OPLOSSINGEN

Experimenten opdrachten-bundels

OPDRACHTENBUNDEL 1 - De slimme stad
EXPERIMENT 1

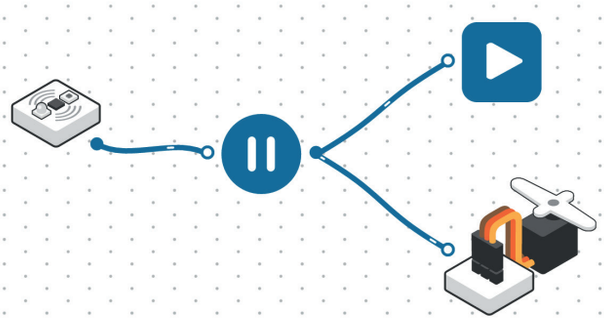
1.1



1.2

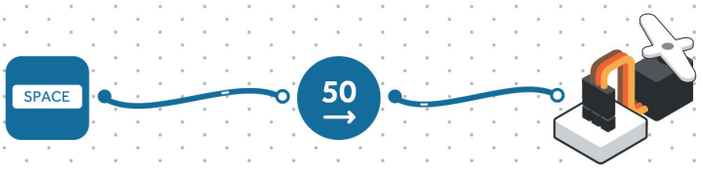


1.3 (extra)

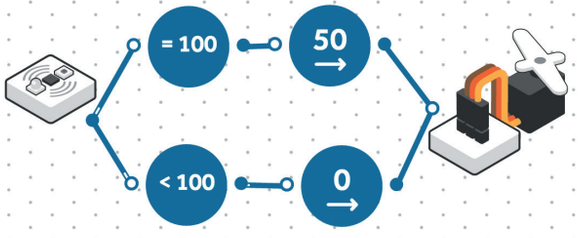


OPDRACHTENBUNDEL 1 - De slimme stad
EXPERIMENT 2

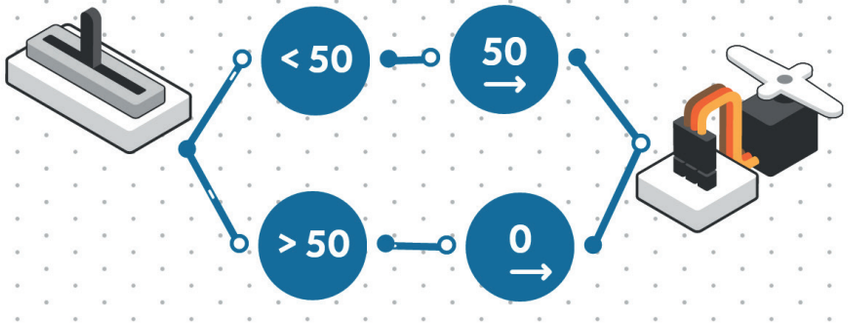
2.1



2.2

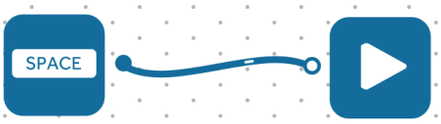


2.3 (extra)

