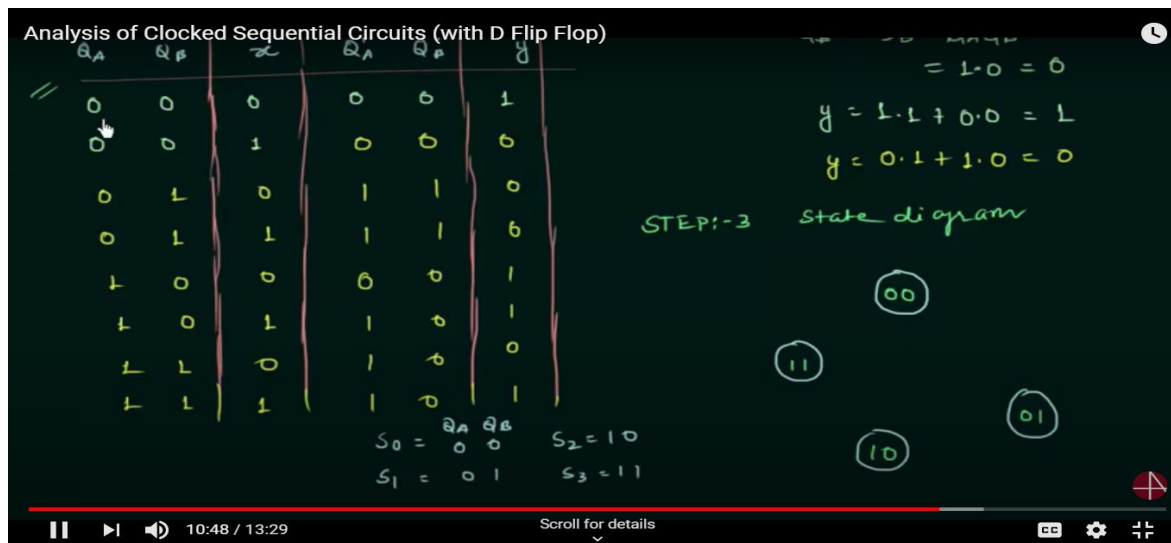
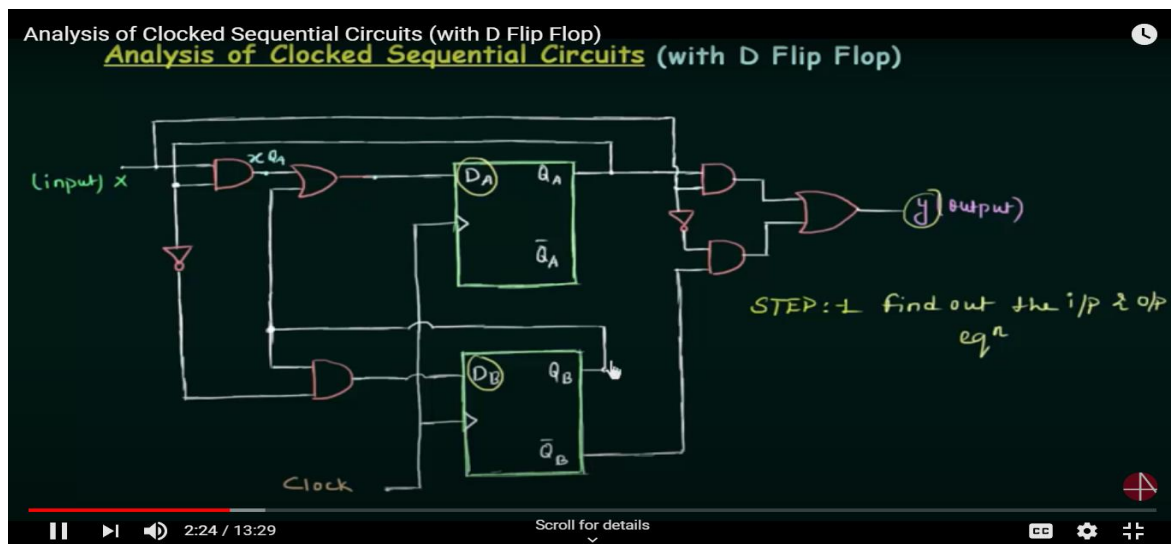


## DAILY ASSESSMENT FORMAT

|                    |   |                     |                     |
|--------------------|---|---------------------|---------------------|
| Date:              | 29-05-2020  | Name:               | K B KUSHI           |
| Course:            | Logic Design  | USN:                | 4AL17EC107          |
| Topic:             | 1. Analysis of clocked sequential circuits<br>2. Digital clock design   | Semester & Section: | 6 <sup>th</sup> & B |
| Github Repository: | <a href="https://www.github.com/alvas-education-foundation/KUSHI-COURSES">https://www.github.com/alvas-education-foundation/KUSHI-COURSES</a> |                     |                     |

### FORENOON SESSION DETAILS

Image of session



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

A **Sequential circuit** combinational logic circuit that consists of inputs variable and output variables.

