Digital Signal Generator Project Summary

This document provides a detailed overview of the Digital Signal Generator (DSG) project, highlighting its core features, encoding/decoding capabilities, usage instructions, and build procedures. The application is developed in Java 8+, using Swing and Java2D for the user interface, and Apache Maven for building the project.

Key Features and Extensions

Line Codes and Decoders:

- NRZ-L (Non-Return-to-Zero-Level)
- NRZ-I (Non-Return-to-Zero-Invert)
- Manchester Differential Manchester
- AMI (Alternate Mark Inversion)

Decoding Methodology:

- Decoders operate on the rendered waveform, not the original data.
- Sampling rate: 100 samples/bit.
- Bit recovery methods:
- NRZ-L: Average signal level per bit (>0 -> 1, <0 -> 0).
- NRZ-I: Transition at bit boundary -> 1; no transition -> 0.
- Manchester: High-to-low mid-bit transition -> 1; Low-to-high -> 0.
- Differential Manchester: Mid-bit transition always occurs; start-of-bit transition -> 0; absence -> 1.
- AMI: Non-zero magnitude -> 1; zero -> 0. Polarity ignored.
- AMI Scrambling (B8ZS/HDB3): Decoding uses level analysis only, ignoring descrambling.

Application Usage:

- 1. Select Input: Digital or Analog. For Analog, choose a modulation (PCM or Delta) to convert into a bitstream.
- 2. Choose Encoding: NRZ-L, NRZ-I, Manchester, Differential Manchester, or AMI.
- 3. Optional Scrambling: Apply B8ZS or HDB3 to AMI signals.
- 4. Generate: Click "Generate Signal" to render the waveform and display results.
- 5. Decode: Optionally decode the rendered waveform to recover the original bitstream.

Build and Run Instructions: -

Using Apache Maven:

- 1. Install dependencies: mvn install
- 2. Compile: mvn compile
- 3. Run: mvn exec:java (ensure dsg.ui.DigitalSignalGenerator is set as exec.mainClass in pom.xml)

- Using Provided Windows Scripts:

1. Build: compile-simple.bat

2. Run: run-simple.bat

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