JSS ACADEMY OF TECHNICAL EDUCATION

DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING

INNOVATIVE METHODS OF TEACHING

2022-23

Sl. No	Faculty Name	Course	Innovative Method
1	Dr.Niranjan C Kundur, Pooja H	Analog and Digital Electronics	Demonstration of Analog and Digital Electronics models
2	Shanthala K V	Computer Network and security	Guzzle the Puzzle
3	Dr.Pavithra G S	Computer Networks and Security	Use of interactive online tool to teach the computer networks concepts like packet analyzer and working of different network protocol using wire shark tool
4	Snehalatha N, Dr.Prabhudev Jagadeesh	Data structures	Codeathon using iamNeo platform
5	Dr.Pavithra G S	Computer Graphics	Analyzing graphics images by using visualization Rasmol tool
6	Shanthala K V, Shweta S Kaddi, Namitha S J	User Interface Design	Figma Tool demonstration for the development of user interfaces.
7	Dr.Naidila Sadashiv	Computer Networks and Security	Use of interactive online tool to teach the computer networks concepts like congestion window, packet filtering and working of different network protocol
8	K S Rajeshwari	Database Management	Think Pair Share
9	Snehalatha N	Bigdata Analytics	Installation and demonstration of Big data analytics tool
10	Dr.Pavithra G S	Mastering Office	Use of online account creation in Microsoft Outlook.
11	K S Rajeshwari	UNIX Programming	Crossword puzzle
12	Vikyath K B	Computer Organization	Logical design of digital gates using LogiSim simulation tool
13	Dr.Naveen N C	Applciation Development with Python	Facilitated students with MOOC courses from edX, infosys spring board
14	Dr.Naveen N C	Computer Organization	Demonstration of inter communication between CPU and memory, working of ALU and ARM instruction set through simulators LogiSim, Marie Sim ARM sim.
15	Bhavani B H, Sreenatha S M	Artificial Intelligence and Machine Learning	Implementation of Machine Learning models using Python
16	Bhavani B H	Application Development with Python	Collaborative learning through programming
17	Dr.Nagasundara K B	Digital Image Processing	Illustration of Image transformations using MATLAB
18	Dr Sharana Basavana Gowda	Introduction to IoT	Case study on IoT projects
19	Shanthala K V	Computer Networks and Security	Using Cisco Packet tracer to demonstrate working of File server, web server and mail server

20	Naidila sadashiv	Cryptography	Use of VLAB to explore the working of cryptography algorithms
21	Naidila sadashiv	Cloud Computing and it Applications	Use of Bionic to exploit unused CPU nd GPU cycles.
22	Shanthala K V	Operating Systems	Open Book Quiz
23	Shweta S Kaddi	Principles of programming using C	One minute Paper
24	K S Rajeshwari	System Software and Compilers,	Code JAM (Collaborative Learning),Semi Flipped Class room
25	Dr.Nagasundara K B	Internet of Things	Experimental Learning

JSS ACADEMY OF TECHNICAL EDUCATION

DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING

Date: 10/03/2023

Faculty Name : Dr. Niranjan C K, Mrs. Pooja. H

Class/Section:' A','B','C'

Activity Name: SDP on Collaborative Practice Projects- 2023

Academic Year: 2022-23

Course Outcomes covered: Develop and Demonstration of real time models for applications of Analog and Digital electronics

PO & PSO mapping:

PO's												PSO's			
1	2	3	4	5	6	7	8	9	10	11	12	1	2	3	4
Y	Y	Y	Y	Y	Y	Y	-	Y	Y	Y	Y	Y	Y	Y	Y

GOAL OF THE ACTIVITY:

Mini Projects on Applications of Analog and Digital Electronics with New Idea.

DESCRIPTION OF ACTIVITY:

The project addressed solutions to real time problems as electronic devices play a vital role in addressing them .The students need to implement both hardware and Software components. The students need to execute real time projects

USE OF APPROPRIATE METHODS:

Demonstration of Analog and Digital Electronics models.

RESULTS/OUTCOME :

Real time execution of Hardware and Software projects

Signature of the Faculty

HOD, CSE

JSS Academy of Technical Education Bengaluru - 560060

Department: Computer Science & Engineering

Level: Department

Title: Student Development Program: Collaborative Practice Projects-2023

Category: ADE Project Presentation

Date: 09th March 2023 (1 day)

Time: 10:00 AM to 12:30 PM

Target audience: 3rd semester CSE students, 1st year students, Staff members

No. of Resource Persons: 3rd semester CSE students

No. of Participants: 138

Organized by: Department of Computer Science & Engineering

Subject Teachers(s) with Designation:

Mrs. Pooja H , Assistant Professor

Mr. Niranjan C Kundur, Assistant Professor

Mode: Offline

Venue: Analog and Digital Electronics(ADE) Lab, Academic Block A,

Objective: To enhance the knowledge in the field of Analog and Digital Electronics.

Report:

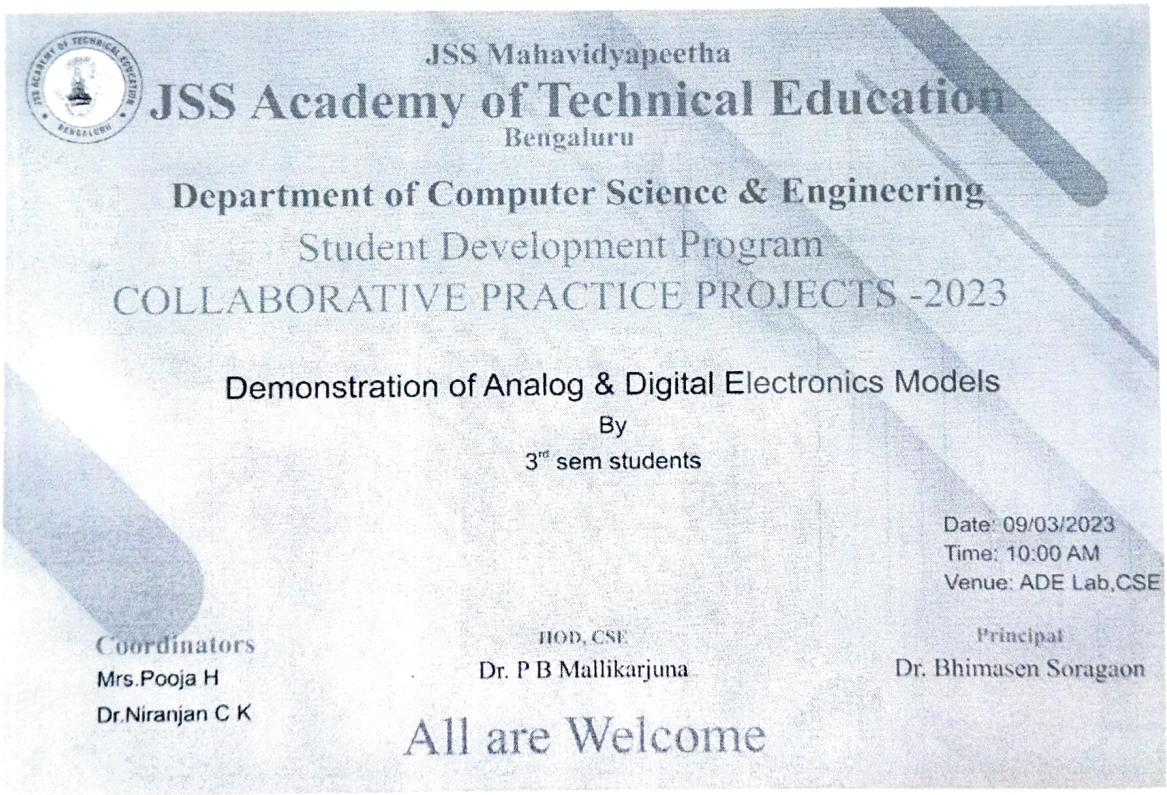
With the blessings of His Holiness Mahaswamiji, with constant encouragements from management and college, Student Development Program: Collaborative Practice Projects-2023 a mini project demonstration was organized and conducted by the Department of Computer Science and Engineering in order to enhance the practical knowledge of the students in the field of Analog and Digital Electronics (ADE) by implementing ADE Models. Project exhibition started at 10 AM in Analog & Digital Electronics Lab and Networks Laboratory. All 3rd Semester students participated in the project exhibition and demonstrated their projects to Principal, H o D of CSE, Dean Academics , all the department staff and faculty from other departments. Objective of the project was to find solution to some of the societal problems. The project addressed solutions to real time problems as electronic devices

play a vital role in addressing them. Project exhibition was also witnessed by 1st year students where they could get ideas to carry out these kind of projects related to Electronic Circuits. Principal, Dean Academics, H o D and all other staff members appreciated the efforts made by student groups in carrying out these projects. They also gave inputs to enhance the projects and to come out with product so that it can be used in our Institution. Students were motivated with the appreciation received from everyone and they assured to enhance their projects so that it becomes helpful to the society. Event was coordinated by Mrs Pooja H and Mr. Niranjan C Kundur with continuous support from H o D, CSE.

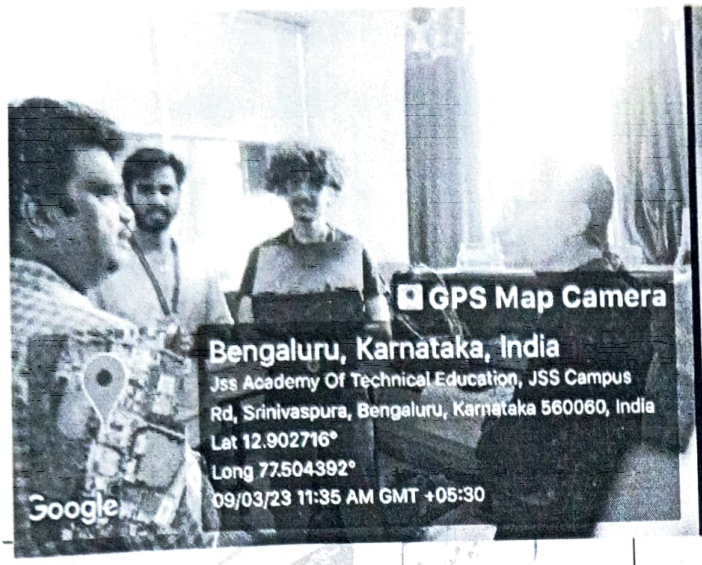
Outcome: Students gained the practical knowledge in the field of Analog and Digital systems by implementing and conducting the realtime models.

