GEETHANJALI INSTITUTE OF SCIENCE & TECHNOLOGY:: NELLORE

DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING

TEACHING AND LEARNING

PEDAGOGY REPORT

Academic Year	2022-2023
Name of the Faculty	N.Siva Nagamani
Course Name/Code	Dev Ops/ 19A05801a
Semester/Section	IV-II/ CSE-A
Activity Name	Participatory Learning-PPT
Topic Covered	Devops Deployment
Date	24-02-2023
No.of Participants	59
Objectives/Goals	• To Improve the Presentation skills of students. • To improve the communication skills of students.
ICT Used	PPTs

Appropriate Method/Instructional materials/Exam Questions

- Topics given to students were covered earlier in class.
- Later groups of minimum four students were formed and assigned with a topic, and were informed to prepare PPTS and Present.

Devops Deployment

Deployment in DevOps is a process that enables you to retrieve important codes from version control so that they can be made readily available to the public and they can use the application in a ready-to-use and automated fashion.

Relevant PO's:	PO:1,2,3,5and 9,10
Significance of Results/Outcomes	Students were able to analyze the Devops Deployments and Orchestration.
Reflective Critique	• The activity improved their Presentation Skills. • The activity Provided a platform for students to interact improve their communication skills, work in group.

proofs(Photographs/Videos/Reports/Charts/Models)

Fig. Photograph of Student PPT presentation through LCD

Signature of Course InCharge

Signature of HoD

SCIENCE & TECHNOLOGY
GANGAVARAM(V), KOVUR(M)

GEETHANJALI INSTITUTE OF SCIENCE & TECHNOLOGY:: NELLORE

DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING

TEACHINGANDLEARNING

PEDAGOGY REPORT

Academic Year	**2022-2023**
Name of the Faculty	**Mr Y.Venkata Ramesh**
Course Name / Code	**Compiler Design / 20A05601**
Semester / Section	**III-II / CSE A**
Activity Name	**Participatory Learning-Seminar**
Topic Covered	**Activation Record**
Date	**27th April 2023**
No. of Participants	**71**
Objectives / Goals	**To improve the self Learning and communication skills of the students.**
ICT Used	**Chalk and Talk**

Appropriate Method/Instructional materials/Exam Questions

- Initially delivered lecture on Activation Record.
- Later topic is assigned to students to express their views on Activation Record Using Seminars.

Activation Record:

An activation record is a contiguous block of storage that manages information required by a single execution of a procedure. When you enter a procedure, you allocate an activation record, and when you exit that procedure, you de-allocate it.

Basically, it stores the status of the current activation function. So, whenever a function call occurs, then a new activation record is created and it will be pushed onto the top of the stack. It will remain in stack till the execution of that function. So, once the procedure is completed and it is returned to the calling function, this activation function will be popped out of the stack.

If a procedure is called, an activation record is pushed into the stack, and it is popped when the control returns to the calling function.

Activation Record includes some fields which are –

Return values, parameter list, control links, access links, saved machine status, local data, and temporaries.

Temporaries:

The temporary values, such as those arising in the evaluation of expressions, are stored in the field for temporaries.

Local data:

The field for local data holds data that is local to an execution of a procedure.

Saved Machine States:

The field for Saved Machine Status holds information about the state of the machine just before the procedure is called. This information includes the value of the program counter and machine registers that have to be restored when control returns from the procedure.

Access Link :

It refers to information stored in other activation records that is non-local. The access link is a static

link and the main purpose of the access link is to access the data which is not present in the local scope of the activation record. It is a static link.

Control Links :

In this case, it refers to an activation record of the caller. They are generally used for links and saved status. It is a dynamic link in nature. When a function calls another function, then the control link points to the activation record of the caller.

Parameter List:

The field for parameters list is used by the calling procedure to supply parameters to the called procedure. We show space for parameters in the activation record, but in practice, parameters are often passed in machine registers for greater efficiency.

Return value:

The field for the return value is used by the called procedure to return a value to the calling procedure. Again in practice, this value is often returned in a register for greater efficiency.

Relevant PO's:	**PO:1,2,3and9,10**
Significance of Results/Outcomes	Students able to understand the Activation Record
Reflective Critique	With the Seminar Question the main goal of Activation Record

Proofs (Photographs/Videos/Reports/Charts/Models)

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GEETHANJALI INSTITUTE OF SCIENCE & TECHNOLOGY:: NELLORE

DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING

TEACHING AND LEARNING

PEDAGOGY REPORT

Academic Year	**2022-2023**
Name of the Faculty	**Mr Y.Venkata Ramesh**
Course Name / Code	**Compiler Design / 20A05601**
Semester / Section	**III-II / CSE B**
Activity Name	**Problem Solving-Classroom Exercise Problems**
Topic Covered	**Parse Tree, LMD and RMD**
Date	**24th Feb 2023**
No. of Participants	**70**
Objectives / Goals	**To improve the self Learning and communication skills of the students.**
ICT Used	**PPTs/Chalk and Talk**

Appropriate Method/Instructional materials/Exam Questions

- Faculty explained concept of Parse Tree, LMD and RMD.
- The students were assigned a new problem to solve in the concept of Parse Tree, LMD and RMD

Relevant PO's:	**PO:1,2,3and9,10**
Significance of Results/Outcomes	The students will be able to analyze the given concept clearly and solve the given problem
Reflective Critique	The main goal of this activity is to inculcate problem solving skills and to improve communication and soft skills.

Proofs (Photographs/Videos/Reports/Charts/Models)

Course Incharge

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DEARTMENTOFCOMPUTERSCIENCE&ENGINEERING

TEACHING&LEARNING

PEDAGOGYREPORT

Academic Year	**2022-2023**
Name of the Faculty	**Mrs.B.Poojitha**
Course Name/Code	**Internet of Things/20A05603T**
Semester/Section	**III-II/CSE A**
Activity Name	**Role play- Seminar**
Topic Covered	**Business Model Canvas**
Date	**13/02/23**
No. of Participants	**62**
Objectives/Goals	**To understand the topics precisely**
ICT Used	**https://www.slideshare.net/agarwal3/designing-process-of-printed-circuit-boards**

Appropriate Method/Instructional materials/Exam Questions

Students presented Technical Seminar on Designing of Business Model Canvas. Students take 10 minutes for their presentation through Chalk &Talk/Slides. Students randomly pick the subtopics in given Content. The venue of the Seminar is class room only.

The students are grouped into 10 Teams. Each team has set 15 slides or they can use Board to Explain the particular content . The team lead will choose a topic and it will be presented by any of the team member.

As per the selection of the topic, that topic is shared to the team and seminar is conducted.

In this discussion, key questions to be examined are:

1. How well the students understood the topics taught in the class?
2. Whether they are indulge in experiential learning by practicing the commands?
3. Are they able to answer all questions within the given time?

