

# Use Cases

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## *Resources for IoT device development*



[CHROM ART + Touch GFX video game running on STM32](#)



[People-counting using Time-of-Flight sensor](#)



[Touchless switch using ST Time-of-Flight sensor](#)



[Liquid-level monitoring using the VL53L5CX, ST's newest ToF multizone ranging sensor](#)



[ST web page for Sensing solutions](#)