Aiman –

RTL viewer on Quarters simplifies the logic. Has the control logic done but needs to write tests for it. Stoytchev mentioned that he has it written in Verilog

Working on the ALU for the next demo.

Separate folder for each diagram to incrementally build the design.

Stoychev wants to use pointers for LOADP and to use a stack so recursion is possible

Change in the Imem is basically a wire going in the wrong place. Preset and reset lines storing the program into the register file

Side tasks – Count the number of transistors.

Eric –

Make the rest of the instructions

The jump instruction would be in 2s complement and the program counter always 1. Going forward add 1.

Bryce –

Working on the opcode decoder and will be running tests on it.

Store the values in hex for clarity

Brady –

Remade what he had in canvas with svg images inside of an SVG canvas.

Zooming in does not change the resolution

Color code the bits and add wires to see if it will look nice. Bits will travel to each section

Colby-

Drawing the multiplexers on the screen.

Working on drawing the entire CPU going off the slides. Make the bits color coded like as shown in the slides

Replicating flags

Jacob –

Working with the switches. Switches can be tabbed through and changed based on the input of the box below them

Wants to make the switches scalable and using the up and down arrow keys (for the pong game).

Seven segment display for the values of the input boxes