**Sequential circuit** produces an output based on **current input and previous input variables**.

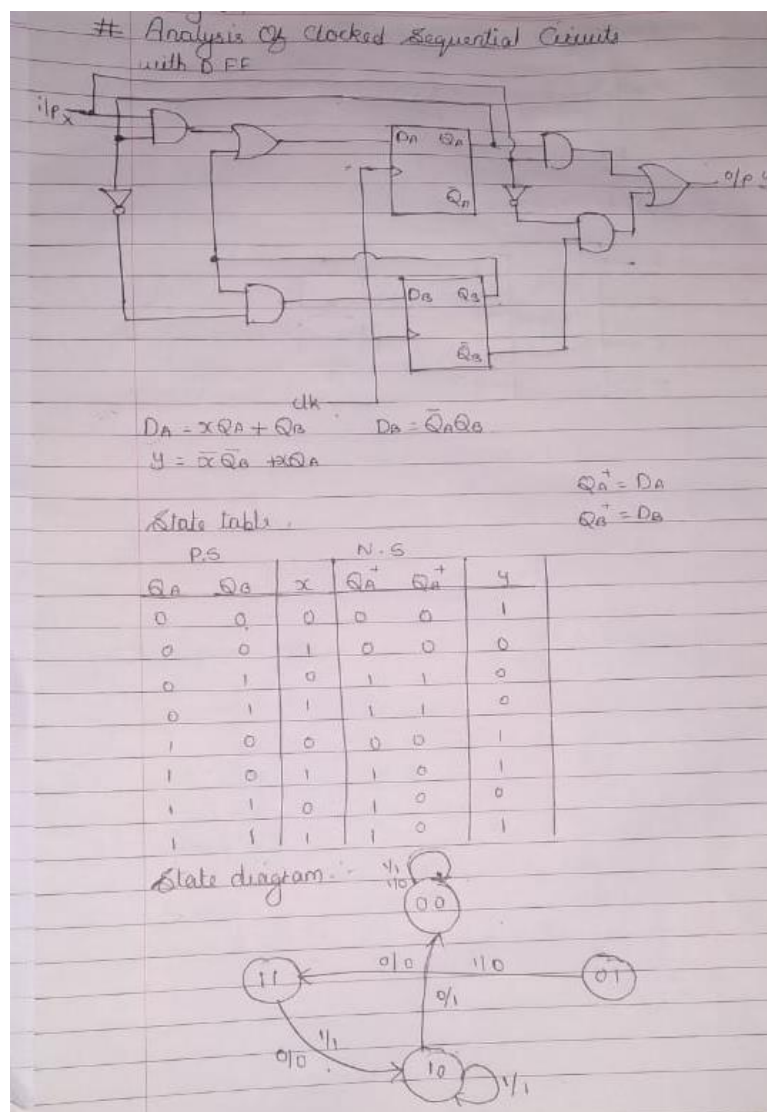
there are two types of input to the combinational logic :

1. External inputs which not controlled by the circuit.
2. Internal inputs which are a function of a previous output states.

