

DAILY ASSESSMENT FORMAT

Date:	10/06/2020	Name:	Nichenametla Bhargavi
Course:	PCB Design	USN:	4AL17EC061
Topic:	1. Silkscreen and Copper pour 2. Mounting Holes	Semester & Section:	6th Sem A sec
Github Repository:	Bhargavi_Nichenametla		

FORENOON SESSION DETAILS

Image of session



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

PRINTED CIRCUIT BOARD:

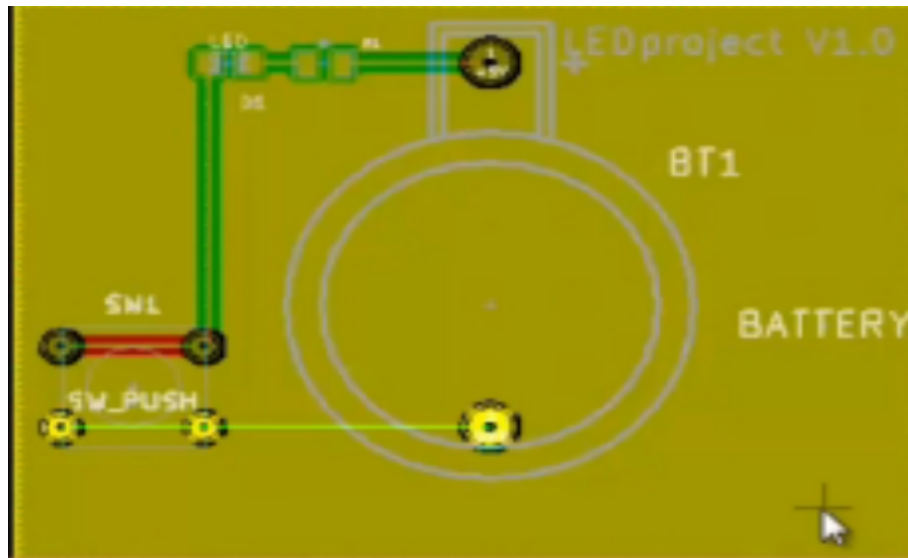
A printed circuit board (PCB) mechanically supports and electrically connects electrical or electronic components using conductive tracks, pads and other features etched from one or more sheet layers of copper laminated onto and/or between sheet layers of a non-conductive substrate.

- The process of designing a PCB using Kicad begins with Eeschema.
- The process begins with Eeschema. In Eeschema we create the electrical schematic that describes the circuit that eventually will be printed onto the PCB board.

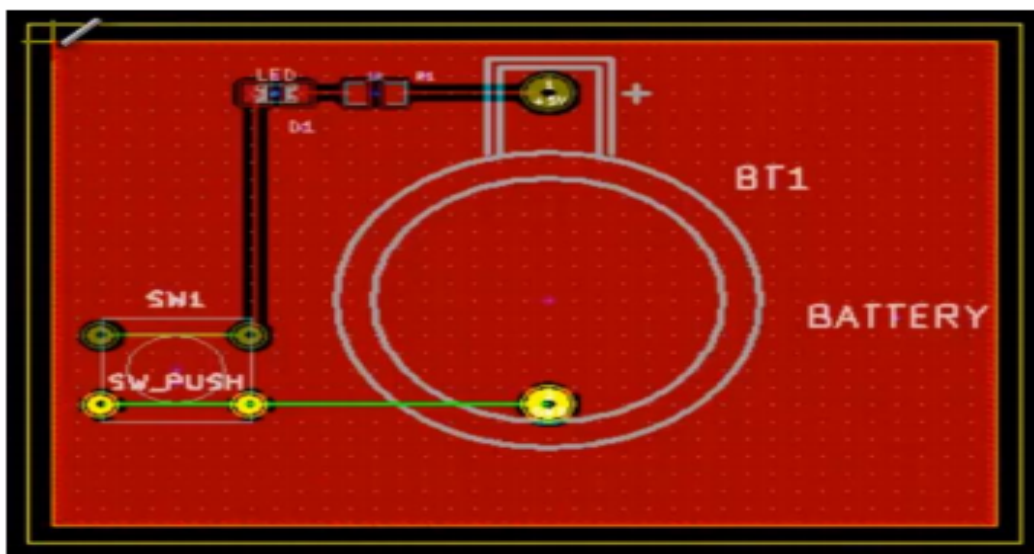
We draw the schematic by picking components from the library and if a component that we need doesn't exist in the library, we can create it using the schematic library editor.