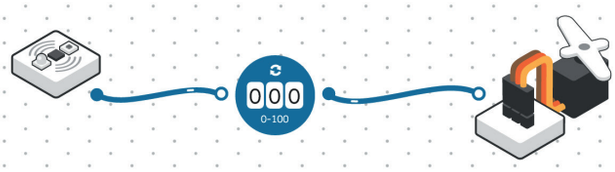


OPDRACHTENBUNDEL 1 - De slimme stad
EXPERIMENT 3

3.1

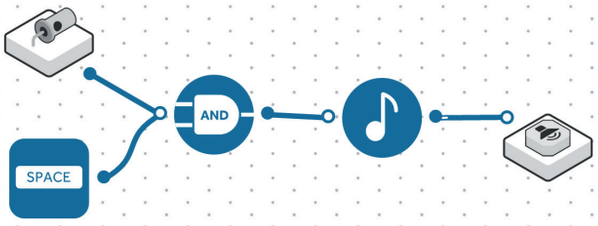


3.2

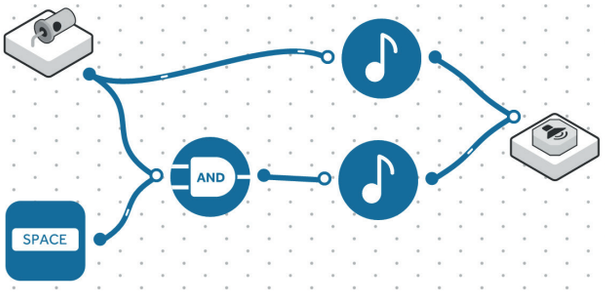


OPDRACHTENBUNDEL 2 - De slimme buren
EXPERIMENT 1

1.1



1.2

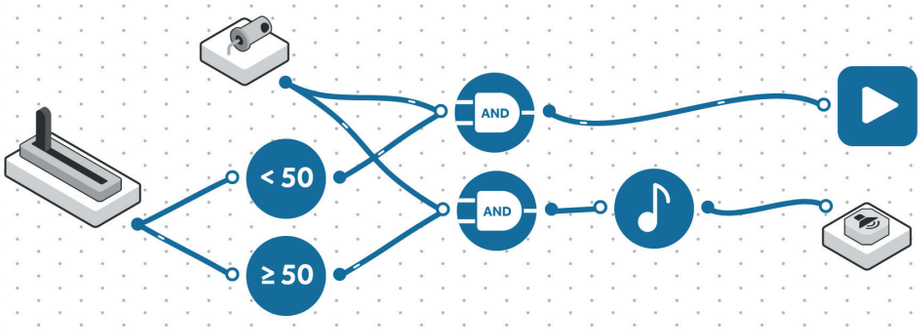


OPDRACHTENBUNDEL 2 - De slimme buren
EXPERIMENT 2

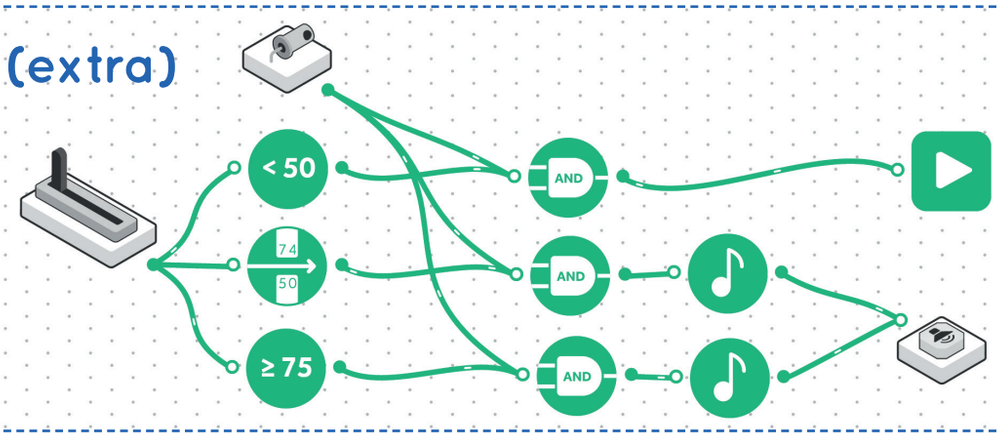
2.1



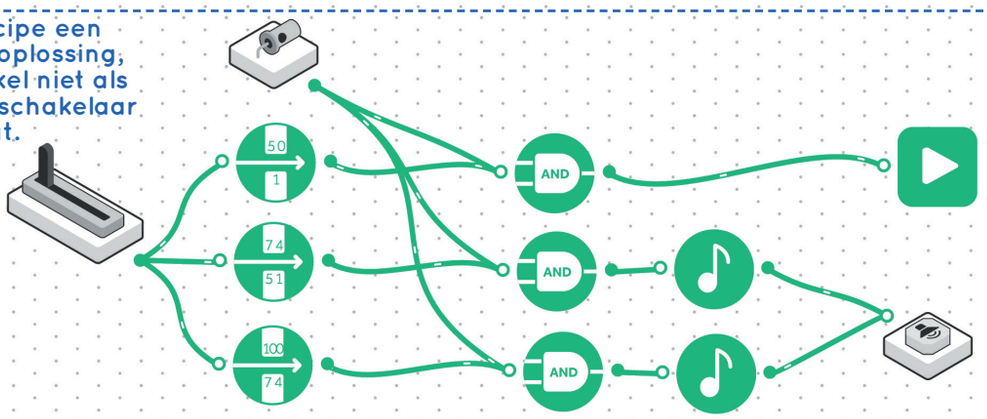
2.2



2.3 (extra)

