

Chris Malley - PixelZoom, Inc.

## Summary

August 2007	Optical Tweezers	Common Code	Misc	SUBTOTAL
1	0	0	0	0
2	0	0	0	0
3	0	0	0	0
4	0	0	0	0
5	0	0	0	0
6	0	0	1	1
7	0	0.5	2	2.5
8	7.5	0	0	7.5
9	0	0	1.5	1.5
10	3.5	0	0.5	4
11	0	0	0	0
12	0	0	0	0
13	0	0	0	0
14	3.5	0	0	3.5
15	2	2	0	4
16	0	1.75	2.75	4.5
17	3.25	0	0	3.25
18	0	0	0	0
19	0	0	0	0
20	4	0	0.5	4.5
21	4	0	2.25	6.25
22	6.5	0.5	0	7
23	0	0	0	0
24	0	0	0	0
25	0	0	0	0
26	0	0	0	0
27	0	0	0	0
28	0	0	0	0
29	0	0	0	0
30	0	0	0	0
31	0	0	0	0
<b>TOTAL</b>	<b>34.25</b>	<b>4.75</b>	<b>10.5</b>	<b>49.5</b>
	69.2%	9.6%	21.2%	

Chris Malley - PixelZoom, Inc.

## Optical Tweezers

August	Design	Code	Changes	SUBTOTAL	Notes
1				0	
2				0	
3				0	
4				0	
5				0	
6				0	
7				0	
8		7.5		7.5	
9				0	
10		3.5		3.5	
11				0	
12				0	
13				0	
14		3.5		3.5	
15		2		2	
16				0	
17		2.75	0.5	3.25	
18				0	
19				0	
20		1	3	4	
21		4		4	
22		6.5		6.5	
23				0	
24				0	
25				0	
26				0	
27				0	
28				0	
29				0	
30				0	
31				0	
TOTAL					
	0	30.75	3.5	34.25	

Chris Malley - PixelZoom, Inc.

## Common Code

August	Design	Code	Debug	Other	SUBTOTAL	Notes
1					0	
2					0	
3					0	
4					0	
5					0	
6					0	
7		0.5			0.5	remove TabbedPane font from PhetLookAndFeel
8					0	
9					0	
10					0	
11					0	
12					0	
13					0	
14					0	
15				2	2	fix compile problems in distance-ladder, build-tools
16		1.75			1.75	IProguardKeepClass marker interface, convert sims
17					0	
18					0	
19					0	
20					0	
21					0	
22			0.5		0.5	debug MyRepaintManager
23					0	
24					0	
25					0	
26					0	
27					0	
28					0	
29					0	
30					0	
31					0	
TOTAL	0	2.25		2	4.75	

## Misc

August	Meetings	Reports	Other	SUBTOTAL	Notes
1				0	
2				0	
3				0	
4				0	
5				0	
6			1	1	investigate proposed Faraday feature
7			2	2	clean up dev, fix permissions
8				0	
9	1.5			1.5	
10			0.5	0.5	test "no Mac" sims
11				0	
12				0	
13				0	
14				0	
15				0	
16	1.75		1	2.75	bound-states bug fix, review bug tracking systems
17				0	
18				0	
19				0	
20			0.5	0.5	help Sam Reid with spot permissions problem
21			2.25	2.25	collaboration on rotation sim with Sam Reid
22				0	
23				0	
24				0	
25				0	
26				0	
27				0	
28				0	
29				0	
30				0	
31				0	
<b>TOTAL</b>	<b>3.25</b>	<b>0</b>	<b>7.25</b>	<b>10.5</b>	