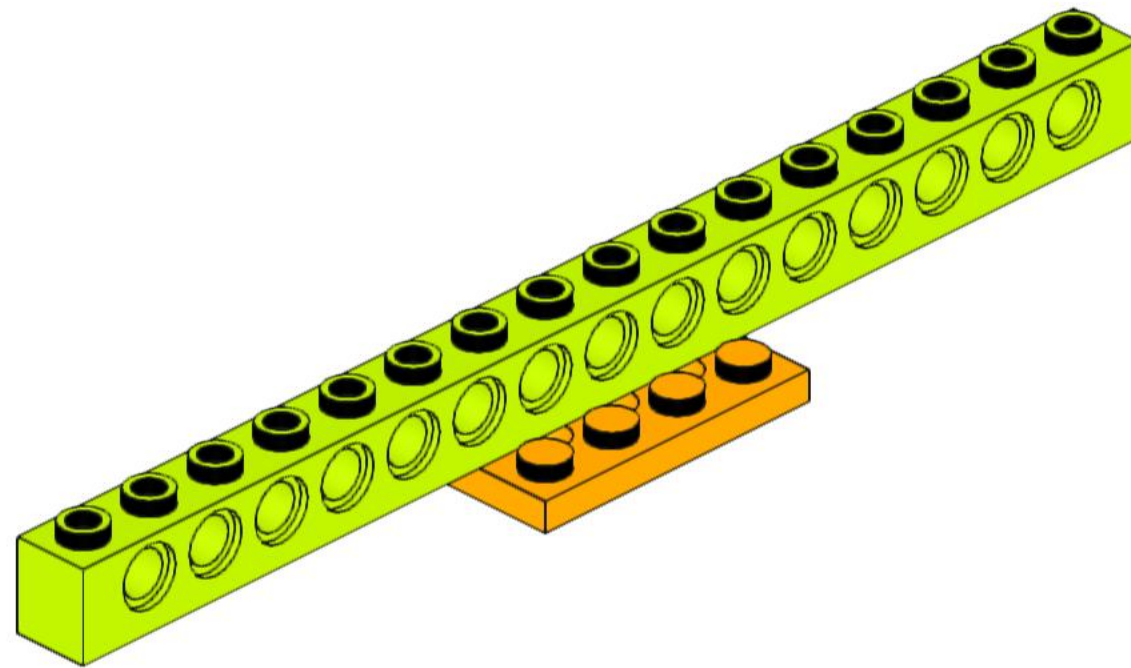
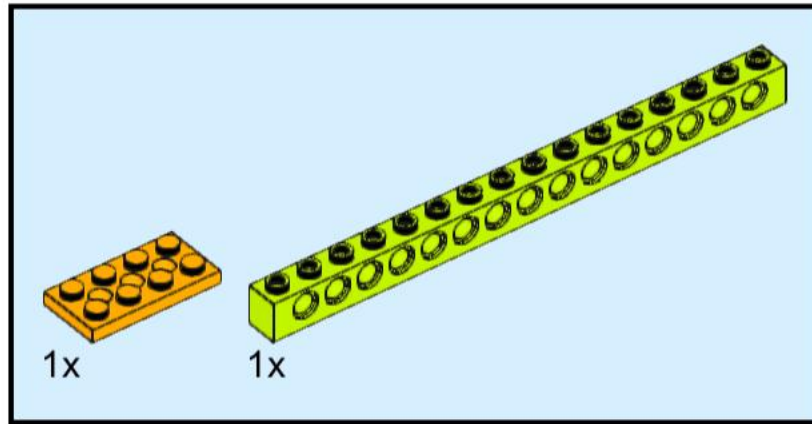


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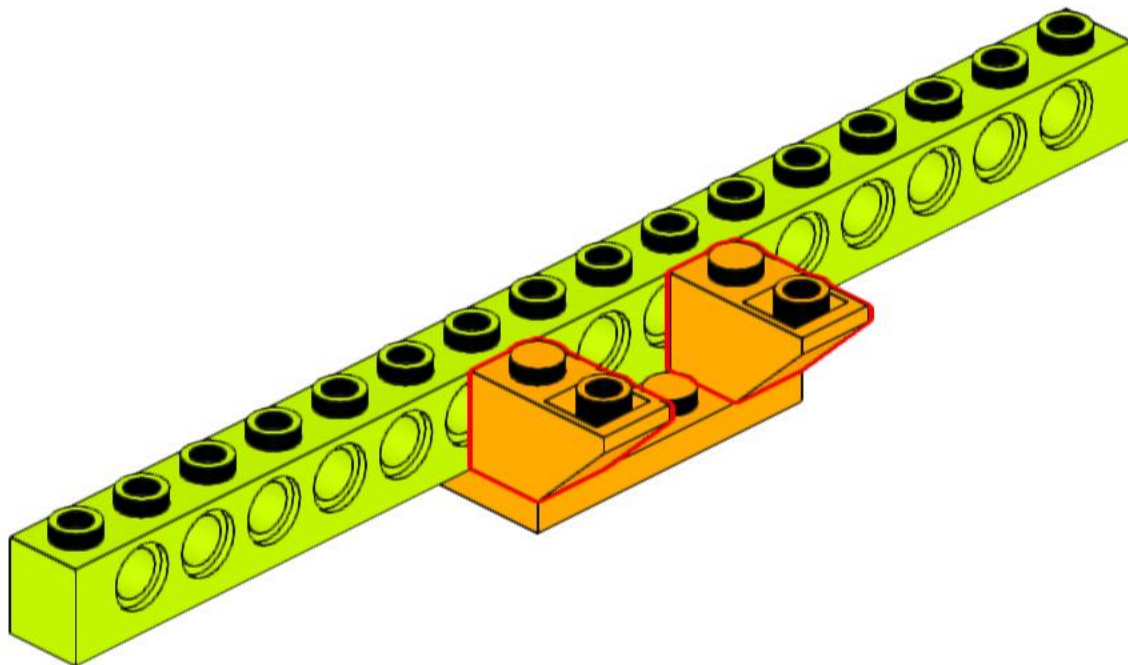
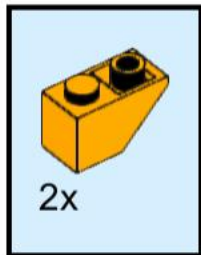


