

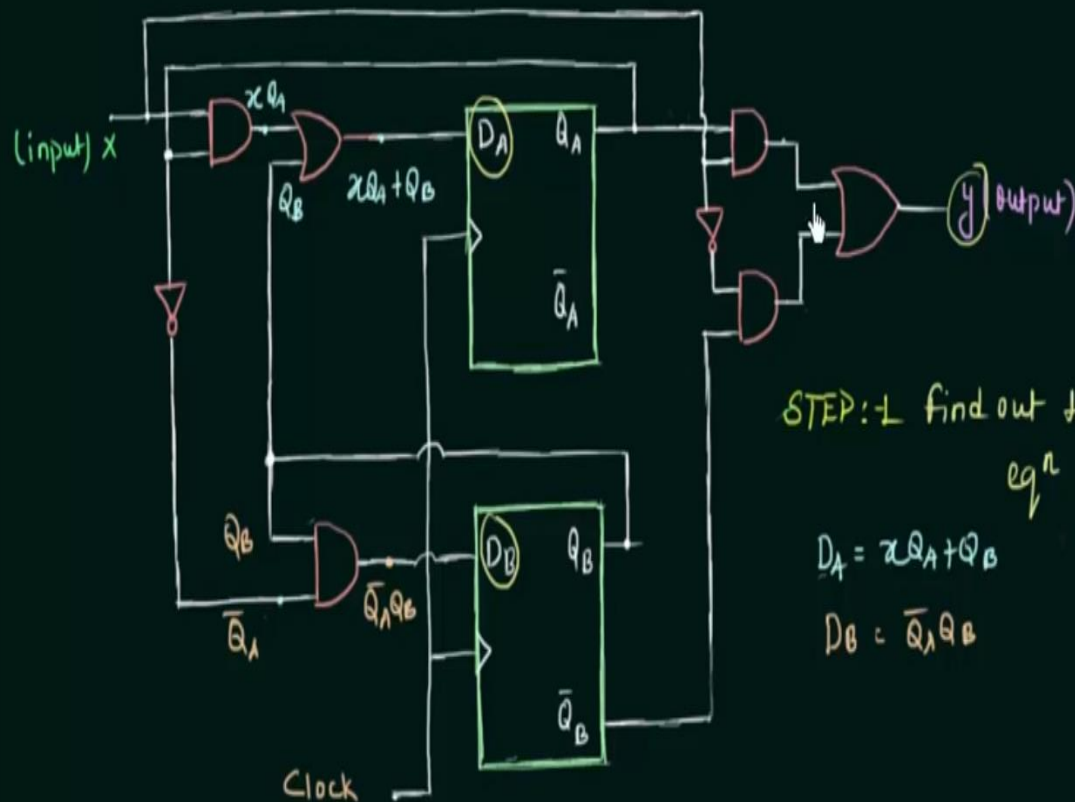
DAILY ASSESSMENT FORMAT

Date:	28-5-2020	Name:	Bhavana.b
Course:	Logic Design	USN:	4AL18EC009
Topic:	1.Analysis of clocked sequential circuits 2.Digital clock design	Semester & Section:	4th sem A section
Github Repository :	Bhavana-b		

FORENOON SESSION DETAILS

Image of session

Analysis of Clocked Sequential Circuits (with D Flip Flop)



Q_A	Q_B	x	Q_A'	Q_B'	y
0	0	0	0	0	1
0	0	1	0	0	0
0	1	0	1	1	0
0	1	1	1	1	0
1	0	0	0	0	1
1	0	1	1	0	1
1	1	0	1	0	0
1	1	1	1	0	1

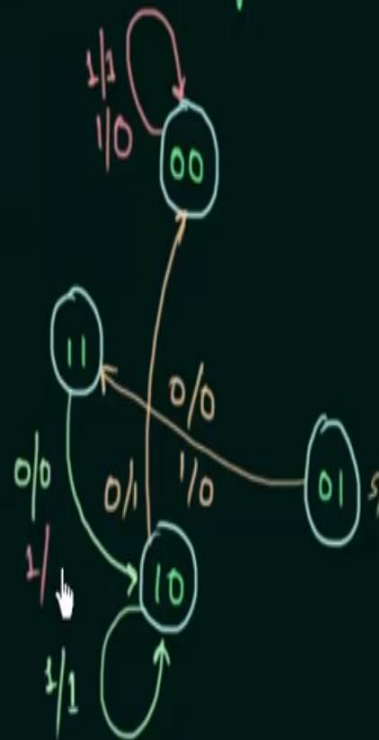
$S_0 = \begin{matrix} Q_A & Q_B \\ 0 & 0 \end{matrix}$ $S_2 = 10$
 $S_1 = 01$ $S_3 = 11$

$$= 1 \cdot 0 = 0$$

$$y = 1 \cdot 1 + 0 \cdot 0 = 1$$

$$y = 0 \cdot 1 + 1 \cdot 0 = 0$$

STEP:-3 state diagram



Report :

