SRI ESHWAR LECTURE NOTES APP

OUTLINE

- ABSTRACTION
- OBJECTIVE
- INTRODUCTION
- EXPLANATION
- REQUIREMENT
- EXISTING SYATEM
- PROPOSED SYSTEM

ABSTRACTION

- The aim of the project is to attach the study materials of all the subjects of the wards.
- If this app is implemented it is very useful to the college wards.

OBJECTIVE

- All the study materials is available so that the students can learn faster than the usual reference.

INTRODUCTION

- This app is very useful in future because all the study materials are available previously so that the doubts can be cleared as soon as possible.

EXPLANATION

- It helps the wards in the college to prepare the semesters or internals examinations without any hesitation, by having materials like PPT (or) PDF etc . . . .
- Easy references
- Inneed to refer from peoples.

EXSISTING SYSTEM

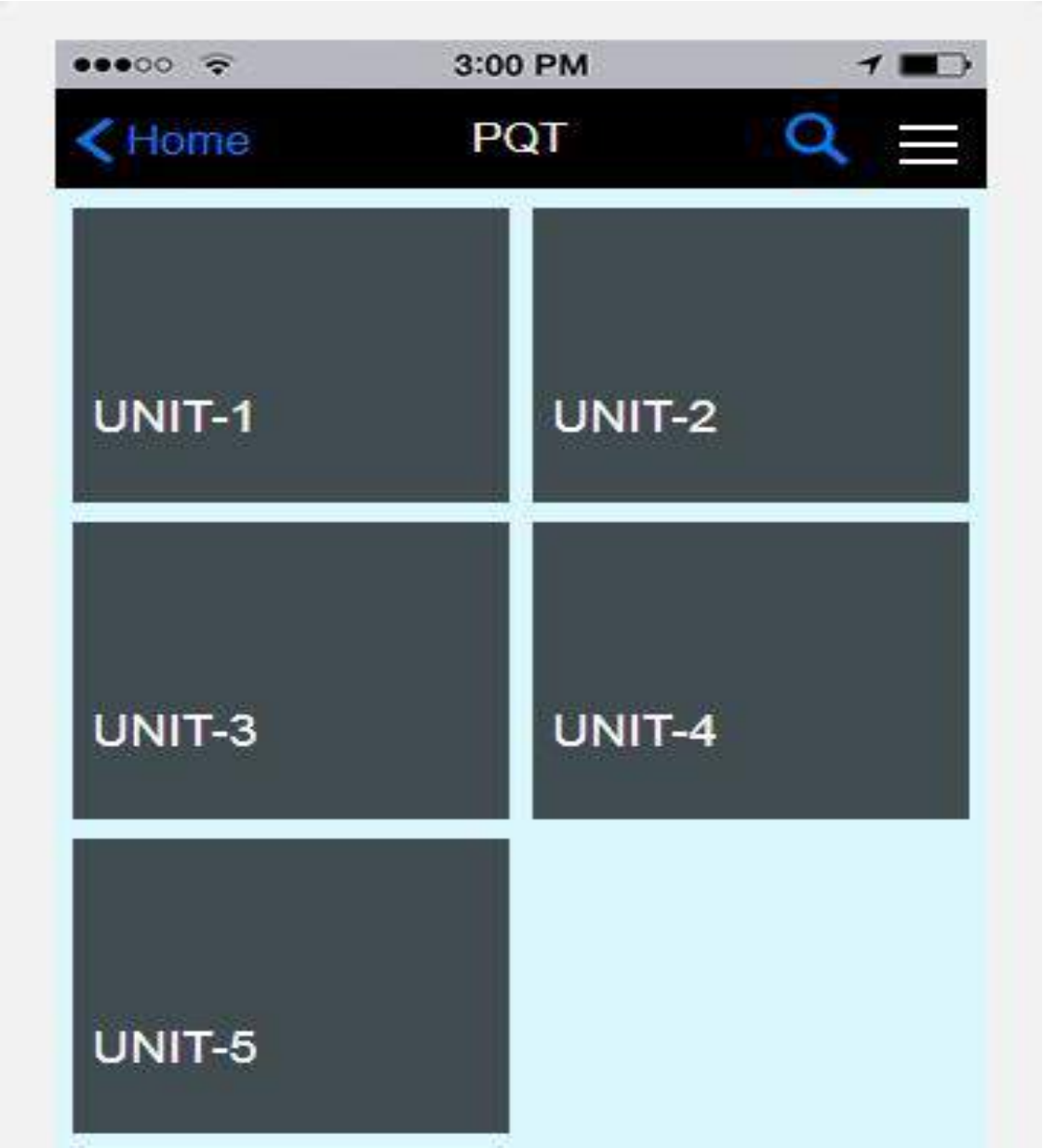
- The current scenario is the students used to get the materials before the exam, so that they cannot concentrate well.
- The wards cannot get sufficient marks in the exams

