

Senior Design

Week 2 Report

Interactive Embedded Systems Learning using the Prairie Learn framework

9/20 - 9/27

Faculty Advisor: Phillip Jones

Team Members:

- Ben Stroup
- Caden Last
- Jack Kennedy
- Emmanuel Paz
- Ryan Dela Merced
- Cody Prochaska
- Ryan Bumann

Summary of Progress this Week:

- Work sessions:
 - Saturday: 10am-12pm
 - Monday: 5-7pm
 - Sunday: 2-4pm
- Team Roles/Leads
 - Technical Team Lead - Cody Prochaska
 - Project Team Lead - Ryan Dela Merced
- HW1 Analysis

Questions:

- Manny - for question 1 do you want us to create sets of left side values (signed char $x = 60;$) and randomly choose 11 or completely randomize the values as in randomly choose: signed or unsigned, char or short, an equation (+ or /), etc.
- Ryan D - Do we make our own questions and parameters or do you give us a set of questions for us to work with?

Team Member	Contributions	Hours	Total Hrs
Ben Stroup	Reviewed HW 1 and work on powerpoint. Continue to play around with PrairieLearn	2	2
Caden Last	Work on Hw 1 and powerpoint on how to automate it. Continue to figure out Prairie learn	2	2
Jack Kennedy	Worked on PowerPoint. And got prairie learn running	2	2
Emmanuel Paz	Began to join random classes and see how they are formatted. Review hw1 and brainstorm ways to randomize parameters.	1.5	1.5
Ryan Dela Merced	Reviewed HW1, thought of ideas for questions 1,3,4. Lightning talk presentation on requirements	1.5	1.5
Cody Prochaska	Looked at HW1, wrote down some ways for question generation and autograding	1.5	1.5
Ryan Bumann	Worked on HW1 and powerpoint. Created a bunch of different possible problems for number 1	2	4

Plan for Next Week:

- Attempt test questions.
- Complete lightning talk
- Contact TA
- More active work sessions
- Continue to familiarize with CPRE 288 concepts

Additional Information: