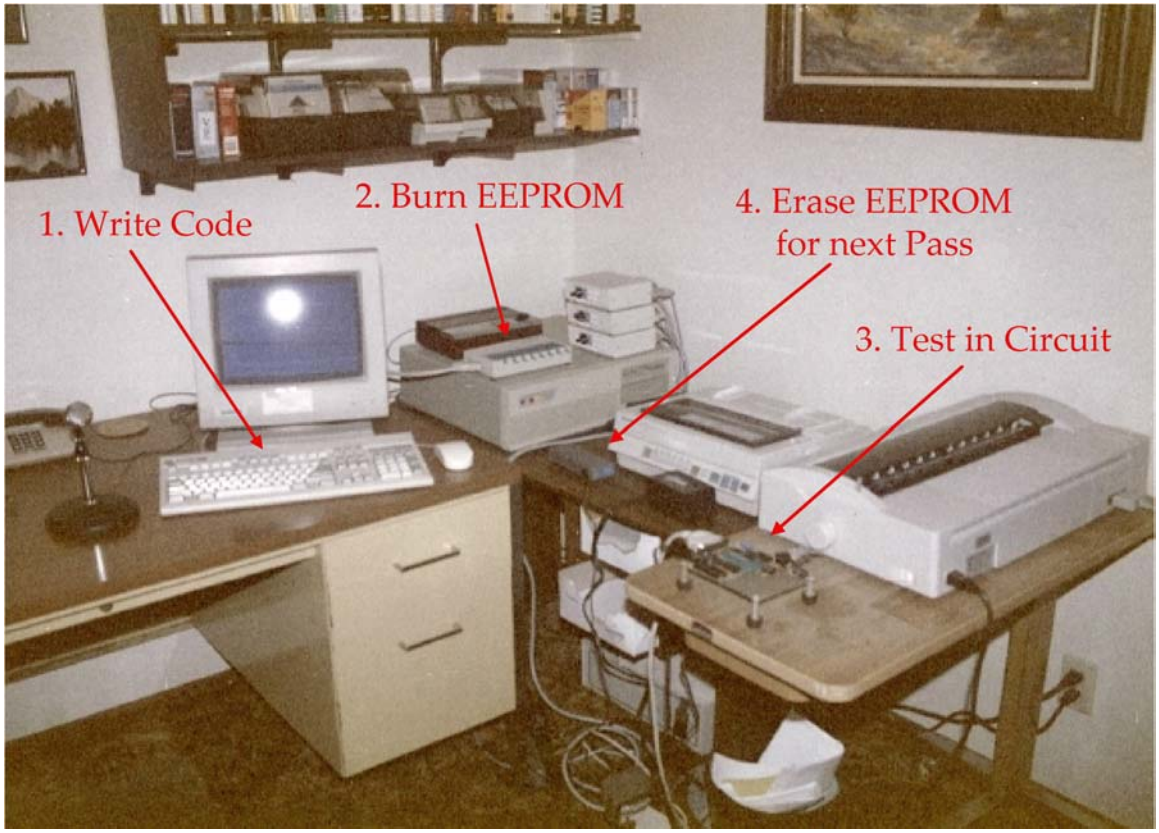
Product Design: How We Did It in the Old Days

Now, there were "older days" than this when we wrote machine language code by hand on coding sheets, but by 1992 we had assembler software and EEPROM burners that connected directly to the PC. Major improvement!

So, here's how product development went in those days:

1. Design the circuit and wire wrap a prototype on a perfboard.
2. Use the assembler software to write some code (that probably wouldn't run first time out).
3. Burn an EEPROM. (EEPROM stands for Electrically Erasable Programmable Read Only Memory. Good thing it was erasable because then you could use it over and over again)!
4. Put the EEPROM in your prototype product. I had all chips in sockets just for convenience, but the EEPROM was in a ZIF or "zero insertion force" socket because I would probably be putting it in and taking it out several times before the project was done.
5. Cross your fingers (optional).
6. Test the product.
7. If it ran properly, that's great! You might be able to commit to a PCB and finish the packaging.
8. If it didn't run, you need to go back to step #2.

Here's a picture of my homemade development system:



Here's a picture of a product under development: