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	Cloud Computing/ 19A05703a
Semester/Section	IV CSE
Activity Name	Participatory Learning -PPT
Topic Covered	Map Reduce App
Date	11-10-2022
No.of Participants	60
Objectives/Goals	• To Improve the Presentation skills of students. • To improve the communication skills of students.
ICT Used	LCD
Relevant PO's:	**PO:1,3,5and 9,10**
Significance of Results/Outcomes	Students were able to analyze the various applications of Map Reduce App and Map Reduce Architecture.
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)

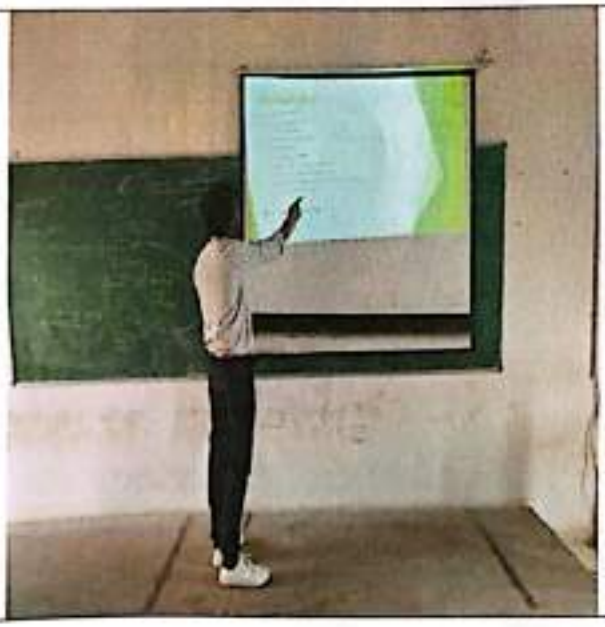

Fig. Photograph of Student PPT through LCD

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PEDAGOGY REPORT

AcademicYear	2022-2023
NameoftheFaculty	N.Siva Nagamani
CourseName/Code	Cloud Computing/ 19A05703a
Semester/Section	IVCSE
ActivityName	Participatory Learning-Seminar
Topic Covered	Google Cloud storage,Google Cloud SQL
Date	18-11-22
No.of Participants	64
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 lecturer on Google Cloud storage, Google Cloud SQL. • Later students were assigned with the topic to present for Google Cloud storage, Google Cloud SQL	
RelevantPO's:	**PO:1,3,5and 9,10**
Significance of Results/Outcomes	The students are able to analyze the given concept clearly about Google Cloud storage, Google Cloud SQL concepts.
Reflective Critique	The main goal of seminar is students able to learn and communicate in the class room. It provided a platform to enhance their knowledge and interact with others.

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

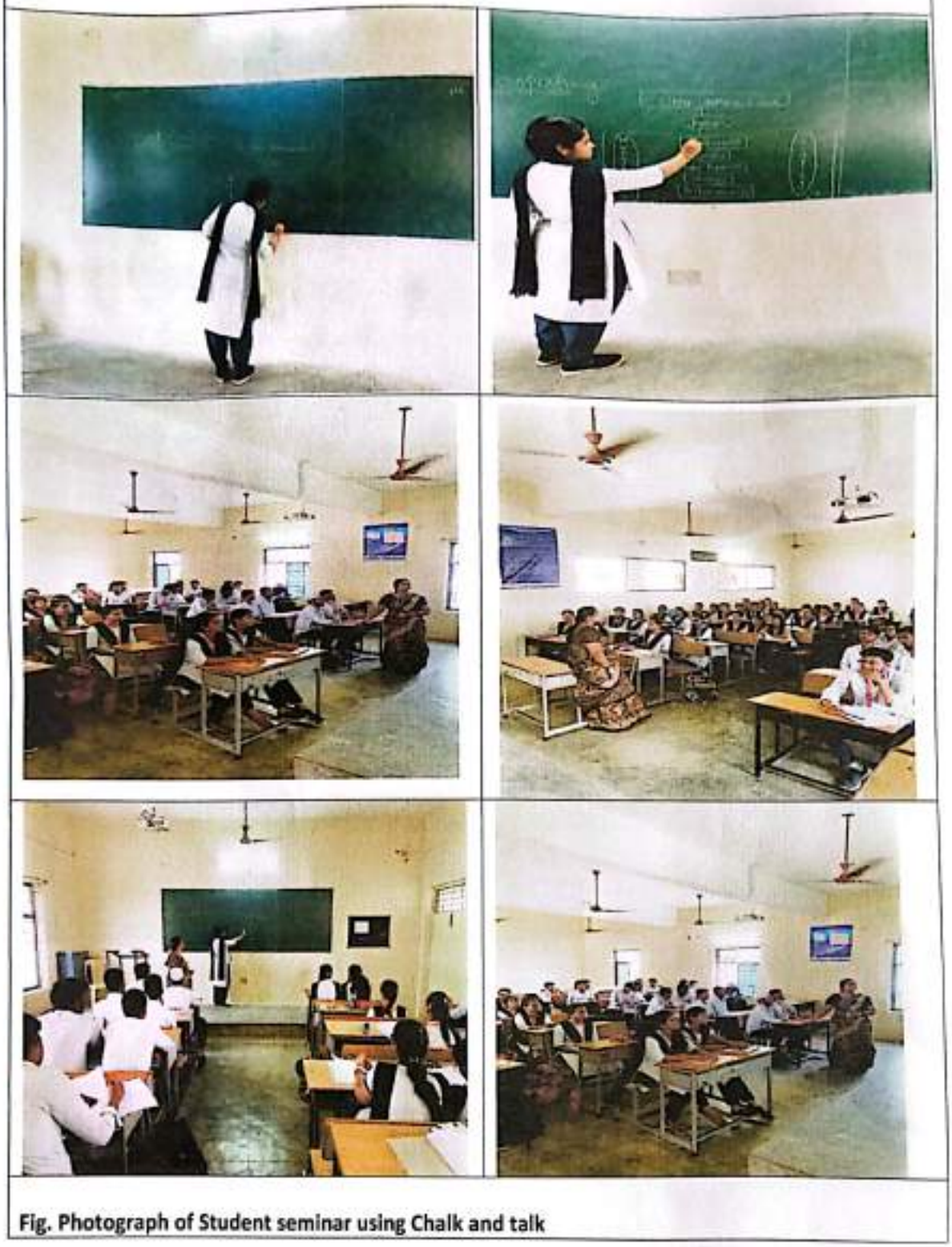

Fig. Photograph of Student seminar using Chalk and talk

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PEDAGOGY REPORT

AcademicYear	2022-2023
NameoftheFaculty	N.Siva Nagamani
CourseName/Code	Cloud Computing/ 19A05703a
Semester/Section	IV
ActivityName	Role Play-Quiz
TopicCovered	Cloud Services and Platforms
Date	28-10- 2022
No.ofParticipants	60- A section 64 -B section
Objectives/Goals	To understand the topics precisely
ICTUsed	Google form

Appropriate Method/Instructional materials/Exam Questions

Students are asked answer 10 quiz questions with multiple choice options. The quiz is conducted for 10 minutes. The Google forms are used to randomize the options. In the class room quiz is conducted for the students. The entire class students are grouped as 3 Teams. Each team has set 10
qns. The team lead chosen a chit to decide which Quiz they have to answer. As per the selection the
Google form link is shared 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 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 multiple choice questions with ambiguous options?

