

Team Name: sdmay21-38

Team Members: Colby McKinley, Aiman Priester, Eric Marcanio, Brady Kolosik, Bryce Snell, Jacob Betsworth

Report Period: March 15th- March 29th

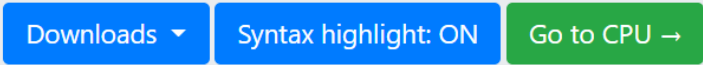
Past week accomplishments

- Eric - Assembler

- Able to run PONG application without errors
- Data memory numbering fixed with multiple arrays

0..3	empty	BYTE	0,0,0,0
4..7	display	BYTE	64,0,0,4
8..11	shape	BYTE	64,8,64,1
12	incDec	BYTE	1
13..15	switch	BYTE	0,0,3

- Added INPUTD instructions
- New download buttons with multiple downloadable files



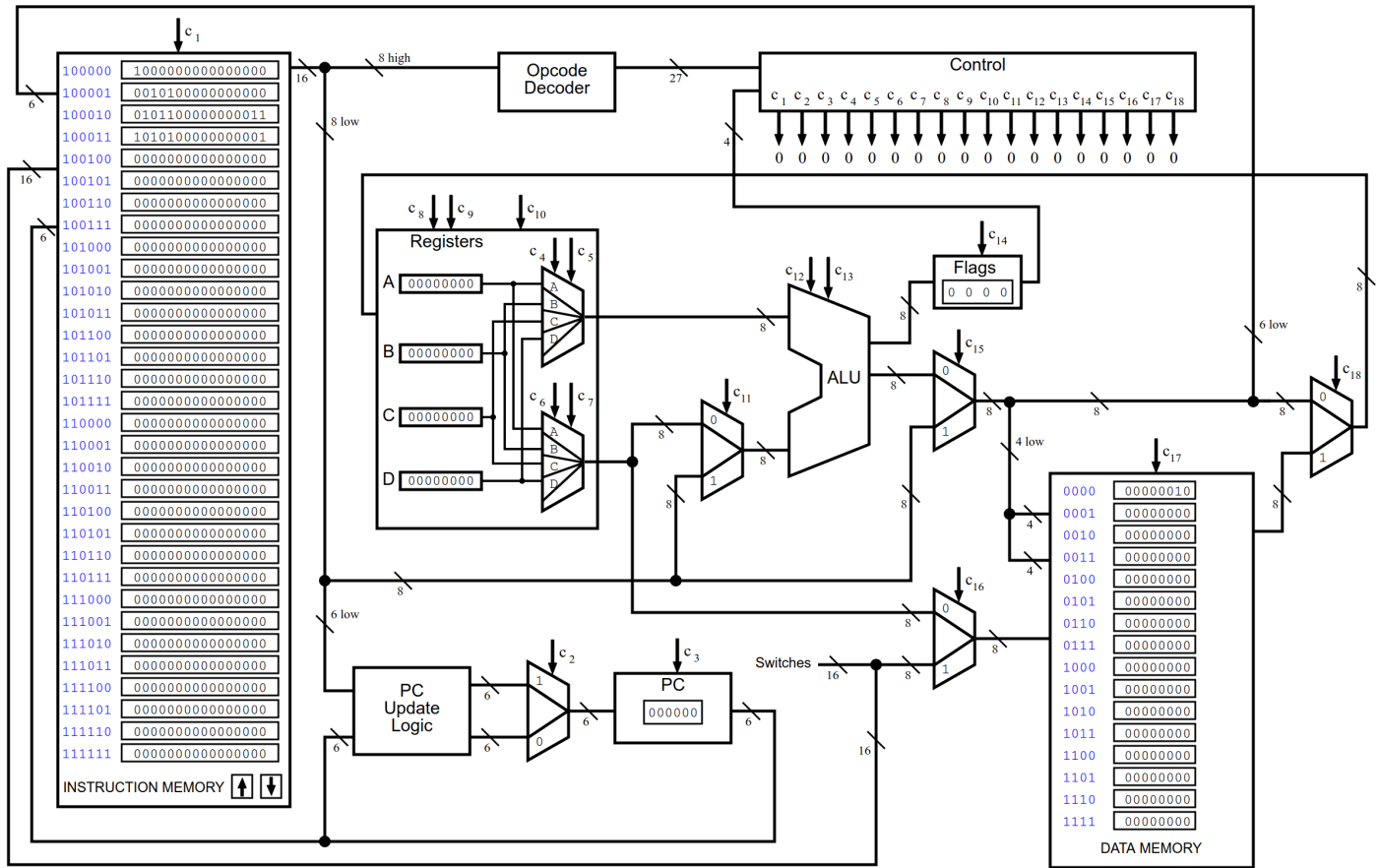
Downloads ▾

Syntax highlight: ON

Go to CPU →

- Colby - Simulator

- Significant changes in aligning text and placement of bus width info
- Added new wires to visually balance Register File and corresponding mux select lines
- Added new buttons to go in between BIOS and User space on IMEM
- Added ability to hide bus width info
- Added labels for IMEM and DMEM

