From Bradley Evans:

Much of the challenge in completing this project was learning the new, specific syntax needed by the Atmel software. Much of the time spent working on this was downloading, installing, configuring, and familiarizing ourselves with the IDE. After this, it was a matter of learning the syntax used by the ATMega32 device, especially what built-in variables are pointing to (PORTA vs PINA, when to use each, how to describe a specific bit in the 8-bit inputs and outputs, etc). My partner was able to get up and running much more quickly than I was able to, so he was much more helpful to me than I was to him. Once setup was done, the code was actually very easy to implement, so we both collaborated on when to use different approaches to the code (if we should use a ternery operator here or an if statement there, for example).

Bradd Carey also established a github repo for us to collaborate more efficiently, which will greatly enhance our ability to work together.

From Braddley Carey:

The project was just familiarizing ourselves with the program and lab structure. Learning C from C++ was an easy task and only required a small amount of research. After a small amount of practice with C and a bit of collaboration on a coding format (so that our code would appear consistent and easy to troubleshoot by the other partner) we dove into the problems. No major issues were encountered in this lab. It was more or less copy and paste from the examples and trying to establish patterns.

Evans set up a collaborative Cloud 9 IDE to connect my github repo so we could code more effectively as a team. On Wednesday the TA was only able to get through six groups for demoing before the end of the lab time, so our goal is to stay a lab ahead of the class so we can demo ASAP, instead of being far down on the list and having to go to office hours to demo.