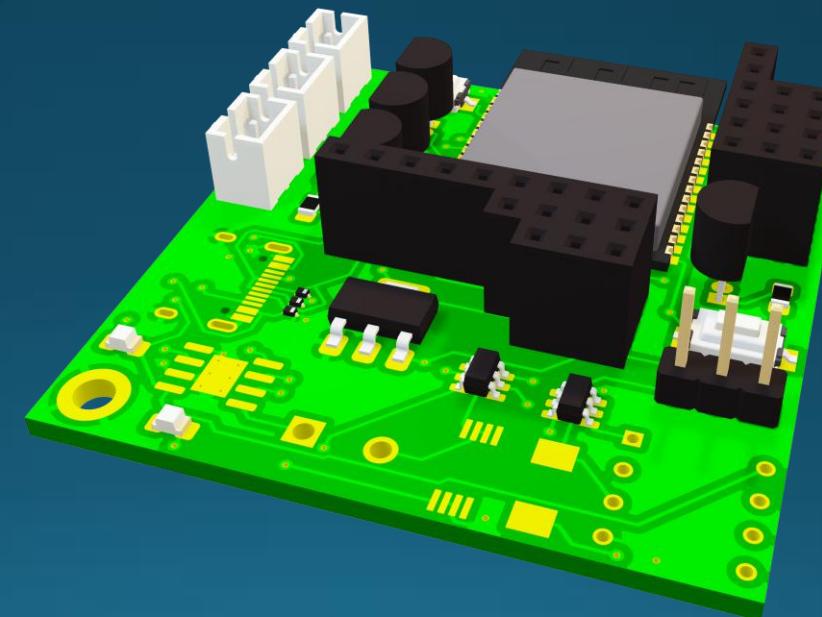
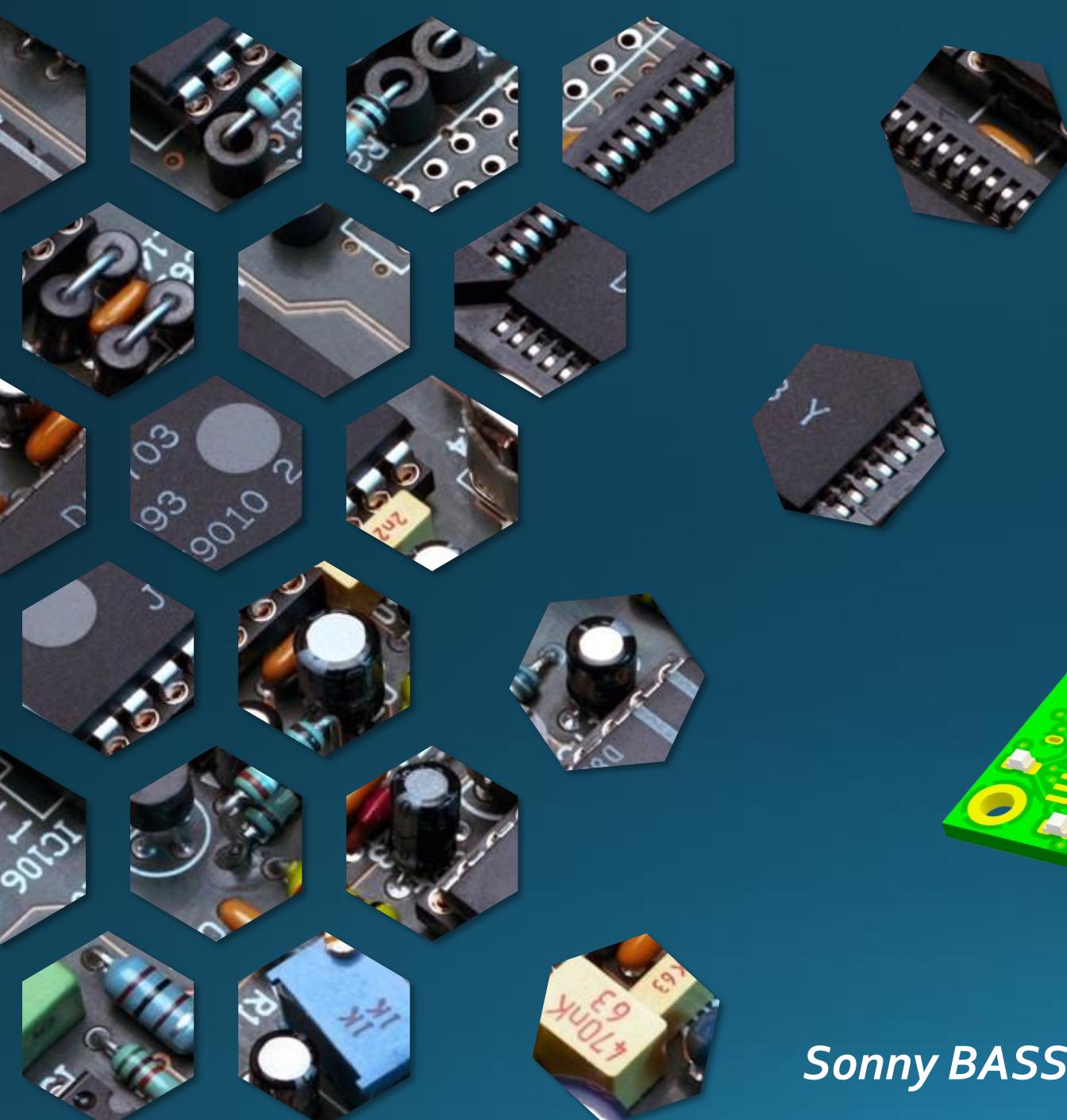


Introduction à l'électronique pratique



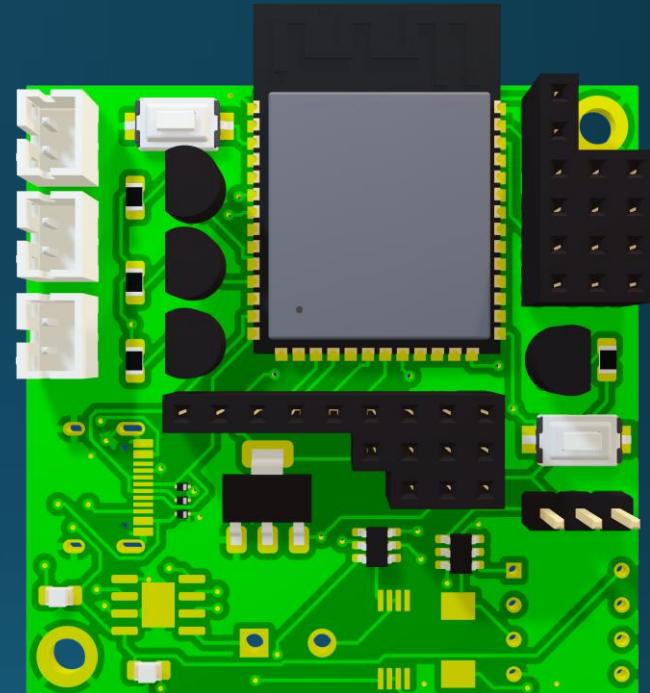
Sonny BASSO et Florian KLEIN





Plan d'aujourd'hui

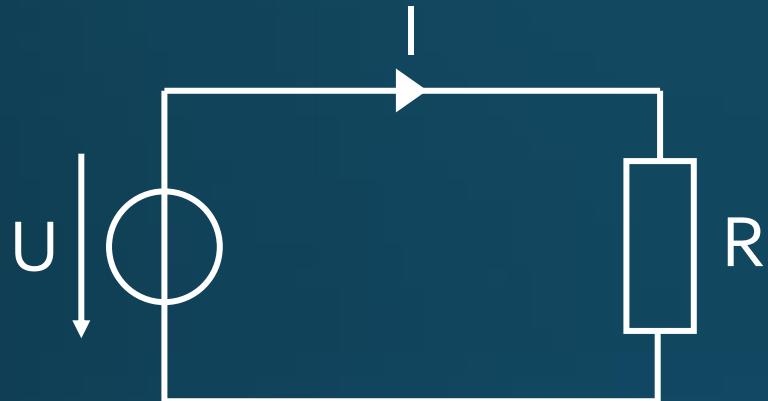
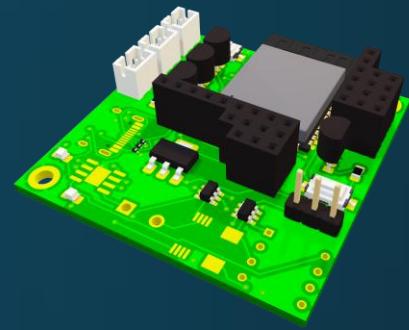
- **Les bases**
 - **Loi d'Ohm**
 - **Composants principaux**
 - **Diviseur de tension**
- **Faire un projet électronique de A à Z**
 - **Le kit Botanique**



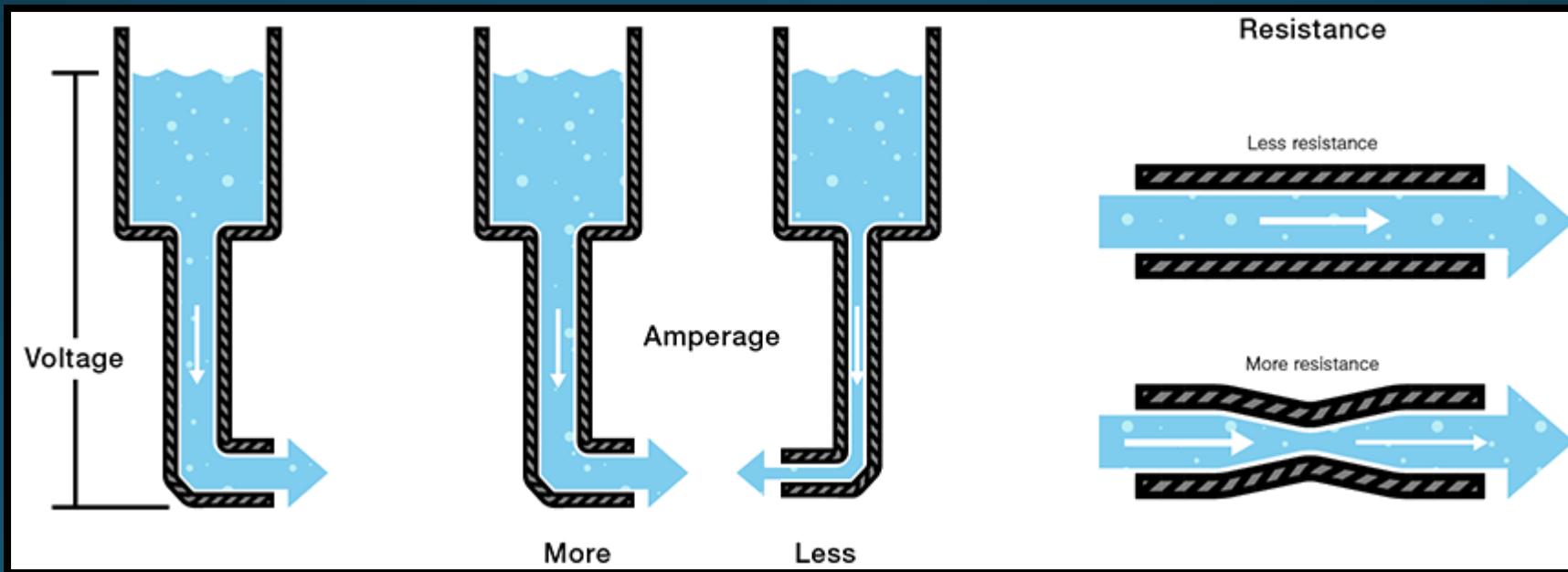


Les bases

Loi d'Ohm



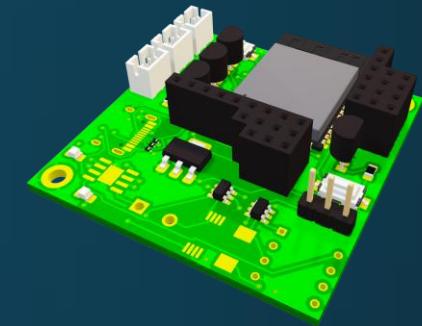
$$\text{Loi d'Ohm : } U = R \cdot I$$
$$P = U \cdot I$$





Les bases

Composants principaux

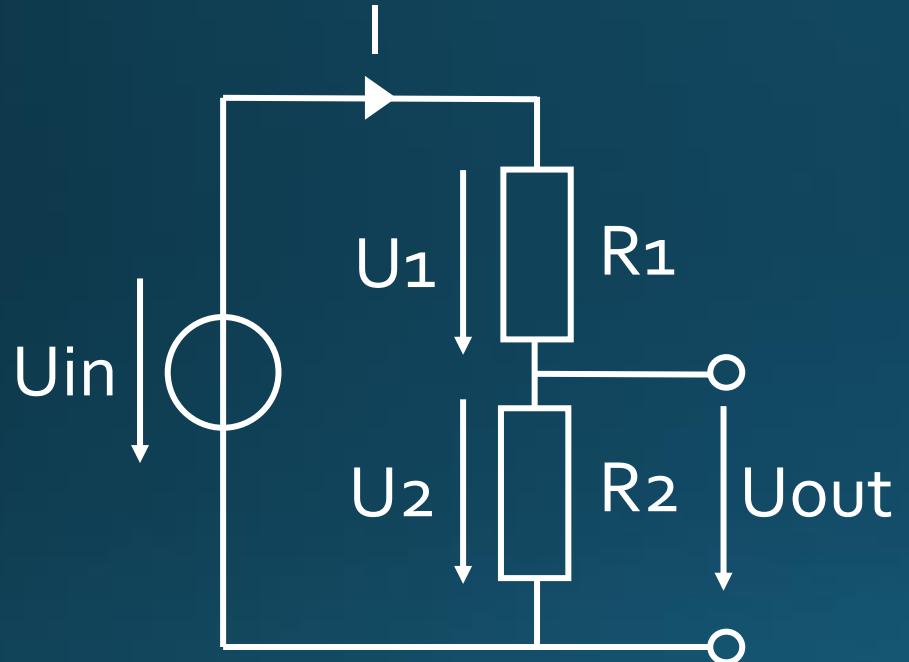
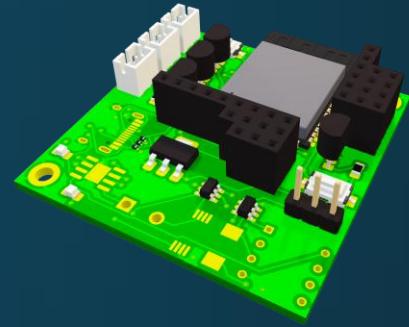


COMPOSANT	RÔLE	EXEMPLE CONCRET
Résistance	Limiter le courant	LED
Diode / LED	Laisser passer le courant dans un seul sens	Indicateur
Condensateur	Stocker une charge	Anti-bruit, temporisation
Transistor	Interrupteur commandé	Commander un moteur
Potentiomètre	Résistance variable	Contrôle de luminosité
Bouton / interrupteur	Entrée manuelle	Déclenchement d'action
Capteur (LDR, DHT, etc.)	Mesurer une grandeur	Température, lumière
Diode Schottky	Protection	Anti-retour courant
Régulateur de tension	Fournir tension stable	LM7805, AMS1117



Les bases

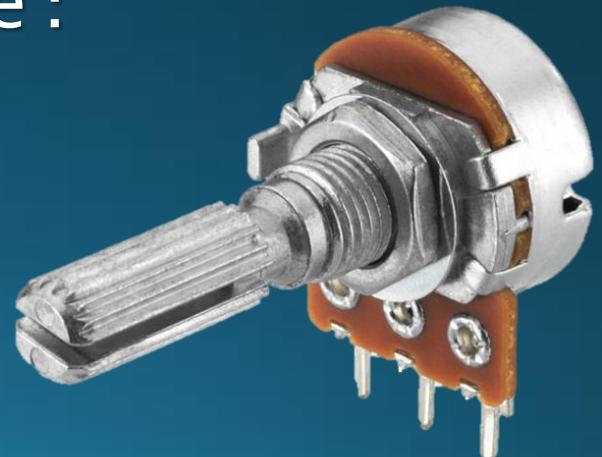
Diviseur de tension



$$I = U_{in}/(R_1+R_2)$$

$$U_{out} = I \cdot R_2 = U_{in} \cdot R_2/(R_1+R_2)$$

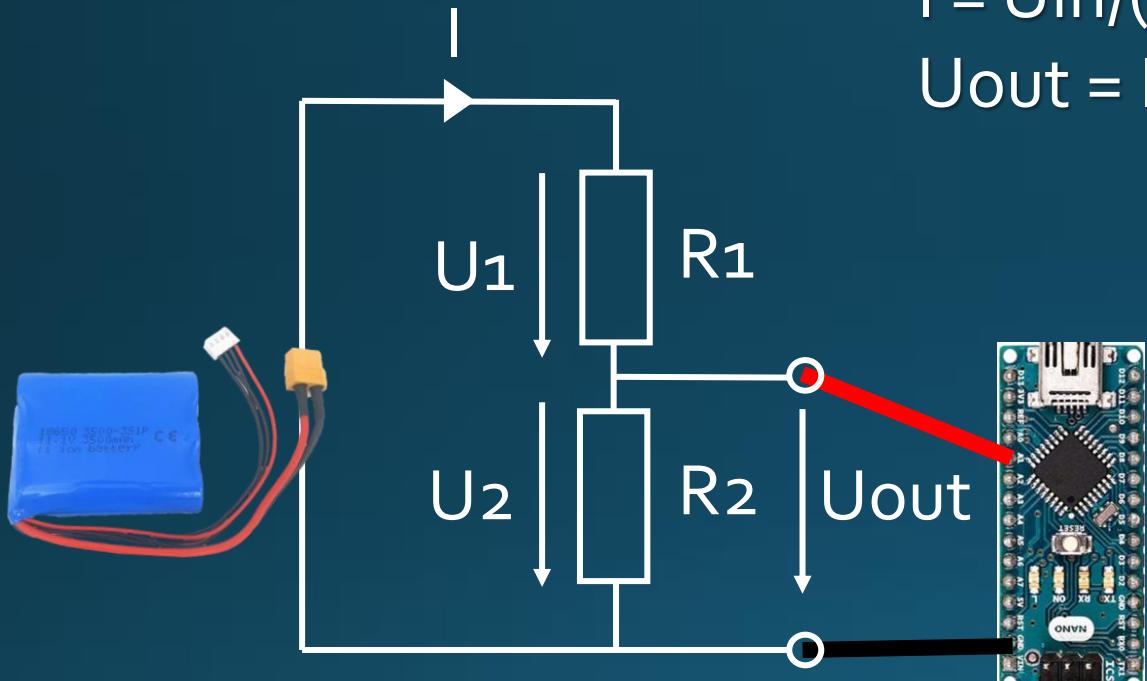
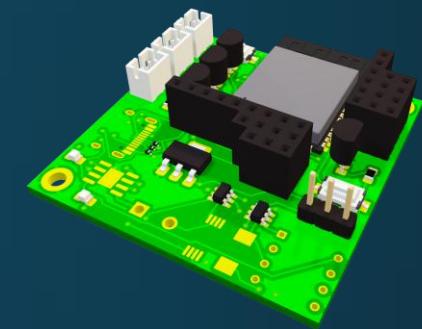
Potentiomètre :





Les bases

Diviseur de tension



$$I = U_{in}/(R_1+R_2)$$

$$U_{out} = I \cdot R_2 = U_{in} \cdot R_2/(R_1+R_2)$$

Li-ion 3s : 9.6V-12.6V

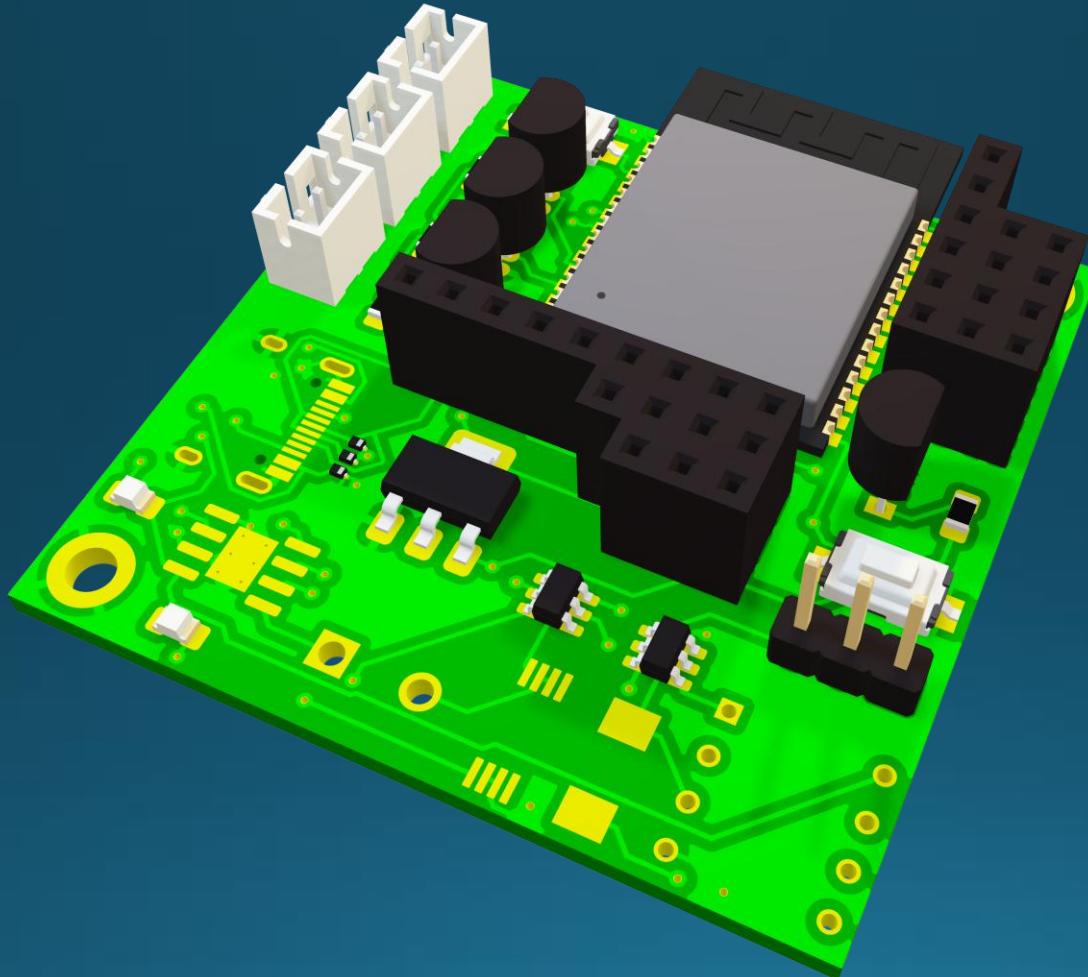
Tension analogique d'entrée arduino nano :
0V-5V

