ECE 477 Digital Systems
Senior Design Project

Guideposts
Week 2

Announcements

- ECE Engineering Education Survey
  - Opportunity to earn $20 for participating in a 1 hour survey
  - Students are directed to email carnesm@purdue.edu
  - Additional information available at the message board on the ECE477 course website homepage
- Note: ece477@ecn.purdue.edu is monitored by multiple staff people. If you wish to communicate with only specific staff people, please use their individual emails.

Last Week (Week 1)

- Introductions

- Mandatory lab session 1

- Homework 0: Initial Project Proposal

- Met with team members
  - Exchanged contact details
  - Established meeting times

- Set up student websites

This Week (Week 2)

- Homework 1: Final Project Proposal
  - Due Friday at 12pm (noon).
  - Refine initial project idea, if necessary
  - Establish roles and responsibilities (Who is in charge of what parts, what assignments each student is in charge of)
  - Establish an initial budget for your design (rough cut; doesn't need to be extremely accurate)
  - Establish a schedule for your design (guideline to assist you in project design process)
  - Propose PSSCs (please read PSSC selection guidelines for course rules concerning PSSCs)

This Week (Week 2)

- Mandatory Lab Session 2:
  - Wednesday at assigned TCSP session time in EE061/EE063 (8am and 12pm)
  - Progress briefings, initial project proposal feedback, final project proposal status and coaching
  - All students are expected to remain in lab for the entirety of their mandatory lab session
- Other items:
  - Set up student websites (for those teams that have not done so already)
  - Begin writing in online lab notebooks (if this hasn't been started already)

Next Week (Week 3)

- Homework 2: PCB Layout Assignment
  - Learn basics of Eagle PCB CAD tool
  - Create an example circuit board layout
  - Have TA verify and check off your design
- Begin evaluating electronic components and searching for components you would like to use in your design
- Begin looking into acquiring prototyping hardware (development boards and tools) to start experimenting with software features of your design

Questions?