

DAILY ASSESSMENT FORMAT

Date:	28-05-2020	Name:	BINDUSHRI
Course:	Logic designs	USN:	4AL17EC011
Topic:	1.boolean equation for digital circuits Cominational circuits:conversion of mux and decoders. 2.mux to logic gates 3.7 seg decoder with common anode display.		6th A
Github Repository:	Bindushri		

FORENOON SESSION DETAILS

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28-05-2020 Logic Design

] Boolean equation for digital circuits.
Combinational Circuits: Conversion of MUX & Decoders
to logic gates.

- Boolean algebra is a system of mathematical logic
- It is defined with a set of elements, a set of operators, and a number of axioms or postulates
- * set of elements - $\{0, 1\}$
- * two binary operations - OR & AND
(+) & (.)

Axioms or postulates of Boolean algebra are a set of logical expression upon which we build a useful theorem.

"AND operation"	"OR operation"	"NOT operation"
$\rightarrow 0 \cdot 0 = 0$	$\rightarrow 0 + 0 = 0$	$\rightarrow \overline{0 \text{ or } 0'} \rightarrow 1$
$\rightarrow 0 \cdot 1 = 0$	$\rightarrow 0 + 1 = 1$	$\rightarrow \overline{1 \text{ or } 1'} \rightarrow 0$
$\rightarrow 1 \cdot 0 = 0$	$\rightarrow 1 + 0 = 1$	
$\rightarrow 1 \cdot 1 = 1$	$\rightarrow 1 + 1 = 1$	

In Boolean Algebra

$$A + A = A \text{ or } 1 + 1 = 1 \quad * \quad A \cdot A = A \text{ or } 1 \cdot 1 = 1$$

Ordinary algebra

$$A + A = 2A \quad A \cdot A = A^2$$

$$1 + 1 = 2 \quad 1 \cdot 1 = 1$$

In Binary number system

$$1 + 1 = 10 \quad 1 \cdot 1 = 1$$

Postulate

$x + 0 \Rightarrow x$	$x \cdot 0 = 0$	$(\overline{\overline{x}}) \text{ or } (x') = x$
$x + 1 \Rightarrow 1$	$x \cdot 1 = x$	
$x + \overline{x} \rightarrow 1$	$x \cdot x = x$	
$x + x = x$	$x \cdot \overline{x} = 0$	

Identity element :- $0x$; $x + 0 = x$ { now here 0 is identity
 $0 + x = x$ because any thing or 0 with x then value is x
be x.

Multiplication $\rightarrow x \cdot 1 = x$
multiplication identity

1) Commutative law 2) Associative law 3) Distributive law
 $x+y = y+x$ $x+(y+z) = (x+y)+z$ $x(y+z) = xy+xz$

Theorems of Boolean

1) Absorption theorem 2) $x+xy = x+xy = x$, 3) $x+\bar{x}y = x+y$

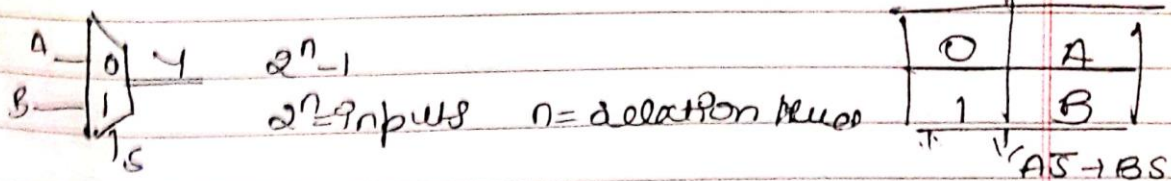
Mux to logic gates

1) AND, OR, NOT, universal gates

2) "UNIVERSAL LOGIC"

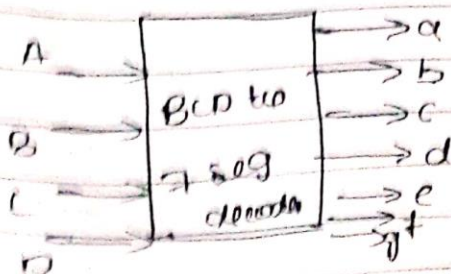
3) Mux and decoders are called universal logic

4) ~~2:1~~ 2:1 mux can be used to create different logic gates



* Input do

1) Design of 7 segment decoder with common anode display.



Date:28may2020
Course: python
Topic:
Basics:sec24

Name:Bindushri
USN:4AL17EC011
Sem&Sec:6th A

AFTERNOON SESSION DETAILS

Image of session

Personal website creating through python program:

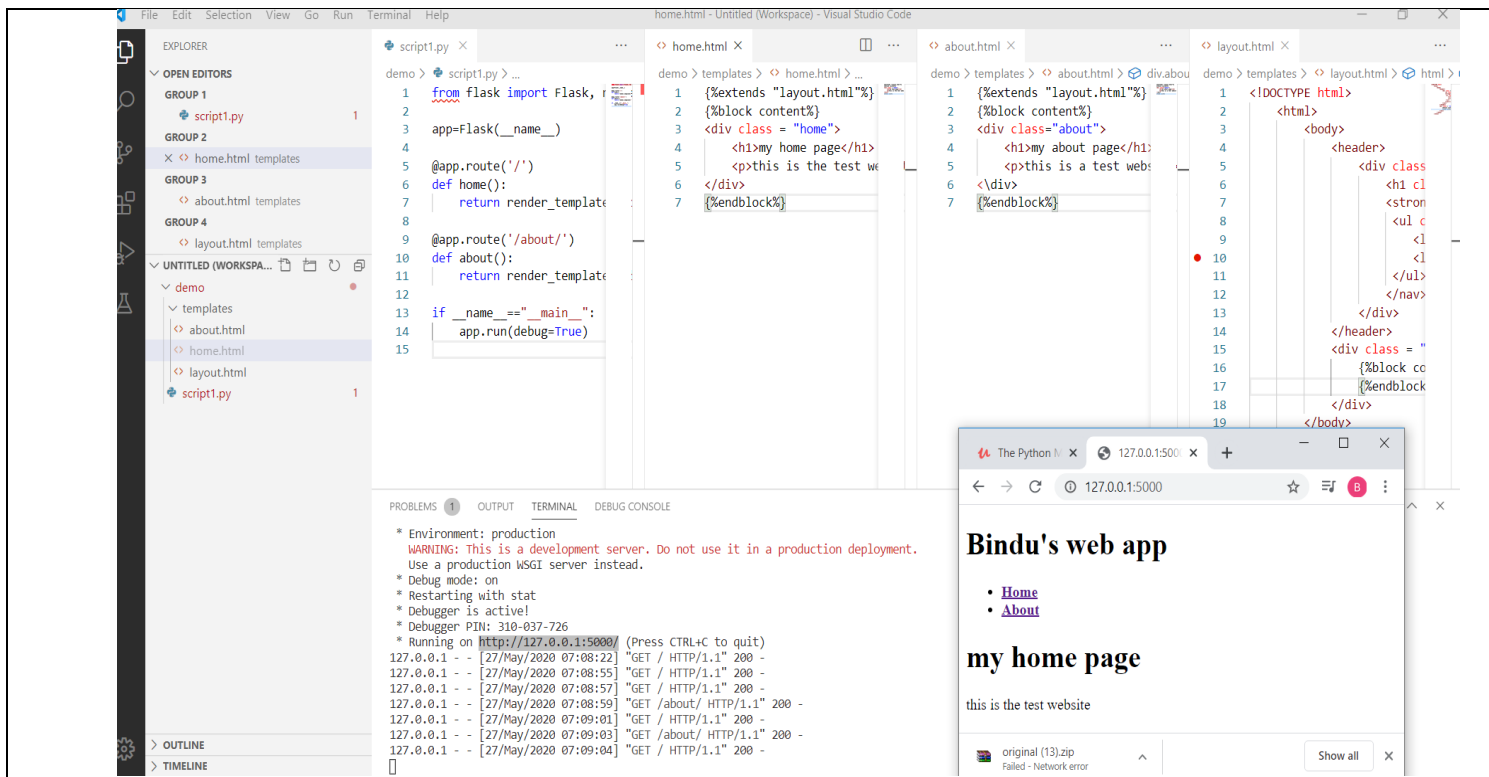
The screenshot displays the Visual Studio Code interface with a Python Flask application named 'script.py' open in the editor. The code defines a simple web application using Flask, with a route for the root path ('/') that returns the string 'website content goes here!'. The application is run in debug mode.

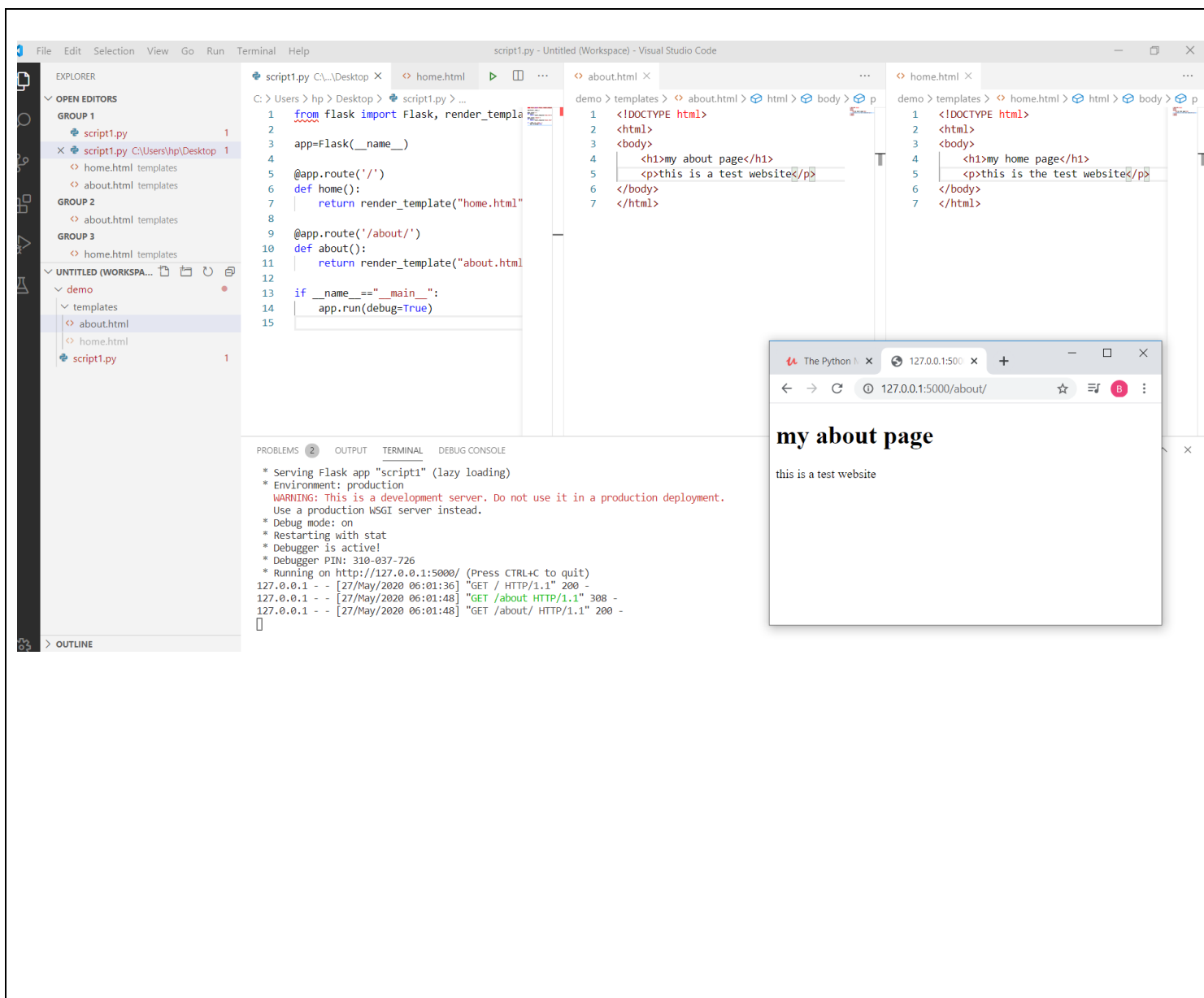
```
1 from flask import Flask
2
3 app=Flask(__name__)
4
5 @app.route('/')
6 def home():
7     return "website content goes here!"
8 if __name__ == "__main__":
9     app.run(debug=True)
10
```

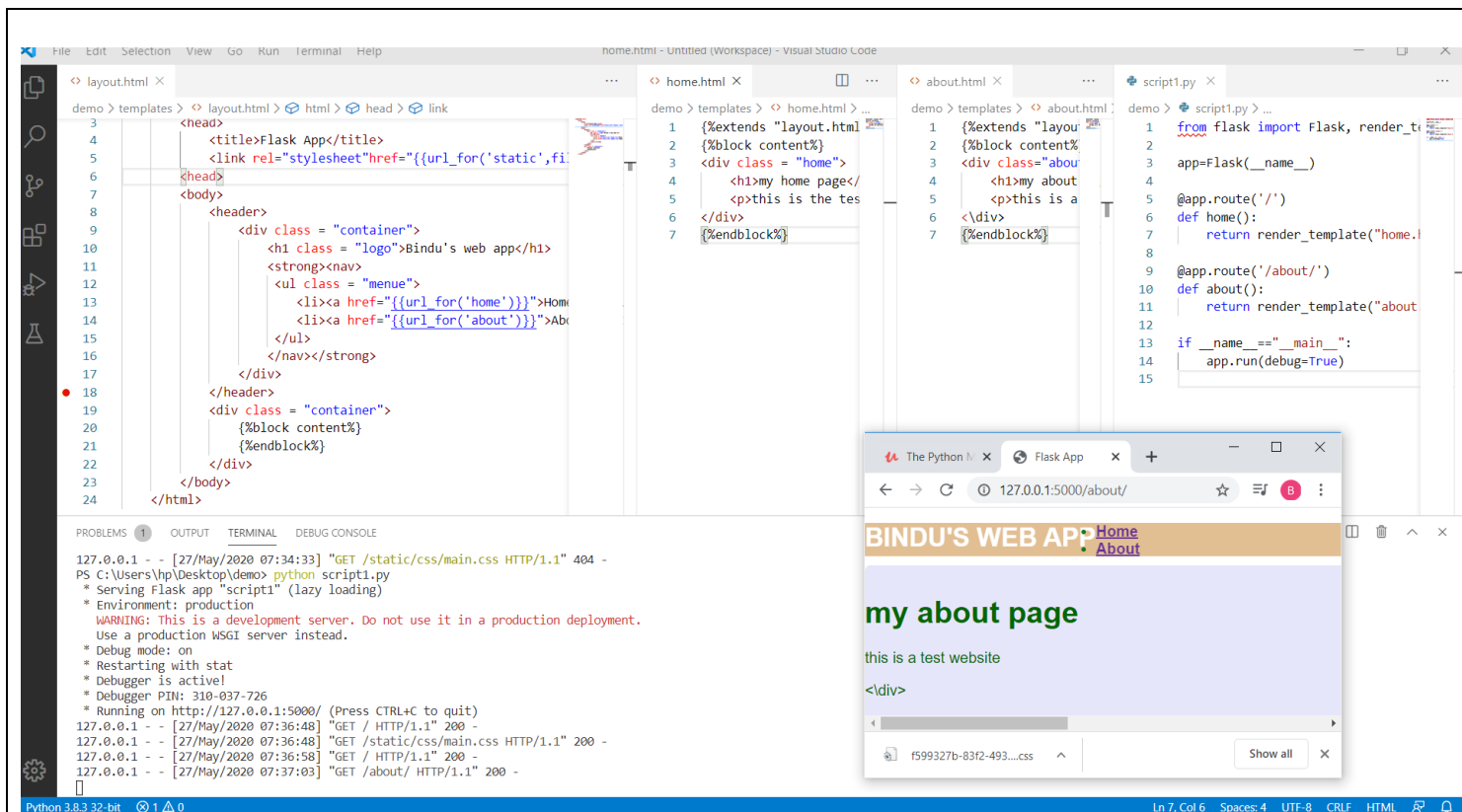
The terminal output shows the execution of the script, including a warning about using a development server and the application running on http://127.0.0.1:5000/.

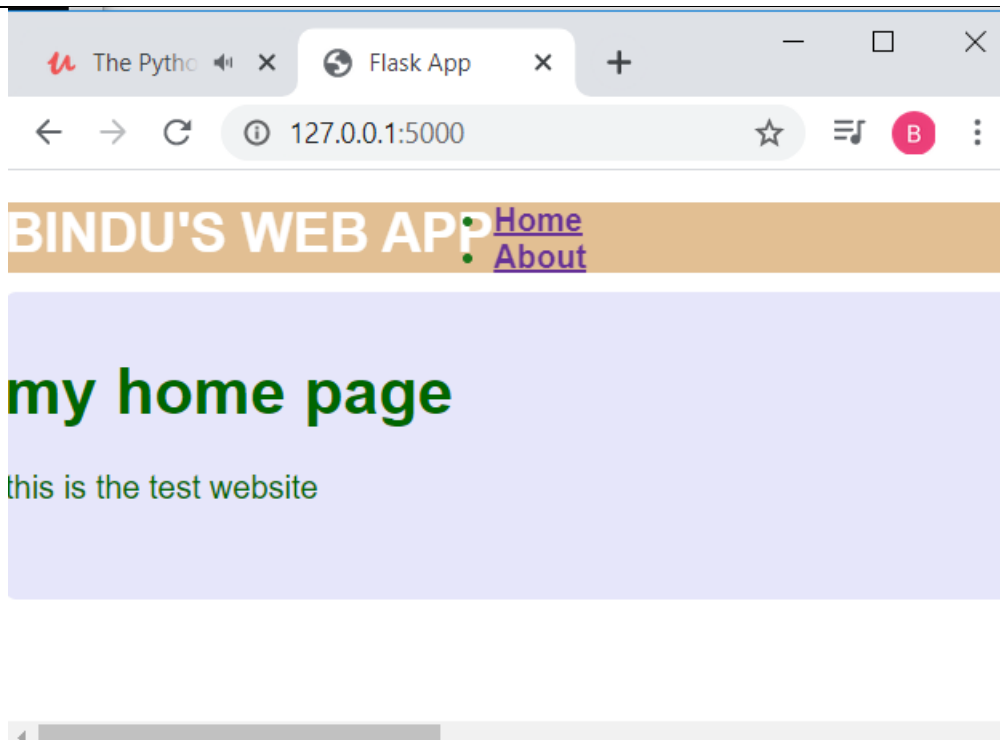
```
PS C:\Users\hp\Desktop\demo> python .\script.py
Traceback (most recent call last):
  File ".\script.py", line 7, in <module>
    if __name__ == "__main__":
NameError: name 'if __name__' is not defined
PS C:\Users\hp\Desktop\demo> python "C:\demo".py
Python 3.8.3 (tags/v3.8.3:6f8c832, May 13 2020, 22:37:02) [MSC v.1924 64 bit (AMD64)]
Type "help", "copyright", "credits" or "license" for more information.
>>> exit()
PS C:\Users\hp\Desktop\demo> python script.py
File "script.py", line 9
    app.run(debug=True)
    ^
IndentationError: expected an indented block
PS C:\Users\hp\Desktop\demo> python script.py
* Serving Flask app "script" (lazy loading)
* Environment: production
  WARNING: This is a development server. Do not use it in a production deployment.
  Use a production WSGI server instead.
* Debug mode: on
* Restarting with stat
* Debugger is active!
* Debugger PIN: 310-037-726
* Running on http://127.0.0.1:5000/ (Press CTRL+C to quit)
127.0.0.1 - - [27/May/2020 05:15:40] "GET / HTTP/1.1" 200 -
127.0.0.1 - - [27/May/2020 05:15:40] "GET /favicon.ico HTTP/1.1" 404 -
```

A web browser window is also shown, displaying the URL 127.0.0.1:5000 and the content 'website content goes here!'.









Script.py:

```
from flask import Flask, render_template

app=Flask(__name__)

@app.route('/')
def home():
    return render_template("home.html")

@app.route('/about/')
def about():
    return render_template("about.html")

if __name__=="__main__":
    app.run(debug=True)
```

home.html code:


```
{%extends "layout.html"%}  
{%block content%}  
<div class = "home">  
    <h1>my home page</h1>  
    <p>this is the test website</p>  
</div>  
{%endblock%}
```

About.html code:

```
{%extends "layout.html"%}  
{%block content%}  
<div class="about">  
    <h1>my about page</h1>  
    <p>this is a test website</p>  
</div>  
{%endblock%}
```

Layout.html code:

```
<!DOCTYPE html>  
<html>  
    <head>  
        <title>Flask App</title>  
        <link rel="stylesheet" href="{{url_for('static',filename='css/main.css')}}">  
    </head>  
    <body>  
        <header>  
            <div class = "container">  
                <h1 class = "logo">Bindu's web app</h1>  
                <strong><nav>  
                    <ul class = "menue">  
                        <li><a href="{{url_for('home')}}">Home</a></li>  
                        <li><a href="{{url_for('about')}}">About</a></li>  
                    </ul>  
                </nav></strong>  
            </div>
```

```
</header>
<div class = "container">
    {%block content%}
    {%endblock%}
</div>
</body>
</html>
```

~~28-05-2020~~ Lec:- 24. Object oriented programming. ~~6/11~~

Program ~~process~~ same as dec 23. But need to add some of cues.

~~to be clear.~~

* Turning this Application into oop style.

→ Inserting the class. in previous code.

* ~~obj~~ oop is not only adding some function inside class. But it is also about your design.

* creating Bank account object

Ex:-> Account -> ac.P1 & balance.txt

acc.py

1. class Account:

2. ~~def __init__(self):~~

3. def __init__(self, file_path):
4. self.file_path = file_path
5. with open(file_path, 'r') as file:
6. self.balance = int(file.read())

7. ~~account = Account('account/balance.txt')~~

8. def withdraw(self, amount):
9. self.balance = self.balance - amount

10. def deposit(self, amount):

11. self.balance = self.balance + amount

12. def commit(self):

13. with open(self.file_path, 'w') as file:

14. file.write(str(self.balance))

15. account = Account('account/balance.txt')

16. print(account.balance)

17. account.deposit(100)

18. print(account.balance)

19. account.commit()

* Inheritance

> class Account:

def __init__(self, file_path):
self.file_path = file_path
with open(file_path, 'r') as file:
self.balance = int(file.read())

~~test~~

classmate

Date _____
Page _____

balance.py

1000

balance.py

1000


```
def withdraw (self, amount):
    self._fee
    self.balance = self.balance - amount
```

```
def deposit (self, amount):
    self.balance = self.balance + amount
```

```
def commit (self):
    with open (self.filepath, 'w') as f:
        f.write (str (self.balance))
```

```
class checking (Account): # inheritance
```

```
def _init_ (self, filepath, fee):
    Account._init_ (self, filepath)
    self.fee = fee.
```

```
def transfer (self, amount):
    self.balance = self.balance - amount
```

```
checking = checking ("account // balance.txt")
checking.transfer(100)
print (checking.balance)
checking.commit()
```

✶ OOP Glossary

- ✶ class
- ✶ object instance
- ✶ instance variable
- ✶ class variable
- ✶ DOC strings
- ✶ Data member
- ✶ constructor :- constructs obj.
- ✶ Method
- ✶ instantiation
- ✶ inheritance :- subclass out of base class
- ✶ Attributes