Annexure –I

1. **Brochure**



2. **Schedule date :** 09/03/2023
3. **Venue:** ADE Lab, Academic Block A
4. **Duration:** 10:00 AM to 12:30 PM
5. **Invitation :** Communicated through WhatsApp and E-mail.
6. **High quality Photographs of Inauguration, Keynote, and valedictory (with captions)**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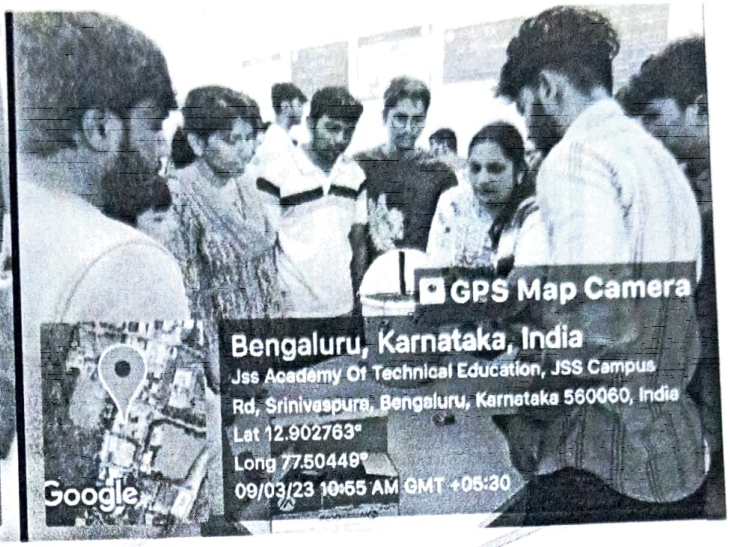
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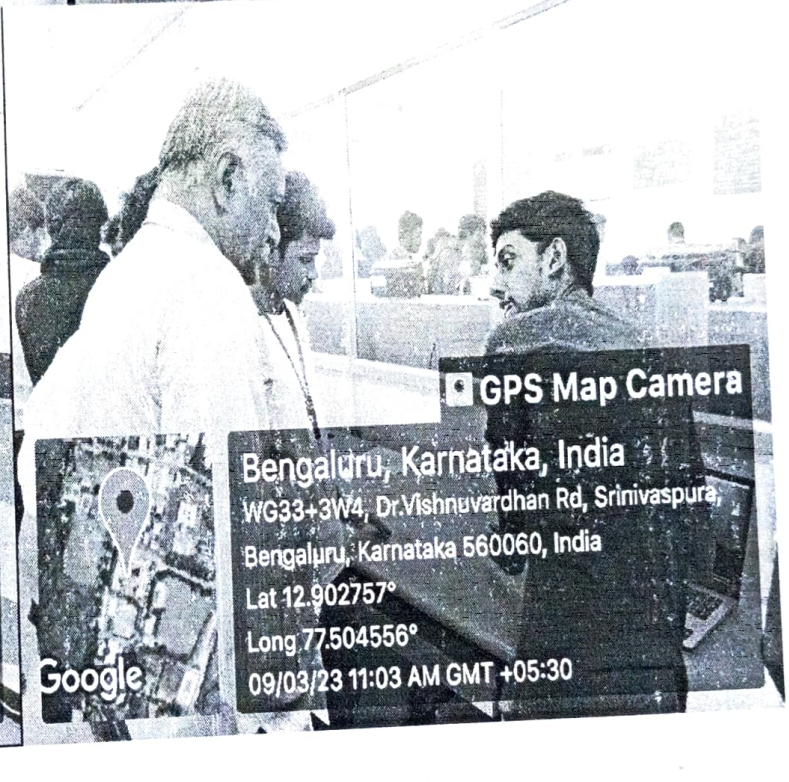
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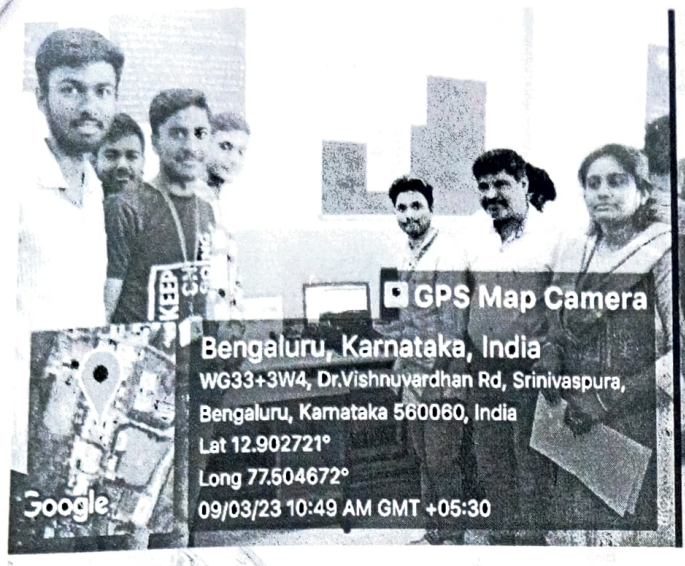
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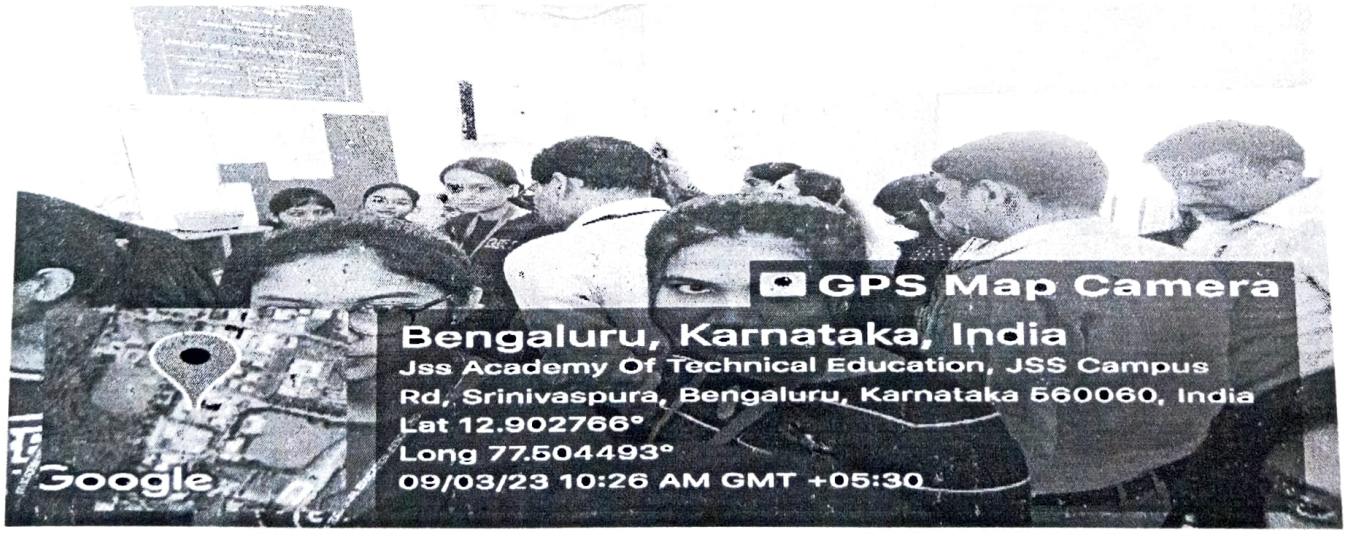
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JSSATE Bangalore
Department Of CSE
Academic Year 2022-23

Innovative Method of Teaching - Guzzle the Puzzle

Subject: Computer Network &Security (18CS52) **30/12/2022**
Class: V CSE 'C'
Faculty: Shanthala K V

Goal of the activity:

i) To reinforce knowledge and concepts acquired during the class.
ii) To break the monotonous system of passive listening in a large group gathering.

PO's mapping:

PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
√	√	√	√	√	-	-	-	√	√	-	-

Description of the Activity:

Puzzles in the form of crossword and word search are structural, self-learning educational tools that review and reinforce knowledge and concepts acquired during the lecture. (1.Dixit, Mrudul and Sisale, Vidya (2022) "Innovative Teaching-Learning using Crossword Puzzles," *Graduate Research in Engineering and Technology (GRET)*: Vol. 1: Iss. 8, Article 7.DOI: 10.47893/ GRET. 2022.1147 Available at: https://www.interscience.in/gret/vol1/iss8/7 2. Nirmal L, MS Muthu, Prasad M. Use of Puzzles as an Effective Teaching–Learning Method for Dental Undergraduates. Int J Clin Pediatr Dent 2020;13(6):606–610 .https://www.ncbi.nlm.nih.gov/pmc/articles/PMC8060935/)

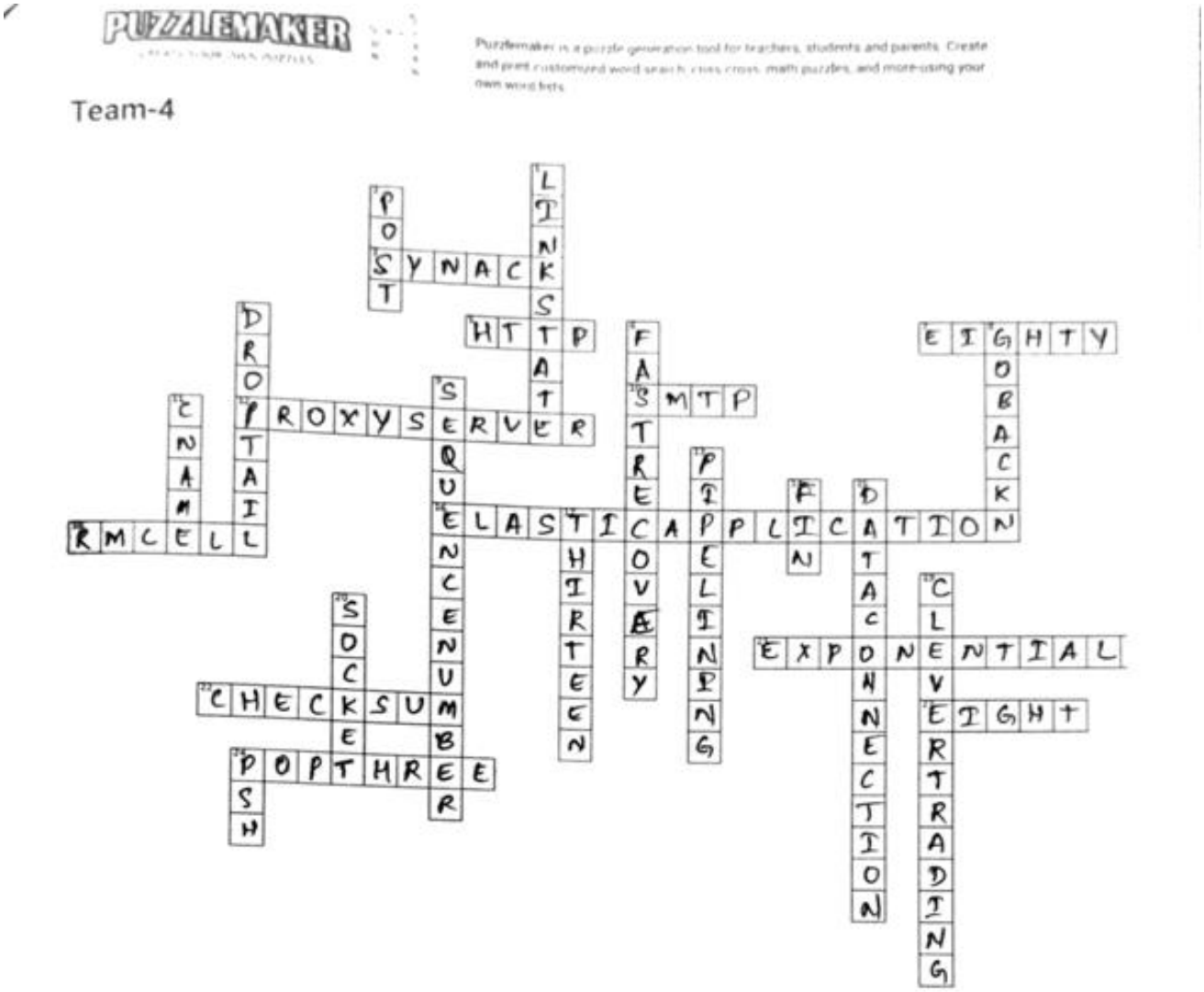
1. Teams of 4 students formed and Set of Topics taught in class was given.
2. Students were asked to go through the topics and come up with 25 clues.
3. Each team was asked to create puzzle using the online puzzle making tool available at https://puzzlemaker.discoveryeducation.com/
4. On the day of activity, puzzles formed by teams were randomized, so that each team gets a puzzle created by some other team.
5. At the end of the activity, the answers were evaluated and discussed.

Outcomes of the activity:

Students enjoyed the activity. It enhanced active learning as puzzles are simple, creative and added an interesting angle to teaching-learning. This activity succeeded in breaking the monotonous system of passive listening in a large group gathering.

Photos:

Sample Puzzle of the activity:



ACROSS

3. **An ACK** segment which is sent by server in TCP 3-way hand-shake-protocol
5. **Heart** of the web
7. **Default** port no for HTTP(in words)
10. **Restriction** on message body (7 bit ASCII)
12. **Network** entity that satisfies HTTP requests on behalf of original server
16. **Applications** which make use of as much or as little throughput available
18. **Packet** used to convey congestion related info
21. **cwnd** increases _____ in slow start
22. **Segment** used for error detection
23. **In UDP** segment, header size is _____ bytes(in words)
24. **Pull** protocol in SMTP which uses port no 110

DOWN

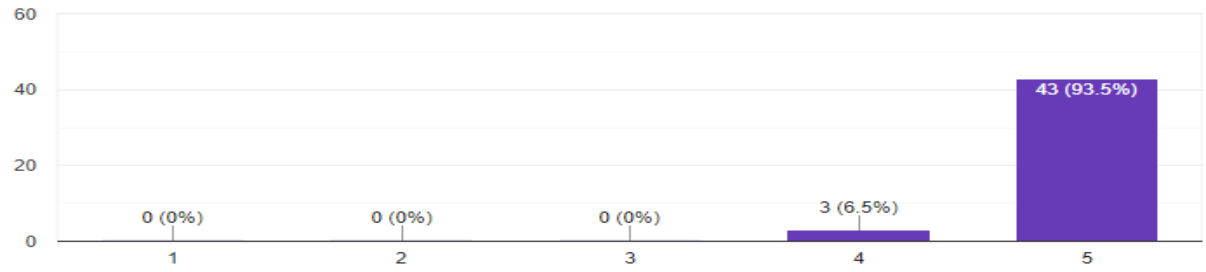
1. **Algorithm** used in RIP
2. **Method** name used to send data to server in HTTP
4. **Policy** adopted by the receiver when there is no place to buffer the packets
6. **State** entered upon three duplicate acks in TCP congestion control algorithm
8. **Protocol** where receiver discards out of order packets
9. **Main** addition of feature from rdt2.0 to 2.1
11. **Type of** resource record whose value equal canonical host name for alias host name
13. **Sender** can send multiple packets without waiting for acks
14. **Flag used** for closing TCP connection
15. **Port no.**20 in FTP is used for
17. **There are** _____ root DNS servers in the Internet(in words)

Students Feedback

It complemented the theory class room teaching

Copy

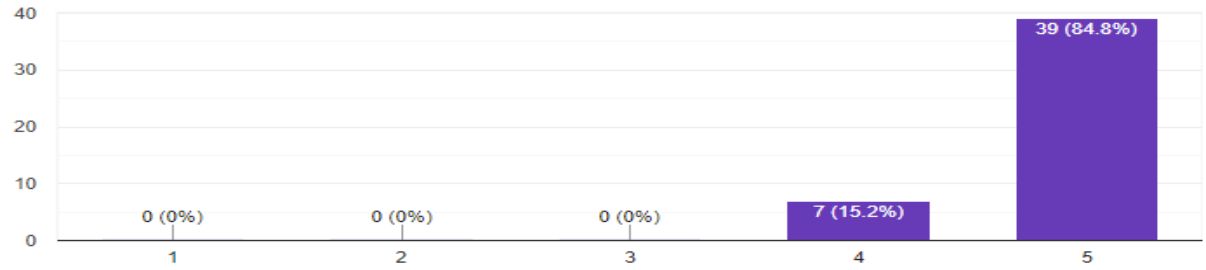
46 responses



Finding cues to build the puzzle made the students study the concept and find key points

