



I am submitting my own work, and I accept penalties will be assessed against me if I submit work that isn't mine.

#### Point Scale

4: Exemplary  
3: Complete  
2: Incomplete  
1: Minor effort  
0: Not submitted

Print Name \_\_\_\_\_

Sign Name \_\_\_\_\_

Date \_\_\_\_\_

Asst. Signature \_\_\_\_\_

| Requirements  |    | Pts  | x | Wt | = | Score |
|---|----|--|---|----|---|-------|
| 1. Display values on the Seven Segment display  |    |  | x | 3  | = |       |
| 2. Create and test four-digital decimal counter   |    |  | x | 4  | = |       |
| 3: Make a control flow for your stopwatch   |    |  | x | 3  | = |       |
| 4. Use ZYNQ's Triple Timer Counter (TTC) module for the time base   |    |  | x | 4  | = |       |
| Total Score (add all rows)  |    |  |   |    |   |       |
| Leave blank for on-time submission, or:<br>Enter <b>+5</b> if one or more weeks early; Enter <b>-8</b> if one or two weeks late; Enter <b>X</b> if two or more weeks late |    |  |   |    |   |       |
| Requirements Possible Score   | 56 | Add the two rows above for the Requirements Earned Score<br>Enter <b>0</b> if more than two weeks late |   |    |   |       |

| Challenges  |    | Pts  | x | Wt | = | Score |
|---|----|--|---|----|---|-------|
| 1. Dynamically change the time base of the timer  |    |  | x | 3  | = |       |
| 2. Create a 7-digit Counter   |    |  | x | 3  | = |       |
| 3. Create a timer-based game  |    |  | x | 4  | = |       |
| 4. Create a reaction timer  |    |  | x | 4  | = |       |
| Total Score (add all rows)  |    |  |   |    |   |       |
| Leave blank for on-time submission, or:<br>Enter <b>+5</b> if one or more weeks early; Enter <b>-8</b> if one or two weeks late; Enter <b>X</b> if two or more weeks late |    |  |   |    |   |       |
| Challenges Possible Score   | 56 | Add the two rows above for the Challenges Earned Score, or<br>Leave blank if no challenges submitted, Enter <b>0</b> if more than two weeks late |   |    |   |       |