→ Rescale la tension pour qu'elle soit entre
0V et 5V → $R_1=20\text{kohm}$ et $R_2=10\text{kohm}$

- 12.6V → 4.2V
- 9.6V → 3.2V



Projet de A à Z : Kit Bota

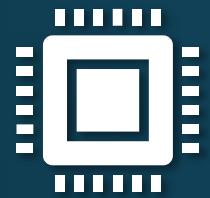




Projet de A à Z : Kit Bota



Idée



Processeur



Capteur



Actuateur



Alim



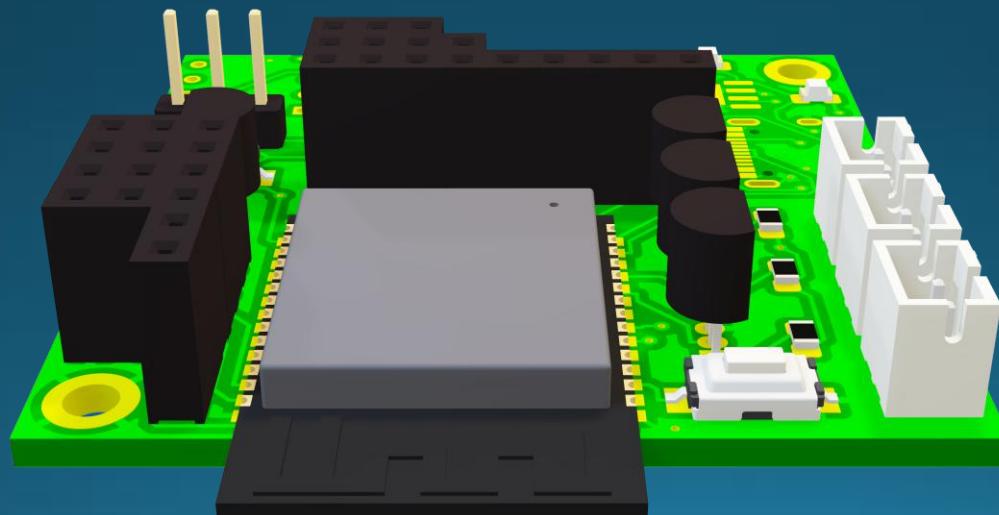
Code



Tests



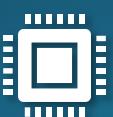
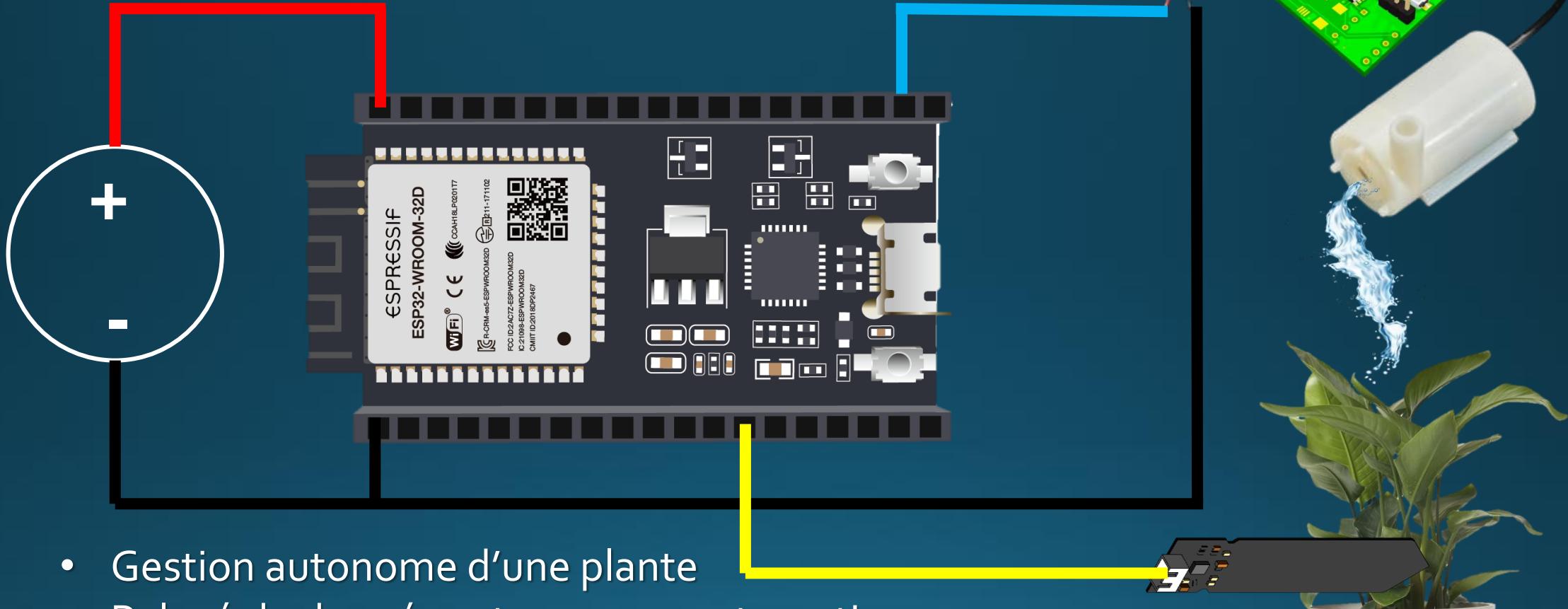
Produit fini





Concept / Idée

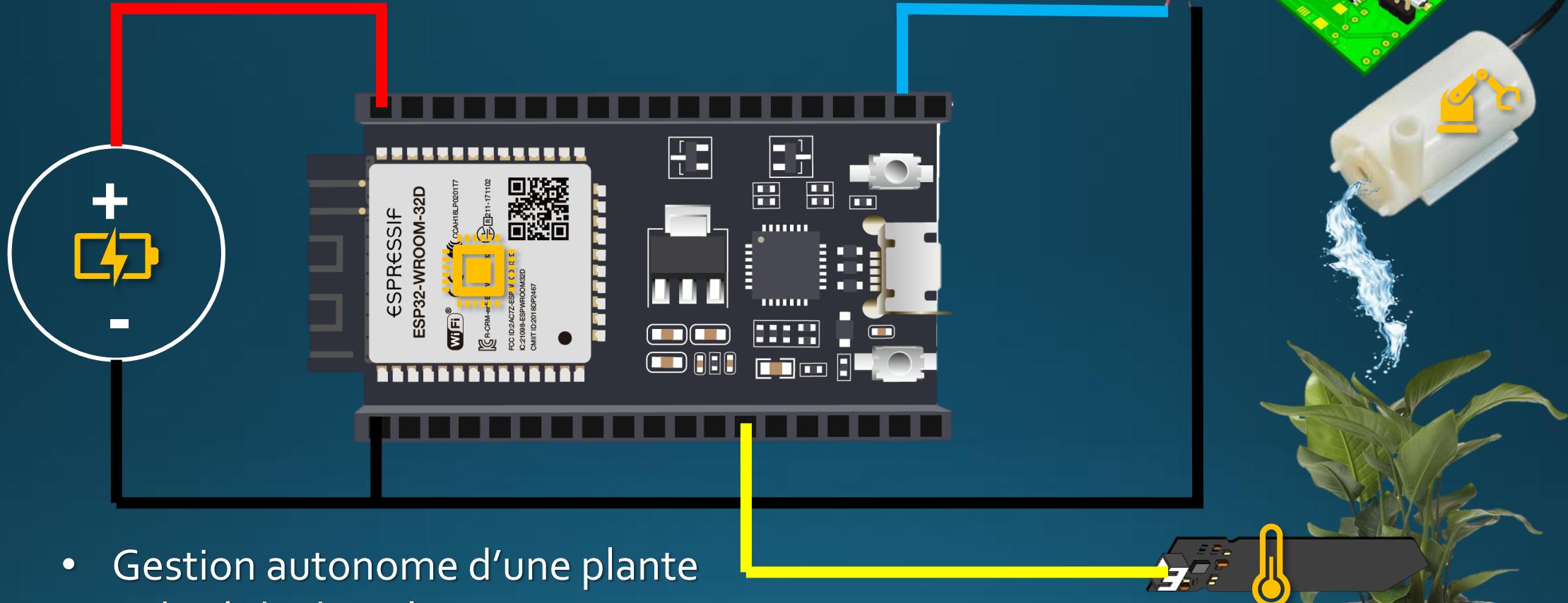
Circuit type





Concept / Idée

Circuit type



1010
1010

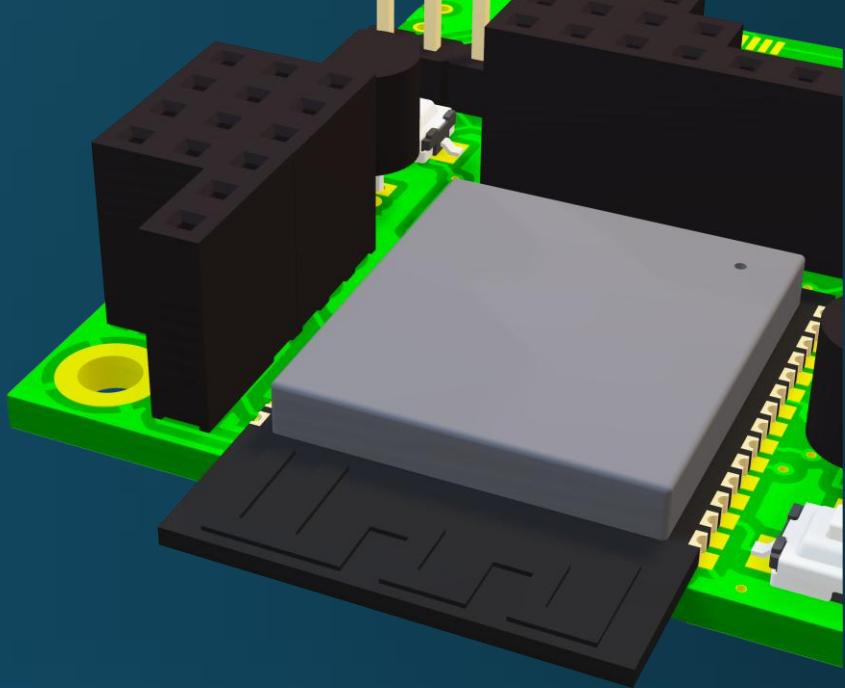




Microcontrôleur

Généralités

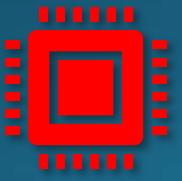
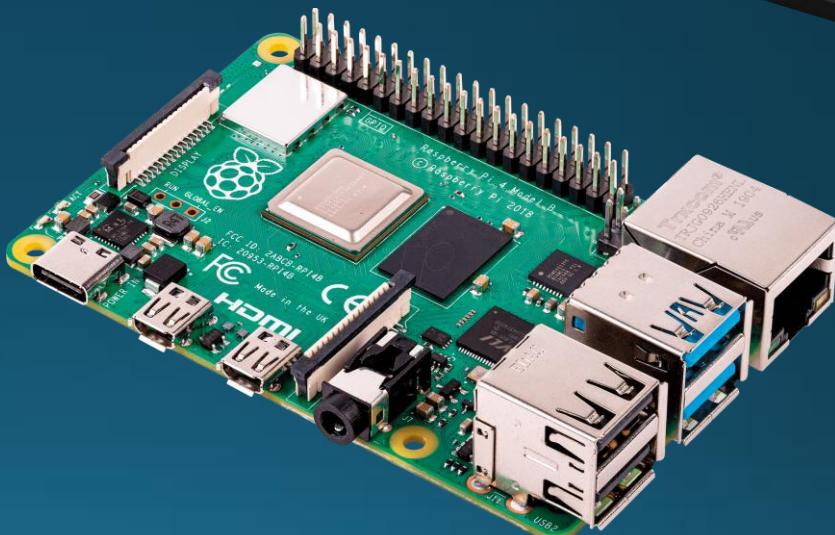
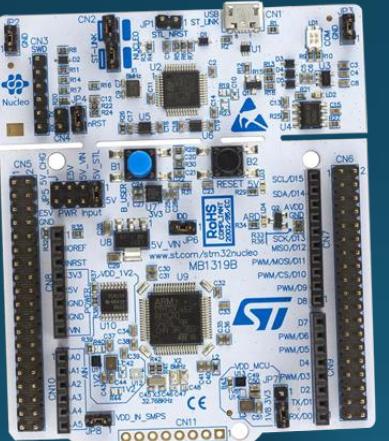
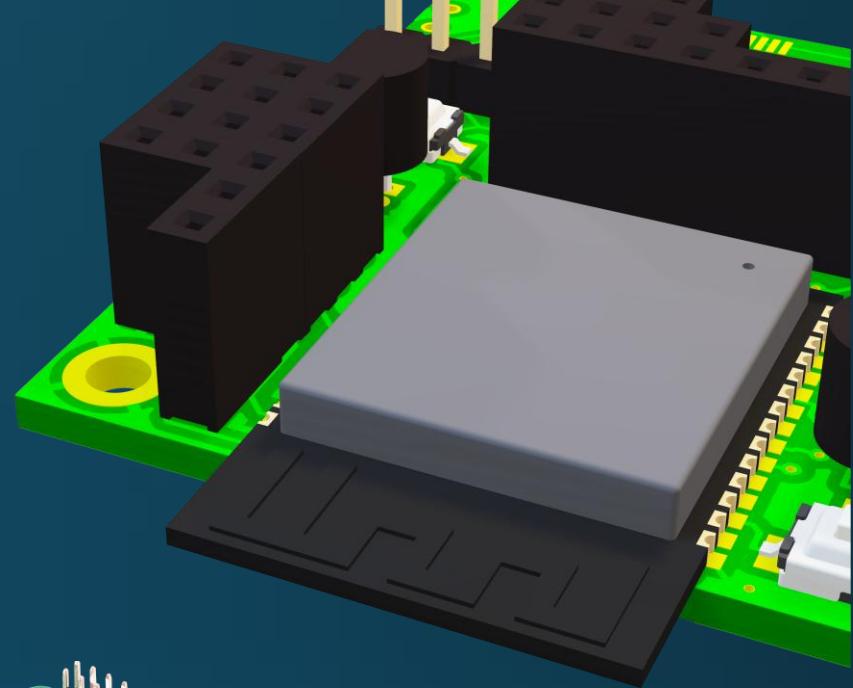
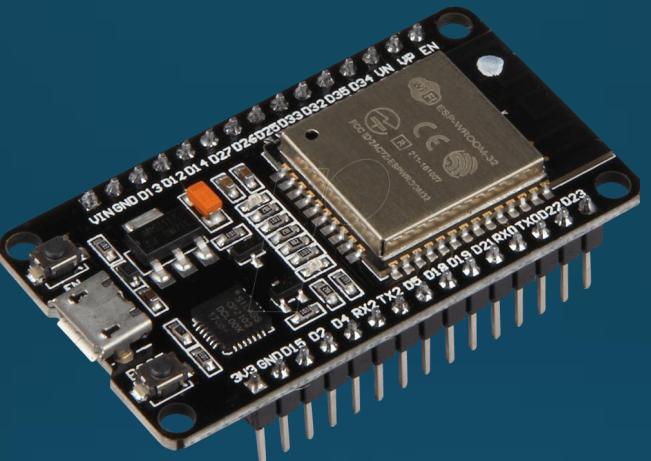
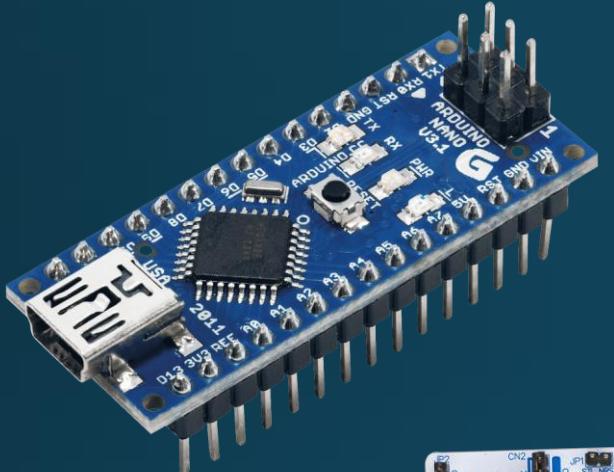
- Cerveau du système
- Calculs
- Traitement des données
- Communication
- Etc





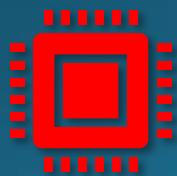
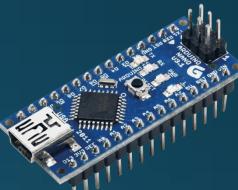
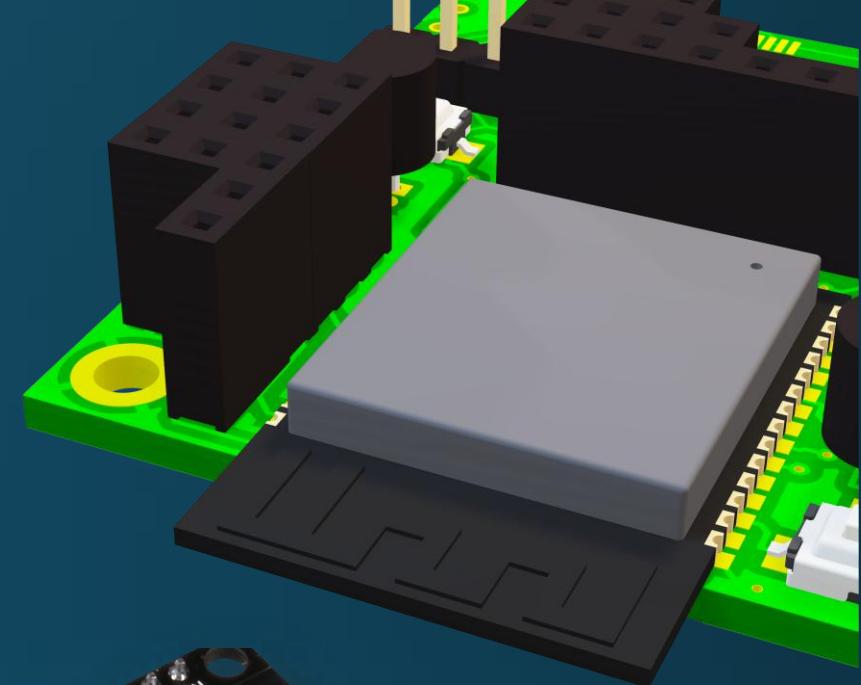
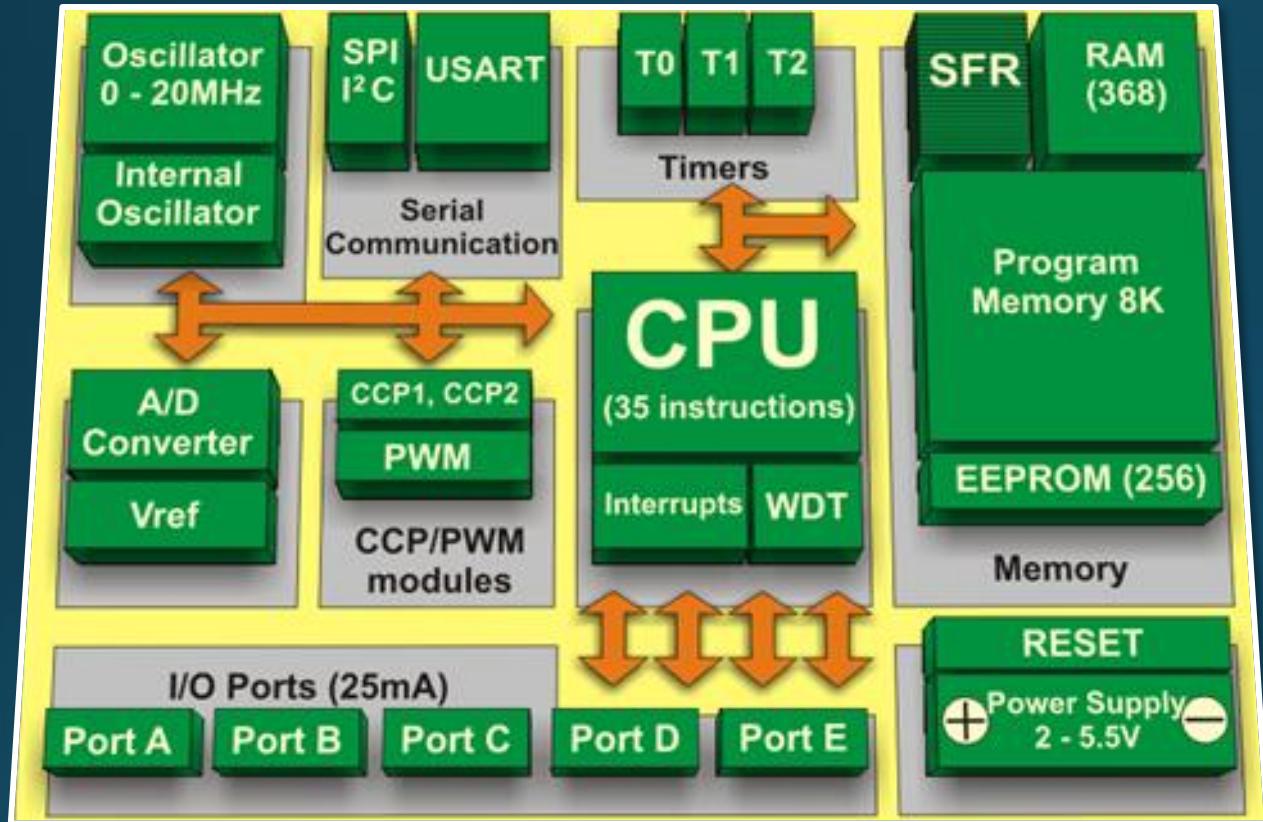
Microcontrôleur

Généralités





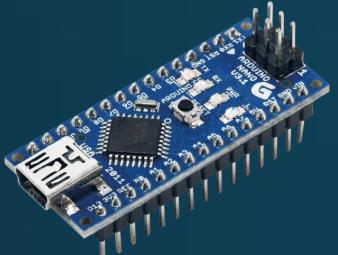
Microcontrôleur != Microprocesseur





Microcontrôleur

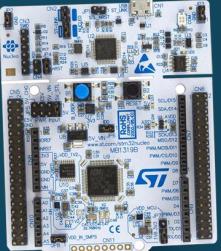
Comment choisir ?



