

COE 3DY4 Project Disclosure Form

Group # 15

- All team members agree to disclose only the genuine works, both completed and in-progress, on to the Git Repository for 3DY4 project evaluations.
- All team members have credited all non-original components in the project through proper references and credits in the project report. Examples of non-original works included code snippets provided in lectures, model codes for prototyping validation, third-party libraries used to support your project development, etc.
- All team members have reported their contributions to the project in the Work Breakdown sheet with precision and truthfulness.
- All team members acknowledge that, despite their project works are disclosed as a collective team deliverable, each individual member may be subject to individual evaluations, and may receive different grading results.

Member 1	Name Justin Covach	Student ID	400243271
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Member 2	Name Andrew Gurses	Student ID	400173743
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Member 3	Name Ben Miles	Student ID	400307241
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Date	April 3rd 2023
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Project work Breakdown

Member	Mono	Stereo	RDS	Multithreading
Justin Covach	Helped discuss implementation from older labs.		Implemented RDS up to CDR in Python. Had issue with corrupted data	Designed structure and implementation for multithreading in C++. Helped debug issues in multithreading order for final submission
Andrew Gurses	<p>Helped discuss implementation from older labs</p> <p>Worked on optimized convolution for downsampling and resampling</p>	<p>Wrote initial carrier recovery code in Python</p> <p>Added PLL code to python with state saving</p> <p>Converted Stereo channel to C++</p> <p>Created test file for testing cpp outputs</p>	Aided in converting RDS to C++	Helped organize some SDR functions into multithreading structure
Ben Miles	<p>Helped discuss implementation from older labs</p> <p>Helped write optimized convolution functions (for resampling and downsampling)</p>	<p>Wrote initial stereo channel extraction code in Python</p> <p>Helped debug stereo in Python and C++</p>	Aided in converting RDS to C++	Helped organize some SDR functions into multithreading structure