Katthi Shashikala status report

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| **Date** | **Yesterday** | **Today** | **Tomorrow** |
| 14/09/2020 | None | 1.I read about v4l2  https://www.kernel.org/doc/html/v4.16/media/uapi/v4l/v4l2.html#v4l2spec  2.I cloned v4l2 test app(yavta) and trying to understand the flow by using printfs  Git\_hub link: <https://github.com/fastr/yavta> | I will try to understand the call flow of v4l2 test application |
| 15/09/2020 | 1.I read about v4l2  https://www.kernel.org/doc/html/v4.16/media/uapi/v4l/v4l2.html#v4l2spec  2.I cloned v4l2 test app(yavta) and trying to understand the flow by using printfs  Git\_hublink: <https://github.com/fastr/yavta> | I studied the v4l2 terminologies that are ouput plane ,capture plane,qbuf,dqbuf and updated the document and uploaded into git hub  Git\_hub link: <https://github.com/shashikala-katthi/TSHtraining/Video/Docs> | None |
| 16/09/2020 | I studied the v4l2 terminologies that are ouput plane ,capture plane,qbuf,dqbuf and updated the document and uploaded into git hub  Git\_hub link: <https://github.com/shashikala-katthi/TSHtraining/Video/Docs> | I executed the commands to see kernel logs and i taken the logs and dmesg into one file using script file  I updated the document | I will try to understand the call flow of v4l2test app by using kernel logfile |
| 17/09/2020 | I executed the commands to see kernel logs and i taken the logs and dmesg into one file using script file  I updated the document | I understood the call flow of v4l2test app(yavta) | I will write my own test app |
| 18/09/2020 | I understood the call flow of v4l2test app(yavta) | I started writting of my own v4l2 test app but it's not completed | None |
| 21/09/2020 | None | I completed the test app upto alloacte buffers  v4l2test1.c->open the device,close the device  v4l2test2.c->open,query the device capabilities,close  v4l2test3.c->open,query the device capabilities, set the format to YUYV,set the framerate to 1/30,close | I will complete my own test app |
| 22/09/2020 | I completed test app upto allocate buffers | I completed the test app  v4l2test4.c->open,query the device capabilities,set the format to YUYV,set the framerate to 1/30,allocate 6 buffers and map the buffers using mmap,close  v4l2test5.c->open,query the device capabilities,set the format to YUYV,set the framerate to 1/30,allocate 6 buffers and map the buffers using mmap,stream on and stream off,close  v4l2test6.c->open,query the device capabilities,set the format to YUYV,set the framerate to 1/30,allocate 6 buffers and map the buffers using mmap,stream on and stream off,free the buffers,close  Git\_hub link: <https://github.com/shashikala-katthi/TSHtraining/V4L2test> | I will see the each and every structure members of v4l2 |
| 23/09/2020 | I completed test app | I read videodev2.h file to know internal structure members of v4l2 | I will study briefly about v4l2 |
| 24/09/2020 | I read videodev2.h file to know internal structure members of v4l2 | I studied briefly about v4l2 | I will write program for dynamic library |
| 25/09/2020 | I studied briefly about v4l2 | **I created dynamic library for calculation and updated a video\_training.doc**  **Git\_hub link:** <https://github.com/shashikala-katthi/TSHtraining/dynamic_library> | I will write makefile for dynamic\_library |
| 28/09/2020 | I wrote program for dynamic library | 1.I studied about ffmpeg document  2.Makefile for dynamic\_library is written and uploaded to git hub  **Git\_hub link:** <https://github.com/shashikala-katthi/TSHtraining/dynamic_library> | I will read the video document |
| 29/09/2020 | I wrote Makefile for dynamic library | 1.I read about video document  <https://github.com/leandromoreira/digital_video_introduction>  2.I cloned ffmpeg-h264-dec  <https://github.com/shengbinmeng/ffmpeg-h264-dec> | I will kept printfs in main.c and decode.c and i will read about HLS streaming |
| 30/09/2020 | I read about video document and i cloned ffmpeg-h264-dec | I read about HLS streaming and RTSP  I kept printfs in main.c and decode.c in ffmpeg-h264-dec | I will try to understand the call flow of ffmpeg-h264-decoder |
| 01/10/2020 | I read about HLS streaming and RTSP  I kept printfs in main.c and decode.c in ffmpeg-h264-dec | I have been trying to understand the call flow of ffmpeg-h264-dec | None |
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