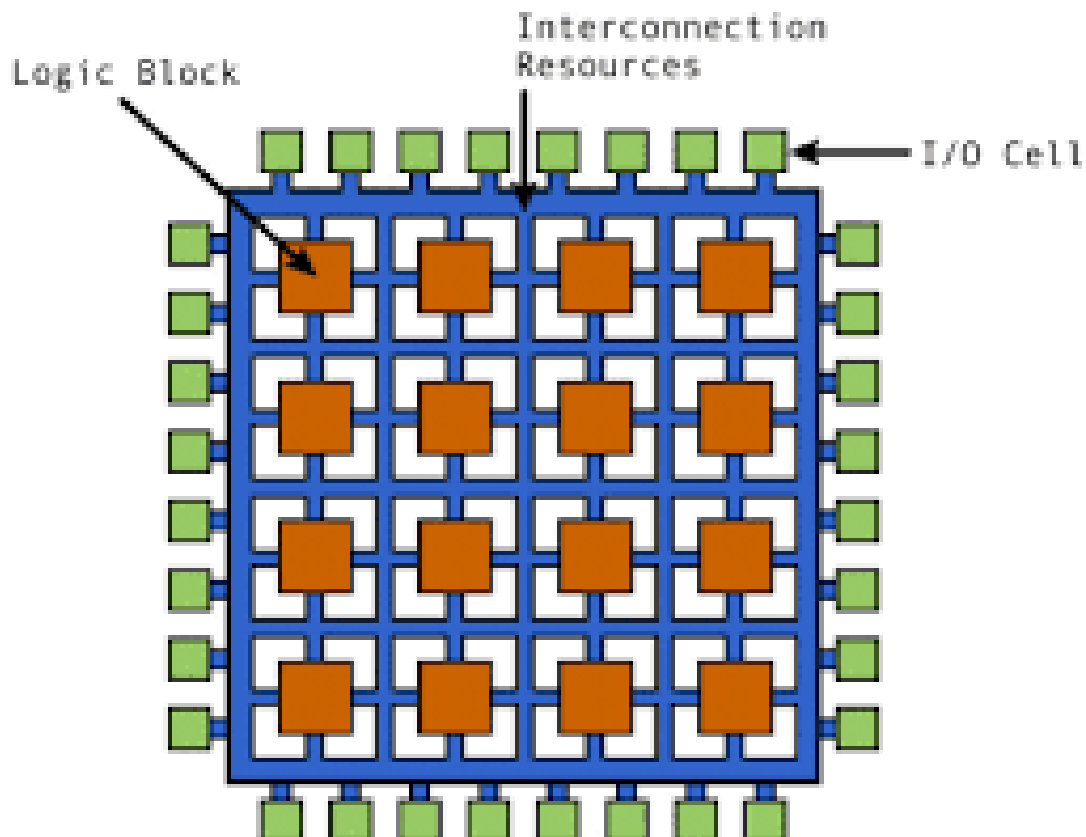


# **DAILY ASSESSMENT FORMAT**

<b>Date:</b>	02/06/2020	<b>Name:</b>	Apeksha S Shetty
<b>Course:</b>	DIGITAL DESIGN USING HDL	<b>USN:</b>	4AL15EC006
<b>Topic:</b>	FPGA Basics: Architecture, Applications and Uses Verilog HDL Basics by Intel Verilog Testbench code to verify the design under test (DUT)	<b>Semester &amp; Section:</b>	8 A
<b>Github Repository:</b>	Apeksha-97		

## IMAGE SECTION





```
module shift_test;
  reg clk, clr, in;  wire out;  integer i;
  shiftreg_4bit SR (clk, clr, in, out);


  initial
    begin clk = 1'b0; #2 clr = 0; #5 clr = 1; end

  always #5 clk = ~clk;

  initial begin #2;
    repeat (2)
      begin #10 in=0; #10 in=0; #10 in=1; #10 in=1; end
    end

  initial
    begin
      $dumpfile ("shifter.vcd");
      $dumpvars (0, shift_test);
      #200 $finish;
    end
endmodule
```