RelevantPO's:	**PO:1,3,5and 9**
Significance of Results/Outcomes	Students able to know the importance of experiential learning and understanding the Cloud Concepts and Technologies and Cloud Services and Platforms
Reflective Critique	The main goal of this quiz is to know how well Students will be able to set the qns, answer, explore the commands and apply the knowledge effectively.

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

Fig. Photograph of online quiz conducted through Google forms

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PEDAGOGYREPORT

Academic Year	2022-2023
Name of the Faculty	Dr.P.Babu
Course Name/Code	Internet of Things/19A05701T
Semester/Section	IV-I/CSEA
Activity Name	Participatory Learning-PPT
Topic Covered	Business Model Canvas
Date	5th Dec 2022
No. of Participants	64
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.

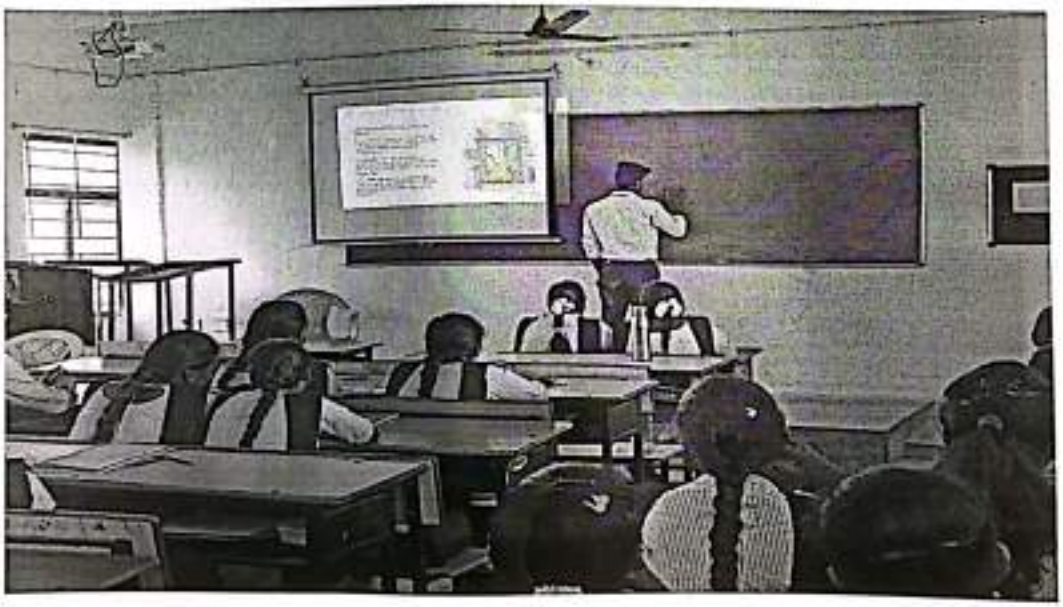
The entire class students are grouped as 10 Teams. Each team has set 15 slides. The team lead chosen a slides to decide which slide have to present.

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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PEDAGOGYREPORT

Academic Year	2022-2023
Name of the Faculty	Dr.P.Babu
Course Name/Code	Internet of Things/ 19A05701T
Semester/Section	IV-I/CSE-A
Activity Name	Participatory Learning-Seminar
Topic Covered	Design of Printed Circuit Boards
Date	16thNov 2022
No. of Participants	64
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 are presented Technical Seminar on that Particular Topic. Student take 10 minutes for their seminar presentation through posters. Students are randomly pick the subtopics in given Content. In the class room Seminar 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/Poster have to present.

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?
4. Are they able to frame the ppt slides/posters 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 seminar 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/Charts/Models)

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PEDAGOGYREPORT

AcademicYear	2022-2023
Name of the Faculty	Dr.P.Babu
Course Name/Code	Internet of Things/ 19A05701T
Semester/Section	IV-I/CSE-A
Activity Name	Participatory Learning-poster Presentation
Topic Covered	Design of Arduino Board & Raspberry Pi
Date	15th Dec 2022
No. of Participants	64
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.

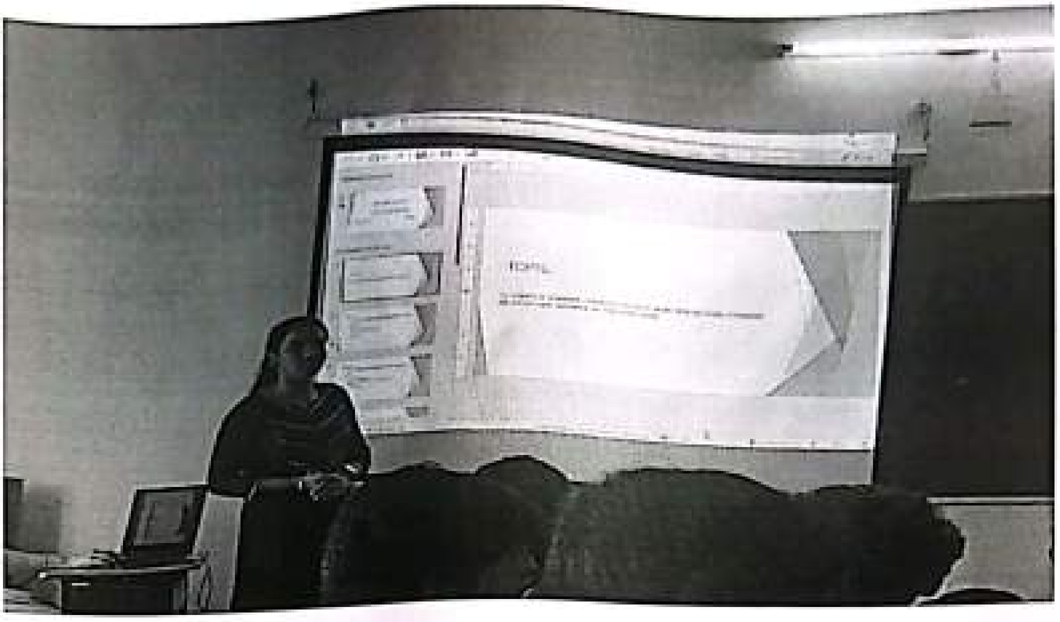
The entire class students are grouped as 10 Teams. Each team has set 5 poster images &Slides. the team lead chosen a posters to decide which poster have to present.