- The electrical rules check will give us a defect report and we'll use that report correct any problems in Eeschema.

Silk Coating:



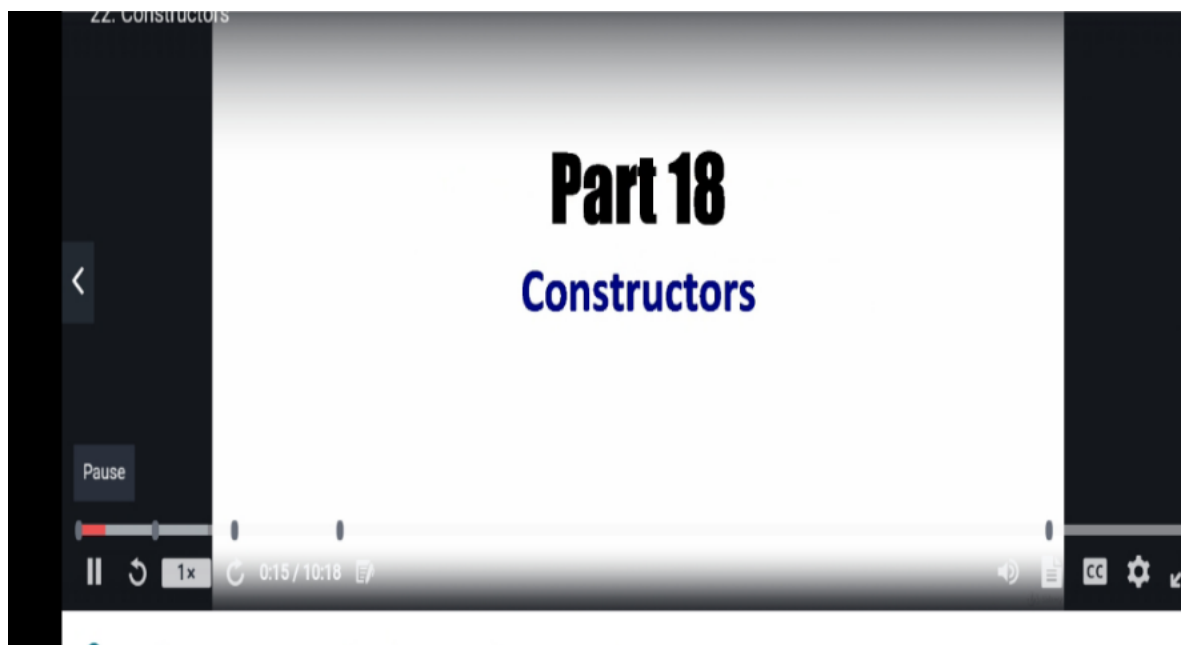
Copper Coating:



Date:	10/06/2020	Name:	Nichenametla Bhargavi
Course:	Java	USN:	4AL17EC061
Topic:	1. Arrays of Strings 2. Multi-Dimensional Arrays 3. Classes and Objects 4. Methods 5. Getters and Return Values 6. Method Parameters 7. Setters and "this" 8. Constructors 9. Static (and Final) 10. String Builder and String Formatting	Semester & Section:	6th Sem A sec