NPTEL ONLINE CERTIFICATION COURSES Hardware Modeling Using Verilog

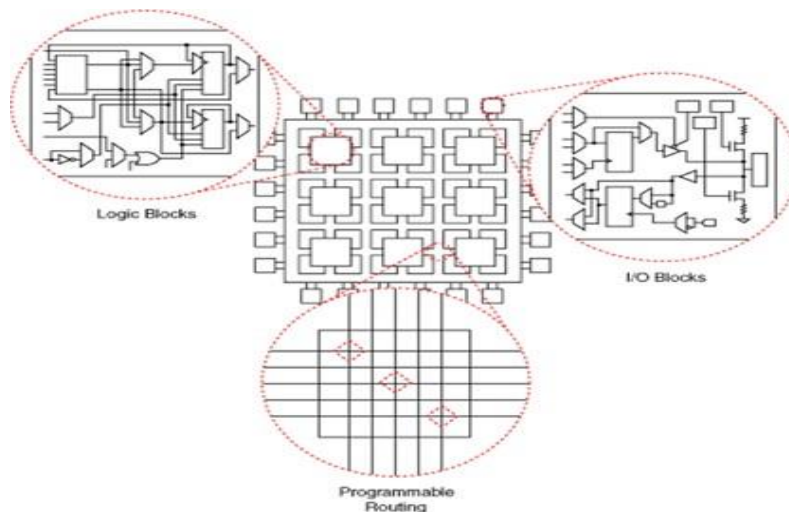


## Report-

The field-programmable gate array (FPGA) is an integrated circuit that consists of internal hardware blocks with user-programmable interconnects to customize operation for a specific application.

### ❑ What is FPGA?

- The field-programmable gate array (FPGA) is an integrated circuit that consists of internal hardware blocks with user-programmable interconnects to customize operation for a specific application.
- The interconnects can readily be reprogrammed, allowing an FPGA to accommodate changes to a design or even support a new application during the lifetime of the part.



- The FPGA has its roots in earlier devices such as programmable read-only memories (PROMs) and programmable logic devices (PLDs).
- These devices could be programmed either at the factory or in the field, but they used fuse technology (hence, the expression “burning a PROM”) and could not be changed once programmed.
- In contrast, FPGA stores its configuration information in a re-programmable medium such as static RAM (SRAM) or flash memory. FPGA manufacturers

<b>Date:</b>	<b>02/06/2020</b>	<b>Name:</b>	<b>Apeksha S Shetty</b>
<b>Course:</b>	<b>Python</b>	<b>USN:</b>	<b>4AL15EC006</b>
<b>Topic:</b>	Interactive data visualization with bokeh, webscraping with python beautiful soup.	<b>Semester &amp; Section:</b>	<b>8 A</b>
<b>Github Repository:</b>	<b>Apeksha-97</b>		

### AFTERNOON SESSION DETAILS

#### Image of session

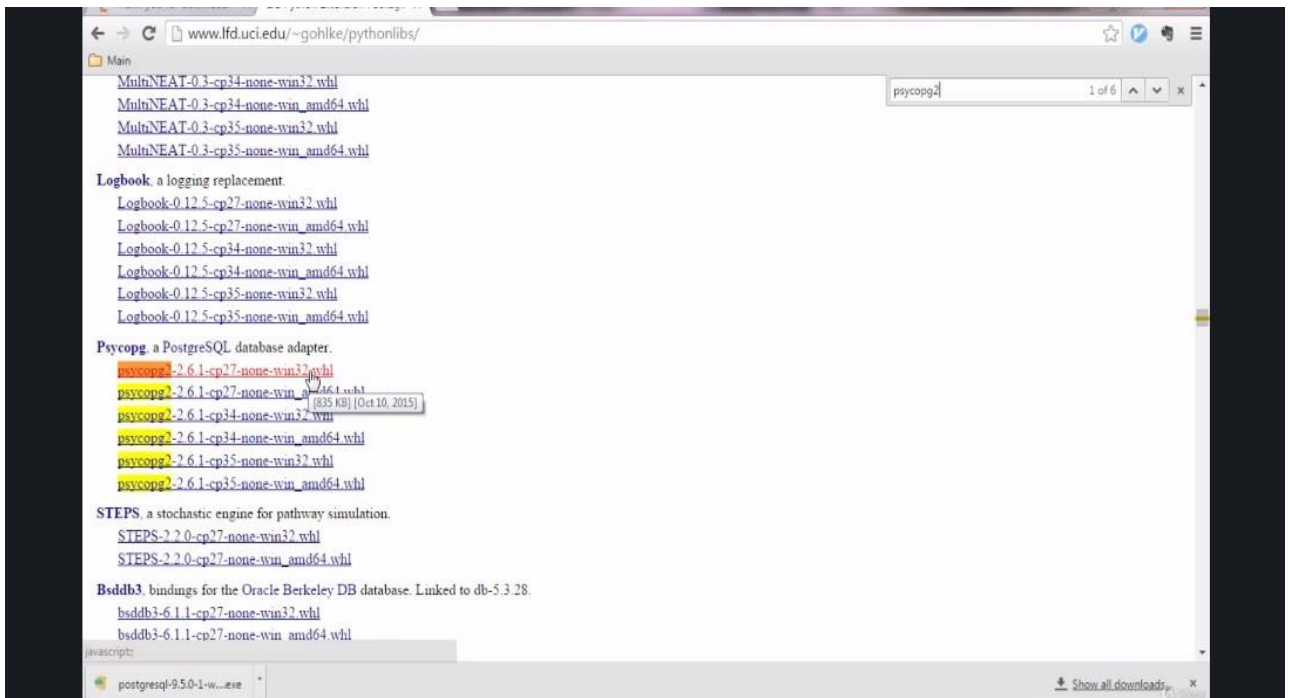
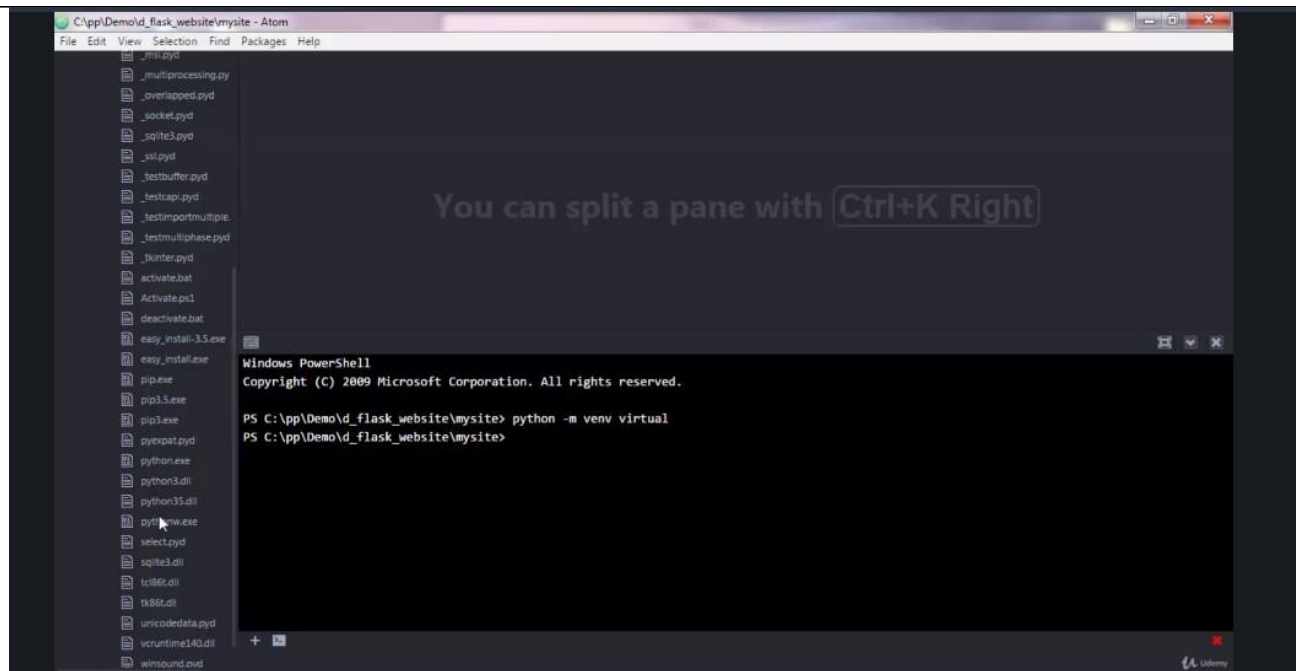
The screenshot shows the Atom text editor with a file named 'layout.html' open. The code is written in HTML and includes a header section with a logo and a navigation menu, followed by a main content area. The code is as follows:

```

1 <!DOCTYPE html>
2 <html>
3 <body>
4 <header>
5 <div class="container">
6 <h1 class="logo">Ardit's web app</h1>
7 <strong><nav>
8 <ul class="menu">
9 <li><a href="{{ url_for('home') }}">Home</a></li>
10 <li><a href="{{ url_for('about') }}">About</a></li>
11 </ul>
12 </nav></strong>
13 </div>
14 </header>
15 <div class="container">
16 {%block content%}
17 </div>
18 </body>
19 </html>
20

```

The editor's interface includes a sidebar on the left showing the file structure, a main editing area, and a status bar at the bottom indicating the file path, line number (15/24), and encoding (UTF-8).