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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PEDAGOGYREPORT

AcademicYear	**2022-23**
NameoftheFaculty	**Dr.P.Nagendra Kumar**
CourseName/Code	**SOFTWARE TESTING/19A05702T**
Year/Semester	**IV-I/CSE**
ActivityName	**Problem solving-Classroom Exercise Problems**
Previous Knowledge	**Software Engineering**
TopicCovered	**Node reduction algorithm**
Date	**27th Oct 2022**
No.ofParticipants	**66**
Objectives/Goals	**To understand the topic through self learning**
ICT, Used Material	**LCD, Board**

AppropriateMethod/Instructionalmaterials/ExamQuestions

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

Discuss about the following:

- Paths, Path products and regular expression
- Path sums,loops,Rules
- Reduction procedure

In this activity, key questions are interpreting the control flow graph and identifying the path products ,path sums and path expressions in the node reduction algorithm

RelevantPO's:	**PO:1,2,3,9&10**
Significance of Results/Outcomes	The Presentation will show how a person can be excelling in Software testing program. Also the step by step procedure in node reduction algorithm
Reflective Critique	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)

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Academic Year	**2022-2023**
Name of the Faculty	**Dr.P.Nagendra kumar**
Course Name/Code	**SOFTWARE TESTING/19A05702T**
Semester/Section	**IV-I/CSE**
Activity Name	**Participatory learning -Case Study**
Topic Covered	**Types Of Software Testing**
Date	**04th Nov 2022**
No.of Participants	**66**
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:

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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Academic Year	2022-2023
Name of the Faculty	Dr.P.Nagendra Kumar
Course Name/Code	SOFTWARE TESTING/19A05702T
Semester/Section	IV-I/CSE
Activity Name	Role Play-Seminar
Topic Covered	Graph Matrices in Software 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	Chalk and Talk

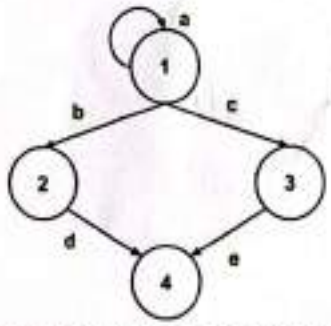
Appropriate Method/Instructional materials/Exam Questions

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

Graph Matrices in Software Testing

A graph matrix is a data structure that can assist in developing a tool for automation of path testing. Properties of graph matrices are fundamental for developing a test tool and hence graph matrices are very useful in understanding software testing concepts and theory.

Software testing can be divided into two steps:



The graph matrix formed is shown below :

	1	2	3	4
1	a	b	c	
2				d
3				e
4				

Relevant PO's:	**PO:1,2,3,9&10**
Significance of Results/Outcomes	Students able to understand the concept of Graph Matrices in Software Testing of software testing.
Reflective Critique	With the seminar the main goal is to understand the concept of graph matrices in software testing

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

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PEDAGOGY REPORT

AcademicYear	2022-2023
NameoftheFaculty	Mr. Sk Asiff
CourseName/Code	BIG DATA TECHNOLOGIES/20A05504c
Semester/Section	III-I CSEA
ActivityName	Participatory Learning-PPT
TopicCovered	Use of Big Data Preventing Fraudulent Activities
Date	22nd Sept 2022
No.ofParticipants	49
Objectives/Goals	Tounderstandthetopicthrough selflearning
ICTUsed	LCD

AppropriateMethod/Instructionalmaterials/ExamQuestions

The students of class provided with the following concepts which they presented and discussed classroom. The questions to be answered by them were as follows

- What is fraud? Where frauds are accrued?
- What are the financial frauds?
- How to Preventing Fraud Using Big Data Analytics?

In this activity, key questions with different conditions i.e. fraud, preventing fraud in various industries like insurance, healthcare etc.

Relevant PO's:	**PO:1,2,9and10**
Significance of Results/Outcomes	Students able to understand the fraud and preventing fraud in various industries.
Reflective Critique	The main goal of this PPT method is how well students will be able to convey a lot of information to a group of students and are created with instructional design principles to keep the audience engaged for a long period.

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

Fig. Photograph of PPT on Use of Big Data Preventing Fraudulent Activities in Class room Number SB-204 by students.

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PEDAGOGY REPORT

AcademicYear	2022-2023
NameoftheFaculty	Mr. Sk Asiff
CourseName/Code	BIG DATA TECHNOLOGIES/20A05504c
Semester/Section	III-I CSEA
ActivityName	Role Play-Seminar
TopicCovered	The Map Reduce Framework
Date	10th Nov 2022
No.ofParticipants	53
Objectives/Goals	Tounderstandthetopicthrough selflearning
ICTUsed	Chalk and Board

AppropriateMethod/Instructionalmaterials/ExamQuestions

The students of class provided with the following concepts which theyd elivered and discussedclassroom. The questions to be answered by them were as follows

- What is Mapreduce?
- What are the Features of MapReduce?
- How Mapreduce works?
- Draw Mapreduce architecture and Example?

Inthisactivity,key questions are mapper, reducer, combiner, shuffle and sort.

RelevantPO's:	**PO:1,2,5,9and10**
SignificanceofResults/Outcomes	Students able to understand how the mapreduce works in Hadoop to processing the big data.
ReflectiveCritique	The main goal of this Seminar method is how well students will be able to ✓ dialogue ✓ active engagement of students ✓ Enhancing students' skills and knowledge ✓ Improving communication skills ✓ Gaining expert knowledge

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

Fig. Photograph of Seminar on The Map Reduce Framework in Classroom Number SB-204 by students.

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PEDAGOGY REPORT

Academic Year	2022-2023
Name of the Faculty	Mr. Sk Asiff
Course Name /Code	BIG DATA TECHNOLOGIES/20A05504c
Semester/Section	III-I CSE B
Activity Name	PPT
Topic Covered	Use of Big Data Preventing Fraudulent Activities
Date	23rd Sept 2022
No. of Participants	55
Objectives/Goals	To understand the topic through self learning
ICT Used	LCD

Appropriate Method/Instructional materials/Exam Questions

The students of class provided with the following concepts which they presented and discussed class room. The questions to be answered by them were as follows

- What is fraud? Where frauds are accured?
- What are the financial frauds?
- How to Preventing Fraud Using Big Data Analytics?

In this activity, key questions with different conditions i.e. fraud, preventing fraud in various industries like insurance, healthcare etc.

Relevant PO's:	**PO: 1,2,9 and 10**
Significance of Results/Outcomes	Students able to understand the fraud and preventing fraud in various industries.
Reflective Critique	The main goal of this PPT method is how well students will be able to convey a lot of information to a group of students and are created with instructional design principles to keep the audience engaged for a long period.

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

Fig. Photograph of PPT on Use of Big Data Preventing Fraudulent Activities in Class room Number SB-205 by students.

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PEDAGOGY REPORT

Academic Year	**2022-2023**
Name of the Faculty	**U. Satyanarayana**
Course Name/Code	**Artificial Intelligence/20A05502T**
Semester/Section	**III-I CSE/A**
Activity Name	**Participatory Learning-PPT**
Topic Covered	**Natural Language Processing**
Date	**10th November 2022**
No. of Participants	**55**
Objectives/Goals	**To understand the topics through self learning**
ICT Used	**LCD**

Appropriate Method/Instructional materials/Exam Questions

Students are given some topics for power point presentation. The presentation was conducted for 20 minutes. After their presentation, the same topics were discussed by faculty with some real time examples.
The questions to be answered by them were as follows:

1. What is NLP?
2. What is Text classification?
3. How to retrieve the information?
4. What are the methods for Information Extraction?

Relevant PO's:	**PO:1,2,3and 10**
Significance of Results/Outcomes	Students able to understand the processing of Natural language given by the user.
Reflective Critique	The main goal of this PPT method is how well students will be able to convey a lot of information to a group of students and are created with instructional design principles to keep the audience engaged for a long period.

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

Fig. Photographs of PPT on Natural Language Processing in classroom SB-204

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PEDAGOGY REPORT

Academic Year	**2022-2023**
Name of the Faculty	**U. Satyanarayana**
Course Name/Code	**Artificial Intelligence/20A05502T**
Semester/Section	**III-I CSE/A**
Activity Name	**Participatory Learning-Case Study**
Topic Covered	**Image Analysis**
Date	**17th November 2022**
No. of Participants	**50**
Objectives/Goals	**To understand the topic through case study**
ICT Used	**LCD, Board and Chalk**

Appropriate Method/Instructional materials/Exam Questions

The Students were provided with the following Case Study which they solved and presented.