Arduino
(ATmega)



ESP32



STM32



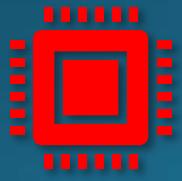
Raspberry Pi

- Très simple à utiliser
- Enorme communauté
- Support pédagogique
- Librairies
- IDE intuitif

- + performant
- Wifi + Bluetooth
- Double cœur
- + de GPIO, ADC, PWM
- Compatible Arduino

- Très performant
- Faible consommation
- Vaste gamme de choix
- IDE professionnels (STM32CubeIDE...)

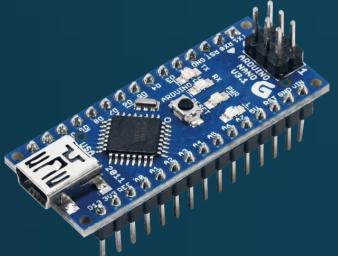
- Véritable ordinateur
- Rapport puissance/prix
- Double cœur (même 4)
- Beaucoup de GPIO...
- Bonne documentation





Microcontrôleur

Comment choisir ?



Arduino
(ATmega)



ESP32



STM32



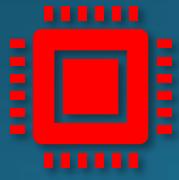
Raspberry Pi

- Peu de puissance
- Pas de WiFi/BLE
- Conso moyenne
- Mémoire et RAM limitées

- + complexe à configurer
- Conso + élevée

- Courbe d'apprentissage
- Config plus complexe
- Communauté moins large

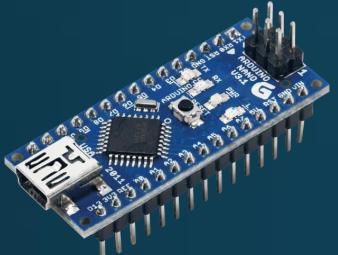
- Moins de librairies
- Pas de DAC intégré
- Codé en python (à vous de voir si c'est bien ou pas...)



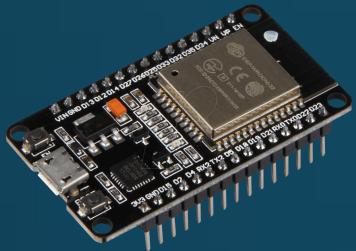


Microcontrôleur

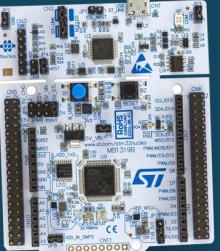
Comment choisir ?



Arduino
(ATmega)



ESP32



STM32



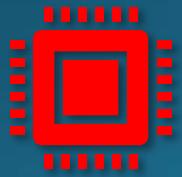
Raspberry Pi

- Débutants
- Education
- Projets simples

- Projets connectés
- Plus évolués

- Projets exigeants
- Temps réel

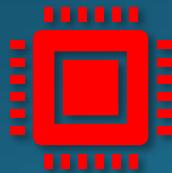
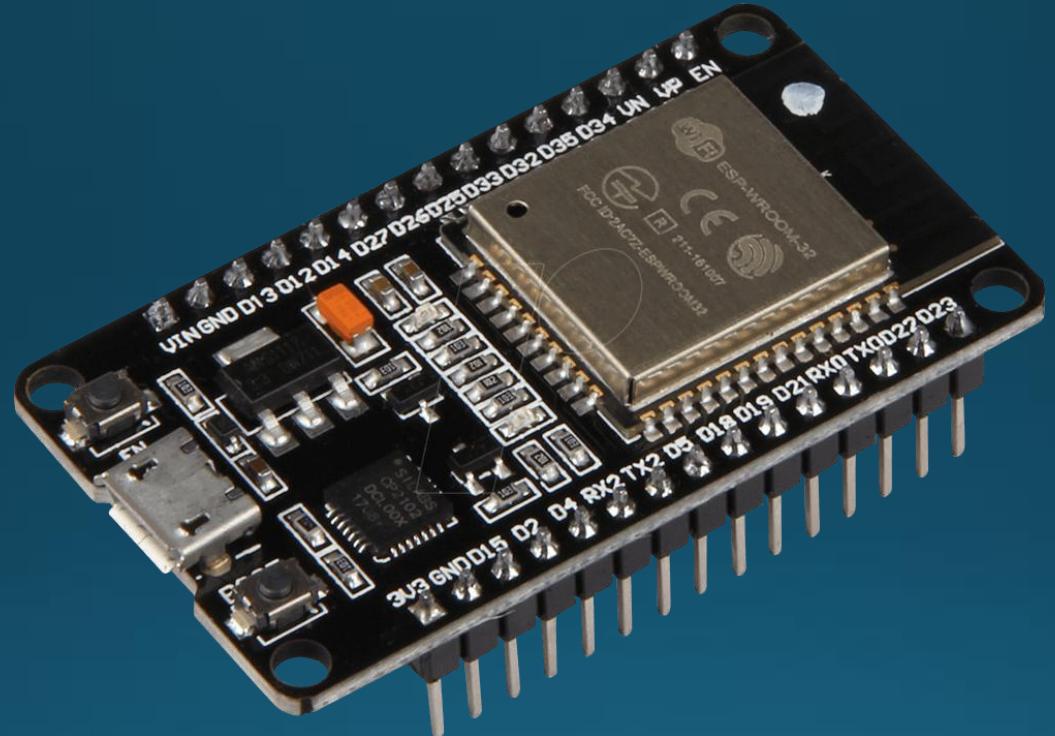
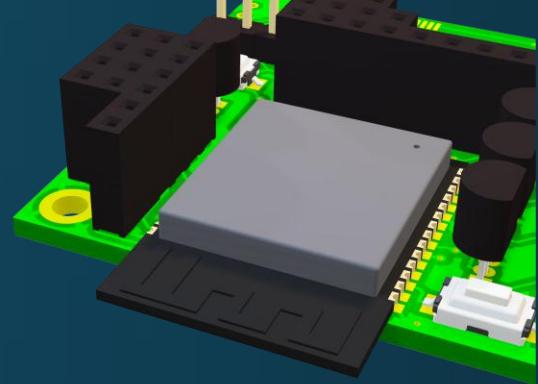
- Logique complète embarquées
- Interface USB
- Optimisation
- Multi-tâche





Microcontrôleur

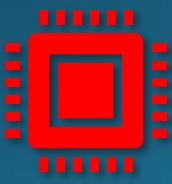
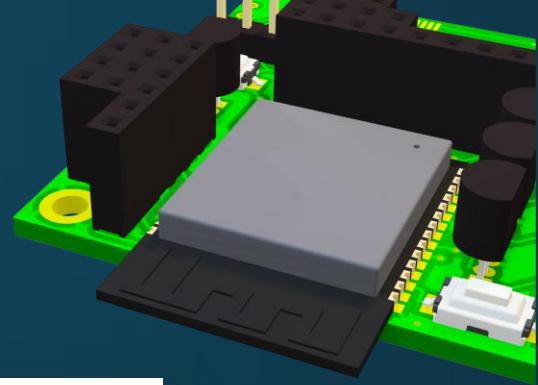
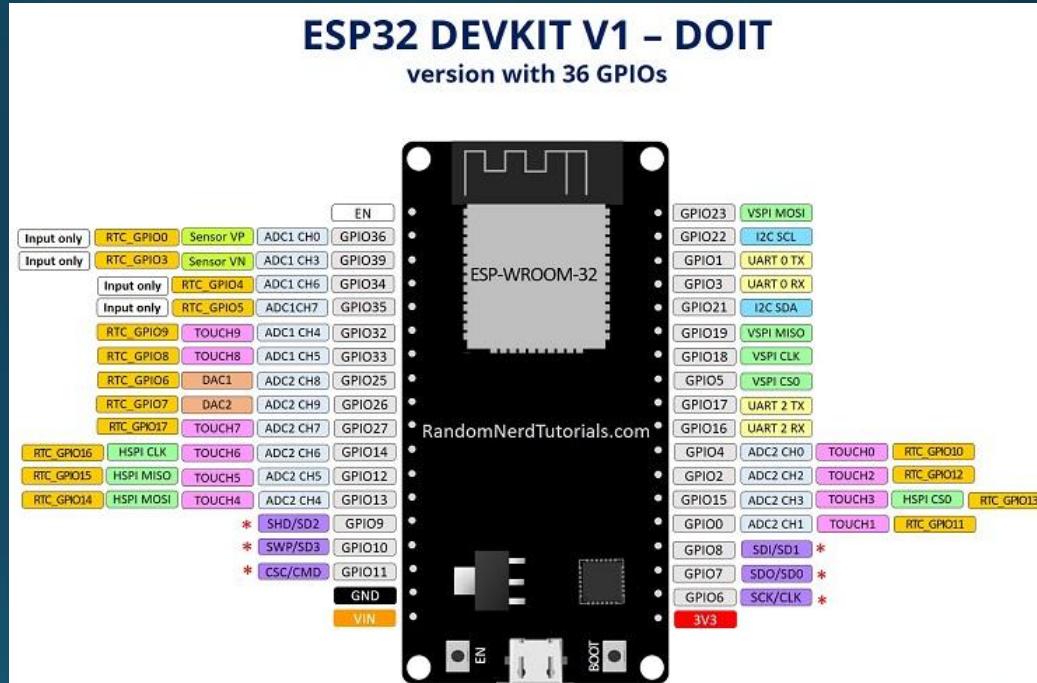
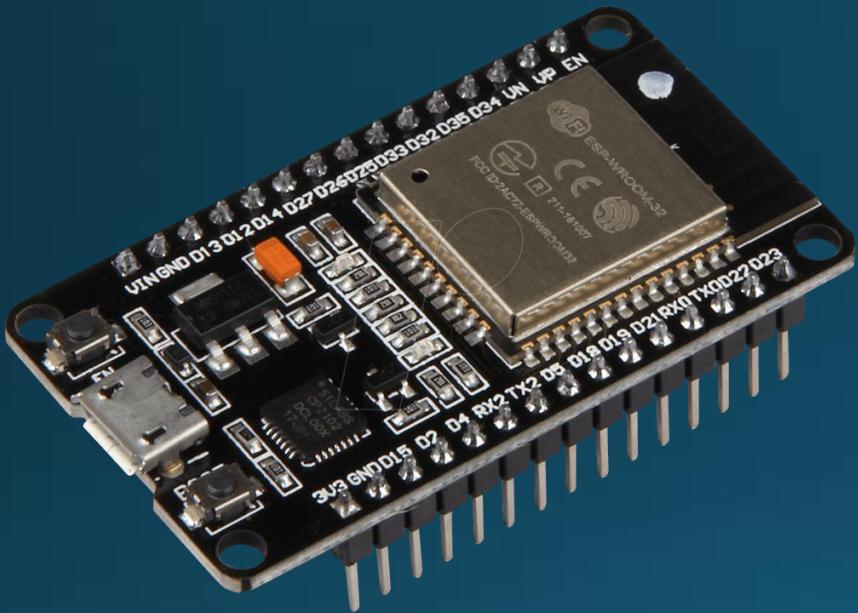
Comment choisir ?





Microcontrôleur

Comment choisir ?

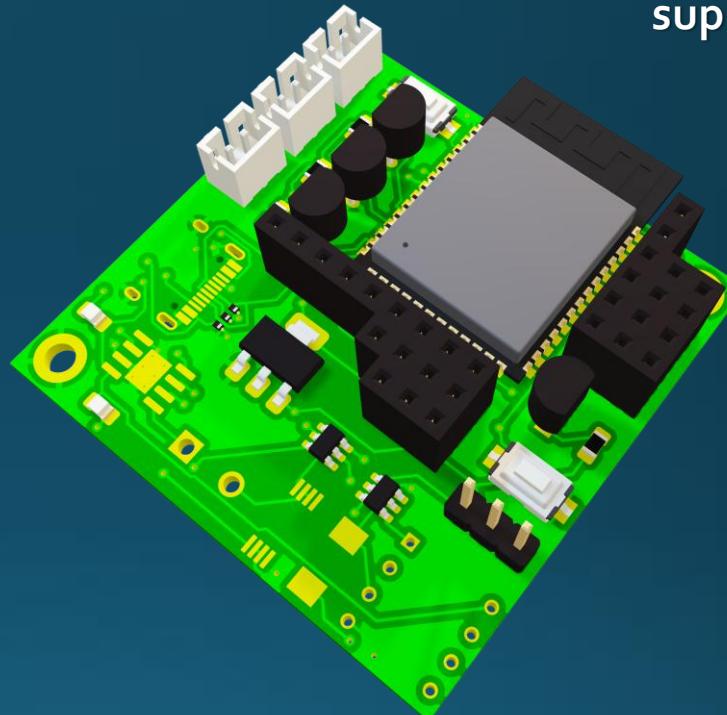
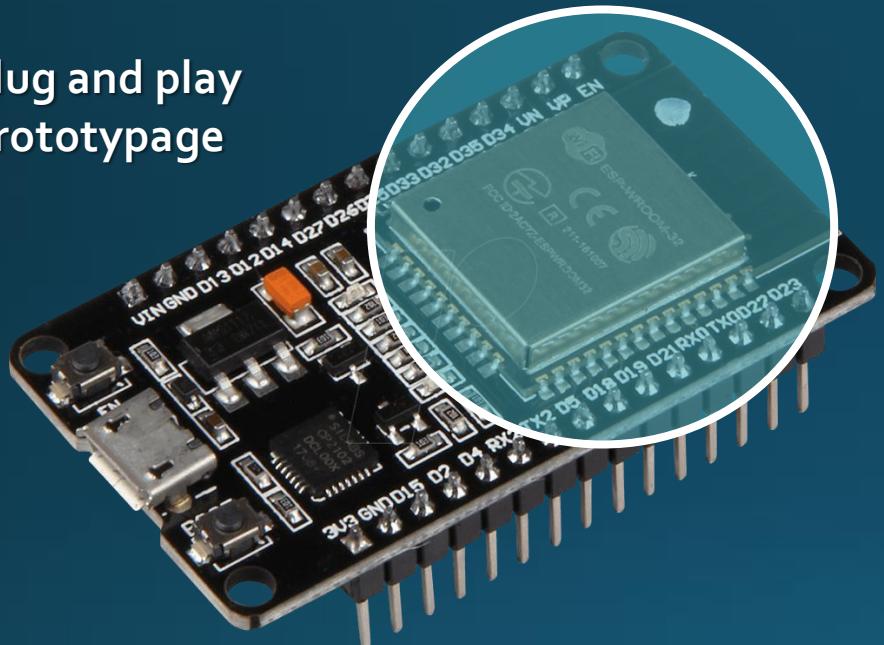




Microcontrôleur

Comment choisir ?

- Board
 - Plug and play
 - Prototypage



- Chip only
 - Plus opti
 - Plus complexe
 - Circuits supplémentaires





Capteur

Généralités

- Mesure de l'environnement
- Domaine physique → Domaine électrique
- Différentes technologies de capteurs

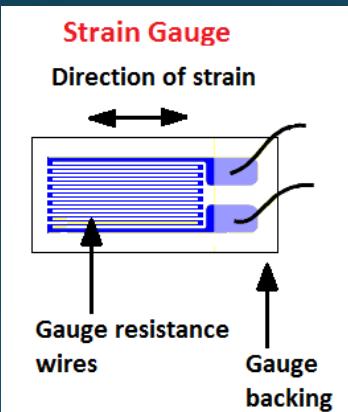


Figure #1

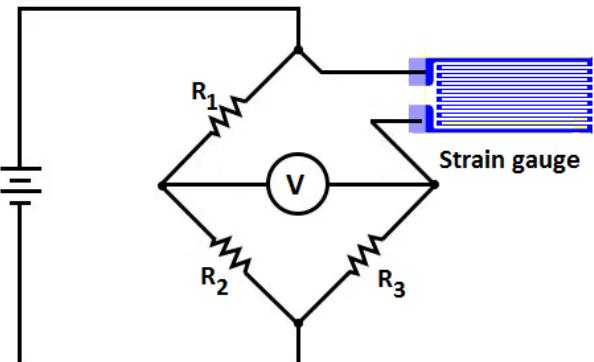
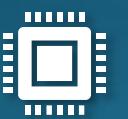
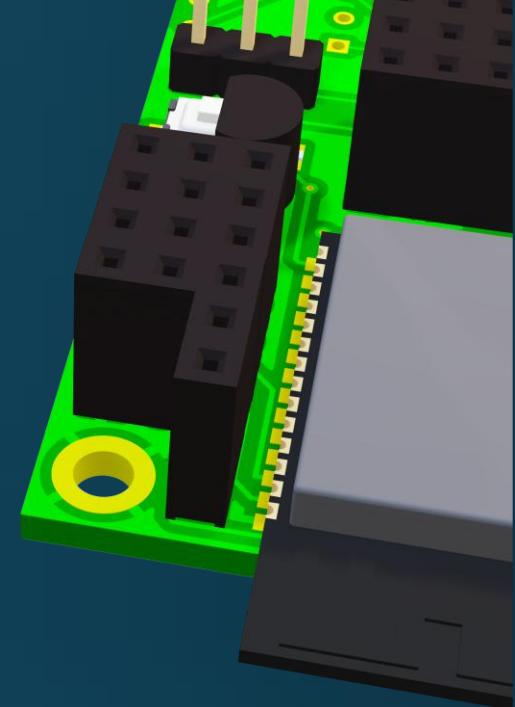
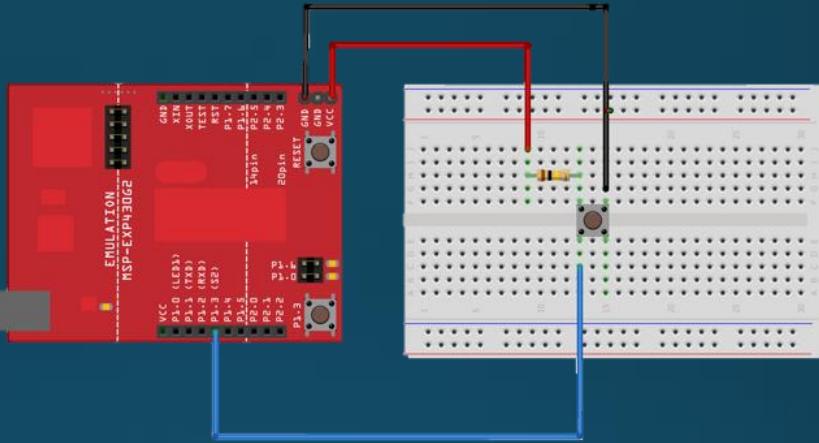
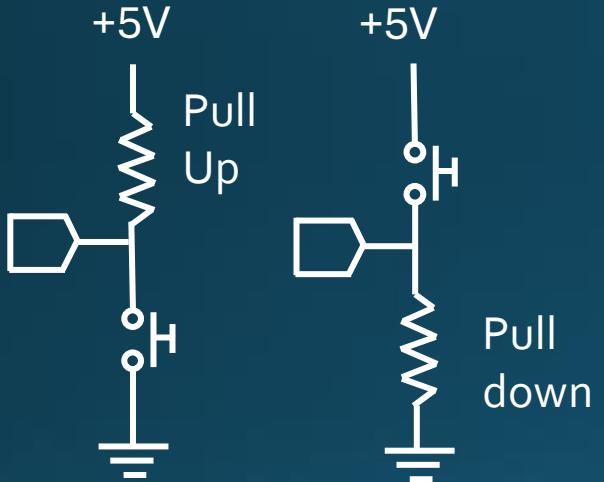


Figure #2

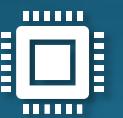




Capteur Pull-up / Pull-down



- Eviter un potentiel flottant
- Tirer le courant à Vcc ou à la masse

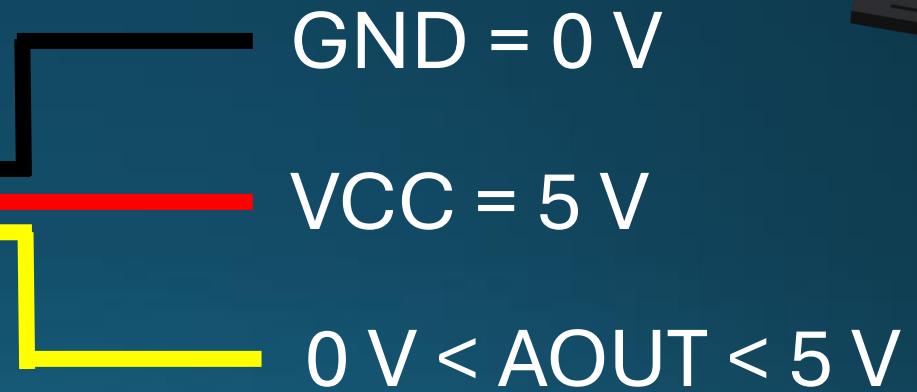
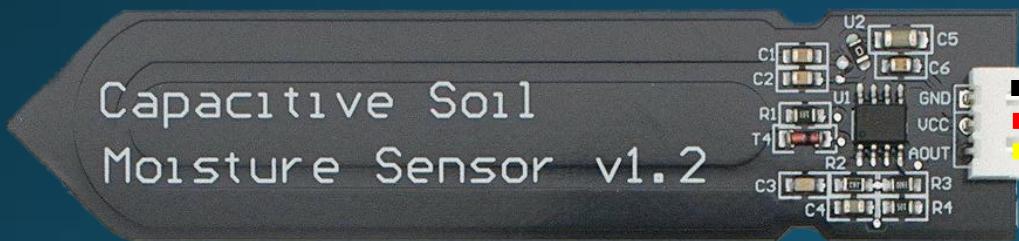


