**MEETING MINUTES – 2/21/2011**

Team: AutoBev

Leader: Elizabeth Clark

Minutes: Lorena Garcia

Present: Alex Macomber, Mark Pomerenke

1. Liz and Alex started testing communication between user interface and microcontroller
   1. They were able to send chars/ get them back and to trigger an interrupt
   2. They had an issue where they were limited to sending 5 characters and if the Byte was beyond 5 characters it wouldn’t send, or would not send properly
   3. They mentioned using logical bitwise testing and Schafer suggested that they test with the logical analyzer
      1. He said it was probably a code issue and Liz suggested it probably had to do with their current while() loop
      2. Shafer added that errors should be considered in order to make the protocol flexible
2. I wrote simple UDP client/server program to enable communication between user interface and bartender interface
   1. As of right now it displays type of drink order and drink order number to bartender (server), shows drink order number to the user (client)
   2. Schafer asked if this is a reliable protocol. Maybe we could consider TCP?
3. Decided to use a proximity light sensor to detect cup
   1. Light sensor has been ordered
   2. Question of whether or not this needs to be implemented into the program as an interrupt and decided it does not
4. Me and Liz are going to try to integrate the client/server program into the GUI
5. Alex needs to test handling the case when more than one COMM port is connected to the computer
   1. We need two COMM ports, one for the microcontroller and one for the card reader
6. Liz suggested the possibility of using SQL database as opposed to excel file to store customer information
   1. We are using C#, which has this capability.
7. We discussed the code for the microcontroller main program and what should and should not be implemented as an interrupt.
   1. The flow sensor definitely has to be an interrupt.
   2. Schafer noted that the microcontroller has a limited number of external interrupts, which is about 8
8. We discussed how many board we will need and decided about 2
   1. One board for the microcontroller
   2. One board for the light sensor bc it will likely be far away from other board
   3. The emergency stop won’t need a board
   4. Mark said circuitry is already done for boards and will finish putting it all together ASAP
9. We discussed additions to client/server program
   1. Needs to be implemented into GUI
   2. Must verify that correct drink order and number appear on both bartender and GUI
   3. Need to ensure queue updates correctly when bartender indicates order is completed and that server can interrupt client to updater current drink number on GUI
      1. Discussed how to make it so bartender can delete from list and Mark suggested this could easily be implemented by keeping orders in an array