

DAILY ASSESSMENT FORMAT

Date:	11/06/2020	Name:	Akshatha M Deshpande
Course:	KiCad	USN:	4AL17EC006
Topic:	Silk-screen and copper pour and Mounting holes	Semester & Section:	6th Sem A sec
Github Repository:	AkshathaDeshpande		

FORENOON SESSION DETAILS

Image of session

The screenshot shows a Udemy video player interface. The video title is "Learn KiCad. Printed Circuit Board Design." The video content displays a KiCad PCB design with components labeled R1, N-000003, and 1k. A text overlay reads: "It was the full moon is the is it the value of k you want to move and that is the thing I want to move". The video player interface includes a progress bar, a "Course content" sidebar, and a "Share" button.

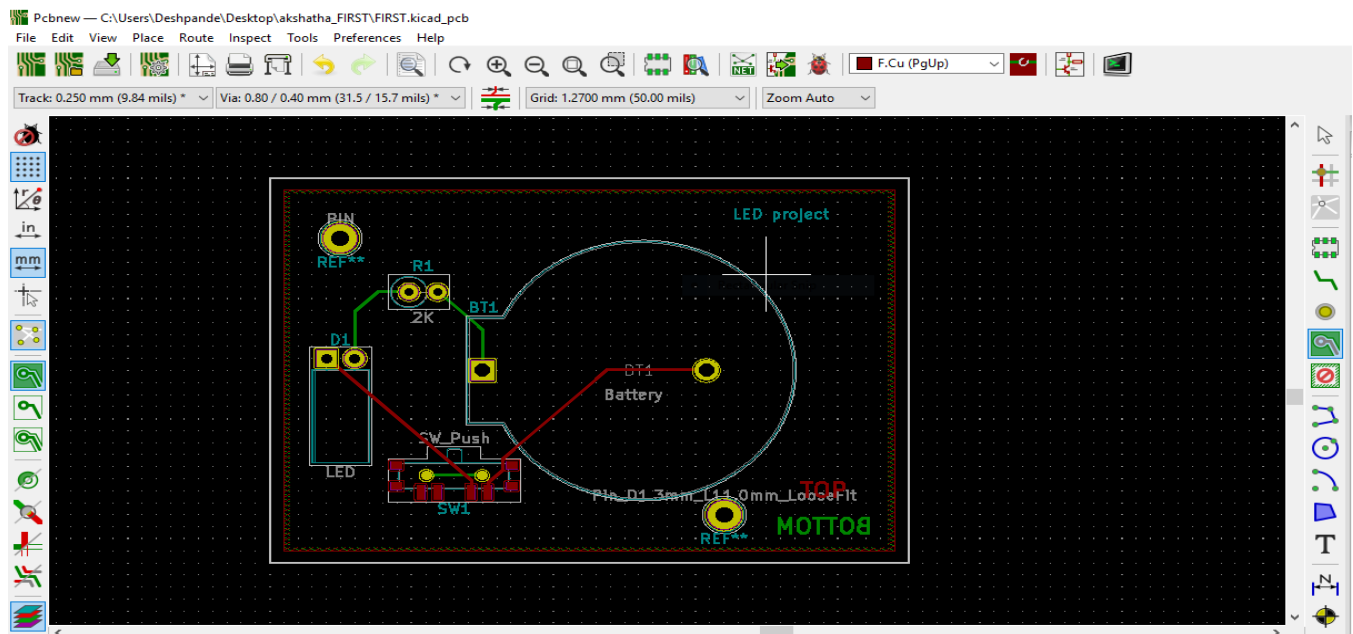
Course content

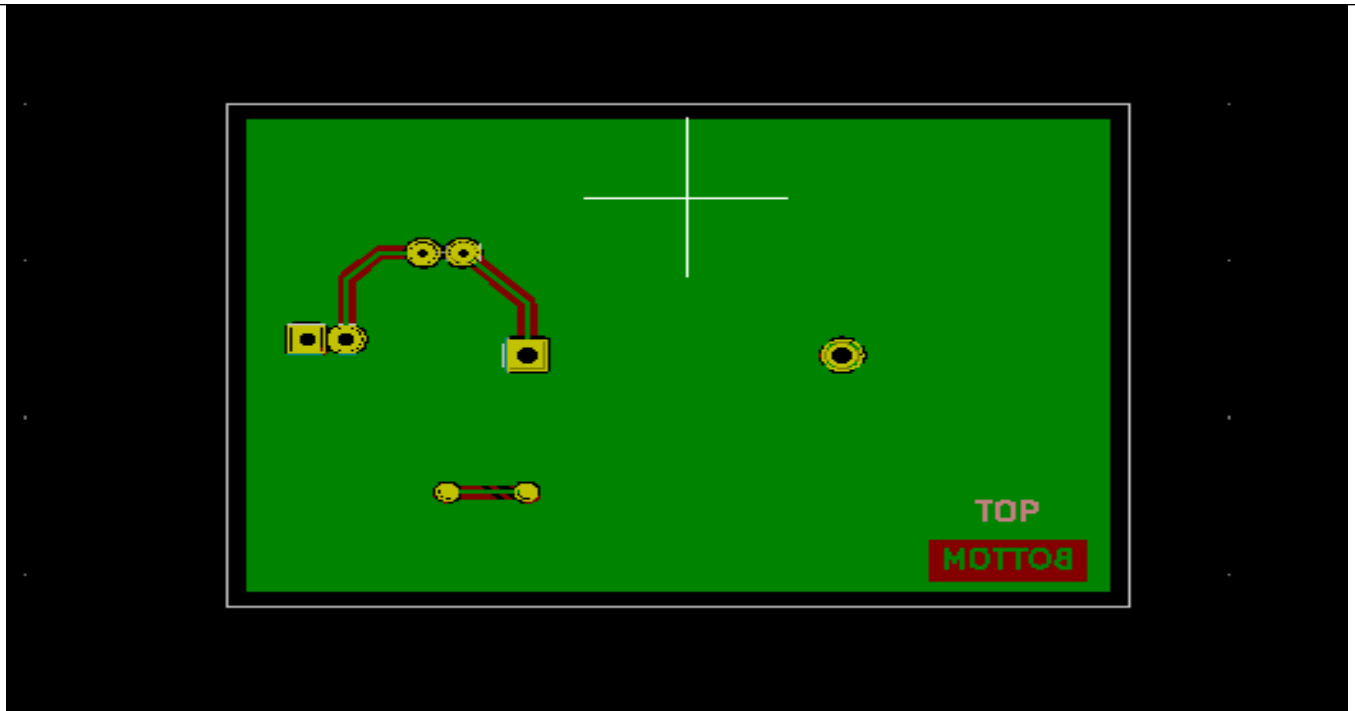
- ☒ 1. Start a new project. 18min
- ☒ 2. Netlist and footprint association and placing PCB items. 16min
- ☒ 3. Silk-screen and copper pour. 9min
- ☒ 4. Mounting holes. 4min
- ☐ 5. Create a library and put your own component in that library. 9min

Report – Report can be typed or hand written for up to two pages.

