**DAILY ASSESSMENT FORMAT**

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| **Date:** | **28-05-2020** | **Name:** | **Bhavith** |
| **Course:** | **VLSI Design** | **USN:** | **4AL17EC009** |
| **Topic:** | **Analysis of clocked Sequential Circuits,Digital Clock Design** | **Semester & Section:** | **6th,A** |
| **Github Repository:** | **Bhavith-Online-Courses** |  |  |

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| **FORENOON SESSION DETAILS** |
| **Image of session**  **PSX_20200528_192351** |
| **Report – Report can be typed or hand written for up to two pages.** ANALYSIS OF CLOCKED SEQUENTIAL CIRCUITS  * **Some flip-flops have asynchronous inputs that are used to force the flip-flop to a particular state independently of the clock** * **The input that sets the flip-flop to 1 is called preset or direct set.** * **The input that clears the flip-flop to 0 is called clear or direct reset.** * **When power is turned on in a digital system, the state of the flip-flops is unknown. The direct inputs are useful for bringing all flip-flops in the system to a known starting state prior to the clocked operation.** * **The knowledge of the type of flip-flops and a list of the Boolean expressions of the combinational circuit provide the information needed to draw the logic diagram of the se­quential circuit.** * **The part of the combinational circuit that gene rates external outputs is de­scribed algebraically by a set of Boolean functions called output equations.** * **The part of the circuit that generates the inputs to flip-flops is described algebraically by a set of Boolean func­tions called flip-flop input equations (or excitation equations).** * **The information available in a state table can be represented graphically in the form of a state diagram.** * **In this type of diagram a state is represented by a circle and the (clock-triggered) transitions between states are indicated by directed lines connecting the circles.** * **The time sequence of inputs, outputs, and flip-flop states can be enumerated in a state table (transition table).** * **The table has four parts present state, next state, inputs and outputs.** |

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| **Date:** | **28-05-2020** | **Name:** | **Bhavith** | |
| **Course:** | **Python** | **USN:** | **4AL17EC009** | |
| **Topic:** | **OOP,Python Programming for video and image processing** | **Semester & Section:** | **6th,A** | |
| **AFTERNOON SESSION DETAILS** | | | |
| **Image of session**  **PSX_20200528_192421** | | | |
| **Report – Report can be typed or hand written for up to two pages.**  **OOP:**   * **Object-oriented Programming, or OOP for short, is a [programming paradigm](http://en.wikipedia.org/wiki/Programming_paradigm) which provides a means of structuring programs so that properties and behaviors are bundled into individual objects.** * **For instance, an object could represent a person with a name property, age, address, etc., with behaviors like walking, talking, breathing, and running. Or an email with properties like recipient list, subject, body, etc., and behaviors like adding attachments and sending.**   **Python Programming for video and image processing:**   * **The method of image processing is used to do some processes on a picture like an image enhancement or to remove some functional data from the image.** * **Image processing is one kind of[signal processing](https://www.elprocus.com/fir-filter-for-digital-signal-processing/" \t "https://www.elprocus.com/image-processing-projects-for-engineering-students/_blank), where the input is a picture, as well as the output, are features or characteristics allied with the image.** * **Video processing is a particular case of signal processing, where the input and output signals are video files or video streams.** | | | |