Relevant PO's:	**PO:1,2,3and9**
Significance of Results/Outcomes	Students able to know the importance of experiential learning and understand the IOT design Concepts, Technologies, IOT Services and Platforms.
Reflective Critique	The main goal of this seminar is to improve the individual efforts and the way how to interact within a group and to lead the team as a group leader. The students follow ethics and enhance their communication and soft skills.

Proofs(Photographs/Videos/Reports/Charts/Models)

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GEETHANJALI INSTITUTE OF SCIENCE AND TECHNOLOGY
DEARTMENTOFCOMPUTERSCIENCE&ENGINEERING
TEACHINGANDLEARNING
PEDAGOGYREPORT

Academic Year	**2022-2023**
Name of the Faculty	**Mrs.B.Poojitha**
Course Name/Code	**Internet of Things/20A05603T**
Semester/Section	**III-II/CSEA**
Activity Name	**Participatory Learning-PPT**
Topic Covered	**Designing of Arduino Board & Raspberry Pi**
Date	**5th March 2023**
No. of Participants	**62**
Objectives/Goals	**To understand the topics precisely**
ICT Used	**SlideShare https://www.slideshare.net › hafeezi Introduction to Arduino & Raspberry Pi | PPT**

Appropriate Method/Instructional materials/Exam Questions

Students are presented Power Point Presentation on that Particular Topic. Student take 10 minutes for their PPT through slides. Students are randomly pick the subtopics in given Content. In the class room Power point presentation is conducted for the students.

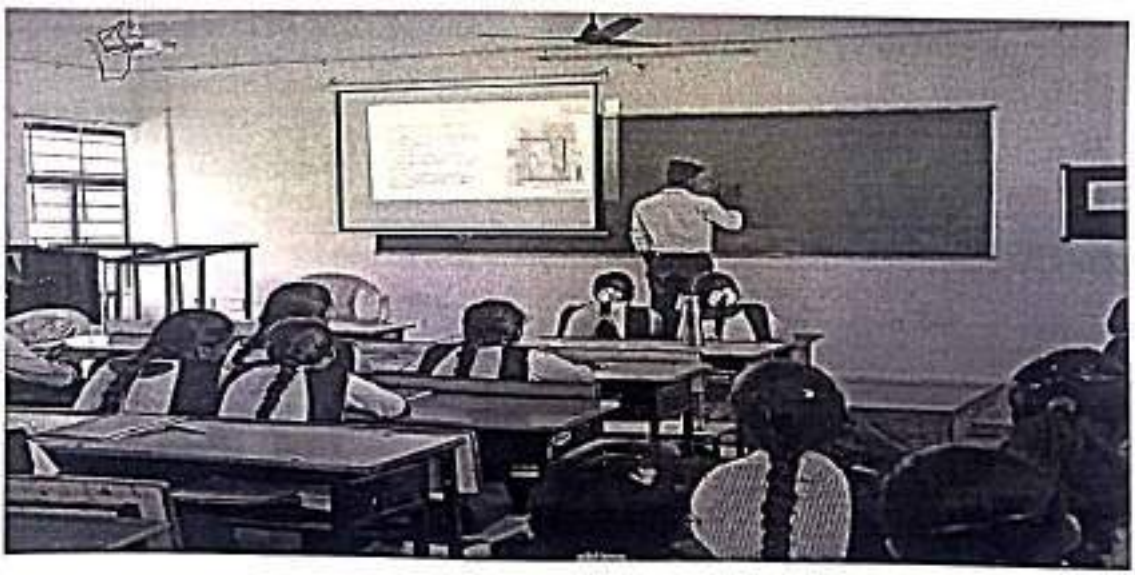
The entire class students are grouped as 10 Teams. Each team has set 15 slides. The team lead chosen a slides to decide which slide have to present.

As per the selection of the topic, that topic is shared to the team and presentation is conducted. In this discussion, key questions to be examined are:

1. How well the students understood the topics taught in the class?
2. Whether they are indulge in experiential learning by practicing the commands?
3. Are they able to answer all questions within the given time?
4. Are they able to frame the ppt slides with ambiguous options?

Relevant PO's:	**PO:1,2,3and 9**
Significance of Results/Outcomes	Students able to know the importance of experiential learning and understanding the IOT design Concepts and Technologies and IOT Services and Platforms
Reflective Critique	The main goal of this ppt is to know how well students will be able to design the pcbs & explore the commands and apply the knowledge effectively.

Proofs(Photographs/Videos/Reports/Slides/Models)



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GEETHANJALI INSTITUTE OF SCIENCE AND TECHNOLOGY
DEARTMENTOFCOMPUTERSCIENCE&ENGINEERING
TEACHING AND LEARNING
PEDAGOGYREPORT

AcademicYear	2022-2023
Name of the Faculty	Mrs.R.Poojitha
Course Name/Code	Internet of Things/ 20A05603T
Semester/Section	III-II CSE-A
Activity Name	Participatory Learning-Poster Presentation
Topic Covered	Design of Arduino Board & Raspberry Pi
Date	12th April 2023
No. of Participants	62
Objectives/Goals	To understand the topics precisely
ICTUsed	https://www.slideshare.net

Appropriate Method/Instructional materials/Exam Questions

Students are presented Posters on that Particular Topic. Student take 10 minutes for their Poster through their content. Students are randomly pick the subtopics in given Content. In the class room posters is conducted for the students.

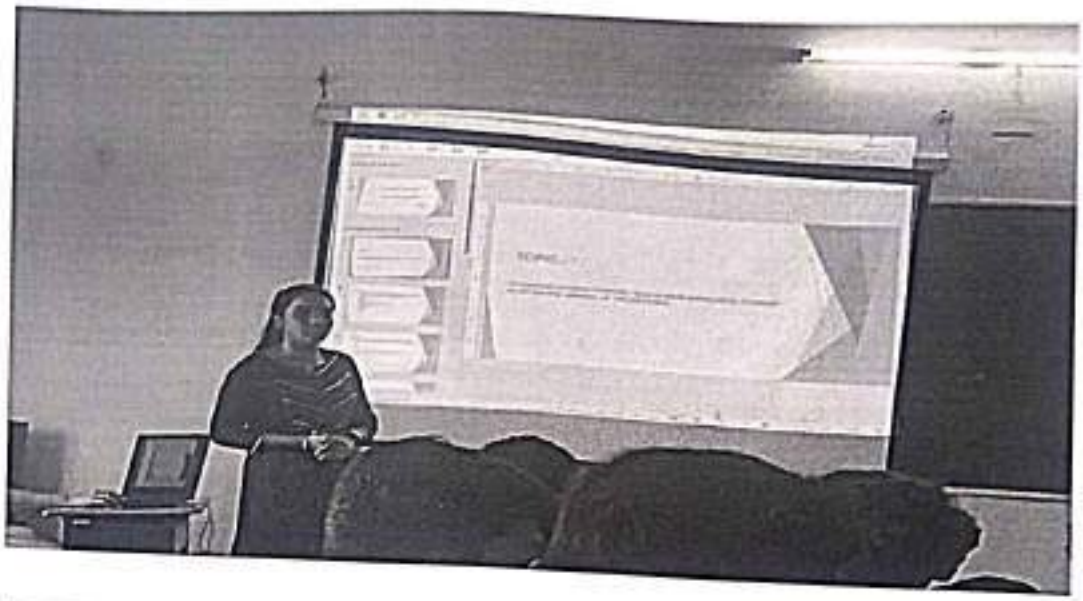
The entire class students are grouped as 10 Teams. Each team has set 5 poster images &Slides. the team lead chosen a posters to decide which poster have to present.