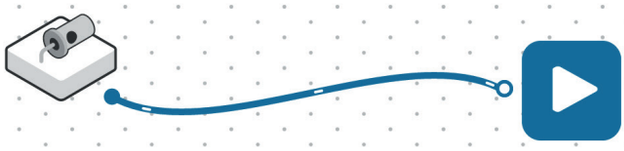


Is in principe een correcte oplossing, werkt enkel niet als de schuifschakelaar op 0 staat.



OPDRACHTENBUNDEL 2 - De slimme buren
EXPERIMENT 3

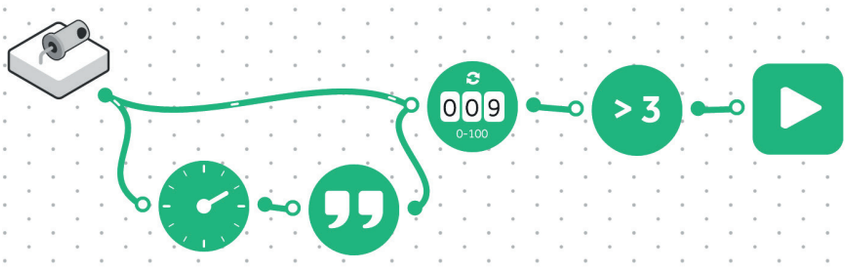
3.1



3.2



3.3 (extra)



OPDRACHTENBUNDEL 3 - De slimme straat
EXPERIMENT 1

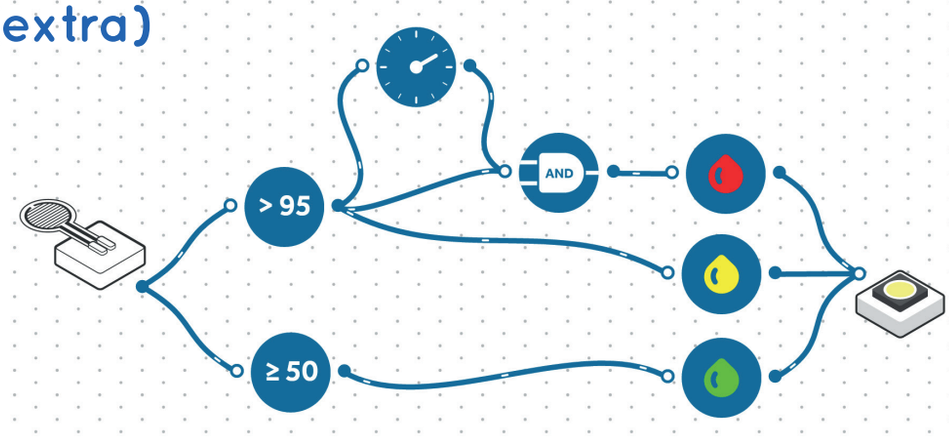
1.1



1.2

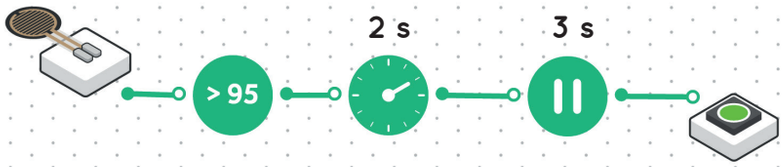


1.3 (extra)

