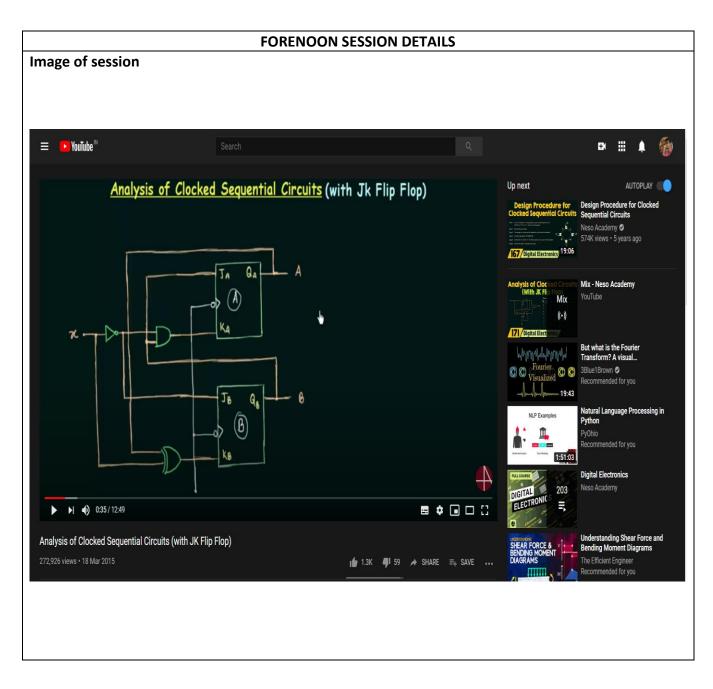
## **DAILY ASSESSMENT REPORT**

Date:	29 May 2020	Name:	Gagan M K
Course:	Logic Design	USN:	4AL17EC032
Topic:	<ul> <li>Analysis of clocked sequential circuits</li> <li>Digital clock design</li> <li>Bonus Session</li> </ul>	Semester & Section:	6 <sup>th</sup> sem & 'A' sec
Github Repository:	Alvas-education-foundation/Gagan- Git		



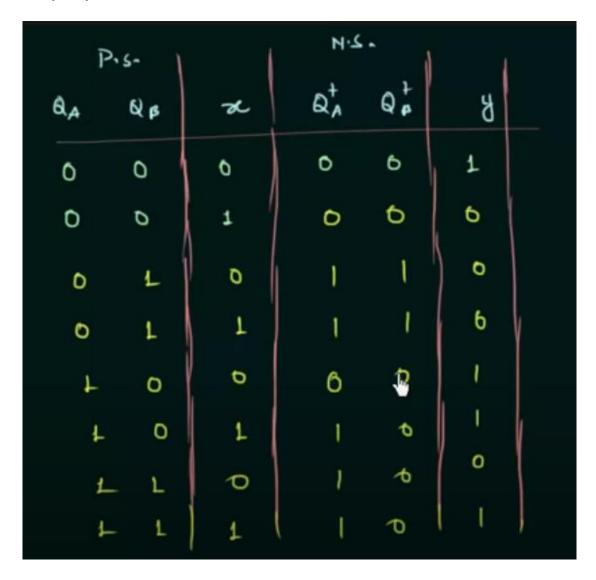
Report – Report can be typed or hand written for up to two pages.

## **Analysis of clocked sequential circuits:**

- The behavior of a clocked sequential circuit is determined from its inputs, outputs and state of the flip-flops (i.e., the output of the flip-flops). The analysis of a clocked sequential circuit consists of obtaining a table of a diagram of the time sequences of inputs, outputs and states.
- The basic memory element in sequential logic is the flip-flop. The output of each flip-flop only changes when triggered by the clock pulse, so changes to the logic signals throughout the circuit all begin at the same time, at regular intervals, synchronized by the clock.

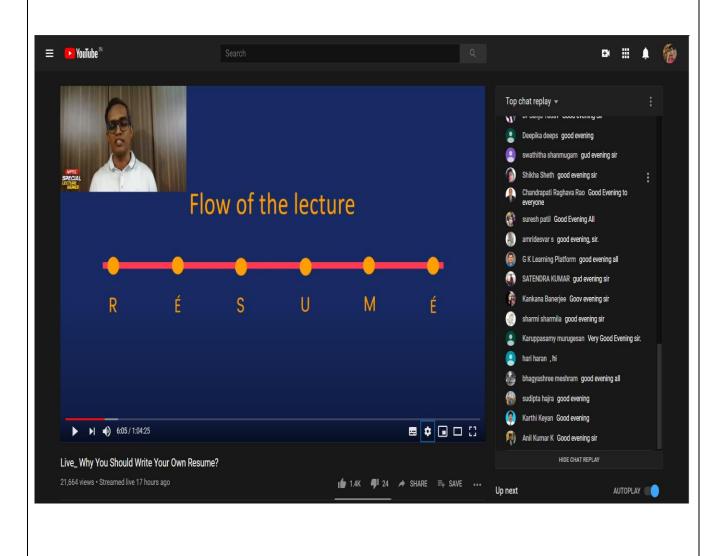
## Digital clock design:

