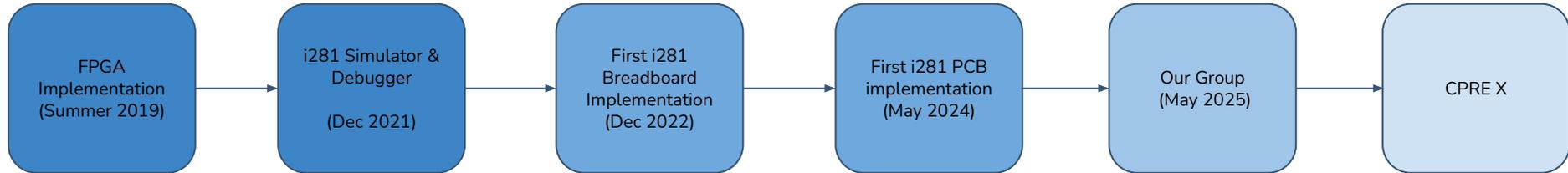


# i281e CPU

sdmay25-31

Ariana Dirksen, Gigi Harrabi, Tessa Morgan, Ethan Uhrich  
Professor Alexander Stoytchev

# i281e Timeline

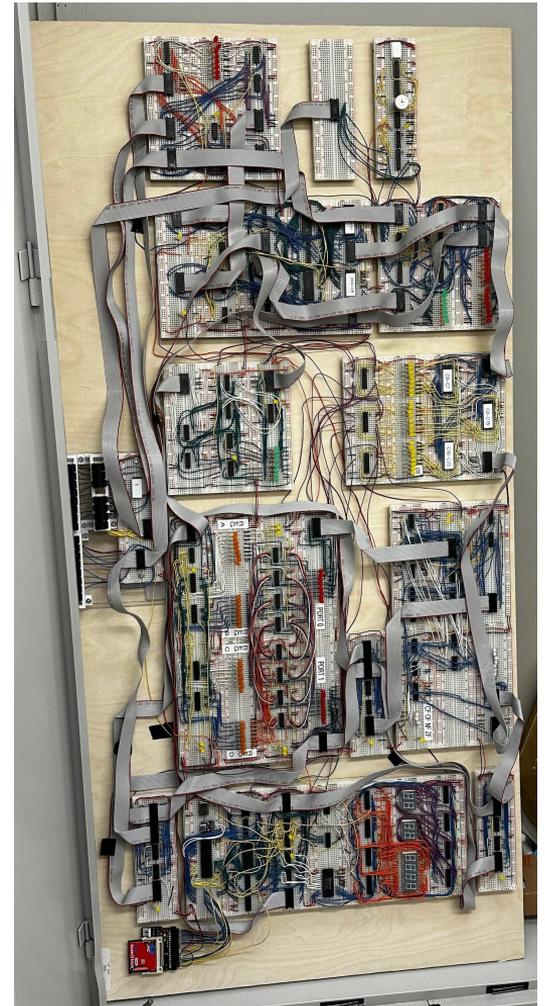


# Project Overview

- Utilize the existing i281e CPU designed by previous senior design teams
- Design, test, and document 10 lab activities for a new class

## Stretch Goals:

- Create and implement outreach activities
- Assemble another i281e CPU on PCB and document the process



# Users

## Primary

- Prof. Stoytchev (Client)
  - Curriculum
  - Past i281 CPU Work
- Undergraduate Students
  - Previous knowledge
  - Time constraints
  - Lab room and time constraints

