

LogiSim - Sprint 3

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Due	Friday by 5pm	Points	150	Submitting	a file upload	File Types	pdf and zip
Available	until Oct 11 at 11pm						

For this assignment you are going to create a simple digital logic simulator for the Android platform. We will use many of the same ideas that we worked on in the SubHunter game, consequently, you are free to use some of the code from that project here if it applies.

Build on your design in the previous assignment. For this assignment your primary goal should be to refactor and clean up your code, eliminate bugs, and to add the new requirements below.

New Requirements:

You must add the ability to save and load at least three different schematics. You may use the android U/I if you wish, or, you use a simple design as discussed below. You could simply add four new buttons to your U/I. The first button is a save button, the other three buttons are labeled A, B, C. These buttons are used for saving and loading. When you press the save button, then the current schematic will be saved in whichever of A,B,C that you press next. There is no need to check with the user, just overwrite any existing schematic in that location. When you press A,B,C without pressing any other button first, that schematic is loaded, into memory. Again, no need to prompt the user, you will clean this up in the group project phase.

You will want to both code and design at the same time, evolving your design document as you code. Your document should support your coding progress and act as documentation for your development efforts. You will want to submit a pdf of your updated design document as well as a zip file of your project. One of the key areas that you will be graded on is the connection between the two. Your progress must show that you used the design to influence your code and that as you coded your design evolved.