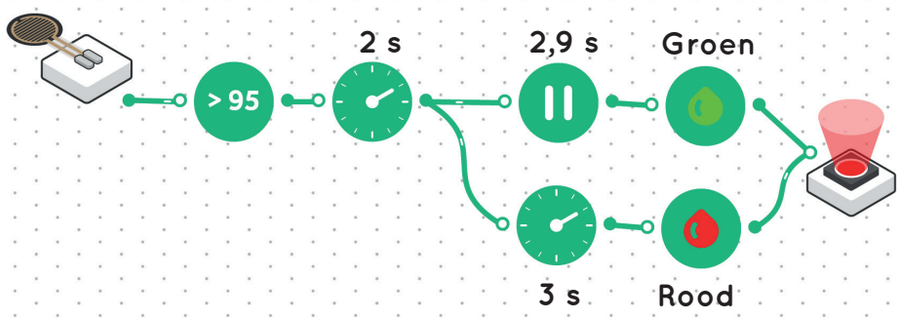


OPDRACHTENBUNDEL 3 - De slimme straat
EXPERIMENT 2

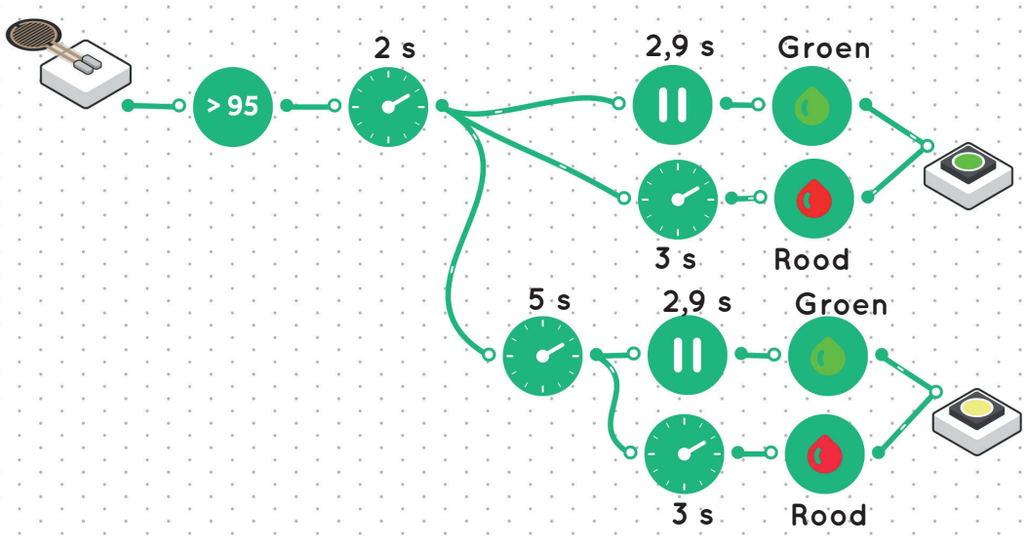
2.1



2.2

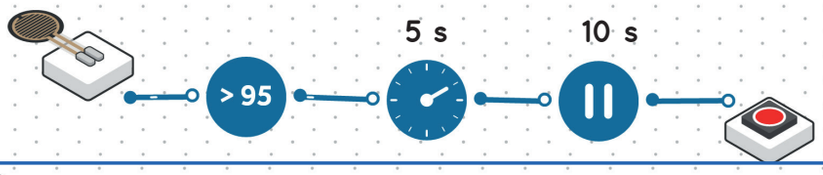


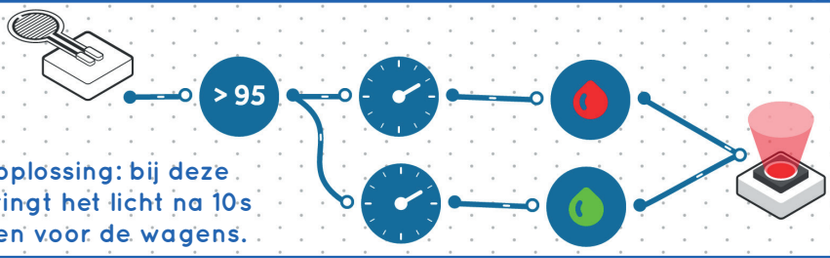
2.3 (extra)