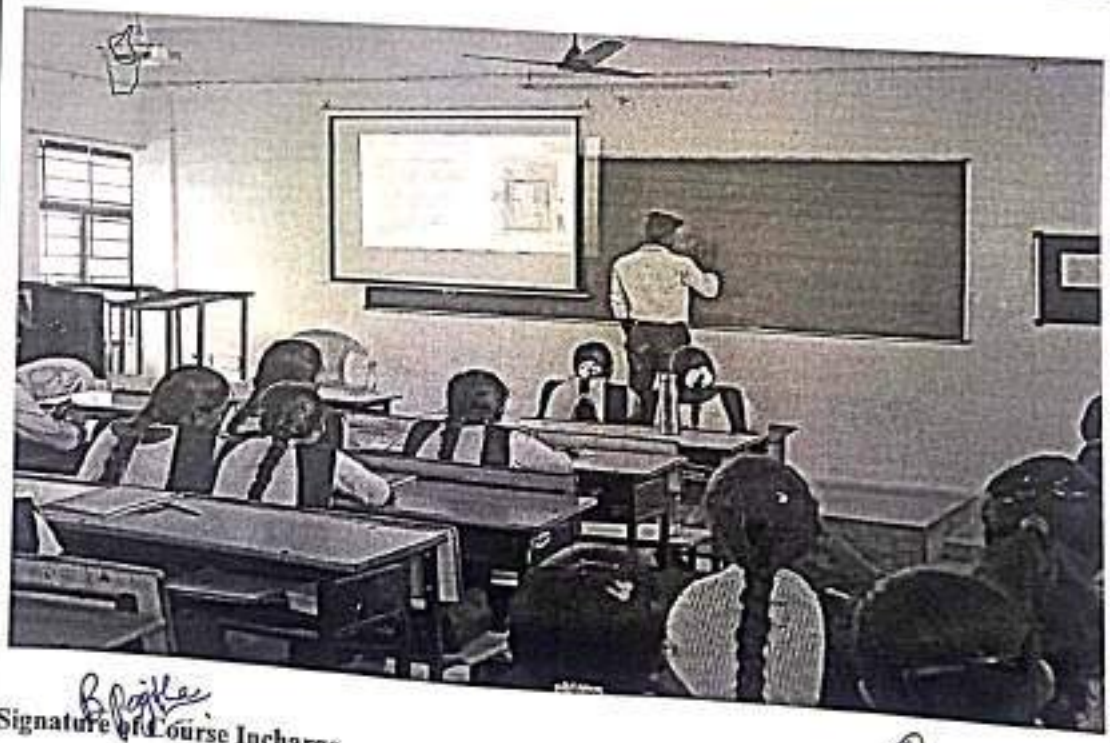
As per the selection of the topic, that topic is shared to the team and Posters is conducted.
In this discussion, key questions to be examined are:

1. How well the students understood the topics taught in the class?
2. Whether they are indulge in experiential learning by practicing the commands?
3. Are they able to answer all questions within the given time?
4. Are they able to frame the posters with ambiguous options?

RelevantPO's:	**PO:1,2,3and 9**
SignificanceofResults/Outcomes	Students able to know the importance of experiential learning and understanding the IOT design Concepts and Technologies and IOT Services and Platforms
ReflectiveCritique	The main goal of this Poster is to know how well students will be able to design the pcbs & explore the commands and apply the knowledge effectively.

Proofs (Photographs/Videos/Reports/Poster/Models)





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GEETHANJALI INSTITUTE OF SCIENCE & TECHNOLOGY::NELLORE

Department of Computer Science and Engineering

LESSON PLAN

Name of the Subject	INTERNET OF THINGS	Class	III B.TECH II SEM (CSE A)
Faculty Name	Mrs.B.POOJITHA	AY	2022-23
Regulation	R20	Batch	2020-2024

Note:Lesson plan: 1. Number of hours to be planned must be 48 to 52 (16 weeks * 3 hours) hours

