

EE 478 Capstone Final Report
RFID Interaction Suite

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1 ABSTRACT

2 INTRODUCTION

3 DISCUSSION OF THE LAB

3.1 Design Specification

Overall summary description of the module - 2-3 paragraphs maximum (explanation of use cases goes here)

Specification of the public interface to the module

- Inputs
- Outputs
- Side effects

Pseudo English description of algorithms, functions, or procedures

Timing constraints

Error handling

Animal	Description	Price (\$)
Gnat	per gram	13.65
	each	0.01
Gnu	stuffed	92.50
Emu	stuffed	33.33
Armadillo	frozen	8.99

Table 1: Example table.

3.2 Design Specification

3.2.1 Design Requirement

3.2.2 Identified Use Cases

3.2.3 Detailed Specifications

3.2.4 Functional Decomposition

3.3 Hardware Implementation

3.3.1 Top Level Design

3.3.2 Low Level Design

3.4 Software Implementation

3.4.1 Top level design

3.4.2 low level design

4 PRESENTATION, DISCUSSION, AND ANALYSIS OF THE RESULTS

4.1 results

4.2 Discussion of results

4.3 Analysis of any Errors

4.4 Analysis of Implementation Issues and Workarounds

5 TEST PLAN

5.1 Test Specification

5.2 Test Cases

6 SUMMARY AND CONCLUSION

6.1 Final Summary

6.2 Project Conclusions

A BREAKDOWN OF LAB PERSON-HOURS (ESTIMATED)

Person	Design Hrs	Code Hrs	Test/Debug Hrs	Documentation Hrs
Patrick	x	x	x	x
Alyanna	x	x	x	x
Ryan	x	x	x	x

By initializing/signing above, I attest that I did in fact work the estimated number of hours stated. I also attest, under penalty of shame, that the work produced during the lab and contained herein is actually my own (as far as I know to be true). If special considerations or dispensations are due others or myself, I have indicated them below.

B HARDWARE BLOCK DIAGRAM

C FUNCTIONAL DECOMPOSITION DIAGRAM

D STATE DIAGRAMS

D.1 System State Diagram

D.2 General Gameplay State Diagram

E CONTROL FLOW DIAGRAMS

F SOURCE CODE

Source code for this project is provided below.

F.1 Front-end Code

F.2 Back-end Code