1010
1010

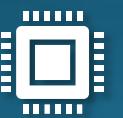




Capteur Analogique



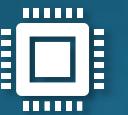
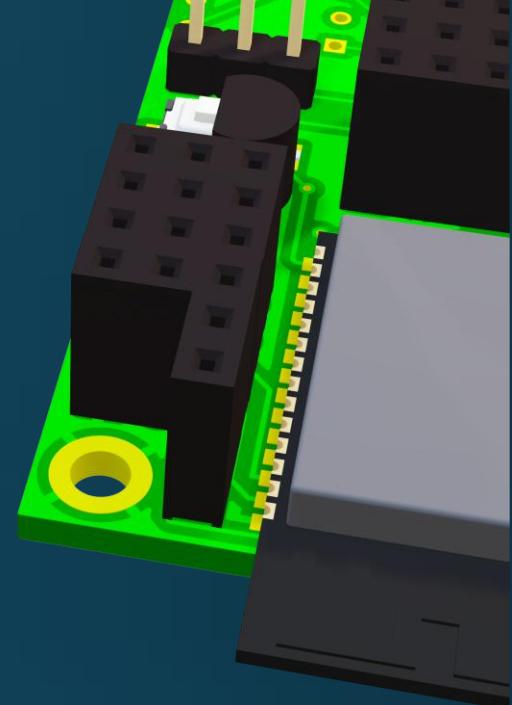
ADC nécessaire





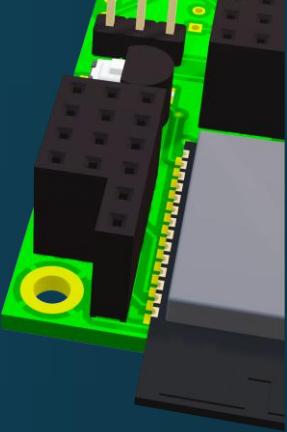
Capteur Numérique

- Signal discret (propre ADC)
- Digital I/O Pins
- Meilleure précision
- Peu sensible au bruit
- Protocols:
 - Serial (UART)
 - I2C
 - SPI





Capteur Numérique

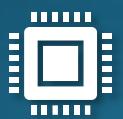


Serial (UART)

I2C

SPI

Principe	Communication point à point	Bus série synchronisé Adressage d'esclaves	Bus série synchrone maître-esclaves
Pins	TX, RX	SDA, SCL	MOSI, MISO, SCK, SS
Vitesse	Moyenne	Lente	Rapide
Pros	Simple, universel	Multi-périphériques	Stable, simple config
Cons	1 esclave / ligne	Sensible au bruit	Plus de fils

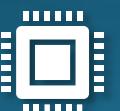
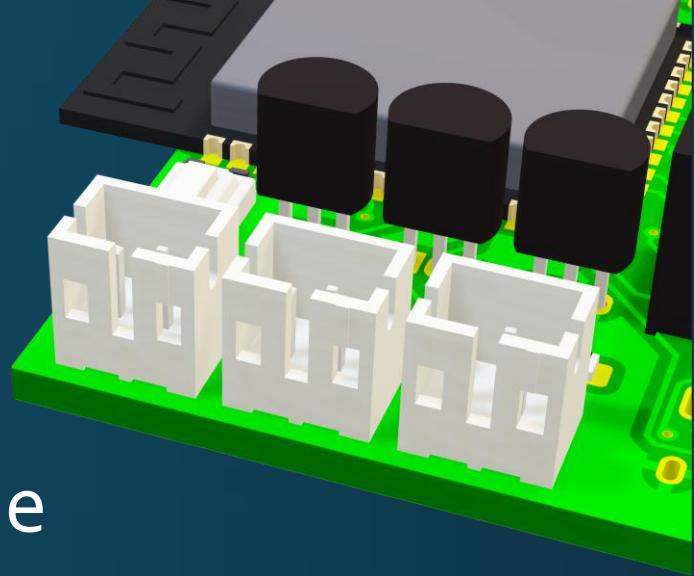




Actuateur

Généralités

- Agit sur l'environnement
- Domaine électrique → Domaine physique
- LIRE LES DATASHEETS (circuit type, Vin etc) !

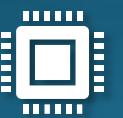
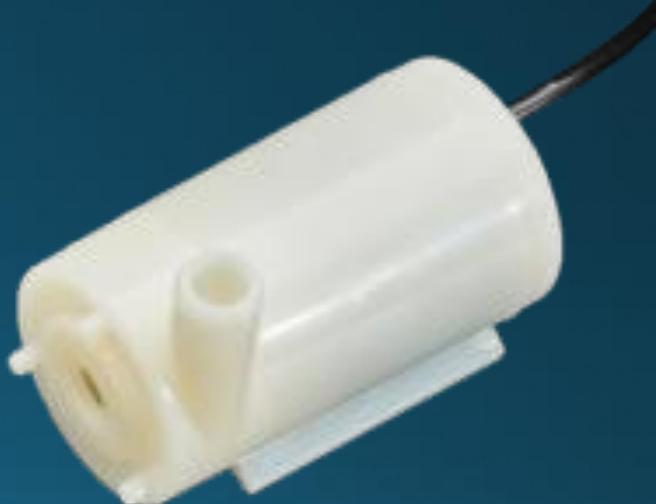
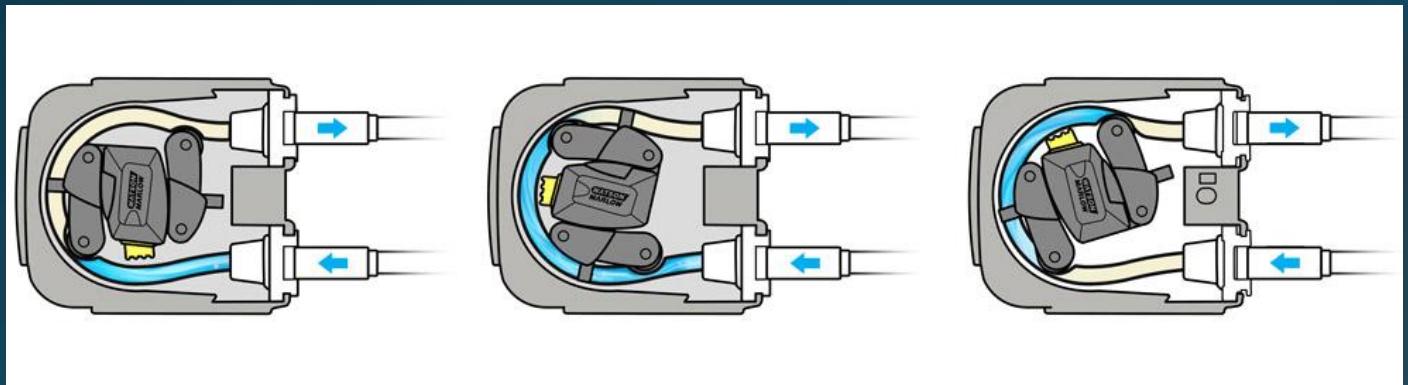
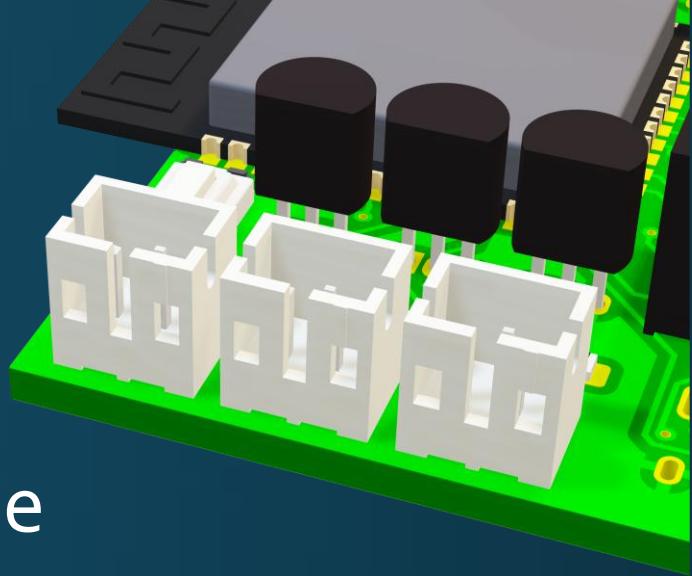




Actuateur

Généralités

- Agit sur l'environnement
- Domaine électrique → Domaine physique
- LIRE LES DATASHEETS (circuit type, Vin etc) !



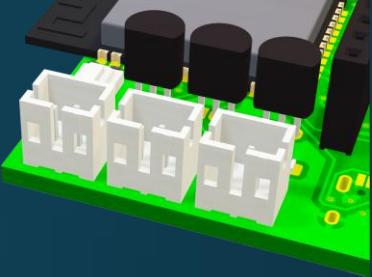
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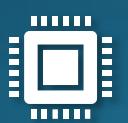


Actuateur Moteur

Démo moteurs 11/11

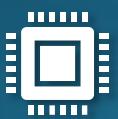
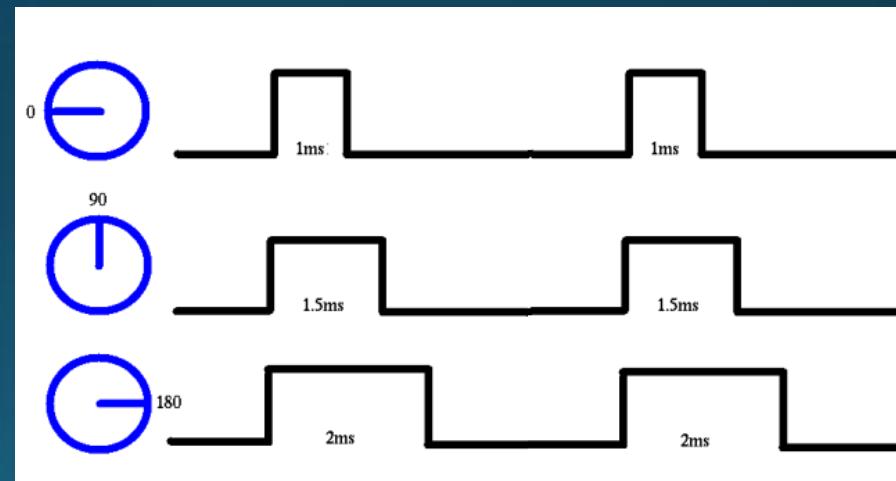
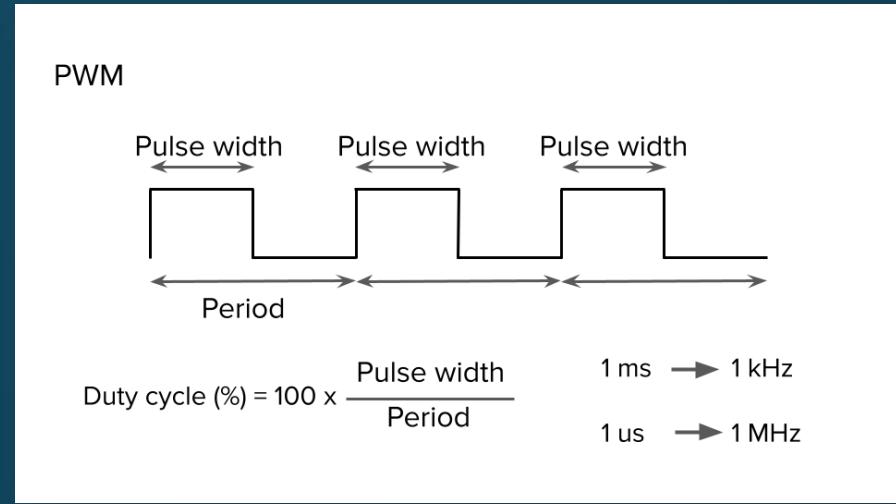
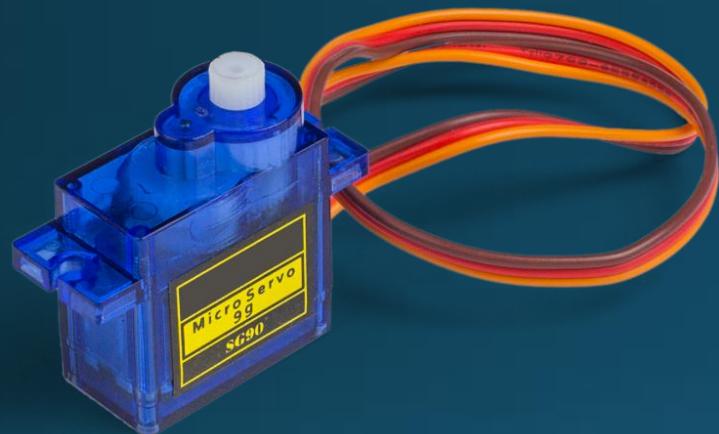


	Moteur DC à balais (brushed)	Moteur DC sans balais (brushless)	Moteur pas-à-pas	Servo moteur
Image				
Avantages	Pas cher, facile à contrôler, bon couple à faible vitesse	Durable, efficace, silencieux	Positionnement précis, stable à faible vitesse	Précision de position, bon ratio couple/poids
Inconvénients	Usure des balais, bruit, entretien	Contrôle complexe (besoin d'ESC), coût élevé	Complexité à haute vitesse, consommation élevée, poids élevé	Rotation limitée (sauf pour les servos 360°) et lente
Application	Jouets, outils électriques, petits appareils	Drones, ventilateurs...	Imprimantes 3D, CNC, robots	Bras robotiques, articulations, roues de contrôle de direction

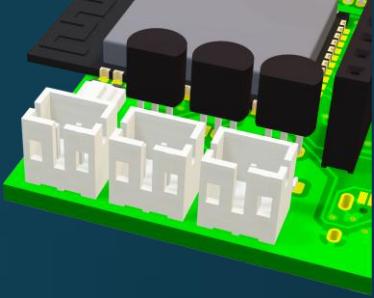




Actuateur Moteur



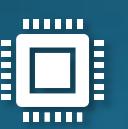
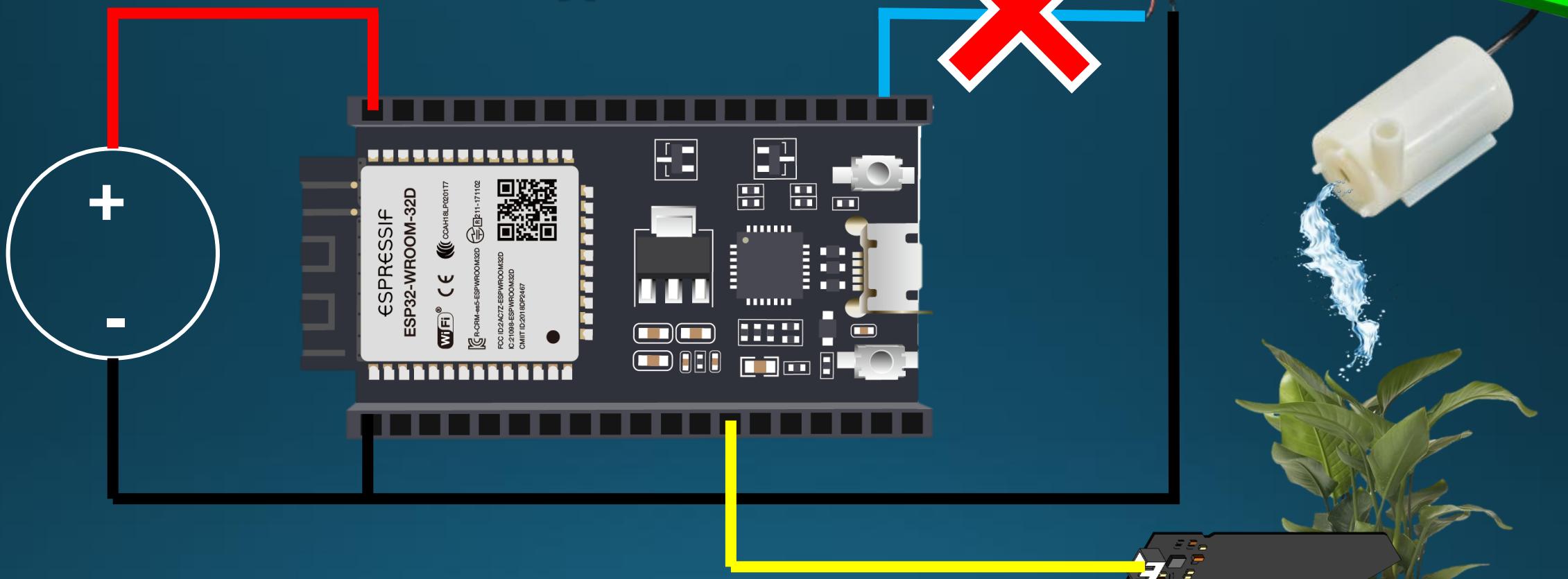
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Actuateur

Retour sur le circuit type



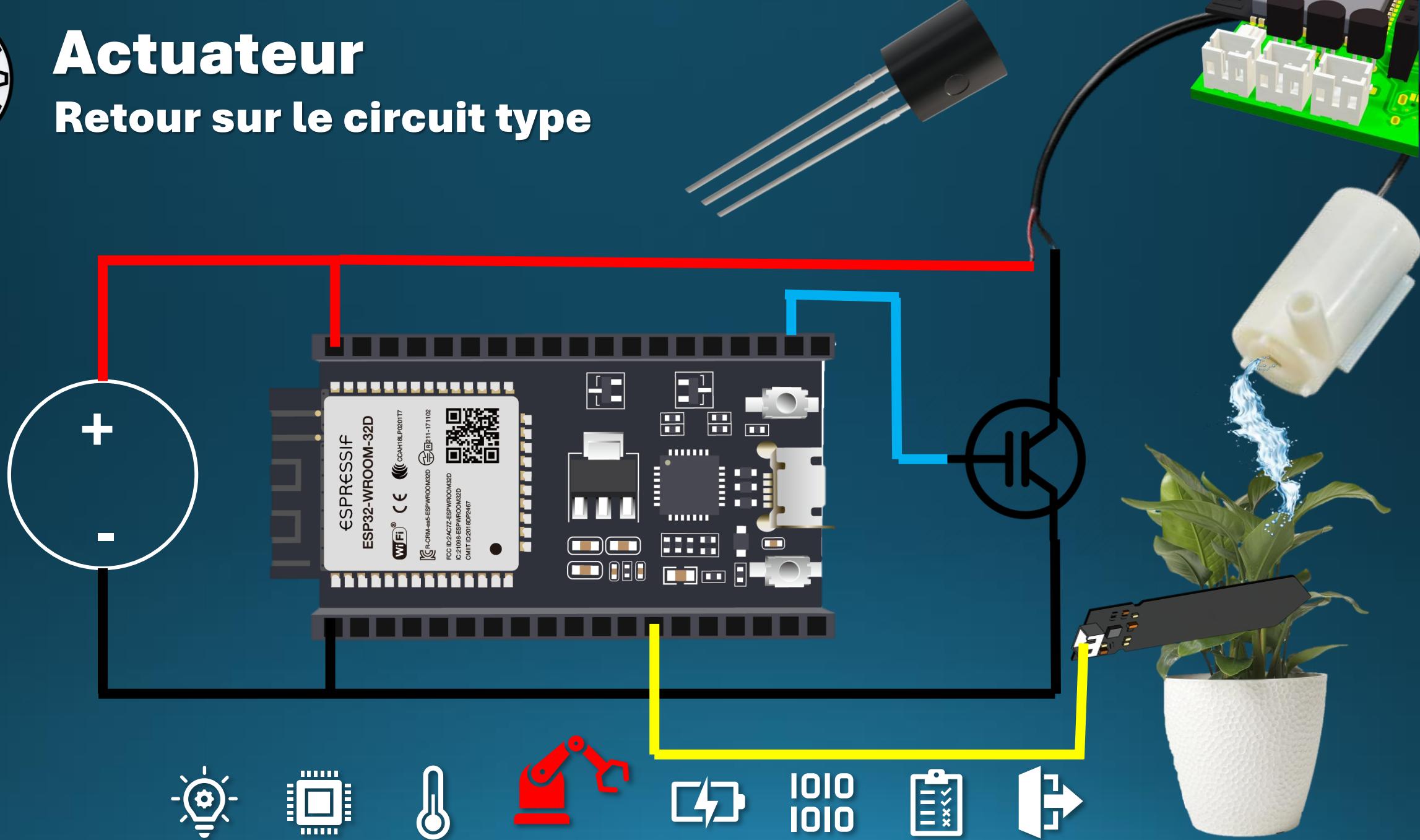
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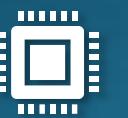
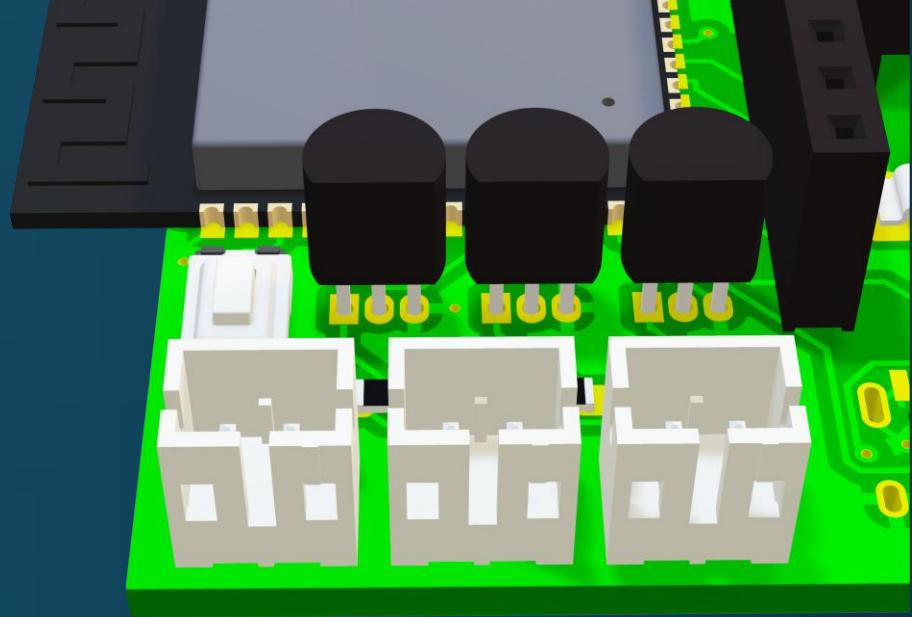
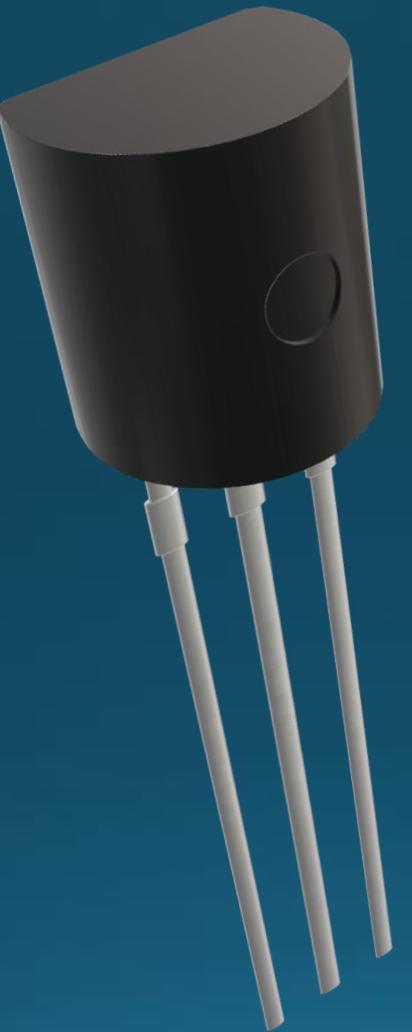
Actuateur