Контакта между круглой голубой пластиной и цилиндром быть не должно

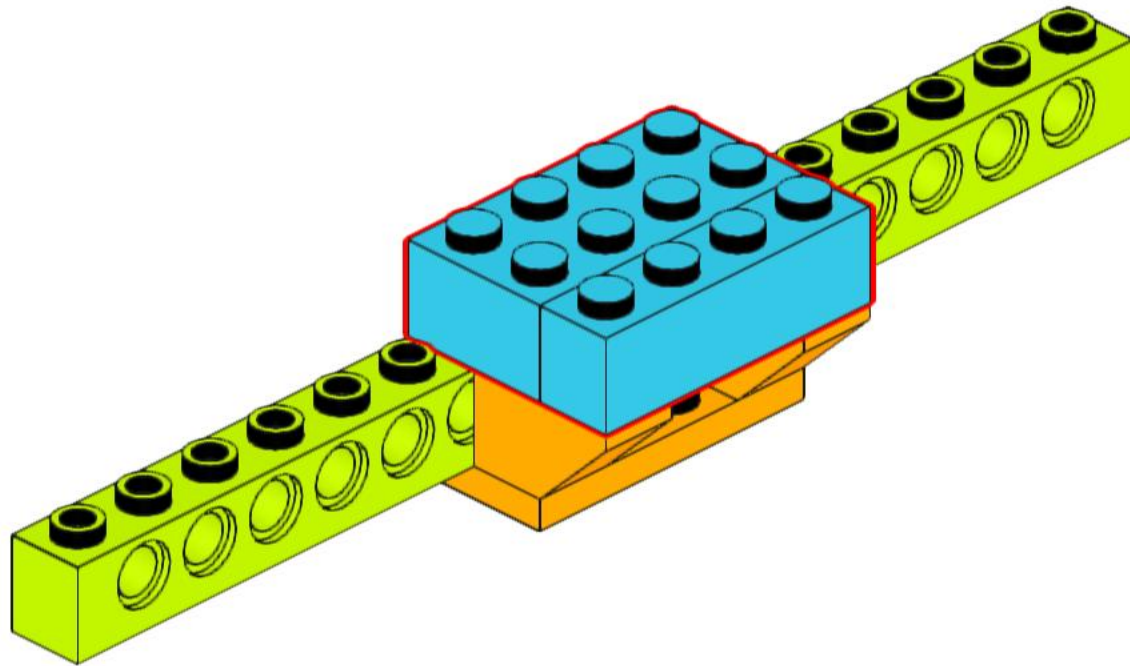
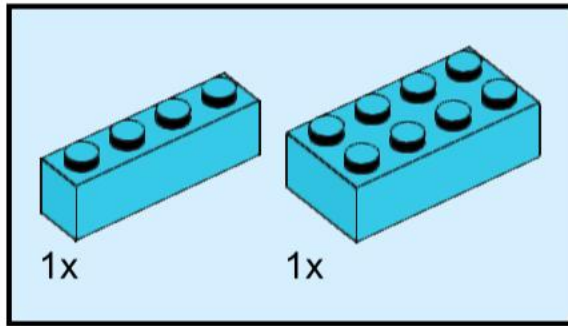
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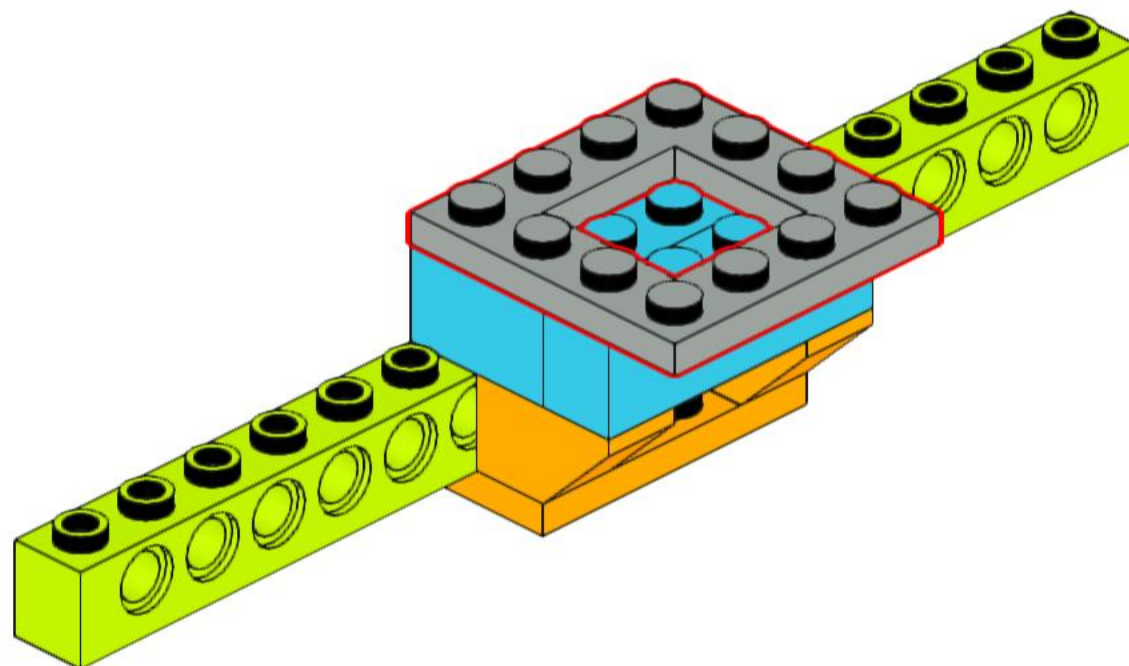
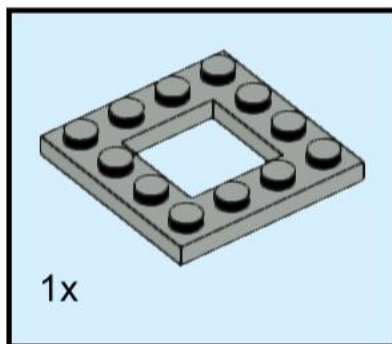
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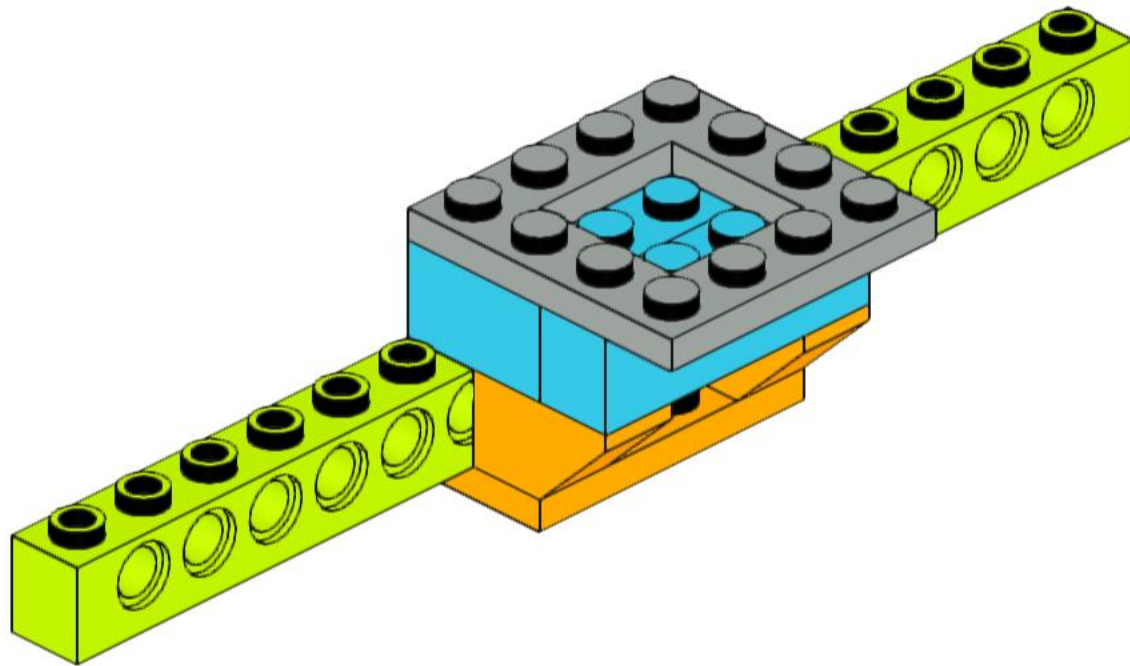
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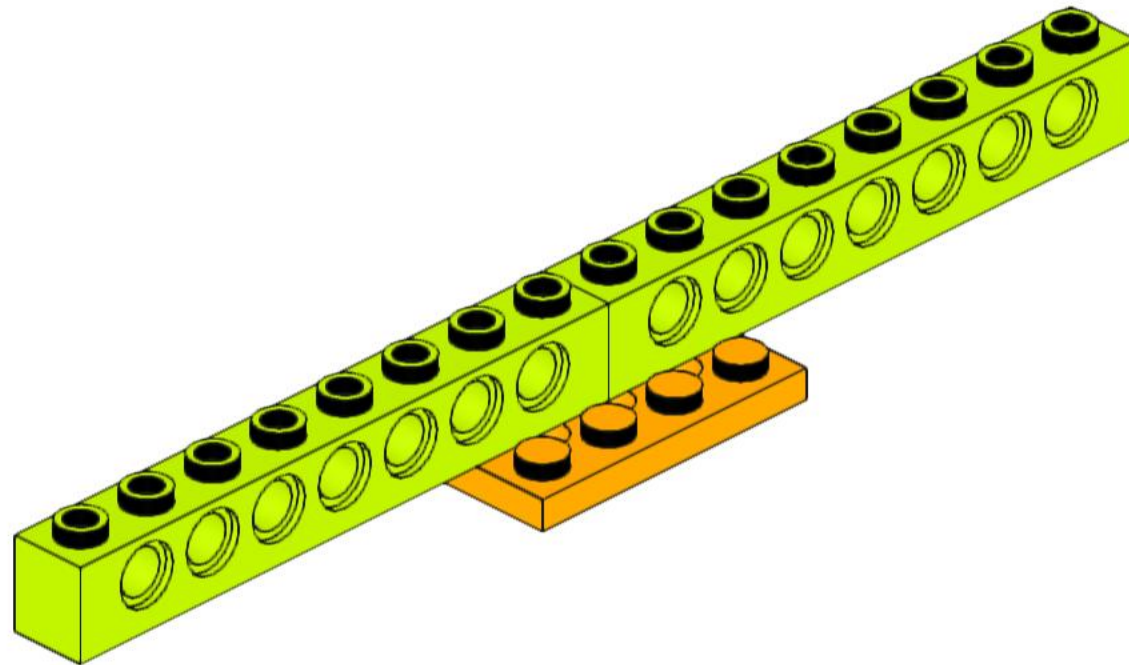
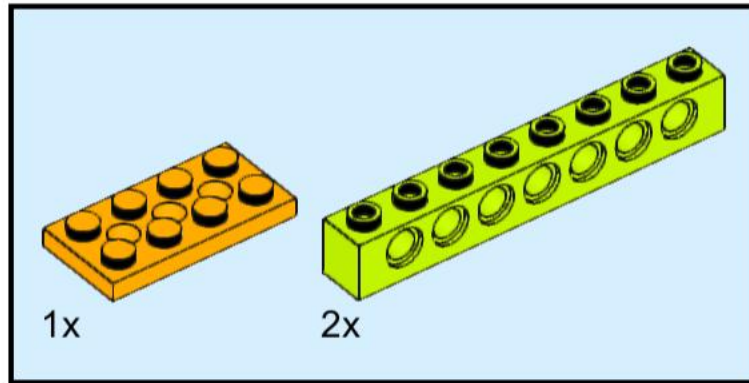
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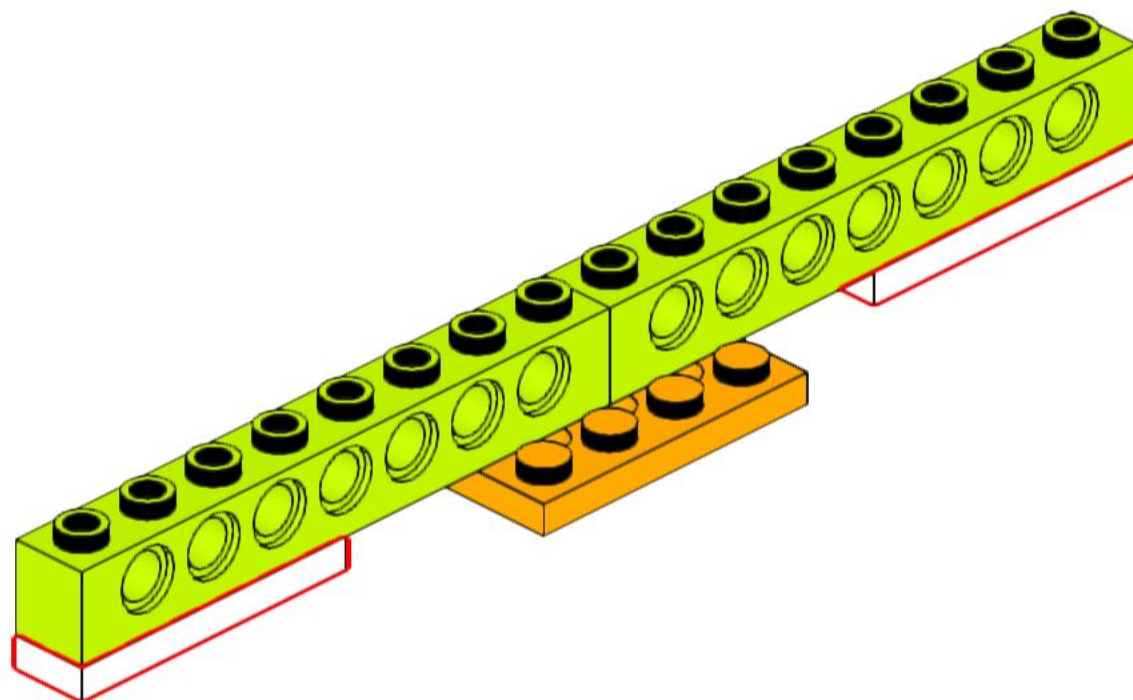
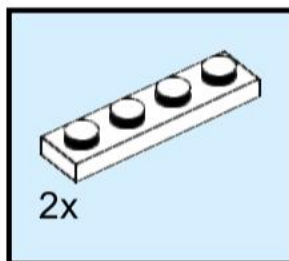
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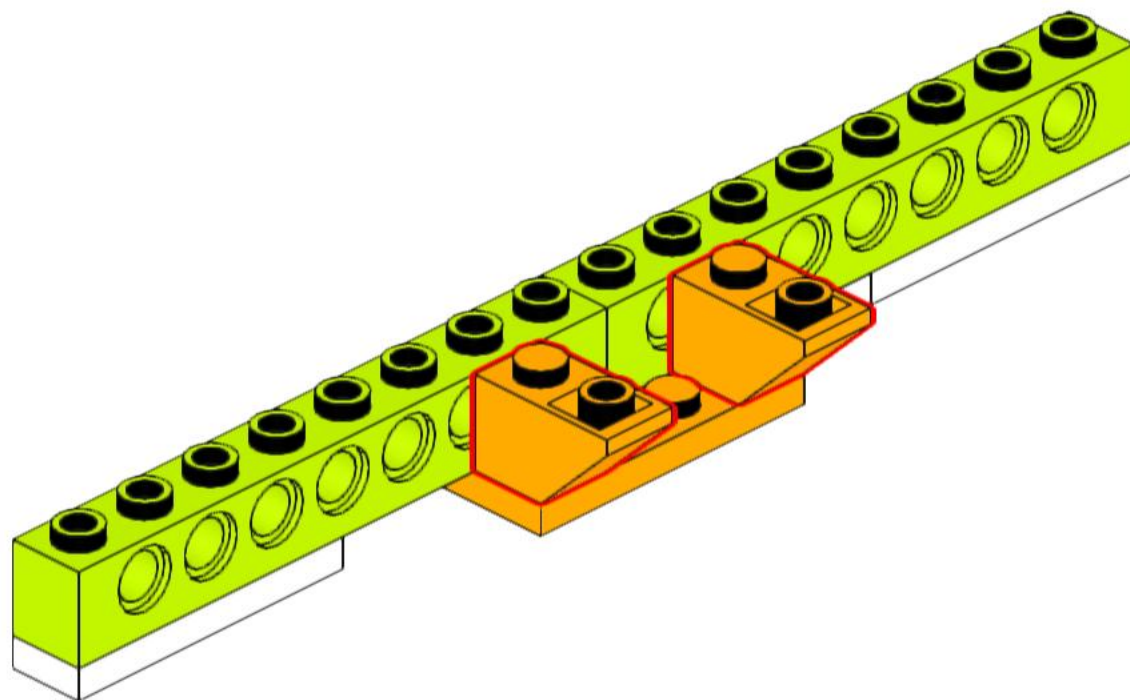
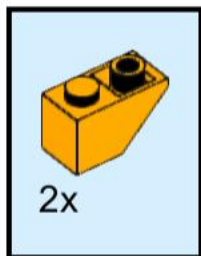
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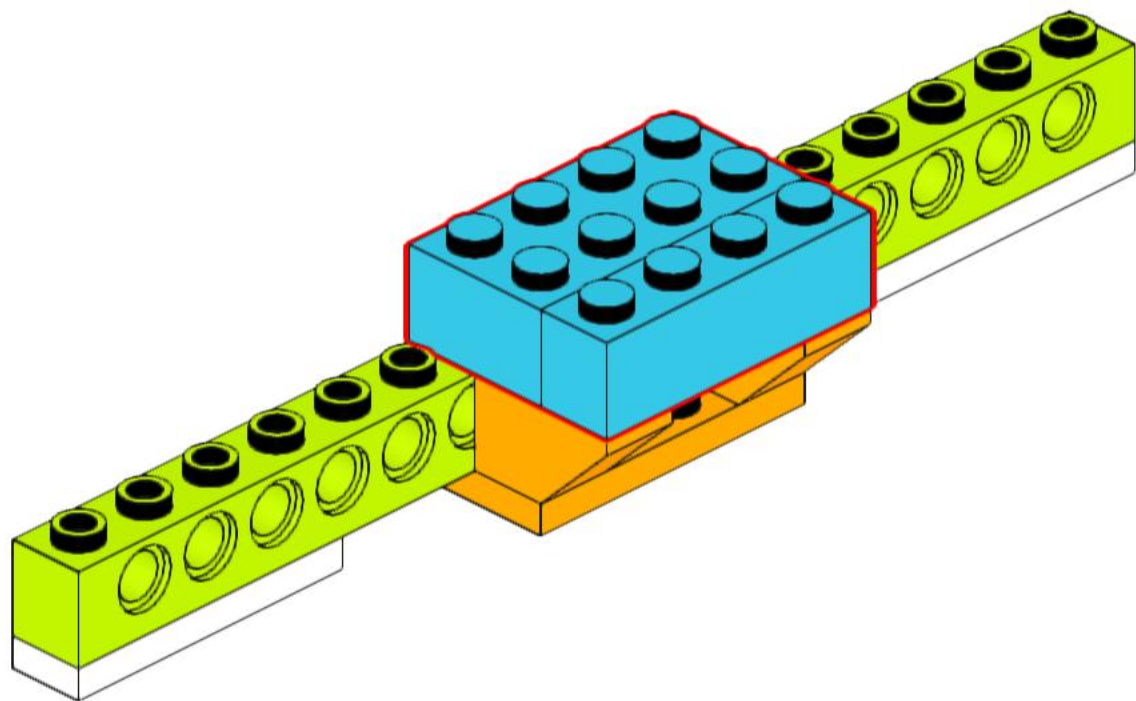
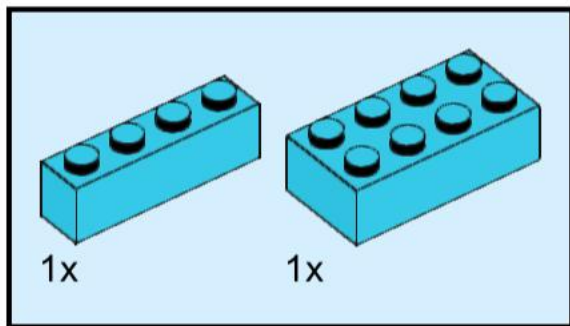
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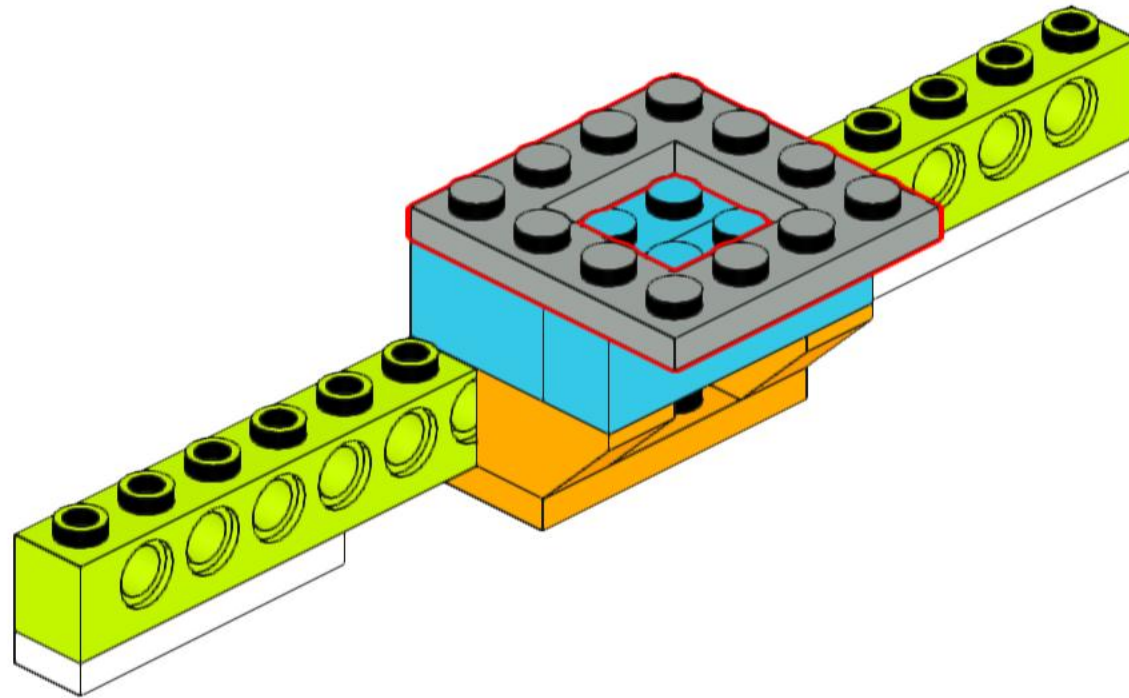
