**DAILY ASSESSMENT FORMAT**

|  |  |  |  |
| --- | --- | --- | --- |
| **Date:** | **28/05/2020** | **Name:** | **DHAMINI C L** |
| **Course:** | **LOGIC DESIGN** | **USN:** | **4AL17EC025** |
| **Topic:** | **Boolean equations for digital**  **circuits.**  **Combinational circuits:**  **Conversion of MUX and**  **Decoders to logic gates.**  **Design of 7 segment**  **decoder with common**  **anode display** | **Semester & Section:** | **6TH & A** |
| **Github Repository:** | **DHAMINI-CL-Course** |  |  |

|  |
| --- |
| **FORENOON SESSION DETAILS** |
|  |
| **Report:**  **Boolean equations for digital circuits :**  ** Digital Circuits - Boolean algebra. Boolean algebra is an algebra, which deals with**  **binary numbers & binary variables. Hence, it is also called as Binary Algebra or logical**  **Algebra.**  ** The variables used in this algebra are also called as Boolean variables.**  **x + 0 = x x.1 = x**  **x + 1 = 1 x.0 = 0**  **x + x = x x.x = x**  **x + x’ = 1 x.x’ = 0**  **Combinational circuits: Conversion of MUX and Decoders to logic gates:**  ** A combination circuit is one that has a "combination" of series and parallel paths for the**  **electricity to flow. Its properties are a combination of the two. In this example, the**  **parallel section of the circuit is like a sub-circuit and actually is part of an over-all series**  **circuit.**  ** In computing and electronic systems, binary-coded decimal (BCD) is a class of binary**  **encodings of decimal numbers where each digit is represented by a fixed number of bits,**  **usually four or eight. Sometimes, special bit patterns are used for a sign or other**  **indications (e.g. error or overflow).**  ** Binary Coded Decimal (BCD or “8421” BCD) numbers are made up using just 4 data bits (a**  **nibble or half a byte) similar to the Hexadecimal numbers we saw in the binary tutorial,**  **but unlike hexadecimal numbers that range in full from 0 through to F, BCD numbers only**  **range from 0 to 9, with the binary number patterns of 1010 through to 1111 (A to F)**  **being invalid inputs for this type of display and so are not used as shown below.** |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Date:27/5/2020** |  | **Name: DHAMINI C L** |  | |
| **Course:PYTHON** |  | **USN:4AL17EC025** |  | |
| **Topic: pandas** |  | **Semester & Section:6TH A SEC** |  | |
| **AFTERNOON SESSION DETAILS** | | | |
| **Image of session** | | | |
| **Report – Report can be typed or hand written for up to two pages.**  An ArcGIS web map is an interactive display of geographic information through a composition of web layers, basemap and much more. A web scene is analogous to a web map but in the 3D space. To get and overview, visit the product documentation for webmap and web scenes  Web maps and scenes are stored as items on your portal and their content is in JavaScript Object Notation (JSON), a text format that can easily be transferred, stored, and edited. In this guide we will observe how to work maps and scenes using the armicmap module.  2D maps in your GIS are stored as web map items. A web map contains a JSON defining the bookmarks, layers, their symbology, order and other cartographic information. If you are interested in learning more about this specification, refer to this [documentation](https://developers.arcgis.com/web-map-specification/). In the mapping module, web maps are represented using a webmaping class. At version 1.3 of the Python API, the webmap class has been enhanced with the ability to easily add, remove layers and a few other basic operations.. | | | |