1. Part A.4
   * Show to GTA
2. Part A.5
   * Show to GTA
3. Part B.8. Describe in your own words the purpose of Triggering
   * Triggering is setting where you want the scope to hold a signal for viewing. For instance, if you have the trigger within the signal threshold, then it will be held on either the rising or falling edge, according to what you set. If you set trigger outside the threshold of the signal, then you will not see the signal remain static, as the trigger is looking in a place the signal does not exist. It will also move where it is depending on where you place the trigger from left to right.
4. Part C.4. Observe what happens in the ARB viewer and on the Picoscope display.
   * The scope and viewer both receive signals made in the S&S application. Depending on which lab you select, the signal for that lab will be generated and shown in the ARB viewer, before being able to be displayed in the scope.
5. Part D.2. Record the slot number you placed the triple adder module in.
   * Slot #2
6. Part D.8.
   * Show to GTA
7. What did you enjoy about this lab?

It was simplistic enough to follow, but still showed the necessary steps to get started in the lab for this class.

1. What didn’t go well in this lab?

It took a moment to figure out my triple adder addition was not in slot #1, but was in #2 instead. It does not matter which one it is in, I just could not tell to begin with.

1. How would you improve the lab experiment for future classes?

I would not do anything. This is a great starter lab that gets you comfortable with the many different things the S&S and picoscope applications can do.

**Gabriel Emerson**