S.NO	Topic	Teaching Methodology	References	CO's	PO's & PSO's Mapped
	UNIT – I Overview of IOT				
1	The Internet of Things: An Overview	Chalk/Duster	T1,T2	CO1	PO1 PO2
2	The Flavour of the Internet of Things	Chalk/Duster	T1,T2	CO1	PO1 PO2
3	The Technology of the Internet of Things	Chalk/Duster	T1,T2	CO1	PO1 PO3
4	Enchanted Objects(Sensors,Actuators&Controllers)	Participatory learning-Poster Presentation	T1,T2	CO1	PO1 PO2 PO3 PSO1
5	Who is Making the Internet of Things?	Chalk/Duster	T1,T2	CO1	PO1 PO2 PO3 PSO1
6	Design Principles for Connected Devices:	Chalk/Duster	T1,T2	CO1	PO1 PO2
7	Calm and Ambient Technology	Problem Solvi	T1,T2	CO1	PO1 PO2 PO3 PSO1
8	Don't share more than you need to provide the service	Chalk/Duster	T1,T2	CO1	PO1 PO2
9	Web Thinking for Connected Devices	Chalk/Duster	T1,T2	CO1	PO1 PO2 PO3 PSO1
10	Prototyping: Sketching	Chalk/Duster	T1,T2	CO1	PO1 PO2
11	Costs Vs Ease of Prototyping,	Chalk/Duster	T1,T2	CO1	PO1 PO2
12	Prototypes and Production	Chalk/Duster	T1,T2	CO1	PO1 PO2
13	Open source Vs Close source	Chalk/Duster	T1,T2	CO1	PO1 PO2
	UNIT – II -Embedded Devices				
14	Embedded Devices : Electronics	Chalk/Duster	T1, T2	CO2	PO1 PO2 PSO1
15	Interfacing with Sensors and Other Circuitry	Chalk/Duster	T1,T2,R3	CO2	PO1 PO2
16	Integrated Development Environment	Chalk/Duster	T1,T2	CO2	PO1 PO2 PO3
17	The code needs to provide only two routines:	Chalk/Duster	T1,T2,R2	CO2	PO1 PO2 PO3 PSO1
18	Wiring: Sketching in Hardware	Chalk/Duster	T1, T2	CO2	PO1 PO2 PO3
19	Android Development Kit	Technical Talk	T1,T2	CO2	PO1 PO2 PO3
20	Communication in the IoT	Chalk/Duster	T1,T2	CO2	PO1 PO2 PO3
21	Internet Communications: An Overview	Chalk/Duster	T1,T2	CO2	PO1 PO2 PO4 PSO1
22	IP Addresses	Chalk/Duster	T1,T2	CO2	PO1 PO2 PO3 PSO1
23	MAC Addresses	Chalk/Duster	T1, T2	CO2	PO1 PO2 PO3 PSO1
24	Application Layer Protocols	Chalk/Duster	T1, T2	CO2	PO1 PO2
25	Programming in IOT&Prototyping online components	Participatory learning-PPT	T1, T2	CO2	PO1 PO2 PO3 PO10 PSO1
26	Authorization and Session Management	Chalk/Duster	T1, T2	CO2	PO1 PO2 PO5 PSO1
	UNIT – III -Communications in the IOT				
27	Designing a Web Application for Humans	Chalk/Duster	T1, T2	CO3	PO2 PO3 PSO1
28	Implementations	Chalk/Duster	T1,T2,R4	CO3	PO2 PSO1
29	Interaction via HTML	PPT	T1,T2	CO3	PO2 PO3 PO10 PSO1
30	Real-Time Reactions	Chalk/Duster	T1,T2	CO3	PO2 PO3 PSO1
31	Long Polling (Unidirectional)	Chalk/Duster	T1,T2	CO3	PO2 PO3 PSO1
32	API Rate Limiting	Chalk/Duster	T1, T2,W	CO3	PO2 PO3 PSO1
33	Back-end Code	Chalk/Duster	T1,T2	CO3	PO2 PO3 PSO1
34	Oath for Authenticating with Other Services	Chalk/Duster	T1,T2	CO3	PO2 PO3
35	Scaling up software	Problem Solvi	T1,T2	CO3	PO2 PO10 PSO1

GEETHANJALI INSTITUTE OF SCIENCE & TECHNOLOGY::NELLORE

Department of Computer Science and Engineering

LESSON PLAN

Name of the Subject	INTERNET OF THINGS	**Class**	III B.TECH II SEM (CSE A)
Faculty Name	Mrs.B.POOJITHA	**AY**	2022-23
Regulation	R20	**Batch**	2020-2024

36	The business model canvas	Problem Solvi	T1, T2	CO3	PO2 PSO1
37	Manufacturing: What are you producing	Chalk Duster	T1,T2	CO3	PO2 PO3
38	Designing kits	Tutorial	T1,T2	CO3	PO2 PO10 PSO1
39	Drawbacks	Chalk Duster	T1,T2,W1	CO3	PO2
	UNIT – IV -Business models				
40	Funding an Internet of Things startup	Chalk Duster	T1,T2	CO4	PO2 PSO1
41	The Design process : The Schematic	Chalk Duster	T1, T2	CO4	PO2 PO3 PSO1
42	Manufacturing printed circuit boards	Chalk Duster	T1,T2	CO4	PO2 PO3 PSO1
43	Mass-producing the case and other fixtures	Chalk Duster	T1, T2,	CO4	PO1 PO2 PO3 PSO1
44	Lean startups	RolePlay+ Seminar	T1, T2	CO4	PO1 PO2 PO3 PSO1
45	The business model canvas	Chalk Duster	T1,T2	CO4	PO1 PO2 PO3 PSO1
46	Government Funding	Chalk Duster	T1,T2,W1	CO4	PO2 PO3 PO10 PSO1
47	Certifications	Chalk Duster	T1,T2	CO4	PO2 PO3 PO9 PO10 PSO1
48	Costs Vs Ease of Prototyping,	Chalk Duster	T1,T2	CO4	PO2 PO3
	UNIT – V -Manufacturing process				
49	Case Study: BERG's Little Printer	Chalk Duster	T1,T2	CO5	PO2 PSO1
50	Correctness and Maintainability	Chalk Duster	T1, T2	CO5	PO2 PO3 PSO1
51	Ethics. Characterizing the Internet of Things	Chalk Duster	T1, T2	CO5	PO1 PO2 PSO1
52	Privacy terms	Chalk Duster	T1, T2	CO5	PO2 PSO1
53	Control issues	Chalk Duster	T1,T2	CO5	PO1 PO2 PO3 PSO1
54	Environment and solutions	Chalk Duster	T1,T2	CO5	PO1 PO2 PO3 PSO1
55	Manufacturing: What are you producing	Youtube	T1,T2	CO5	PO1 PO2 PO3 PSO1
56	Subscriptions	Youtube	T1,T2	CO6	PO1 PO2 PSO1
57	Customizations	Seminar	T1, T2	CO6	PO1 PO2 PSO1

Text Book(s):

T1	Adrain McEwen	Designing of the IOT
T2	Hakim Cassimally	Pattern of IOT

Reference Book(s):

R1	Arshdeep Bahga	Internet of Things
R2	Vijay madisetti	hands-on Appraoch
R3	pethuru raj	Enabling New technologies
R4	Anupama C Raman	Designing of the IOT

Web Reference(s):

W1	https://www.youtube.com/watch?v=RJzPa2A7yMg
W2	https://www.youtube.com/watch?v=RKtut7MFNwA

GEETHANJALI INSTITUTE OF SCIENCE & TECHNOLOGY::NELLORE

Department of Computer Science and Engineering

LESSON PLAN

Name of the Subject	INTERNET OF THINGS	**Class**	III B.TECH II SEM (CSE A)
Faculty Name	Mrs.B.POORNIMA	**AY**	2022-23
Regulation	R20	**Batch**	2020-2024

Course Instructor

GEETHANJALI INSTITUTE OF SCIENCE & TECHNOLOGY
DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING

TEACHING AND LEARNING

PEDAGOGY REPORT

Academic Year	2022-2023
Name of the Faculty	Dr. P BABU
Course Name/Code	SOFTWARE TESTING/20A05603T
Semester/Section	III-II/CSE
Activity Name	Participatory Learning-PPT
Topic Covered	Domains and Interfaces Testing
Date	27th Dec 2022
No.of Participants	66
Objectives/Goals	To improve the student self-learning and communication skills of the students.
ICT Used	LCD

Appropriate Method/Instructional materials/Exam Questions

- Initially lecture was delivered on software testing
- In later classes topic assigned to students to express their opinion on various topics of testing

Domain Testing Strategy

We know that every domain has a boundary from which it has been defined and points near the boundaries are checked during tests. A testing process every time begins with a question. The domain testing strategy is an experiment by a QA specialist to find the solutions to these answers:

- What domain should be tested?
- How to group values into classes?
- What value should I test?
- How am I going to get the results?

