The NVIDIA Stat App

Major Qualifying Project

Submitted to the faculty of

WORCESTER POLYTECHNIC INSTITUTE

In partial fulfillment of the requirements for the degree of Bachelor of Science

By:

Kevin Conley │ Xingchi Dai │ Brendan Henrich

Date: March 7, 2014

Advisor: Professor John Orr

Mentor: Brad Simeral

ABSTRACT

The purpose of this project is to develop an Android application (or "app") for NVIDIA that helps design engineers understand how Tegra powered devices are used. This project can be divided into three components: creating an Android app to collect hardware and software usage data, analyzing and visually representing the data, and providing a way to report the results to the NVIDIA mobile power team for whom the app is being produced. The completion of this project allows engineers to make better informed decisions for future hardware development by providing a more accurate representation of device usage.