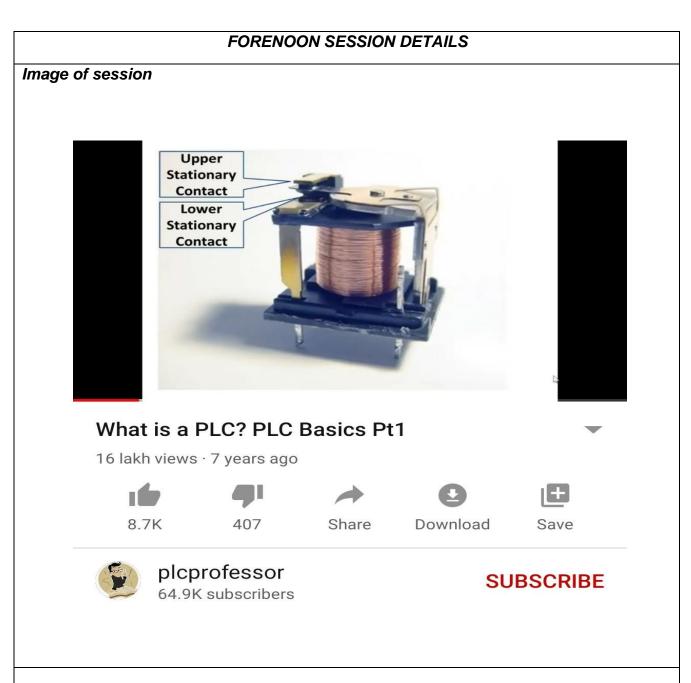
DAILY ASSESSMENT FORMAT

Date:	30 MAY 2020	Name:	PAVITHRAN S
Course:	Logic Design	USN:	4AL17EC068
Topic:	Applications of Programmable logic controllers	Semester & Section:	6 th B
Github Repository:	Pavithran		



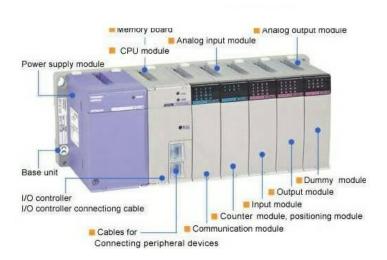
Report - Report can be typed or hand written for up to two pag

Programmable logic controllers:

- A PROGRAMMABLE LOGIC CONTROLLER (PLC) is an industrial computer control system that continuously monitors the state of input devices and makes decisions based upon a custom program to control the state of output devices.
- The biggest benefit in using a PLC is the ability to change and replicate the operation or process while collecting and communicating vital information.
- The first PLC, model 084, was invented by Dick Morley in 1969.
- The first commercial successful PLC, the 184, was introduced in 1973 and was designed by Michael Greenberg.

Application :

- ✓ PLC's are used in wide range of industries like petrochemical, biomedical, distillery, beverages, food industries
- ✓ Some of the system built using PLC are,
 - 1.Continuous bottle filling system 2.Batch mixing system
 - 3.stage air conditioning system
 - 4. Traffic control



Date:	30 MAY 2020	Name:	PAVITHRAN S
Course:	PYTHON	USN:	4AL17EC068
Topic:	Applications of Programming matchmaker	Semester & Section:	6 th B
Github Repository:	Pavithran		

AFTERNOON SESSION DETAILS Image of session × Lectures More Section 35 - Project-9 Matchmaker Introduction to this module 327 Video - 00:42 mins Overview of project 328 Video - 01:42 mins Window and libraries 329 Video - 05:03 mins Adding symbols

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

Matchmaker game:

- A Matchmaker game is programmed using TKinter module package of python library.
- Tkinter is the standard GUI library for Python.
- Python when combined with Tkinter provides a fast and easy way to create GUI applications.
- Tkinter provides a powerful object-oriented interface to the Tk GUI toolkit.
- Creating a GUI application using Tkinter is an easy task.
- Steps involved in creating the Matchmaker game are,
 - ✓ Import the Tkinter module.
 - ✓ Create the GUI application main window.
 - ✓ Add the required widgets to the GUI application.
 - ✓ Enter the main event loop to take action against each event triggered by the user.