AFTERNOON SESSION DETAILS

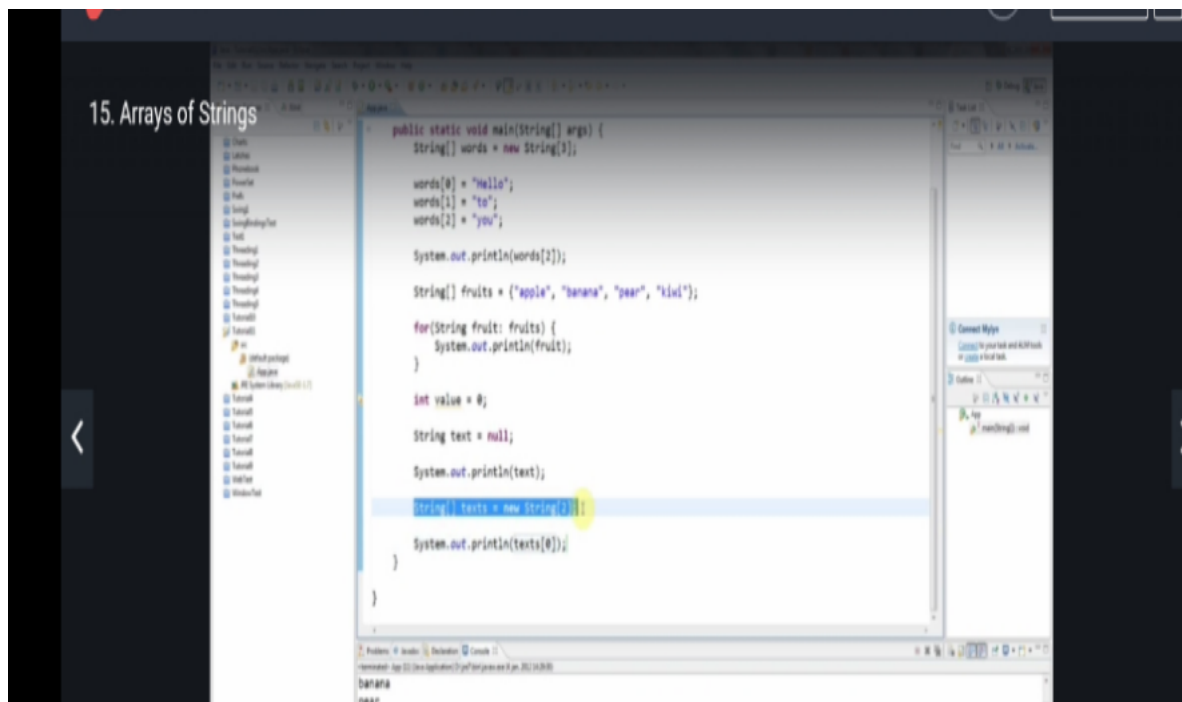
Image of session



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Java Tutorial:

1. Discussed about "Arrays of Strings"
2. Also discussed the usage of "Multi-Dimensional Arrays"
3. Learnt about "Classes and Objects"
4. Methods
5. Came across "Getters and Return Values"
6. Saw how to pass Parameters in Methods
7. Came across Setters and "this"
8. Concept of "Constructors" was discussed
9. String Builder and String Formatting Functions are learnt



Classes and Objects Example:

```
class Person {  
  
    // Instance variables (data or "state")  
    String name;  
    int age;  
    // Classes can contain  
    // 1. Data  
    // 2. Subroutines (methods)  
}  
  
public class App {  
  
    public static void main(String[] args) {  
        // Create a Person object using the Person class  
        Person person1 = new Person();  
        person1.name = "Joe Bloggs";  
        person1.age = 37;  
  
        // Create a second Person object  
        Person person2 = new Person();  
        person2.name = "Sarah Smith";  
        person2.age = 20;  
  
        System.out.println(person1.name);  
    }  
}
```

Output:



Joe Bloggs