**DAILY ASSESSMENT**

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| **Date:** | **18/07/2020** | **Name:** | **Dhavala** |
| **Course:** | **Coursera**  **Mathematics for Machine learning: Linear algebra** | **USN:** | **4AL17EC027** |
| **Topic:** | **Introduction to Page rank** | **Semester & Section:** | **6TH SEM & A Section** |
| **Github Repository:** | **Dhavala27** |  |  |

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| **SESSION DETAILS**        That's it for this course on Linear Algebra in our specialization on Mathematics for Machine Learning.  Our goal was to give you some of the underpinnings of Linear Algebra in order to enable you to access Neural Networks, Machine Learning, and Data Science courses more generally. This is intended as a course for a social scientist, engineer, or physicist to develop the insight required to access other courses on Machine Learning Tools and in order to do useful work to solve problems with Machine Learning in the real world. It's not intended as a foundation for a graduate Linear Algebra course and nor we have the time to discuss topics like the Cross Product that don't have applications in Machine Learning. We started out in the course by Thinking of some data problems, fitting functions to data, or the apples and bananas price discovery problem, which we use to take us on a journey into Linear Algebra.  First, vectors and then matrices. Through it all, you did exercises to try out what you'd learned and then took those into a couple of programming exercise in Python at the end. This would have given you the confidence to say that you're really getting towards having an intuitive understanding of Linear Algebra and how to apply it in code. If you've enjoyed this course, we continue the journey in Machine Learning and Data Science in the next course in this specialization, Multivariate Calculus. There, we look at Calculus and how to find the gradients of functions of more than one variable. This will let us examine  Minimization and how to fit models to data. Once we have Minimization and Linear Algebra and Probability,    Top of Form  Bottom of Form |

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| **Date:** | **18/07/2020** | **Name:** | **Dhavala** |
| **Course:** | **Salseforce** | **USN:** | **4AL17EC027** |
| **Topic:** | **Build A Salesforce App** | **Semester & Section:** | **6TH SEM & A Section** |
| **Github Repository:** | **Dhavala27** |  |  |

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| **SESSION DETAILS**      **Create the Trailblazer App**  When you create an app, you automatically create a data object. In Salesforce, we call that data object a *custom object*. If you're familiar with spreadsheets, think of a custom object as a sheet. Or if you're a database person, it's similar to a table.  A custom object comes with standard fields and screens that let you list, view, and edit information about the object. But you can also add your own fields to track or list just about anything you can think of. When you complete this quick start, you’ll have a working app with its own menu, a tab, and a custom object that tracks the names of places you want to visit.  In this step, you create an app called Trailblazer. You also add a custom object called Waypoint, and a custom tab. A waypoint is a place where you stop on a journey through the park.   1. ClickGear icon to access Setup in Lightning Experience.and select **Setup**. This launches Setup in a new tab. 2. Click the **Object Manager** tab next to Home. 3. Click **Create** and select **Custom Object**. 4. Define the new custom object as follows:    * Label: Waypoint    * Plural Label: Waypoints    * Object Name: Waypoint 5. Under Optional Features, select **Allow Reports** and **Allow Activities**. 6. Click **Save**. 7. In Setup, click **Home**. 8. Enter Tabs in Quick Find and select **Tabs**. 9. Under Custom Object Tabs, click **New**. 10. Create a new tab as follows:     * Object: **Waypoint**     * Tab Style: select any icon 11. Leave all defaults as is. Click **Next, Next**, and **Save**. 12. In Setup, click **Home**. 13. Enter App Manager in Quick Find and select **App Manager**. 14. Click **New Lightning App**. 15. Define the new Lightning app as follows:     * App Name: Trailblazer     * Developer Name: Trailblazer 16. Click **Next**. 17. On the App Options screen, leave the defaults as is and click **Next**. 18. On the Utility Items screen, leave the defaults as is and click **Next**. 19. On the Navigation Items screen, select **Home, Chatter, Waypoints, Reports**, and **Dashboards** and move them to the Selected Items box. Then click **Next**. 20. On the Assign to User Profiles screen, select **System Administrator** and move it to Selected Profiles. Then click **Save & Finish**.  Top of Form **Try Out the App**Check the App Your app is ready to use! You can start by adding a few of the waypoints in the park that you want to visit. Let’s start off with places for Yosemite National Park.   1. ClickApp Launcher iconto open the **App Launcher**. Select **Trailblazer**. 2. Click the **Waypoints** tab. 3. Click **New** to create a new waypoint. 4. Call it Half Dome and click **Save & New**. 5. Create another waypoint called Glacier Point and click **Save & New**. 6. Create one more called El Capitan and click **Save**.   Take a look at the last waypoint that you created, El Capitan. In the record view, you can see the fields, activity timeline, and everything else you want to track about this record.  This is a screenshot showing the El Capitan record you created in Salesforce. It has four fields: Waypoint Name, Created By, Owner, and Last Modified By. It also has an Activity timeline.   * **Details**—The Waypoint custom object has four fields (Waypoint Name: Half Dome, Glacier Point, and El Capitan) and three fields generated by the system (Created By, Owner, Last Modified By). As you build out your app, you can add more fields to refine the things you want to track. * **Activity timeline**—Activities are tasks and events associated with this record. Tasks are to-do items, and events are meetings. There’s also a feature for logging notes about phone calls. We don’t go into Activities in this quick start, but keep this feature in mind, because it’s a handy and powerful one that you’ll love.   Bottom of Form |