

Chris Malley - PixelZoom, Inc.

## Summary

Mar 06	Common	Misc	Bound States	QT	OQC	Fourier	Faraday	Color Vision	SUBTOTAL
1	0	0	3	1.5	0	0	0	0	4.5
2	0	0.5	2	5.5	0	0	0	0	8
3	0	0	4	2.5	0	0	0	0	6.5
4	0	0	0	0	0	0	0	0	0
5	0	0	0	0	0	0	0	0	0
6	0	0	0	0	0	0	0	0	0
7	0	0	0	0	0	0	0	0	0
8	0	0	0	0	0	0	0	0	0
9	0	0	0	0	0	0	0	0	0
10	0	0	0	0	0	0	0	0	0
11	0	0	0	0	0	0	0	0	0
12	0	0	0	0	0	0	0	0	0
13	0	0	0	0	0	0	0	0	0
14	0	0	0	0	0	0	0	0	0
15	0	0	0	0	0	0	0	0	0
16	0	0	0	0	0	0	0	0	0
17	0	0	0	0	0	0	0	0	0
18	0	0	0	0	0	0	0	0	0
19	0	0	0	0	0	0	0	0	0
20	0	0	0	0	0	0	0	0	0
21	0	0	0	0	0	0	0	0	0
22	0	0	0	0	0	0	0	0	0
23	0	0	0	0	0	0	0	0	0
24	0	0	0	0	0	0	0	0	0
25	0	0	0	0	0	0	0	0	0
26	0	0	0	0	0	0	0	0	0
27	0	0	0	0	0	0	0	0	0
28	0	0	0	0	0	0	0	0	0
29	0	0	0	0	0	0	0	0	0
30	0	0	0	0	0	0	0	0	0
31	0	0	0	0	0	0	0	0	0
<b>TOTAL</b>	<b>0</b>	<b>0.5</b>	<b>9</b>	<b>9.5</b>	<b>0</b>	<b>0</b>	<b>0</b>	<b>0</b>	<b>19</b>
	0.0%	2.6%	47.4%	50.0%	0.0%	0.0%	0.0%	0.0%	

Chris Malley - PixelZoom, Inc.

## Common Code

Mar 06	Design	Code	Debug	SUBTOTAL	Notes
1				0	
2				0	
3				0	
4				0	
5				0	
6				0	
7				0	
8				0	
9				0	
10				0	
11				0	
12				0	
13				0	
14				0	
15				0	
16				0	
17				0	
18				0	
19				0	
20				0	
21				0	
22				0	
23				0	
24				0	
25				0	
26				0	
27				0	
28				0	
29				0	
30				0	
31				0	
TOTAL	0	0	0	0	

Chris Malley - PixelZoom, Inc.

## Miscellaneous

Mar 06	Meetings	Reports	Other	SUBTOTAL	Notes
1				0	
2			0.5	0.5	help Sam with help balloon issues in QWI
3				0	
4				0	
5				0	
6				0	
7				0	
8				0	
9				0	
10				0	
11				0	
12				0	
13				0	
14				0	
15				0	
16				0	
17				0	
18				0	
19				0	
20				0	
21				0	
22				0	
23				0	
24				0	
25				0	
26				0	
27				0	
28				0	
29				0	
30				0	
31				0	
TOTAL	0	0	0.5	0.5	

Chris Malley - PixelZoom, Inc.

## Bound States

Mar 06	Design	Code	Changes	SUBTOTAL	Notes
1	1.5	1.5		3	
2	2			2	
3		4		4	
4				0	
5				0	
6				0	
7				0	
8				0	
9				0	
10				0	
11				0	
12				0	
13				0	
14				0	
15				0	
16				0	
17				0	
18				0	
19				0	
20				0	
21				0	
22				0	
23				0	
24				0	
25				0	
26				0	
27				0	
28				0	
29				0	
30				0	
31				0	
<b>TOTAL</b>	<b>3.5</b>	<b>5.5</b>	<b>0</b>	<b>9</b>	

Chris Malley - PixelZoom, Inc.

## Quantum Tunneling

Mar 06	Design	Code	Changes	SUBTOTAL	Notes
1			1.5	1.5	
2			5.5	5.5	
3			2.5	2.5	
4				0	
5				0	
6				0	
7				0	
8				0	
9				0	
10				0	
11				0	
12				0	
13				0	
14				0	
15				0	
16				0	
17				0	
18				0	
19				0	
20				0	
21				0	
22				0	
23				0	
24				0	
25				0	
26				0	
27				0	
28				0	
29				0	
30				0	
31				0	
<b>TOTAL</b>	<b>0</b>	<b>0</b>	<b>9.5</b>	<b>9.5</b>	

Chris Malley - PixelZoom, Inc.

## Optical Quantum Control (OQC)

Mar 06	Design	Code	Changes	SUBTOTAL	Notes
1				0	
2				0	
3				0	
4				0	
5				0	
6				0	
7				0	
8				0	
9				0	
10				0	
11				0	
12				0	
13				0	
14				0	
15				0	
16				0	
17				0	
18				0	
19				0	
20				0	
21				0	
22				0	
23				0	
24				0	
25				0	
26				0	
27				0	
28				0	
29				0	
30				0	
31				0	
TOTAL	0	0	0	0	

Chris Malley - PixelZoom, Inc.

## Fourier

Mar 06	Design	Code	Changes	SUBTOTAL	Notes
1				0	
2				0	
3				0	
4				0	
5				0	
6				0	
7				0	
8				0	
9				0	
10				0	
11				0	
12				0	
13				0	
14				0	
15				0	
16				0	
17				0	
18				0	
19				0	
20				0	
21				0	
22				0	
23				0	
24				0	
25				0	
26				0	
27				0	
28				0	
29				0	
30				0	
31				0	
TOTAL	0	0	0	0	

Chris Malley - PixelZoom, Inc.

## Faraday

Mar 06	Design	Code	Changes	SUBTOTAL	Notes
1				0	
2				0	
3				0	
4				0	
5				0	
6				0	
7				0	
8				0	
9				0	
10				0	
11				0	
12				0	
13				0	
14				0	
15				0	
16				0	
17				0	
18				0	
19				0	
20				0	
21				0	
22				0	
23				0	
24				0	
25				0	
26				0	
27				0	
28				0	
29				0	
30				0	
31				0	
TOTAL	0	0	0	0	



Chris Malley - PixelZoom, Inc.

## Color Vision

Mar 06	Design	Code	Changes	SUBTOTAL	Notes
1				0	
2				0	
3				0	
4				0	
5				0	
6				0	
7				0	
8				0	
9				0	
10				0	
11				0	
12				0	
13				0	
14				0	
15				0	
16				0	
17				0	
18				0	
19				0	
20				0	
21				0	
22				0	
23				0	
24				0	
25				0	
26				0	
27				0	
28				0	
29				0	
30				0	
31				0	
TOTAL	0	0	0	0	