OPDRACHTENBUNDEL 3 - De slimme straat
EXPERIMENT 3

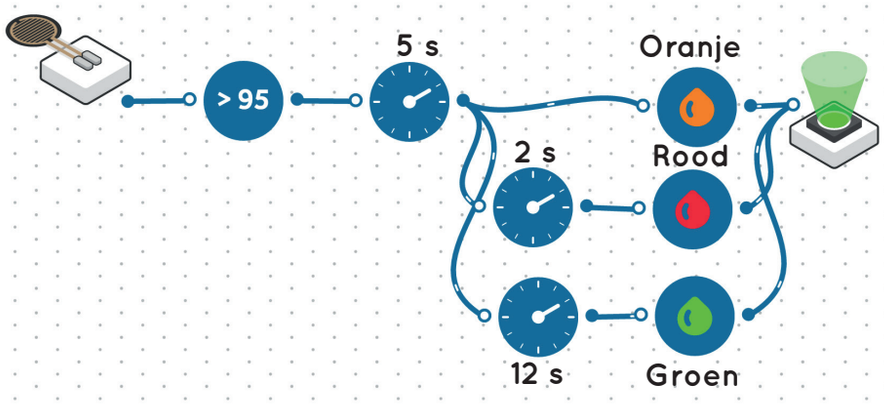
3.1



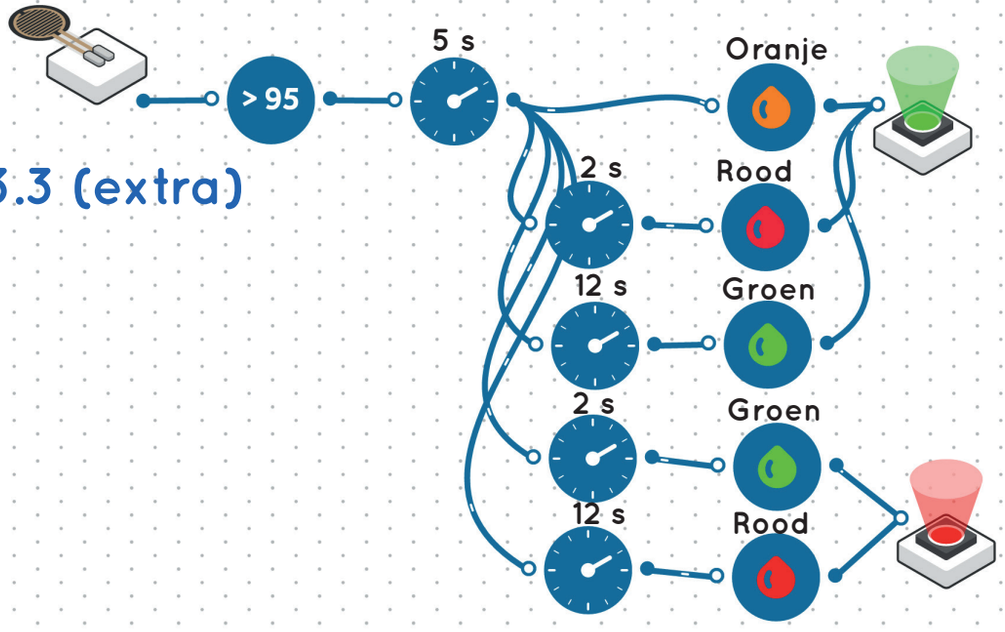


Alternatieve oplossing: bij deze oplossing springt het licht na 10s terug op groen voor de wagens.

3.2

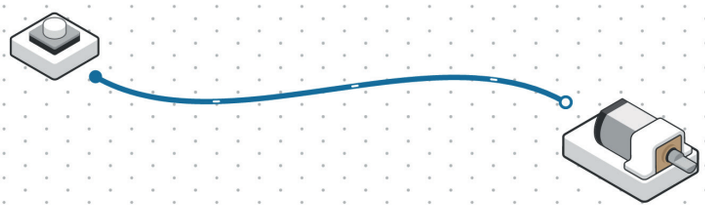


3.3 (extra)

