**DAILY ASSESSMENT FORMAT**

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| **Date:** | **30/05/2020** | **Name:** | **Shilpa C** |
| **Course:** | **Logic design** | **USN:** | **4al17ec086** |
| **Topic:** | **Applications of Programmable logic controllers** | **Semester & Section:** | **6th ,B sec** |
| **Github Repository:** | **shilpa-c** |  |  |

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| **FORENOON SESSION DETAILS** |
| **Image of session** |
| **Report – Report can be typed or hand written for up to two pages.**  **w1.jpeg**  **w2.jpeg** |

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| **Date:30/05/2020** |  | **Name:** | **Shilpa.c** | |
| **Course: python** |  | **USN:** | **4al17ec086** | |
| **Topic: Object Oriented Programming** |  | **Semester & Section:** | **6th , B sec** | |
| **AFTERNOON SESSION DETAILS** | | | |
| **Image of session** | | | |
| **Report – Report can be typed or hand written for up to two pages.**  Python is a multi-paradigm programming language. Meaning, it supports different programming approach.  One of the popular 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   Let's take an example:  Parrot is an object,   * name, age, color are attributes * singing, dancing are behavior   The concept of OOP in Python focuses on creating reusable code. This concept is also known as DRY (Don't Repeat Yourself).  In Python, the concept of OOP follows some basic principles:   |  |  | | --- | --- | | Inheritance | A process of using details from a new class without modifying existing class. | | Encapsulation | Hiding the private details of a class from other objects. | | Polymorphism | A concept of using common operation in different ways for different data input. |   **Class**  A class is a blueprint for the object.  We can think of class as an sketch of a parrot with labels. It contains all the details about the name, colors, size etc. Based on these descriptions, we can study about the parrot. Here, parrot is an object.  The example for class of parrot can be :  class Parrot:  pass  Here, we use class keyword to define an empty class Parrot. From class, we construct instances. An instance is a specific object created from a particular class.  **Object**  An object (instance) is an instantiation of a class. When class is defined, only the description for the object is defined. Therefore, no memory or storage is allocated.  The example for object of parrot class can be:  obj = Parrot()  Here, obj is object of class Parrot.  Suppose we have details of parrot. Now, we are going to show how to build the class and objects of parrot. | | | |