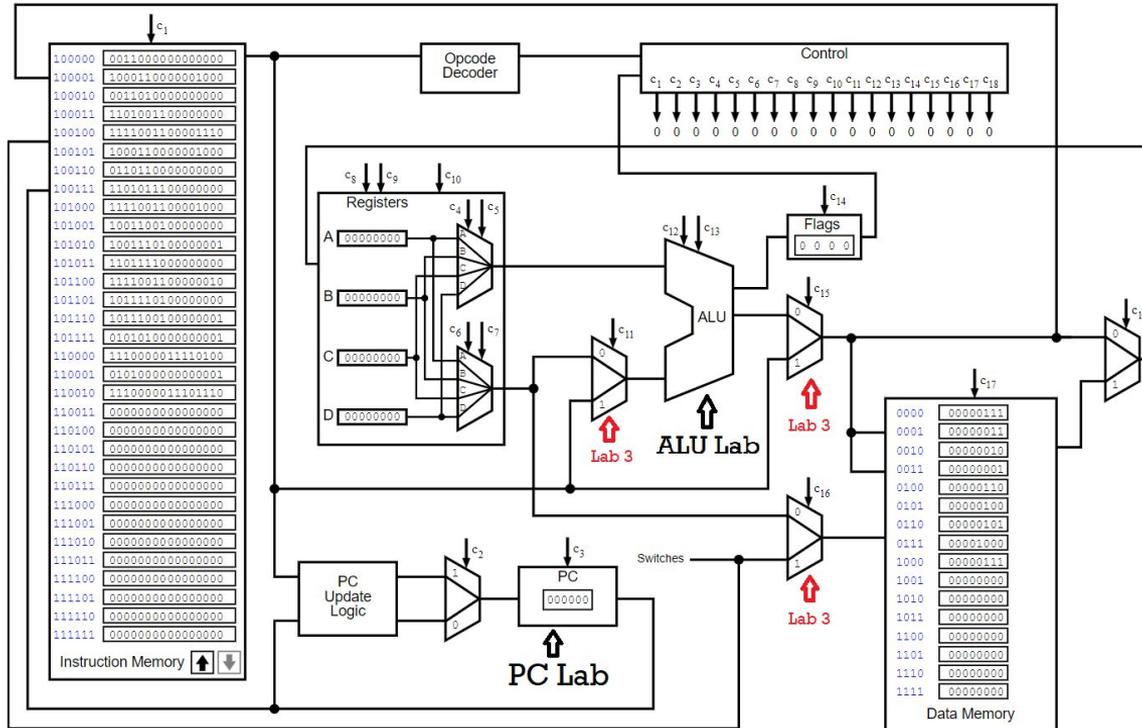


## Secondary

- Teaching Assistants
- Outreach Coordinators (WiSE)
- Middle and High School students



# Detailed Design and Visuals



## Hardware Labs:

- Lab 1: Implementing Digital Logic
- Lab 3: Multiplexer
- Lab 4: Program Counter
- Lab 8: Registers
- Lab 9: ALU Modification

## Software Labs:

- Lab 2: Clock
- Lab 5: Program EEPROM
- Lab 6: 7-Segment Decoder
- Lab 7: Rock, Paper, Scissors
- Lab 10: Final Project + Device Drivers

## Lab X: Outline

**Prelab:** This will Include any information needed to be researched ahead of time.

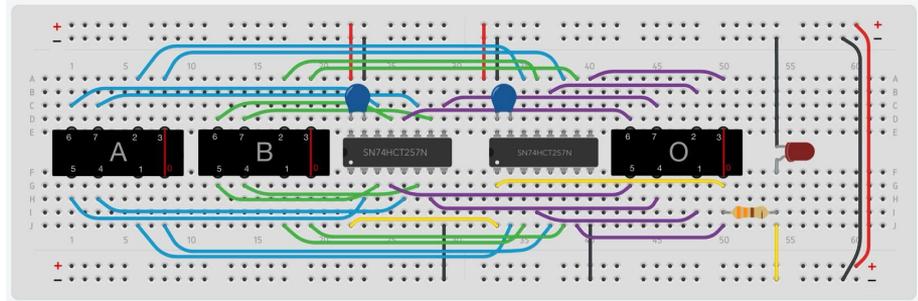
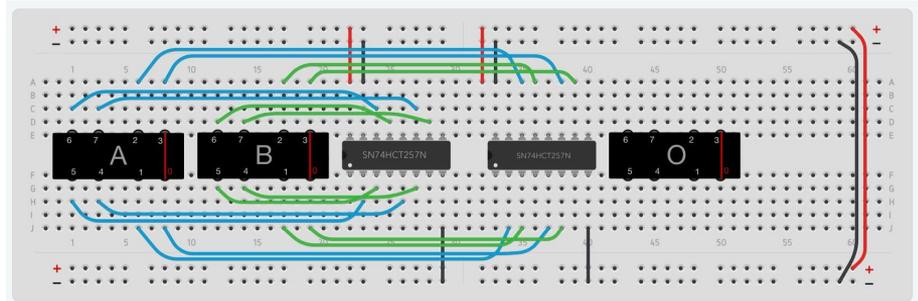
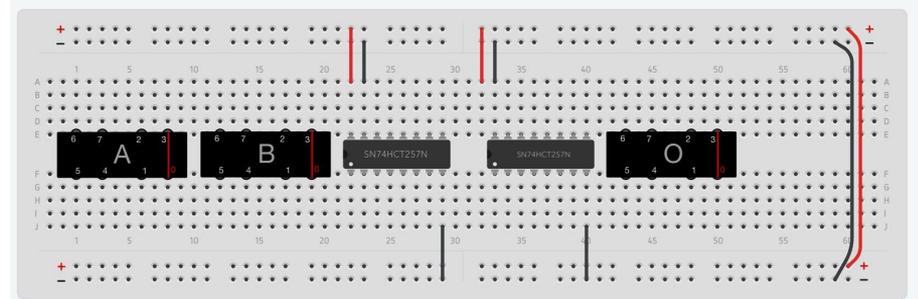
**Objectives:** This will Highlight the purpose of the lab and correlate it to the learning objectives of the course.

