**DAILY ASSESSMENT FORMAT**

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| **Date:** | 13 July 2020 | **Name:** | Anupama J S |
| **Course:** | Coursera | **USN:** | 4AL16EC005 |
| **Topic:** | Mathematics of machine learning-Linear algebra | **Semester & Section:** | 8th sem “A”section |
| **Github Repository:** | AnupamaJS |  |  |

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| **FORENOON SESSION DETAILS** |
| **C:\Users\User\Pictures\Screenshots\Screenshot (281).png**    The procedure for solving simultaneous linear equations now called [Gaussian elimination](https://en.wikipedia.org/wiki/Gaussian_elimination) appears in the ancient Chinese mathematical text [Chapter Eight: Rectangular Arrays](https://en.wikipedia.org/wiki/Rod_calculus#System_of_linear_equations) of [The Nine Chapters on the Mathematical Art](https://en.wikipedia.org/wiki/The_Nine_Chapters_on_the_Mathematical_Art). Its use is illustrated in eighteen problems, with two to five equations.  [Systems of linear equations](https://en.wikipedia.org/wiki/Systems_of_linear_equations) arose in Europe with the introduction in 1637 by [René Descartes](https://en.wikipedia.org/wiki/Ren%C3%A9_Descartes) of [coordinates](https://en.wikipedia.org/wiki/Coordinates) in [geometry](https://en.wikipedia.org/wiki/Geometry). In fact, in this new geometry, now called [Cartesian geometry](https://en.wikipedia.org/wiki/Cartesian_geometry), lines and planes are represented by linear equations, and computing their intersections amounts to solving systems of linear equations.  The first systematic methods for solving linear systems used [determinants](https://en.wikipedia.org/wiki/Determinant), first considered by [Leibniz](https://en.wikipedia.org/wiki/Gottfried_Wilhelm_Leibniz) in 1693. In 1750, [Gabriel Cramer](https://en.wikipedia.org/wiki/Gabriel_Cramer) used them for giving explicit solutions of linear systems, now called [Cramer's rule](https://en.wikipedia.org/wiki/Cramer%27s_rule). Later, [Gauss](https://en.wikipedia.org/wiki/Gauss) further described the method of elimination, which was initially listed as an advancement in [geodesy](https://en.wikipedia.org/wiki/Geodesy).  In 1844 [Hermann Grassmann](https://en.wikipedia.org/wiki/Hermann_Grassmann) published his "Theory of Extension" which included foundational new topics of what is today called linear algebra. In 1848, [James Joseph Sylvester](https://en.wikipedia.org/wiki/James_Joseph_Sylvester) introduced the term matrix, which is Latin for womb.  When formalizing intuitive concepts, a common approach is to construct a set of objects (symbols) and a set of rules to manipulate these objects. This is known as an algebra. Linear algebra is the study of vectors and certain algebra rules to manipulate vectors. The vectors many of us know from school are called “geometric vectors”, which are usually denoted by a small arrow above the letter, e.g., −→x and −→y . In this book, we discuss more general concepts of vectors and use a bold letter to represent them, e.g., x and y. In general, vectors are special objects that can be added together and multiplied by scalars to produce another object of the same kind. From an abstract mathematical viewpoint, any object that satisfies these two properties can be considered a vector. Here are some examples of such vector objects: 1. Geometric vectors. This example of a vector may be familiar from high school mathematics and physics. Geometric vectors – see Figure are directed segments, which can be drawn (at least in two dimensions). |

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| **Date:** | 13 July 2020 | **Name:** | Anupama J S |
| **Course:** | Sales force | **USN:** | 4AL16EC005 |
| **Topic:** | Trailhead Basics | **Semester & Section:** | 8th sem “A”section |
| **Github Repository:** | AnupamaJS |  |  |
| **AFTERNOON SESSION DETAILS** | | | |
| At Salesforce, we group our services by clouds. There’s Sales Cloud for CRM, Service Cloud for customer support, and a handful of other clouds that help companies support their business functions. And while each of these clouds serves a unique purpose, there’s one thing they all have in common: the power of the Salesforce platform.  What is the Salesforce platform, exactly?  Like any platform, the Salesforce platform is a group of technologies that supports the development of other technologies on top of it. What makes it unique is that the platform supports not only all the Salesforce clouds, but it also supports custom functionality built by our customers and partners. This functionality ranges from simple page layouts to full-scale applications.  If you’re here today, we’re assuming you know a bit about software development. Throughout this module, we’re going to give you an overview of development on the Salesforce platform. We talk about some of the pillars of Salesforce development and how they work together to create a robust system. We even touch on some common questions that developers new to the platform run into as they get started.  Platform Building Blocks  As we mentioned, the platform not only forms the foundation of core Salesforce products like Sales Cloud and Service Cloud, but it also lets you build your own functionality. Building your own functionality can mean customizing existing Salesforce offerings or it can mean building something from scratch.  Let’s focus on that latter part and talk about what the Salesforce platform offers developers.  Our core platform lets you develop custom data models and applications for desktop and mobile. And with the platform behind your development, you can build robust systems at a rapid pace.  And then there’s the Heroku platform. Heroku gives developers the power to build highly scalable web apps and back-end services using Python, Ruby, Go, and more. It also provides database tools to sync seamlessly with data from Salesforce.  And then there’s the host of Salesforce APIs. These let developers integrate and connect all their enterprise data, networks, and identity information.  And then there’s the Mobile SDK. The Mobile SDK is a suite of technologies that lets you build native, HTML5, and hybrid apps that have the same reliability and security as the Salesforce app. | | | |