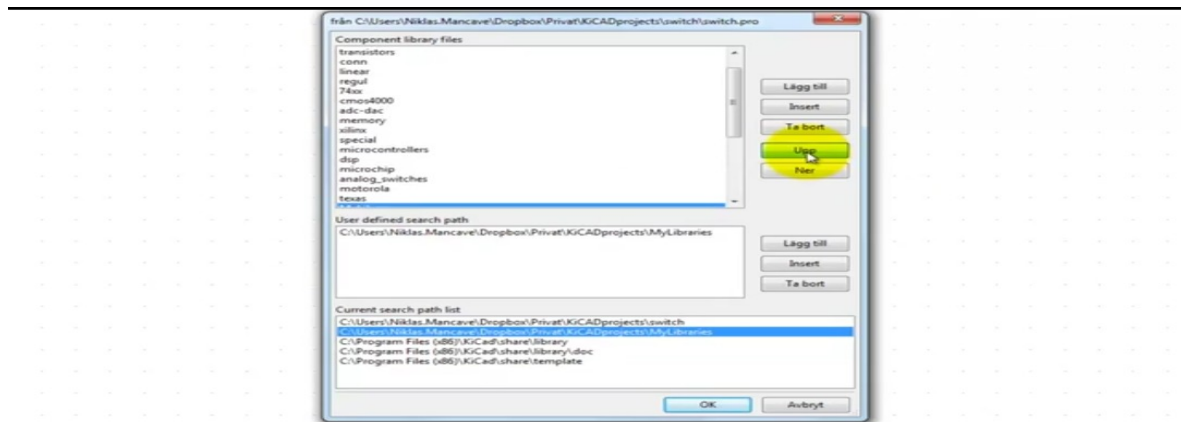


DAILY ASSESSMENT FORMAT

Date:	11-06-2020	Name:	K Muthu
Course:	PCB Design using Kicad	USN:	4a17ec038
Topic:	<ul style="list-style-type: none"> Silk screen & copper pour Creating libraries 	Semester & Section:	6 & 'A'
Github Repository:	K.Muthu-courses		

FORENOON SESSION DETAILS

Image of session



Lectures

More



Section 1 - Up and running.



- ☒ Start a new project.

Video - 17:38 mins
- ☒ Netlist and footprint association a...

Video - 16:12 mins
- ☒ Silk-screen and copper pour.

Video - 08:41 mins
- ☒ Mounting holes.

Video - 03:31 mins
- Create a library and put your own compon...**

Video - 08:30 mins

Report –

KiCad is a free and open source Electronic Design Automation (EDA) software package used to draw schematics (known as schematic capture) and for PCB design and layout.

Silk screen & copper pour :

- **Silk screen :**

- ✓ The silkscreen is printed to the external surface of a PCB to aid in component identification and orientation.
- ✓ Typically this layer contains the component RefDes to locate components on the board after assembly.

- **Copper pour :**

- ✓ A copper pour or fill refers to an area on a printed circuit board where the original copper is not etched away, and remains in place, usually electrically connected to the Ground signal, producing a "Ground Plane".
- ✓ This has a number of advantages, including decreasing the amount of etching fluid required during manufacturing, as well as reducing the amount of electrical noise and signal crosstalk experienced by the circuit elements.

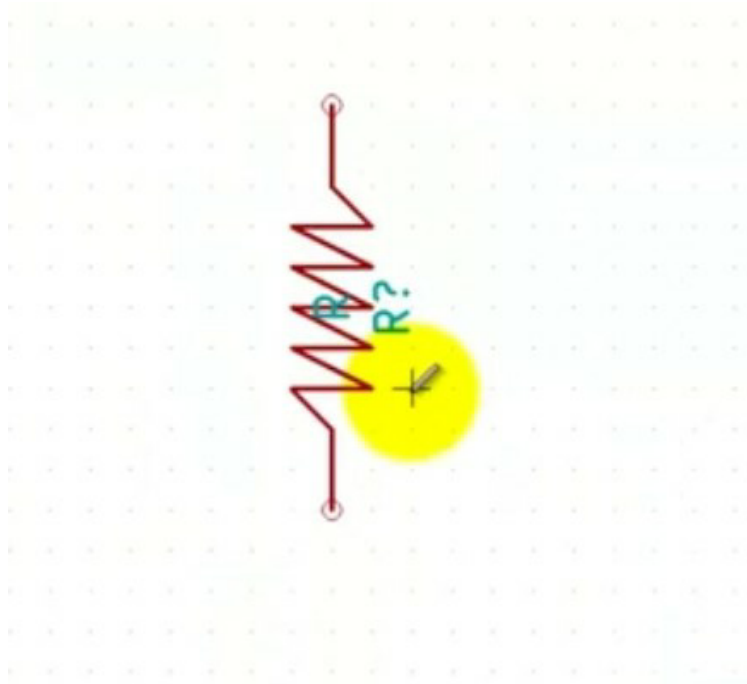


Creating libraries :

Steps in creating a new library are,

- Click on file and select 'New Library'.
- Save the new library with desired name to it.
- Next step is to create a component by clicking on 'New Symbol'.
- Add pins to symbol.
- Save the new library.

