Team 7

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CellSync Team 7
Second Semester Wrap-Up
• **Background**
  – Cell phone use becoming predominate
  – 1 in 5 homes without landline phone service
  – “Bluetooth virtually ubiquitous technology in cell phones”

• **Idea**
  – Connect a cell phone to a landline phone
  – Convenience of home phone using cell phone
Design Process

• Investigate Alternatives
• Component Interfacing
  – Hardware Selection and Configuration
  – Software Configuration and Integration
• Software Development
• Prototype Development
Outline → Idea → Design Norms → Objectives → Design Process → Obstacles → Progress → Questions

Computer

Asterisk

Dialplan

Incoming_Cell

Outgoing_Cell

Incoming_Landline

Outgoing_Landline

Bluetooth Adapter

Cell Phone

Phone Service Provider

TNIC

FXO Port

FXS Port

Home Phones
Testing

• TNIC and Asterisk
  – Dial Tone Test

• Dialplan
  – The “Weasels” Test
  – Send/Receive Landline Calls
  – Send/Receive Cell Phone Calls

• User Interface Test
  – Add/Remove Phone

• Prototype
Prototype

Barebones Computer

– Goal
  • Develop prototype that closely resembles minimum operating criteria for a marketable product

– Result
  • Barebones computer using CellSync method and the CellSync Menu text based user interface
    • $232.64 budget cost

– Marketable Product
  • Smaller size device
  • Proprietary OS and software
  • No I/O devices
  • $150 cost to consumer
Conclusion

• Successful Project
  – Functional
  – Educational

• Lessons Learned
  – Using available resources
  – Rely on each other
  – Segway to entering industry
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Questions