A real-life example of Domain testing

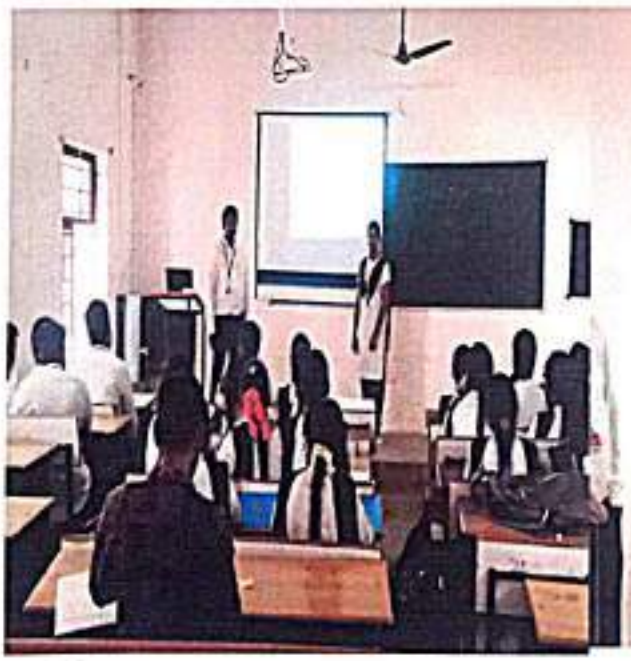
Let there be a group of students on a study tour. For entertainment purposes, they have been given a ticket to perform a specific activity based on gender and age inputs. Here the entertainment facility acts as the test, age groups will be boundary values with numerous possible scenarios. Students perform activities in the following manner:

- Children less than 5 years old are to tell a poem
- Boys 5>=10 are to draw
- Girls 5>=10 are to sing a song
- Boys >10 are to compete in a sport
- Girls >10 are to participate in the quiz
- The remaining children >15 are to participate in an essay competition

Relevant PO's:	**PO:1,2,3,9&10**
Significance of Results/Outcomes	Students able to understand the concept Domains and Interfaces Testing.

Reflective Critique	With the PPT Question the main goal is to understand the concept of Domains and Interfaces Testing.

Proofs (Photographs/Videos/Reports/Charts/Models)



Course Incharge

HOD

GEETHANJALI INSTITUTE OF SCIENCE & TECHNOLOGY
DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING

TEACHING AND LEARNING

PEDAGOGY REPORT

Academic Year	**2022-2023**
Name of the Faculty	**Dr. P.BABU**
Course Name/Code	**SOFTWARE TESTING/20A05603T**
Semester/Section	**III-II/CSE**
Activity Name	Participatory Learning-Case Study
Topic Covered	**Health Care System**
Date	**02Th Nov 2022**
No.of Participants	**64**
Objectives/Goals	**To improve the student self-learning and communication skills of the students.**
ICT Used	**Class Room**

Appropriate Method/Instructional materials/Exam Questions

- Briefly discussed on examples of software testing case studies
- In later classes topic assigned to students to express their opinion on various topics of software testing case studies

Software testing case study:

HealthCare Domain Testing is the process of testing software applications that are related to the healthcare industry. This can include anything from electronic health records (EHR) to hospital administration systems. There are a variety of standards and regulations that must be met for the software to be used in the healthcare industry, so it is important to have a comprehensive testing strategy in place.

The following topics of healthcare domain testing will be discussed here:

- What is HealthCare Domain Testing?
- What is the Healthcare Domain?
- Business Process in HealthCare System.
- Sample Test Cases.
- Test Cases for Providers System.
- Test Cases for Member System.
- Test Cases for Broker System.
- Test Cases for Claims System.
- Test Cases for Finance System.
- Testing Regulatory Compliance.

Healthcare Management System:

Objective: To test the functionality, reliability, and security of a healthcare management system that

includes patient records, appointment scheduling, and billing.

Challenges: Ensuring the system complies with healthcare regulations (e.g., HIPAA), handling a large volume of patient data, and testing real-time features such as appointment scheduling.

Testing Approaches: Unit testing for individual components, integration testing for system modules, security testing for data protection, and performance testing for handling a large number of simultaneous users.

Relevant PO's:	**PO:1,2,3,9&10**
Significance of Results/Outcomes	Students able to understand the concept of software testing with case studies
Reflective Critique	With the Case Study Question the main goal is to understand the concept of software testing

Proofs (Photographs/Videos/Reports/Charts/Models)

Course Incharge

HOD

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DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING

TEACHING AND LEARNING

PEDAGOGY REPORT

Academic Year	**2022-2023**
Name of the Faculty	**Dr. P.BABU**
Course Name/Code	**SOFTWARE TESTING/20A05603T**
Semester/Section	**III-II/CSE-A**
Activity Name	**Participatory Learning-Case Study**
Topic Covered	**Health Care System**
Date	**02thNov 2022**
No.of Participants	**64**
Objectives/Goals	**To improve the student self-learning and communication skills of the students.**
ICT Used	**Poster/PPTs/Chalk and Talk**

Appropriate Method/Instructional materials/Exam Questions

- Briefly discussed on examples of software testing case studies
- In later classes topic assigned to students to express their opinion on various topics of software testing case studies

Software testing case study:

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2. What is the Healthcare Domain?
3. Business Process in HealthCare System.
4. Sample Test Cases.
5. Test Cases for Providers System.
6. Test Cases for Member System.
7. Test Cases for Broker System.
8. Test Cases for Claims System.
9. Test Cases for Finance System.
10. Testing Regulatory Compliance.

Healthcare Management System:

Objective: To test the functionality, reliability, and security of a healthcare management system that includes patient records, appointment scheduling, and billing.

Challenges: Ensuring the system complies with healthcare regulations (e.g., HIPAA), handling a large volume of patient data, and testing real-time features such as appointment scheduling.

Testing Approaches: Unit testing for individual components, integration testing for system modules, security testing for data protection, and performance testing for handling a large number of simultaneous users.