Retour sur le circuit type





Actuateur Transistor



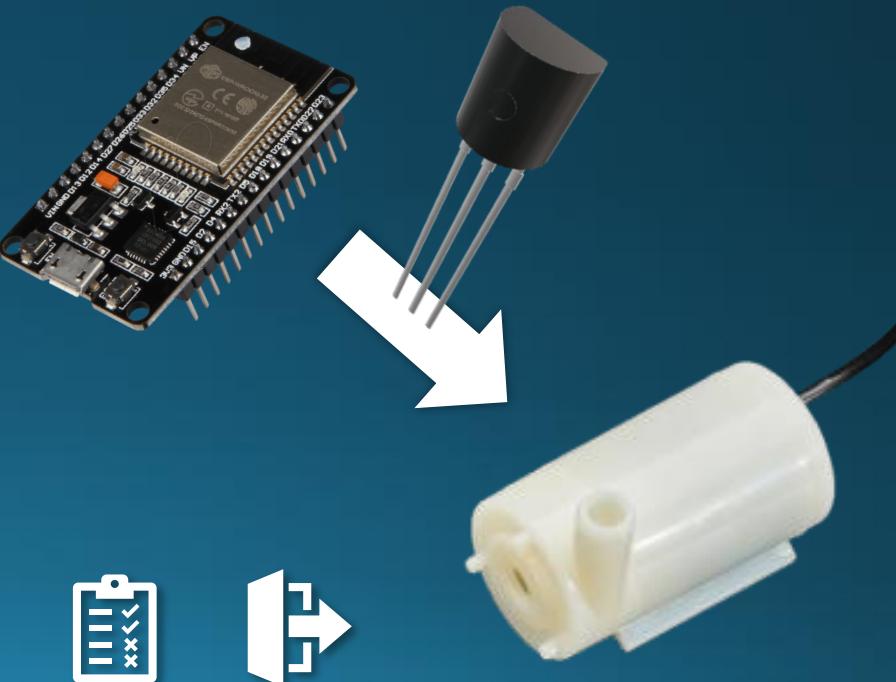
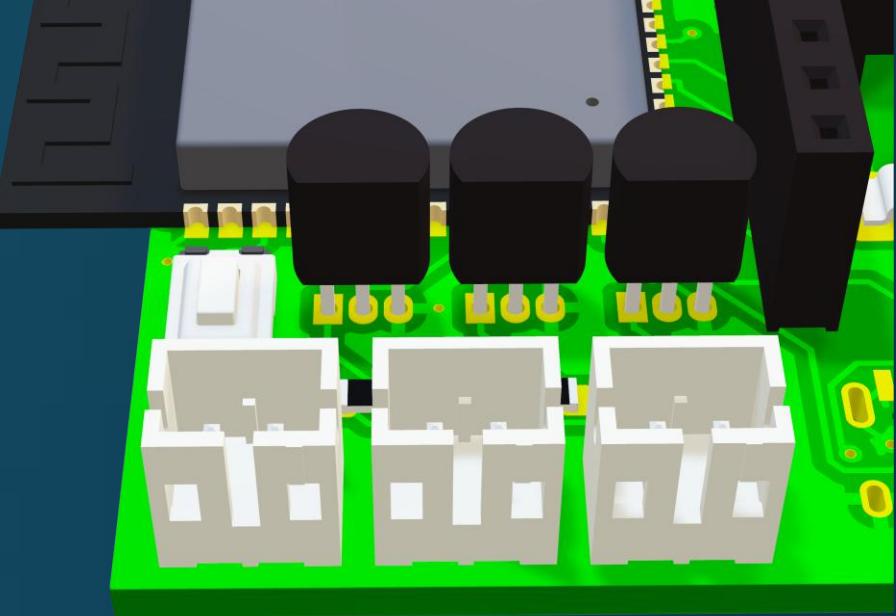
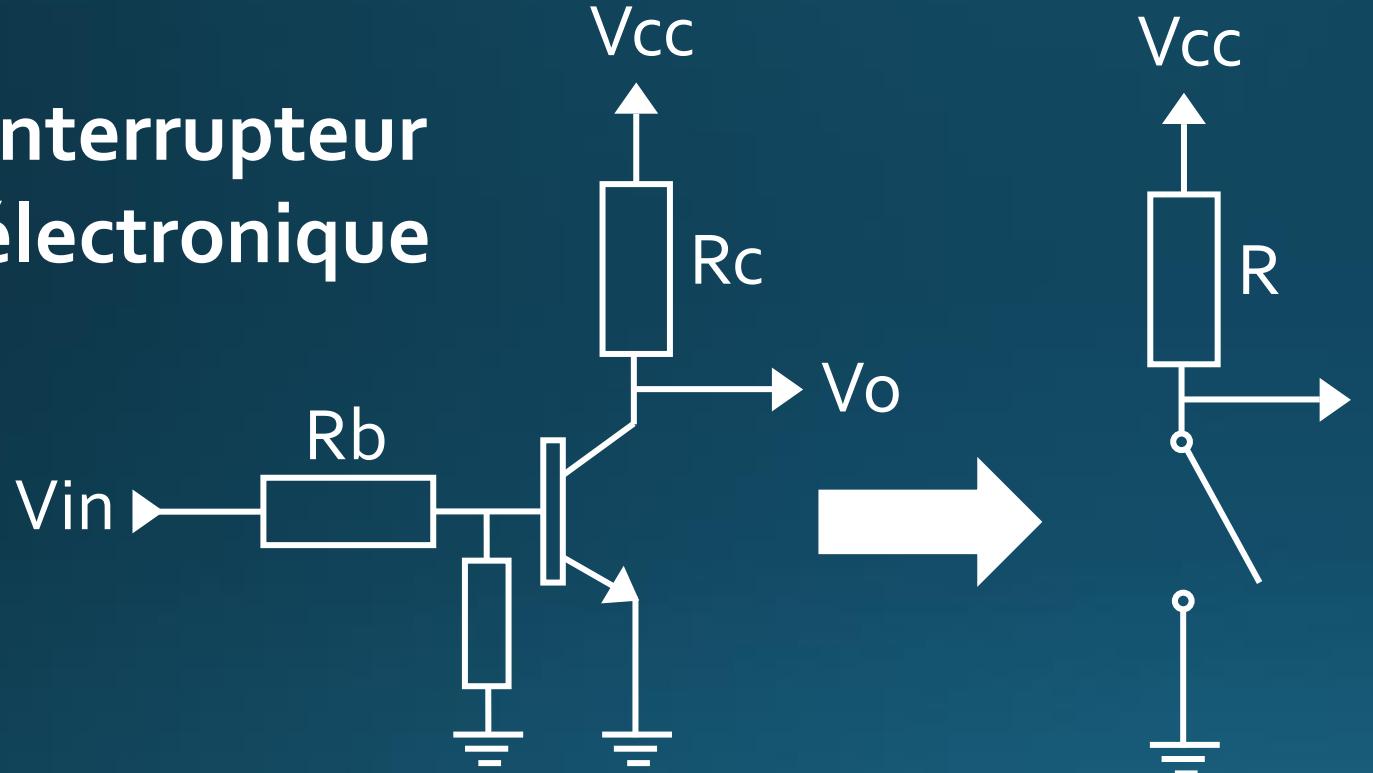
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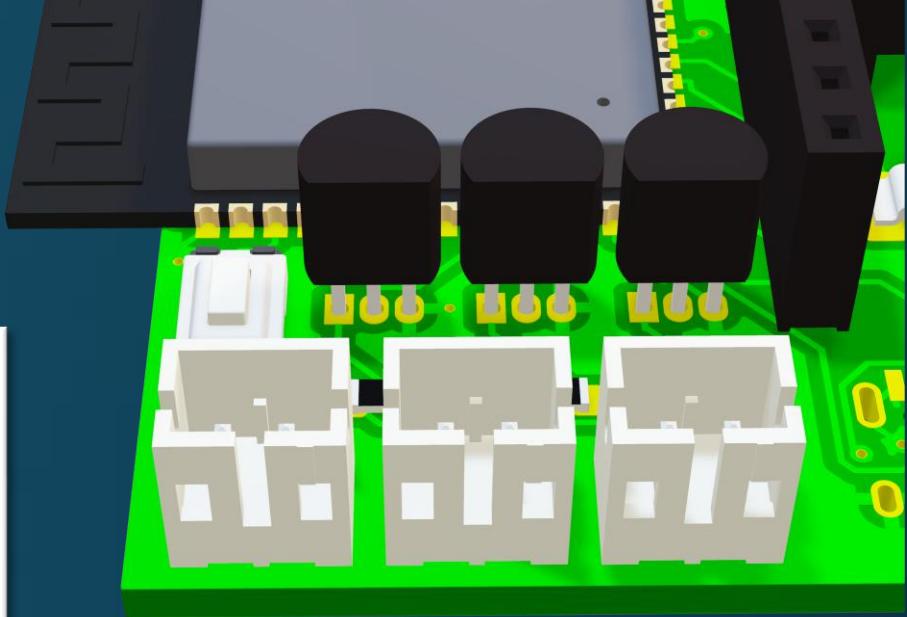
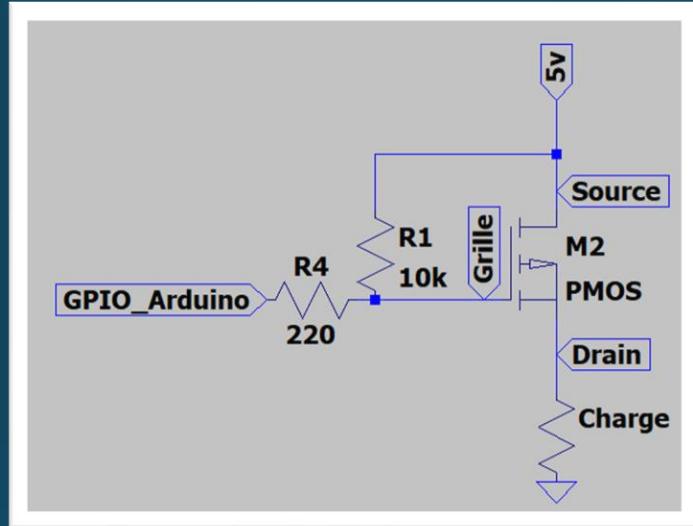
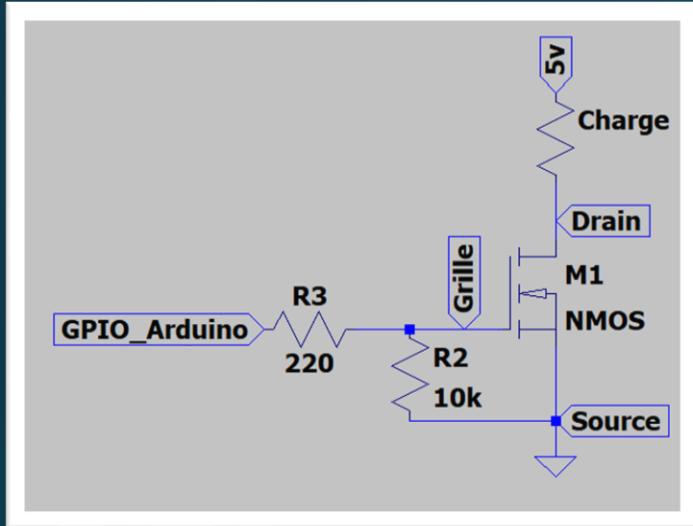
Actuateur Transistor

Interrupteur
électronique



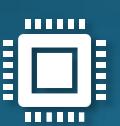


Actuateur Transistor



GPIO Arduino	Charge
LOW	OFF
HIGH	ON

GPIO Arduino	Charge
LOW	ON
HIGH	OFF



1010
1010





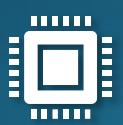
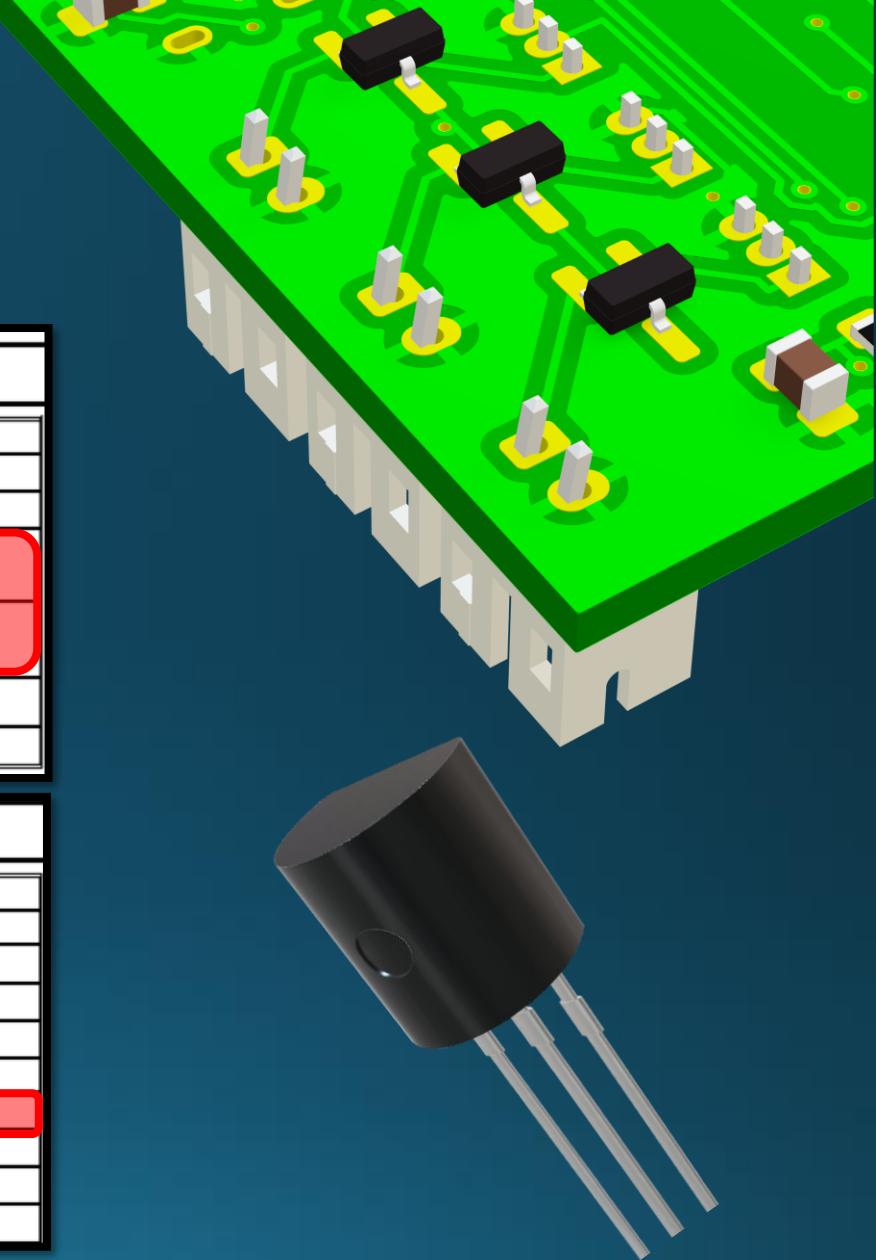
Actuateur Transistor

Maximum Ratings (@ $T_A = +25^\circ\text{C}$, unless otherwise specified.)

Characteristic	Symbol	Value	Unit		
Drain-Source Voltage	V_{DSS}	130	V		
Gate-Source Voltage	V_{GSS}	± 20	V		
Continuous Drain Current (Note 6) $V_{GS} = 10\text{V}$	Steady State	$T_A = +25^\circ\text{C}$	I_D	1.0	A
		$T_A = +70^\circ\text{C}$		0.8	
Pulsed Drain Current (10 μs Pulse, Duty Cycle $\leq 1\%$)	$t < 10\text{s}$	$T_A = +25^\circ\text{C}$	I_D	1.2	A
		$T_A = +70^\circ\text{C}$		1.0	
Maximum Body Diode Continuous Current (Note 6)	I_S	1.0	A		

Electrical Characteristics (@ $T_A = +25^\circ\text{C}$, unless otherwise specified.)

Characteristic	Symbol	Min	Typ	Max	Unit	Test Condition
OFF CHARACTERISTICS (Note 7)						
Drain-Source Breakdown Voltage	BV_{DSS}	130	—	—	V	$V_{GS} = 0\text{V}$, $I_D = 250\mu\text{A}$
Zero Gate Voltage Drain Current	I_{DSS}	—	—	100	nA	$V_{DS} = 120\text{V}$, $V_{GS} = 0\text{V}$
Gate-Body Leakage	I_{GSS}	—	—	± 100	nA	$V_{GS} = \pm 20\text{V}$, $V_{DS} = 0\text{V}$
ON CHARACTERISTICS (Note 7)						
Gate Threshold Voltage	$V_{GS(TH)}$	2.0	2.7	4.0	V	$V_{DS} = V_{GS}$, $I_D = 250\mu\text{A}$
Static Drain-Source On-Resistance	$R_{DS(\text{ON})}$	—	0.41	0.75	Ω	$V_{GS} = 10\text{V}$, $I_D = 2.0\text{A}$
		—	0.43	0.85		$V_{GS} = 6.0\text{V}$, $I_D = 2.0\text{A}$
Diode Forward Voltage	V_{SD}	—	0.8	1.2	V	$V_{GS} = 0\text{V}$, $I_S = 1.0\text{A}$

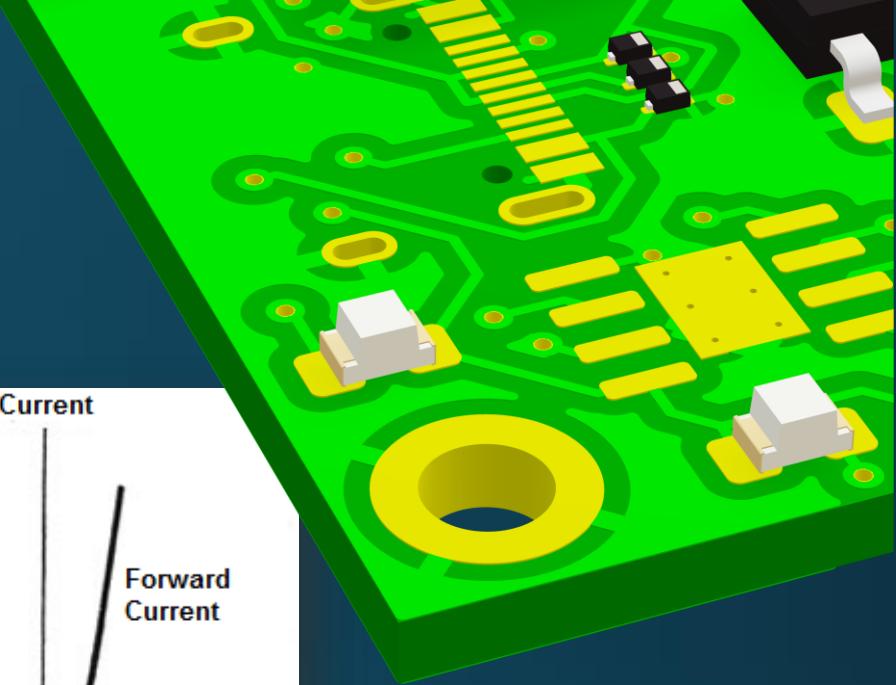
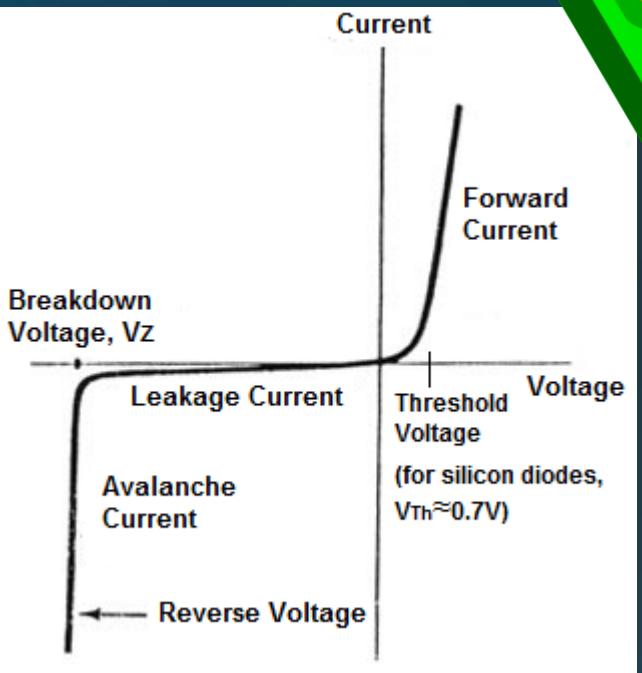
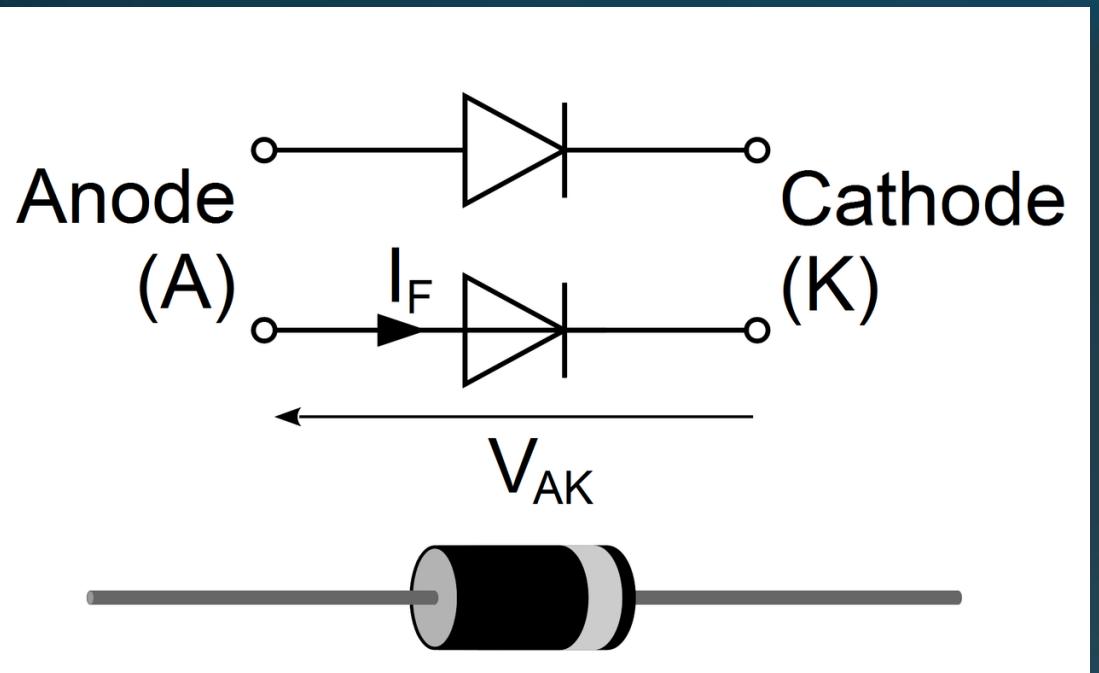