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Analysis of clocked sequential ckt

Step 1:-

$$D_A = x \oplus A + \bar{A}B$$

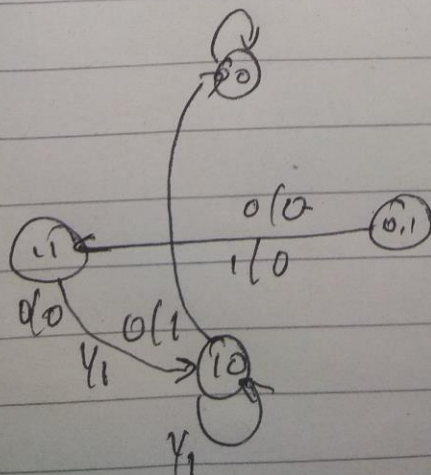
$$D_B = \bar{A} \oplus B$$

$$y = \bar{x} \bar{B} + x \bar{A}$$

Step 2:- State table

Present State		x	Next State		y
Q_A	Q_B		Q_A^+	Q_B^+	
0	0	0	0	0	1
0	0	1	0	0	0
0	1	0	1	1	0
0	1	1	1	1	0
1	0	0	0	0	1
1	0	1	1	0	1
1	1	0	1	0	0
1	1	1	1	0	1

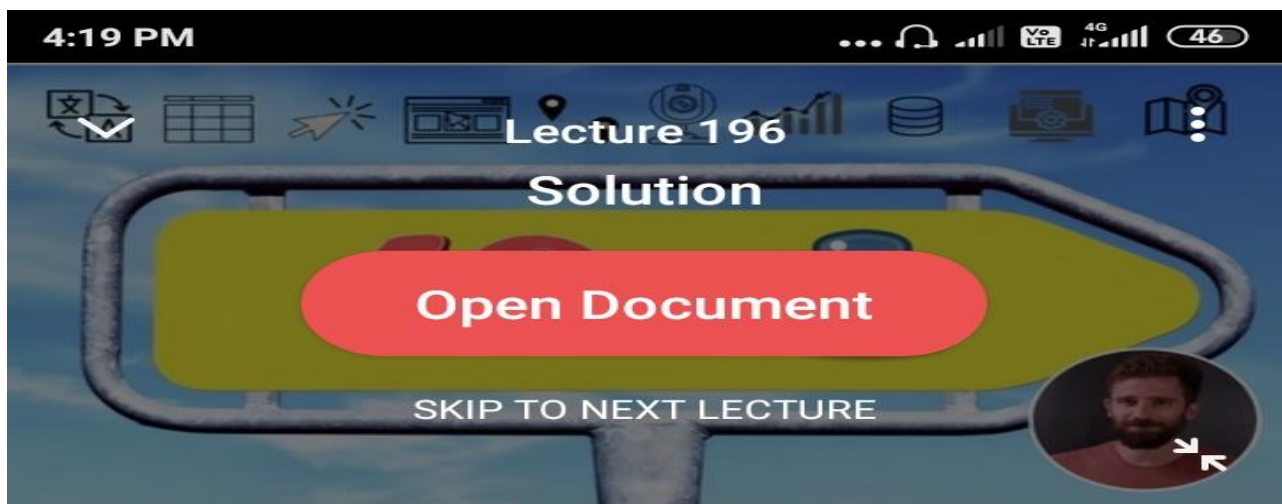
Step 3 :- state diagram



Date:	28-5-2020	Name:	Bhavana.b
Course:	Python	USN:	4al18ec009
Topic:	1.Object Oriented Programming	Semester & Section:	4th sem A section

AFTERNOON SESSION DETAILS

Image of session



Lectures

More



Section 24 - Object Oriented Programming



- | | | |
|-----|-----------------------------------|--|
| 189 | Object Oriented Programmin... | |
| | Video - 04:59 mins | |
| 190 | Turning this Application into ... | |
| | Video - 13:01 mins | |
| 191 | Turning this Application into ... | |
| | Video - 14:05 mins | |
| 192 | Creating a Bank Account Obj... | |
| | Video - 21:06 mins | |
| 193 | Inheritance | |
| | Video - 12:08 mins | |
| 194 | OOP Glossary | |
| | Video - 08:12 mins | |
| 195 | GUI in OOP Design (Practice) | |
| | Article - Resources (1) | |

Report :

Object oriented Programming

- 1) Introduction about oops.
- 2) Turning the application into oops style
- 3) Creating a bank account object
- 4) learnt about inheritance of oops.
- 5) OOP glossary.
- 6) UML in oop design.

