

# Status

- ① Hardware Selected  
68000 Board Bucket  
Interim Bitmap Display
- ② Object Memory Manager  
Coded in Pascal  
Tested on DEC-10
- ③ Byte Code Interpreter  
Coded in 68000 Pascal
- ④ Initial Version of Display Primitive  
Coded in 68000 assembler  
Tested
- ⑤ Primitives needed for Traces  
Coded in 68000 Pascal  
and 68000 assembler

## Remaining to Do

- ① Integrate interpreter, object memory + primitives.  
(Now)
- ② Execute through traces on 68000.  
(Next week)
- ③ Design + Build Bitmap Display  
(Now - August)
- ④ Implement remaining primitives  
(July)
- ⑤ Optimize Display Primitive  
(Now - July)
- ⑥ System up Late Aug / Sept