

About This Class

- ▶ Class goals:
 - ▶ Hands-on experience with topics of 322,323,352
 - ▶ Not so much theory, but hands-on, experiential
 - ▶ Get familiar with the process of design
 - ▶ Skill Development:
 - ▶ Rapid prototyping methods (goof up early, iterate, fix, test)
 - ▶ Tool skills: Spice, Matlab, soldering, lab instruments
 - ▶ Thinking/debugging skills
 - ▶ Practice professional hospitality, social skills and develop design rigor
 - ▶ Fertilize curiosity,...what if I.....?

About This Class

- ▶ No big, strictly formatted "lab reports".
- ▶ A lab notebook will be kept. The quality of your lab notebook entries plus correct operation of your circuit is where most of your grade comes from.
- ▶ No 3-D printing, PCB design, video presentations, program management, design reviews
- ▶ Sharper focus, not a shotgun but a rifle shot
- ▶ Linux emphasis
 - ▶ Deeper, wider understanding of what's going on
 - ▶ The power of text
 - ▶ vim editor
- ▶ ngspice for circuit simulation, level playing field, insight