MITS Altair 8800

-Input: front panel switches
-Output: front panel LEDs
-Max RAM: 64K max
-Min RAM: 256 bytes
-CPU: Intel 8080, 2.0 MHz

MOS KIM-1

-Input: on-board hexadecimal keypad
-Output: 6 digital LED display
-Max RAM: 1024 bytes
-Min RAM: 1024 bytes
-CPU: MOS 6502, 1MHz

Apple 1

-Input: Keyboard
-Output: Monochrome 280X192, 40X24 Text
-Max RAM: 65K
-Min RAM: 4K
-CPU: MOS 6502, 1.0 MHz

IBM Personal Computer (PC) 5150

-Input: Keyboard
-Output: 80 X 24 text
-Max RAM: 640K
-Min RAM: 16Kilobytes
-CPU: Intel 8088, 4.77MHz

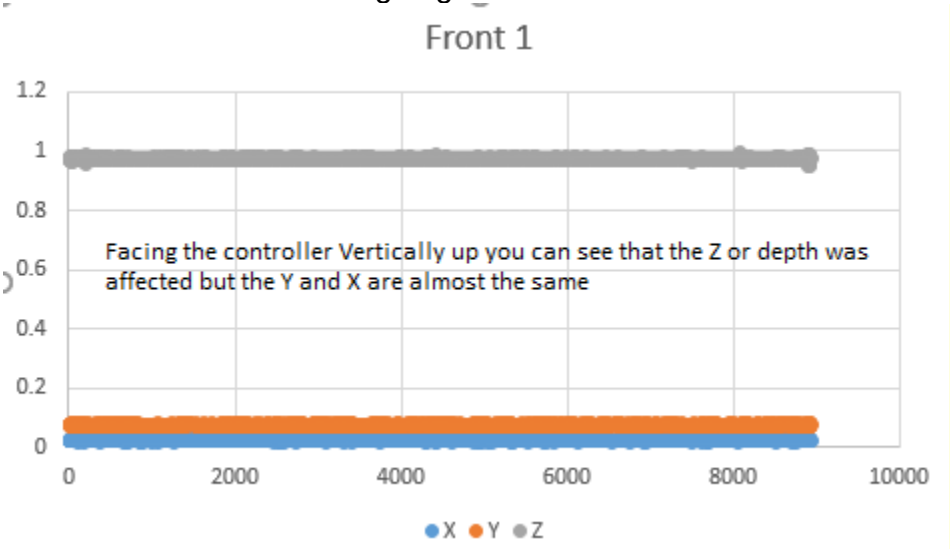
Apple Macintosh

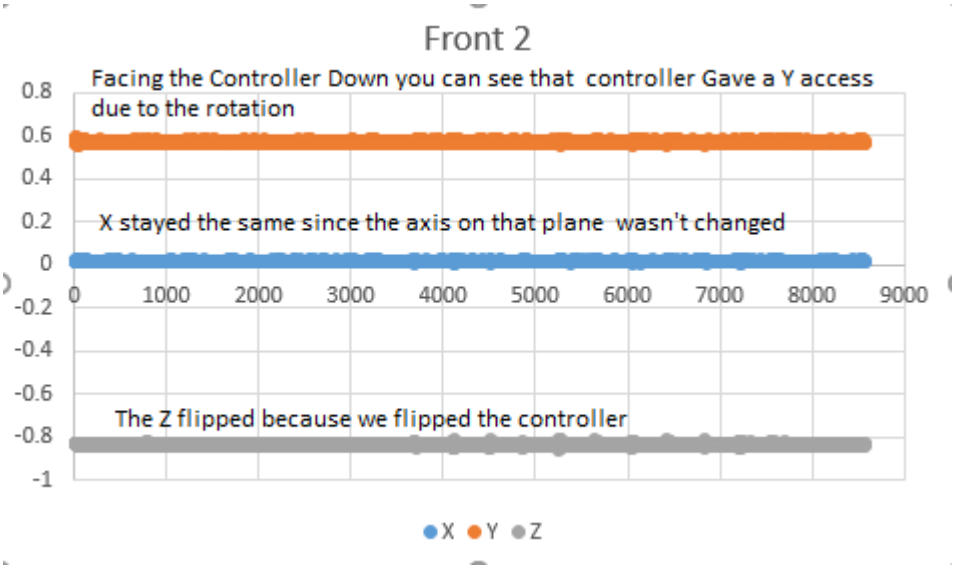
-Input: Keyboard & Mouse
-Output: 9-inch monochrome screen, 512x342 pixels
-Max RAM: 512K
-Min RAM: 128K
-CPU: Motorola 68000, 7.83 Mhz