Copy

46 responses



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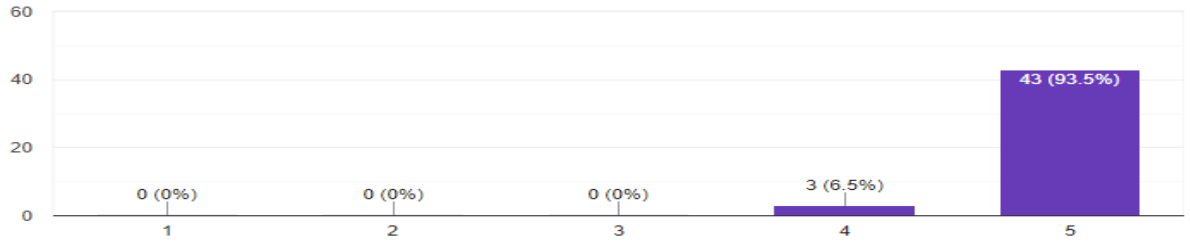

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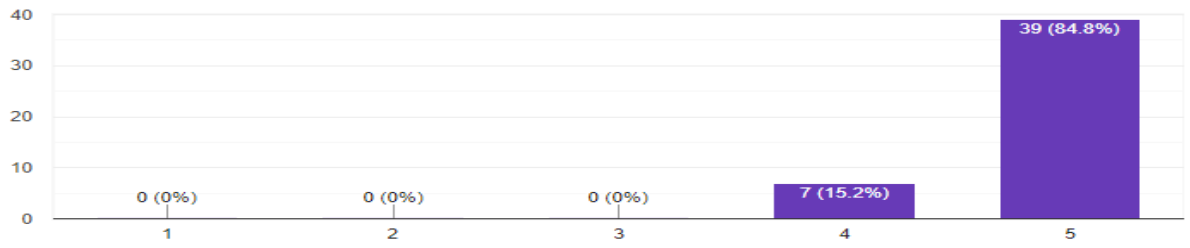


Signature of the Faculty

JSS ACADEMY OF TECHNICAL EDUCATION

DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING

Date: 10/12/2022

Faculty Name : Dr. Pavithra G S
Class/Section: V 'B' Computer Networks (18CS52)
Activity Name: Wireshark Tool Analysis
Academic Year: 2022-23

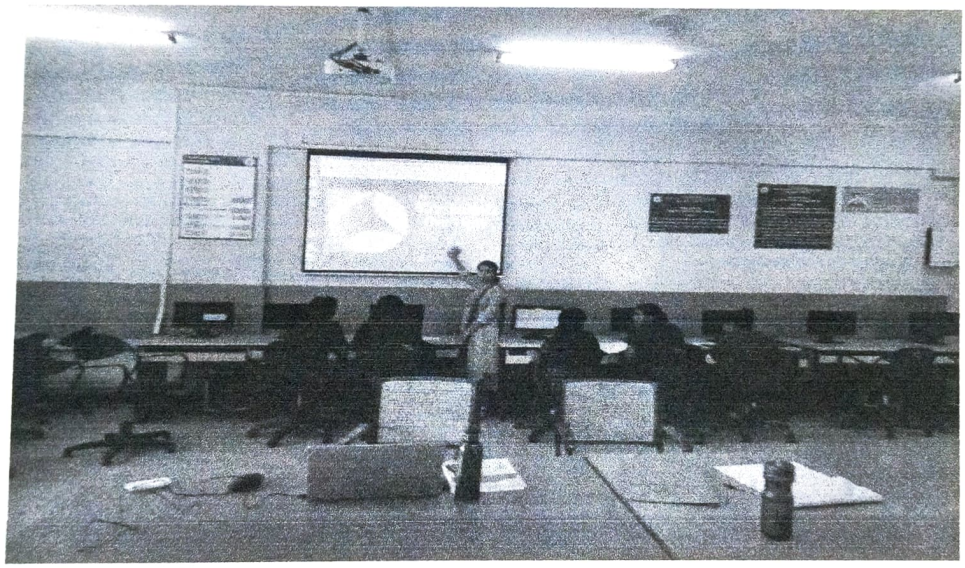
PO & PSO mapping:

PO's												PSO's			
1	2	3	4	5	6	7	8	9	10	11	12	1	2	3	4
✓	✓	✓	✓	✓				✓	✓				✓	✓	

GOAL OF THE ACTIVITY: The tool is required for a better understanding and analysis of the Networking Concepts.

DESCRIPTION OF ACTIVITY:

- Students were taught to install and work with Wireshark Tool.
- Wireshark is a free and open-source packet analyser. It is used for network troubleshooting for understanding and analysis of networking concepts.
- Understanding the concepts of Packet analysis using the interactive online tool for better knowledge.



USE OF APPROPRIATE METHODS:

- Installing Wireshark under Windows

  https://www.wireshark.org/docs/wsug_html_chunked/ChBuildInstallWinInstall.html

RESULTS/OUTCOME: Students were able to gain insightful experience by working with the Wireshark tool. Make use of open-source tools to understand the concepts of computer networks.

Signature of the Faculty

HOD, CSE 10/12/22

JSS ACADEMY OF TECHNICAL EDUCATION

DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING

Date: 2.3.2023

Faculty Name: Dr Prabhudev Jagadeesh , N.Snehalatha

Class/Section: III CSE 'A', & 'B'

Activity Name: Codeathon: Applications of Data Structures

Academic Year: 2022-23

GOAL OF THE ACTIVITY:

- To provide a platform for the students to enhance their programming and technical skills in Data Structures
- To explore new coding platform and participate in the coding contest.
- Explore to the real world problems and its solutions in Data Structures.
- To improve the analytical and problem solving skills.
- To exhibit the teamwork .

About the Activity:

Total 44 teams (3 Members per team) participated in the Coding contest. Each team were given separate login and were able to access the platform provided by iamNeo. Each teams were given set of 5 real time applications problems. Students were given total time of 5 hrs . Every problem were given with 5 test cases. Evaluation was done based on their team performance and the efficiency of the code.

Outcome:.

Around 130 students of 3rd semester participated in the event, where the students designed and implemented solutions to real world problems related to data structures applications. The event helped students to assess their problem solving, analytical, programming and teamwork skills.Prizes and Certificates were issued to the winners. Company Iamneo has given as prize, access to Java

USE OF APPROPRIATE METHODS:

Platform provided by iamNeo

RESULTS/OUTCOME : The event helped students to assess their problem solving, analytical, programming and teamwork skills .Prizes and Certificates were issued to the winners. Company Iamneo has given as prize, access to Java

Team	Team Members Name	USN	Marks (out of 50)	Percentage (%)	Prize
1	Alok Kumar Maurya	1JS21CS019	47.5	95	I
	Anand S P	1JS21CS024			
	A B Rajeev	1JS21CS032			
2	Abhinava Bayary	1JS21CS006	40	80	II
	Arjun KA	1JS21CS029			
	Barath Keshav	1JS21CS035			
3	Likhita M Devadiga	1JS21CS084	30	60	III
	Mahiya Rajashekhar Kadeli	1JS21CS085			
	Musunuru Vennela	1JS21CS092			
4	Abhijith Reddy N	1JS21CS002	30	60	
	Abhishek B	1JS21CS007			
	Abhijith A	1JS21CS003			
5	Aman Kumar	1JS21CS020	30	60	
	Aman Singh	1JS21CS021			
	Anwar Imam	1JS21CS028			

JSS Mahavidyapeetha

JSS Academy of Technical Education, Bengaluru

Department of Computer Science & Engineering

In Association with

iamneo

STUDENT DEVELOPMENT PROGRAM

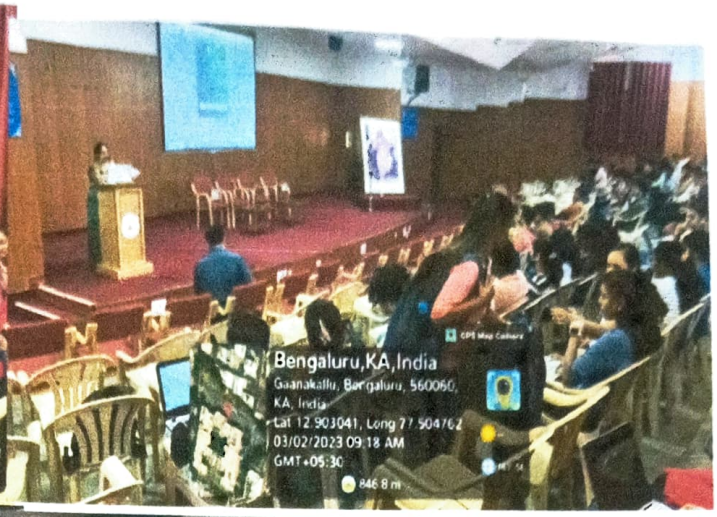
"CODEATHON"

THEME: APPLICATIONS OF DATA STRUCTURES

Date: 02.03.2023
Time 9:00 AM

Venue: Seminar Hall 1
Academic Block A

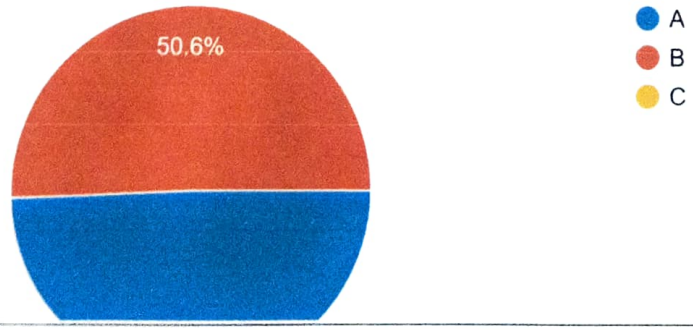
Coordinators	HOD, CSE	Principal
Dr. Prabhudev Jagadeesh Mrs. Snehalatha N	Dr. P B Mallikarjuna	Dr. Bhimasen Soragaon



Feedback:

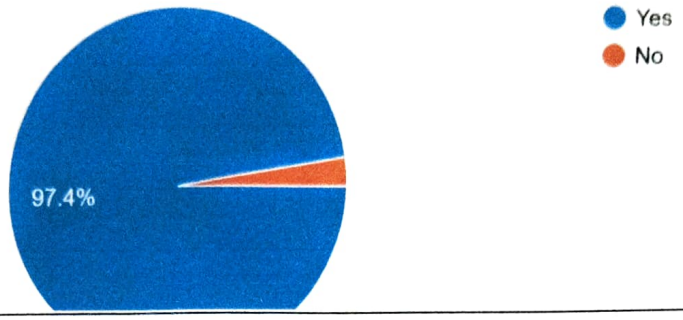
Section

77 responses



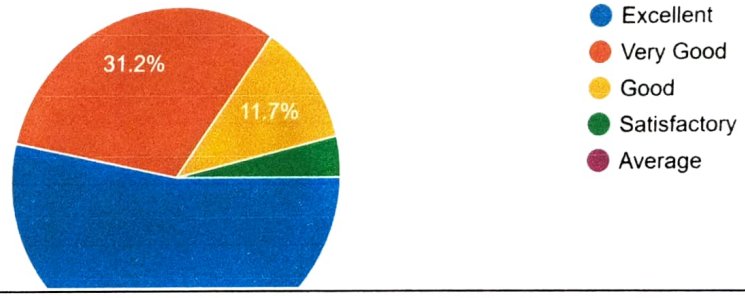
Whether the time provided was sufficient

76 responses



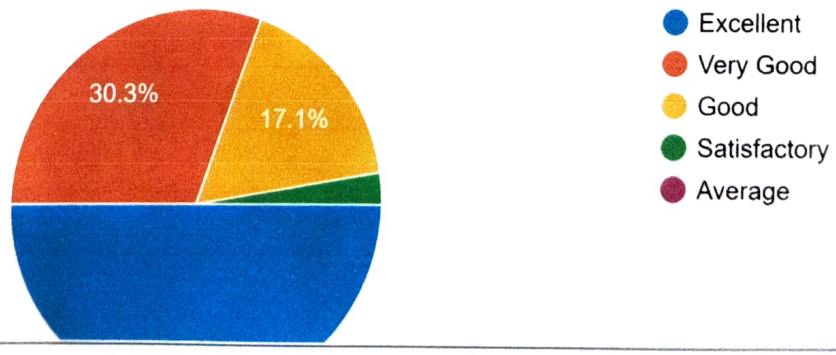
Whether the contest was useful in exploring to real world problems and its solut Structures

77 responses



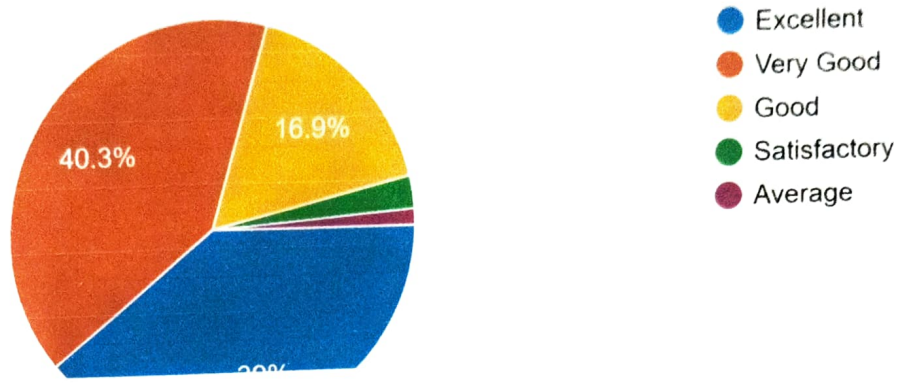
Whether the activity helped you to enhance knowledge in the subject