## REPORT

If you haven't installed Bokeh yet, you can easily install it with pip from the terminal:

```
pip install bokeh
```

Or you use pip3:

```
pip3 install bokeh
```

Snippet producing the triangle based plot

```
1.      #Making a basic Bokeh line graph
2.
3.      #importing Bokeh
4.      from bokeh.plotting import figure
5.      from bokeh.io import output_file, show
6.
7.      #prepare some data
8.      x=[3,7.5,10]
9.      y=[3,6,9]
10.
11.     #prepare the output file
```

```
12.     output_file("Line.html")
13.
14.     #create a figure object
15.     f=figure()
16.
17.     #create line plot
18.     f.triangle(x,y)
19.
20.     #write the plot in the figure object
21.     show(f)

#Snippet producing the circle based plot

1.     #Making a basic Bokeh line graph
2.
3.     #importing Bokeh
4.     from bokeh.plotting import figure
5.     from bokeh.io import output_file, show
6.
```

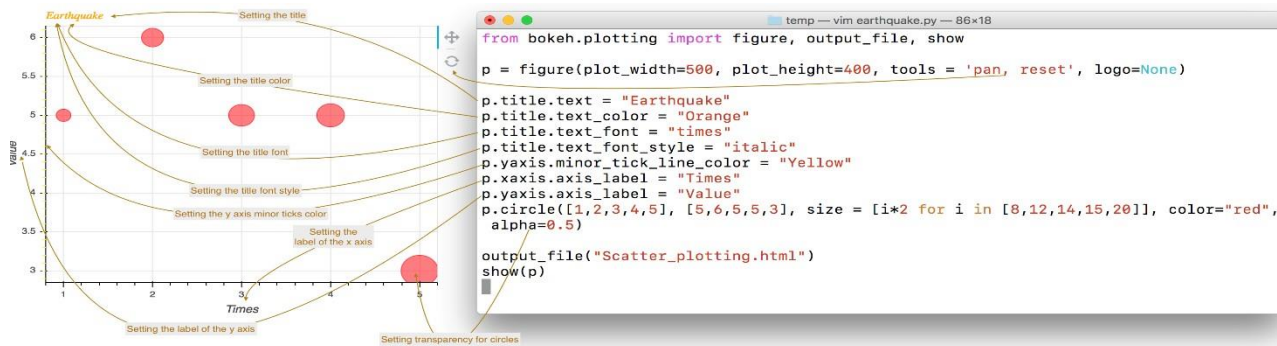
```
7.      #prepare some data
8.      x=[3,7.5,10]
9.      y=[3,6,9]
10.
11.     #prepare the output file
12.     output_file("Line.html")
13.13.
14.     #create a figure object
15.     f=figure()
16.16.
17.     #create line plot
18.     f.circle(x,y)
19.19.
20.     #write the plot in the figure object
21.     show(f)
```

## Visual Attributes

Once you have built a basic plot, you can customize its visual attributes including changing the `title` color and font, adding labels for `xaxis` and `yaxis` , changing the



color of the axis ticks, etc. All these properties are illustrated in the diagram below:



And here is the code if you want to play around with it:

1. `from bokeh.plotting import figure, output_file, show`
2. `p = figure(plot_width=500, plot_height=400, tools = 'pan, reset')`
3. `p.title.text = "Earthquakes"`
4. `p.title.text_color = "Orange"`
5. `p.title.text_font = "times"`
6. `p.title.text_font_style = "italic"`
7. `p.yaxis.minor_tick_line_color = "Yellow"`
8. `p.xaxis.axis_label = "Times"`
9. `p.yaxis.axis_label = "Value"`
10. `p.circle([1,2,3,4,5], [5,6,5,5,3], size = [i*2 for i in [8,12,14,15,20]], color="red",  
alpha=0.5)`
11. `output_file("Scatter_plotting.html")`

12. `show(p)`

For a complete list of visual attributes, see the [Styling Visual Attributes](#) documentation page of Bokeh.