Relevant PO's:	**PO:1,2,3,9&10**
Significance of Results/Outcomes	Students able to understand the concept of software testing with case studies
Reflective Critique	With the Case Study Question the main goal is to understand the concept of software testing

Proofs (Photographs/Videos/Reports/Charts/Models)

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GEETHANJALI INSTITUTE OF SCIENCE & TECHNOLOGY
DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING
TEACHING AND LEARNING

PEDAGOGY REPORT

AcademicYear	**2022-23**
NameoftheFaculty	**P.Vijaya Bhaskar Reddy**
CourseName/Code	**Database Management Systems /20A05401T**
Year/Semester	**II B.Tech- II Sem**
ActivityName	**Participatory Learning-PPT**
Previous Knowledge	**SQL**
TopicCovered	**Triggers, Cursors in PL/SQL**
Date	**22nd March 2023**
No.ofParticipants	**63**
Objectives/Goals	**Tounderstandthetopicthrough selflearning**
ICT, Used Material	**LCD, Board**

AppropriateMethod/Instructionalmaterials/ExamQuestions

The Students of class provided with the following problems which they discussed &s olved in classroom. Theq uestions to be answered by them were as follows:

- Introduction to Pl/SQL
- PL/SQL Structure
- Advantages of PL/SQL
- Blocks of PL/SQL
- Discuss about Triggers, Cursors

In this activity,key questions with different PL/SQL Queries with various problems are solved.

RelevantPO's:	**PO:1,2,3and9**
SignificanceofResults/Outcomes	Students able to understand the queries andproblemsolvingsteps andtheimportanceof PL/SQL in Database .
ReflectiveCritique	The activity Provided a platform for students to interact and to improve their communication skills, to work in a group.

Proofs(Photographs/Videos/Reports/Charts/Models)

Photograph of PPT on Pl/SQL Queries/ Triggers & Cursors

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TEACHING AND LEARNING

PEDAGOGY REPORT

AcademicYear	**2022-2023**
NameoftheFaculty	**P.Vijaya Bhaskar Reddy**
CourseName/Code	**Database Management Systems /20A05401T**
Semester/Section	**II-II/CSE A**
ActivityName	**Role Play-Quiz**
TopicCovered	**Fundamentals of DBMS, File Systems, ER-Model**
Date	**29th March 2023**
No.ofParticipants	**56**
Objectives/Goals	**To understand the topics precisely**
Class room Quiz Online/Offline	**Off line Class Room Quiz**

AppropriateMethod/Instructionalmaterials/ExamQuestions

In the class room quiz isconducted for the students. The entire class students are grouped as 4 Teams. Each team has set 14 members with 7 questions.

In this Quiz totally asked answer 28 quiz questions with multiple choice options.
The quiz is conducted for45 minutes.

The team lead chosen a chit to decide which Quiz they have to answer. As per the selection the Objective type quiz questions is asked to the team and quiz is conducted.

In this discussion, key questions to be examined are

1. How well the students understood the topics taught in the class?
2. Whether they are including in experiential learning by practicing the commands?
3. Are they able to answer all questions within the given time?
4. Are they able to frame multiple choice questions with ambiguous options?

RelevantPO's:	**PO:1,2,3 and 9**
SignificanceofResults/Outcomes	Students able to know the importance of experiential learning and understanding the Database Concepts and Differences of File Vs. DB Systems , ER-Model.
ReflectiveCritique	The main goal of this quiz is to know how well students will be able to question&answer, explore the commands and apply the knowledge effectively.

Proofs(Photographs/Videos/Reports/Charts/Models)

Fig. Photograph of quiz conducted in the class room

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PEDAGOGY REPORT

AcademicYear	2022-23
NameoftheFaculty	P.Vijaya Bhaskar Reddy
CourseName/Code	Database Management Systems /20A05401T
Semester/Section	II B.Tech / II Sem CSE-B
Activity Name	Participatory Learning-Seminar
Topics Covered	SQL-TCL,DCL Commands
Date	05th Jun 2023
No.ofParticipants	62
Objectives/Goals	To understand the topics through self learning
ICT Used	LCD

AppropriateMethod/Instructionalmaterials/ExamQuestions

The Students of class provided with the following problems which they discussed & solved in classroom. The questions to be answered by themwere as follows:

- What is SQL? Explain the advantages of SQL?
- Create a database with SQL Queries?
- How to alter the database tables ?
- How to commit data in the database after successful transaction?
- How to give permissions to one user to other user ?

Inthisactivity,keyquestionswithdifferentSQL Queriesi e DDL, TCL, DQL,with various problems are solved

RelevantPO's:	PO:1,2,3and9,10
SignificanceofResults/Outcomes	Students able to understand the SQL queries andproblemsolvingsteps andtheimportanceof SQL in Database
ReflectiveCritique	ThemaingoalofthisSeminarishow well students will be able to develop Communication skills &how to elaborate their Knowledge on the given topic.

Proofs(Photographs/Videos/Reports/Charts/Models)

Photograph of Problem Solvingon Logical Databases,Sql Queries Classroom Number 205

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TEACHING AND LEARNING

PEDAGOGY REPORT

AcademicYear	**2022-23**
NameoftheFaculty	**P.Vijaya Bhaskar Reddy**
CourseName/Code	**Database Management Systems /20A05401T**
Semester/Section	**II-II /CSE-A**
ActivityName	**Problem Solving**
TopicCovered	**SQL –DDL,DML Commands**
Date	**12th June 2023**
No.ofParticipants	**56**
Objectives/Goals	**Tounderstandthetopicthrough selflearning**
ICTUsed	**LCD**

AppropriateMethod/Instructionalmaterials/ExamQuestions

The Students ofclass provided with the following problems which they discussed & solved in classroom. The problems to besolved by them were as follows:

- How the DDL Commands are use in the transactions in real time?
- How to commit data in the database after successful transaction?
- How to alter existed data in the database?
- How to give permissions to one user to other user ?

In this activity,key questions with different SQL Queries i.e.DML, DDL commands with various problems are solved.

RelevantPO's:	**PO:1,2,3and9**
SignificanceofResults/Outcomes	Students able to understand the queries andproblemsolvingsteps andtheimportanceof SQL in Database .
ReflectiveCritique	Themaingoalofthisproblemsolving methodishow well students will be able to how to analyze and improve problemsolvingskills.

Proofs(Photographs/Videos/Reports/Charts/Models)

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TEACHING AND LEARNING
PEDAGOGY REPORT

Academic Year	**2022-2023**
Name of the Faculty	**Ms.V.Bharathi**
Course Name/Code	**SOFTWARE ENGINEERING/20A05403T**
Semester/Section	**II-II/CSE**
Activity Name	**Participatory Learning -Poster Presentation**
Topic Covered	**Waterfall model**
Date	**27th Feb 2023**
No.of Participants	**70**
Objectives/Goals	• To Improve the self-learning and Presentation skills of students. • To Improve the Communication skills of students.
ICT Used	**Posters**
Appropriate Method/Instructional materials/Exam Questions • Initially delivered lectures on waterfall model. • Later students were formed into groups, assigned with a topic, asked to prepare A3 size Poster, and give oral presentation. • Students are given with additional Information/Sources from which they can prepare.	
Relevant PO's:	**PO: 1,2,3and9,10,12**
Significance of Results/Outcomes	Students tried to explore the importance of waterfall model.
Reflective Critique	• The activity improved the self-learning of students. • The activity provided a platform for students to interact with peers, improve their communication skills and work as Individuals and as team.