**Background:** This will include any figures or supplementary information to the lab activity.

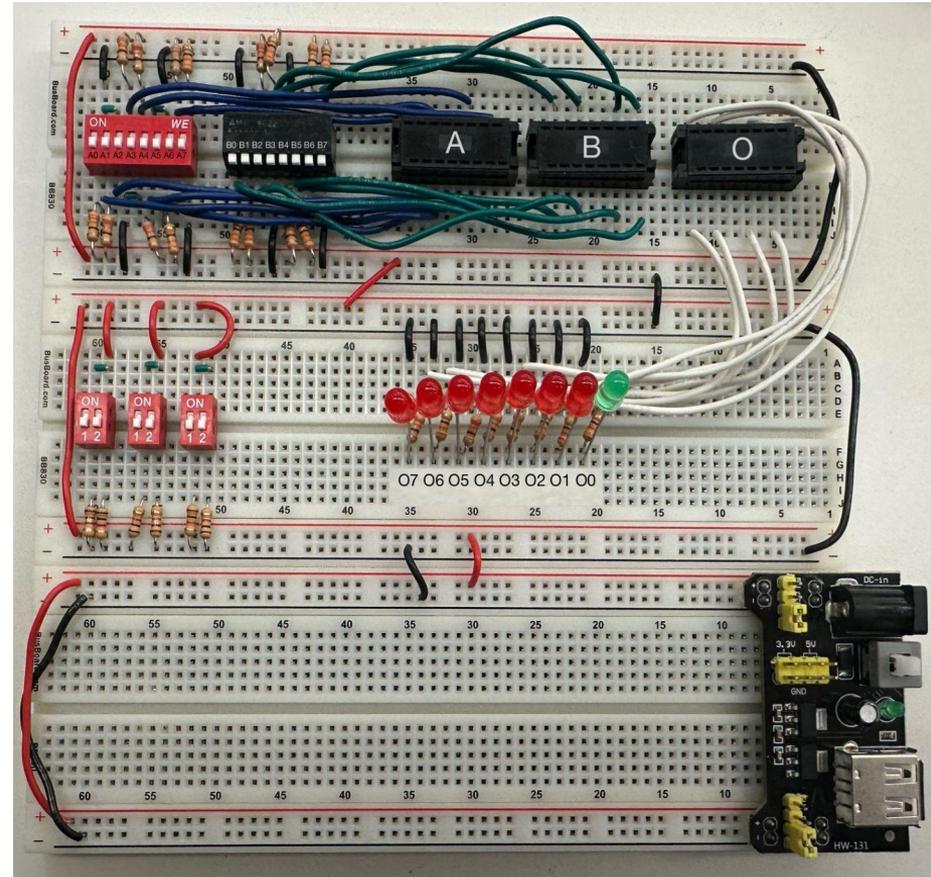
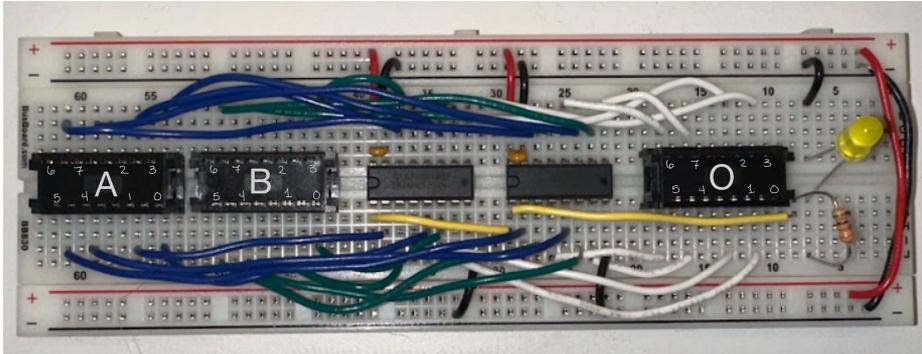
**Activity:** Steps to complete the lab some step by step others more general asking the students to come up with their own solutions to the problem.

