

	Mono	Stereo	RDS	Multithreading
Guangyi Wang	<ul style="list-style-type: none"> <li>- Implemented the resample</li> <li>- Initialization of variables</li> <li>-mono delay</li> <li>-Block Process</li> <li>-Completed Mono</li> </ul>	<ul style="list-style-type: none"> <li>-Implemented the delay</li> <li>-BPF filter implementation</li> <li>-Stereo mixer</li> </ul>		
Mazen Maamon	<ul style="list-style-type: none"> <li>-fm demod</li> <li>- split I &amp; Q data</li> <li>- Implemented if statements for different modes</li> <li>-mono delay</li> <li>-Block Process</li> <li>-Completed Mono</li> </ul>	<ul style="list-style-type: none"> <li>-Stereo channel extraction</li> <li>-BPF</li> <li>- Stereo mixer</li> <li>-Stereo shifting</li> </ul>		
Samer Rafidi		<ul style="list-style-type: none"> <li>- PLL Conversion</li> <li>- BPF filter implementation</li> <li>-Stereo channel extraction and pilot recovery</li> </ul>	Worked on everything in RDS.cpp except RRC filter	
Tamer Rafidi		<ul style="list-style-type: none"> <li>-Pilot extraction</li> <li>-PLL Conversion</li> <li>-Stereo channel extraction</li> <li>-Stereo shifting</li> <li>-Stereo mixer</li> </ul>	-RRC filter	