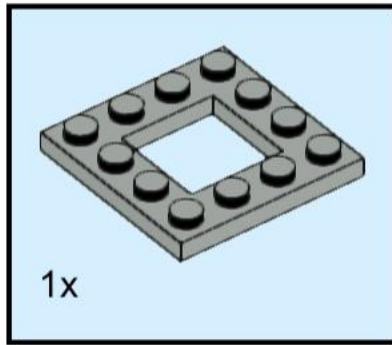
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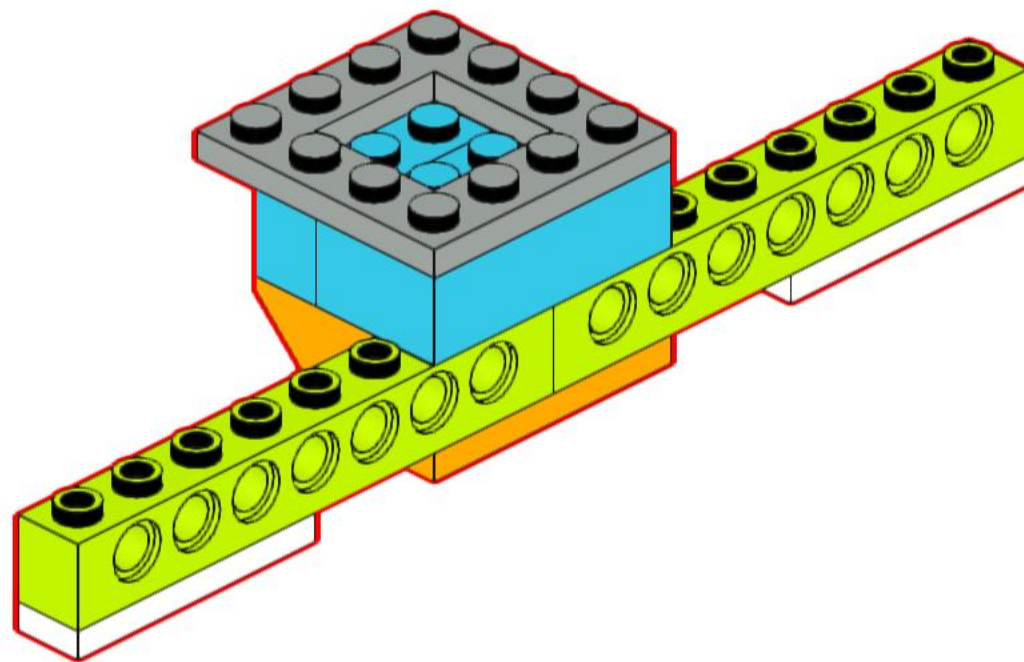
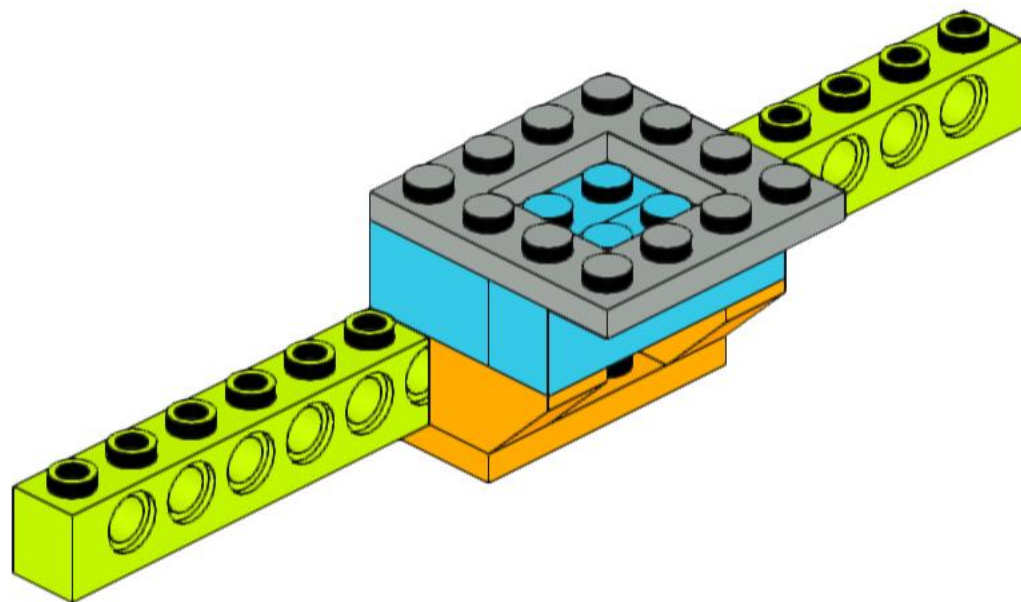
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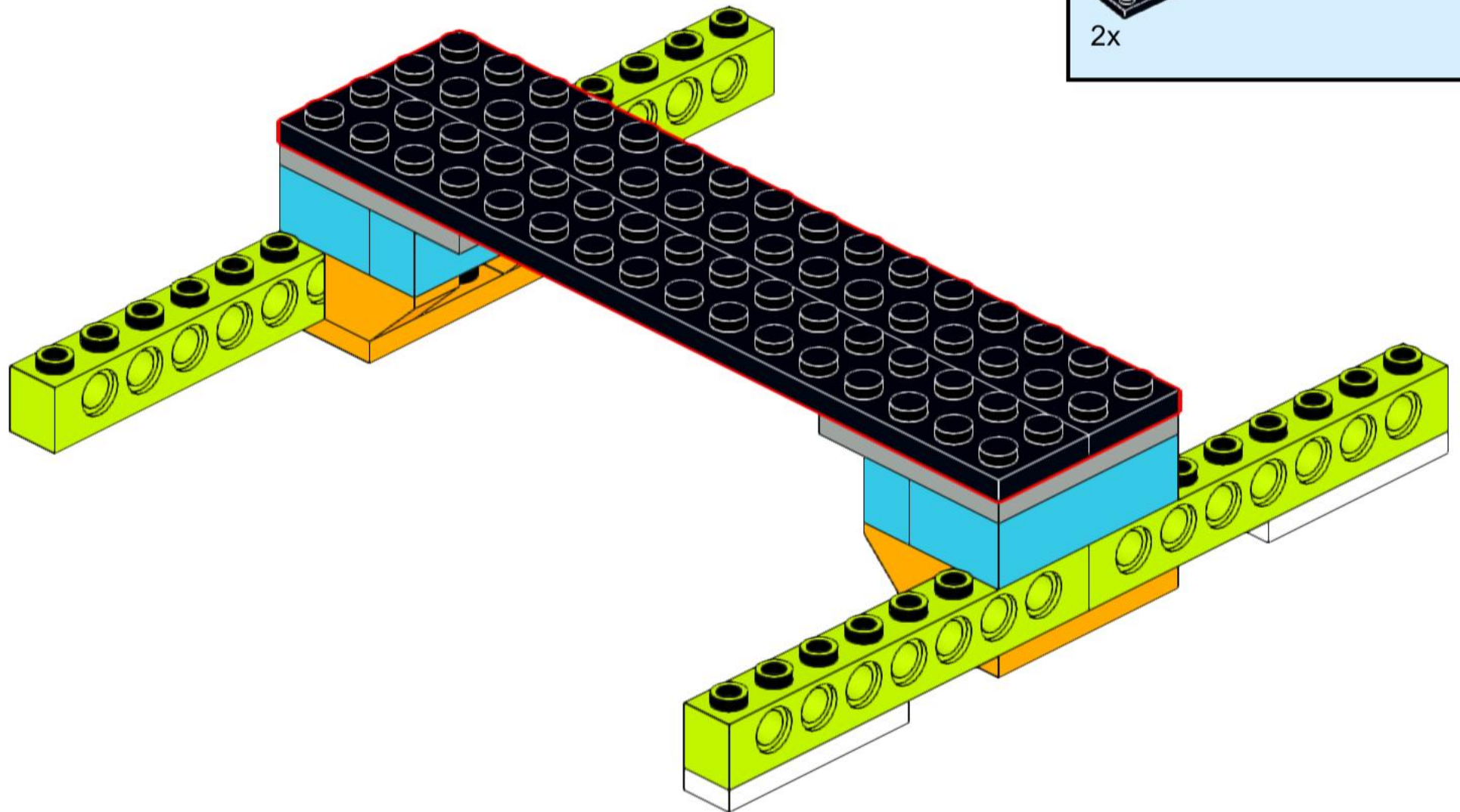
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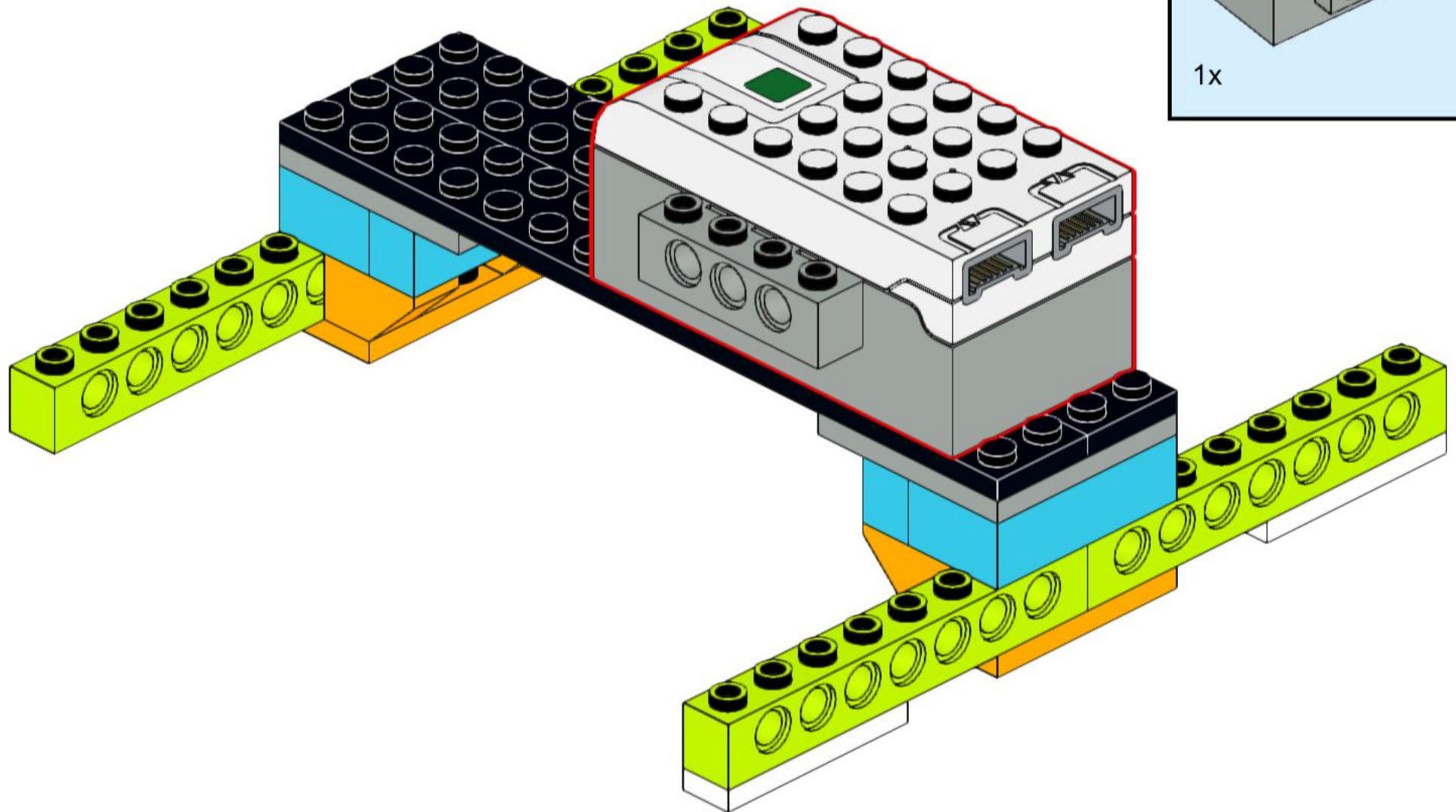
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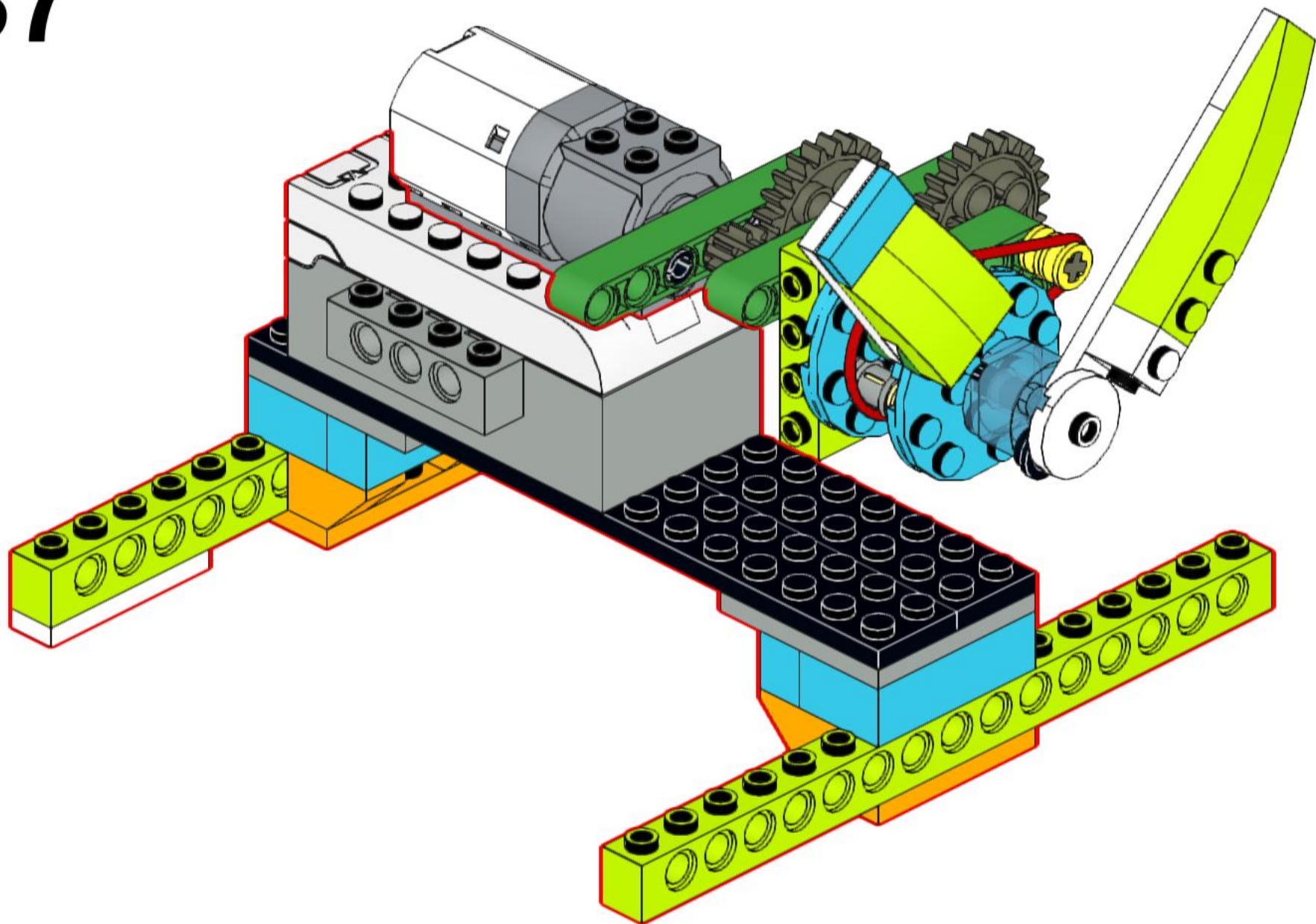
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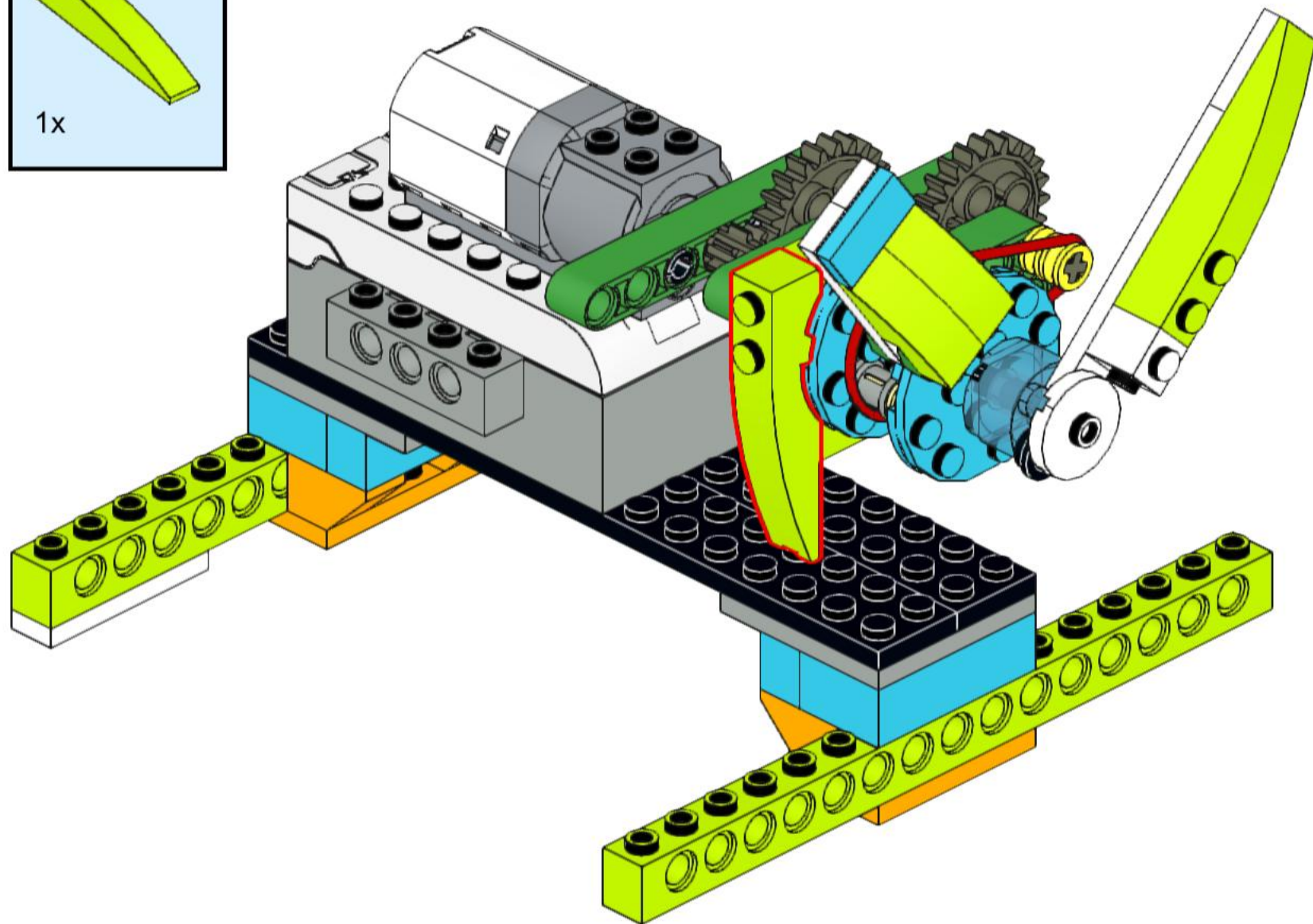
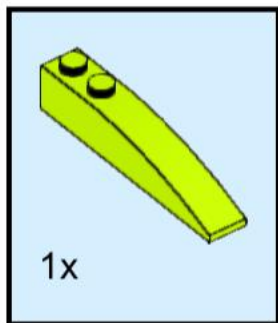
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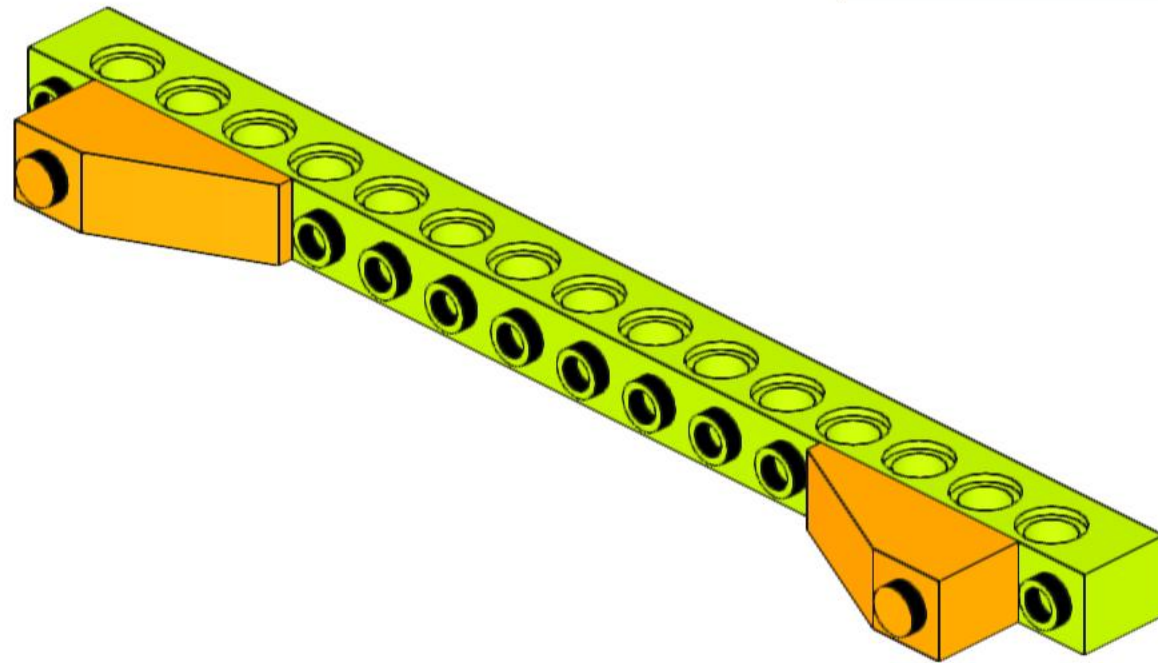
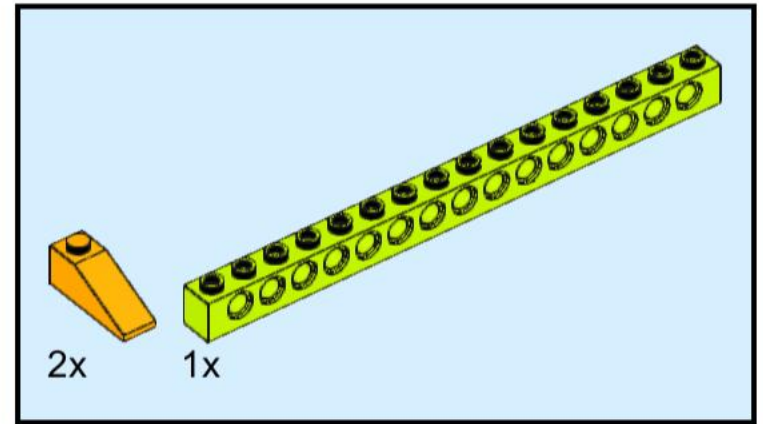
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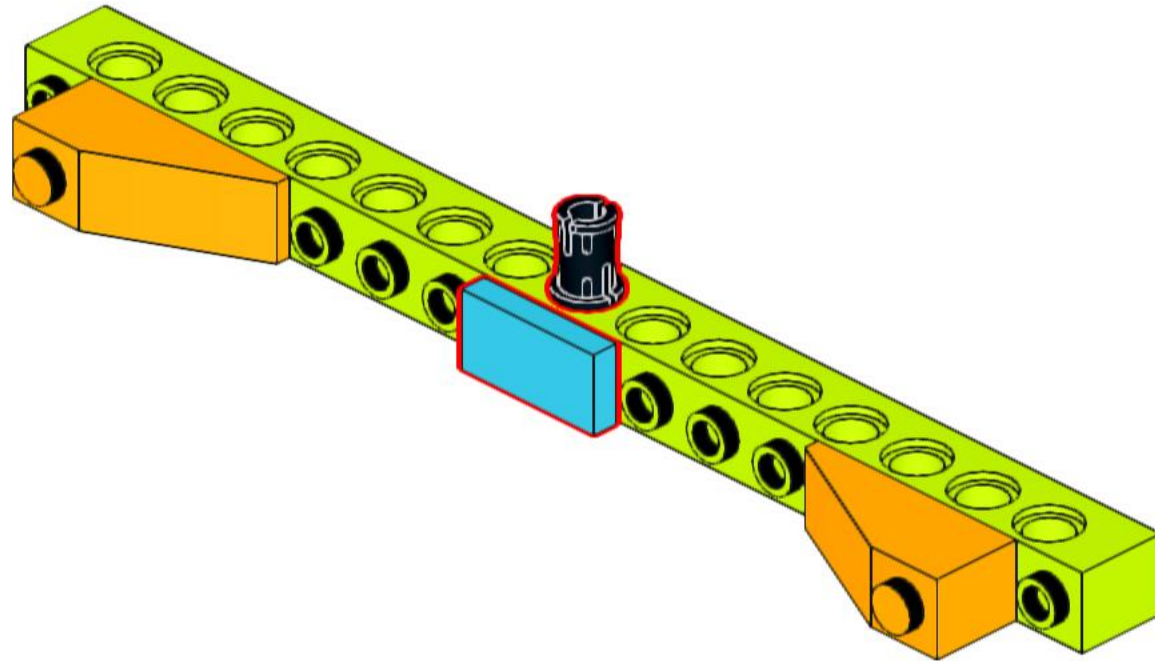
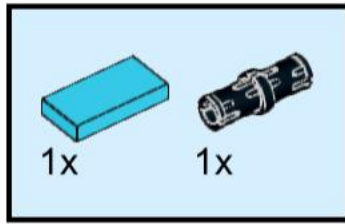
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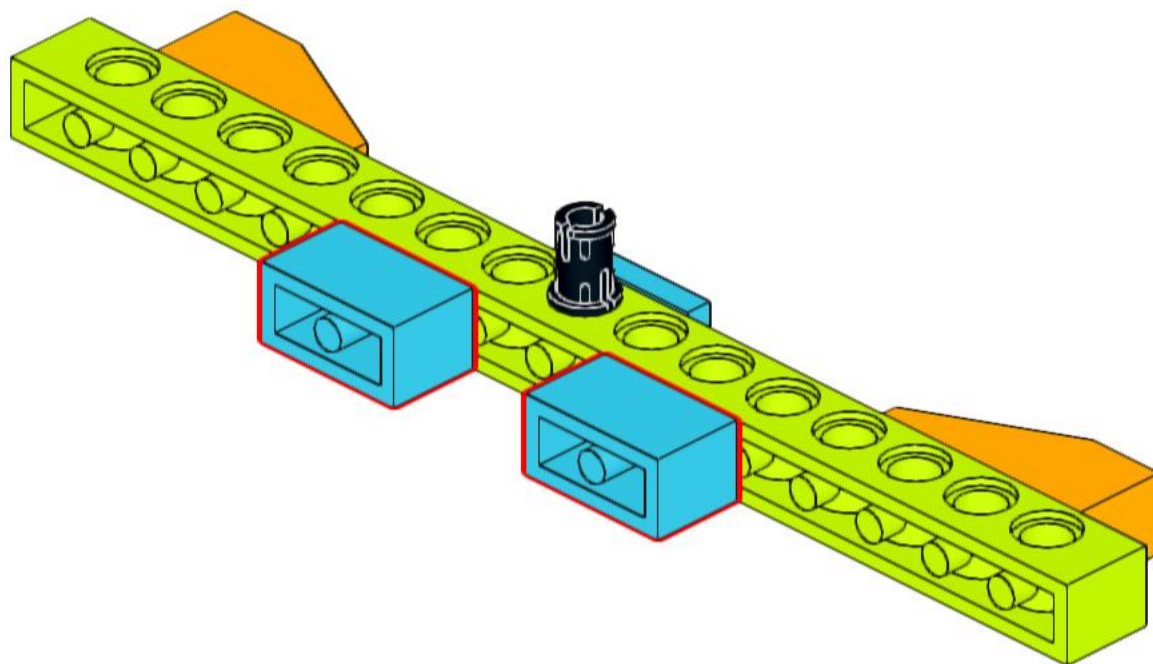