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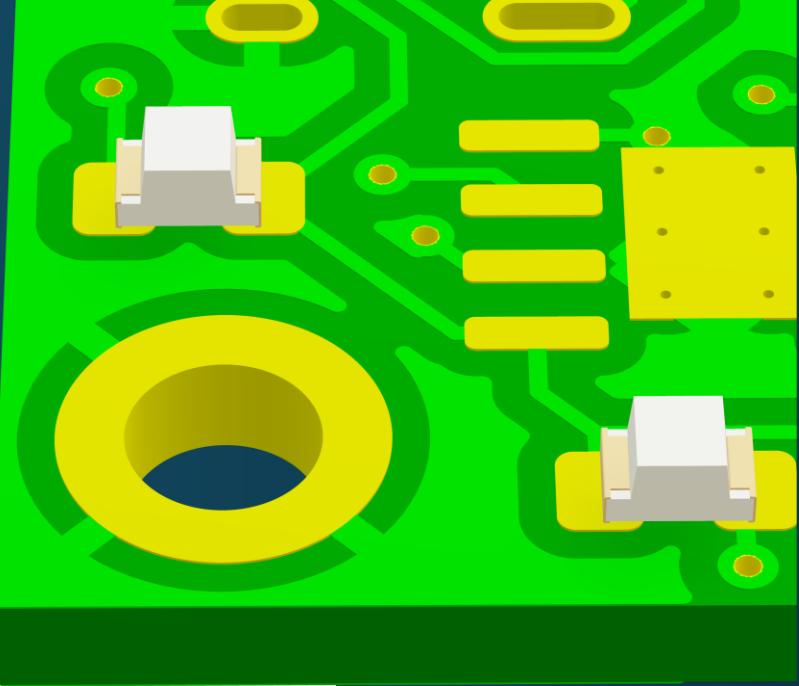
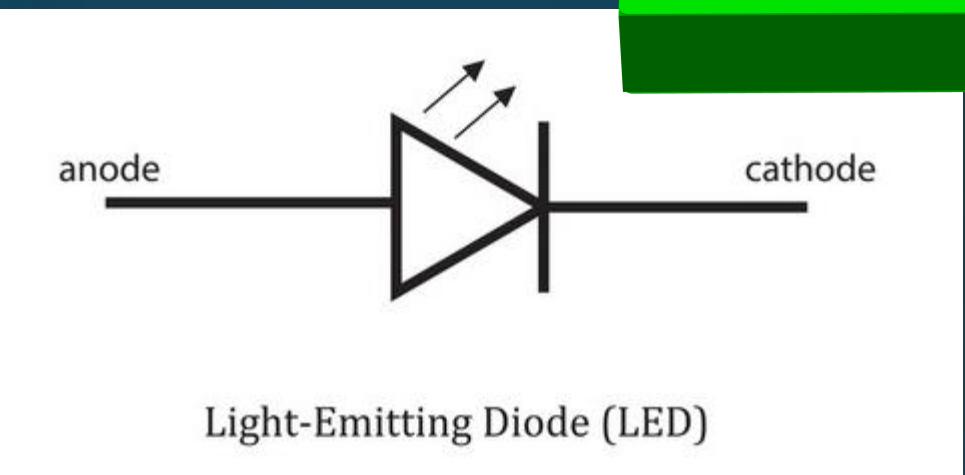
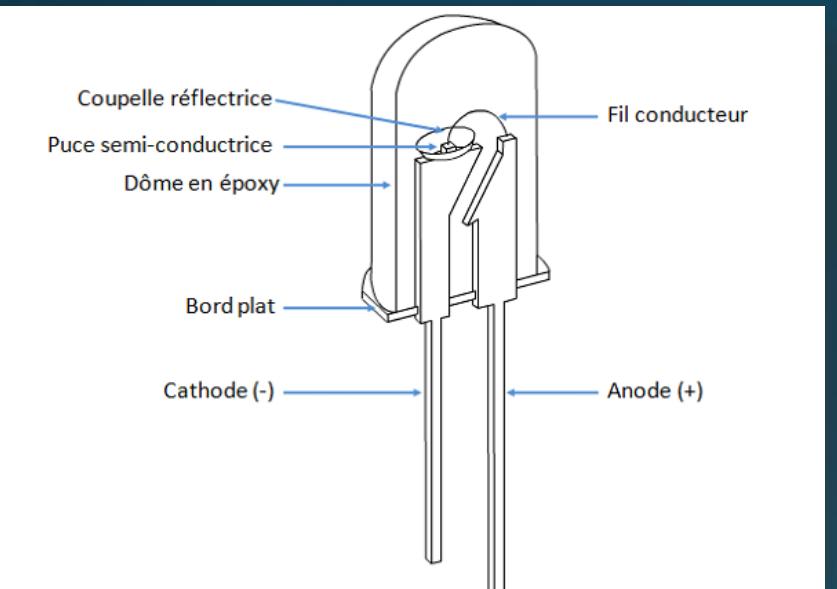


Actuateur Diode et LED



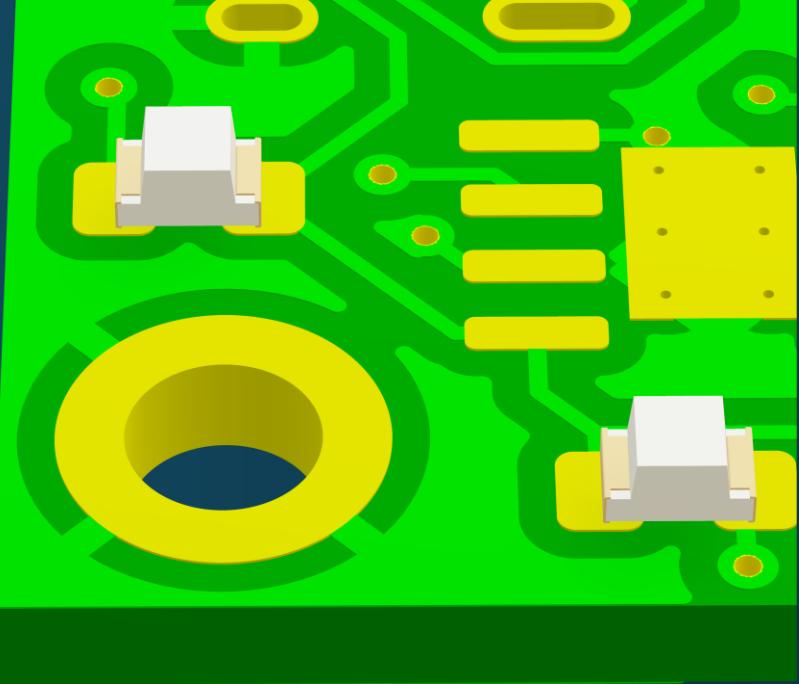
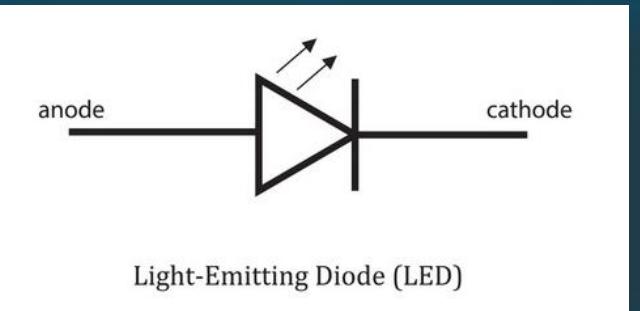


Actuateur Diode et LED





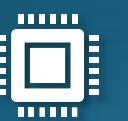
Actuateur Diode et LED



- Ne pas directement brancher à Vcc
- Résistance pour limiter le courant
- Lire datasheet de la LED
- Calculer la valeur de la résistance :

$$R = \frac{V_{alim} - V_f}{I_f}$$

- Tension directe V_f
- Courant nominal I_f
- Arrondir à la valeur standard de résistance la plus proche (vers le bas idéalement)

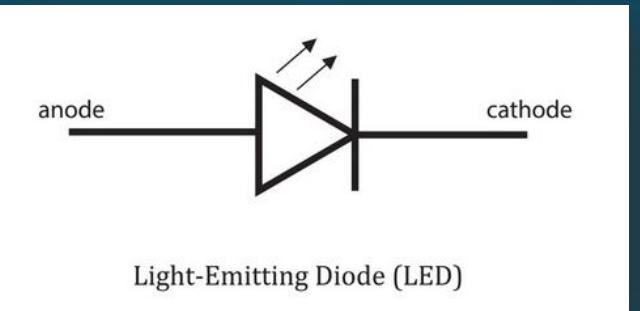


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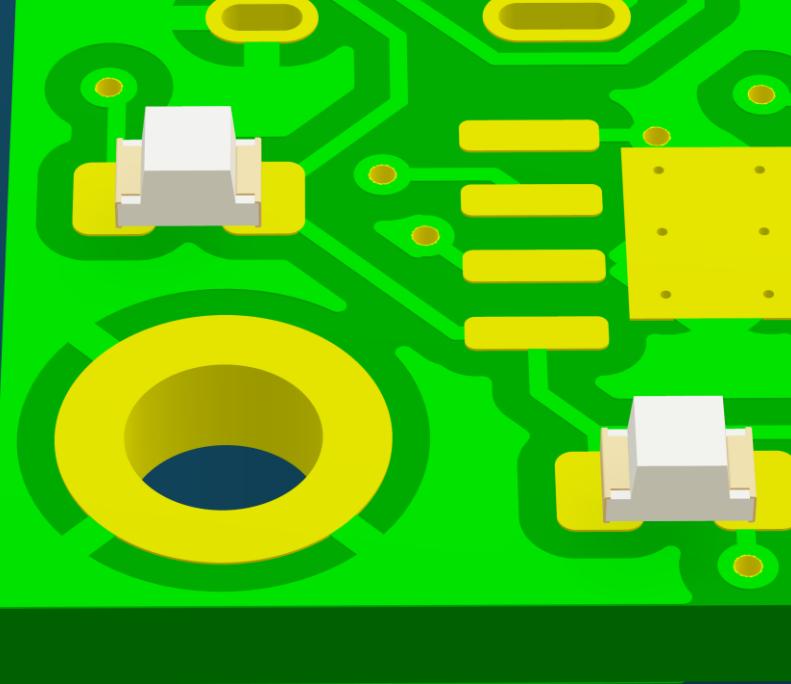




Actuateur Diode et LED



$$R = \frac{V_{alim} - V_f}{I_f}$$



Properties		Test conditions	Value			Unit
			min.	typ.	max.	
Peak Wavelength	λ_{Peak}	20 mA		640		nm
Dominant Wavelength	λ_{Dom}	20 mA		635		nm
Luminous Intensity	I_v	20 mA	120	160		mcd
Forward Voltage	V_F	20 mA		2	2.4	V
Spectral Bandwidth	$\Delta\lambda$	20 mA		17		nm
Reverse Current	I_{REV}	5 V			10	μA
Viewing Angle Phi 0°	$2\theta_{50\%}$	20 mA		40		°

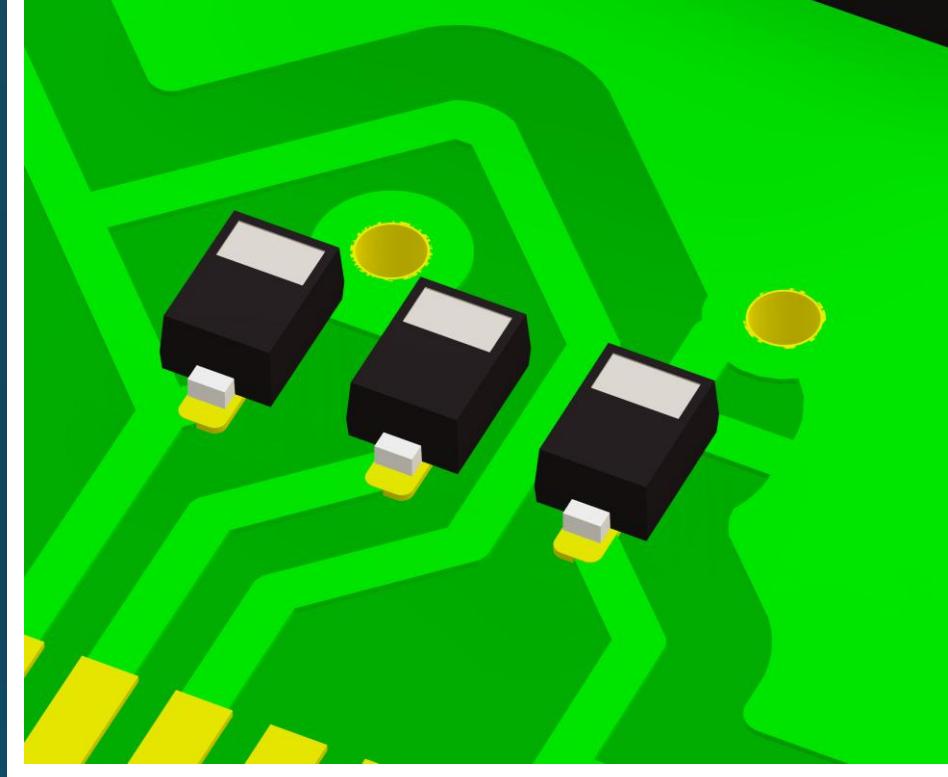
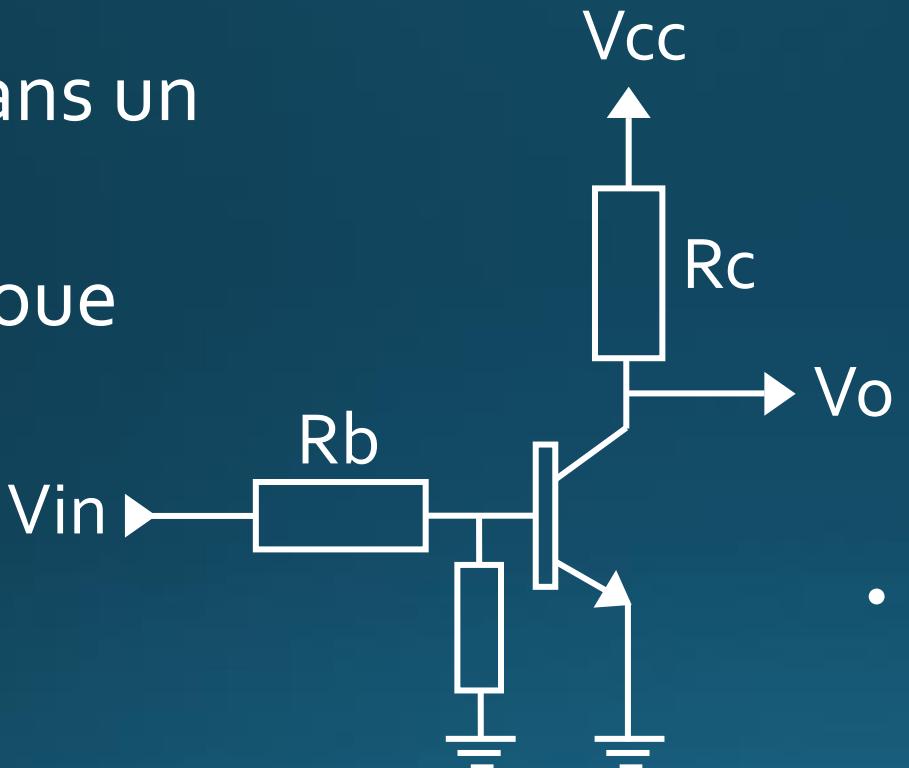
$$R = \frac{5-2.4}{0,02} = 130 \Omega \approx 150 \Omega$$





Actuateur Diode et LED

- Courant dans un seul sens
- Diode de roue libre



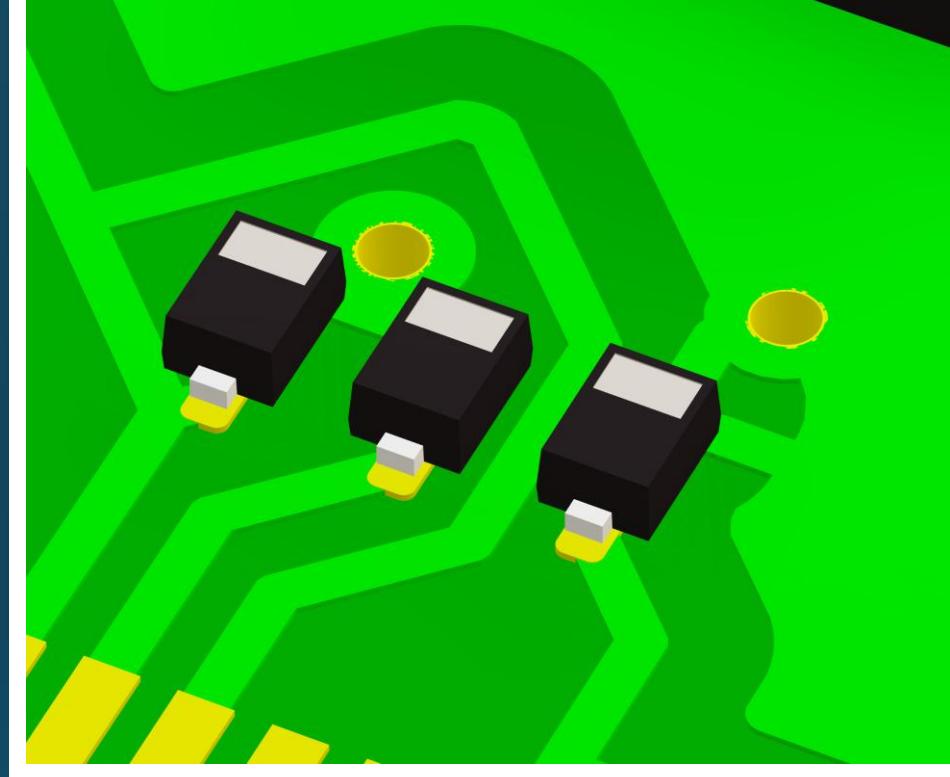
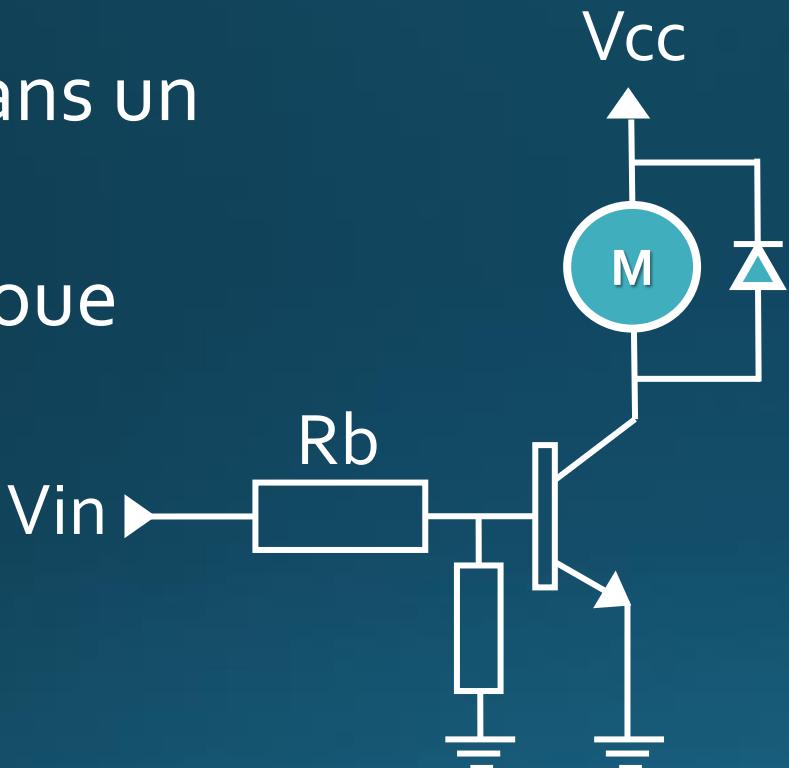
- Moteurs basse tension (5-12V)
- Diode Schottky (ex: 1N5819)





Actuateur Diode et LED

- Courant dans un seul sens
- Diode de roue libre



- Moteurs basse tension (5-12V)
 - Diode Schottky (ex: 1N5819)

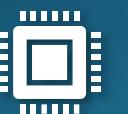




Alimentation

Généralités

- Fournir la puissance nécessaire (tension et courant) au système
- Prendre en considération tous les composants