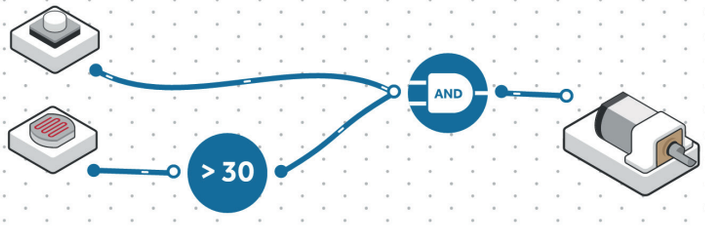


OPDRACHTENBUNDEL 4 - Het slimme park
EXPERIMENT 1

1.1

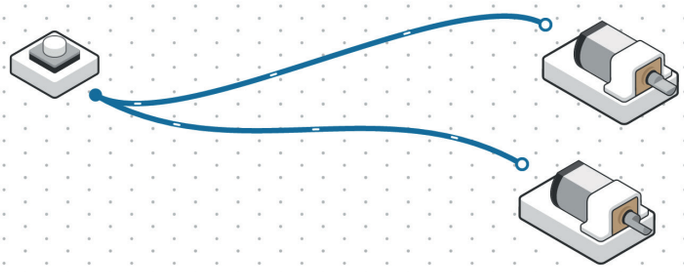


1.2

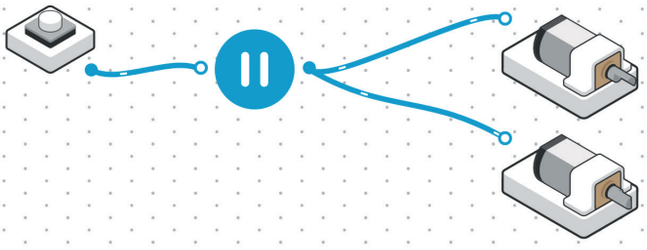


OPDRACHTENBUNDEL 4 - Het slimme park
EXPERIMENT 2

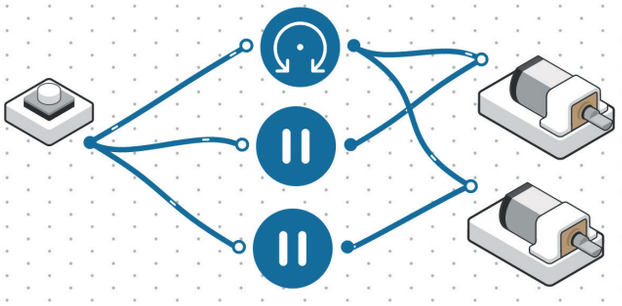
2.1



2.2

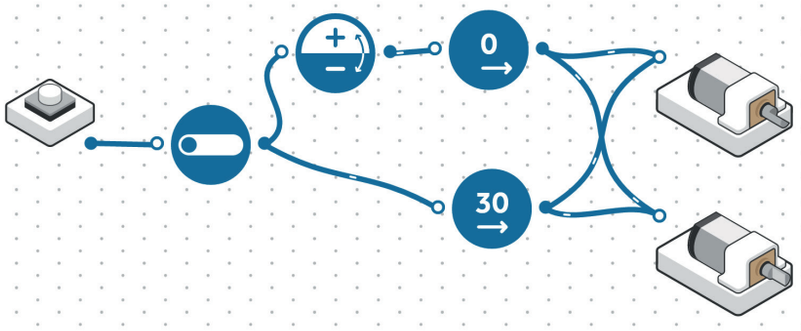


2.3 (extra)