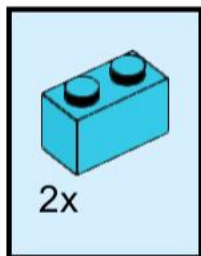
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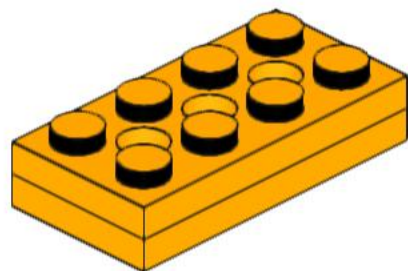
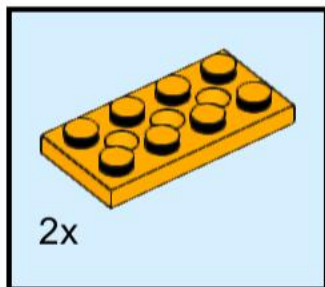
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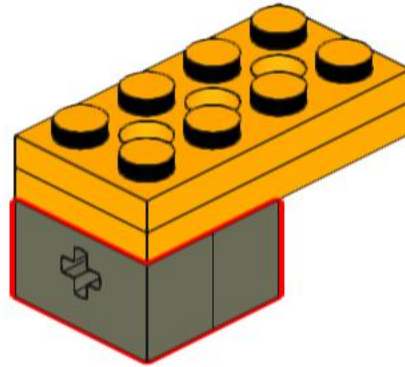
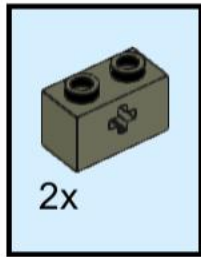
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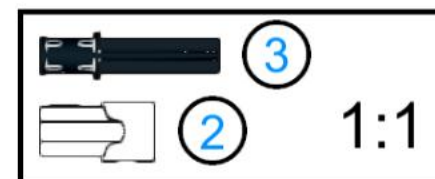
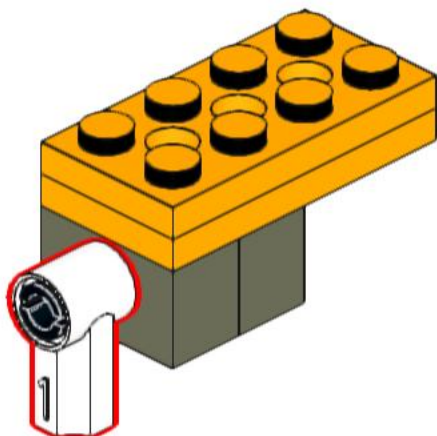
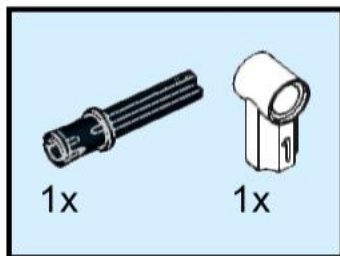
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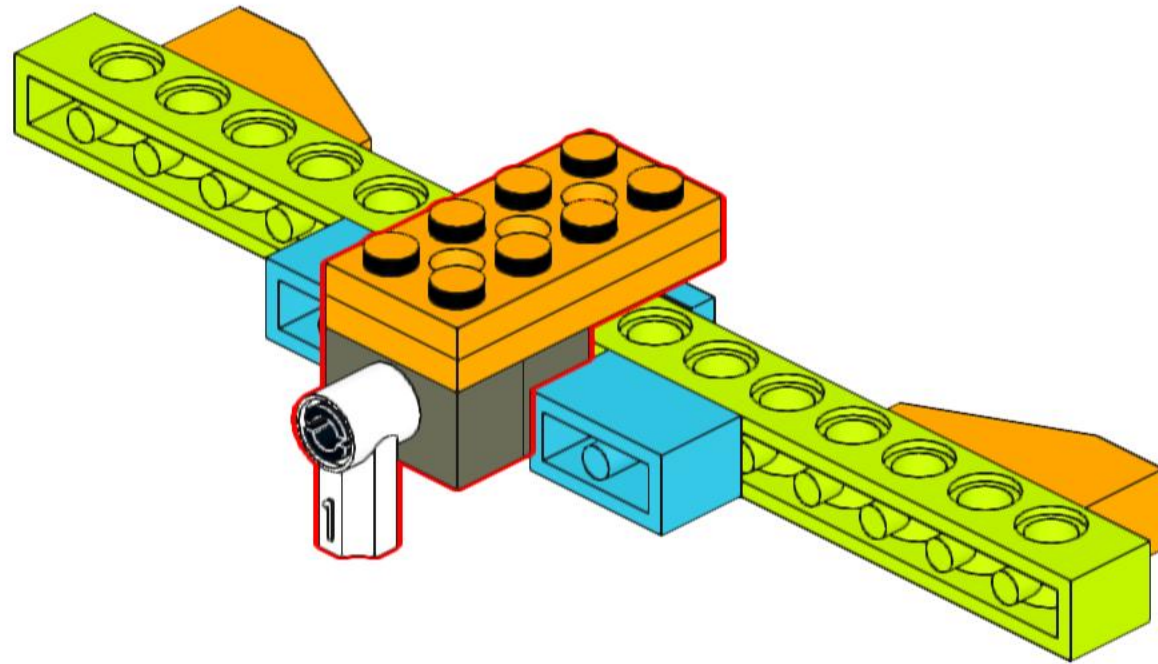
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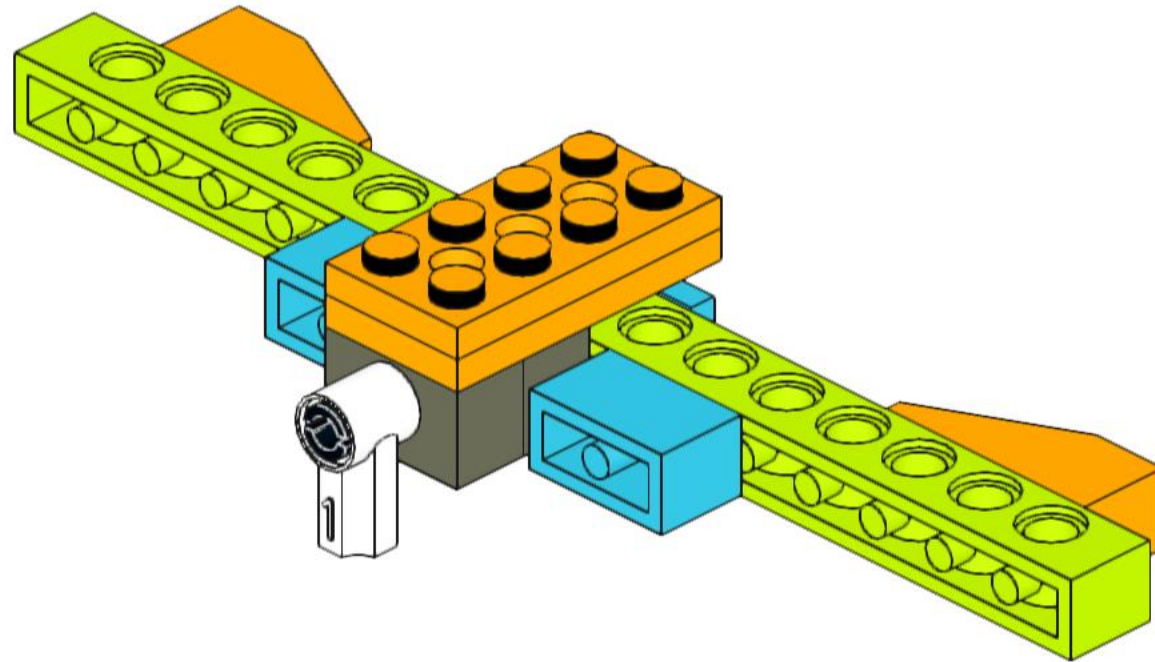
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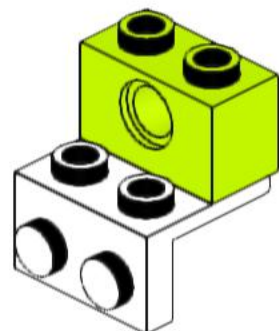
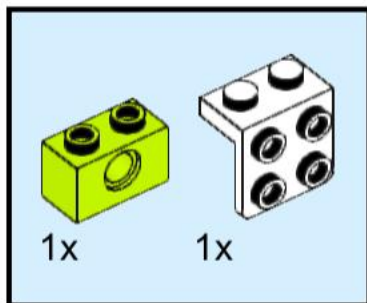
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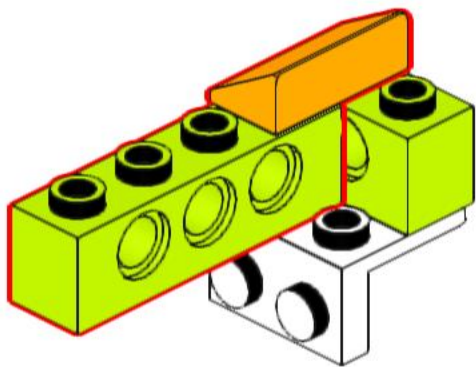
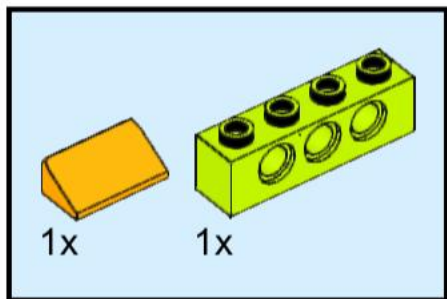
46