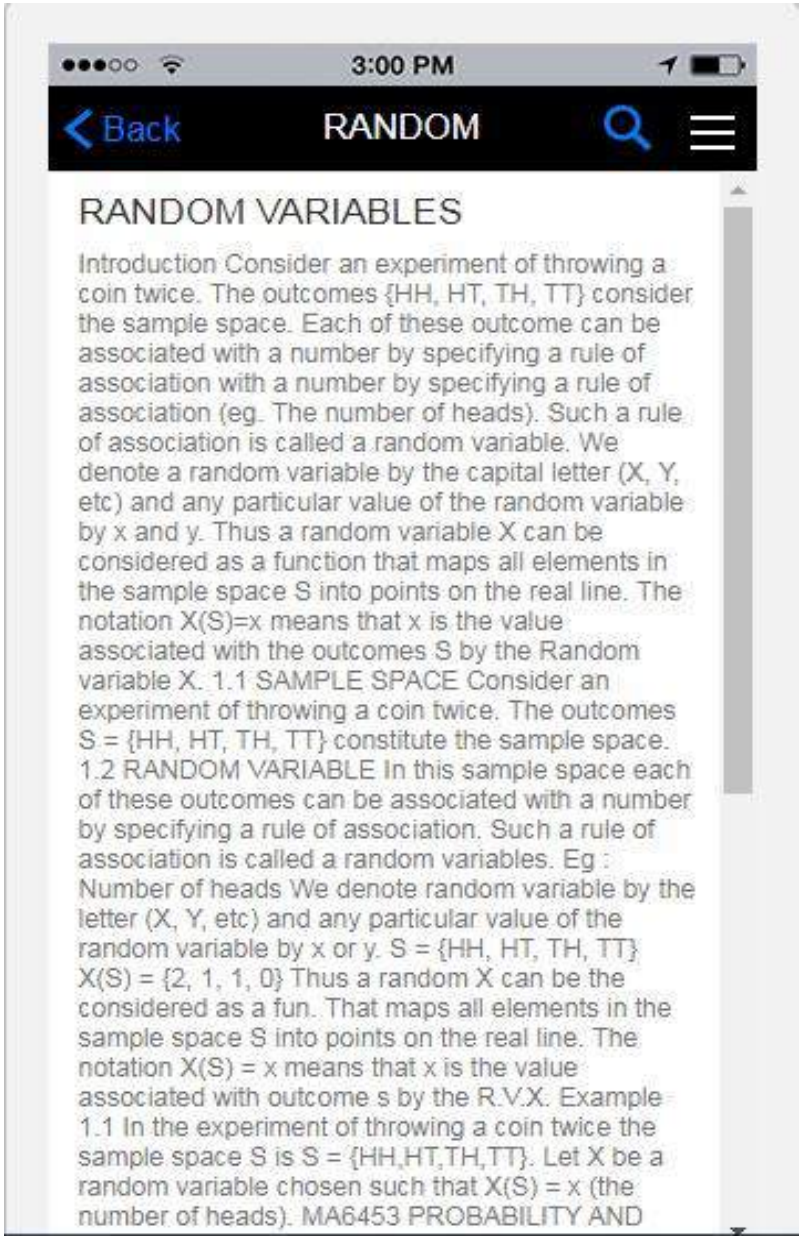
PROPOSED SYSTEM

- If this app is implemented the materials can be used through this app.
- We need to conform that several attachments like pdf , ppt , wordexel can be possilbe through this app.

SAMPLE VIEW


3:00 PM
COMPUTER ARCHITECTURE
PROBABILITY QUEUING THEORY
OPERATING SYSTEM
DESIGN AND ANALYSIS OF ALGORITHM
SOFTWARE ENGINEERING
DATA BASE MANAGEMENT SYSTEM
ADVANCED READING AND WRITING LABORATORY
OPERATING SYSTEM LABORATORY
DATA BASE MANAGEMENT SYSTEM LABORATORY


3:00 PM
Home
PQT
UNIT-1
UNIT-2
UNIT-3
UNIT-4
UNIT-5


3:00 PM
Back
RANDOM
RANDOM VARIABLES
Introduction Consider an experiment of throwing a coin twice. The outcomes {HH, HT, TH, TT} consider the sample space. Each of these outcome can be associated with a number by specifying a rule of association with a number by specifying a rule of association (eg. The number of heads). Such a rule of association is called a random variable. We denote a random variable by the capital letter (X, Y, etc) and any particular value of the random variable by x and y. Thus a random variable X can be considered as a function that maps all elements in the sample space S into points on the real line. The notation X(S)=x means that x is the value associated with the outcomes S by the Random variable X. 1.1 SAMPLE SPACE Consider an experiment of throwing a coin twice. The outcomes S = {HH, HT, TH, TT} constitute the sample space. 1.2 RANDOM VARIABLE In this sample space each of these outcomes can be associated with a number by specifying a rule of association. Such a rule of association is called a random variables. Eg : Number of heads We denote random variable by the letter (X, Y, etc) and any particular value of the random variable by x or y. S = {HH, HT, TH, TT} X(S) = {2, 1, 1, 0} Thus a random X can be the considered as a fun. That maps all elements in the sample space S into points on the real line. The notation X(S) = x means that x is the value associated with outcome s by the R.V.X. Example 1.1 In the experiment of throwing a coin twice the sample space S is S = {HH,HT,TH,TT}. Let X be a random variable chosen such that X(S) = x (the number of heads). MA6453 PROBABILITY AND