Figure 4.1: Doorway Readers

User Input through keyboard

Computer

User Interface

Data Base List

I/O Controller

USB

Memory Cradle

I/O

Read

Translate

Write

Memory Card

Readers/Transmitter

Transmitter

Reader

Sending location change

Sending signal when nearby

Main Control Unit

Microcontroller

Calculations, Processes

Storing

MEMORY

Phone Line

Telephone Company

Phone Jacks in Different Rooms

Telephones