

Senior Design

Spring Week 4 Report

Interactive Embedded Systems Learning using the Prairie Learn framework

2/7 - 2/14

Faculty Advisor: Phillip Jones

Team Members:

- Ben Stroup
- Caden Last
- Jack Kennedy - Git Team Lead
- Emmanuel Paz - Server Lead
- Ryan Dela Merced - Project Manager
- Cody Prochaska - Technical Team Lead
- Ryan Bumann

Summary of Progress this Week:

- Continued to work on all aspects of our project

Questions:

Team Member	Contributions	Hours	Total Hrs
Ben Stroup	Created the python assembly emulator code and implemented a few instructions with cody and looked more into the homework invalid grading/blank bug	4	61
Caden Last	Rewrite homework 7 question and make more in the same way	4	56
Jack Kennedy	Collaborating with group	3	48
Emmanuel Paz	worked on hw4 q4 c autograding. and got second server running with https. ready to document	6	60
Ryan Dela Merced	Worked on hw 10, collaborating with group members for datasheet questions.	4	48
Cody Prochaska	Worked on creating a python ARM assembly emulator as well as explored existing public emulators	5	50
Ryan Bumann	Worked on HW5 Question2 autograders. Wrote javascript instruction doc.	8	53

Plan for Next Week:

Start trying to implement c autograders for appropriate questions.

Make changes based on any feedback received.

Continue to document which questions are currently static/dynamic.

Additional Information:

[PrairieLearn Homework Tracking](#)