- Flip flop circuits are classified into four types based on its use, namely D-Flip Flop, T-Flip Flop, SR-Flip Flop and JK-Flip Flop.
- D Flip-Flop:

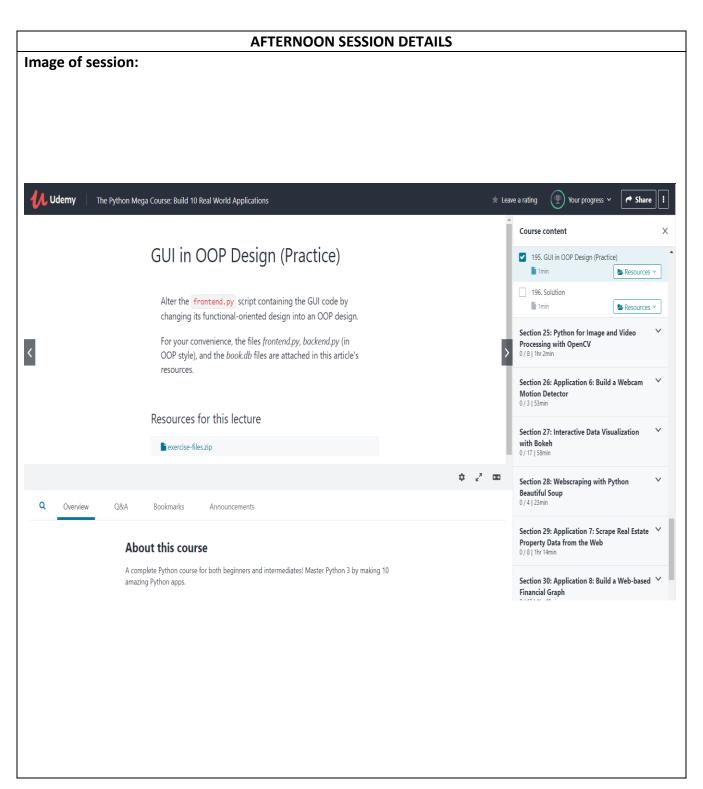


- The simplification of the SR flip flop is nothing but D flip-flop which is shown in the figure. The input of the D-flip flop directly goes to the input S and its complement goes to the i/p R. The D-input is sampled throughout the existence of a CLK pulse. If it is 1, then the FF is switched to the set state. If it is 0, then the FF switches to a clear state.
- Digital clocks are often associated with electronic drives, but the "digital" description refers only to the display, not to the drive mechanism. (Both analogue and digital clocks can be driven either mechanically or electronically, but "clockwork" mechanisms with digital displays are rare).

Bonus live session attended on "Why You Should write your Own Resume"



Date:	29 May 2020	Name:	Gagan M K
Course:	The Python Mega Course	USN:	4AL17EC032
Topic:	<ul><li>Object Oriented</li><li>Programming</li><li>Webinar from Wipro</li></ul>	Semester & Section:	6 <sup>th</sup> sem & 'A' sec



Report – Report can be typed or hand written for up to two pages.

## **Object-oriented programming(OOP):**

- Object-oriented programming (OOP) is a programming paradigm based on the concept of "objects", which can contain data, in the form of fields (often known as attributes or properties), and code, in the form of procedures (often known as methods).
- A feature of objects is an object's procedures that can access and often modify the data fields of the object with which they are associated (objects have a notion of "this" or "self").
- In OOP, computer programs are designed by making them out of objects that interact with one another.
- OOP languages are diverse, but the most popular ones are class-based, meaning that objects are instances of classes, which also determine their types.
- Object oriented programming (OOP) is a programming structure where programs are organized around objects as opposed to action and logic.
- This is essentially a design philosophy that uses a different set of programming languages such as C#.
- Understanding OOP concepts can help make decisions about how you should design an application and what language to use.

Attended Webinar on "Preparation for the Next Normal" by Mr. Mohan Kumar from Wipro:

