



EE224 DIGITAL SYSTEMS/CS216 DIGITAL LOGIC DESIGN SELF SOLVING RUBIK'S CUBE

SOLVING A RUBIK'S CUBE WITH LED LIGHTS

Working:

In a 2x2 Rubik's cube, each of 24 face is arranged with 6 different coloured LED lights

These 6 LED lights are operated by a Mutiplexer

These 54 MUXs are connected to Arduino Mega which is connected to the system

Implementation:

- We use 8x1 mux which has 2 switches.
- After each clock event based on the values of switches the respective lights are switched on.
- Our code works so that the cube starts solving once switched on.

Code:

The Arduino code for solving rubiks cube is attached with this file.