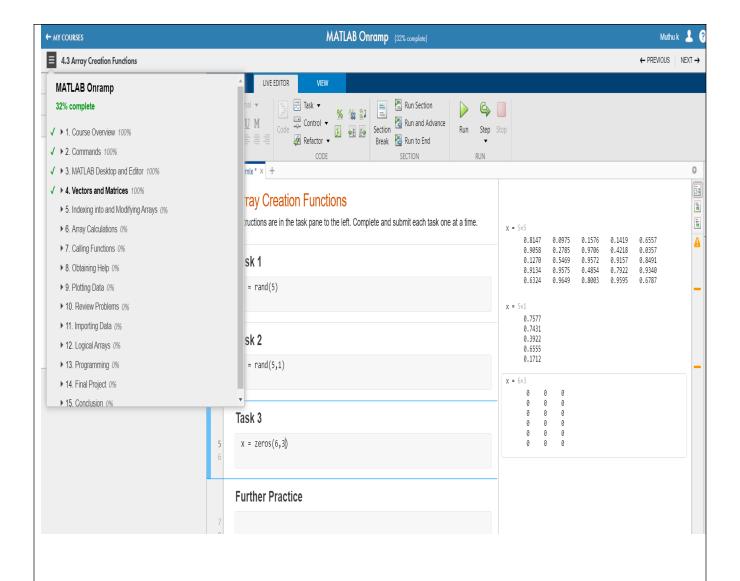
DAILY ASSESSMENT FORMAT

| Date: | 06-07-2020 | Name: | Abhishek |
|-------------|--|------------------------|------------|
| Course: | MATLAB Onramp | USN: | 4al17ec001 |
| Topic: | Course Overview Commands MATLAB Desktop and Editor Vectors and Matrices | Semester & Section: | 6 & 'A' |
| Github | Abhishek-online-courses | | |
| Repository: | | | |

| FORENOON SESSION DETAILS | | | |
|--------------------------|--|--|--|
| Image of session | | | |
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Report -

MATLAB Introduction:

- The name MATLAB stands for MATrix LABoratory.
- MATLAB was written originally to provide easy access to matrix software developed by the LINPACK (linear system package) and EISPACK (Eigen system package) projects.
- MATLAB is a high-performance language for technical computing.

- It integrates computation, visualization, and programming environment.
- Furthermore, MATLAB is a modern programming language environment.
- It has sophisticated data structures, contains built-in editing and debugging tools, and supports object-oriented programming.
- These factors make MATLAB an excellent tool for teaching and research. MATLAB has many advantages compared to conventional computer languages (e.g., C, FORTRAN) for solving technical problems.
- MATLAB is an interactive system whose basic data element is an array that does not require dimensioning.
- The software package has been commercially available since 1984 and is now considered as a standard tool at most universities and industries worldwide.
- The major tools within or accessible from the desktop are:
 - ✓ The Command Window
 - ✓ The Command History
 - ✓ The Workspace
 - ✓ The Current Directory
 - ✓ The Help Browser
 - ✓ The Start button
- Here are few additional useful commands:
 - ✓ To clear the Command Window, type clc
 - ✓ To abort a MATLAB computation, type ctrl-c
 - ✓ To continue a line, type . . .

| Date: | 06-07-2020 | Name: | Abhishek |
|---------|---------------------|------------|------------|
| Course: | Introduction to IOT | USN: | 4al17ec001 |
| Topic: | Chapter 0 | Semester | 6 & 'A' |
| | Chapter 1 | & Section: | |

| AFTERNOON SESSION DETAILS | | | | |
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| Image of session | | | | |
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Report -

Intoduction to IOT:

- The 'Thing' in IoT can be any device with any kind of built-in-sensors with the ability to collect and transfer data over a network without manual intervention.
- The embedded technology in the object helps them to interact with internal states and the external environment, which in turn helps in decisions making process.
- In a nutshell, IoT is a concept that connects all the devices to the internet and let them communicate with each other over the internet.
- IoT is a giant network of connected devices all of which gather and share data about how they are used and the environments in which they are operated.
- By doing so, each of your devices will be learning from the experience of other devices, as humans do.
- IoT is trying to expand the interdependence in human- i.e interact, contribute and collaborate to things.
- A developer submits the application with a document containing the standards, logic, errors & exceptions handled by him to the tester.
- Again, if there are any issues Tester communicates it back to the Developer.
- It takes multiple iterations & in this manner a smart application is created.
- Similarly, a room temperature sensor gathers the data and send it across the network, which is then used by multiple device sensors to adjust their temperatures accordingly.
- For example, refrigerator's sensor can gather the data regarding the outside temperature and accordingly adjust the refrigerator's temperature.
- Similarly, your air conditioners can also adjust its temperature accordingly.
- This is how devices can interact, contribute & collaborate.

