**DAILY ASSESSMENT FORMAT**

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| **Date:** | **29/05/2020** | **Name:** | **Prajwal Kamagethi Chakravarti P L** |
| **Course:** | **Python** | **USN:** | **4AL17EC073** |
| **Topic:** | **1.Object Oriented Programming** | **Semester & Section:** | **6 & B** |
| **Github Repository:** | **https://github.com/alvas-education-foundation/Prajwal-Kamagethi.git** |  |  |

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| **FORENOON SESSION DETAILS** |
| **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.** * **Also,we learnt about the different terminologies (glossary) involved in OOP python.**   **Inheritance is a way of creating new class for using details of existing class without modifying it.**  **A user-defined prototype for an object that defines a set of attributes that characterize any object of the class.**  **A variable that is defined inside a method and belongs only to the current instance of a class.**  **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.**  **A special kind of function that is defined in a class definition.**  **The creation of an instance of a class.**  **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.** |
| **In this section** |
| |  |  |  |  | | --- | --- | --- | --- | | **Date:** | **29-05-2020** | **Name:** | **Prajwal Kamagethi Chakravarti P L** | | **Course:** | **Logic Design** | **USN:** | **4AL17EC073** | | **Topic:** | **1.Analysis of clocked sequential circuits**  **2.Digital clock design** | **Semester & Section:** | **6TH & B** | | **Github Repository:** | **https://github.com/alvas-education-foundation/Prajwal-Kamagethi.git** |  |  | |
| **Report:**     * **In this section,Some flip-flops have asynchronous inputs that are used to force the flip-flop to a particular state independently of the clock.The input that sets the flip-flop to 1 is called preset or direct set. The input that clears the flip-flop to 0 is called clear or direct reset.When power is turned on in a digital system, the state of the flip-flops is unknown. The direct inputs are useful for bringing all flip-flops in the system to a known starting state prior to the clocked operation.The knowledge of the type of flip-flops and a list of the Boolean expressions of the combinational circuit provide the information needed to draw the logic diagram of the se­quential circuit. The part of the combinational circuit that gene rates external outputs is de­scribed algebraically by a set of Boolean functions called output equations. The part of the circuit that generates the inputs to flip-flops is described algebraically by a set of Boolean func­tions called flip-flop input equations (or excitation equations).The information available in a state table can be represented graphically in the form of a state diagram. In this type of diagram a state is represented by a circle and the (clock-triggered) transitions between states are indicated by directed lines connecting the circles. The time sequence of inputs, outputs, and flip-flop states can be enumerated in a state table (transition table). The table has four parts present state, next state, inputs and outputs.In general a sequential circuit with 'm' flip-flops and 'n' inputs needs 2m+n rows in the state table.** |