

# Experiment 1: A submission template

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## 1 Overview of the experiment/assignment

In two to three paragraphs, summarize

- The purpose of the experiment/assignment.
- What you did to perform the experiment/assignment.
- Organization of your report and a summary of the data you will be presenting.

You may refer to pre-existing documents by citing them appropriately [1]. For a more detailed introduction to the use of LaTeX to write documents, see [2].

## 2 Experiment setup or approach to the assignment

Describe the experimental setup (or the approach you have used to complete the assignment). You can add your pen-paper design here. You can easily include a diagram/picture as shown in Figure 1.

### 2.1 Include your design documentation and code if relevant

You should give a brief description of whatever designs you have constructed and a sketch of the code you have written as part of the experiment/assignment.

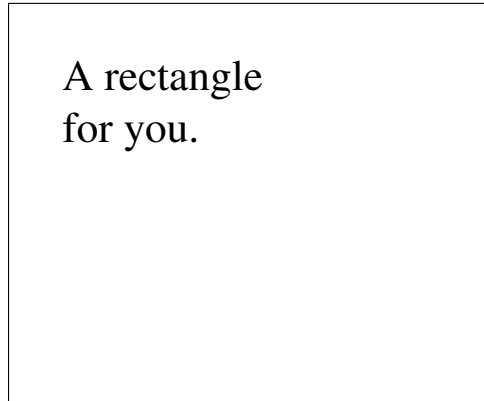


Figure 1: A rectangle.

Item	W	H
A	2	3
B	3	4
C	4	5
D	5	6

Table 1: Illustrative table

To write code, you can use the verbatim environment. (Note in verbatim mode, latex interprets your text like a type-writer and does not do any formatting. Use spaces carefully to line things up). There are other latex environments such as *algorithm* which can be used to describe algorithms.

```
entity foo is
  -- ports.
  port (a: in bit; b: out bit);
end entity foo;
```

### 3 Observations

You must summarize your observations, either in words, using figures and/or tables. Give your RTL simulation screenshots. If run on board then UrJTAG and schain generated files screenshots attach. You can easily include tables, such as the one shown in Table 1.

## References

- [1] V. Vyasa, “Story of Rama”, 4000 BC.
- [2] [\*https://www.latex-tutorial.com/tutorials/beginners/how-to-use-latex/\*](https://www.latex-tutorial.com/tutorials/beginners/how-to-use-latex/)