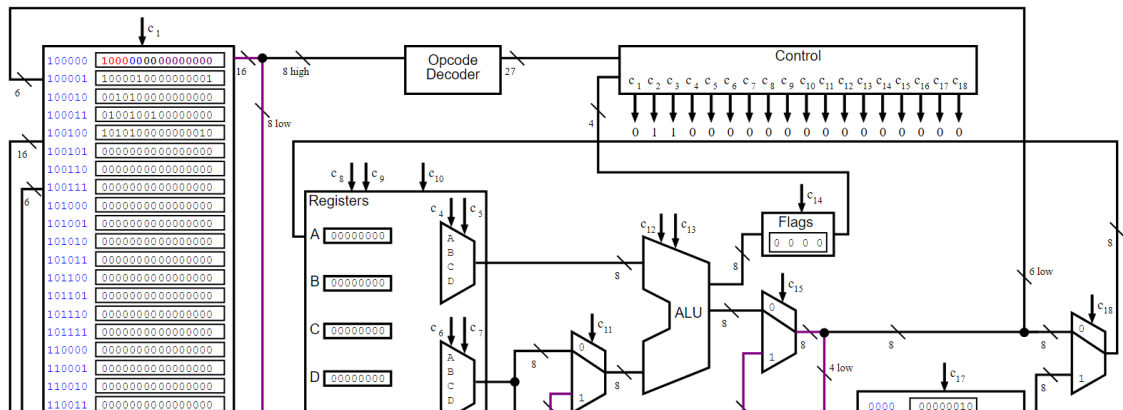


- Aiman - Verilog

- Relegated to making ptx after completion of the Verilog conversion
- Slides half done, pending some adjustments by the client

- Brady - Simulator

- Began work on syntax highlighting within the visualizer, current instruction is now highlighted in accordance with the assembler
 - Split up each instruction into separate parts for the opcode, registers, and immediate value
 - Read the assembly and determine how it should be colored
 - Highlight only the current instruction that is running



- Continue integration between visualizer and simulator

- Control bits are now updated accordingly
- Multiplexers are updated according to relevant control bits(see above photo, control bits max selected input)

- Bryce - CPU Simulator
 - Created new functions to help the frontend team.
 - Documented the simulator before the semester ends
- Jacob - Board design
 - Debugged seven segment display updates that work with the cpu
 - Got the 3 different view modes working (memView, regView, and gameView)

Pending Issues

Eric

- INPUTDF Instruction needs to be added

Individual Contributions

Team Member	Contribution	Weekly Hours	Total Hours
Eric Marcanio	New functionality on the assembler	6	32
Colby McKinley	GUI updates	8	27
Aiman Priester	Slide Generation / Transistor Calculations	5	27
Brady Kolosik	Syntax highlighting in visualizer, updating certain values to match simulator, etc.	8	28.5
Bryce Snell	Documentation and new functions	6	31

Jacob Betsworth	Seven Segments functionality completed and debugged	8	25
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Plans for Upcoming Reporting Period

Eric -

- Add INPUTDF – Display plus a register (Similar to LOADF) SLIDE 104- Lecture 39
- Data memory – Address, Value, Comment
- Download assembly code
- Syntax highlighting **
- Bold everything
- Three dots in the data memory when arrays are used
- Examples should be easier to read
- Add pong to the examples
- Reload page when two examples are in there fixed

Jacob-

- Work on ability to hover over instructions in IMEM and see the instruction

Aiman - Continue with the pptx slides and optimizing the transistor count in the processor.

Bryce -

- Transition to helping the frontend team finish graphics
- Handle any new features that are needed in the simulator

Colby -

- Finalize GUI layout

Brady-

- Start in lower 32 vs upper 32
- Format header
- Finish animating core parts of simulator
- Show bryce the ropes of our code and what we've been doing
- Look into showing assembly when (clicking?) on machine code
- Reload button
- Nomenclature considerations