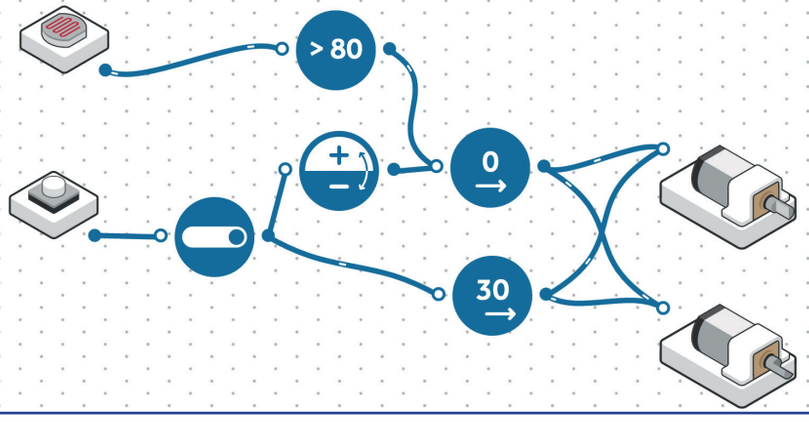


OPDRACHTENBUNDEL 4 - Het slimme park
EXPERIMENT 3

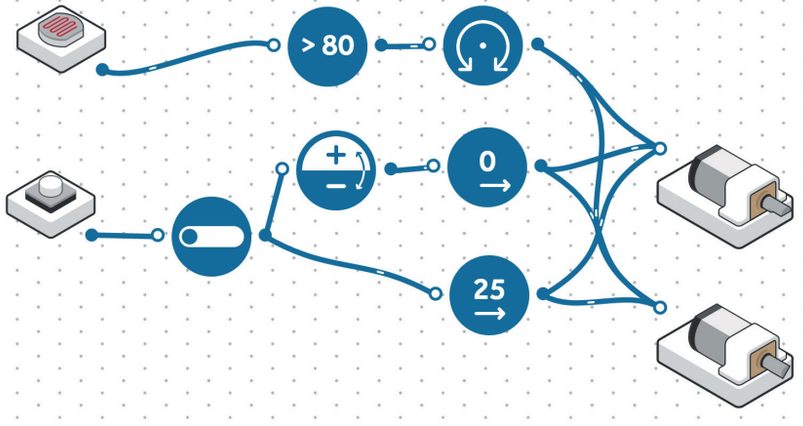
2.1



2.2

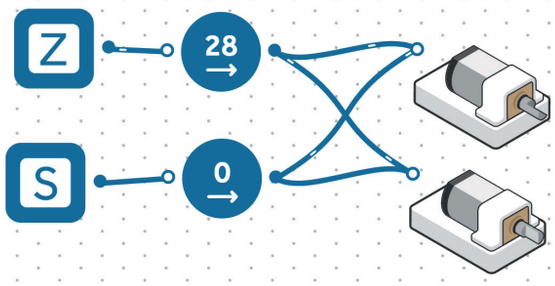


2.3 (extra)