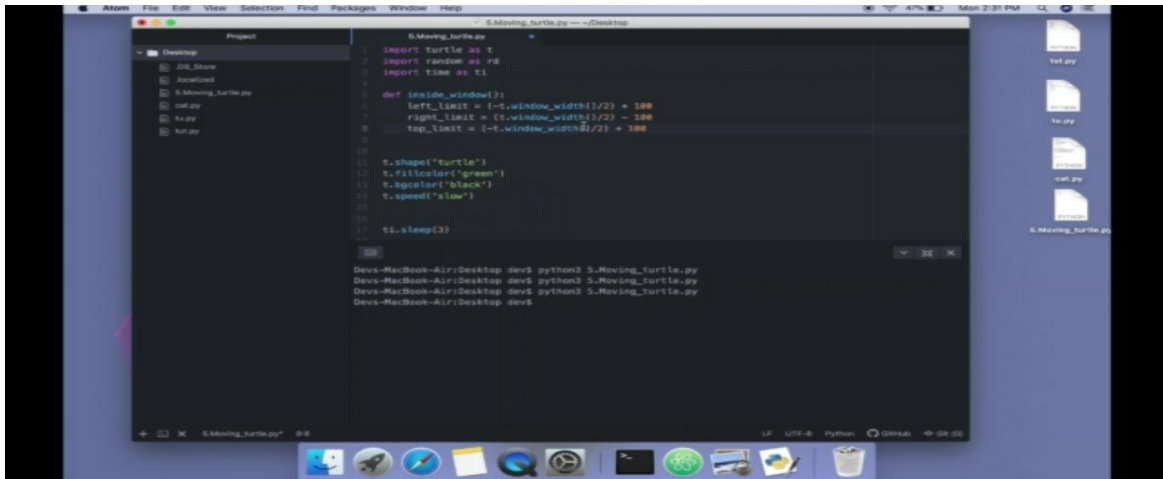
One example on a library,



Date:	11-06-2020	Name:	K Muthu
Course:	Python Bootcamp 2020 build 15 working applications and Games	USN:	4al17ec038
Topic:	Turtle graphics	Semester & Section:	6 & 'A'

AFTERNOON SESSION DETAILS

Image of session




Lectures

More





Section 33 - Turtle graphics



305  Introduction to this module

 Video - 01:36 mins



306  Turtle graphics basics
 Video - 09:53 mins



307  Creating figures

 Video - 09:39 mins



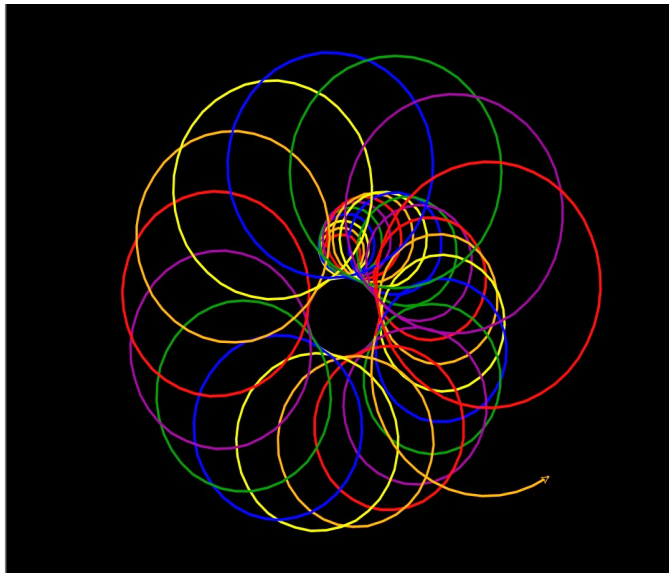
Report –

Turtle graphics :

- “Turtle” is a Python feature like a drawing board, which lets us command a turtle to draw all over it!
- We can use functions like `turtle.forward()` and `turtle.right()` which can move the turtle around.
- To make use of the turtle methods and functionalities, we need to import turtle.
- Turtle comes packed with the standard Python package and need not be installed externally.
- roadmap for executing a turtle program follows 4 steps:
 - ✓ Import the turtle module
 - ✓ Create a turtle to control.
 - ✓ Draw around using the turtle methods.
 - ✓ Run `turtle.done()`.

Examples on Turtle graphics,

✓ Kaleido spiral.



✓ Drawing a Robot