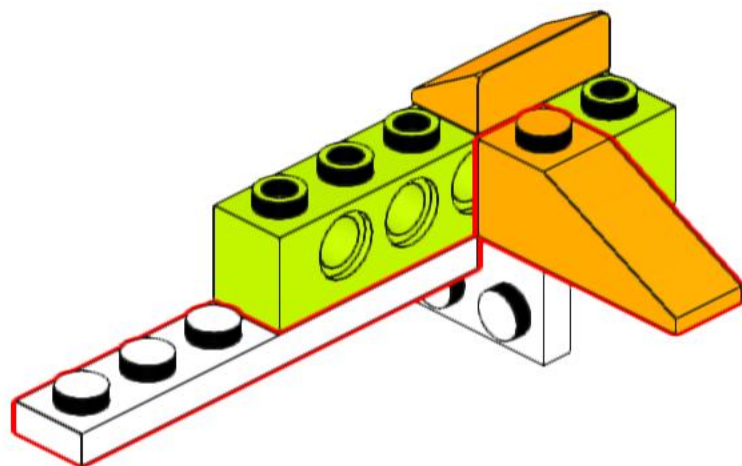
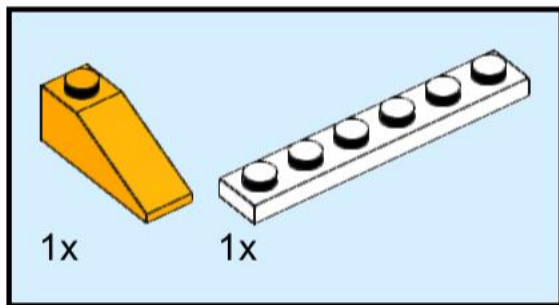
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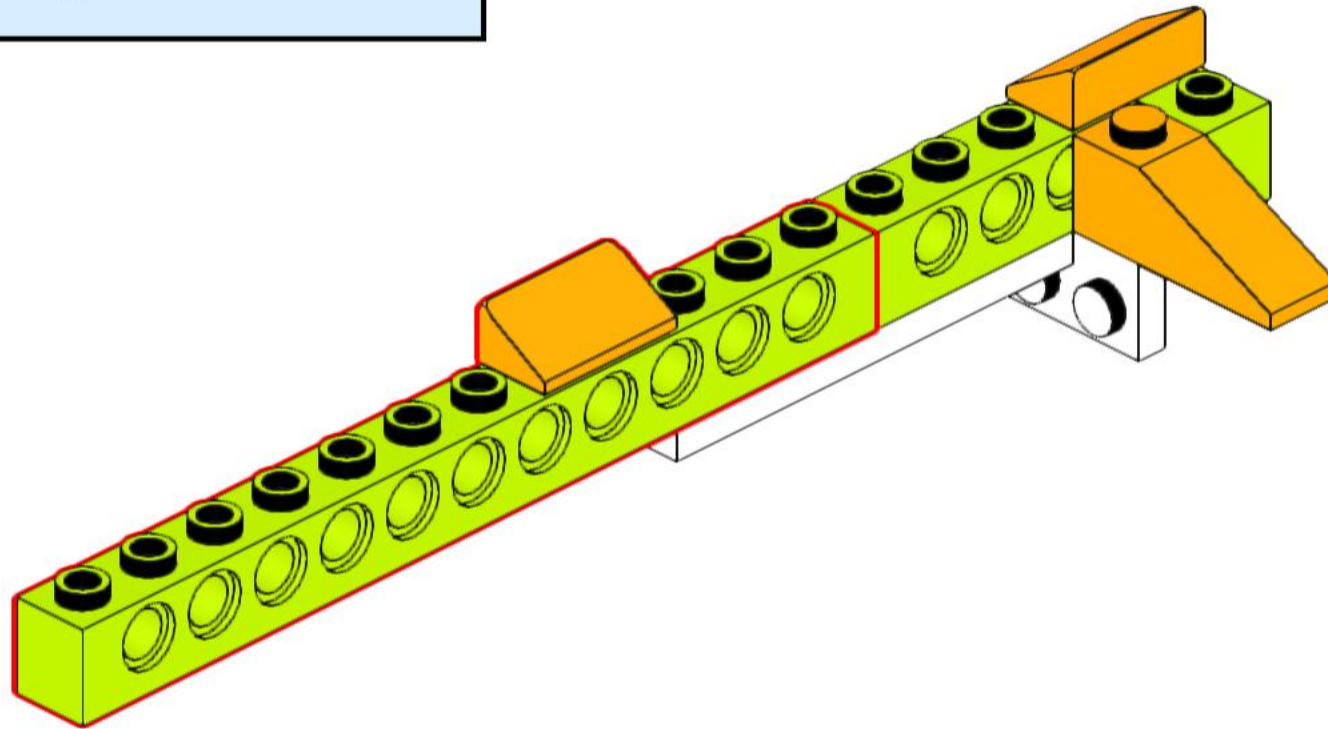
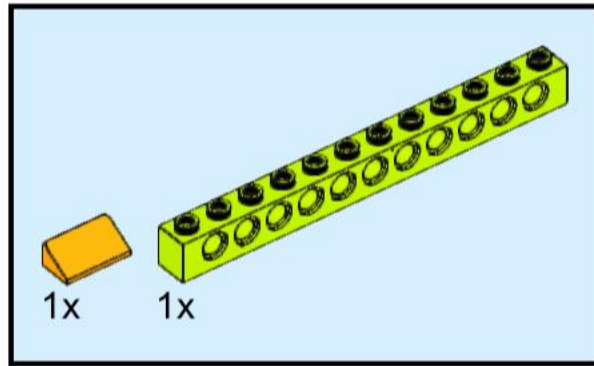
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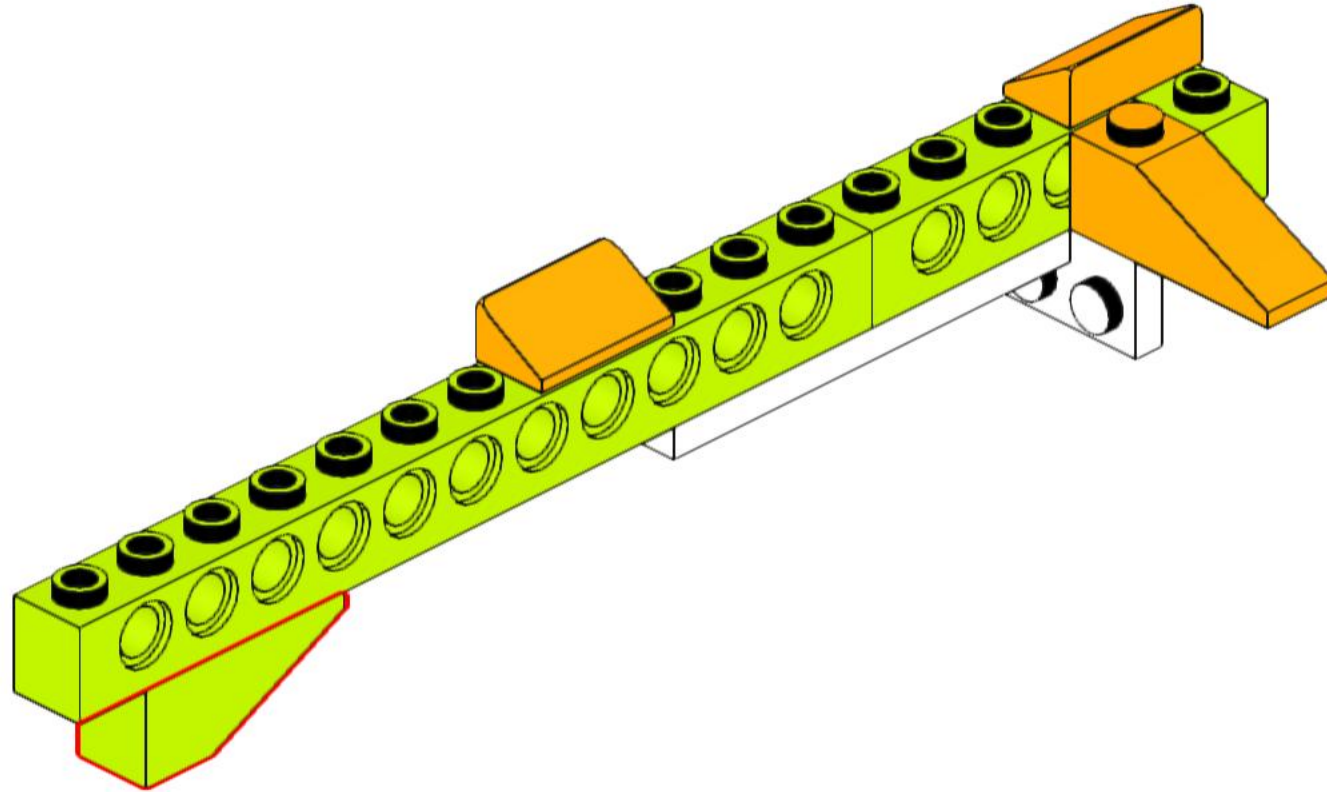
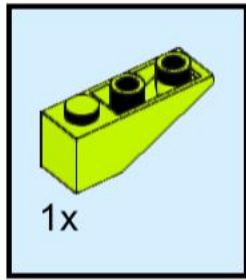
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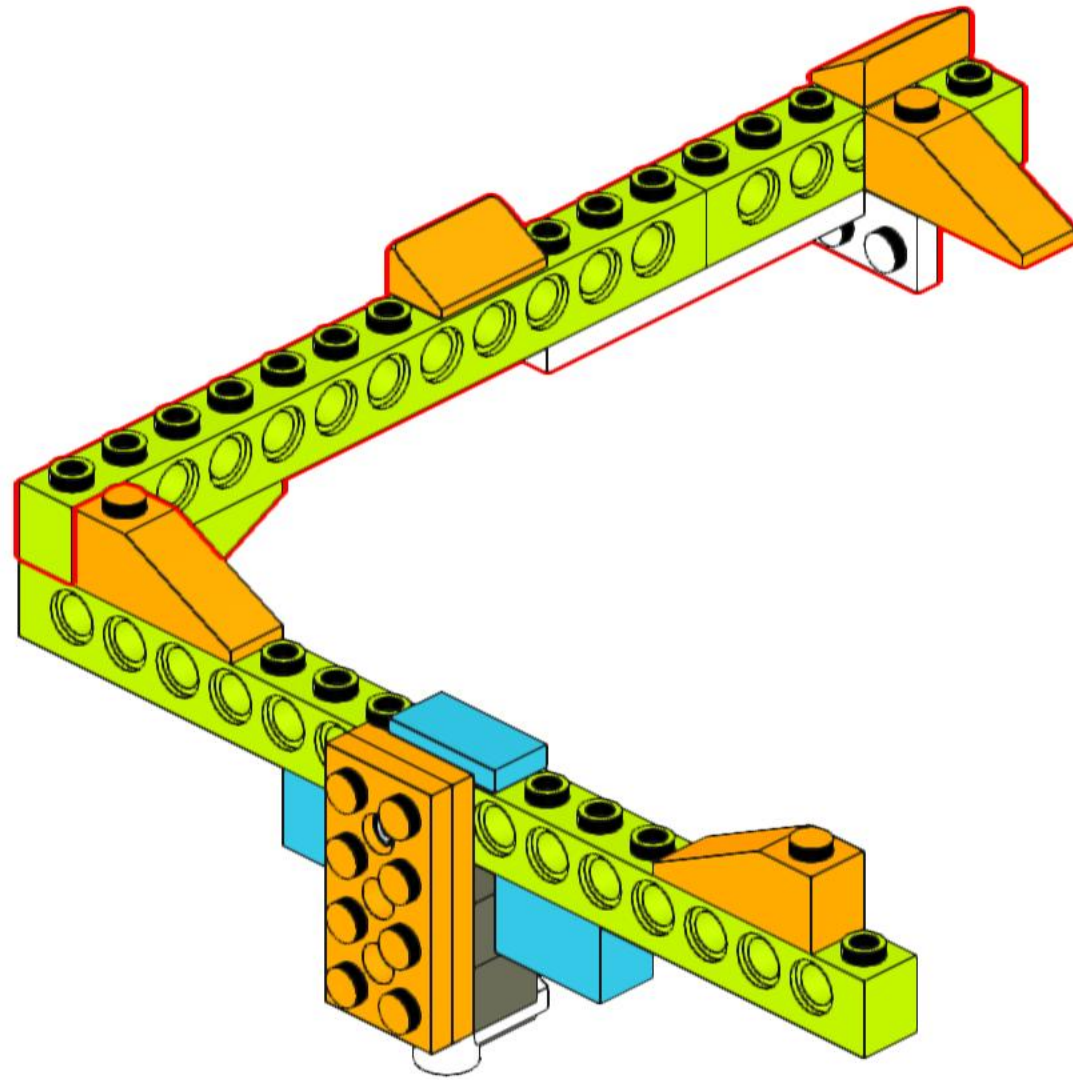
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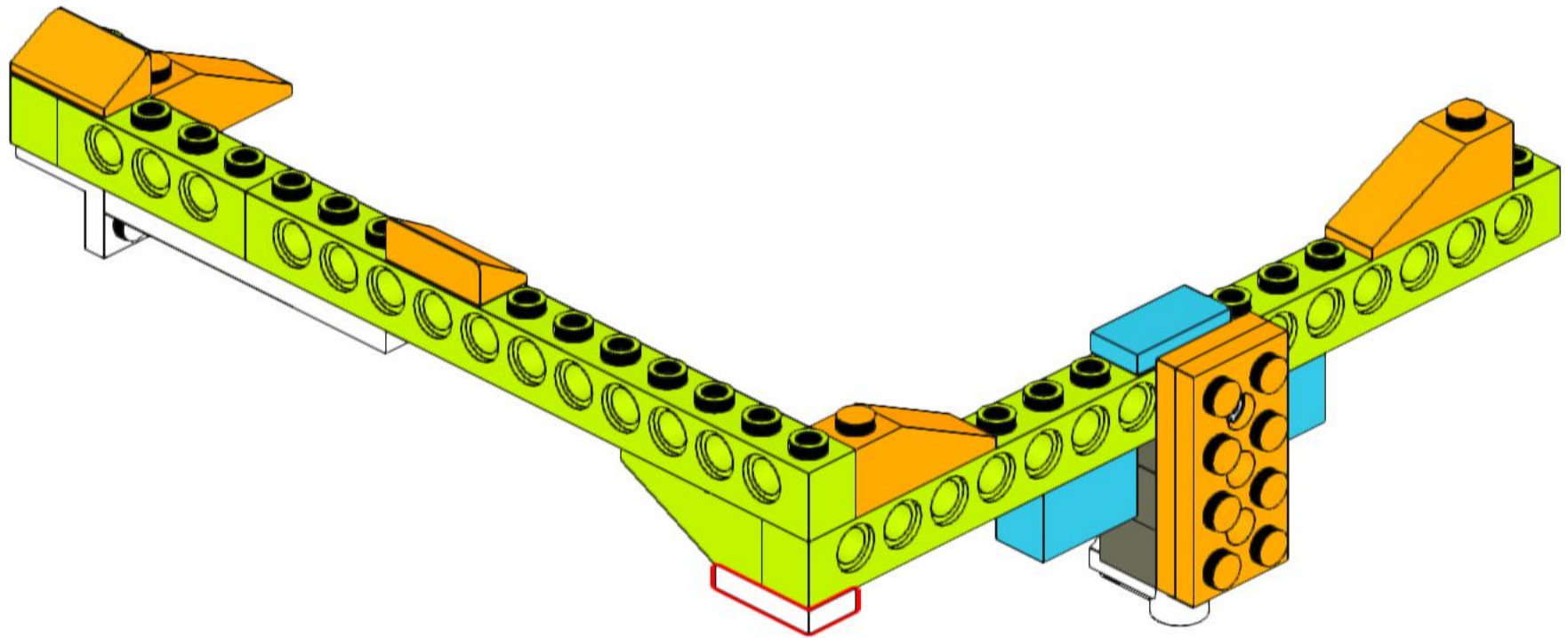
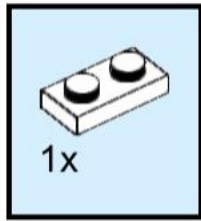
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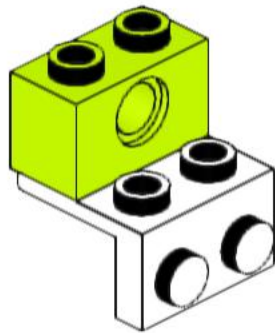
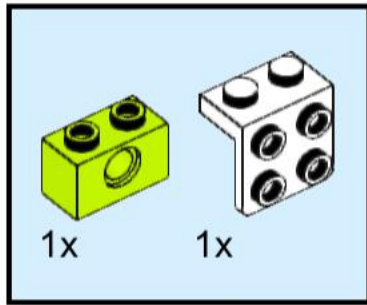
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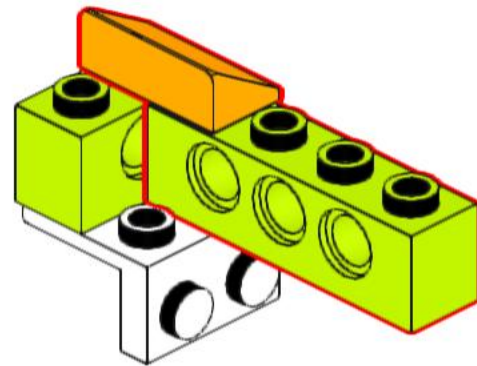