**Testing:** This will outline how a student can test whether or not the activity was successful and the steps to do that.

**Parts List:** This will include a list of all materials used during the lab for easy reference and reproduction.

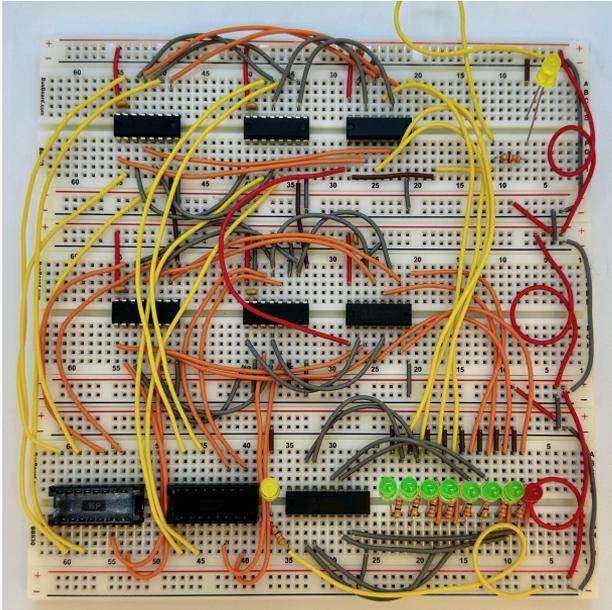


# Testing



# Future Labs

## Program Counter Lab

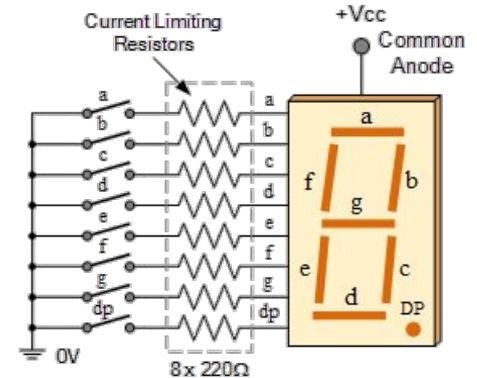


## Rock, Paper, Scissors

- Implement a video game in assembly
- Inputs with push buttons
- Score and timing visualized by 7-segment display
- Modify program to be appropriate difficulty

## EEPROM Labs

- Program an EEPROM
- Implement 7-segment decoder using EEPROM and 7-segment display



# Technology Considerations

## Hardware

### Chips:

- Some chips used in existing design are no longer produced so we needed to find a comparable solution
- The chip we decided on the AT28C256

### Wiring:

- The lab room for the class does not allow for cutting wires
- Wire kits have limited lengths and colors

## Software

- Need visual representations of for the labs with either photos or a simulator
- Needed to keep in mind cost, component availability, and ease of use

Currently using TinkerCAD since it's free, has a wide range of components and neatly depicts breadboards.

# Conclusion

- Timeline for each lab and plan to complete 4 by the end of the semester
- If possible will also design a set of outreach activities to be administered my other programs at ISU
- Consist of a mix of digital logic and hardware focused labs
- Some constraints may be due to measuring lab success rate, which is how many students are able to finish the labs

Questions?

---