## **Avery Sammons**

**Purpose**: The purpose of the Atari Punk Synthesizer project was to learn how to work with breadboards in order to create a circuit that is controlled by a battery, a switch, and volume nozzles that will make a sound.

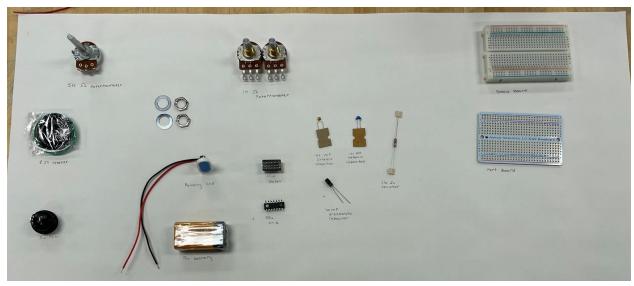
## Steps:

- 1. We first started by knowling out our different parts, labeling each of them with the proper name. This is important because it helps keep our parts organized, understand what each of them does in the project as a whole, and make sure that we do not have any missing parts. For example, when I knowled out my project I realized that I did not have the chip that goes into the breadboard.
- 2. We then went home and watched two videos and took notes. First on soldering, and second on Multimeters. This helped us understand how to work each of these gadgets and to ensure that we know the safety protocol prior to starting.
- 3. Next, we watched videos in class about testing potentiometers, stripping wires, and another video on soldering.
- 4. After this, we looked at the one final video on schematics to ensure that we knew how to read a breadboard and place the wires, resistors, and capacitors in the correct places.
- 5. Finally, we began the process of putting together our breadboard.

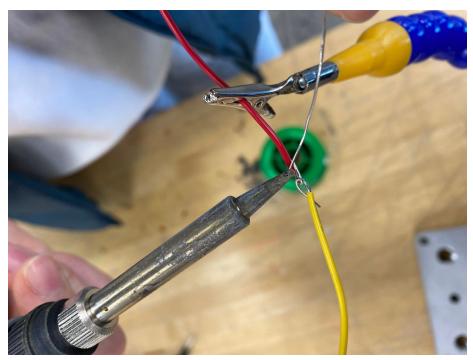
## **Setbacks and Solutions:**

One setback I had was that when my breadboard was complete, it still was not working. I went through the process of making sure my battery worked (it did) and my chip worked (it did). I finally decided that I needed to look at a schematic to figure out if any of my wires were in place. I realized that in fact I had a whole wire missing and another one in the wrong place! I fixed these two and my breadboard started working.

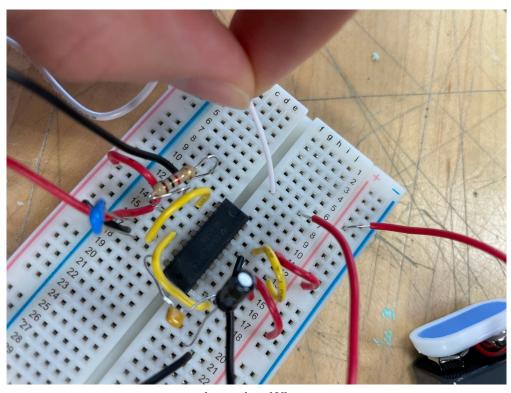
## **IMAGES OF PROCESS:**



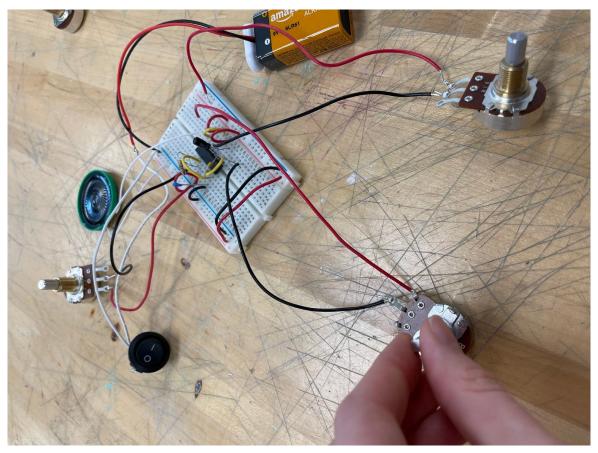
**Knowled Parts** 



Soldering Wires Together



Inserting Wires



**Playing Around With The Volume** 

Here is the link for my working breadboard with sound:

https://drive.google.com/file/d/1xMWiv\_uM\_02\_YaKdgkPH\_CS68Vne3K2V/view?usp=sharing