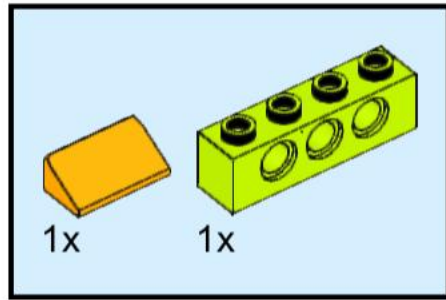
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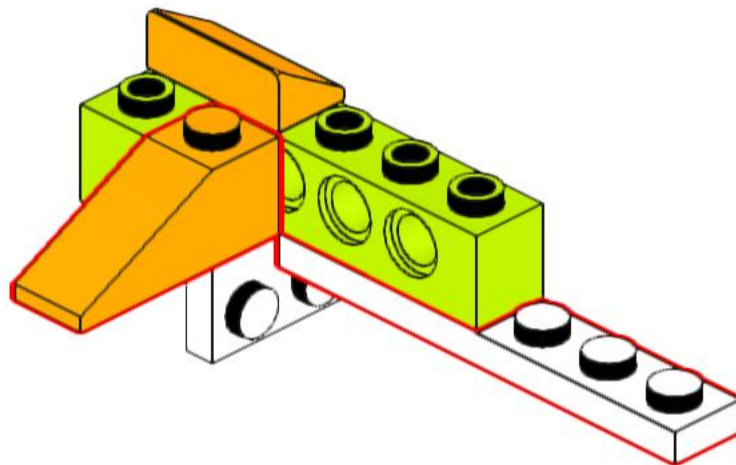
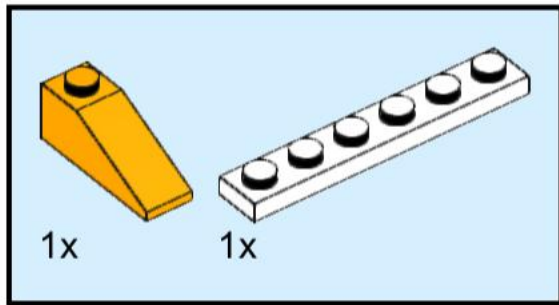
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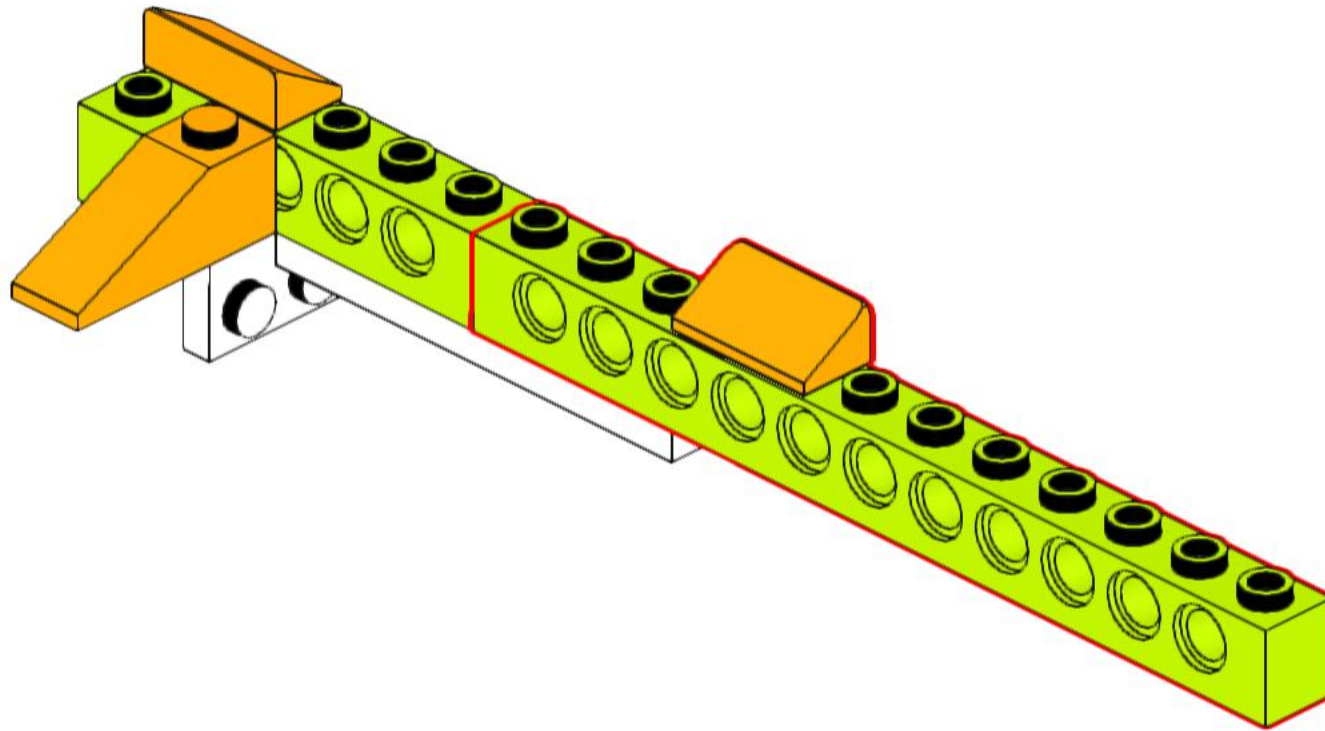
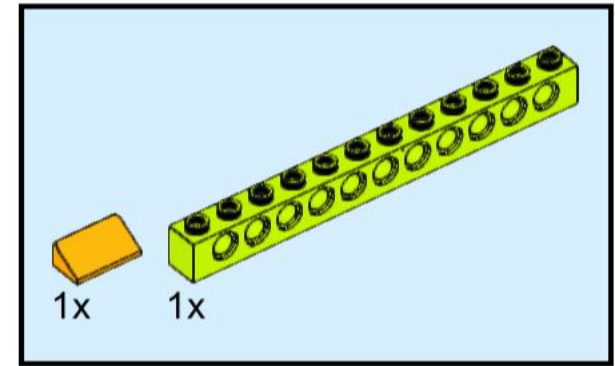
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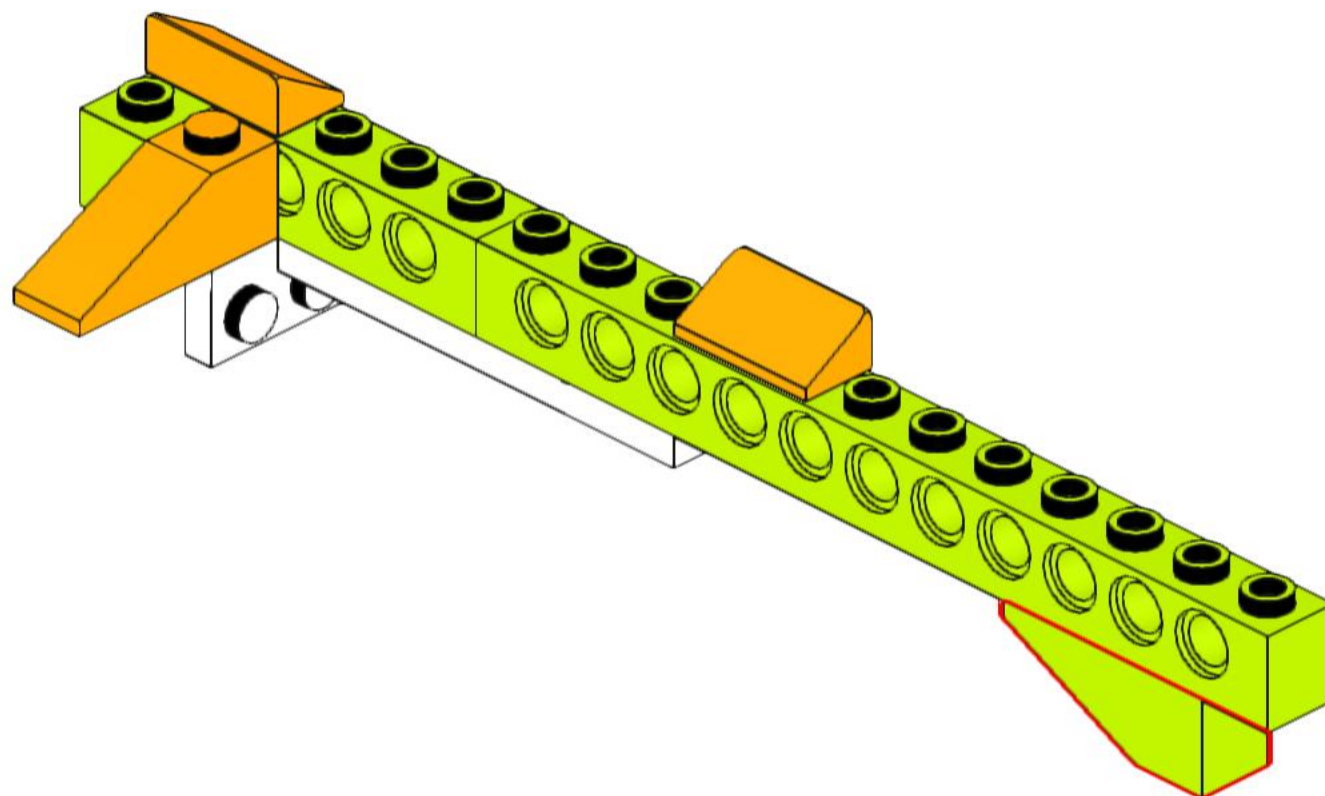
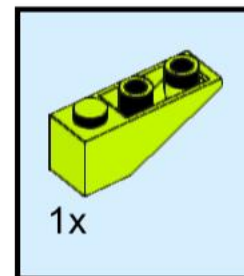
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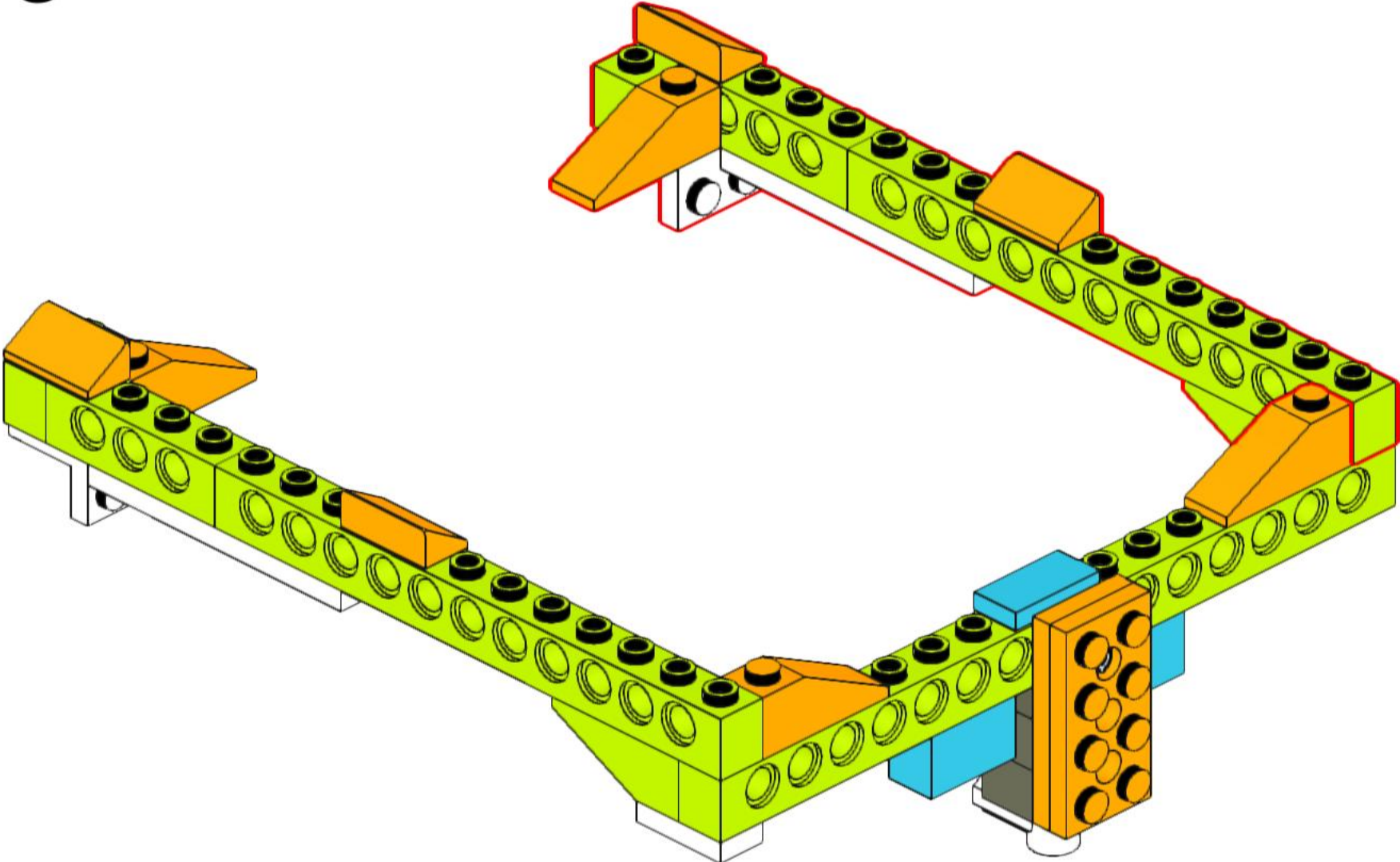
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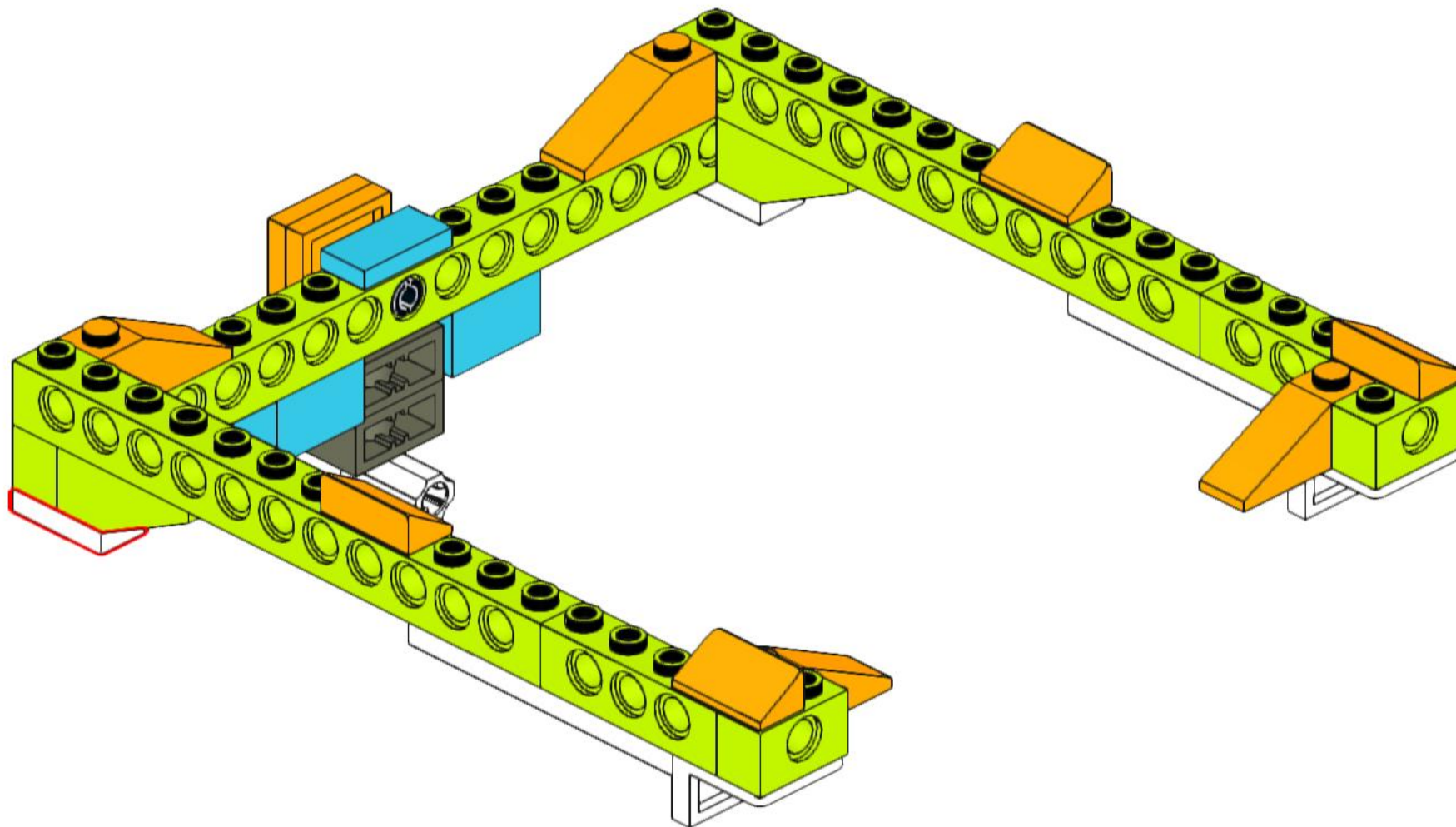
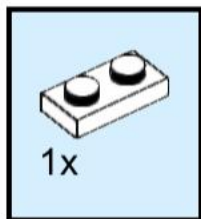
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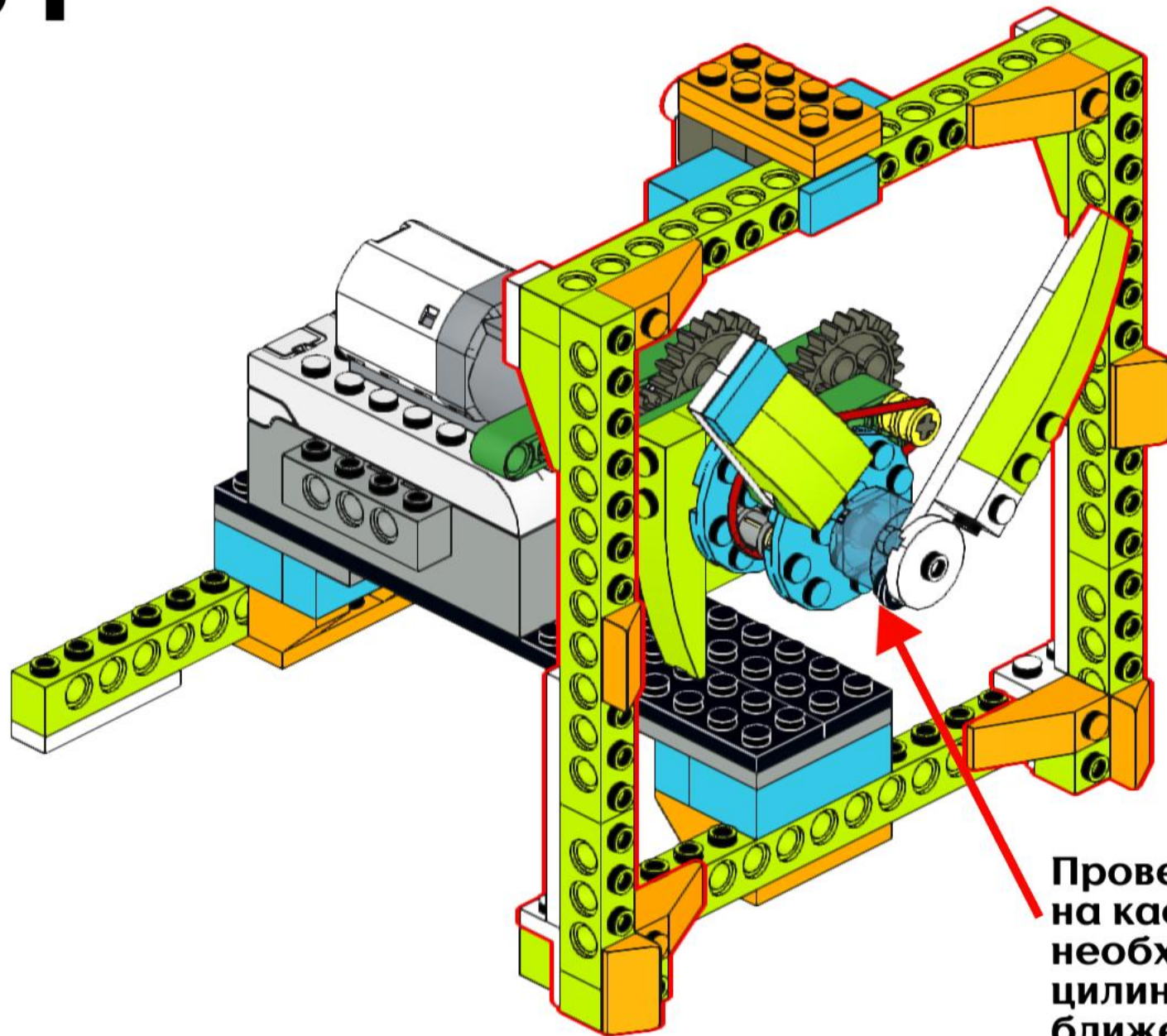
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60

