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