**DAILY ASSESSMENT**

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| **Date:** | **22-July-2020** | **Name:** | **Raziya Banu** |
| **Course:** | **Coursera** | **USN:** | **4AL16EC058** |
| **Topic:** | **IOT** | **Semester & Section:** | **8th sem & ‘B’ section** |
| **Github Repository:** |  |  |  |

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| **FORENOON SESSION DETAILS** |
| **Image of session** |
| **Report –** Lesson Introduction The amount of attention IoT is getting is growing exponentially. In fact, the term "Internet of Things" wasn't created until 1999. Since then, the field of IoT has grown tremendously. In 2018, the number of installed IoT devices was estimated to be about 1.2 billion; by 2030, the number is expected to reach 125 billion.  According to [IHS Market](https://cdn.ihs.com/www/pdf/IoT_ebook.pdf), the market sectors driving this growth are:   * Smart cities - a city that uses technology to improve efficiency, sustainability, and quality of life for people living and working in the city. * Industrial IoT - uses machine learning and big data to generate value from sensor data. * Connected health - using consumer technologies to connect patients and healthcare providers outside of the hospital. * Smart homes - using smart devices to control the environment in a home.  Functional Advances Drive IoT Adoption Yet IoT is only beginning and a lot of progress can still be made in the field. For example, from a functional perspective, you can see there is a lot of room to grow.  In 2000, RFID tags were first implemented, fueled by the demand for improved logistics. Around 2010, the price for sensors and devices dropped, leading to an IoT surge in a multitude of areas including routing, inventorying, and loss prevention. When the ability to receive geographical signals indoors became widespread, IoT was used to locate people and everyday objects. This also expanded the fields of surveillance, security, healthcare, transport, and food safety.  The industry is continuing to develop; eventually, devices will be able to self-configure for resilience or self-adjust for variation. This may mean that devices could be controlled remotely using virtual reality to enhance participation in remote events.  I’ve included a video that is a great explanation of Google Cloud IoT Platform; it’s up next. Enjoy! IoT Devices are Connected to the Cloud The general structure of an IoT network includes devices to interact with the environment; a gateway to gather the data and communicate with the cloud; and the cloud to store, process, and analyze the data.  **Devices**  Devices interact with the environment by gathering data or performing an action upon the environment. They can be connected versions of common objects you might already know, or new and purpose-built devices. They can be devices that you own personally and carry with you (for example, a phone or fitness tracker) or keep in your home (Google Home).  Devices can also be embedded in factory equipment or as part of the infrastructure of the city where you live. Each of them is able to convert valuable information from the physical world into digital data that provides increased visibility into how your users interact with your products, services, or applications.  **Gateway**  A gateway ensures that devices are securely connected to the cloud. A gateway can be a cell phone, a personal assistant, or a microprocessor platform. It controls messaging between the device and the cloud, and in some cases, does real-time analytics or machine learning, which is called edge computing.  A gateway device might be used even when the participating devices are capable of communicating without one. In this scenario, the gateway adds value because it provides processing of the data across multiple devices before it is sent to the cloud. In that case, the direct inputs would be other devices, not individual sensors  https://d3c33hcgiwev3.cloudfront.net/imageAssetProxy.v1/P2OsuvHIEeiixgqCUDoEfA_bc30936e35618ae01e371322d9e60ff7_Screen-Shot-2018-11-26-at-1.59.56-PM.png?expiry=1595462400000&hmac=PIJXKZMoeC6A4Z15Y1RZMK4Aj2FxHajFeOmMqg_4s5s  **Cloud**  The cloud handles computation and data storage, real-time and batch analytics, and machine learning and visualization. In an IoT network, devices are often added, removed, or modified. The cloud connected to the device must be capable of scaling quickly to meet these demands. Communication protocols and data pipelines must be able to handle rapidly changing message traffic and storage needs. You need an efficient, scalable, affordable way to both manage those devices and handle all that information and make it work for you. |

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| **Course:** | **SalesForce** | **USN:** | **4AL16EC058** |
| **Topic:** | **Trailhead** | **Semester & Section:** | **8th sem & ‘B’ section** |
| **AFTERNOON SESSION DETAILS** | | | |
| **Image of session** | | | |
| **Promote Feature Adoption and Discovery** Learning Objectives After completing this unit, you’ll be able to:   * Decide when to use in-app guidance. * Describe the two types of prompts: floating and docked. * Create prompts and walkthroughs.  Choosing the Right Subject Before we get into how to add prompts and walkthroughs, let’s talk a little more about why you add one or the other. They're perfect for the feature discovery and adoption scenarios, such as:   * **New feature is enabled or available**: Experienced users appreciate enhancements to features they use often, and like to be the first to know about new features, as long as the information is helpful and relevant. * **User isn't taking advantage of a valuable feature**: Sometimes your users aren't using your application to its full potential. To help them follow best practices and take advantage of beneficial features, offer tips, guidance, and instructions focused on saving time and increasing productivity.   Now that we talked about the goal and purpose of prompts and walkthroughs, let’s chat about the audience. Although every company and user is unique, remember that generally, users:   * Know the basics, and don’t want their workflow interrupted without good reason * Want actionable, relevant information about: new possibilities, updates to features they use often, and new features that could increase productivity * Don’t want to be sold to, unless an offering is clearly tailored to their needs   So, unless you want your prompt to be closed before it’s read, carefully select a subject that speaks to your users.  We have our purpose and audience in mind, so let’s next talk about the difference between prompts and walkthroughs.  **Choosing the Right Type of In-App Guidance**  A prompt is a single, small pop-up window that directs users’ attention to a feature, update, or call to action. The user notices the prompt, ingests the information or takes action, and moves on with their day.  A walkthrough is a series of connected prompts that provides a step-by-step guided experience across a single or multiple pages for in-context learning. Walkthroughs do ask more of the user’s time. However, the walkthrough’s unique hands-on learning encourages users to take the time to complete all steps. The whole is definitely more the sum of its parts.  As you may imagine, walkthroughs aren’t only great for feature discovery and adoption. Think about walkthroughs as a way to:   * Onboard new hires to their workspace. * Highlight a series of key but related features. * Provide a navigational or feature overview. * Guide users through a multi-step procedure.   For feature adoption and discovery, we recommend using a single prompt for a short message. Use a walkthrough when you want to explain a series of connected features or to guide users through some action related to the feature itself.  **Choosing the Right Type of Prompt**  Floating prompts are a nonintrusive way to nudge users toward a feature or opportunity. There’s no extra fluff here. Just a short and sweet message and a call to action in the form of a button that opens a URL of your choice. They're also ideal for most steps of a walkthrough. You can place a floating prompt in one of six positions on a page:   * Top left * Top center * Top right * Bottom left * Bottom center * Bottom right | | | |