

EE/CprE/SE 491 WEEKLY REPORT 08

11/01/24 – 11/07/24

Group number: sdmay25-31

Project title: i281

Client & Advisor: Prof. Alexander Stoytchev

Team Members:

Ethan Uhrich - Team Lead & Treasurer

Ariana Dirksen - Editor & Note Taker

Tessa Morgan - Task Manager & Webmaster

Gigi Harrabi - Client Interaction & Outreach Coordinator

Weekly Summary

The focus of this week was to finish rewiring our hardware implementations as well as editing our documentation for lab 3. We finished our MUX, PC and Tester implementations and finished testing the MUX and Tester circuits.

Past Week Accomplishments

Ethan Uhrich: Rewiring took longer than expected so finished Wiring MUX and PC implementations.

Ariana Dirksen: Worked on finishing helping Ethan rewire the Mux and PC implementations. As well as working on implementing edits to the background section of Lab 3's documentation.

Tessa Morgan: Redid the simulation images for the MUX and rewiring the PC based on Stoytchev's feedback. A lot of this week is spent on design documentation and lightning talks for all of us.

Gigi Harrabi: Changes to MUX and finding science fairs to set up

Individual Contributions

NAME	Individual Contributions (Quick list of contributions. This should be short.)	Hours this week	HOURS cumulative
Ethan Uhrich	Finished Wiring Mux, PC, and Tester	6	39
Ariana Dirksen	Finished rewiring Mux, PC and Tester. Edited section of Mux documentation.	8	45
Tessa Morgan	Rewiring PC, re-simulating MUX, and minor changes to MUX lab doc	6	39
Gigi Harrabi	Changes to MUX lab	6	37

Plans for the Upcoming Week

Ethan Uhrich: Test and start writeup for PC lab

Ariana Dirksen: Test PC, Continue work on Lab 1, Finish Sections in PC Lab.

Tessa Morgan: Simulate PC and start PC lab doc. Continue improvements on MUX lab doc.

Gigi Harrabi: Register for WiSE and science fair, MUX lab doc improvements.

Summary of Weekly Advisor Meeting

- Circuit Check - Rewired Test Circuit
- Checking Progress & Planned Steps Moving Forward
- Going Over Rough Draft Lab 3
 - What to Edit
 - What to Remove
 - What to Add