76 responses



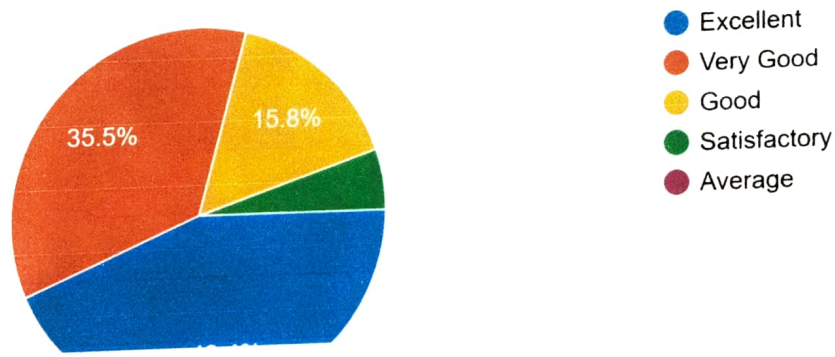
Platform provided was effective and user friendly

77 responses



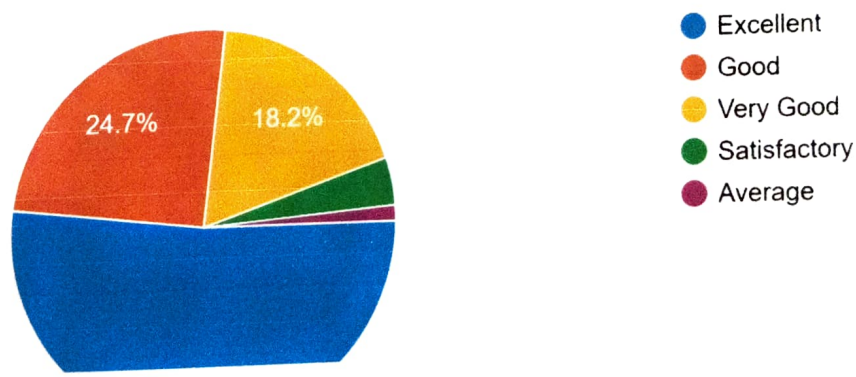
Extent to which the event helped in assessing your programming skills

76 responses



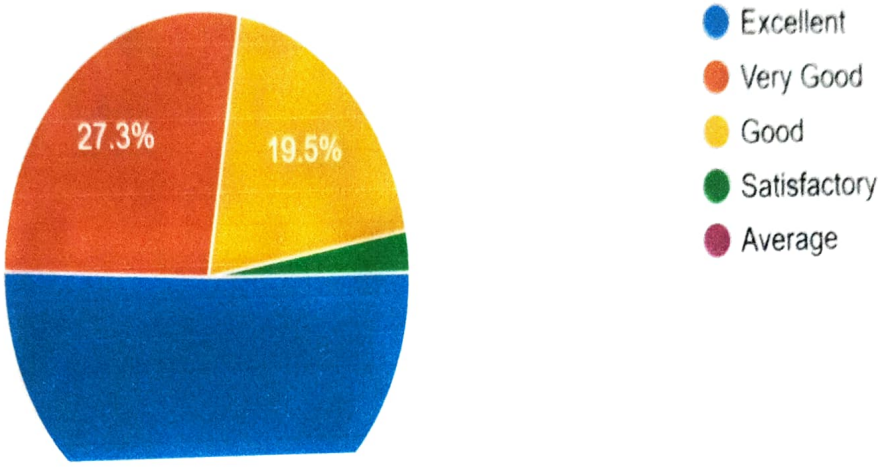
Extent to which the event helped in assessing your analytical and problem solvir

77 responses



Extent to which the event helped in assessing your team work skills

77 responses



Signature of the Faculty

HOD, CSE

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JSS ACADEMY OF TECHNICAL EDUCATION
DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING

Date: 16/06/2023

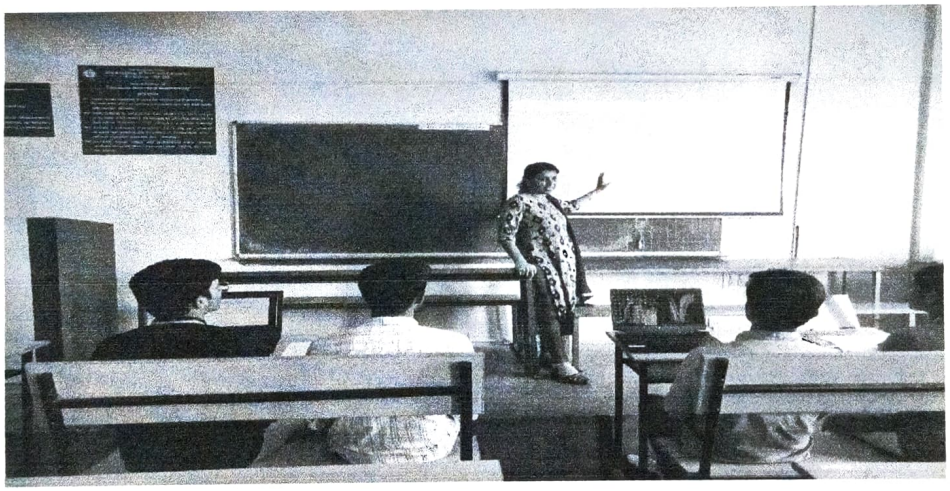
Faculty Name : Dr. Pavithra G S
Class/Section: VI 'B' Computer Graphics and Visualization (18CS62)
Activity Name: Graphics Tool Analysis
Academic Year: 2022-23
Course Outcomes covered: Make use of Computer Graphics algorithms to solve real-world problems.
PO & PSO mapping:

PO's												PSO's			
1	2	3	4	5	6	7	8	9	10	11	12	1	2	3	4
✓	✓	✓	✓	✓				✓	✓				✓	✓	

GOAL OF THE ACTIVITY: The tool is required for a better understanding and analysis of Computer Graphics and Visualization Concepts.

DESCRIPTION OF ACTIVITY:

- Students were taught to install and work with 3D-Design Tool.
- Tinker cad 3D-Design tool is a browser-based 3D design and modelling tool developed by Autodesk. It is used for model designing for understanding and analysis of graphics concepts.
- Understanding the concepts of graphics using the web-based CAD tool that allows users to create 3D models using basic shapes and geometric primitives.



USE OF APPROPRIATE METHODS:

- https://www.tinkercad.com/

RESULTS/OUTCOME: Students were able to gain insightful experience by working with the graphics tool. Students were able to explore the educational applications of Tinker cad and its integration into the classroom. Students were able to make use of graphics tools to understand the concepts of computer graphics.

Signature of the Faculty

HOD, CSE

JSS ACADEMY OF TECHNICAL EDUCATION

DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING

Date: 23/11/22

Faculty Name: Shantala K.V, Swetha Kaddi, Namitha SJ

Class/Section: 7th/ 'A', 'B' &'C' Sec **Subject: User Interface Design (18CS832)**

Activity Name: UID projects using UI/UX Tools

Academic Year: 2022-23

Course Outcomes covered:

CO5: Develop an ability to Create user interface for different applications to meet specified needs of users using user interface tools.

PO & PSO mapping:

PO's												PSO's			
1	2	3	4	5	6	7	8	9	10	11	12	1	2	3	4
√	√	√	√	√	-	-	-	√	√	-	-	√	√	√	√

GOAL OF THE ACTIVITY:

To Develop ability to Create User interface for varies applications to meet specified needs using knowledge gained on different User Interface design tools.

DESCRIPTION OF ACTIVITY:

Information about various online tools for UI/UX was disseminated in the class by the faculty and a sample screen was designed using Figma tool.

Students were asked to do a bit of research about UI/UX tools and to design user interface for several applications to meet specified needs, by making use of User interface design tools and technologies like Figma, WIX Framer. Adobe UI/UX tools.

Team of size 2 was formed; Students developed their projects, demonstrated their project and submitted the report of their project.

USE OF APPROPRIATE METHODS:

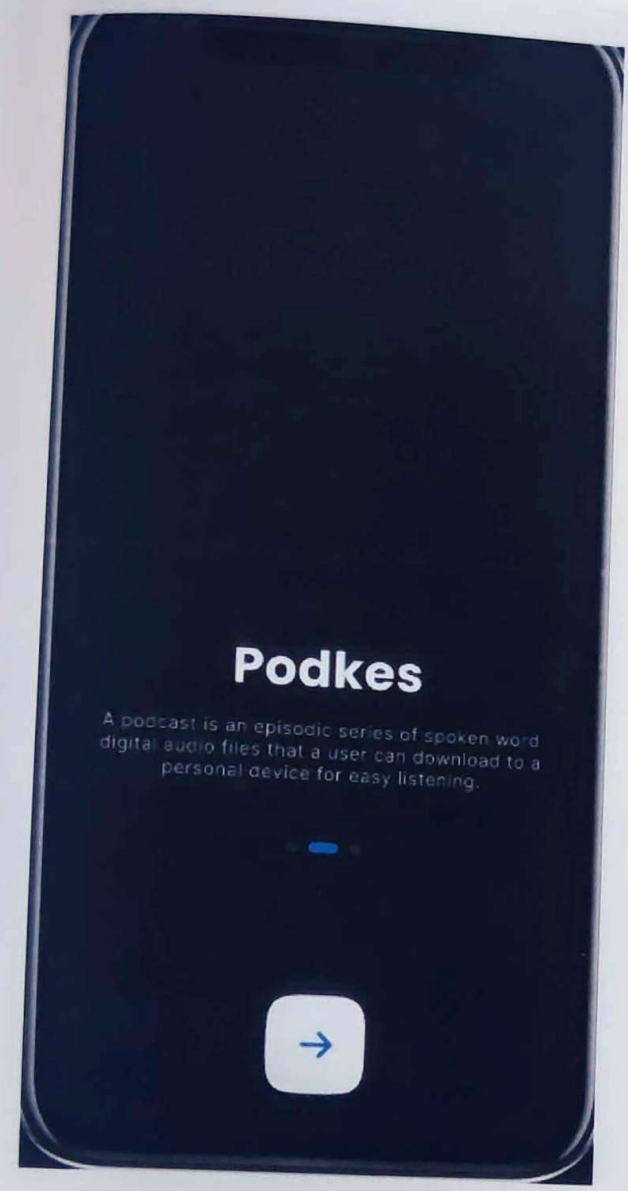
Figma, WIX Framer. Adobe UI/UX

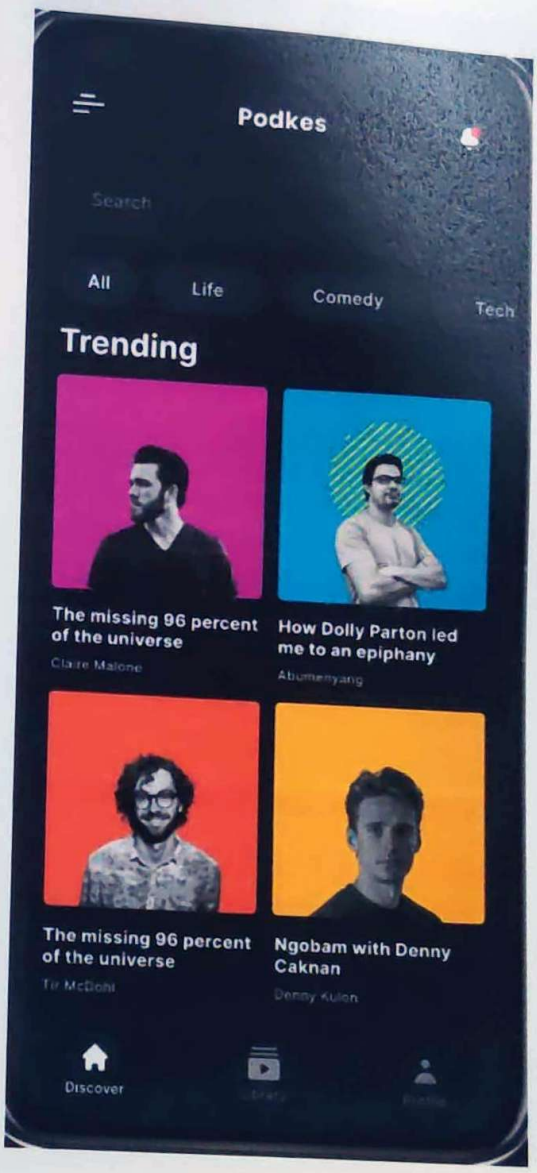
RESULTS/OUTCOME : Below table shows the list of project developed by students .

