Luckily Dimitri Never Inhaled

Preferring his tennis games to be of the table-top variety, Dimitri didn’t like to repeatedly bend down and pick up balls. It slowed down his play and created wear-and-tear on his back. So he built a microcontroller-based, automatic ball dispenser. A player simply pushes a switch on the four-ball device, releasing one ball at a time. Using an infrared optical detector, the system automatically counts down the ball inventory, updating and displaying the number remaining. When the last ball is released, a buzzer sounds, notifying players to replenish.