Project	Counting number of Snooker game System by Internet of Things Device: A Case Study Tang
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Abstract

This project is a service system for the purpose of making Counting number of Snooker game System by Internet of Things Device, a case study of Tang to be convenient, fast and easy to use.

The development of the system, the developer uses the development guidelines according to the system development cycle, which is to determine the problem and study the system for planning, analyzing, designing the system, developing the system, testing the system to be used and evaluating, by using the Arduino IDE (Windows) in programming and using the Arduino Board and distance sensors to carry out the project.

According to the test results by simulating size of the snooker table in the ratio of 1 : 2, concluded that measuring distance from the sensor module to the center of the snooker ball can be used with maximum efficiency 94 percent at a distance of 38 centimeter in placing snooker balls correctly according to the rules of playing snooker.

Keywords: Snooker/Arduino/Internet of things (IOT)