I wasn’t sure if we were supposed to redo the lab report or not, so I just kept track of everything I did and the following paragraphs describe that.

I found out from a friend that the lights are supposed to turn on when the circuit board is powered, so I knew I did something wrong with my circuit. I also found out from a friend that I could use '04 chips instead of '06 + resistors. I recircuited the boards with ’04 chips and half of the lights worked. I then swapped the ’04 chips, and the other half lights worked. Now I knew that something was wrong with one of my ’04 chips. I then tried the ’06 chips and resistors again, but to no avail. I ended up using all the legs of the single working ’04 chip and omitted the two least used lights. This seemed good enough to test my program.  
  
Most of my program consists of pieces of the given examples. First I added a table lookup very similar to the way ASCII was done (Y pointer). Then I added a prompt similar to the yabadabadoo prompt example, using an extra character for comparison. Finally I had to create a subroutine to display a decimal point (DP) when a non-displayable character is entered. The function simply lights the DP, displays the delimiter and loops back. The program is finished, but I still have a few problems with the results. When I get to the alphabetical characters the DP shows up and the characters may not be lighting correctly (tough to tell with 2 lights missing).  
  
During the redo I learned a LOT. I feel much more comfortable with assembly and being able to create subroutines. I still don’t like the flow charts and rather start with pseudo code, but this most likely because I’m a CS student. In another day, I should be able to fix the minor problems in my program.