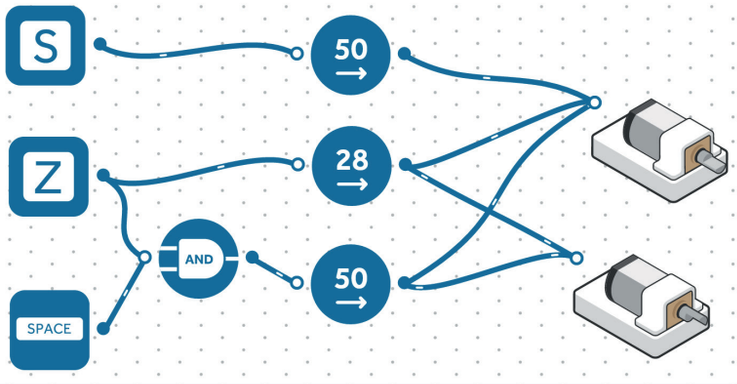


OPDRACHTENBUNDEL 5 - De slimme auto
EXPERIMENT 1

1.1

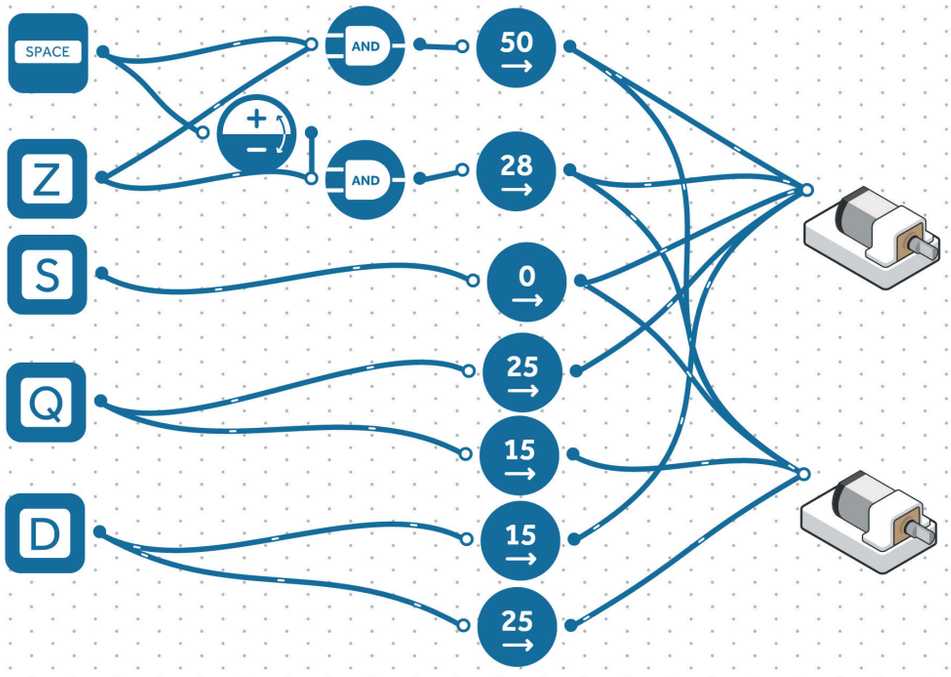


1.2

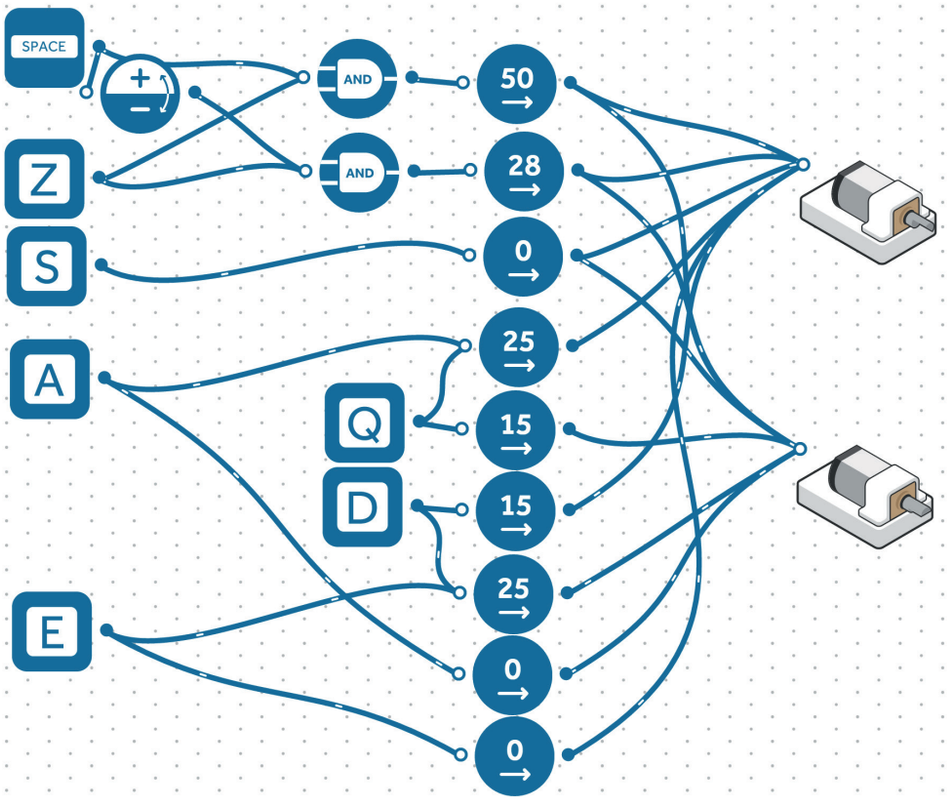


OPDRACHTENBUNDEL 5 - De slimme auto
EXPERIMENT 2

2.1



2.2



OPDRACHTENBUNDEL 5 - De slimme auto
EXPERIMENT 3