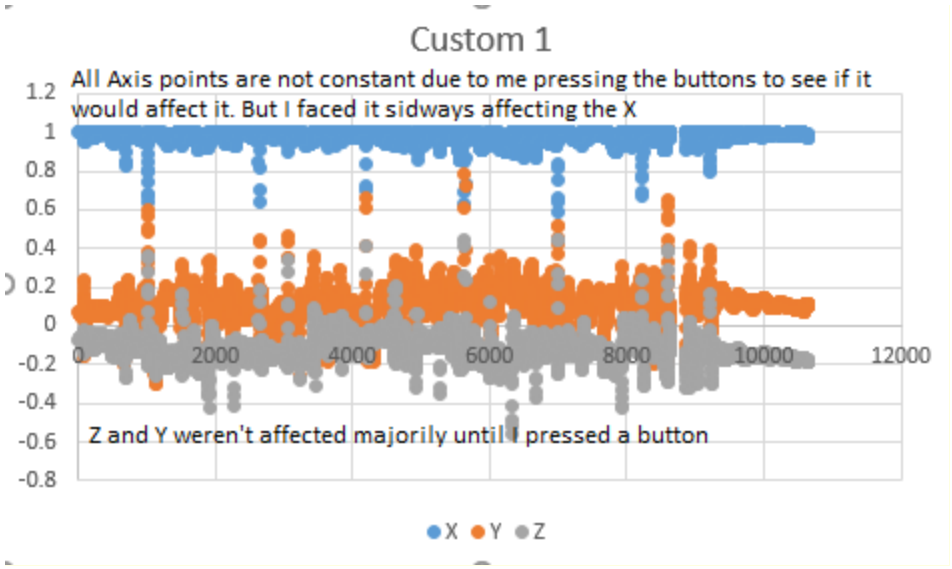
1. What do you think each column of data represent?
   Each Column represents an Axis. X, Y, Z.
2. How does this relate the the flags (-t and -g) that you used?
   -t = Time
   -g = Gyro
3. What unit of measure are the data in?
   3-axis gyroscope(X, Y, Z) from the accelerometer, Its recorded into a csv.

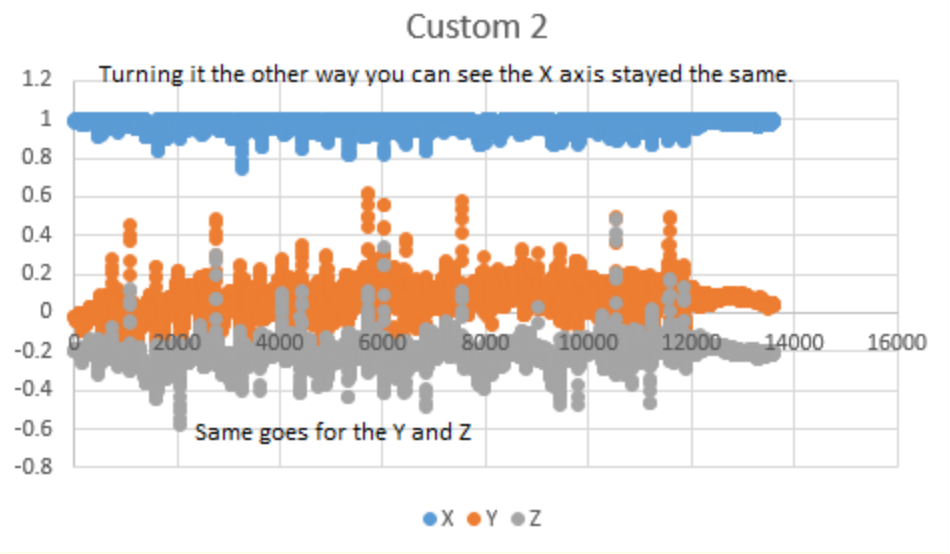
4. On each of your plots, explain what is going on. Try to understand why the graphs look like they do and then relate the graphs to what you did when you

