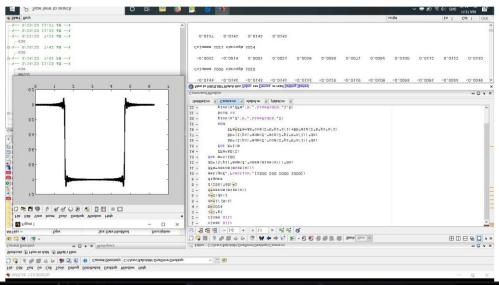
DAILY ASSESSMENT FORMAT

Date:	25/5/2020	Name:	Kishan shetty
Course:	TCS ION	USN:	4AL17EC003
Topic:	Introduction to Fourier	Semest	6 th -'A'
	Series, Fourier transform, Hilbert	er &	
	Transform, Fourier Series Using	Section	
	Matlab	:	
GitHub	Kishanshetty-041	E-mail:	Shettykishan983@gmail.com
Reposit			
ory:			

FORENOON SESSION DETAILS

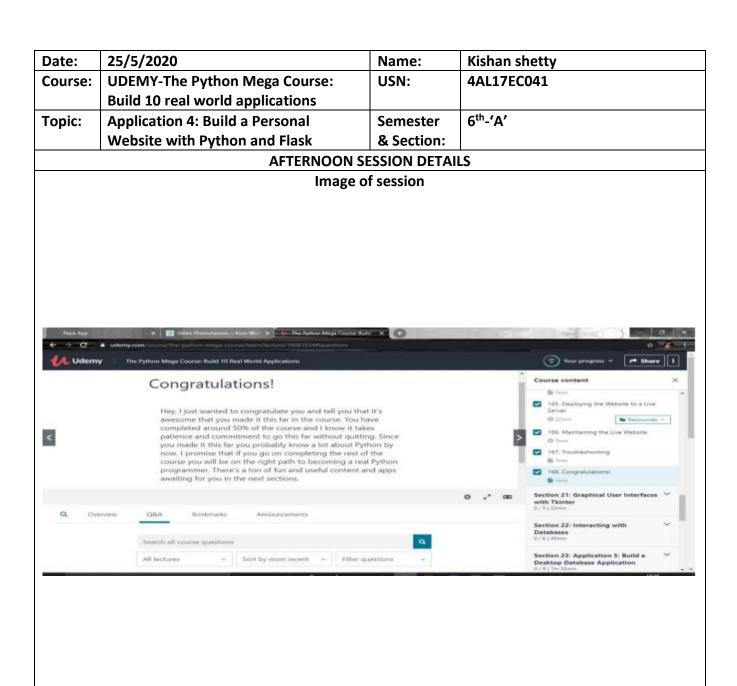
Image of session





```
Fourrier Series Using Matlab
clear all
close all
clc
figure
set(gcf,'Position',[1500 200 2000 1200])
%define domain
L=pi;
N=1024;
dx=2*L/(N-1);
x=L:dx:L;
%Define hat function
f=0*x;
f(N/4:N/2)=4*(1:N/4+1)/N;
f(N/2+1:3*N/4)=1-4*(0:N/4-1)/N;
plot(x,f,'-k','Linewidth',3.5),hold on
%compute fourier series
CC=jet(20)
A0=sum(f.*ones(size(x)))*dx/pi;
fFs=A0/2;
for k=1:20;
A(k)=sum(f.*cos(pi*k*x/L))*dx/pi;
B(k)=sum(f.*sin(pi*k*x/L))*dx/pi;
fFs=fFs+A(k)*cos(k*pi*x/L)+B(k)*sin(k*pi*x/L);
plot(x,fFs,'-','color',CC(k,:),'Linewidth',2)
pause(.1)
end
%% plot amplitudes
figure;
set(gcf,'Position',[1500 200 2000 1200])
clear ERR
clear A
fFs=A0/2;
A(1)=A0/2/pi;
ERR(1)=norm(f-fFs);
kmax=100;
for k=1:kmax
A(k+1)=sum(f.*cos(pi*k*x/L))*dx;
B(k+1)=sum(f.*sin(pi*k*x/L))*dx;
fFs=fFs+A(k+1)*cos(k*pi*x/L)+B(k+1)*sin(k*pi*x/L);
ERR(k+1)=norm(f-fFs)/norm(f);
```

```
end
thresh=median(ERR)*sqrt(kmax)*4/sqrt(3);
r=max(find(ERR>thresh));
r=7;
subplot(2,1,1)
semilogy(0:1:kmax,A,'k','linewidth',1.5)
hold on
semilogy(r,A(r+1),'co','Linewidth',15,'MarkerFaceColor','c')
xlim([0 kmax])
xlim([10^(-7) 1])
ylabel('Mode Amplitude','FonSize',16)
subplot(2,1,2)
semilogy(0:1:kmax,ERR,'k','Linewidth',1.5)
hold on
semilogy(r,ERR(r+1),'co','Linewidth',15,'MarkerFaceColor','c')
xlabel('Mode Number,k','FontSize',16)
ylabel('Reconstruction Error','FontSize',16)
Fourier Series and Gibbs Phenomena [Matlab]
clear all;
close all;
l=2*pi
N=1024
dx=I/(N-1)
x=0:dx:l
f=zeros(size(x))
f(256:768)=1
figure
set(gcf,'Position',[1500 200 2000 1000])
fFs=zeros(size(x));
A0=(1/pi)*sum(f.*ones(size(x)))*dx;
for m=1:100
fFs=A0/2;
for k=1:m
Ak=(1/pi)*sum(f.*cos(2*pi*k*x/l))*dx;
Bk=(1/pi)*sum(f.*sin(2*pi*k*x/l))*dx;
fFs=fFs+Ak*cos(2*k*pi*x/l)+Bk*sin(2*k*pi*x/l)
end
plot(x,f,'k','LineWidth',2)
hold on
plot(x,fFs,'k','LineWidth',1.5)
pause(0.1)
end
```