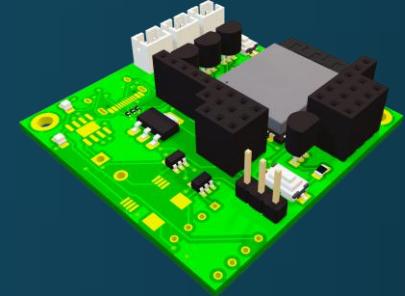


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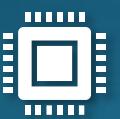


Alimentation

Différentes sources



Outils de labo



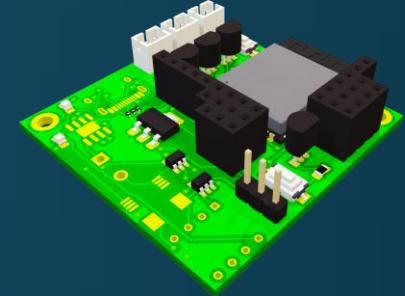
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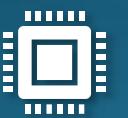


Alimentation

Différentes sources



- Composition de cellules (série et/ou parallèle)
- BMS (Battery Management System) nécessaire
- Fusibles !
- Plus d'infos lors de la démo Batterie (18/11)

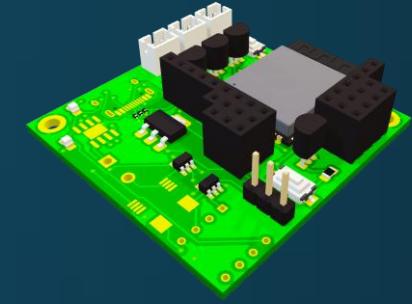


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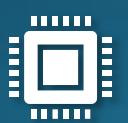




Code Bootloader



- Programme de configuration (une fois au début)
 - Initialisation principale (Horloge, RAM, périphériques de base)
 - Configuration de la réception d'un programme utilisateur via protocole de communication (USB, UART, SPI)
 - L'écrire dans la mémoire FLASH
 - Le lancer au démarrage
 - Équivalent à un OS pour un ordinateur
-
- Soit déjà installé (Arduino, ESP)
 - Soit utiliser un programmateur externe (ST-link par exemple)

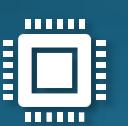
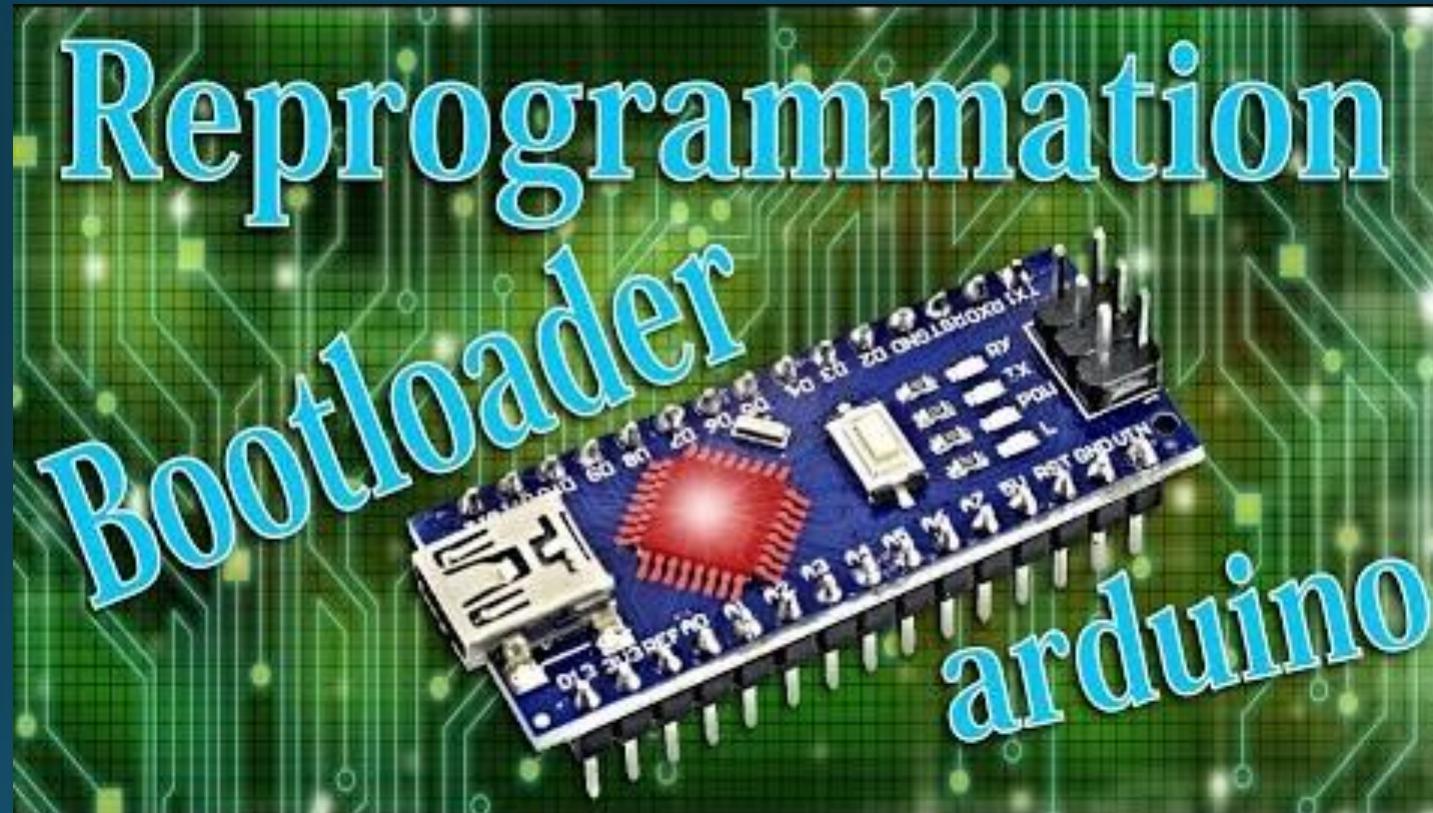
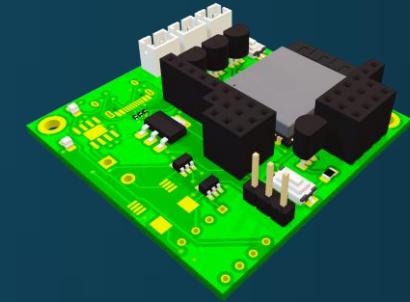


IOIO
IOIO





Code Bootloader



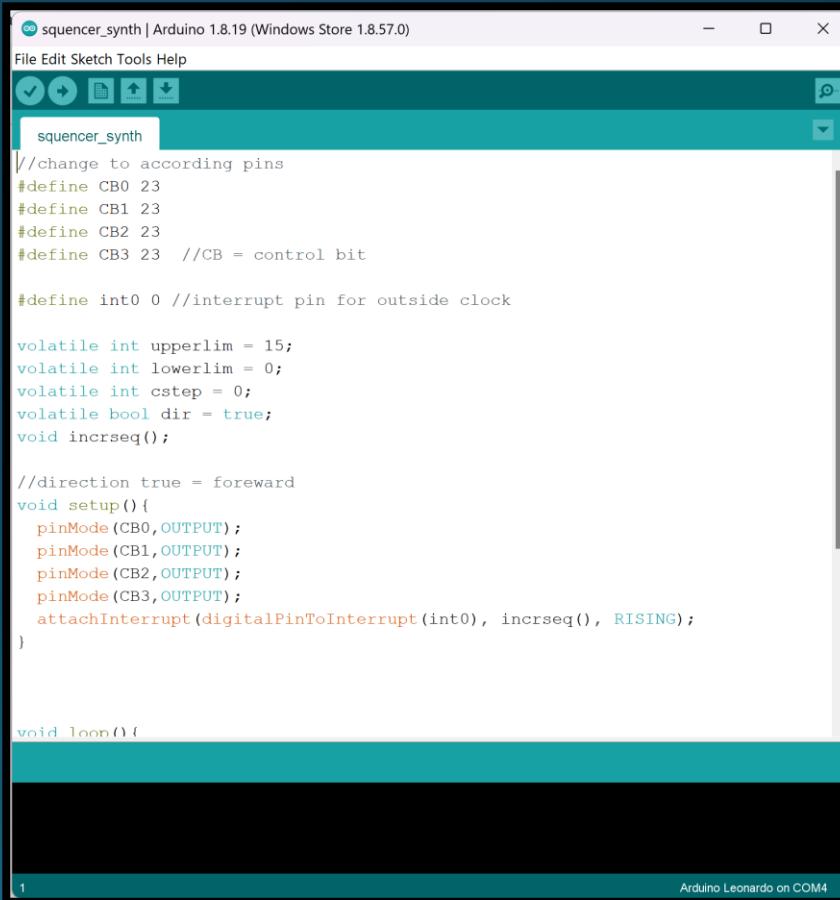
IOIO
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Code Arduino IDE

- Programme en C
- Librairies
- Connecte l'Arduino/ESP à ton ordi en USB et upload le programme
- Powersupplies: for now with USB
- Later course via Vin (external)



```
sqencer_synth | Arduino 1.8.19 (Windows Store 1.8.57.0)
File Edit Sketch Tools Help
squencer_synth
//change to according pins
#define CB0 23
#define CB1 23
#define CB2 23
#define CB3 23 //CB = control bit

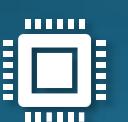
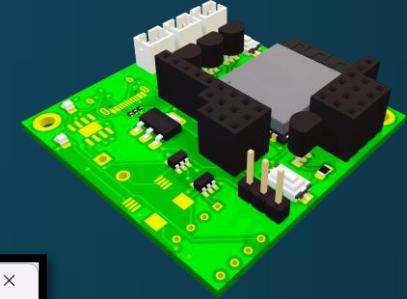
#define int0 0 //interrupt pin for outside clock

volatile int upperlim = 15;
volatile int lowerlim = 0;
volatile int cstep = 0;
volatile bool dir = true;
void incrseq();

//direction true = forward
void setup(){
  pinMode(CB0,OUTPUT);
  pinMode(CB1,OUTPUT);
  pinMode(CB2,OUTPUT);
  pinMode(CB3,OUTPUT);
  attachInterrupt(digitalPinToInterruption(int0), incrseq(), RISING);
}

void loop() {
}

1
Arduino Leonardo on COM4
```

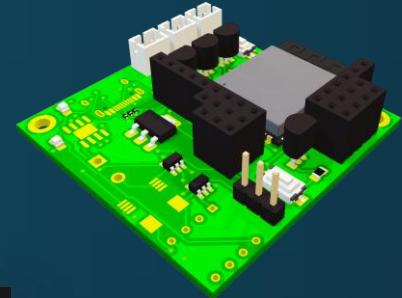


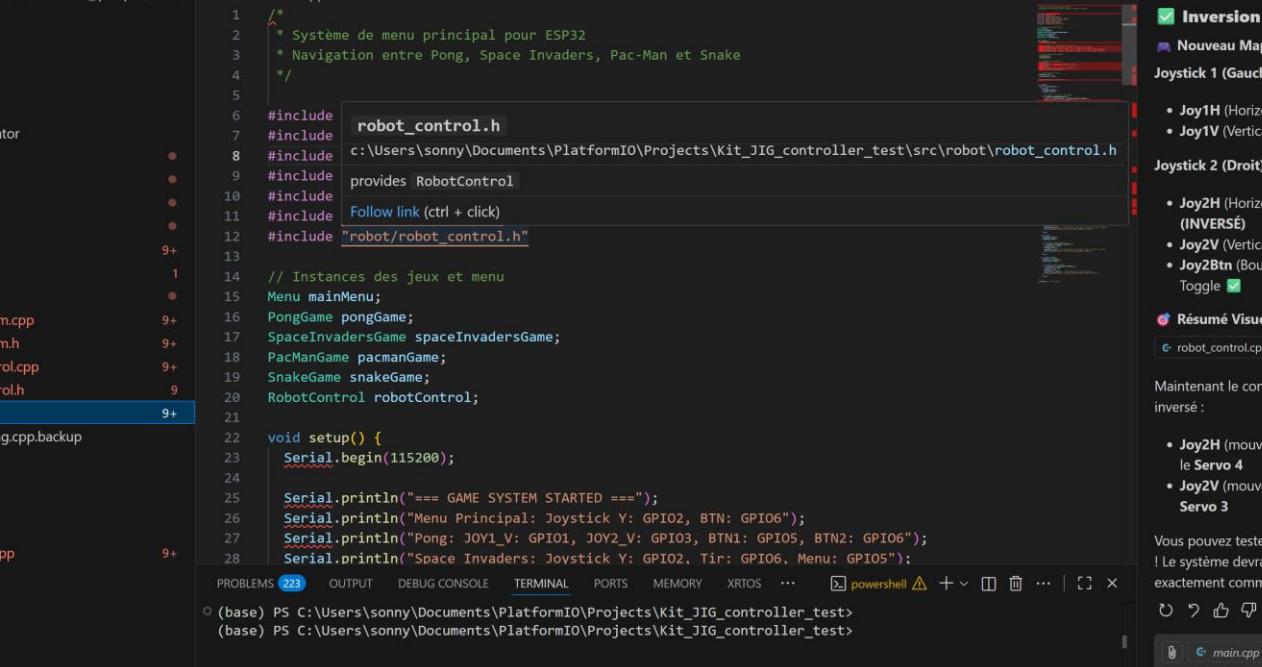
IOIO
IOIO





Code vsCode





File Edit Selection View Go Run Terminal Help ↺ ↻

Kit_JIG_controller_test

EXPLORER

KIT_JIG_CONTROLLER_TEST

src

main.cpp

robot_control.cpp

robot_comm.cpp

config.h

robot_control.h

CHAT

Inversion Effectuée !

Nouveau Mapping Final :

Joystick 1 (Gauche) :

- Joy1H (Horizontal) → Servo 1
- Joy1V (Vertical) → Servo 2

Joystick 2 (Droit) :

- Joy2H (Horizontal) → Servo 4 (INVERSÉ)
- Joy2V (Vertical) → Servo 3 (INVERSÉ)
- Joy2Btn (Bouton) → Servo 5 (Pince Toggle)

Résumé Visuel du Mapping Final :

robot_control.cpp +14 -14

Maintenant le contrôle du Joystick 2 est inversé :

- Joy2H (mouvement horizontal) contrôle le Servo 4
- Joy2V (mouvement vertical) contrôle le Servo 3

Vous pouvez tester le nouveau comportement ! Le système devrait maintenant répondre exactement comme vous le souhaitez.

OUTLINE

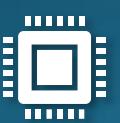
TIMELINE

PROBLEMS 223 OUTPUT DEBUG CONSOLE TERMINAL PORTS MEMORY XRTOS ... powershell

(base) PS C:\Users\sonny\Documents\PlatformIO\Projects\Kit_JIG_controller_test

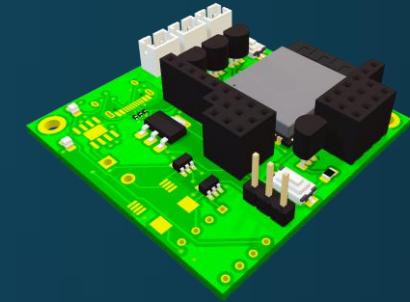
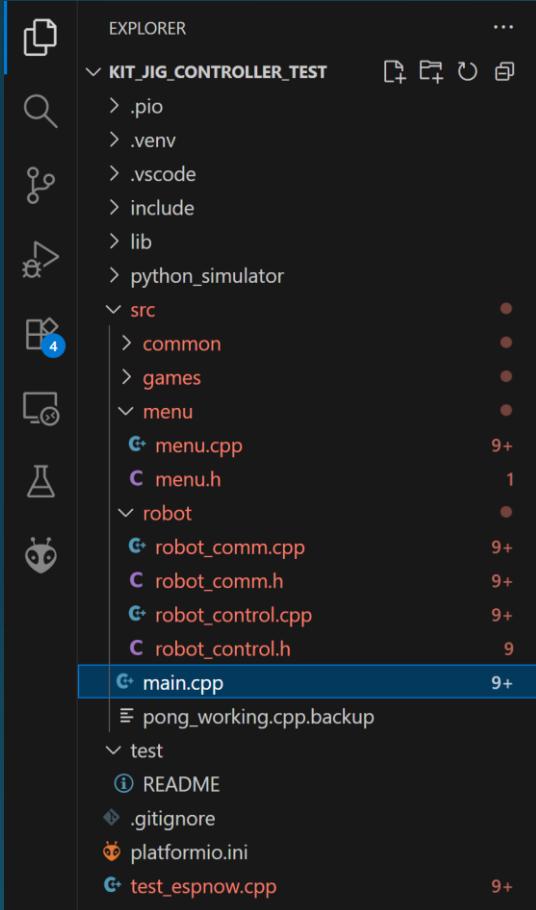
(base) PS C:\Users\sonny\Documents\PlatformIO\Projects\Kit_JIG_controller_test

Ln 8, Col 29 Spaces: 2 UTF-8 with BOM LF {} C++

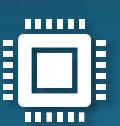




Code VSCode



- Workspace
- Organisation du projet
- Arborescence des étapes
- Lien avec Github

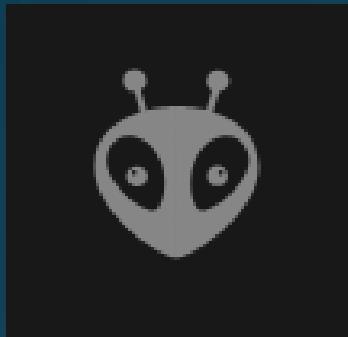
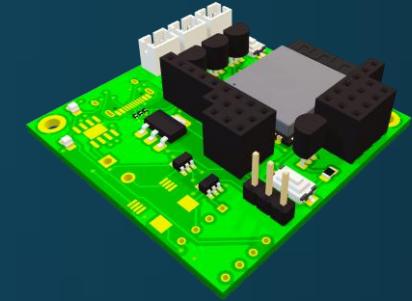


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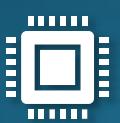




Code VSCode



- PlatformIO
- Compatibilité avec Arduino/ESP
- Coder comme sur Arduino IDE

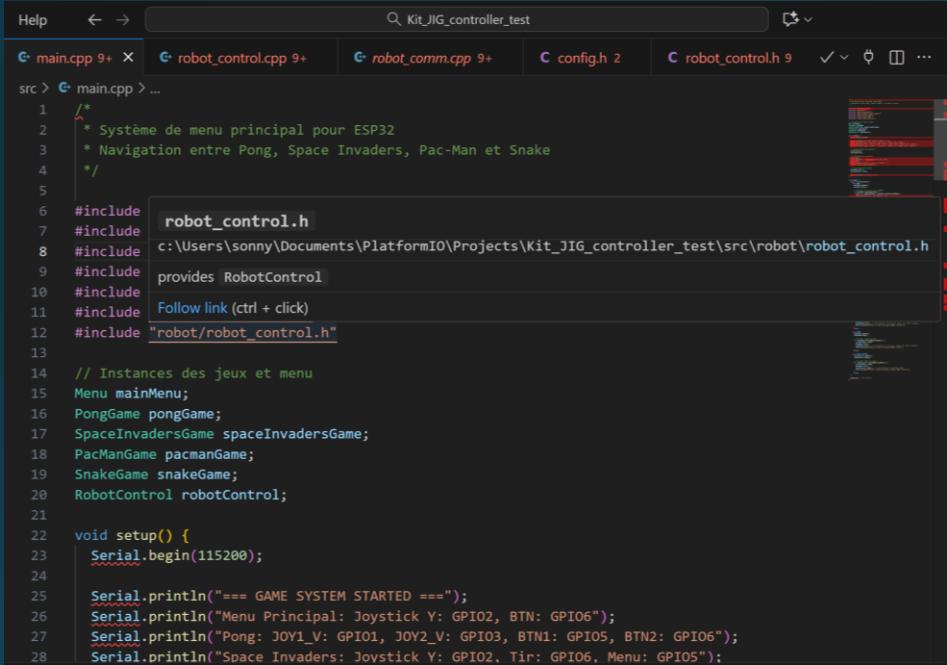
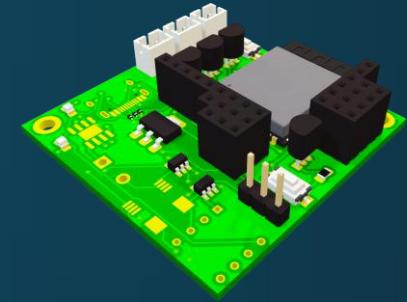


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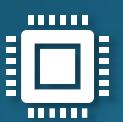


Code VSCode



```
Help ← → Kit_JIG_controller_test
main.cpp 9+ robot_control.cpp 9+ robot_comm.cpp 9+ config.h 9+ robot_control.h 9+ ...
src > main.cpp > ...
1 /*
2  * Système de menu principal pour ESP32
3  * Navigation entre Pong, Space Invaders, Pac-Man et Snake
4  */
5
6 #include "robot_control.h"
7 #include "c:/Users/sonny/Documents/PlatformIO/Projects/Kit_JIG_controller_test/src/robot/robot_control.h"
8 #include "RobotControl"
9 #include "Follow link (ctrl + click)
10 #include "robot/robot_control.h"
11
12 // Instances des jeux et menu
13 Menu mainMenu;
14 PongGame pongGame;
15 SpaceInvadersGame spaceInvadersGame;
16 PacManGame pacmanGame;
17 SnakeGame snakeGame;
18 RobotControl robotControl;
19
20 void setup() {
21     Serial.begin(115200);
22
23     Serial.println("== GAME SYSTEM STARTED ==");
24     Serial.println("Menu Principal: Joystick Y: GPIO2, BTN: GPIO6");
25     Serial.println("Pong: JOY1_V: GPIO1, JOY2_V: GPIO3, BTN1: GPIO5, BTN2: GPIO6");
26     Serial.println("Space Invaders: Joystick Y: GPIO2, Tir: GPIO6, Menu: GPIO5");
27
28 }
```