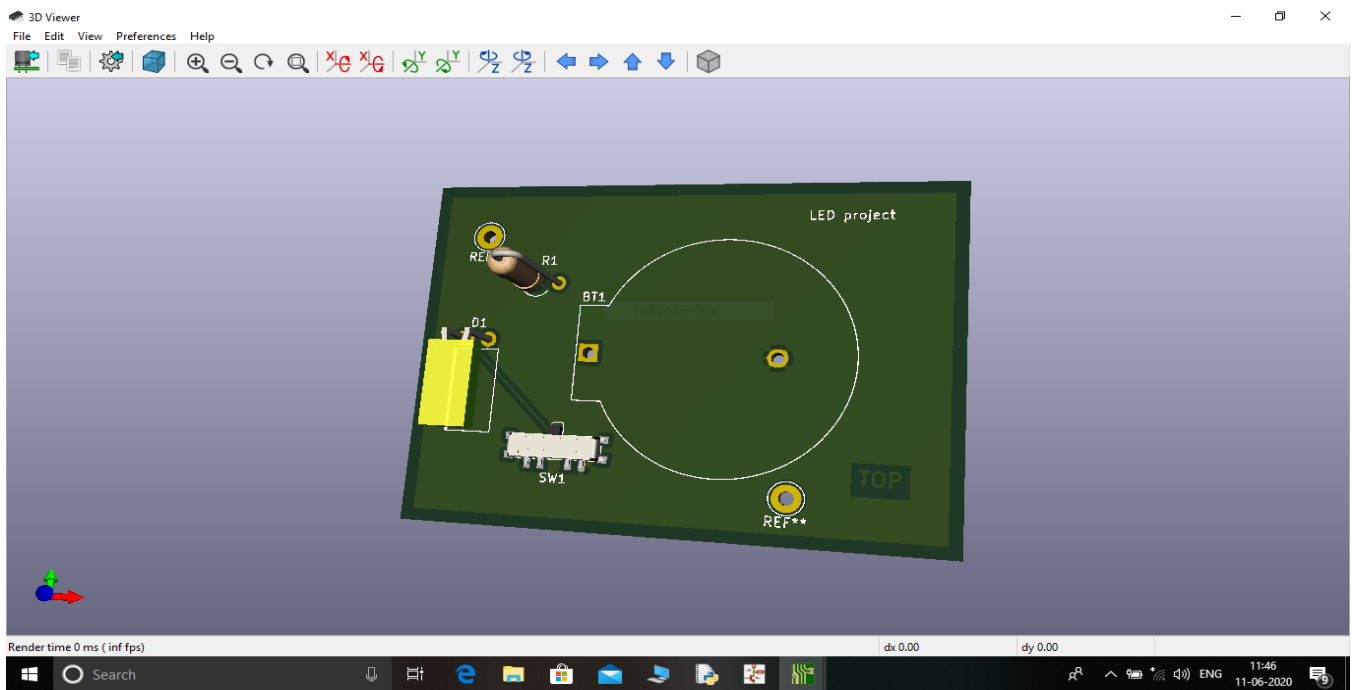
Silk-screen and copper pour and Mounting holes:

- Load the netlist and connect the wires without overlapping of wires.
- Route the tracks of the wires using Front copper or back copper accordingly.
- Then add the graphic lines for creating the PCB board of required dimensions.
- Fill the zones with front and back copper.
- Print the top position of the board as TOP and bottom portion of the board as BOT by using text or anything that can be easy for us identify which is top and bottom position of the board.
- And also print the board name using text.
- Add a new module to the board i.e, PIN to mount the holes.
- The 3D view after mounting the holes is as shown in picture below.





3D VIEW:

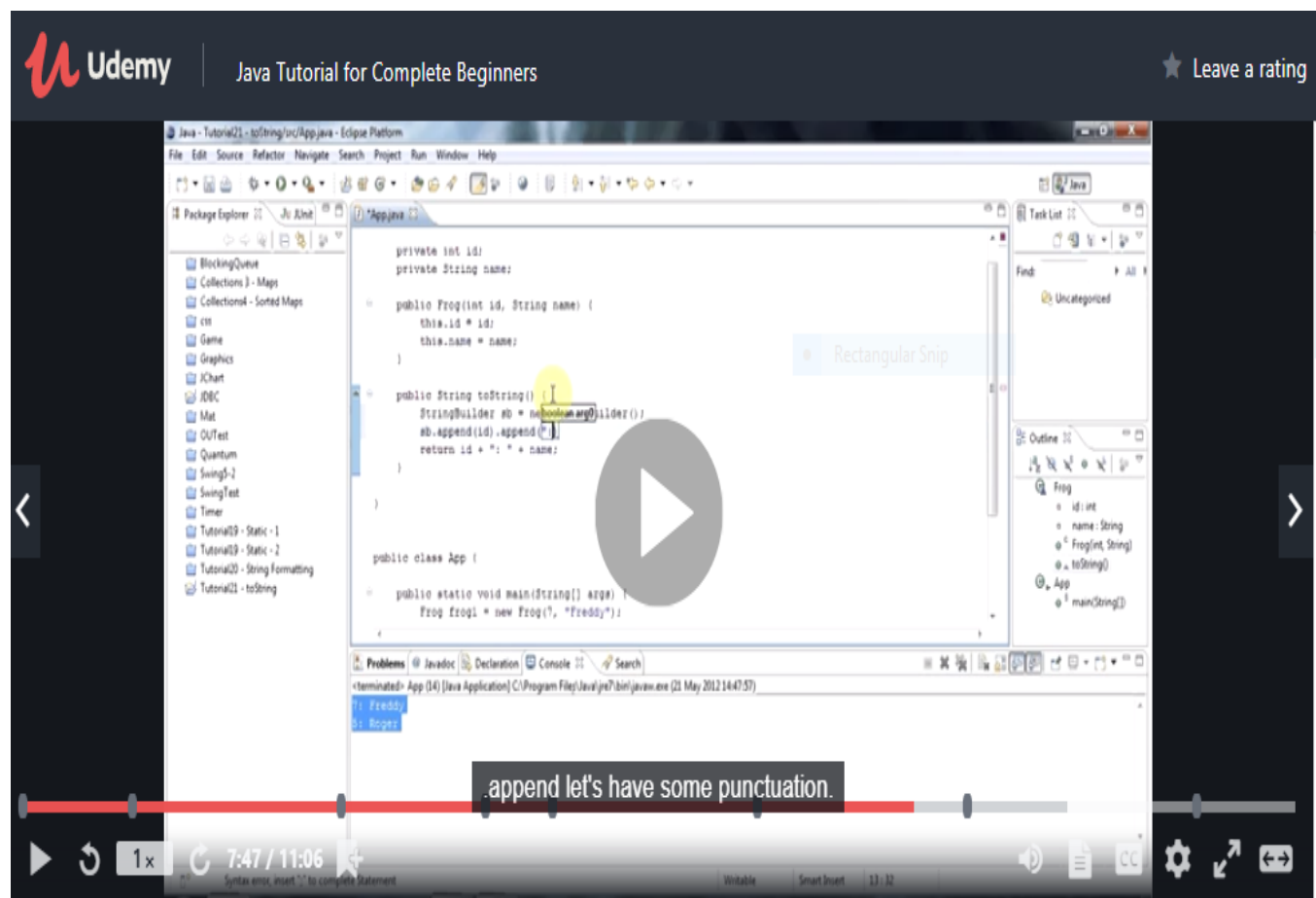


Date: 11/06/2020
Course: Java
Topic: Programming

Name: Akshatha M Deshpande
USN: 4AL17EC006
Semester & Section: 6th Sem A sec

AFTERNOON SESSION DETAILS

Image of session

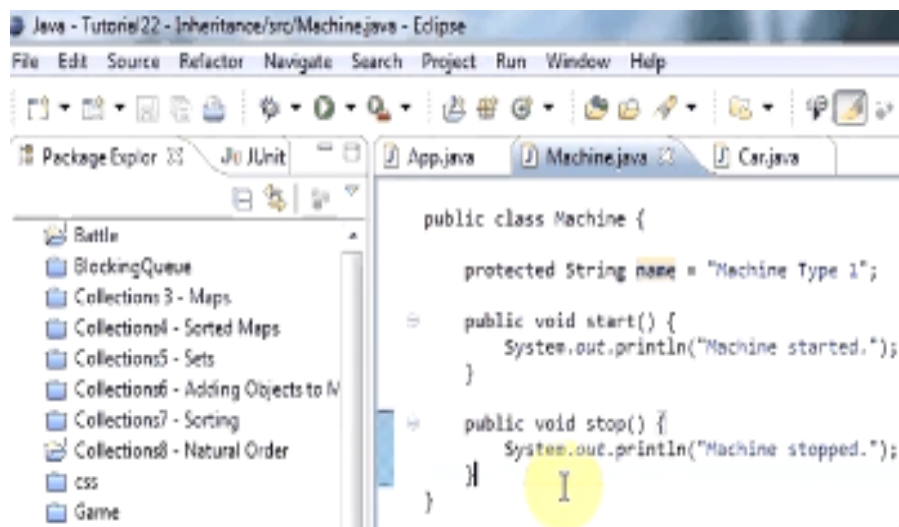


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Programming Core Java:

- The toString Method
- Inheritance
- Packages
- Interfaces
- Public, Private, Protected
- Polymorphism
- Encapsulation and the API Docs
- Casting Numerical Values
- Upcasting and Downcasting
- Using Generics

Inheritance:



Polymorphism:

```
public class App {  
    public static void main(String[] args) {  
        Plant plant1 = new Plant();  
        Tree tree = new Tree();  
  
        Plant plant2 = tree;  
  
        plant2.grow();  
        tree.shedLeaves();  
        //plant2.shedLeaves();  
        doGrow(tree);  
    }  
    public static void doGrow(Plant plant) {  
        plant.grow();  
    }  
}
```