Image analysis involves processing an image into fundamental components to extract meaningful information. Image a alysis can include tasks such as finding sl apes, detecting edges, removing noise, counting objects, and calculating statistics for texture an alysis or image quality.
The content analysis of images is . ccomplished by two primary methods: image processing and pattern recognition. Image processing is a set of computational techniques for analyzing, enhancing, compressing, and recor structing images.

In this case study, key questions to be examined will be analyzing the image using artificial intelligence and perceptions , the following questions should be answered:

1. How to analyze the image using AI?
2. What are the methods for Image processing?

Relevant PO's:	**PO:1,2,3,9 and 10**
Significance of Results/Outcomes	Students able to understand how to analyze the image using AI and methods for processing.
Reflective Critique	The main goal of Case Study meth·od is how well students will be able to: Encouraging passionate dialogue Active engagement Enhancing students skills and knowledge Improving communication skills Gaining expertise knowledge

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

Fig. Photograph of Case Study on Image Analysis in classroom SB-204

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PEDAGOGY REPORT

Academic Year	**2022-2023**
Name of the Faculty	**U. Satyanarayana**
Course Name/Code	**Artificial Intelligence/20A05502T**
Semester/Section	**III-I CSE/A**
Activity Name	**Role Play- Seminar**
Topic Covered	**Reinforcement Learning**
Date	**6th November 2022**
No. of Participants	**58**
Objectives/Goals	**To understand the topics through self learning**
ICT Used	**Board and Chalk**

Appropriate Method/Instructional materials/Exam Questions

Students are given some topics for seminar. The seminar was conducted for 30 minutes. After their seminar, the same topics were discussed by faculty with some real time examples.
The questions to be answered by them were as follows:

1. What is Reinforcement Learning?
2. What are the types of RL?
3. What is Generalization in RL?

Relevant PO's:	**PO:1,2,3and 10**
Significance of Results/Outcomes	Students able to understand how the reinforcement learning learns the data from the executed data.
Reflective Critique	The main goal of this Seminar metl od is how well students will be able to: Encouraging passionate dialogue Active engagement Enhancing students skills and knowledge Improving communication skills Gaining expertise knowledge

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

Fig. Photograph of Seminar on Reinforcement Learning in classroom SB-204

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TEACHING AND LEARNING

PEDAGOGY REPORT

Academic Year	**2022-2023**
Name of the Faculty	**Ms.N.Divya Sruthi**
Course Name/Code	**COMPUTER NETWORKS/20A05501**
Semester/Section	**III-II/CSE**
Activity Name	Role Play-Seminar
Topic Covered	**The IPV 4 Protocol, IP Version 6**
Date	**25th NOV 2022**
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

- Initially delivered lecture on IPv4 and IPv6.
- Later topic is assigned to students to express their views on IPv4 and IPv6 Using Seminars.

IPv4

IPv4 address consists of two things that are the network address and the host address. It stands for **Internet Protocol version four.** It was introduced in 1981 by DARPA and was the first deployed version in 1982 for production on SATNET and on the ARPANET in January 1983.

IPv4 addresses are 32-bit integers that have to be expressed in Decimal Notation. It is represented by 4 numbers separated by dots in the range of 0-255, which have to be converted to 0 and 1, to be understood by Computers. For Example, An IPv4 Address can be written as **19.123.123.90.**

IPv4 Address Format

IPv4 Address Format is a 32-bit Address that comprises binary digits separated by a dot (.).

IPv6

IPv6 is based on IPv4 and stands for Internet Protocol version 6. It was first introduced in December 1995 by Internet Engineering Task Force. IP version 6 is the new version of Internet Protocol, which is way better than IP version 4 in terms of complexity and efficiency. IPv6 is written as a group of 8 hexadecimal numbers separated by colon (:). It can be written as 128 bits of 0s and 1s.

IPv6 Address Format

IPv6 Address Format is a 128-bit IP Address, which is written in a group of 8 hexadecimal numbers separated by colon (:).

Relevant PO's:	**PO:1,2,3and9,10**
Significance of Results/Outcomes	Students able to understand the computer networks and also know the IPv4 and IPv6.
Reflective Critique	With the Seminar Question the main goal of IPv4 and IPv6.

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

Fig. Photograph of Seminar on IPv4 and IPv6 in Class room Number SB:204 by students

Aruna Sree and Yashwanth.

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DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING

TEACHING AND LEARNING

PEDAGOGY REPORT

Academic Year	2022-2023
Name of the Faculty	Ms.N.Divya Sruthi
Course Name/Code	COMPUTER NETWORKS/20A05501
Semester/Section	III-II/CSE
Activity Name	Role Play-Case Presentation
Topic Covered	Types of Networks
Date	10th OCT 2022
No.of Participants	60
Objectives/Goals	To Understand the topics in Example Networks
ICT Used	LCD

Appropriate Method/Instructional materials/Exam Questions

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

Computer Networking is the practice of connecting computers together to enable communication and data exchange between them. In general, Computer Network is a collection of two or more computers. It helps users to comm nicate more easily. In this article, we are goi g to discuss the basics which everyone must know before going deep into Computer Networking.

There are several types of computer netv orks. Which network an organization uses dej ends on factors such as the number of devices, types of operating systems, transmission medium used, networl topology, the distance between each device and their geographic scale.

Some examples of computer networks are the following:

- LANs interconnect endpoints in a single domain. Examples of LANs include scl ools, hospitals and office buildings.
- WANs interconnect multiple LAI s and span larger geographical areas, such as big cities, states and countries.
- A MAN connects computer resources in a large geographic area, such as a city.
- SANs are specialized and dedicated networks that connect multiple high-perform nce data storage devices and resources. They provide built-in sc curity and block-level access. A SAN provides disaster recovery because it includes different storage d vices, such as disk drives, magnetic tapes and optical storage.

- A PAN is used by one person to connect multiple devices, such as printers and scanners.

In this case study, key questions to be examined will be examples of Networks. Of these success tpes, the following questions should be answered:

1. What is a Computer Network ?
2. What are the Types of Networks?

Relevant PO's:	**PO:1,2,3and9**
Significance of Results/Outcomes	Students able to understand the computer networks and also know the types of a networks.
Reflective Critique	With the Case Study Question the main goal of computer networks and examples of Networks.

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

Fig. Photograph of Case Study on Types of Networks in Computer networks , Activities in Class room number SB-205 by Students.

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PEDAGOGYREPORT

Academic Year	2022-2023
Name of the Faculty	Ms.N.Divya Sruthi
Course Name/Code	COMPUTER NETWORKS/20A05501
Semester/Section	III-[illegible]/CSE
Activity Name	Participatory Learning -PPT
Topic Covered	SLIDING WINDOW PROTOCOLS
Date	1[st]NOV 2022
No.of Participants	65
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 cov red earlier in class.
- Later groups of minimum four : tudents were formed and assigned with a topic, and were informed to prepare PPTS and Pre ent.