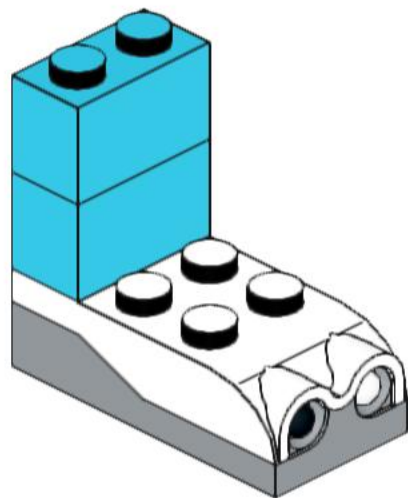
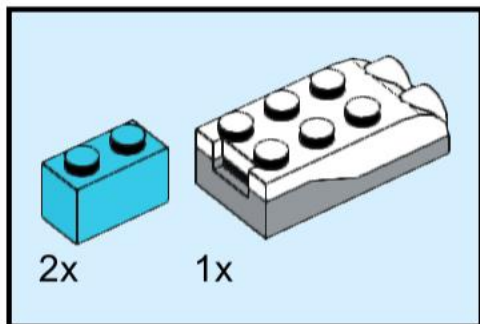


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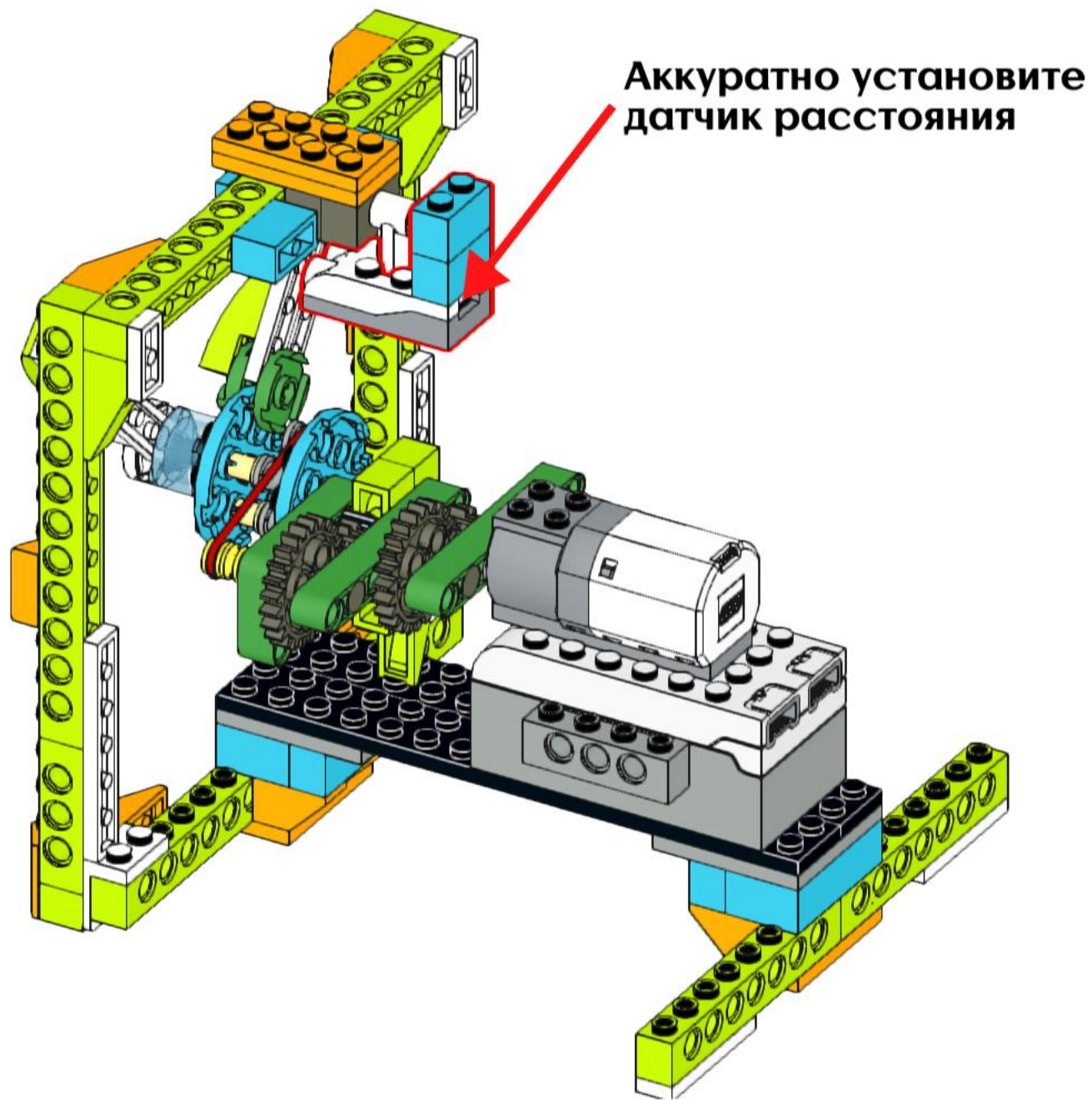


