

| <u>Date</u> | <u>Things Completed</u> |
|-------------|---|
| Monday | <ul style="list-style-type: none">• 99% Sure there was no school this day, I say this as I remember my not being at school two days last week, and I'm pretty sure that this was indeed one of them• I do however believe that I worked on a Leetcode problem on this date which took an integer input and just reversed it maintaining it's +/- sign |
| Tuesday | <ul style="list-style-type: none">• I think today was the bi-weekly check-in date, that's what I spent most of today doing. |
| Wednesday | <ul style="list-style-type: none">• I wasn't here this day, admittedly it's just the senioritis getting to me and the 7am wake up time chipping away at my very soul.• I didn't do nothing today though, I had some fun working away on another Leetcode problem, finding the square root of a number without using the square root operator. I do believe that it just barely functions as a program, but it passed all the like 1500 test cases, so it's a win. |
| Thursday | <ul style="list-style-type: none">• Either Thursday or Friday or Both I was in the Theater working on Lights, not 100% sure which it is. Either way, the end result was each light now being individually addressable and not doubled up to any number, something new that hasn't been done in quite a while. Makes getting full stage coverage a lot better and means that lighting is a lot more versatile now. I want to say that this was also worked on by Zach and I after school this day. |
| Friday | <ul style="list-style-type: none">• Not 100% sure if I was in the theatre of this or not, but continued working on tech for Old Brunswick, linking up the lights that I needed for the myDMX3 Software and learning how the effects panel worked in that. |

Summary / Highlights

- Got each light in the theater individually addressable; something that we thought wouldn't work but turns out things just weren't pushed in all the way.
- Worked on positioning lights so we could have better full stage coverage; still a ways to go with this however, as everyone is drenched in shadows, I think I angled the front bar lights too low