

EE 4743/6743- FALL 2007
COMPUTER AIDED DESIGN OF DIGITAL SYSTEMS
LAB POLICY

GENERAL INFORMATION

Lab Instructor: Ridzky Riyadi

Email : rar67@ece.msstate.edu

Office : Simrall 132 (DSD Lab)

Office hours* : Monday and Friday: 8:00am – 10:00am,

*Visitations outside of office hours without a prior appointment will NOT be accepted.

LAB POLICY

- You are guaranteed a workstation during your assigned lab session. During that time, if you cannot find a free workstation to work on, notify me immediately. At all other times, workstation availability is not guaranteed.
 - **Do not lock your workstation.** 10 points will be deducted from you last lab if you lock your workstation.
 - Lab assignments are due ONE WEEK from your assigned lab time unless otherwise noted.
 - There will be 15 points deduction off lab grade for each late (working) day for lab submission. If lab is turned in on the due date but at the end of the lab session instead of the beginning, 5 points will be deducted. Completely filled lab data sheets should be submitted to the TA at the end of each lab session.
 - **Academic dishonesty is a very serious matter.** Plagiarized labs/lab reports will be given a zero, and the department and school will be notified. For more information on the school honor code see <http://students.msstate.edu/honorcode/>
 - No food and drink are allowed in the lab.
 - Students must accrue 60% of the laboratory points to pass this class. All labs must be turned in, even if they are late. **If more than 2 labs are not turned in, a grade of F will result in this class.**
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TIPS

- Before attending lab, it is recommended that you familiarize yourself with the UNIX system's basic functions (e.g. directory structure, how to delete files, create directories etc). This will save you a lot of hassle when the lab assignments are given. For a quick tutorial see www.unixtools.com/unixprimer.html.
 - Writing Verilog HDL code is similar to programming. Expect to spend some time debugging your code. If you receive an error message, make note of it, and try to figure out what is wrong and rectify it. If you cannot locate the problem after trying, notify me and I will help you debug your program. **You will not learn much if you delegate all your debugging work to me.** Do not hesitate to email your concerns.
 - Attempt to finish your lab assignment at least three days before it is due. That way if you run into problems you still have time to fix them.
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LAB GRADING SCHEME

- 20% - Lab Final,
- 70% - Fulfillment of assignment requirements and efficiency of design.
- 10% - Quiz