- Interface de programmation
- Raccourcis intuitifs

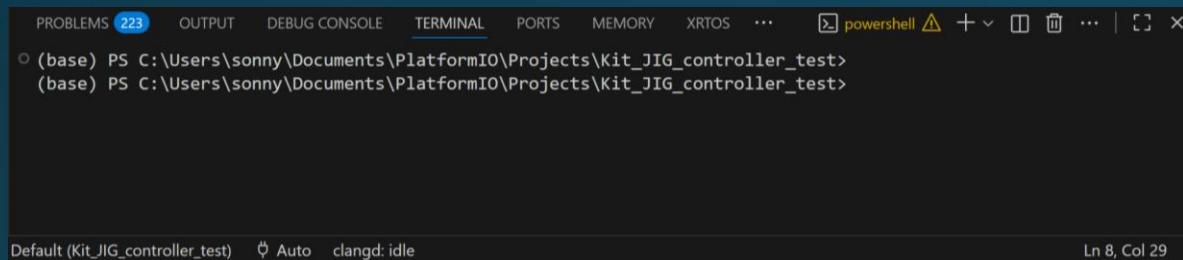
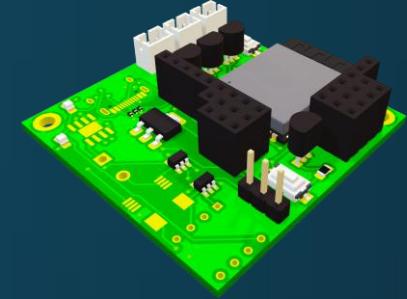


IOIO
IOIO





Code VSCode



```
PROBLEMS 223 OUTPUT DEBUG CONSOLE TERMINAL PORTS MEMORY XRTOS ...
(base) PS C:\Users\sonny\Documents\PlatformIO\Projects\Kit_JIG_controller_test>
(base) PS C:\Users\sonny\Documents\PlatformIO\Projects\Kit_JIG_controller_test>

Default (Kit_JIG_controller_test) ⚡ Auto clang: idle Ln 8, Col 29
```

- Terminal
- Console output
- Problems

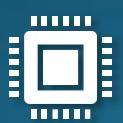
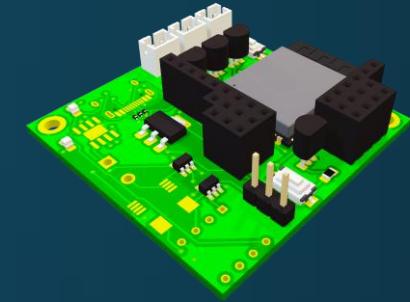




Code VSCode



- IA intégrée
- Mode Agent
- Monsieur Sonnet



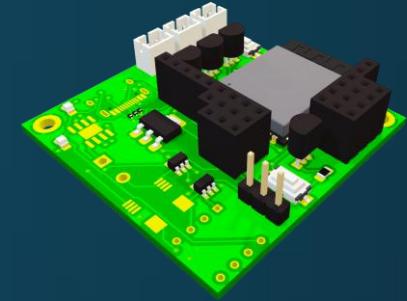
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IOIO



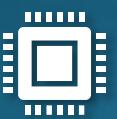


Tests

Généralités



- Important de tester le circuit
 - Risques de court-circuits
 - Ne pas endommager un composant
- Prototyper puis tester
- Maîtrise des outils de labo principaux



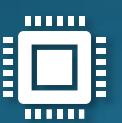
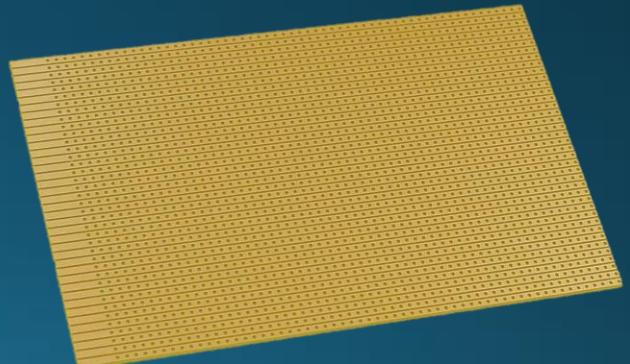
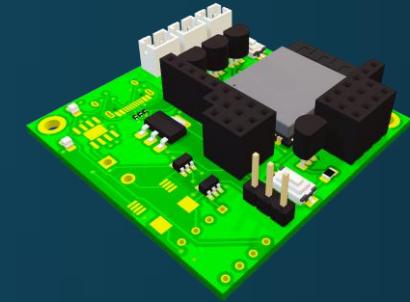
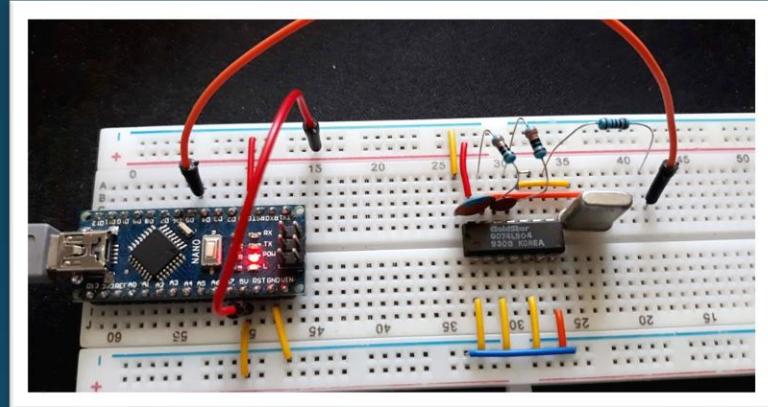
1010
1010





Tests Breadboard

- Pas de soudure
- Prototypage rapide
- Simple à modifier, mesurer et déverminer
- Version petit circuit : Stripboard





Tests

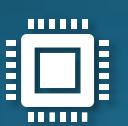
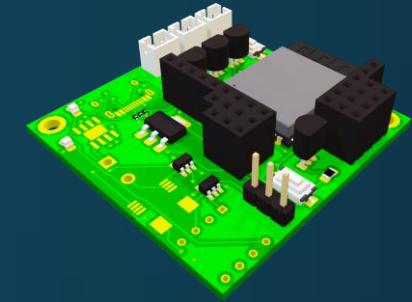
Outils de labo





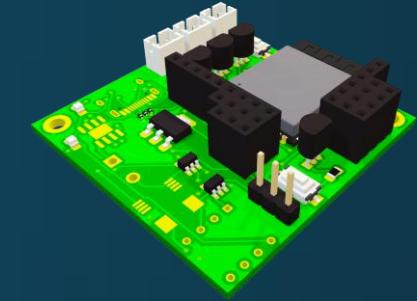
Tests

Outils de labo





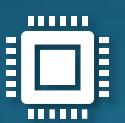
Tests Outils de labo



Alimentation

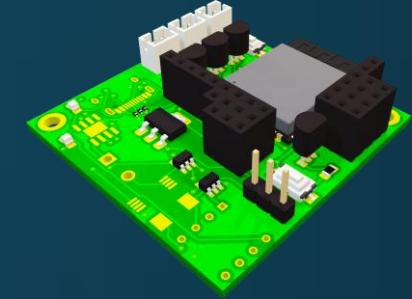


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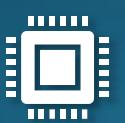




Tests Outils de labo

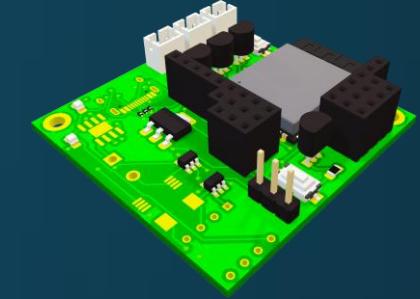
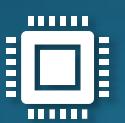


- Générateur de fonctions
- Création d'un signal
 - Carré, triangulaire, sinusoïdal...



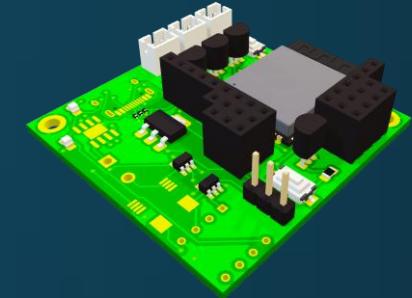


Tests Outils de labo





Tests Outils de labo



Driver logic:

180 degrees:

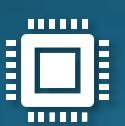
T=0.5ms --- Rotate 0 °

T=1.0ms --- Rotate 45 °

T=1.5ms --- Rotate 90 °

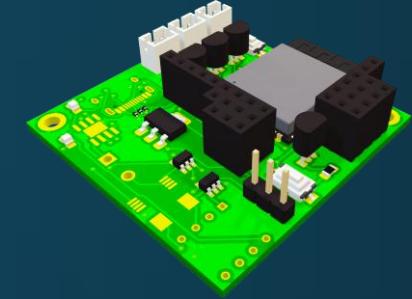
T=2.0ms --- Rotate 135 °

T=2.5ms --- Rotate 180 °

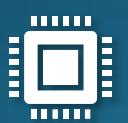




Tests Outils de labo

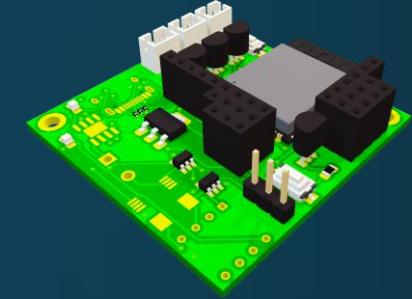


- Multimètre
- Mesure des grandeurs électriques
 - Tension
 - Courant
 - Résistance
 - Capacité
 - Etc
- Mode Court-Circuit

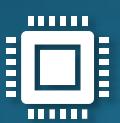




Tests Outils de labo

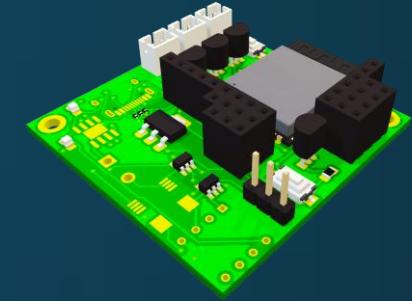


- Attention aux connexions
- Utiliser les bons pins en fonction de la mesure
- Mesurer une tension si vous êtes branchés en courant = circuit cramé et court-circuit

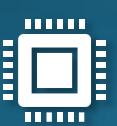




Tests Outils de labo



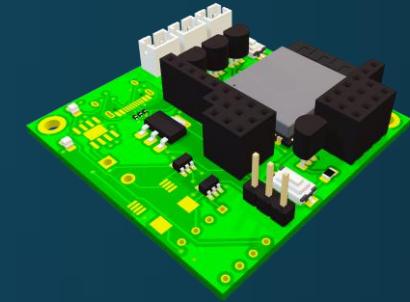
- Fer à souder
- Ca sert à souder...
- Connexions plus clean
- Moins de bruit qu'une breadboard



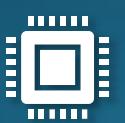


Tests

Erreurs fréquentes

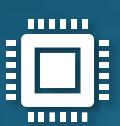
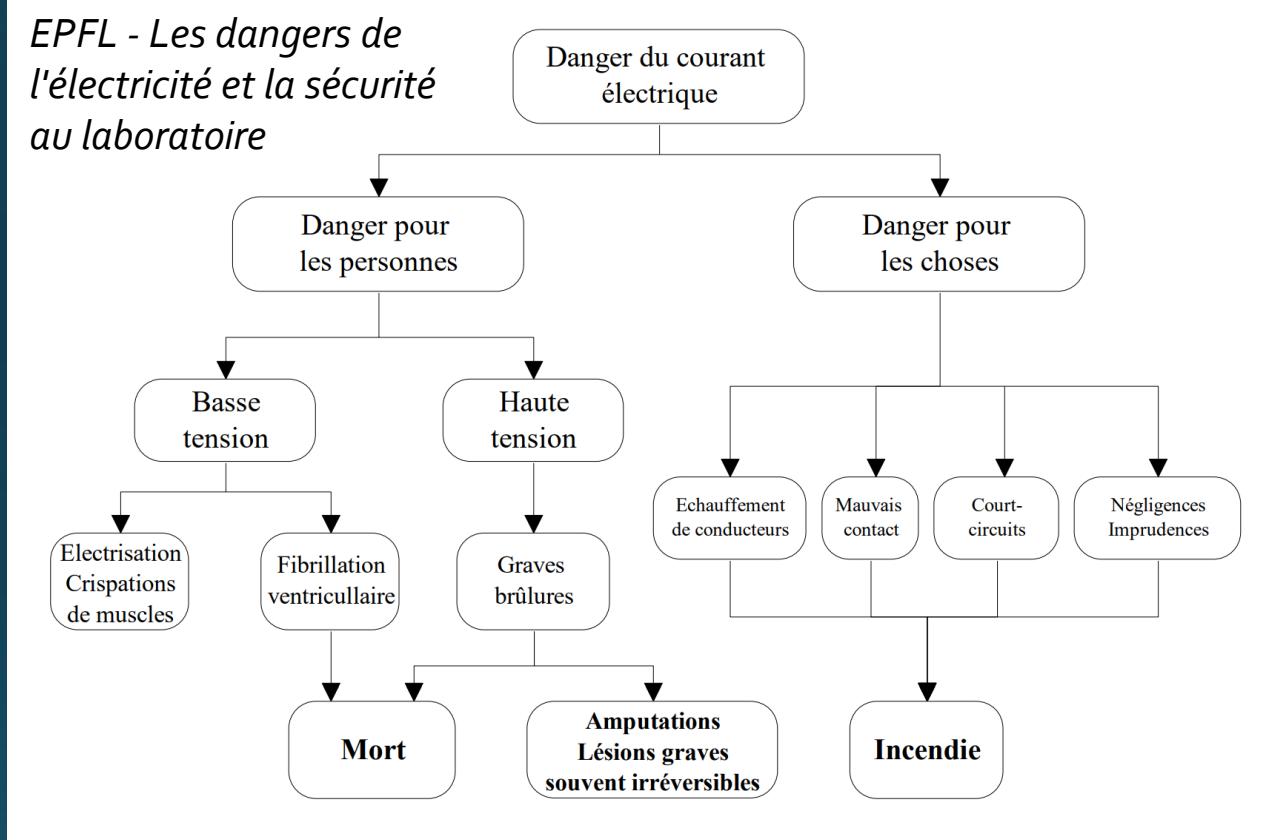
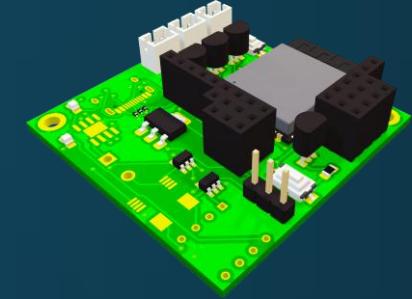


- LED à l'envers
- Masse non commune
- Court-circuit
- Alimentation insuffisante
- Mauvaise lecture de valeur de résistance (code couleur)
 - Bonne pratique de remesurer
- Bruit sur les signaux analogiques
- Capteur alimenté en 5 V alors qu'il attend 3,3 V
 - DATASHEET
 - Toujours tester avec un multimètre avant de brancher





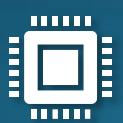
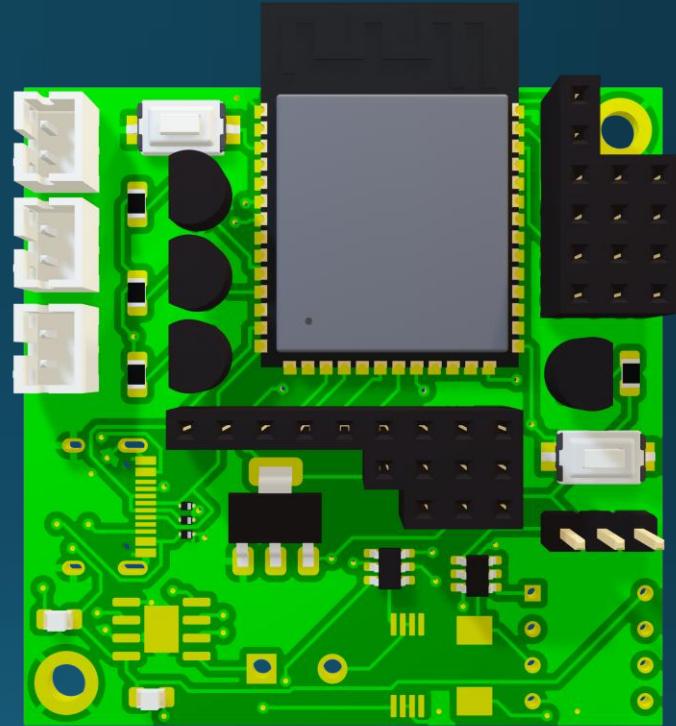
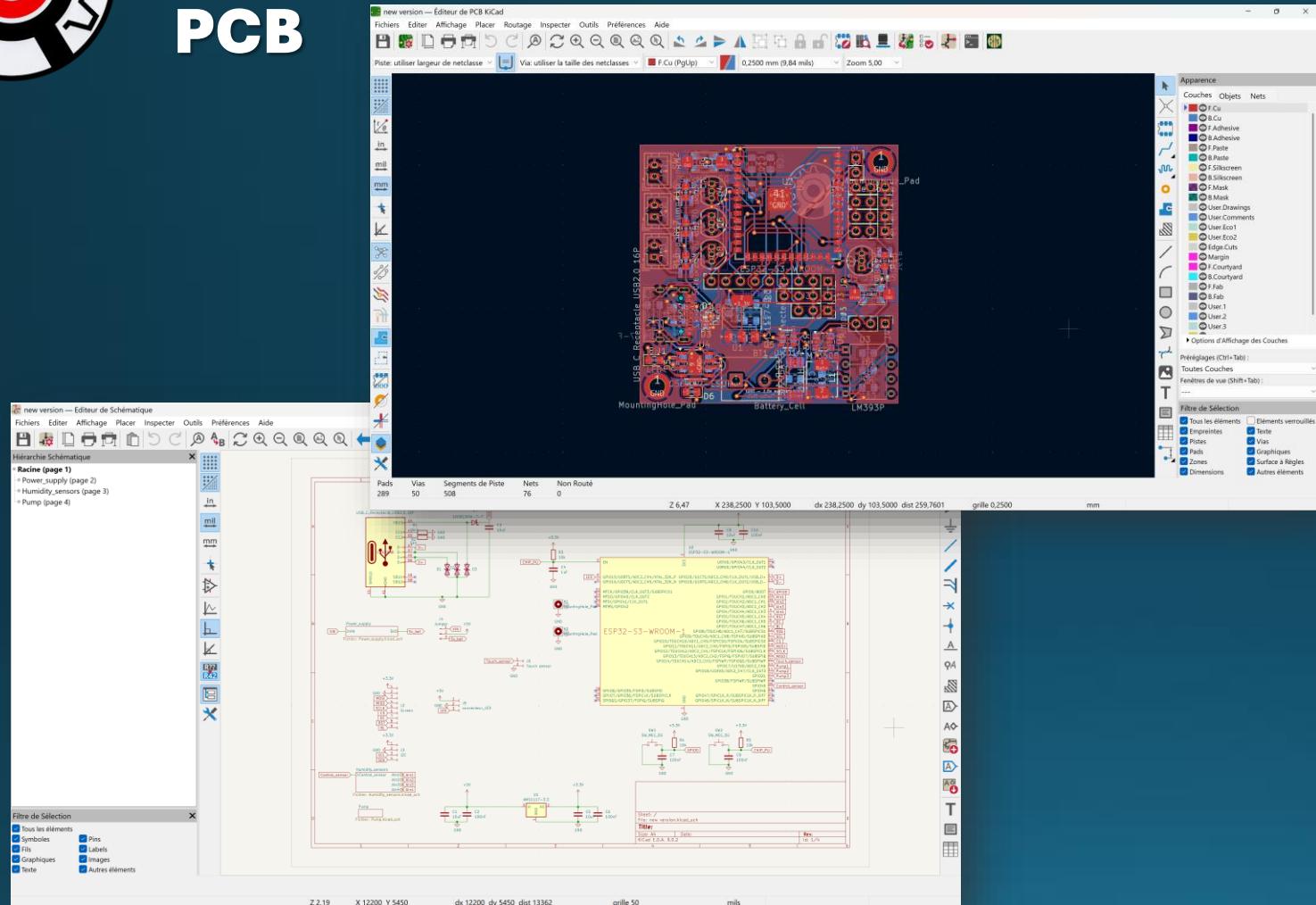
Tests Dangers



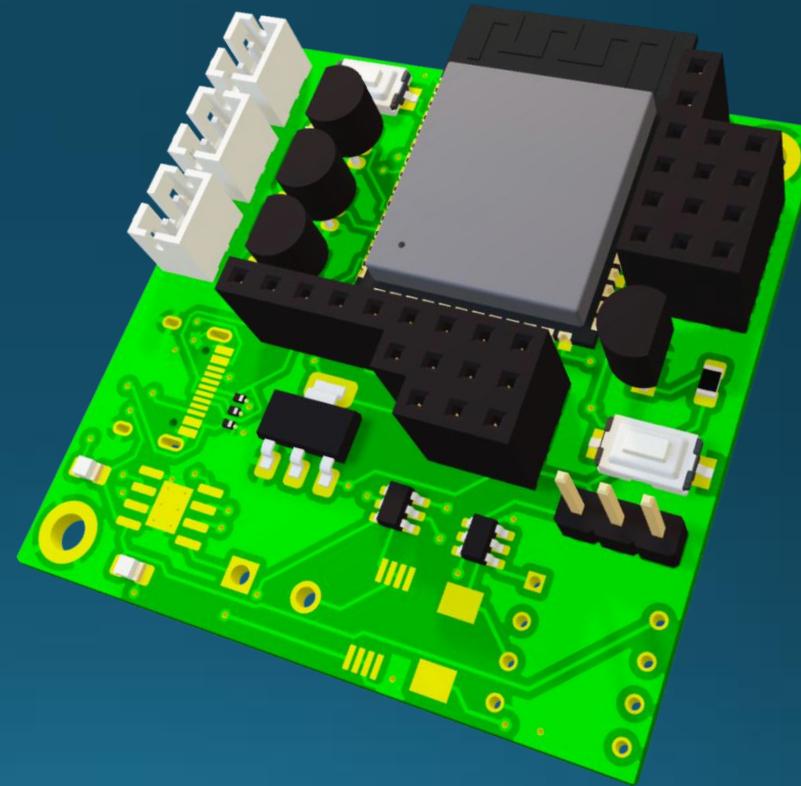


Produit fini PCB

Démo PCB design 04/11



Merci de votre attention





Démo PCB design
04/11



*Fin des inscriptions
Grand Concours
31/10*

