EECS 298 Course Assignments

- Overview
  - Project proposal
    - Describe your project (topic, goal, approach)
    - Final version: due before week 5
  - Project execution
    - Research and implement your project ...
  - Project presentation
    - Present your project in class
    - 10-20 min. presentation (individually scheduled)
  - Project report
    - Write a final report about the project
    - Due in final week (at time of Final Exam, TBD)

Project Option 1

- Hands-on experience with Embedded Software
  - Choose an embedded target platform
    - PDA
    - Lego Mindstorm robot
    - Xilinx board
    - ...
  - Choose an application
    - Controller
    - Game
    - ...
  - Implement the application on the platform
  - Report on your implementation

Project Option 2

- Literature research
  - Choose an interesting article from the literature on one aspect of Embedded Software Synthesis
    - see course contents for applicable areas
  - Summarize the article and its context
    - check references, related work
    - compare contributions
  - Analyze and critique the article
    - describe pros and cons
  - Report on your topic

Project Option 3

- Software synthesis example
  - Specify an example system in the SpecC system-level description language
  - Validate your example
    - simulation
  - Synthesize your example down to an embedded software implementation
    - System-on-Chip Environment (SCE)
  - Report on your experiment

Assignment 2

- Finalized project proposal
  - Choice of option 1, 2, or 3
  - Description of your project
    - Topic
    - Approach
    - Expected result
    - Outline of schedule
  - Length: about 1-3 pages
  - Email to `doemer@uci.edu`
  - Due date: October 22, 2004, at 12pm (noon)

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