**DAILY ASSESSMENT FORMAT**

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| **Date:** | **3/6/2020** | | **Name:** | **Abhishek Vasudev Mahendrakar** | | |
| **Course:** | **Digital Design using HDL** | | **USN:** | **4AL17EC003** | | |
| **Topic:** | 1. **EDA Playground Online complier** 2. **EDA Playground Tutorial Demo Video** 3. **How to Download And Install Xilinx Vivado Design Suite** 4. **Vivado Design Suite for implementation of HDL code** | | **Semester & Section:** | **6th-‘A’** | | |
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| **FORENOON SESSION DETAILS** | | | | | |
| **Image of session** | | | | | |
| **Report – Report can be typed or hand written for up to two pages.**  **What is EDA Playground?**  EDA Playground gives engineers immediate hands – on exposure to simulating system Verilog, Verilog, VHDL, C++/System C, and other HDLs. All you need is a web browser. The goal is to accelerate learning of design/test bench development with easier code sharing and simpler access to EDA tools and libraries. With a simple click, run your code and see console output in real time. View waves for your simulation using EP Wave browser-based wave viewer. Save your code snippets (“Playgrounds”).Share your code and simulation results with a web link. Perfect for web forum discussions or emails. Great for asking questions or sharing your knowledge. Quickly try something out. Try out a language feature with a small example. Try out a library that you’re thinking of using. Example Use cases Quick prototyping –try out syntax a library/language feature. When asking questions on Stack Overflow or other online forums, attach a link to the code and simulation results.  Use during technical interviews to test candidates’ System Verilog/Verilog coding and debug skills. Try verifying using different verification frameworks: UVM, SV Unit, plain Verilog, or Python. Tools & Simulators. For settings and options documentation, see tools & simulators options. Available tools and simulators are below. EDA Playground can support many different tools. Contact us to add your EDA tool to EDA Playground there was a time when real estate dealings were discrete, paper-based operations done on a one to one basis. With the rise of the internet and every industry finding its way into it, real estate began to realize its true potential on the web. There is no denying the fact that the internet is the most useful tool at a seller’s disposal. With a large number of potential buyers online, realtors find the internet an excellent source to advertise property listings, hereby automating the whole process. Statistics suggest that 40% of buyer’s inquiries stem from internet advertisements and nine out of ten people use the internet to search for property. Moreover, the same property can be enlisted on numerous sites to increase traffic and the corresponding chance of a sale.  This implies endless opportunities for a realtor. But harnessing relevant data out of big data to a non-technical realtor is like looking for a needle in a haystack. The web has a staggering amount of information leading to a plethora of choices and comparisons can lead to significant confusion, making it difficult to fathom and make sense of web scraping in real estate to the rescue web scraping is the process of sorting through overwhelming amounts of data, refine the user’s searches and provide a list of relevant information. In a realtor’s case, it is the go-to tool for organized property listings. Scraping the web provides parameters which the realtor can further study to determine sales and prospective buyers.  **Task: Implement 4 to 1 MUX using two 2 to 1 MUX using structural modelling style and test the module in online/offline compiler**  library IEEE; use IEEE.std\_logic\_1164.all;  entity mux4to1 is port(s1,s2,d00,d01,d10,d11 : in std\_logic; z\_out : out std\_logic); end mux4to1;  architecture arc of mux4to1 is  component mux2to1 port(sx1,sx2,d0,d1 : in std\_logic; z : out std\_logic); end component;  component or\_2 port(a,b : in std\_logic; c : out std\_logic); end component;  signal intr1, intr2, intr3, intr4 : std\_logic; begin mux1 : mux2to1 port map(s1,s2,d00,d01,intr1); mux2 : mux2to1 port map(not s1,s2, d10,d11,intr2); o1 : or\_2 port map(intr1, intr2, z\_out); end arc;  library ieee; use ieee.std\_logic\_1164.all;  entity mux2to1 is port(sx1,sx2,d0,d1 :in std\_logic; z1,z2: inout std\_logic; z: out std\_logic); end mux2to1;  architecture arch of mux2to1 is begin z1 <= d0 and (not sx1) and (not sx2); z2 <= (d1 and (not sx1) and sx2); z<= z1 or z2; end arch;  entity or\_2 is port(a,b : in bit;  c : out bit); end or\_2; architecture arc of or\_2 is begin c<=a or b; end arc;  **Testbench code:**  **LIBRARY** **ieee**;  **USE** **ieee.std\_logic\_1164.ALL**;  **ENTITY** **mux4\_tb** **IS**  **END** **mux4\_tb**;  **ARCHITECTURE** **mux4\_tb** **OF** **mux4\_tb** **IS**  **COMPONENT** **mux4**  **PORT**(  d0 : **IN** **bit**;  d1 : **IN** **bit**;  d2 : **IN** **bit**;  d3 : **IN** **bit**;  s0 : **IN** **bit**;  s1 : **IN** **bit**;  y : **OUT** **bit**  );  **END** **COMPONENT**;    **signal** d0 : **bit** := '1';  **signal** d1 : **bit** := '0';  **signal** d2 : **bit** := '1';  **signal** d3 : **bit** := '0';  **signal** s0 : **bit** := '0';  **signal** s1 : **bit** := '0';  **signal** y : **bit**;  **BEGIN**  uut: mux4 **PORT** **MAP** (  d0 => d0,  d1 => d1,  d2 => d2,  d3 => d3,  s0 => s0,  s1 => s1,  y => y  );  stim\_proc: **process**  **begin**  s0 <= '0';  s1 <= '0';  **wait** **for** **50** ns;  s0 <= '0';  s1 <= '1';  **wait** **for** **50** ns;  s0 <= '1';  s1 <= '0';  **wait** **for** **50** ns;  s0 <= '1';  s1 <= '1';  **wait**;  **end** **process**;  **END**; | | | | | |
| **Date:** | **3/6/2020** | **Name:** | | | **Abhishek Vasudev Mahendrakar** |
| **Course:** | **UDEMY-The Python Mega Course: Build 10 real world applications** | **USN:** | | | **4AL17EC003** |
| **Topic:** | **Application 6: Building a Mobile App with Python** | **Semester & Section:** | | | **6th-‘A’** |
| **AFTERNOON SESSION DETAILS** | | | | | |
| **Image of session** | | | | | |
| **Report – Report can be typed or hand written for up to two pages.**  **Steps for creating the mobile app using python:**   * Install kivy library usingpip install kivy * Kivy will help you to make Android Applications using Python * So Kivy is basically when you make Android applications using Python * Creating a "Login Page" (Frontend) * Creating a "Sign Up Page" (Frontend) for New Users * Getting user input * Implementing the “sign up” page(backend) * Implementing the “sign up success ” page * Styling the “login” and “sign up” page * Preparing the environment for deploying the android app * Creating and installing APK file | | | | | |