Sliding Window Protocols: Each link is then comprised of a ''forward'' channel (for data) and a ''reverse'' channel (for acknowledgemer ts). In both cases the capacity of the reverse channel is almost entirely wasted.

A One-Bit Sliding Window Protocol: Before tackling the general case, let us examine a sliding window protocol with a window size of 1. Such a protocol uses stop-and-wait since the sender transmits a frame and waits for its ackno· ledgement before sending the next one.

A Protocol Using Go-Back-N: Until now we have made the tacit assumption that the transmission time required for a frame to arrive at the receiver plus the transmission time for the : cknowledgement to come back is negligible.

A Protocol Using Selective Repeat: Tl e go-back-n protocol works well if errors are rare, but if the line is poor it wastes a lot of bandwidth on retransmitted frames. An alternative strategy, the selective repeat protocol, is to allow the receiver to accept and buffer the frames following a damaged or lost one.

Relevant PO's:	PO:1,2,3and9,10
Significance of Results/Outcomes	Students were able to analyze the various types of switched Local area Networks and its
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 PPT on Sliding Window Protocol in Class room Number SB:204 by students G.Poojitha and P.Mamatha.

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PEDAGOGY REPORT

Academic Year	**2022-2023**
Name of the Faculty	**Ms.N.Divya Sruthi**
Course Name/Code	**COMPUTER NETWORKS/20A05501**
Semester/Section	**III-II/CSE**
Activity Name	Participatory Learning -**Poster Presentation**
Topic Covered	**Reference Models**
Date	**12th OCT 2022**
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 Reference Models. • 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**
Significance of Results/Outcomes	Students tried to explore the importance of Reference Models.
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/Videos/Reports/Charts/Models)

Fig. Photograph of Poster Presentation on OSI Model in Computer networks conducted activity in Class room number SB-205 by Students.

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PEDAGOGY REPORT

Academic Year	**2022-2023**
Name of the Faculty	**Mr Y.Venkata Ramesh**
Course Name/Code	**Formal languages and Automata Theory / 20A05503**
Semester/Section	**III-I /CSE B**
Activity Name	**Role Play- Seminar**
Topic Covered	**Pushdown Automata (PDA)**
Date	**7th Dec 2022**
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

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

PDA

- Pushdown automata are a way to implement a CFG in the same way we design DFA for a regular grammar. A DFA can remember a finite amount of information, but a PDA can remember an infinite amount of information.
- Pushdown automata are simply an NFA augmented with an "external stack memory". The addition of stack is used to provide a last-in-first-out memory management capability to Pushdown automata. Pushdown automata can store an unbounded amount of information on the stack. It can access a limited amount of information on the stack.
- A PDA can push an element onto the top of the stack and pop off an element from the top of the stack. To read an element into the stack, the top elements must be popped off and are lost.

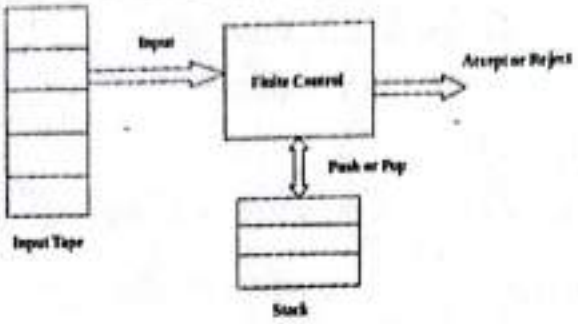


Fig: Pushdown Automata

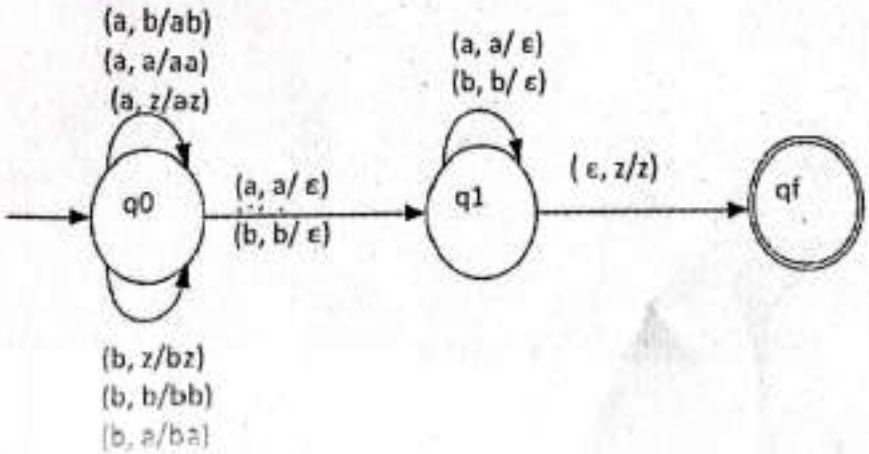
PDA Components:

Input tape: The input tape is divided in many cells or symbols. The input head is read-only and may only move from left to right, one symbol at time.
Finite control: The finite control has some pointer which points the current symbol which is to be read.
Stack: The stack is a structure in which we can push and remove the items from one end only. It has an infinite size. In PDA, the stack is used to store the items temporarily.

Formal definition of PDA:

The PDA can be defined as a collection of 7 components:
Q: the finite set of states
∑: the input set
Γ: a stack symbol which can be pushed and popped from the stack
q0: the initial state
Z: a start symbol which is in Γ.
F: a set of final states

Problem:
Design a non deterministic PDA for accepting the language L = {wwR w ∈ (a, b)*}



Required NPDA

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PEDAGOGY REPORT

Academic Year	2022-2023
Name of the Faculty	Mr Y.Venkata Ramesh
Course Name/Code	Formal languages and Automata Theory / 20A05503
Semester/Section	III-I /CSE A
Activity Name	Problem Solving- Classroom Exercise Problems
Topic Covered	NFA and DFA
Date	21st Nov 2022
No.of Participants	71
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 NFA and DFA.
- The students were assigned a new problem to solve in the concept of NFA and DFA.

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)

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

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

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PEDAGOGY REPORT

AcademicYear	2022-2023
NameoftheFaculty	N.Siva Nagamani
CourseName/Code	Dev Ops/ 19A05801a
Semester/Section	IV-I/CSE-B
ActivityName	Role Play-Seminar
Topic Covered	Tool stack implementation
Date	06-03- 2023
No.of Participants	64
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 DevOps adoption in projects and Tool stack implementation. • Later students were assigned with the topic to present for Tool stack implementation	
RelevantPO's:	**PO:1,3,5and 9,10**
Significance of Results/Outcomes	The students are able to analyze the given concept clearly about Tool stack implementation in Devops.
Reflective Critique	The main goal of seminar is students able to learn and communicate in the class room. It provided a platform to enhance their knowledge and interact with others.