Proofs(Photographs/Video/Charts/Reports/Models

Fig: Photo graph of poster on waterfall model in software engineering, activity in class room SB 202 by the students

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TEACHING AND LEARNING

PEDAGOGY REPORT

Academic Year	**2022-2023**
Name of the Faculty	**Ms.V.Bharathi**
Course Name/Code	**SOFTWARE ENGINEERING/20A05403T**
Semester/Section	**II-II/CSE-B**
Activity Name	**Problem solving-Case based Learning**
Topic Covered	**Data-Driven Approaches to User Interface Design**
Date	**08 Apr 2023**
No.of Participants	**66**
Objectives/Goals	**To Understand the topics in Example Networks**
ICT Used	**Classroom**

Appropriate Method/Instructional materials/Exam Questions

The Students were provided with the following Case Study which they had solve and present

The most common reason for software product failure is misunderstanding user needs. Analysing and validating user needs before developing a product can allow to prevent such failures. Here product design through prototyping, customer validation, and usability testing are analyzed.

There are two ways to collect data about users' experience of dealing with the product:

Active - a development team collects subjective user feedback via interviews, surveys or research, involving user interaction.

Passive - data is received automatically through software tools. It helps to collect userproduct interaction events and various user properties.

various techniques can be used to perform testing in direct or indirect communication with the customer, such as: (i) Click-Stream Analysis (ii) Usability Testing (iii) A/B Testing

In this case study, key questions to be examined as what are the various software project failures and after successful completion of the the case study the following questions should be answered:

What are various software project failures ?

What are the ways to collect data about users?

What are various techniques can be used to perform testing in direct or indirect communication with the customer?

Relevant PO's:	**PO:1,2,3and9**
Significance of Results/Outcomes	Students able to understand the various software project failures and also know the the ways to collect data about users.
Reflective Critique	With the Case Study Question the main goal is to understand the various approaches to User Interface Design.

Proofs (Photographs/Videos/Reports/Charts/Models)

Fig: Photo graph of Case study on Data-Driven Approaches to User Interface Design in software engineering, activity in class room SB 202 by the students

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PEDAGOGYREPORT

Academic Year	**2022-2023**
Name of the Faculty	**Ms.V.Bharathi**
Course Name/Code	**SOFTWARE ENGINEERING/20A05403T**
Semester/Section	**II-II/CSE-A**
Activity Name	**Participatory Learning-PPT**
Topic Covered	**Software Quality and Management**
Date	**5th Mar 2023**
No.of Participants	**66**
Objectives/Goals	• To Improve the Presentation skills of the students. • To Improve the communication skills of the students.
ICT Used	**PPTs**

Appropriate Method/Instructional materials/Exam Questions

- Topics given to students were covered earlier in class.
- Later groups of minimum four students were formed and assigned with a topic, and were informed to prepare PPTS and Present.

Software Functional Quality – It reflects how well it satisfies a given design, based on the functional requirements or specifications.

Software Structural Quality – It deals with the handling of non-functional requirements that support the delivery of the functional requirements, such as robustness or maintainability, and the degree to which the software was produced correctly.

Software Quality Assurance – Software Quality Assurance (SQA) is a set of activities to ensure the quality in software engineering processes that ultimately result in quality software products. The activities establish and evaluate the processes that produce products. It involves process-focused action.

Software Quality Control – Software Quality Control (SQC) is a set of activities to ensure the quality in software products. These activities focus on determining the defects in the actual products produced. It involves product-focused action.

Relevant PO's:	**PO:1,2,3and7,9,10,11**
Significance of Results/Outcomes	Students were able to analyze the various types of functional quality and structural quality aspects

Reflective Critique	• The activity improved their Presentation Skills • The activity Provided a platform for students to interact improve their communication skills, work in group

Proofs (Photographs/Videos/Reports/Charts/Models)

