**DAILY ASSESSMENT FORMAT**

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| **Date:** | **7th august 2020** | **Name:** | **Sushmitha R Naik** |
| **Course:** | **Coursera** | **USN:** | **4AL17EC090** |
| **Topic:** | **Creative Programming for Digital Media & Mobile Apps** | **Semester & Section:** | **6 & B** |
| **GitHub Repository:** | **Sushmitha\_naik** |  |  |

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| **SESSION DETAILS**  **Session images**      **Report:**  **Processing is an**[**open-source**](https://en.wikipedia.org/wiki/Open-source_software)**graphical library and**[**integrated development environment**](https://en.wikipedia.org/wiki/Integrated_development_environment)**(IDE) built for the electronic arts,**[**new media art**](https://en.wikipedia.org/wiki/New_media_art)**, and**[**visual design**](https://en.wikipedia.org/wiki/Visual_design)**communities with the purpose of teaching non-programmers the fundamentals of**[**computer programming**](https://en.wikipedia.org/wiki/Computer_programming)**in a visual context.**  **Processing uses the**[**Java language**](https://en.wikipedia.org/wiki/Java_(programming_language))**, with additional simplifications such as additional classes and aliased mathematical functions and operations. It also provides a graphical user interface for simplifying the compilation and execution stage.**   * **Write creative, audio-visual programs in the processing environment that run on desktop and mobile. Programmatically manipulate sound in creative ways Display images and image sequences** * **Generate interactive, algorithmic graphics Work with a 2D physics engine to create a basic game**   **A mobile application, also referred to as a mobile app or simply an app, is a**[**computer program**](https://en.wikipedia.org/wiki/Computer_program)**or**[**software application**](https://en.wikipedia.org/wiki/Software_application)**designed to run on a**[**mobile device**](https://en.wikipedia.org/wiki/Mobile_device)**such as a**[**phone**](https://en.wikipedia.org/wiki/Smartphone)**,**[**tablet**](https://en.wikipedia.org/wiki/Tablet_computer)**, or**[**watch**](https://en.wikipedia.org/wiki/Smartwatch)**. Apps were originally intended for productivity assistance such as email, calendar, and contact databases, but the public demand for apps caused rapid expansion into other areas such as**[**mobile games**](https://en.wikipedia.org/wiki/Mobile_games)**, factory automation, GPS and**[**location-based services**](https://en.wikipedia.org/wiki/Location-based_services)**, order-tracking, and ticket purchases, so that there are now millions of apps available. Apps are generally downloaded from application distribution platforms which are operated by the owner of the**[**mobile operating system**](https://en.wikipedia.org/wiki/Mobile_operating_system)**, such as the**[**App Store (iOS)**](https://en.wikipedia.org/wiki/App_Store_(iOS))**or**[**Google Play Store**](https://en.wikipedia.org/wiki/Google_Play_Store)**. Some apps are free, and others have a price, with the profit being split between the application's creator and the distribution platform. Mobile applications often stand in contrast to**[**desktop applications**](https://en.wikipedia.org/wiki/Desktop_application)**which are designed to run on**[**desktop computers**](https://en.wikipedia.org/wiki/Desktop_computer)**, and**[**web applications**](https://en.wikipedia.org/wiki/Web_application)**which run in**[**mobile web browsers**](https://en.wikipedia.org/wiki/Mobile_web_browser)**rather than directly on the mobile device.** |