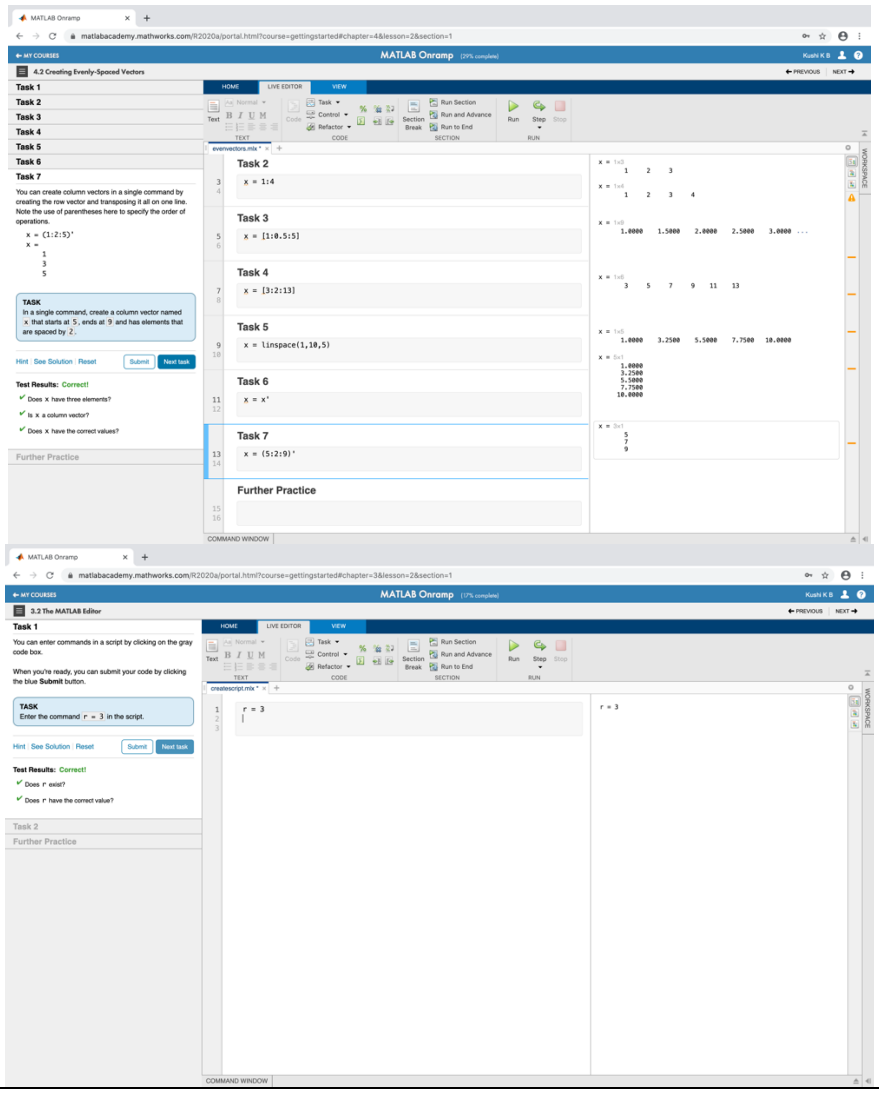
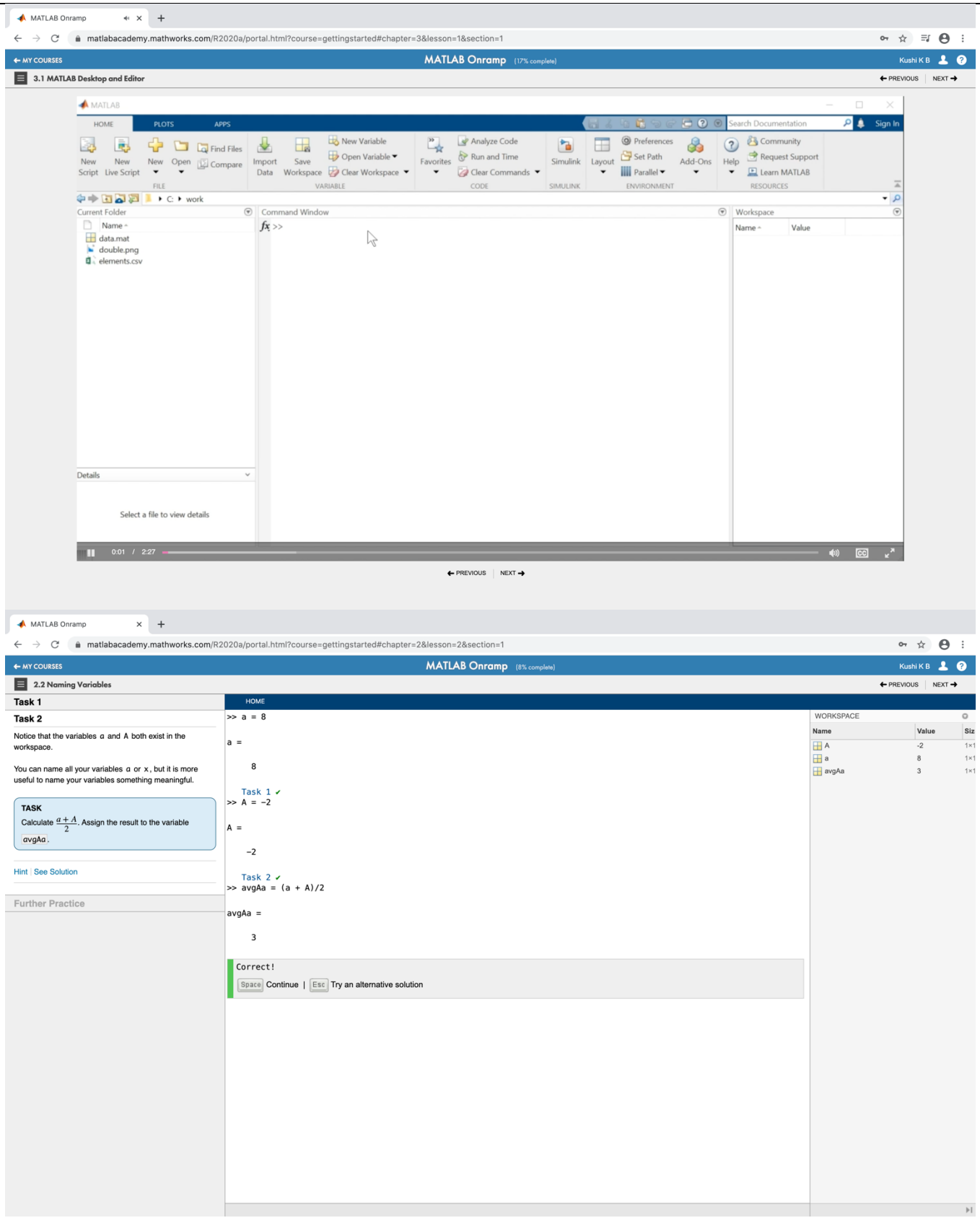
DAILY ASSESSMENT FORMAT