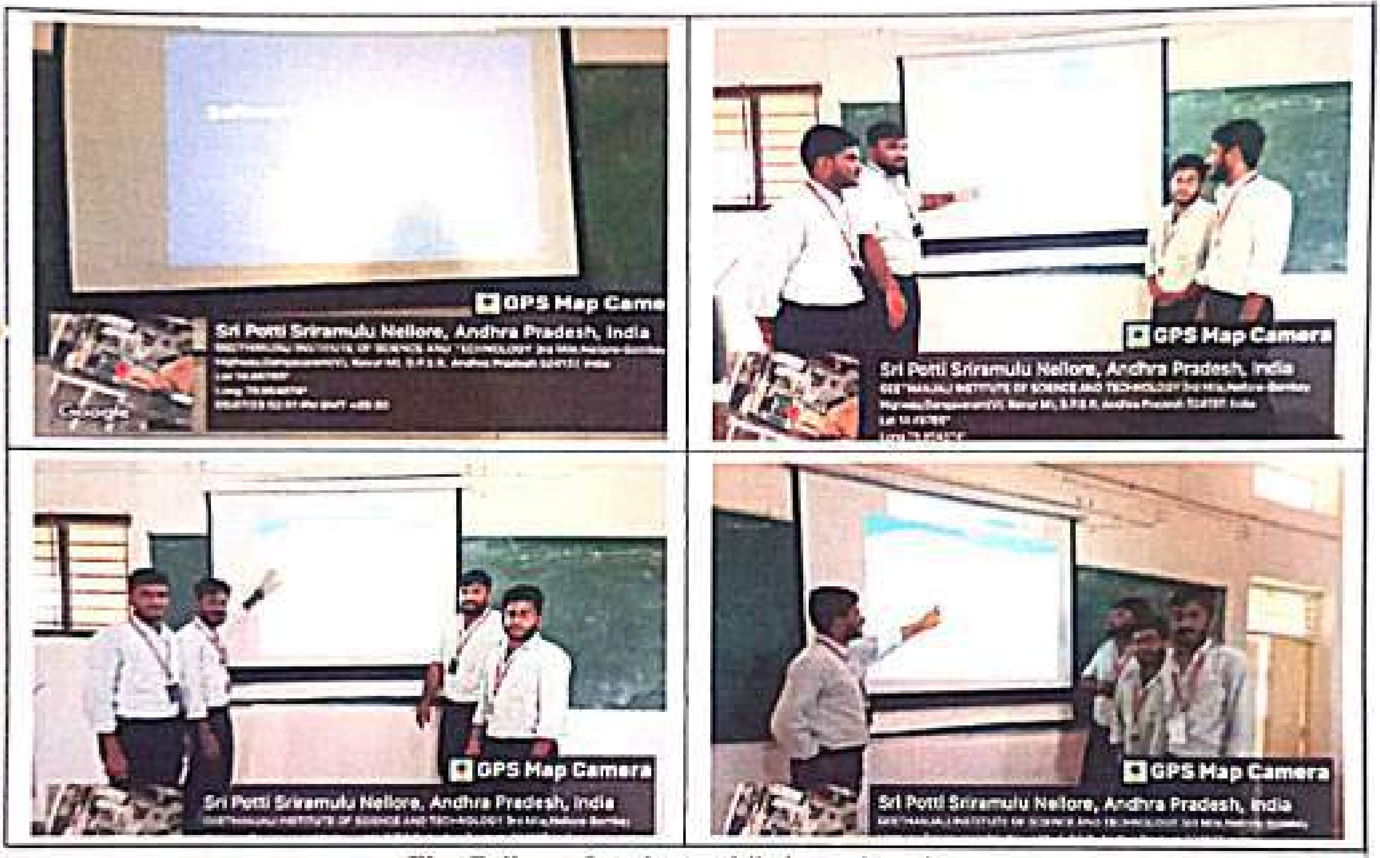

Fig: Gallery of students while in explanation

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PEDAGOGY REPORT

Academic Year	**2022-2023**
Name of the Faculty	**Ms.V.Bharathi**
Course Name/Code	**SOFTWARE ENGINEERING/20A05403T**
Semester/Section	**II-II/CSE-B**
Activity Name	**Role Play- Seminar**
Topic Covered	**Software Testing**
Date	**25th Jul y2023**
No.of Participants	**66**
Objectives/Goals	**To improve the self Learning and communication skills of the students.**
ICT Used	**PPTs/Chalk and Talk**

Appropriate Method/Instructional materials/Exam Questions

- Intitially lecture was delivered on testing
- In later classes topic assigned to students to express their opinion on various topics of testing

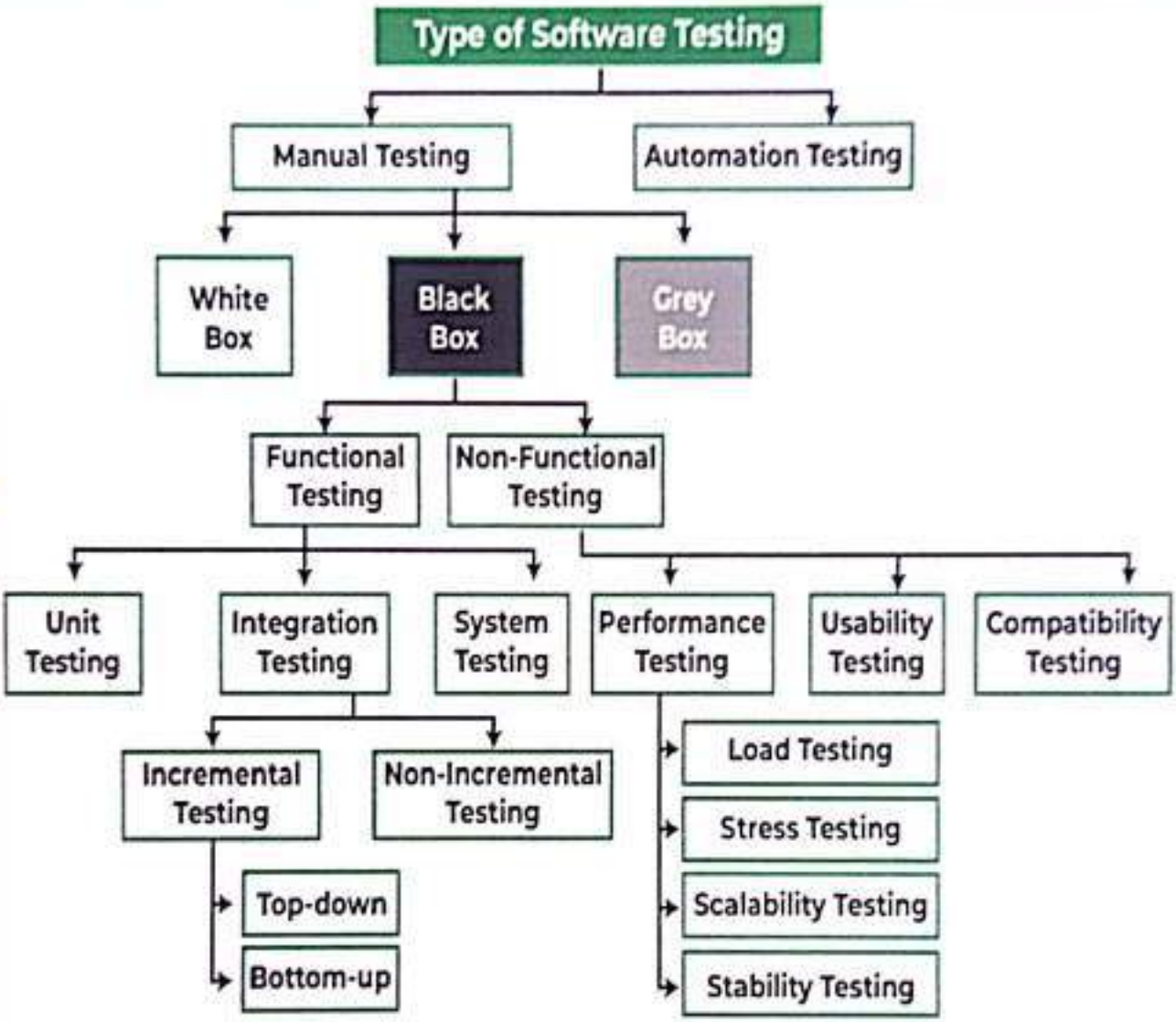
Software Testing is a method to assess the functionality of the software program. The process checks whether the actual software matches the expected requirements and ensures the software is bug-free. The **purpose of software testing** is to identify the errors, faults, or missing requirements in contrast to actual requirements. It mainly aims at measuring the specification, functionality, and performance of a software program or application.

Software testing can be divided into two steps:

Verification: It refers to the set of tasks that ensure that the software correctly implements a specific function. It means "Are we building the product right?".

Validation: It refers to a different set of tasks that ensure that the software that has been built is traceable to customer requirements. It means "Are we building the right product?".

Different Types Of Software Testing



Relevant PO's:	**PO:1,2,3and9,10**
Significance of Results/Outcomes	Students able to understand the concept of software testing , types of software testing
Reflective Critique	With the Case Study Question the main goal is to understand the concept of software testing

Proofs (Photographs/Videos/Reports/Charts/Models)

Fig: Photo graph of Seminar on SoftwareTesting in software engineering, activity in class room SB 202 by the students

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