Проверьте, что стрелки на касаются рамы, при необходимости сдвиньте цилиндр со стрелкой ближе к концу оси

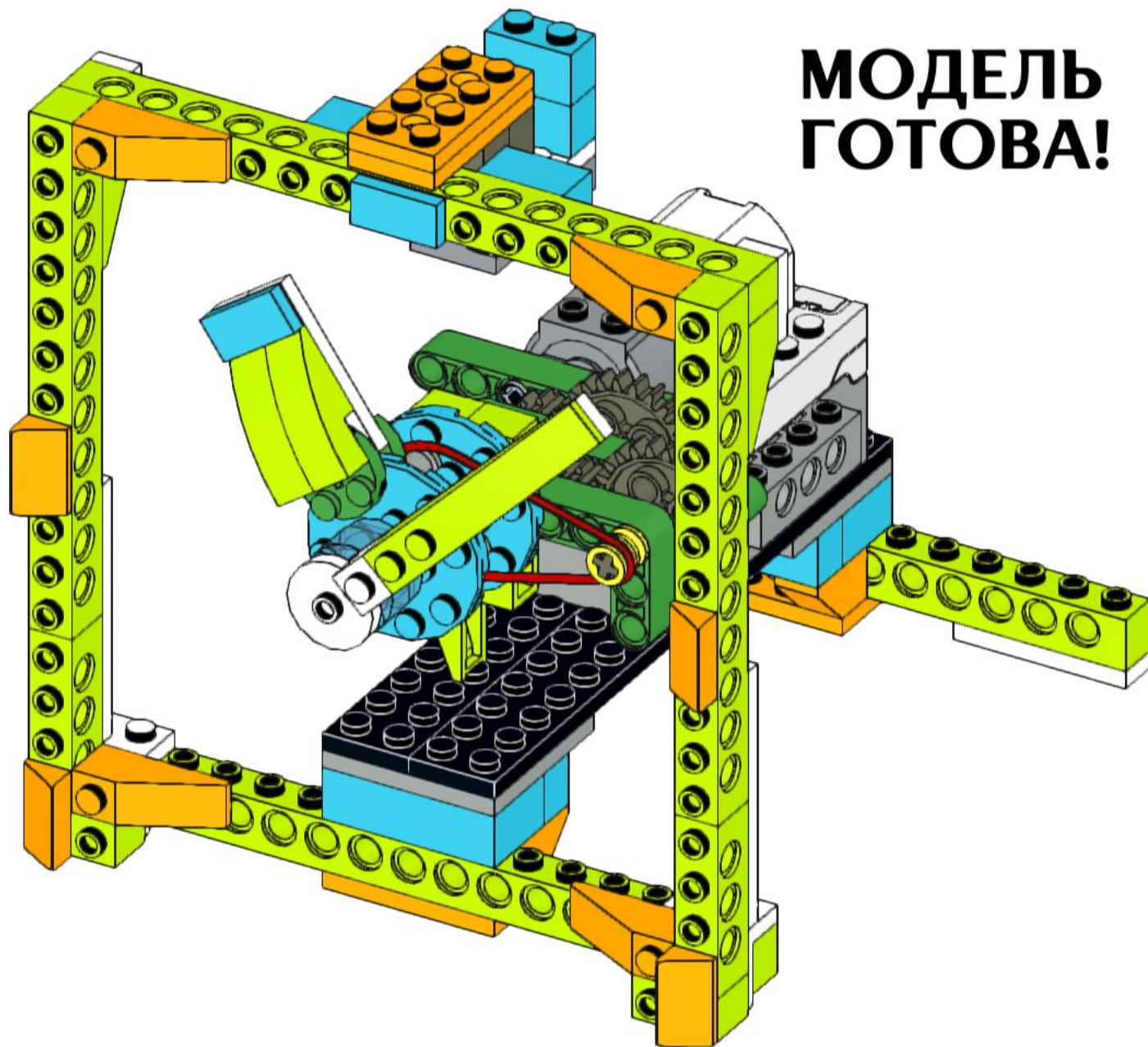
62



63



64



**МОДЕЛЬ
ГОТОВА!**

СПИСОК ДЕТАЛЕЙ

1x



3x



2x



1x



2x



2x



2x



2x



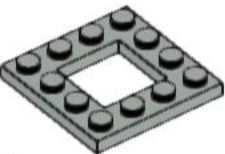
2x



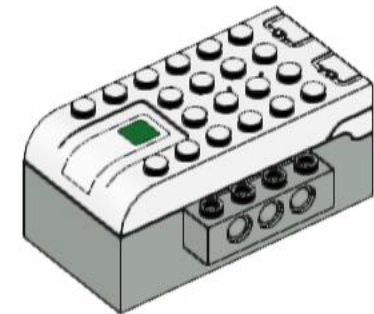
4x



2x



1x



1x



3x



1x



1x



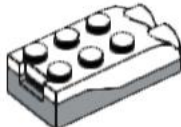
2x



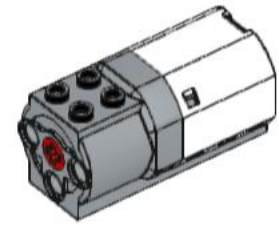
4x



1x



3x



1x

34x



4x



4x



4x



4x

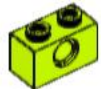


3x



2x

СПИСОК ДЕТАЛЕЙ



2x



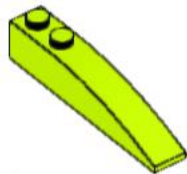
2x



2x



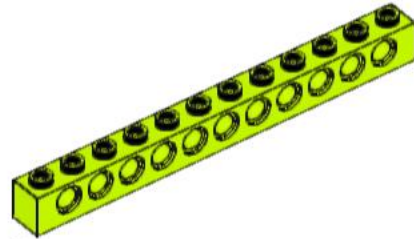
3x



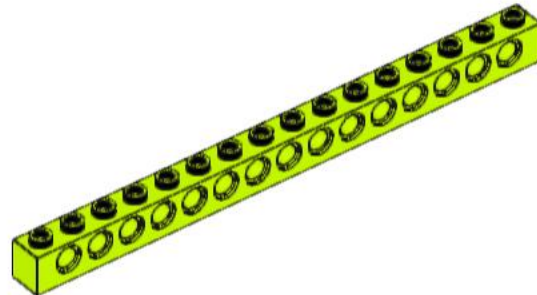
2x



2x



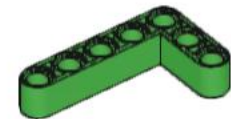
2x



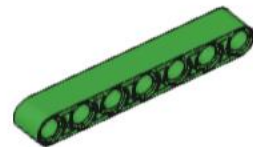
2x



2x



1x



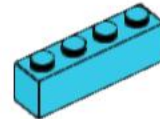
2x



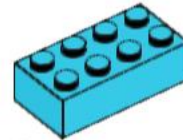
2x



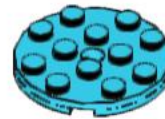
4x



2x



2x

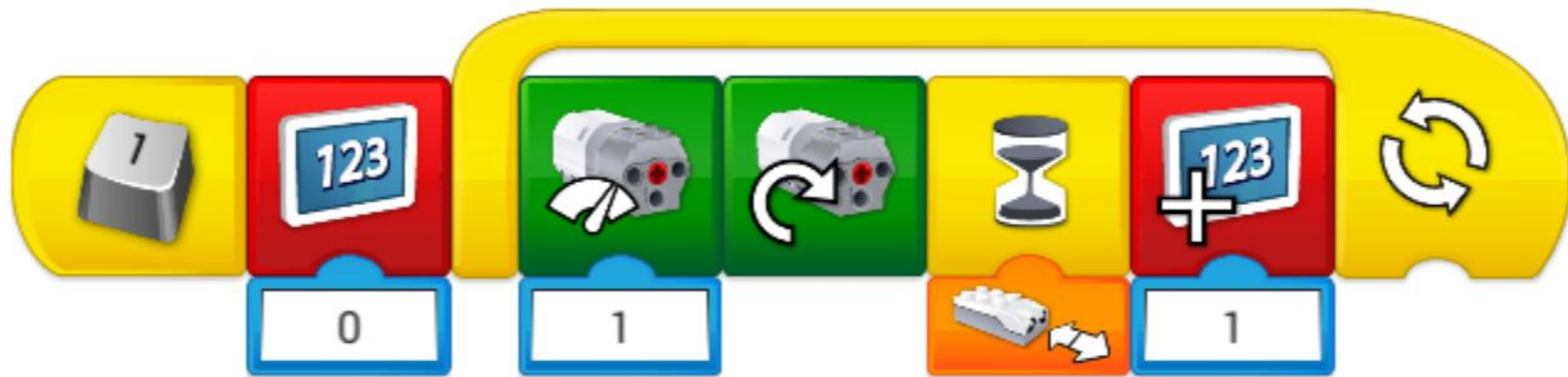


2x



1x

Пример программы



Программа подсчета и вывода на экран количества оборотов секундной стрелки

Измените значения и создайте свой собственный алгоритм!