

I'm not a robot!

1434011782 177990879380 142418144480 66012839.772727 5676647072 361332677.25 3763066.1 2765630.9137931 5339037.5348837 46808889414 77439188800 15134047.389474 110458032264 59278500160 15508669176 31325386338 14585414.955882 37540483650 112269205980 26839156740 5514193.5913978 72620763345
15919796886 163547016.14286



Crankshaft sensor code
 - one: February 09, 2013, 01:47:25 pm -

A: [Bigger](#) A: [Smaller](#) A: [Reset](#)

Folks,
 I'm currently involved in an ev conversion project and wrote some code (will mostly copied!) to simulate a 60-2 crankshaft position sensor. Basically the sketch should output 58 pulses , skip two , another 58 and so on. A pot on A0 provides a reference for pulse width and hence rpm. Could someone please have a look at the sketch and let me know if I have the pulse counts correct as I don't have a disc to verify the output?

```

/*
crank signal simulator
*/
#define PULSE_PIN 10

void setup() {
pinMode(PULSE_PIN, OUTPUT);
}

/**
Simulate the high of a tooth on a
selector wheel
*/
void triggerHigh(int duration) {
digitalWrite(PULSE_PIN, HIGH);
delayMicroseconds(duration);
digitalWrite(PULSE_PIN, LOW);
}

/**
Simulate the reference marker on a
selector wheel
*/
void triggerReference(int duration) {
// pin should be low already
delayMicroseconds(duration);
delayMicroseconds(duration); // two delays for two missing pulses.
}

/**
Simulates a 50 tooth selector wheel
with a 2 tooth reference
*/
void loop(){
int val = analogRead(0);
val = map(val, 0, 1023, 100, 3500);

for(int i = 0; i <= 58; i++) {
triggerHigh(val);
delayMicroseconds(val);
}
triggerReference(val);
delayMicroseconds(val);
}

many thanks, for anyone interested in the project please see http://www.e3bev.com/
Counting 0 through 58, inclusive, gives you 59 counts.
Code:
for(int i = 0; i <= 58; i++) {

Typically you would count to 58 by counting 0 through 57, inclusive:
Code:
for(int i = 0; i < 58; i++) {

If the two missing pulses are supposed to be the same length as the 58 other pulses you need to do FOUR delays instead of THREE
(two in the triggerReference() function and one after).

I would put all the delays in the functions:
/*
crank signal simulator
*/
#define PULSE_PIN 10
```

SING PR GRAMS	TEX R PROJECS & GART
apter 1	1.2 Elements of Programming
contents	A programming language is more than just a means for instructing a computer to perform tasks. The language also serves as a framework within which we organize our ideas about computational processes. Programs serve to communicate these ideas among the members of a programming community. Computer programs must be designed for people to read, and only necessarily for machines to execute.
Getting Started	When learning a language, we should pay particular attention to the means that the language provides for combining simple ideas to form more complex ones. Every programming language has these such mechanisms:
Introducing Python	<ul style="list-style-type: none"> • primitive expressions and statements, which represent the simplest building block that the language supports; • means of combination, by which compound elements are built from simpler ones; • means of abstraction, by which we can define general operations and units of computation.
Exploring Python	In programming, we deal with two kinds of elements: functions and data. (Don't worry if you don't know what data is nor do I.) Informally, data is stuff we want to manipulate, and functions describe the operations we want to perform on data. Thus, any powerful programming language should be able to describe primitive data and primitive functions, as well as have some methods for combining and abstracting both of them.
1.3 Expressions	Video: Show Hide
Defining New Functions	Having experimented with the full Python interpreter in the previous section, we now start anew, methodically developing the Python language element by element. Be patient if the examples seem simple and trivial. You will see how they become increasingly complex and useful over time.
1.4 Defining Functions	We begin with primitive expressions. One kind of primitive expression is a number. More precisely, the expression that you type consists of the numerals that represent the number in base 10.
1.5 Using Functions	209 Page
1.6 Calling User-Defined Functions	Expressions representing numbers may be combined with mathematical operators to form a compound expression.
1.7 Defining Functions with Parameters	209 Page
1.8 Defining Functions with Default Parameters	These mathematical expressions are infix notation, where the operator (e.g., $+$, $<$) appears in between the operands (numbers). Python knows many ways to form compound expressions. Rather than attempt to enumerate all of them immediately, we will introduce new expression forms as we go, along with the language features that they support.
1.9 Control Flow	Video: Show Hide
1.10 Statements	The most important kind of compound expression is a call expression, which applies a function to some arguments. A call expression consists of a function name followed by zero or more arguments to an output value. For instance, the <code>len</code> function maps its inputs to a single output, which is the largest of the inputs. The way in which Python expresses function application is the same as in conventional mathematics.
1.11 Conditionals	209 Page
1.12 Loops	
1.13 Higher Order Functions	
1.14 Functions as Arguments	
1.15 Functions as General Arguments	
1.16 Defining Functions as General Arguments	
1.17 Defining Functions as Functions	
1.18 Example: Fibonacci Method	
1.19 Example: Fibonacci Method	
1.20 Lambda Expressions	
1.21 Abstracting and Folds	

Logic, Meaning, and Conversation

Semantical Underdeterminacy, Implicature, and Their Interface

JAY DAVID ATLAS

Dead	
Vegetative	Condition of unawareness with only reflex responses but with periods of spontaneous eye opening
Lower severe disability	Patient fully dependent for all activities of daily living. Requires assistance to be available constantly. Unable to be left alone at night
Upper severe disability	Can be left alone at home for up to eight hours but remains dependent. Unable to use public transport or shop by themselves
Lower moderate disability	Able to return to work in sheltered workshop or non competitive job. Rarely participates in social and leisure activities. Ongoing daily psychological problems (quick temper, anxiety, mood swings, depression)
Upper moderate disability	Able to return to work but at a reduced capacity. Participates in social and leisure activities less than half as often. Weekly psychological problems
Lower good recovery	Return to work. Participates in social and leisure activities a little less and has occasional psychological problems
Upper good recovery	Full recovery with no current problems relating to the injury

Post scholarship interview question

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