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

Fig. Photograph of Student seminar using Chalk and talk

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PEDAGOGY REPORT

Academic Year	**2022-2023**
Name of the Faculty	**Mr. K. Bala Krishna**
Course Name/Code	**Computer Organization/ 20A05303**
Semester/Section	**II-I/CSE-B**
Activity Name	Participatory Learning -Poster Presentation
Topic Covered	**Direct Memory Access and Virtual Memories**
Date	**07/01/2023**
No.of Participants	**66**
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 Memory System and their Types Of Memories • Later students were formed into groups, assigned with a topics (**Direct Memory Access and Virtual Memories**), 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**
Significance of Results/Outcomes	Students tried to explore the importance of Memories in Computer Organization.
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/Videos/Reports/Charts/Models)

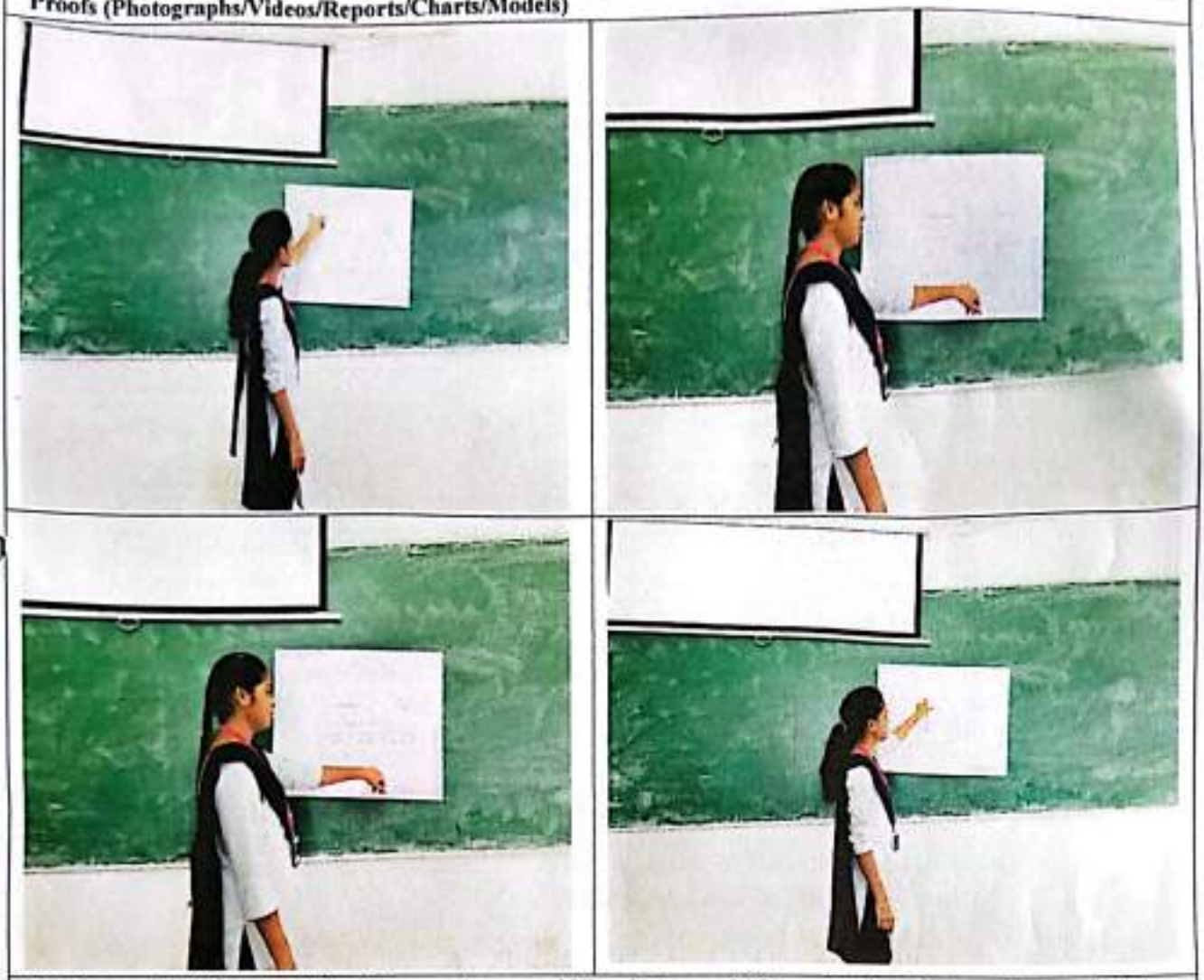

Fig. Photograph of Poster on Direct Memory Access and Virtual Memory in Computer Organization, Activities in Class room number SB-205 by Students.

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PEDAGOGY REPORT

AcademicYear	2022-2023
NameoftheFaculty	K.Bala Krishna
CourseName/Code	Computer Organization/ 20A05303
Semester/Section	II CSE
ActivityName	Problem Solving-Classroom Exercise Problems
Topic Covered	Integer Division
Date	18-11-22
No.of Participants	64
Objectives/Goals	To improve the self learning and communication skills of the students.
ICT Used	Chalk and Board
Appropriate Method/Instructional materials/Exam Questions • Initially delivered lecturer on Manual Method of Division, Restoring Division. • Later students were assigned with the topic to present for Restoring Division Method	
RelevantPO's:	**PO:1,3,5and 9,10**
Significance of Results/Outcomes	The students are able to analyze the given concept clearly about Restoring Division Method
Reflective Critique	The main goal of seminar is students able to learn and communicate in the class room. It provided a platform to enhance their knowledge and interact with others.

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

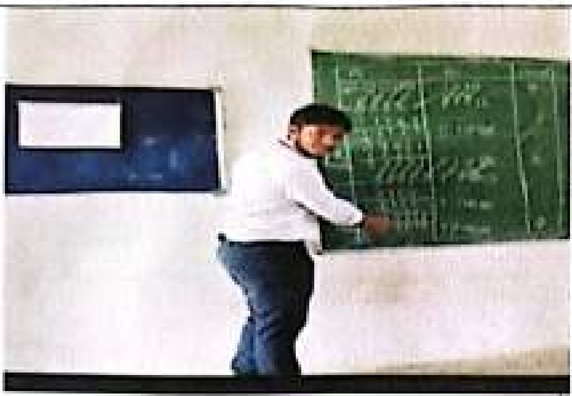




Fig. Photograph of Student seminar using Chalk and board

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TEACHING AND LEARNING

PEDAGOGY REPORT

Academic Year	**2022-2023**
Name of the Faculty	**V.Gayatri**
Course Name/Code	**Advanced Data Structures and Algorithms**
Semester/Section	**II-I/CSE-B**
Activity Name	**Problem Solving- Classroom Exercise Problems**
Topic Covered	**Analyzing recursive algorithms**
Date	**15-11-22**
No.of Participants	**66**
Objectives/Goals	**To understand the topic through self learning**

Appropriate Method/Instructional materials/Exam Questions

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

- How to solve tower of Hanoi problem using recursion?
- How to calculate factorial value for a given number using recursion?
- How to generate Fibonacci series using Recursion?

In this activity, the recursive algorithmic approaches for solving different problems were used by the students.

Relevant PO's:	**PO:1,2,3,4 and 9**
Significance of Results/Outcomes	Students are able to understand the recursive algorithmic approaches of problem solving steps.
Reflective Critique	The main goal of this problem solving method is how well students will be able to develop problem solving skills and exhibit their capability in front of their peer.

Proof : Photograph of Problem Solving Activity on Analyzing Recursive Algorithms

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PEDAGOGY REPORT

Academic Year	2022-2023
Nameo f the Faculty	V.Gayatri
Course Name/Code	Advanced Data Structures and Algorithms
Semester/Section	II-I/CSE-B
Activity Name	Role Play-Seminar
Topic Covered	Analyzing Non recursive algorithms
Date	18-11-22
No.of Participants	62
Objectives/Goals	Students are very enthusiastic and insight about the analysis of non recursive algorithms
ICT Used	LCD

Appropriate Method/Instructional materials/Exam Questions

The Students of class understood the non recursive algorithmic approaches to the following problems:

- How to find maximum element in the given array using non recursion?
- Element uniqueness problem using non recursion
- How to compute Matrix multiplication using non recursion?
- How to compute binary bits using non recursion?

