**DAILY ASSESSMENT FORMAT**

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| **Date:** | **03-06-2020** | **Name:** | **RACHANA C HULIKATTI** |
| **Course:** | **Digital design using HDL** | **USN:** | **4AL17EC108** |
| **Topic:** | **EDA playground edit code,Implementation of HDL** | **Semester & Section:** | **6th B** |
| **Github Repository:** |  |  |  |

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| **FORENOON SESSION DETAILS** |
| **Image of session**  **PSX_20200604_092912** |
| **Report – Report can be typed or hand written for up to two pages.**  **EDA Playground:**  **EDA Playground gives engineers immediate hands-on exposure to simulating SystemVerilog, Verilog, VHDL, C++/SystemC, and other HDLs. The goal is to accelerate learning of design/testbench development with easier code sharing and simpler access to EDA tools and libraries.**  **With a simple click, run your code and see console output in real time.View waves for your simulation using [EPWave](http://epwave.readthedocs.org/) browser-based wave viewer.Save your code snippets (“Playgrounds”).Share your code and simulation results with a web link. Perfect for web forum discussions or emails. Great for asking questions or sharing your knowledge.**  **Implementation of HDL code:**  **Essential to HDL design is the ability to simulate HDL programs. Simulation allows an HDL description of a design (called a model) to pass**[**design verification**](https://en.wikipedia.org/wiki/Functional_verification)**, an important milestone that validates the design's intended function (specification) against the code implementation in the HDL description.It also permits architectural exploration.The engineer can experiment with design choices by writing multiple variations of a base design, then comparing their behavior in simulation. Thus, simulation is critical for successful HDL design.** |

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| **Date:** | **03-06-2020** | **Name:** | **RACHANA C HULIKATTI** | |
| **Course:** | **Python** | **USN:** | **4AL17EC108** | |
| **Topic:** | **Building Mobile apps using python.** | **Semester & Section:** | **6th B** | |
| **AFTERNOON SESSION DETAILS** | | | |
| **Image of session**  **Screenshot (134)** | | | |
| **Report – Report can be typed or hand written for up to two pages.**  **Kivy is a cross-platform Python library, which can be used for the rapid development of apps that make use of innovative interfaces. This tutorial describes the installation of Kivy on various platforms and gives the code for building a few simple apps.Nowadays, every business organisation strives to leverage its services with mobile apps. This permits wide coverage as well as global accessibility to the business services being offered. A number of software frameworks and libraries are distributed under different licences including proprietary, free and open source software. These software frameworks provide easy-to-use APIs (application programming interface) to the programmers, so that rapid and effective apps can be developed. With the use of mobile apps escalating each day, there is huge scope in the technology market to develop new apps for multiple uses and devices.This area is being explored by the research and development teams of leading software development companies because of the dynamic way in which new products and services are rapidly being developed in the global market.** | | | |