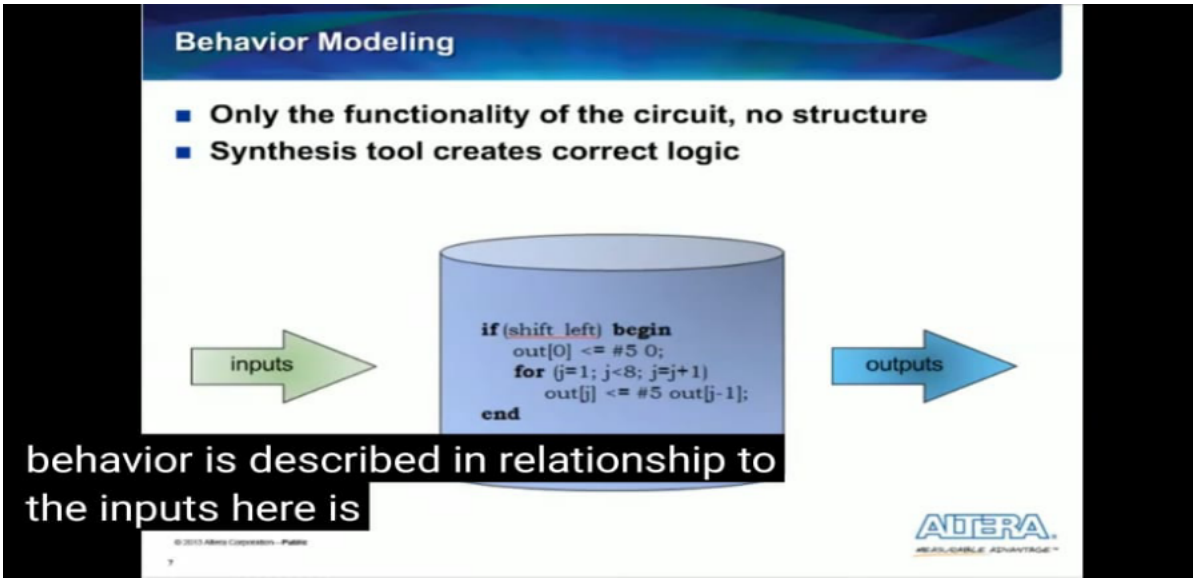
DAILY ASSESSMENT FORMAT

Date:	2/06/2020	Name:	Nichenametla Bhargavi
Course:	DIGITAL DESIGN USING HDL	USN:	4AL17EC061
Topic:	FPGA Basics: Architecture, Applications and Uses,Verilog HDL Basics by Intel,Verilog Testbench code to verify the design under test (DUT)	Semester & Section:	6th Sem A sec
Github Repository:	Bhargavi-Nichenametla		

FORENOON SESSION DETAILS
Image of session



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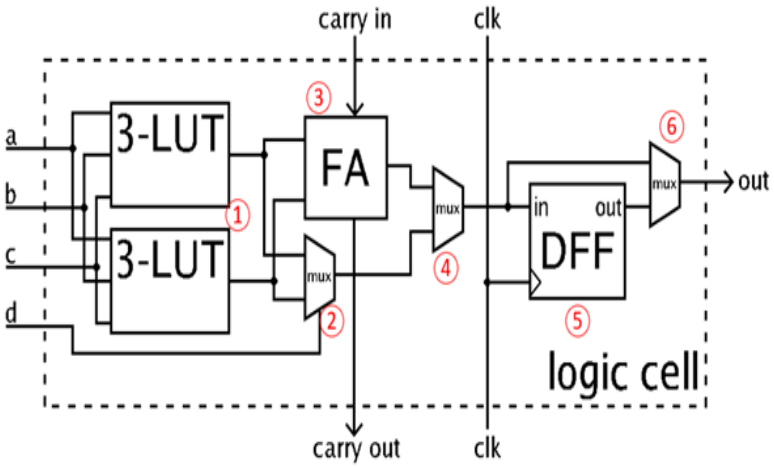
FPGA Architecture:

A basic FPGA architecture (Figure 1) consists of thousands of fundamental elements called configurable logic blocks (CLBs) surrounded by a system of programmable interconnects, called a fabric, that routes signals between CLBs. Input/output (I/O) blocks interface between the FPGA and external devices.

Depending on the manufacturer, the CLB may also be referred to as a logic block (LB), a logic element (LE) or a logic cell (LC).



FPGA Application:

Many applications rely on the parallel execution of identical operations; the ability to configure the FPGA's CLBs into hundreds or thousands of identical processing blocks has applications in image processing, artificial intelligence (AI), data center hardware accelerators, enterprise networking and automotive advanced driver assistance systems (ADAS).

Many of these application areas are changing very quickly as requirements evolve and new protocols and standards are adopted. FPGAs enable manufacturers to implement systems that can be updated when necessary.

FPGA Uses:

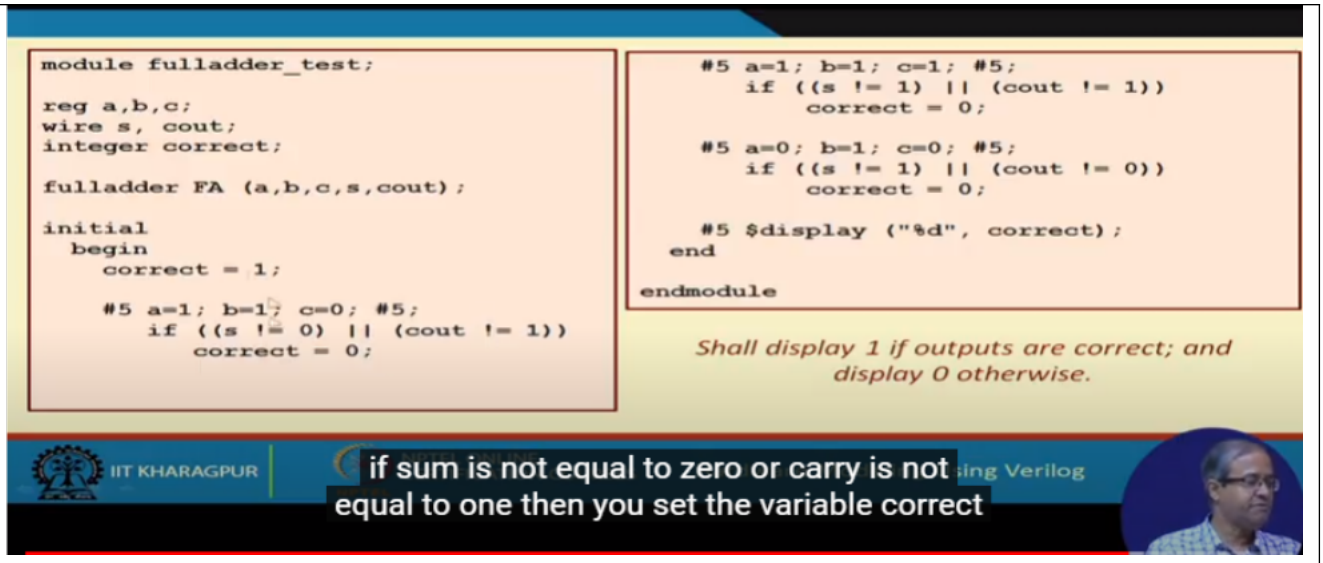
- FPGAs are often used to provide a custom solution in situations in

which developing an ASIC would be too expensive or time-consuming.

- An FPGA application can be configured in hours or days instead of months. Of course, the flexibility of the FPGA comes at a price.
- An FPGA is likely to be slower, require more PCB area and consume more power than an equivalent ASIC.

Verilog HDL basics by Intel:

- What is verilog?
- Verilog History
- Verilog terminology
- RTL synthesis
- Data types,Net data types,Variable data types
- Module instantiation
- Port declaration,Port connection rules
- Parameters,assigning values
- Operators ,Assignment statements
- Loops ,case statements
- Clock enable
- Functional counter



Write a verilog code to implement NAND gate in all different styles:

IMPLEMENTATION :

```
module m41 ( input a,
input b,
input c,
input d,
input s0, s1,
output out);
assign out = s1 ? (s0 ? d : c) : (s0 ? b : a);
endmodule
```

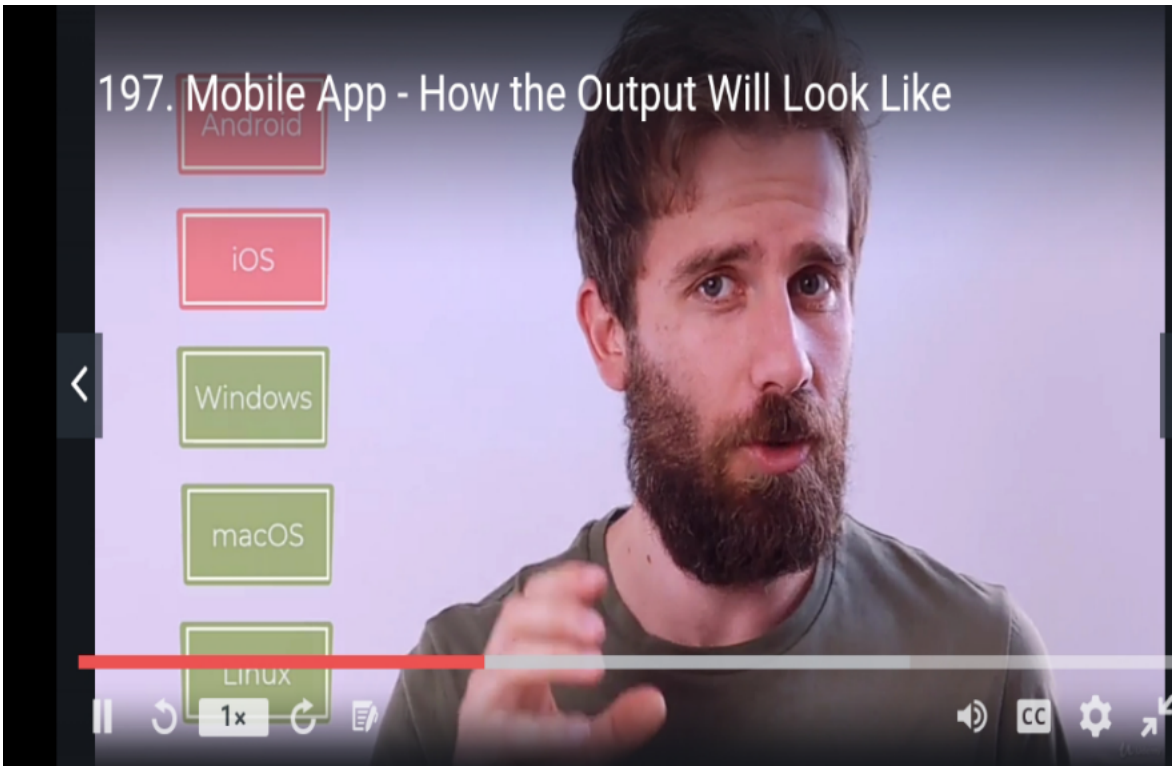
TEST BENCH :

```
module top;
wire  out;
reg  a;
reg  b;
reg  c;
reg  d;
reg s0, s1;
m41 name(.out(out), .a(a), .b(b), .c(c), .d(d), .s0(s0), .s1(s1));
 initial
 begin
 a=1'b0; b=1'b0; c=1'b0; d=1'b0;
 s0=1'b0; s1=1'b0;
 #500 $finish;
end
always #40 a=~a;
always #20 b=~b;
always #10 c=~c;
always #5 d=~d;
always #80 s0=~s0;
always #160 s1=~s1;
always@(a or b or c or d or s0 or s1)
$monitor("At time = %t, Output = %d", $time, out);
endmodule
```

Date:	2/06/2020	Name:	Nichenametla Bhargavi
Course:	Python	USN:	4AL17EC061
Topic:	Python for Image and Video processing	Semester & Section:	6th Sem A sec

AFTERNOON SESSION DETAILS

Image of session



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Matchmaker Game:

1. A Matchmaker game is programmed using TKintermodule package of python library.

2.Tkinter is the standard GUI library for Python.

3. Python when combined with Tkinter provides a fast and easy way to create GUI applications.

4.Tkinter provides a powerful object-oriented interface to theTkGUI toolkit.

5.Creating a GUI application using Tkinter is an easy task.

6.Steps involved in creating the Matchmakergame are:

a. ImporttheTkintermodule.

b. Create the GUI application main window.

c. Add the required widgets to the GUI application.

d. Enter the main event loop to take action against each event triggered by the user.