In this activity, the analysis of non recursive algorithmic approaches for solving different problems was explained by the students.

RelevantPO's:	PO:1,2,3,4, 9 and 10
Significance of Results/Outcomes	Students are able to understand the analysis of non recursive algorithmic approaches of different problems
Reflective Critique	The main goal of this seminar method is how well students will be able to exhibit their self learning skills and improves communication skills.

Proof : Photograph of Role Play-Seminar Activity on Analyzing Non Recursive Algorithms

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PEDAGOGY REPORT

Academic Year	**2022-2023**
Name of the Faculty	**V.Gayatri**
Course Name/Code	**Advanced Data Structures and Algorithms**
Semester/Section	**II-I/CSE-A**
Activity Name	**Problem Solving- Classroom Exercise Problems**
Topic Covered	**AVL Rotations**
Date	**07-12-22**
No.of Participants	**65**
Objectives/Goals	**To understand the topic more precisely**
ICT Used	**LCD**

Appropriate Method/Instructional materials/Exam Questions

The Students of class provided with the knowledge on a kind of binary search trees named AVL trees and its rotations. The questions to be answered by them were as follows:

- What are the differences between BSTs and AVL trees?
- What is a balance factor?
- How many rotations of AVL trees are possible?
- How to perform each rotation on AVL tree?

In this activity, the students acquire knowledge on rotations on AVL trees more precisely.

Relevant PO's:	**PO: 2,3 and 5**
Significance of Results/Outcomes	Students are able to understand the differences between BSTs and AVL trees.
Reflective Critique	The main goal of this power point presentation method is the students will clearly identify and understood each type of ration on AVL trees so that they can acquire more knowledge.

Proof : Photograph of Problem Solving Activity on the topic "AVL Rotations"

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PEDAGOGY REPORT

Academic Year	2022-2023
Name of the Faculty	V.Gayatri
Course Name/Code	Advanced Data Structures and Algorithms
Semester/Section	II-I/CSE-B
Activity Name	Participatory Learning- Group Task
Topic Covered	Sorting and Searching Techniques
Date	12-12-22
No.of Participants	65
Objectives/Goals	To remember the topics through group discussion in participating Quiz

Appropriate Method/Instructional materials/Exam Questions

The Students of class were formed into different groups and each group participated in the quiz. Each group asks questions to other group. The questions to be answered by them were as follows

- What is the technique of divide and conquer approach?
- What is the technique of linear search?
- What is the technique of binary search?
- What is the technique of merge sort?
- What is the technique of quick sort?
- How to analyze the time complexity of linear search?
- How to analyze the time complexity of binary search?
- How to analyze the time complexity of merge sort?
- How to analyze the time complexity of quick sort?

Relevant PO's:	PO:1,2,3,9 and 10
Significance of Results/Outcomes	Students are able to get more knowledge on various sorting and searching techniques.
Reflective Critique	The main goal of this Quiz method is how well students will be able to develop self learning skills and communication skills and also exhibit their capability in front of their peer.

Proof : Photograph of Participatory Learning- Group Task Activity on Sorting and Searching Techniques

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PEDAGOGY REPORT

Academic Year	**2022-2023**
Name of the Faculty	**V.Gayatri**
Course Name/Code	**Advanced Data Structures and Algorithms**
Semester/Section	**II-I/CSE-A**
Activity Name	**Participatory Learning – Peer Assisted learning**
Topic Covered	**All pairs shortest path problem**
Date	**29-12-22**
No.of Participants	**65**
Objectives/Goals	**To understand the topic more precisely through self learning**

Appropriate Method/Instructional materials/Exam Questions

The Students of class were engaged with new material individually at home to use classroom time to expand upon the topic under the guidance of the faculty. The flipped classroom allows faculty to spend less time explaining foundational knowledge and more time using their expertise to dig deeper into topics and further explore concepts. This new approach has proven popular with both faculty and students as it removes a large amount of lecture-style teaching and opens class time to a variety of group-based activities where students can take a more active role in their learning.

In this activity, the students have prior knowledge about graph problems and they analyze the solutions for All pairs shortest path problem.

Relevant PO's:	**PO:1,2,3 and 4**
Significance of Results/Outcomes	Students are able to understand and analyze the solutions of graph problems
Reflective Critique	The main goal of this Flipped classroom method is greater development of independent skills.

Proof : Photograph of Participatory Learning – Peer Assisted learning Activity on all-pairs-shortest path problem.

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PEDAGOGY REPORT

Academic Year	2022-2023
Name of the Faculty	K.CHIRANJEEVI
Course Name /Code	OBJECT ORIENTED PROGRAMMING THROUGH JAVA/20A05302T
Semester/Section	II-I CSE A
Activity Name	Problem Solving-Classroom Exercise Problems
Topic Covered	User defined exceptions
Date	
No. of Participants	53 OUT OF 66
Objectives/Goals	The ability to improve coding skills and self-learning
ICT Used	Chalk and Board

Appropriate Method/Instructional materials/Exam Questions

1. Write a Java program to implement user defined exception handling.
2. Write a Java program that creates a user interface to perform integer division. The user enters two numbers in the text fields, Num1 and Num2. The division of Num1 and Num2 is displayed in the Result field when the Divide button is clicked. If Num1 and Num2 were not integers, the program would throw a Number Format Exception. If Num2 were zero, the program would throw an Arithmetic Exception Display the exception in a message dialog box.

Relevant PO's:	**PO: 1,2,3,9 and 10** **PSO:1,2**
Significance of Results/Outcomes	Students are very enthusiastic and improve coding skills
Reflective Critique	The students are improve their al ility to analyze problem and coding skills by self-practicing which is useful for placements

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

Fig. Photograph of user defined exception problems solving in Class room Number SB-202 by students.

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PEDAGOGY REPORT

Academic Year	2022-2023
Name of the Faculty	Mr. K. CHIRANJEEVI
Course Name /Code	OBJECT ORIENTED PROGRAMMING THROUGH JAVA/20A05302T
Semester/Section	II-I CSE A
Activity Name	Role Play-Seminar
Topic Covered	Collections in Java
Date	
No. of Participants	64 out of 66
Objectives/Goals	To understand the topic through self-learning
ICT Used	Chalk and Board

Appropriate Method/Instructional materials/Exam Questions

The students of class provided with the following concepts which they delivered and discussed class room. The questions to be answered by them were as follows

- What is collection class interface?
- Different collection classes?
- Importance of collection class in java?
- What are the advantages of collection class?

In this activity, key questions are java.util, collection interface, Array List and Etc.

Relevant PO's:	**PO: 1,2,3,9 and 10** **PSO:2**
Significance of Results/Outcomes	Students able to understand how to write the linked list programs in java with collections class
Reflective Critique	The main goal of this Seminar method is how well students will be able to Encouraging passionate dialogue and active engagement, Enhancing students' skills and knowledge, Improving communication skills, Gaining expert knowledge.

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

Fig. Photograph of Seminar on Collections in Java in Class room Number SB-202 by students.