**Types of Sequential Circuits –** There are two types of sequential circuit :

**Asynchronous sequential circuit**

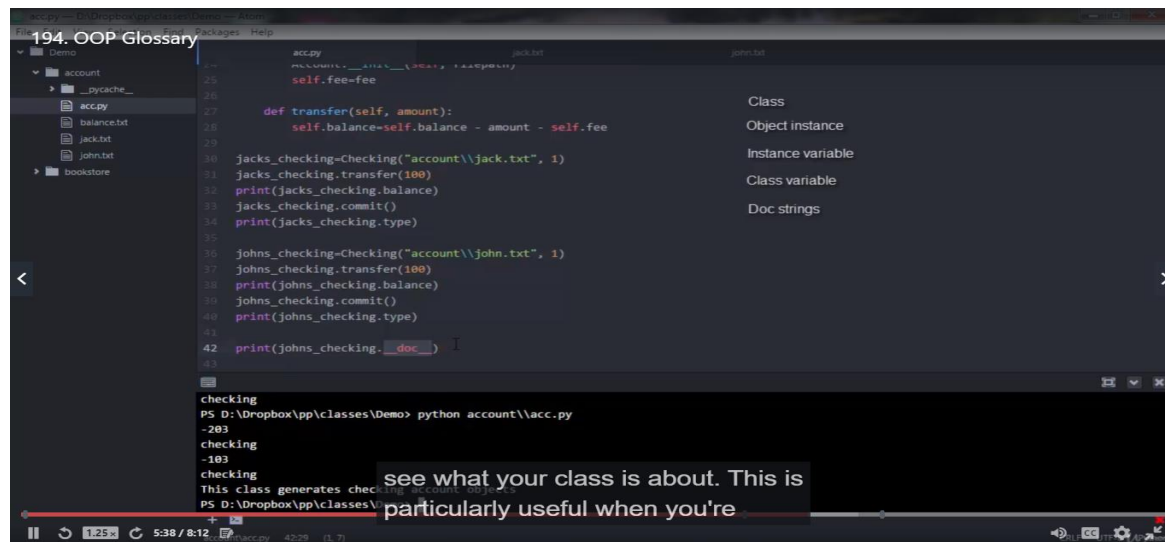
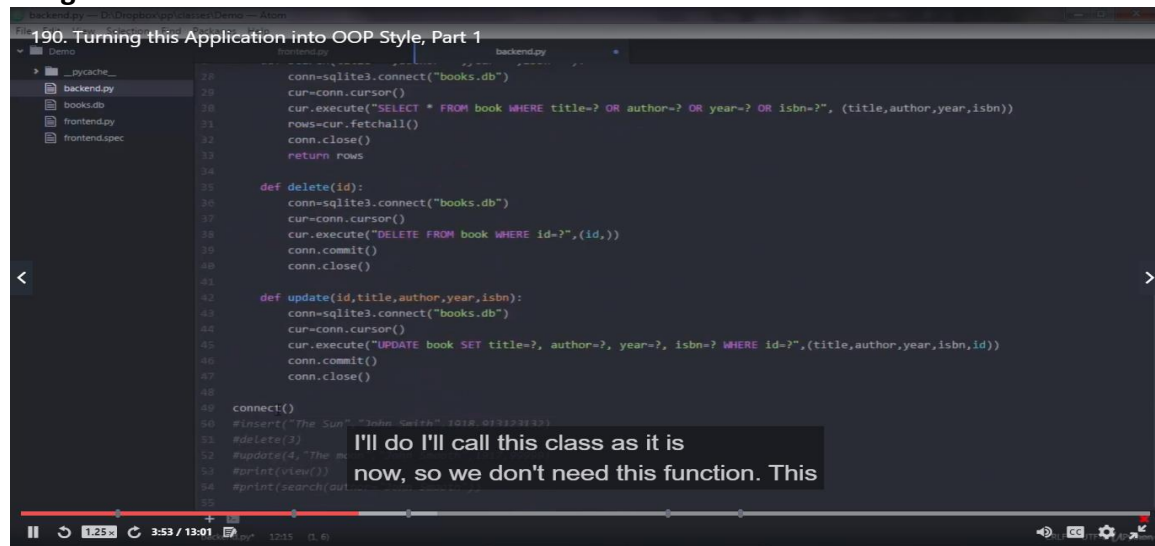
**Synchronous sequential circuit**



|                    |   |                   |                     |
|--------------------|---|-------------------|---------------------|
| Date:              | 29-05-2020  | Name:             | K B KUSHI           |
| Course:            | Udemy-python  | USN:              | 4AL17EC107          |
| Topic:             | 1.Object oriented programing  | Semester&Section: | 6 <sup>th</sup> & B |
| Git hub repository | <a href="https://www.github.com/alvas-education-foundation/KUSHI-COURSES">https://www.github.com/alvas-education-foundation/KUSHI-COURSES</a> |                   |                     |

### AFTERNOON SESSION DETAILS

#### Image of session



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

- The approach to solve a programming problem is by creating objects. This is known as Object-Oriented Programming (OOP).

- An object has two characteristics:  
    attributes  
    behavior
- After the introduction, we learnt on converting the frontend and backend designs and approaches involved for turning an application in OOP style.
- After that, we learnt about the different terminologies (glossary) involved in OOP python.

**Inheritance:**

Inheritance is a way of creating new class for using details of existing class without modifying it.

**Class:**

A user-defined prototype for an object that defines a set of attributes that characterize any object of the class.

**Instance variable:**

A variable that is defined inside a method and belongs only to the current instance of a class.

**Object Instance:**

An individual object of a certain class. An object obj that belongs to a class Circle, for example, is an instance of the class Circle.

**Method:**

A special kind of function that is defined in a class definition.

**Instantiation:**

The creation of an instance of a class.

**Data member:**

A class variable or instance variable that holds data associated with a class and its objects.

**Constructor:**

A constructor is a special kind of method that Python calls when it instantiates an object using the definitions found in your class.

**Objects:**

In python, functions too are objects. So, they have attributes like other objects.