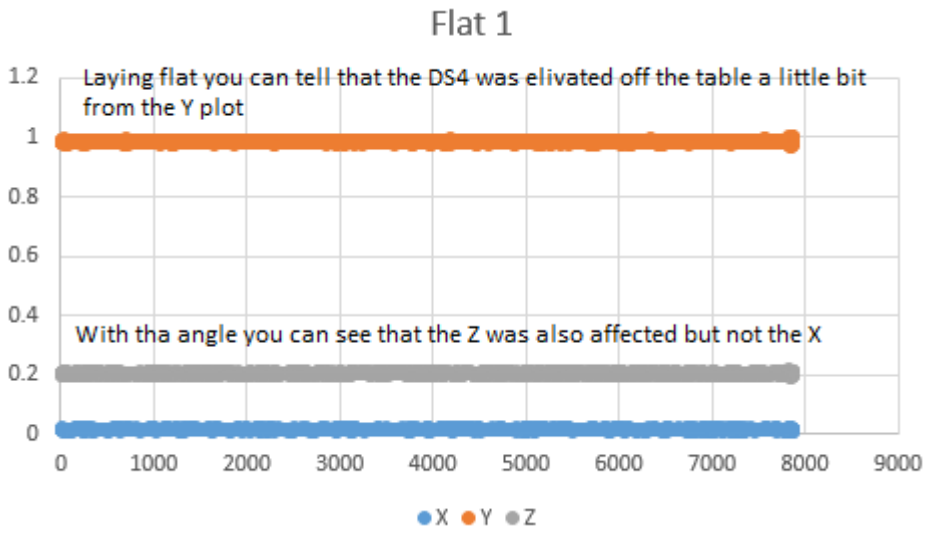
took the data. Label, by hand (scan and include in your PDF), parts of the graphs and then describe what is going on.

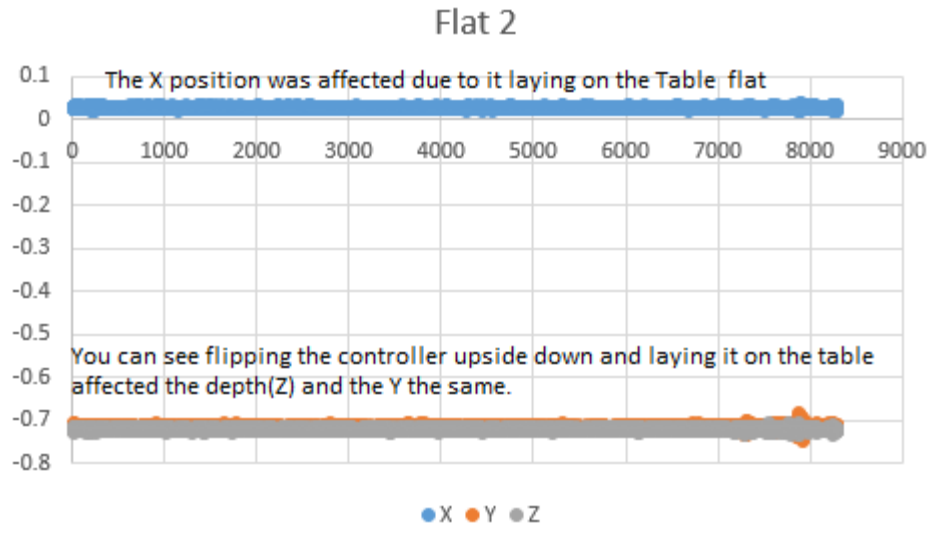



Front 2
Facing the Controller Down you can see that controller Gave a Y access due to the rotation
X stayed the same since the axis on that plane wasn't changed
The Z flipped because we flipped the controller
0.8
0.6
0.4
0.2
0
-0.2
-0.4
-0.6
-0.8
-1
0
1000
2000
3000
4000
5000
6000
7000
8000
9000
X
Y
Z


Custom 1
All Axis points are not constant due to me pressing the buttons to see if it would affect it. But I faced it sidways affecting the X
1.2
1
0.8
0.6
0.4
0.2
0
-0.2
-0.4
-0.6
-0.8
0
2000
4000
6000
8000
10000
12000
Z and Y weren't affected majorily until I pressed a button
X
Y
Z


Custom 2
Turning it the other way you can see the X axis stayed the same.
1.2
1
0.8
0.6
0.4
0.2
0
-0.2
-0.4
-0.6
-0.8
0
2000
4000
6000
8000
10000
12000
14000
16000
Same goes for the Y and Z
X
Y
Z


Flat 1
Laying flat you can tell that the DS4 was elivated off the table a little bit from the Y plot
With tha angle you can see that the Z was also affected but not the X
1.2
1
0.8
0.6
0.4
0.2
0
0
1000
2000
3000
4000
5000
6000
7000
8000
9000
X
Y
Z


Flat 2
The X position was affected due to it laying on the Table flat
You can see flipping the controller upside down and laying it on the table affected the depth(Z) and the Y the same.
0.1
0
-0.1
-0.2
-0.3
-0.4
-0.5
-0.6
-0.7
-0.8
0
1000
2000
3000
4000
5000
6000
7000
8000
9000
X
Y
Z