Signature of Course Incharge

Signature of HOD

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

PEDAGOGY REPORT

Academic Year	2022-2023
Name of the Faculty	Mr. K. CHIRANJEEVI
Course Name /Code	OBJECT ORIENTED PROGRAMMING THROUGH JAVA/20A05302T
Semester/Section	II-I CSE A
Activity Name	Participatory Learning-PPT
Topic Covered	Threads in java
Date	
No. of Participants	59 out of 66
Objectives/Goals	To understand the topic through self-learning
ICT Used	LCD

Appropriate Method/Instructional materials/Exam Questions

Students are given some topics for power point presentation. The presentation was conducted for 25 minutes. After their presentation, the same topics were discussed by faculty with some realtime examples.

The questions to be answered by them were as follows:

1. What is Thread?
2. Uses of Thread Life cycle.
3. Applications of Threads.

In this activity, key questions are Thread, Life cycle of Thread, Applications of Threads and etc.

Relevant PO's:	**PO: 1,2,3, 9 and 10** **PSO:2**
Significance of Results/Outcomes	Students able to understand the Thread Life cycle and its implementations in java
Reflective Critique	The main goal of this PPT method is how well students will be able to convey a lot of information to a group of students and are created with instructional design principles to keep the audience engaged for a long period.

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

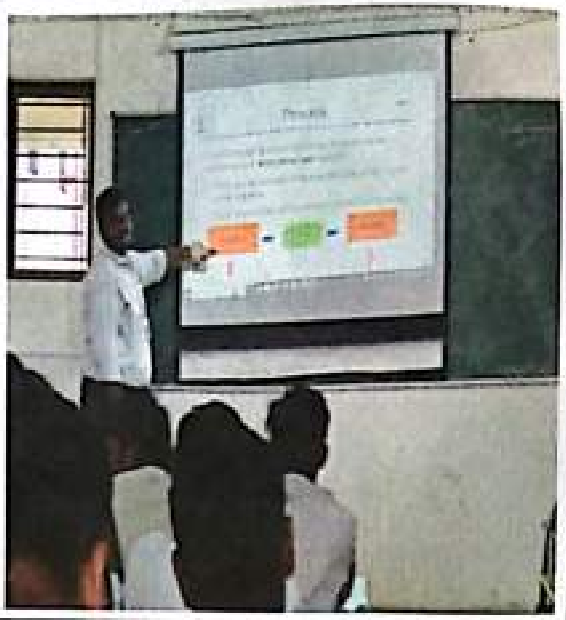

Fig. Photograph of PPT on Threads in java in Class room Number SB-202 by students.

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DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING
TEACHING AND LEARNING

PEDAGOGY REPORT

Academic Year	2022-2023
Name of the Faculty	Mr. K. CHIRANJEEVI
Course Name /Code	OBJECT ORIENTED PROGRAMMING THROUGH JAVA/20A05302T
Semester/Section	II-I CSE A
Activity Name	Role play - Quiz
Topic Covered	Arrays, Operators, Control statements and Method Overloading
Date	
No. of Participants	55 out of 66
Objectives/Goals	To understand the topic through self-learning
ICT Used	LCD and Board

Appropriate Method/Instructional materials/Exam Questions

Students are asked 40 quiz questions with multiple choice options in class room in the presence of concerned faculty. The quiz is conducted for 45 minutes. The entire class students are grouped as 4 Teams. The student coordinator asked a questions one by one to each team in round fashion. When all the questions are over, the team will score more and the team will be declared the winner.

The sample Questions in the Quiz are

1. Which of the following is not a valid method declaration?

   A. building{}
   B. Building()
   C. Both
   D. None

2. What is the output of the given program?

```
class Main
{
 public static void main(String[] args)
{
int arr[] = {'a','b', 'c','d', 'e'};
 System.out.println (arr);
}
}
```

Relevant PO's:	**PO: 1,2,3,8,9** **PSO:2**
Significance of Results/Outcomes	Students were able to recollect the topics. Students are motivated to attend more of such quizzes in future.

Reflective Critique	The main goal of this this quiz is how the students understood the concepts and manage the time which is useful online test in placements

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

Fig. Photograph of Seminar on Collections in Java in Class room Number SB-202 by students.

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TEACHING AND LEARNING

PEDAGOGY REPORT

Academic Year	2022-2023
Name of the Faculty	Mr. K. CHIRANJEEVI
Course Name /Code	OBJECT ORIENTED PROGRAMMING THROUGH JAVA/20A05302T
Semester/Section	II-I CSE A
Activity Name	Participatory Learning - Flowcharts
Topic Covered	Database Connectivity
Date	
No. of Participants	61 out of 66
Objectives/Goals	To understand the topic through flow and self-learning
ICT Used	chart

Appropriate Method/Instructional materials/Exam Questions

The students of class provided with the following concepts which they drawn, represented and discussed class room. The questions to be answered by them were as follows

- What is JDBC?
- What is JDBC connectivity
- Types of JDBC Drivers?
- Difference between JDBC and ODBC?

In this activity, key questions about JDBC and Types of drivers and flow of connectivity in JDBC.

Relevant PO's:	**PO: 1,2,3,9 and 10** **PSO:2**
Significance of Results/Outcomes	Students able to understand the flow of JDBC connectivity through a flowchart easily
Reflective Critique	The main goal of this Flowchart m thod is how well students will be able to analyze flow of a process involved.

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

Fig. Photograph of Data base connectivity concept through Flowcharts in Class room Number SB-203 by students.

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GEETHANJALI INSTITUTE OF SCIENCE & TECHNOLOGY

DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING

TEACHING AND LEARNING
PEDAGOGY REPORT

Academic Year	**2022-2023**
Name of the Faculty	**Mr.K.Bala Krishna**
Course Name/Code	**COMPUTER ORGANIZATION/ 20A05303**
Semester/Section	**II-I/CSE-A**
Activity Name	Participatory Learning -Case Study
Topic Covered	**Buses**
Date	**10-01- 2023**
No.of Participants	**65**
Objectives/Goals	**To Understand the Role of Buses in Computer Organization**
ICT Used	**Chalk and Talk**

Appropriate Method/Instructional materials/Exam Questions

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

In computer organization, a bus is a communication pathway that transfers data between different components of a computer system. Buses are crucial for the performance and efficiency of a computer, enabling the CPU, memory, and I/O devices to communicate and function together seamlessly.

Buses are a critical component of computer organization, influencing data transfer efficiency, system performance, and scalability. The evolution of bus architectures, as exemplified by the Intel Core i7 processor, demonstrates significant improvements in data transfer rates and system responsiveness. Future advancements in bus technology will continue to address existing challenges and drive further enhancements in computer performance. Understanding the role and impact of buses is essential for designing and optimizing modern computer systems.

In this case study, key questions to be examined will be the Role of Buses in Computer Organization. The following questions should be answered:

- Name the three main types of buses and describe their functions
- Why is the width of the data bus important in a computer system?

Relevant PO's:	**PO:1,2,3,9 and 10**
Significance of Results/Outcomes	Students able to understand the the Role of Buses in Computer Organization
Reflective Critique	The main goal of this Case study is how Students will be able to set the qns, answer, explore and apply the knowledge effectively.

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

Fig. Photograph of Case Study on Buses in Computer Organization, Activities in Class room number SB-202 by Students.

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Signature of HoD

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