DAILY ASSESSMENT FORMAT

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| Date: | 29-05-20 | Name: | Rachana C Hulikatti |
| Course: | LOGIC DESIGN | USN: | 4AL17EC108 |
| Topic: | * Analysis of clocked sequential circuits * Digital clock design | Semester  & Section: | 6TH Sem B sec |
| FORENOON SESSION DETAILS | | |  |
| Image of session | | | |

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eport :

clocked sequential circuits:

The behavior of a clocked sequential circuit is determined from its inputs, outputs and

state of the flip

-

flops (i.e., the output of the flip

-

flops). The analysis of a clocked

sequential circuit

consists of obtaining a table of a diagram of the time sequences of

inputs, outputs and states.

The basic memory element in sequential logic is the flip

-

flop. The output of each flip

-

flop only changes when triggered by the clock pulse, so changes to the lo

gic signals

throughout the circuit all begin at the same time, at regular intervals, synchronized by

the

clock.

Digital clock design:

Flip flop circuits are classified into four types based on its use, namely D

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Flip Flop, T

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Flip Flop, SR

-

Flip Flop and

JK

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Flip Flop. Digital clocks are often associated with electronic drives, but the "digital" description refers only to the display, not to the drive mechanism. (Both analogue and digital clocks can be driven either mechanically or electronically, but "clockwork" mechanisms with digital displays are rare).

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Date:

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Name:

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Course:

The

Python Mega Course

USN:

108

AL17EC

4

Topic:

Object

Oriented

Programming

Semester&

Section:

6

th

sem & B sec

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|  | AFTERNOON SESSION DETAILS |
| Image of session: |  |

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| Report    Object-oriented programming:    Object-oriented programming (OOP) is a programming paradigm based on the concept of "objects", which can contain data, in the form of fields (often known as attributes or properties), and code, in the form of procedures (often known as methods).  A feature of objects is an object's procedures that can access and often modify the data fields of the object with which they are associated (objects have a notion of "this" or "self"). In OOP, computer programs are designed by making them out of objects that interact with one another.  OOP languages are diverse, but the most popular ones are class-based, meaning that objects are instances of classes, which also determine their types. Object oriented programming (OOP) is a programming structure where programs are organized around objects as opposed to action and logic. This is essentially a design philosophy that uses a different set of programming languages such as C#. Understanding OOP concepts can help make decisions about how you should design an application and what language to use. |
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