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

Application 4: Build a Personal Website with Python and Flask

- A local Website can be created using Flask package under flask library in just seven lines of code.
- The html files which are required to design the webpage are saved in the folder named templates.
- The html files home.html and about.html files (child template) are linked to layout.html (parent template) file for navigation menu using extends tag.
- For css styling of the webpage main.css file is created under the folder static\css.
- To deploy the web app into a live server, Git software is used. Git is a version control system allowing you to upload the project files to a server and helps track your changes while maintaining the web app.
- Steps to deploy a static Flask website to Heroku:
- 1. Create an account on www.heroku.com, if you have one already then login to Heroku.
- 2. Download and install Heroku Toolbelt from https://devcenter.heroku.com/articles/heroku-cli.
- 3. Install gunicorn with "pip install gunicorn", gunicorn is a http server which Heroku needs to run web application.
- 4. Create a virtual environment in python using virtualenv package.
- 5. Create a requirement.txt file in the main app directory where the main Python app file is located. You can create that file by running "pip freeze > requirements.txt" in the command line. Make sure you're using pip from your virtual environment if you have one. The requirement.txt file should now contain a list of Python packages.
- 6. Create a file named "Procfile" in the main app directory. The file should not contain any extension. Then type in this line inside: "web: gunicorn app4:app" where "app4" should be replaced with the name of your Python script and "app" with the name of the variable holding your Flask app.
- 7. Create a runtime.txt file in the main app directory and type "python-3.7.7" inside. By default, Heroku takes python-3.6.10 into consideration.
- 8. Open your computer terminal/command line to point to the directory where the Python file containing your app code is located.
- 9. Using the terminal, log in to Heroku with command "heroku login"
- 10. Enter your Heroku email address and password. 11. Create a new Heroku app with "heroku create my_app_name"

- 12. Initialize a local git repository with "git init"
- 13. Add your local application files to git with "git add ."
- 14. Tell git your email address with "git config --global user.email "myemail@gmail.com"". Make sure the email address is inside quotes here.
- 15. Tell git your username (just pick whatever username) with "git config --global user.name "what ever username". The username should be in quotes.
- 16. Commit the changes with "git commit -m "first commit". Make sure "first commit" is inside quotes.
- 17. Before pushing the changes to Heroku, tell Heroku the name of the app you want to use with "heroku git:remote --app my_app_name" 18. Push the changes to Heroku with "git push heroku master"
- 19. Open your app with "heroku open" command.
- After deploying the web app to Heroku, when you visit the website on the browser you see an error, probably something went wrong during the deployment.
- You can see what you what went wrong during deployment by looking at the server logs. You can access the server logs by running "heroku logs" command in the terminal.
- This command will show a series of messages. Carefully read the logs to understand what went wrong.
- If there are any future changes to made (maintenance) can be completed with the help of git software.