Date:	**06/07/2020**	**Name:**	**K B Kushi**
Course:	**Matlab From Mathworld**	**USN:**	**4AL17EC107**
Topic:	1. Course Overview 2. Commands 3. MATLAB Desktop and Editor 4. Vectors and Matrices 5. MIT APP inventor 6. Cisco IOT course	**Semester & Section:**	**6 & B**
Github Repository:	**https://github.com/alvas-education-foundation/KUSHI-COURSES.git**		

SESSION DETAILS

Session images





MATLAB is an interactive program for numerical computation and data visualization. You can enter a command by typing it at the MATLAB prompt '>>' on the Command Window.

In this section, we will provide lists of commonly used general MATLAB commands.

Commands for Managing a Session

MATLAB provides various commands for managing a session. The following table provides all such commands –

Command	Purpose
clc	Clears command window.
clear	Removes variables from memory.
exist	Checks for existence of file or variable.
global	Declares variables to be global.
help	Searches for a help topic.
lookfor	Searches help entries for a keyword.
quit	Stops MATLAB.
who	Lists current variables.
whos	Lists current variables (long display).

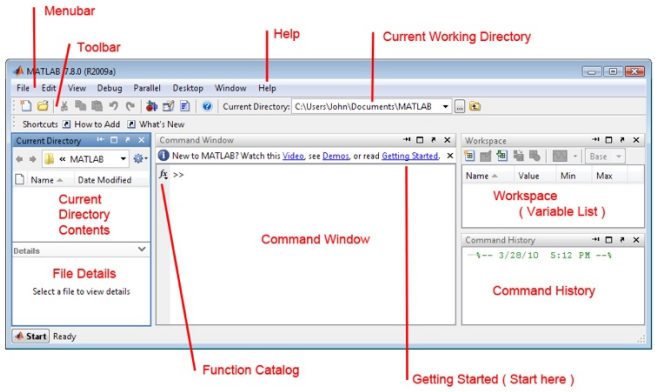
Commands for Working with the System

MATLAB provides various useful commands for working with the system, like saving the current work in the workspace as a file and loading the file later.

It also provides various commands for other system-related activities like, displaying date, listing files in the directory, displaying current directory, etc.

- **MATLAB Desktop and Editor**

The MATLAB Work Environment

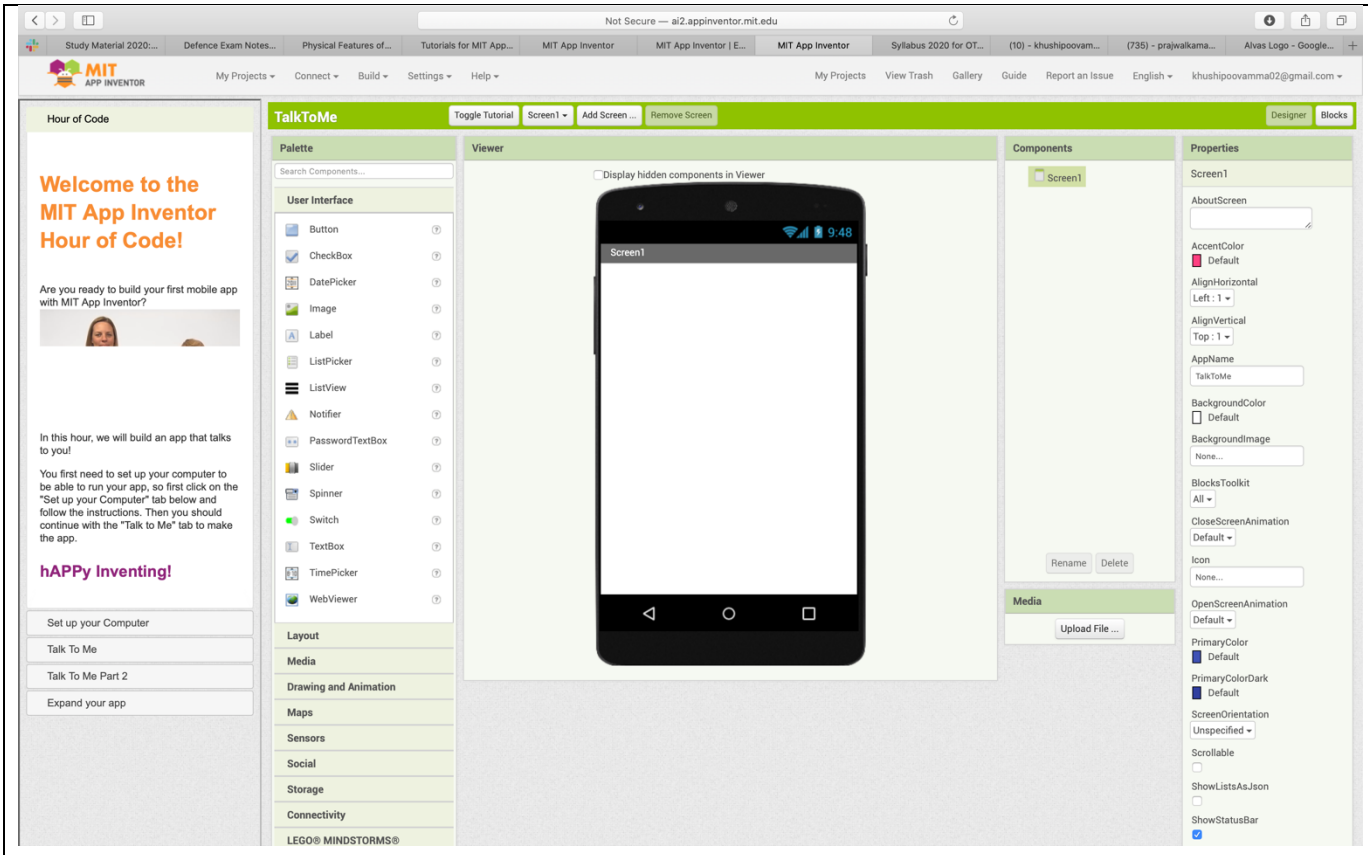


Matrices and Arrays

MATLAB is an abbreviation for "matrix laboratory." While other programming languages mostly work with numbers one at a time, MATLAB® is designed to operate primarily on whole matrices and arrays.

All MATLAB variables are multidimensional *arrays*, no matter what type of data. A *matrix* is a two-dimensional array often used for linear algebra.

