

Date:- 17/6/20

Course:- statistical learning

Topic:- Introduction to probability

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Sem & Sec:- 6th B.

* Introduction to probability

Probability is the science of how likely events are to happen. At its simplest, its connected with the roll of die

* Rules for probability calculation:- which must be followed

* Rule of subtraction in probability.

* Rule of multiplication in probability.

* Rule of addition in probability.

* Bayes's theorem:-

In probability theory and statistics, Bayes's theorem describes the probability of an event based on prior knowledge of conditions that might be related to the event

* Normal distribution:-

Its also known as gaussian distribution, is a probability distribution that is symmetric about the mean and more frequent in occurrence than data far from the mean

Date:- 17/6/20
Course:- udemy
Topic:- mysql.

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* PHP debugging tools

- i) Xdebug
- ii) Debug Bar
- iii) Mac GDBP

* object oriented programming (OOP)

It is a programming paradigm based on the concept of "objects" which can contain data in the form of fields and code in the form of procedures

* OOP is a computer programming model that organizes software design around data or objects

* Share with non-OOP language.

→ variable and → procedures

* object and classes

→ object is an instance of classes

→ classes is data format and available procedure for a given type or class of object.