- **MIT app inventor**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In this hour, we will build an app that talks to you!
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Talk To Me
Talk To Me Part 2
Expand your app
TalkToMe
Toggle Tutorial
Screen1
Add Screen ...
Remove Screen
Designer
Blocks
Palette
Search Components...
User Interface
Button
CheckBox
DatePicker
Image
Label
ListPicker
ListView
Notifier
PasswordTextBox
Slider
Spinner
Switch
TextBox
TimePicker
WebViewer
Layout
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Social
Storage
Connectivity
LEGO® MINDSTORMS®
Viewer
Display hidden components in Viewer
9:48
Screen1
Components
Screen1
Rename
Delete
Media
Upload File ...
Properties
Screen1
AboutScreen
AccentColor
Default
AlignHorizontal
Left : 1
AlignVertical
Top : 1
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TalkToMe
BackgroundColor
Default
BackgroundImage
None...
BlocksToolkit
All
CloseScreenAnimation
Default
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None...
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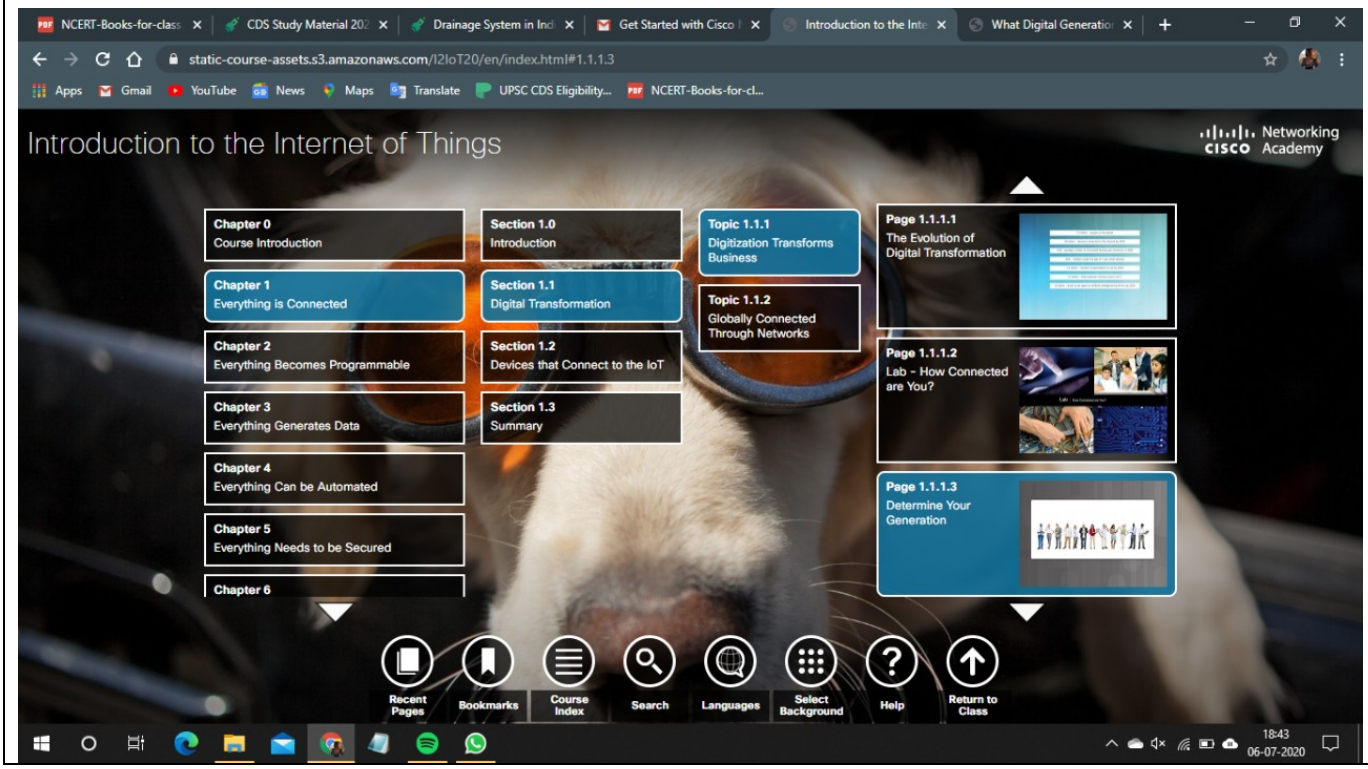
PrimaryColor
Default
PrimaryColorDark
Default
ScreenOrientation
Unspecified
Scrollable
ShowListsAsJson
ShowStatusBar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Introduction to the Internet of Things
Networking Academy
Chapter 0
Course Introduction
Chapter 1
Everything is Connected
Chapter 2
Everything Becomes Programmable
Chapter 3
Everything Generates Data
Chapter 4
Everything Can be Automated
Chapter 5
Everything Needs to be Secured
Chapter 6
Section 1.0
Introduction
Section 1.1
Digital Transformation
Section 1.2
Devices that Connect to the IoT
Section 1.3
Summary
Topic 1.1.1
Digitization Transforms Business
Topic 1.1.2
Globally Connected Through Networks
Page 1.1.1.1
The Evolution of Digital Transformation
Page 1.1.1.2
Lab - How Connected are You?
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