Sl.no	USN	Student name	UID Project name	User Interface Development tool used
	1JS18CS172 Syed Salik Hussain	Nike store UID	Figma	
2	1JS19CS128	R Sahana	Food Service	Figma
3	1JS19CS129	Rahul Raj	Supernova	Figma
4	1JS19CS130	Rajat Kumar Luharuka	Food App	Figma
5	1JS19CS131	Rakshita P	Pet service	Figma
6	1JS19CS132	Rakshith B G	Online Shopping	WIX
7	1JS19CS133	Rakshith B R	Clothing shopping	Figma
8	1JS19CS134	Rakshitha S	Food ordering app	Figma
9	1JS19CS135	Rama Mutalikdesai	Counselling UID	Figma
10	1JS19CS136	Rashika Khare	Paint Nut	Figma
11	1JS19CS137	Rohit Kumar	Food Delivery	Figma
12	1JS19CS138	S Bhavith	Clothing shopping	Figma
13	1JS19CS139	S Sumanth	Online Shopping	WIX
14	1JS19CS140	S Vishwas	TechNews Online	Wix
15	1JS19CS141	Sagar D	Hotel Booking app	Figma
16	1JS19CS142	Sahana M	Food ordering app	Figma
17	1JS19CS143	Sakshi Sindhuja	Netflix	Figma
18	1JS19CS144	Samartha U M	TechNews Online	Wix
19	1JS19CS145	Sanath S Kaushik	Open fashion by JSS	Figma
20	1JS19CS146	Sandeep M	Hotel Booking app	Figma
21	1JS19CS147	Sanjana R P	Digital marketing agency	Figma
22	1JS19CS148	Sanjana S	Pet Service	Figma
23	1JS19CS149	Sanjay R	Techno Blogs	Wix
24	1JS19CS150	Sanjay T H	Open fashion by JSS	Figma
25	1JS19CS151	Saransh	NEON	Figma
26	1JS19CS152	Saurabh Prakash	Food App	Figma
27	1JS19CS153	Saurabh Suman	Supernova	Figma
28	1JS19CS154	Shanmukha Ganesna	Supernova	Figma
29	1JS19CS155	Shashank	Food App	Figma
30	1JS19CS156	Shilpa	Coffee ordering	Figma
31	1JS19CS157	Shithin S Shetty	Chef Food	Figma
32	1JS19CS158	Shreesha Shastri	TechNews Online	Wix
33	1JS19CS159	Shrusti M Yaligar	Counselling UID	Figma
34	1JS19CS160	Shruthi K P	Online Bank System	Figma
35	1JS19CS161	Shubh Srivastava	NEON	Figma
36	1JS19CS162	Shubham G	Clothing shopping	Figma
37	1JS19CS163	Siddhant	Techno Blogs	Wix
38	1JS19CS164	Sinchana S L	Animal Wikipedia	Figma
39	1JS19CS165	Sinchana T Harish	Food ordering app	Figma
40	1JS19CS166	Sindhu Nadig B N	Agency UID	Figma
41	1JS19CS167	Sireesha G	Digital marketing agency	Figma
42	1JS19CS168	Sistla Gautam Krishna	Food Service	Figma
43	1JS19CS169	Sneh Samarpit	Supernova	Figma

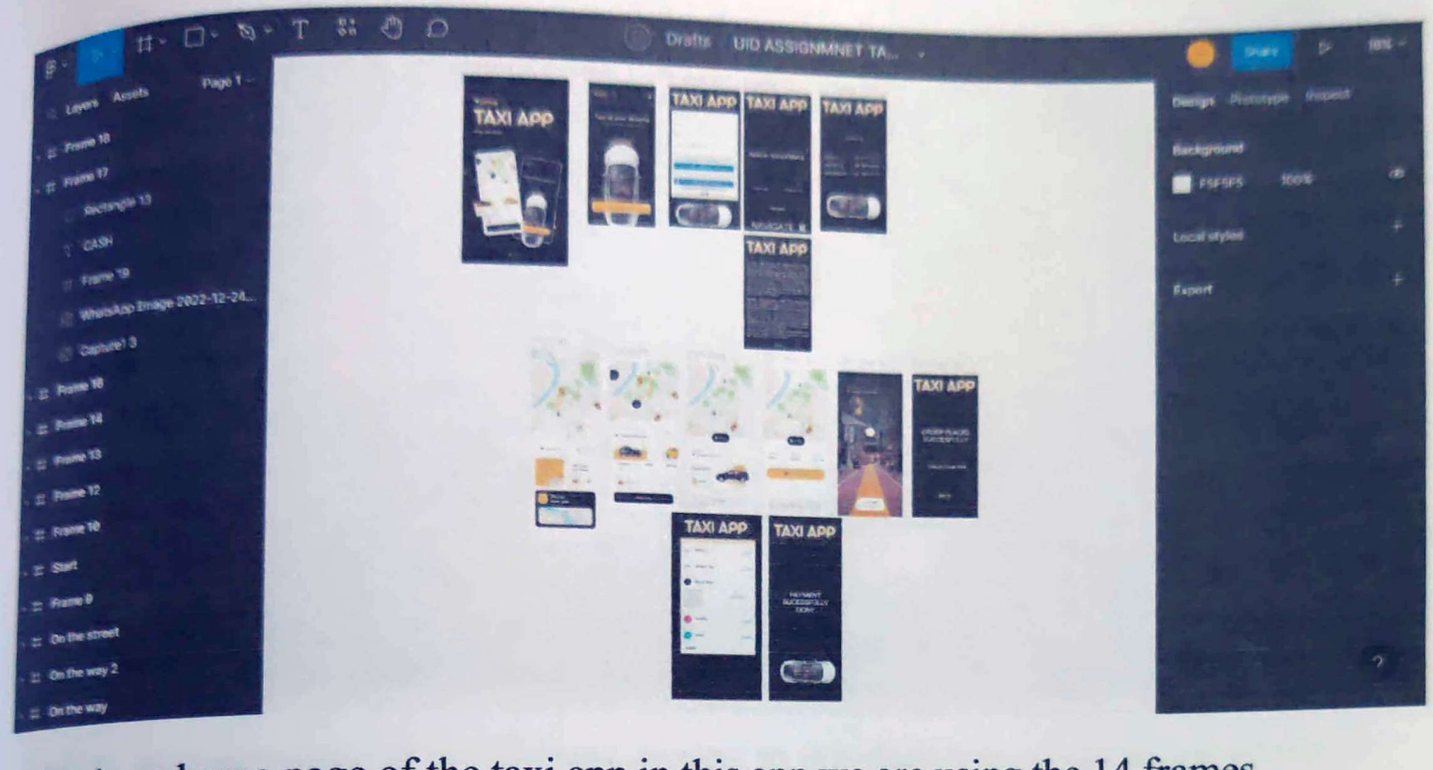
44	1JS19CS170	Sneha Mondal	Netflix	Figma
45	1JS19CS171	Spoorthi Satish	Online Bank System	Figma
46	1JS19CS172	Sri Vishnu S	Hotel Booking app	Figma
47	1JS19CS173	Srinivas S Rathod	Nike store UID	Figma
48	1JS19CS174	Sudhanshu Raj	Food Delivery	Figma
49	1JS19CS175	Sujal Verma	Food Delivery	Figma
50	1JS19CS176	Sukshma S Kumar	Food ordering app	Figma
51	1JS19CS177	Sudeep Kumar Singh	NEON	Figma
52	1JS19CS178	Sweta Kumari	Todo List	Figma
53	1JS19CS179	Tejashree R	FETO workout app	Figma
54	1JS19CS180	Tejashree T	Coffee ordering system	Figma
55	1JS19CS181	Teliki Sai Jyothsna	Paint Nut	Figma
56	1JS19CS182	Tina Sharma D	Online Bank System	Figma
57	1JS19CS183	Ullas H P	Chef Food	Figma
58	1JS19CS184	Varshaa G	Digital marketing agency	Figma
59	1JS19CS185	Varshitha	Animal Wikipedia	Figma
60	1JS19CS186	Varun S Athreya	Chef Food	Figma
61	1JS19CS187	Veena Arahunasi	Agency UID	Figma
62	1JS19CS188	Vijay Manjayya Naik	Techno Blogs	Wix
63	1JS19CS189	Yajusha Ravi Gowda	FETO workout app	Figma
64	1JS19CS190	Yashas K M	Online Shopping	WIX
65	1JS19CS191	Vibhuti Bajaj	Todo List	Figma
66	1JS20CS412	Sanjana P	Social app	Framer
67	1JS20CS413	Shankar Khanapur	Food fun	figma
68	1JS20CS414	Sofia Iqbal Khan	Todo List	Figma
69	1JS20CS415	Somashekar N	Food fun	figma
70	1JS20CS416	Spandana H R	Social app	Framer
71	1JS20CS417	Tejaswini S L	Social app	Framer
72	1JS20CS418	Vandana P	Social app	Framer

4. SNAP SHOTS


Podkes
A podcast is an episodic series of spoken word digital audio files that a user can download to a personal device for easy listening.

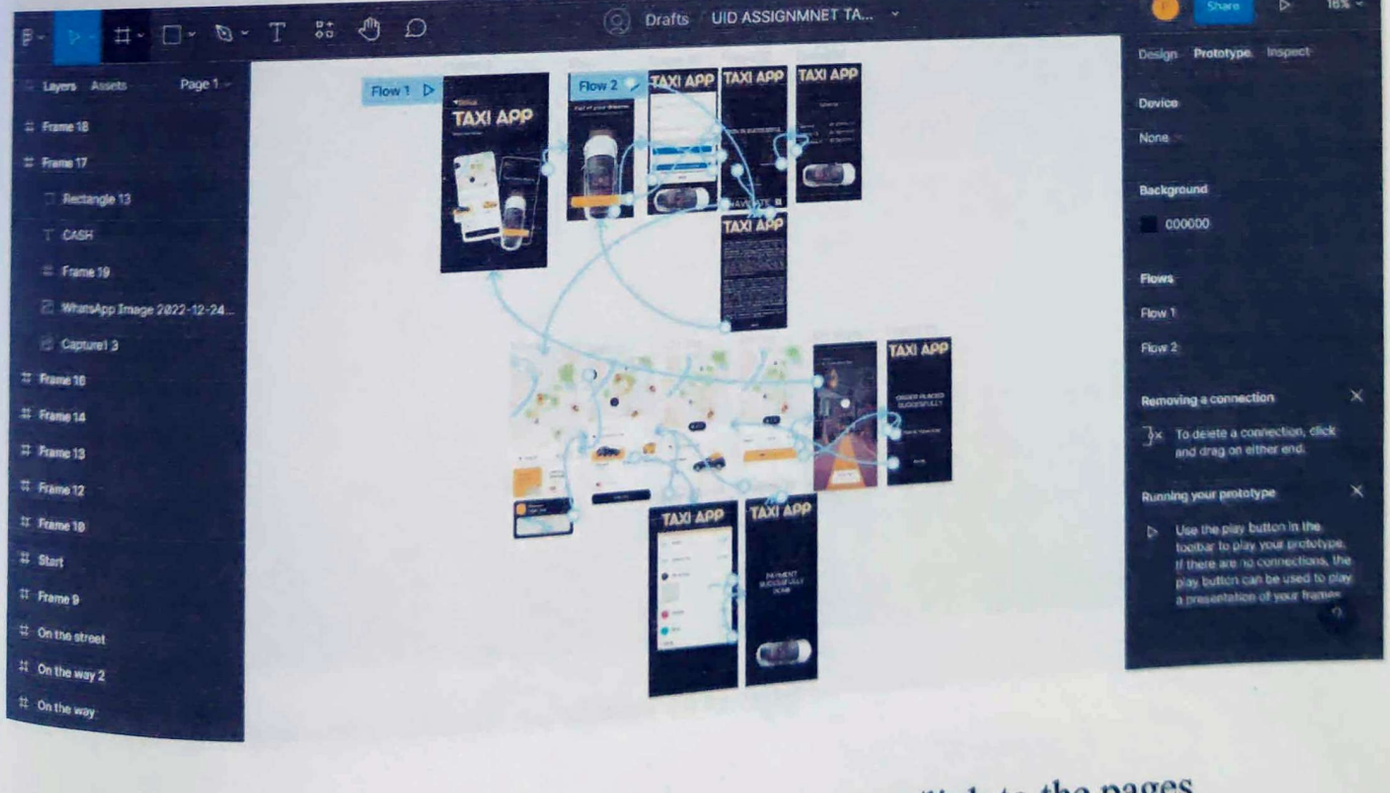

Podkes
Search
All
Life
Comedy
Tech
Trending
The missing 96 percent of the universe
Claire Malone
How Dolly Parton led me to an epiphany
Abumenyang
The missing 96 percent of the universe
Tir McDohl
Ngobam with Denny Caknan
Denny Kulon
Discover

HOME PAGE

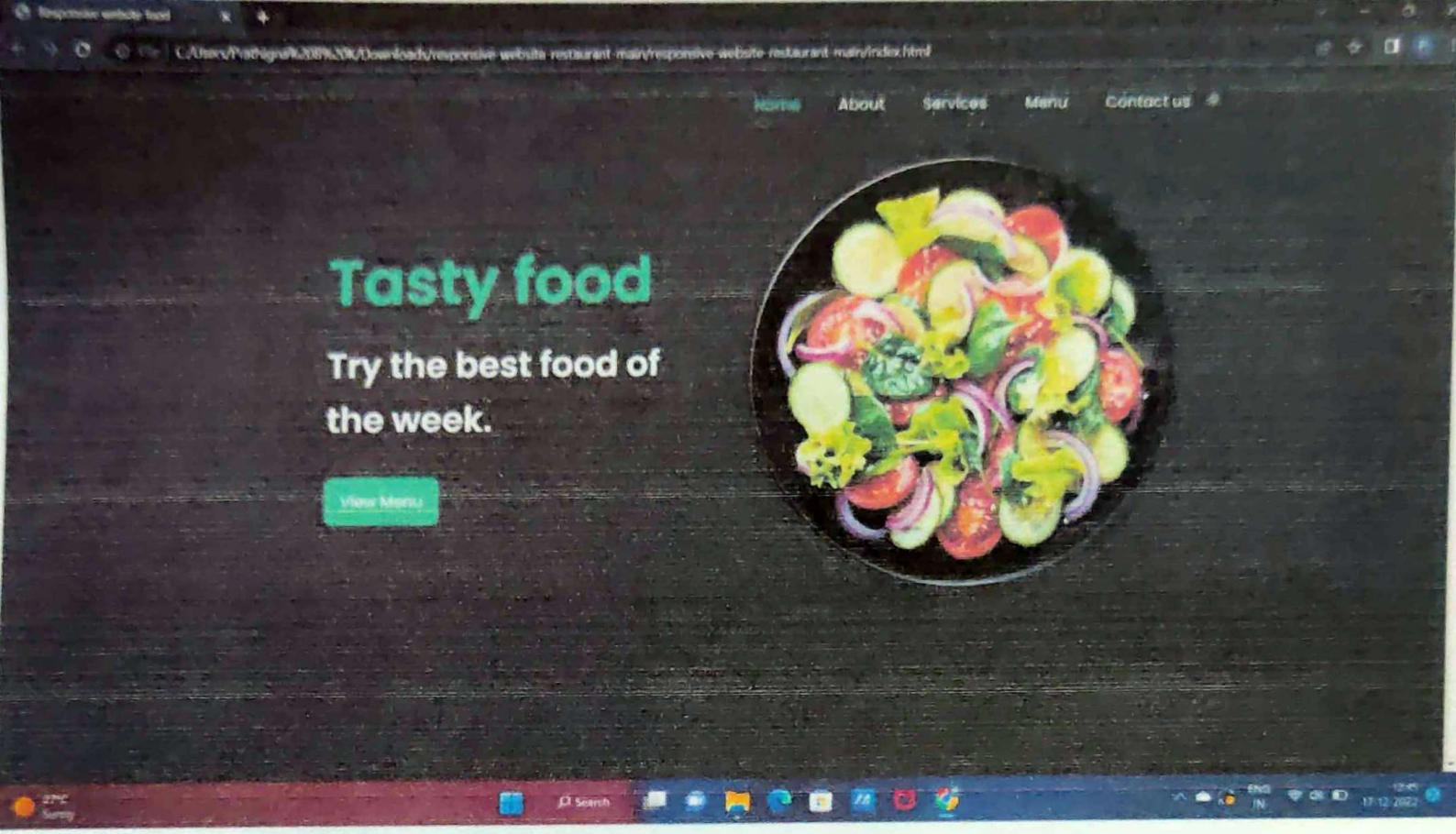


This is an home page of the taxi app in this app we are using the 14 frames

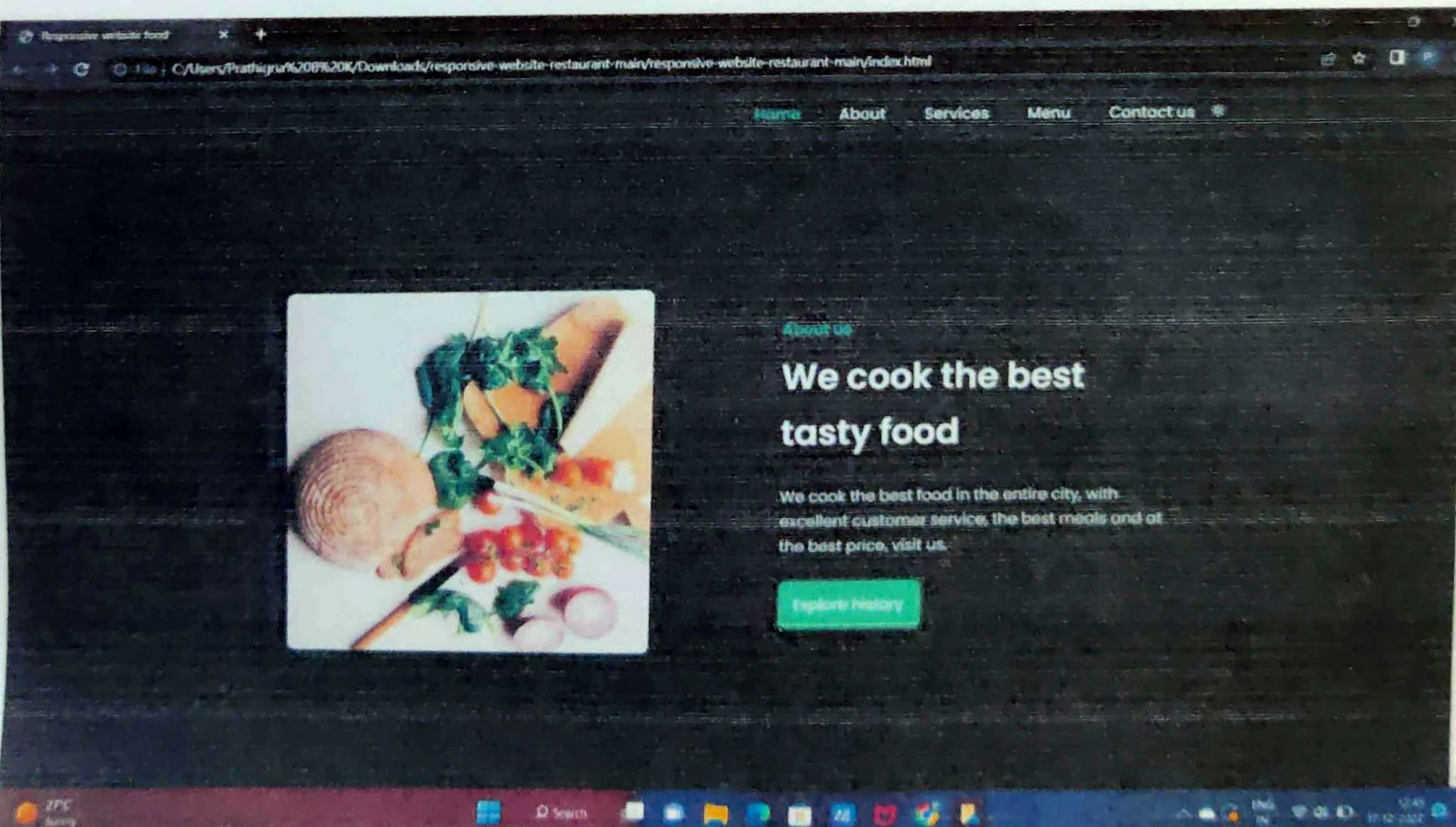
PROTOTYPE LINK



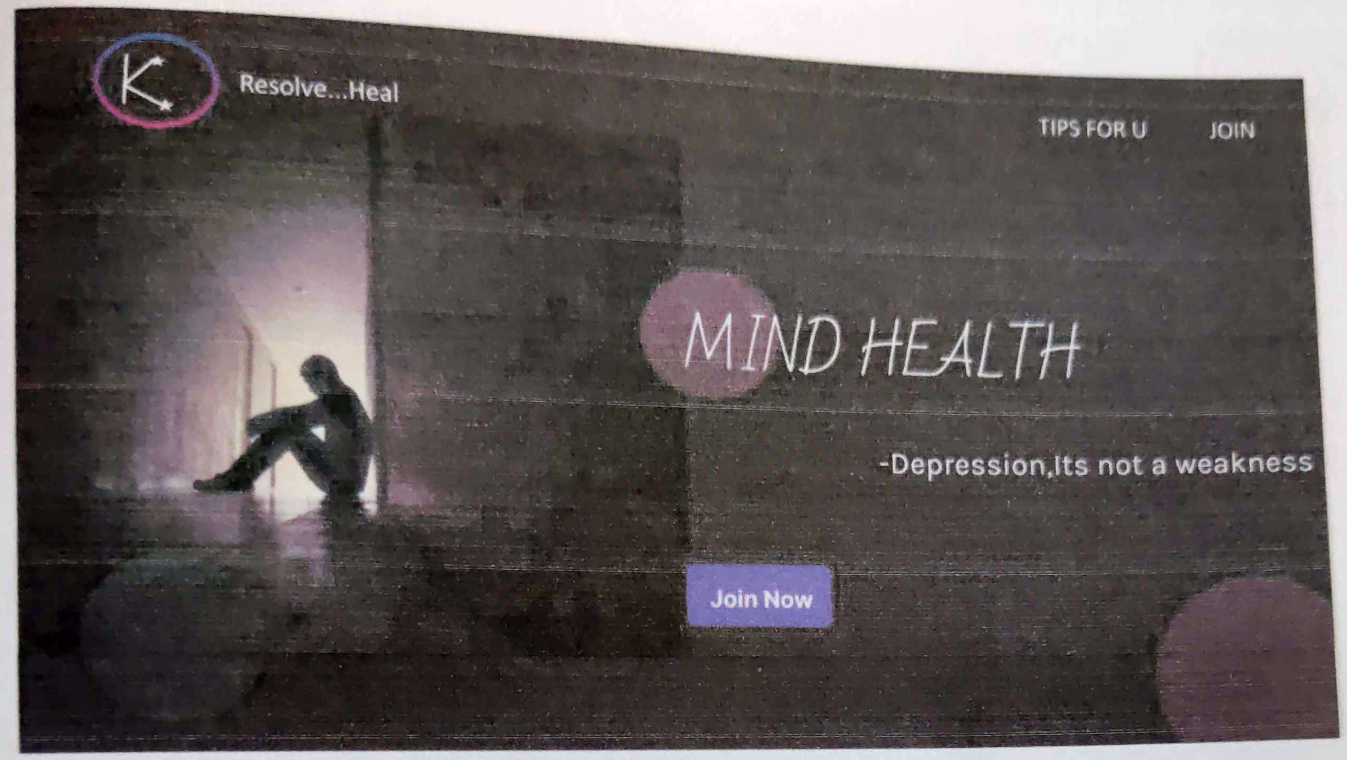
In this above screenshot we are given the connection /link to the pages

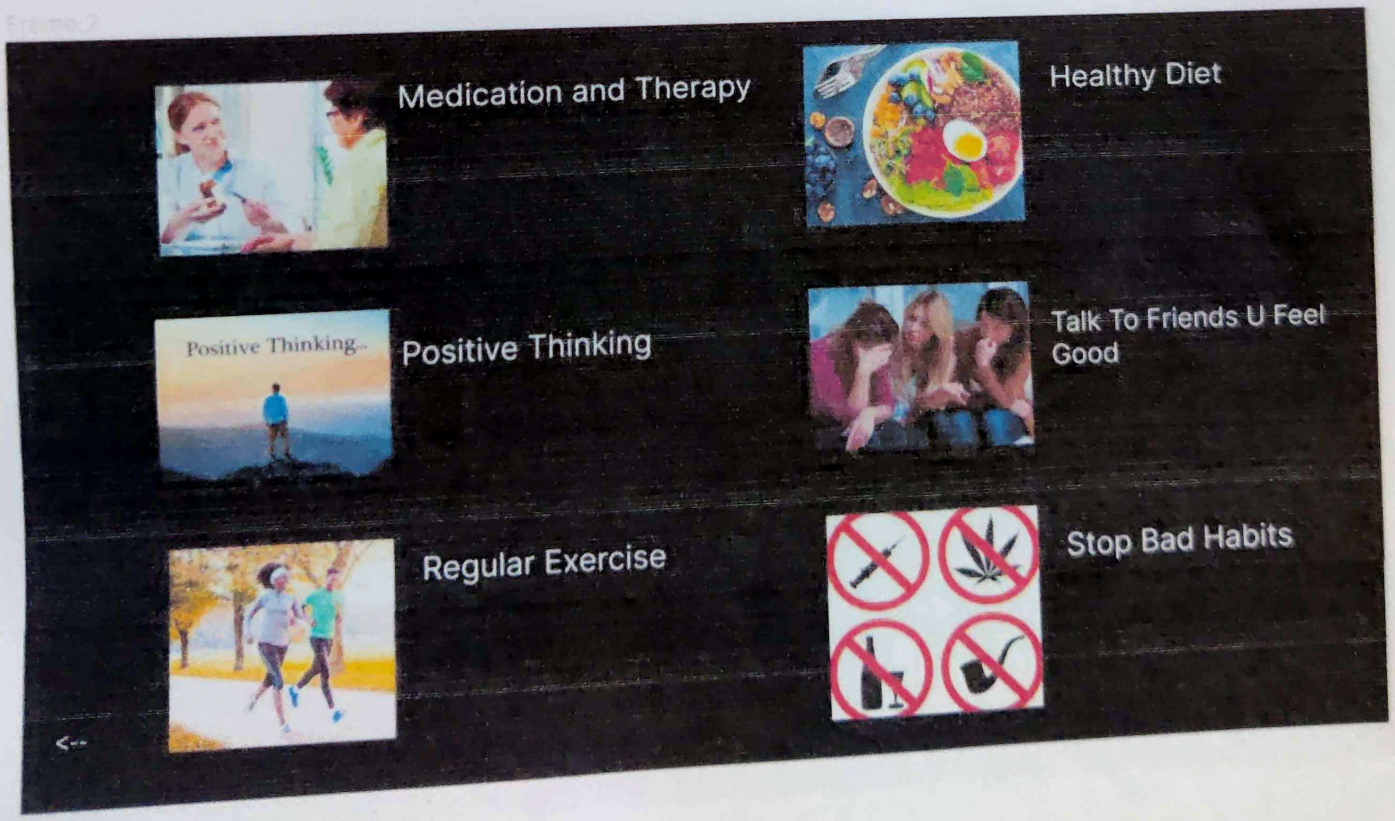


The home page



4. SNAPSHOTS


Resolve...Heal
TIPS FOR U
JOIN
MIND HEALTH
-Depression,Its not a weakness
Join Now


Medication and Therapy
Healthy Diet
Positive Thinking..
Positive Thinking
Talk To Friends U Feel Good
Regular Exercise
Stop Bad Habits
<--

(7)

Date: 07/12/2022

Faculty Name : Dr. Naidila Sadashiv

Class/Section: VI 'A', COMPUTER NETWORKS AND SECURITY (18CS52)

Activity Name: Insight Of Network Protocols Using Wireshark And Interactive Online Tool

Academic Year: 2022-23

Course Outcomes covered:

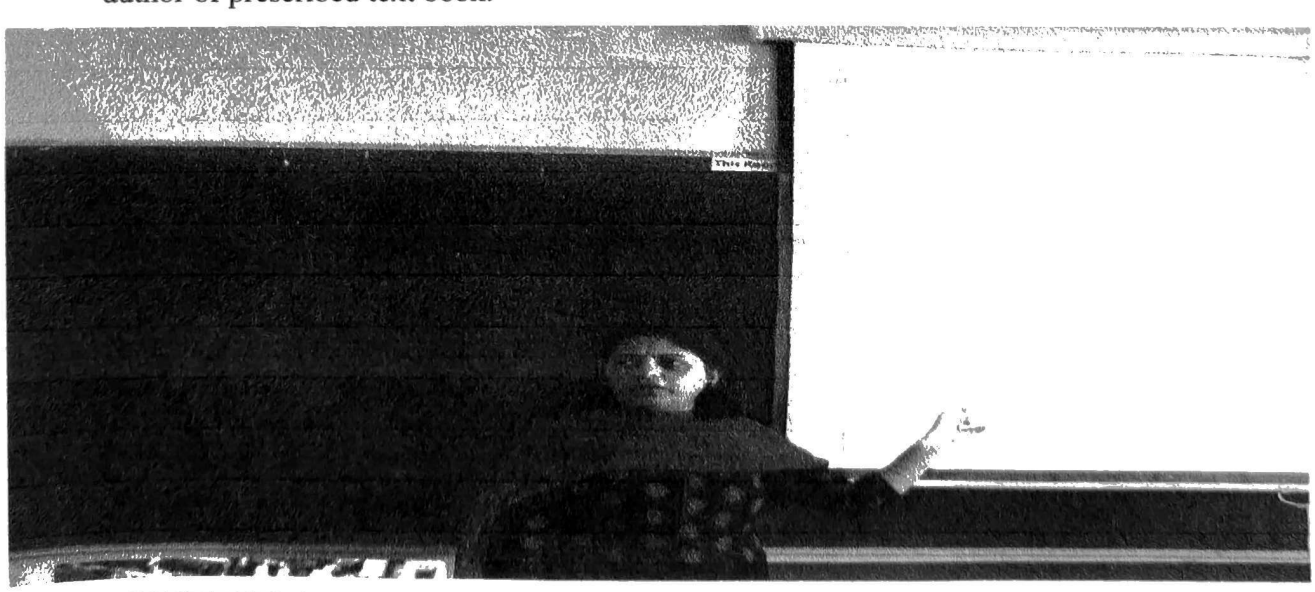
PO & PSO mapping:

PO's												PSO's			
1	2	3	4	5	6	7	8	9	10	11	12	1	2	3	4
3	3	2	1	2	-	-	-	1	-	-	-	3	1	-	1

GOAL OF THE ACTIVITY: To provide an insight of network protocols by seeing protocols in action and by playing around with protocols.

DESCRIPTION OF ACTIVITY:

- Students were taught to install and work with Wireshark packet sniffer. It is a packet sniffer that passively copies messages being sent from and received by computer. It will also display the contents of the various protocol fields of these captured messages.
- Understanding the concepts of congestion window using the interactive online tool by the author of prescribed text book.



USE OF APPROPRIATE METHODS:

- Use of online interactive exercises: http://gaia.cs.umass.edu/kurose_ross/interactive
- Use of virtual Wireshark Labs: https://gaia.cs.umass.edu/kurose_ross/wireshark.php

RESULTS/OUTCOME : Students were able to gain insightful experience by working with wireshark and were able to understand the concepts in an interesting manner.

Signature of the Faculty

HOD, CSE

JSS Academy of Technical Education, Bangalore
Department of Computer Science & Engineering

Innovative Assignment I

Think-Pair-Share Activity (Collaborative Learning)

Course: **Database Management Systems [18CS53]**
Activity: **Think-Pair-Share Activity (Collaborative Learning)**
Faculty In-charge**: K S Rajeshwari**
Semester/Sec: **V CSE 'C'**
Date: **28.11.2022**
Date of conduction: **10. 12 .2022**

CO-PO/PSO Mapping:

PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10
2	2	1	1	**1**	--	-	-	**1**	**1**
PO11	**PO12**	**PSO1**	**PSO2**	**PSO3**	**PSO4**				
-	-	**1**	**1**	**1**	-				

Objective of the activity:

- To enhance the knowledge in Database management systems.
- To explore more on Entity-relationship diagram and relation schema and to understand the concepts of ER diagram and relation schema.
- To build team work and communication skills.
- To manage the time.

Activity Description:

1. Made a team of 4 students.
2. Each team has to given the database with requirements to the other group by selecting the chits.
3. The assigned group had written the ER diagram with description and relation schema within the given time.
4. The written ER diagram and relation schema had evaluated by the team which has given.
5. Each team had given 45 minutes for writing the ER diagram and relation schema.

Rubrics for Evaluation:

1. Selecting the database and defining requirements- 5
2. ER diagram with description -3
3. Relation Schema -2

Marks

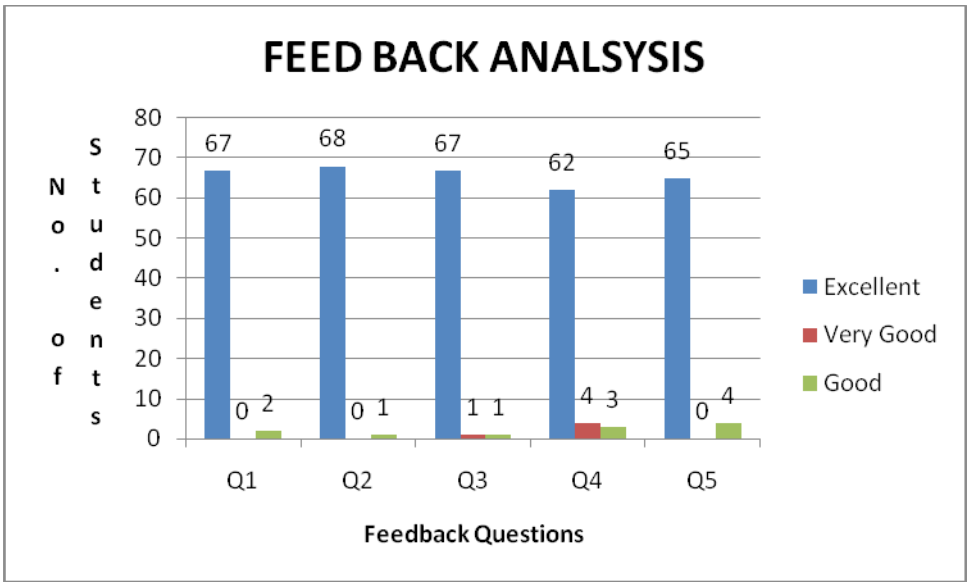
Group number	Name	USN	Database	Group allotted
1	SINCHANA SK	1JS20CS160	Bank management system	15
	VARSHINI JAKATI	1JS20CS179		
	VARSHITA BM	1JS20CS180		
	YASHASWINI S	1JS20CS189		
2	VANSH	1JS20CS178	School Managment system	4
	VIVEK	1JS20CS185		
	TARUN	1JS20CS170		
3	SRIVATSA R	1JS20CS165	Electricity billing system	9
	UDAY SAI S	1JS20CS176		
	THEJAS I M	1JS20CS173		
	UDITH R	1JS20CS177		
4	Rohan M D	1JS21CS412	Hostel seat Management System	2
	Sahana G M	1JS21CS413		
	Sanjana T S	1JS21CS414		
	Shilpa C N	1JS21CS417		
5	Shivam Kumar	1js20cs152	university database	12
	Satyam Raj	1js20cs145		
	Thanseer Jelani	1js20cs171		
	Ritesh Kumar	1js20cs133		
6	Sanjay N	1js20cs143	Bus operator	11
	Rishabh J	1JS20CS131		
	Sai Abhiram S	1JS20CS138		
	Shravanth Reddy M R	1JS20CS154		
7	Sharathkumar HV	1js20cs147	Art gallery database	19
	Shashwath BN	1js20cs148		
	Shreyas P	1js20cs157		
	Sudarshana MG	1js20cs167		
8	Thanusha R	1js20cs172	Airline database	18
	Udagandla Mythri	1js20cs175		
	Yashaswini H V	1js20cs188		
9	Supriya p nadgir	1js20cs168	fitness management	3
	Shamitha AS	1js20cs146		
	saismaran ks	1js20cs139		
10	Shreeya R Hegde	1js20cs155	online shopping system	17
	Sinchana S	1js20cs159		
	Vinamratha R Jagirdar	1js20cs181		
11	Shivram R Suthar	1JS20CS153	Supermarket management System	3
	Shreya R Swamy	1JS20CS156		
	Sree Yuktha Aradya S	1JS20CS162		

12	tushar Andanur	1js20cs174	blood donation management system	5
	srinidhi n joshi	1js20cs163		
	suchinth	1js20cs166		
	Vishal br	1js20cs182		
13	Rishav Kumar	1JS20CS132	Embassy Management System	14
	Shilpa Gupta	1JS20CS151		
	Sanskriti Singh	1JS20CS144		
	Shubhankar Sharma	1JS20CS158		
14	Sneha M	1JS20CS161	Book publishing company database	13
	Sanjana S	1JS20CS142		
	Sanjana G N	1JS20CS141		
	Yashasvi G M	1JS20CS187		
15	Rehan Ayub Kittur	1JS20CS130	online bookstore	1
	Ramesh kr Yadav	1JS20CS129		
	Sachin Kumar	1JS20CS135		
	Sachin Kumar	1JS20CS136		
16	Aneesh	1JS17CS350	MOVIES Management System	
	Rohit	1JS20CS134		
	Swapnil	1JS20CS169		
	Vishwachetan	1JS20CS183		
17	Sadhvi Adiga V	1JS20CS137	Hospital management system	10
	Vismaya R	1JS20CS184		
	Sristhi koul	1JS20CS164		
	Sheetal S M	1JS20CS149		
18	Zoya Haider	1JS20CS190	Library Management	8
	Shradha Saw	1JS20CS192		
19	Santhosh Kumar B	1js21cs415	mangoes sales management system	7
	Shashank H V	1js21cs416		
	Swapnil	1JS20CS169		

Outcome of the activity:

1. Students have gained the knowledge about ER diagram and relation schema.
2. Students have understood to write ER diagram and relation Schema for simple real world applications.
3. Students have learnt the time management and to work in team.

Feedback Analysis:



Photos:


GPS Map Camera
Lat 12.902716° Long 77.504679°
10/12/22 11:22 AM GMT +05:30
158° S
Google
11.29 m


GPS Map Camera
Lat 12.902716° Long
77.504679°
10/12/22 11:42 AM GMT +05:30
225° SW
Google
11.29 m


GPS Map Camera
Lat 12.902716° Long 77.504679°
10/12/22 11:33 AM GMT +05:30
109° E
Google
11.29 m


GPS Map Camera
Lat 12.902716° Long 77.504679°
10/12/22 11:27 AM GMT +05:30
117° SE
Google
11.29 m


GPS Map Camera
Lat 12.902716° Long 77.504679°
10/12/22 11:27 AM GMT +05:30
122° SE
Google
11.29 m


GPS Map Camera
Lat 12.902716° Long 77.504679°
10/12/22 11:43 AM GMT +05:30
249° W
Google
11.29 m

JSS ACADEMY OF TECHNICAL EDUCATION

DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING

(9)

Date: 12.12.2022.

Faculty Name : Mrs Snehalatha N

Class/Section: VII CSE 'C'

Activity Name: Demonstration of Big Data analytics tools

Academic Year: 2022-23(ODD semester)

GOAL OF THE ACTIVITY:

- Data analysts can be instrumental in helping organizations improve the way they make business-related decisions by using software and big data analytics framework that is aimed at analyzing big data.
- The application of big data analysis can assist businesses in making better business decisions by analyzing large amounts of data and uncovering hidden patterns.
- Real-time analytics platforms in big data apply logic and math to gain faster insights into data, resulting in a more streamlined and informed decision-making process.

DESCRIPTION OF ACTIVITY:

Team of 4 students were formed. Each team selected one of the analytic tools and were informed to install in their laptops. Each team has to identify their own problem statement and its solution using big data analytic tools.

USE OF APPROPRIATE METHODS:

Installation and demonstration of tools for a given problem statement using Hadoop MongoDB, Cassandra, Hive, Pig, Spark, Flume, Tableau, NoSQL

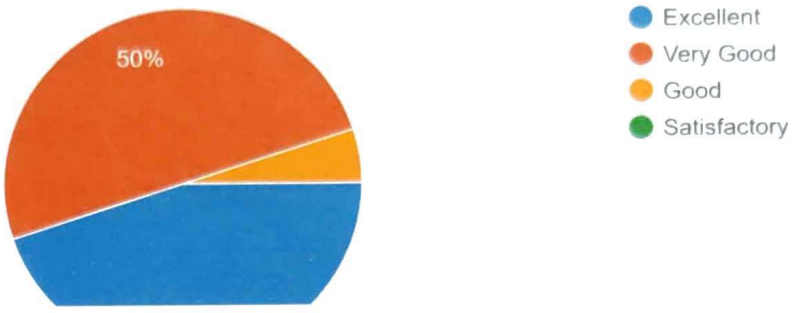
RESULTS/OUTCOME :

Students were able to understand the different tool installation and its working . Also students were able to use the tool for possessing a great ability to store huge data across several servers and applying programming model for processing the different data from different sources and producing the desired results

Feedback:

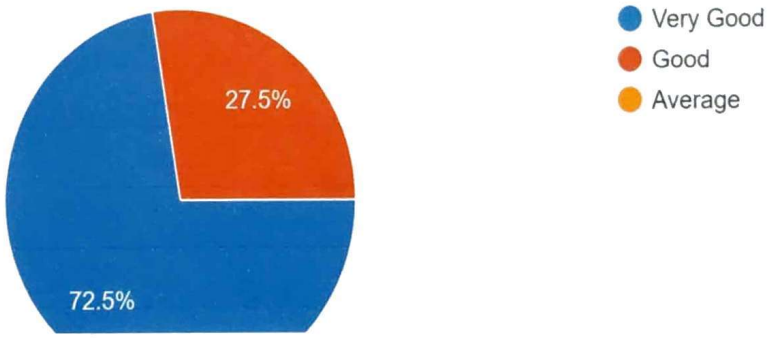
How would you rate the activity useful

40 responses



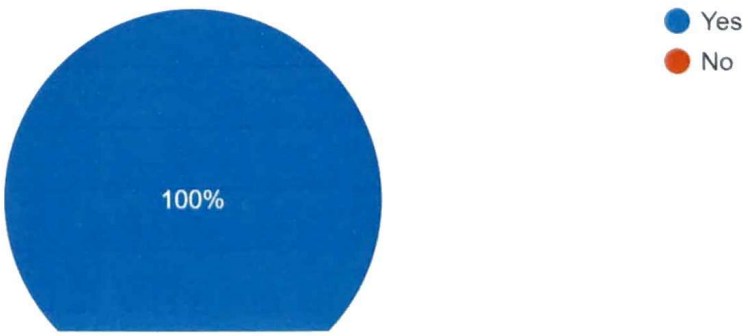
Was the activity helped to enhance the knowledge in Big Data Analytics

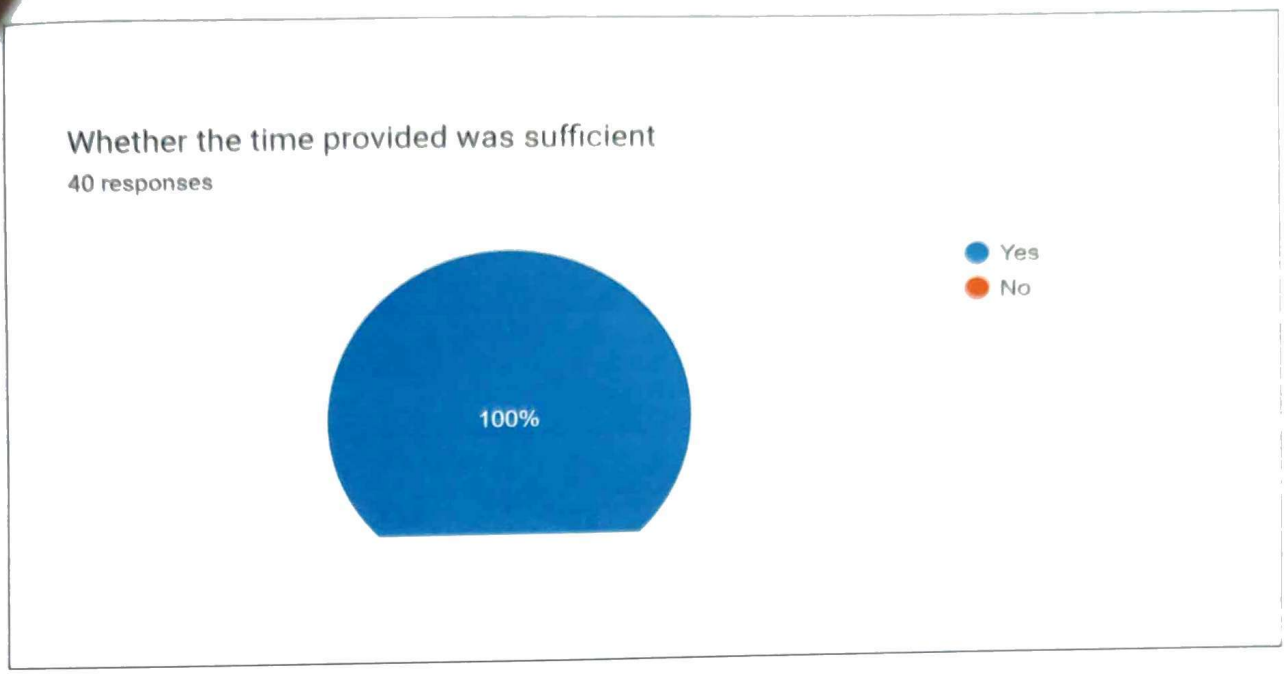
40 responses



whether this kind of activity is required and would help in enhancing the learning

40 responses





Signature of the Faculty

HOD, CSE

(10)

JSS ACADEMY OF TECHNICAL EDUCATION

DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING

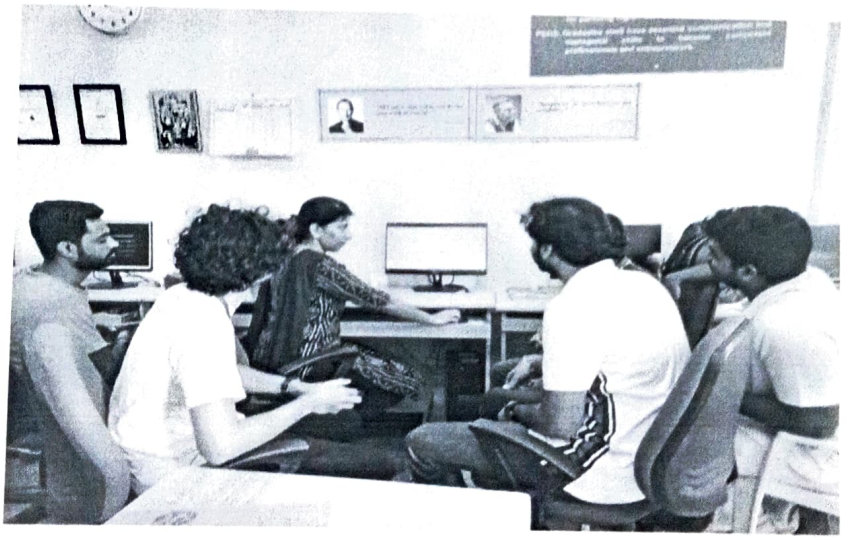
Date: 6/03/2023

Faculty Name : Dr. Pavithra G S
Class/Section: 3 'A' Ability Enhancement (21CSL381)
Activity Name: E-Mail Creation
Academic Year: 2022-23

GOAL OF THE ACTIVITY: Students are required to create their Email account in a Microsoft outlook and to know about more about the Email protocol.

DESCRIPTION OF ACTIVITY:

- Students were taught to create their Email account, Office Online apps like Word, Excel and PowerPoint. Sign in to access your Outlook, Hotmail or Live email account.
- Simple Mail Transfer Protocol- SMTP is used most commonly by email clients, including Gmail, Outlook, Apple Mail, and Yahoo Mail. SMTP can send and receive email, but email clients typically use a program with SMTP for sending email.
- The Simple Mail Transfer Protocol is an Internet standard communication protocol for electronic mail transmission. Mail servers and other message transfer agents use SMTP to send and receive mail messages.



USE OF APPROPRIATE METHODS:

- Explore more from https://www.office.com/

RESULTS/OUTCOME: Students were able to gain insightful experience by working with the Outlook email and calendar, plus Office Online apps like Word, Excel and PowerPoint. Sign in to access your Outlook, Hotmail or Live email account.

Signature of the Faculty

HOD, CSE

JSS Academy of Technical Education, Bangalore
Department of Computer Science & Engineering

Assignment I
Think-Pair-Share Activity (Collaborative Learning)

Course: **UNIX Programming [18CS61]**
Activity: **Crossword puzzle**
Faculty In-charge**: K S Rajeshwari**
Semester/Sec: **V CSE 'C'**
Announcement Date: **3.1.2022**
Date of conduction: **7.1.2022**

CO-PO/PSO Mapping:

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
C306.1	2	2	2	-	1	-	-	-	1	-	-	-

CO	PSO1	PSO2	PSO3	PSO4
C306.1	**2**	1	2	1

Crossword puzzles provide students with an opportunity to evaluate their knowledge and require students to pay attention to terminology as they need to frame the questions for Unix commands.

Objective of the activity:

1. To enhance the knowledge in Unix programming.
2. To explore more on Unix commands and to understand the usage of unix commands.
3. To build team work and technical skills.
4. To manage the time.

Activity Description:

1. Made a team of 4 students.
2. Each team has framed the crossword puzzle and given to the other group to fill up by selecting the chits.
3. The assigned group filled the crossword puzzle within the given time.
4. The Cross word puzzle has evaluated by the team which has given.
5. Each team had given 45 minutes for filling the crossword puzzle.

Rubrics for Evaluation:

1. Selection of the commands- 3
2. Framing the crossword puzzle -3
3. Filling the crossword puzzle -5

Cross-Word Puzzle Marks

SL No.	Group No	Names	USN	Alloted group No.	Marks
1	1	SAGAR D	1JS19CS141	9	10
2		SRI VISHNU S	1JS19CS172		10
3		SHANKAR B KHANPUR	1JS20CS413		10
4		Somashekar N	1JS20CS415		10
5	2	Syed salik hussaini	1js18cs172	10	10
6		Srinivas S Rathod	1JS19CS173		10
7		S.Vishwas	1JS19CS140		10
8		S.Sumanth	1JS19CS139		10
9	3	Sanjay T H	1JS19CS150	13	10
10		Sanath suresh kaushik	1JS19CS145		10
11		Rakshith B G	1JS19CS132		10
12		Samartha UM	1JS19CS144		10
13	4	Rajat Kumar Luharuka	1JS19CS130	14	10
14		Rohit Kumar	1JS19CS137		10
15		Saurabh Prakash	1JS19CS152		10
16		Shashank	1JS19CS155		10
17	5	Rakshita P	1JS19CS131	15	10
18		Sanjana RP	1JS19CS147		10
19		Sanjana S	1JS19CS148		10
20		Sireesha G	1JS19CS167		10
21	6	Rakshith B R	1JS19CS133	16	10
22		S Bhavith	1JS19CS138		10
23		Shubham G	1JS19CS162		10
24		Yashas K M	1JS19CS190		10
25	7	Rakshitha S	1JS19CS134	17	10
26		Sahana M	1JS19CS142		10
27		Sinchana T Harish	1JS19CS165		10
28		Sukshma S Kumar	1JS19CS176		10
29	8	R Sahana	1JS19CS128	18	10
30		Shruti KP	1JS19CS160		10
31		Spoorthi Satish	1JS19CS171		10
32		Tina Sharma D	1JS19CS182		10
33	9	RAMA MUTALIKDESAI	1JS19CS135	11	10
34		SHRUSTI M YALIGAR	1JS19CS159		10
35		SINDHU NADIG B N	1JS19CS166		10
36		VEENA ARAHUNASI	1JS19CS187		10
37	10	Sanjay R	1JS19CS149	8	10
38		Shreesha Shastri	1JS19CS158		10

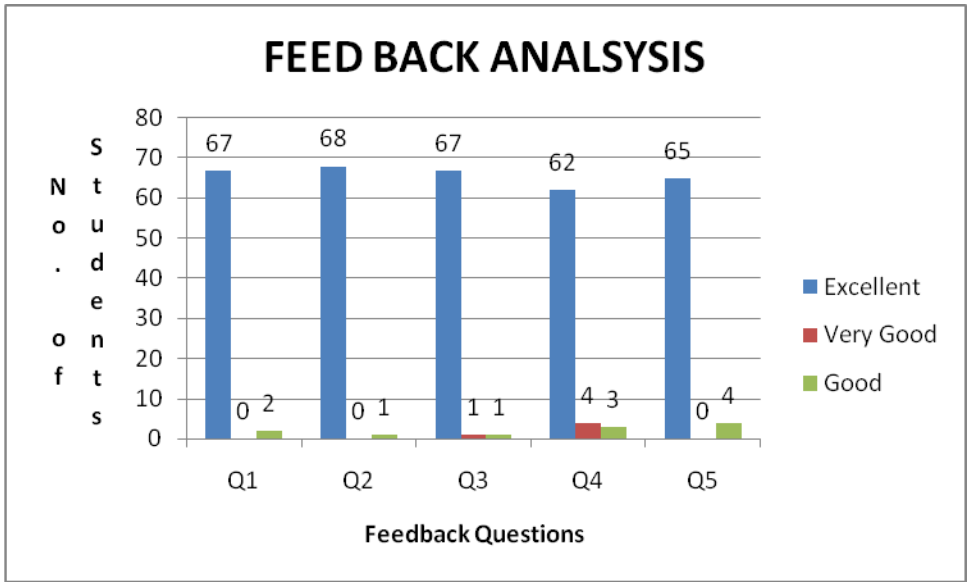
39		Siddhant	1JS19CS163		10
40		Vijay M. Naik	1JS19CS188		10
41	**11**	Rashika khare	1JS19CS136	7	10
42		Sinchana S L	1JS19CS164		10
43		Varshitha	1JS19CS185		10
44	**12**	Shilpa	1JS19CS156	6	10
45		Tejashree.R	1JS19CS179		10
46		Tejashree.T	1JS19CS180		10
47		Yajusha Ravi	1JS19CS189		10
48	**13**	Teliki Sai Jyothsna	1JS19CS181	5	10
49		vibhuti bajaj	1js19cs191		10
50		sweta kumari	1js19cs178		10
51		Sofia Iqbal Khan	1JS20CS414		10
52	**14**	Sandeep M	1JS19CS146	4	10
53		Shithin S Shetty	1JS19CS157		10
54		Ullas H P	1JS19CS183		10
55		Varun S Athreya	1JS19CS186		10
56	**15**	SARANSH	1JS19CS151	12	10
57		SHUBH SRIVASTAVA	1JS19CS161		10
58		SNEH SAMARPIT	1JS19CS169		10
59		SUNDEEP KUMAR SINGH	1JS19CS177		10
60	**16**	Sanjana P	1JS20CS412	3	10
61		Spandana HR	1JS20CS416		10
62		Tejaswini SL	1JS20CS417		10
63		Vandana P	1JS20CS418		10
64	**17**	Rahul Raj	1JS19CS129	2	10
65		Saurabh Suman	1JS19CS153		10
66		Sudhanshu Raj	1JS19CS174		10
67		Sujal Verma	1JS19CS175		10
68	**18**	Sakshi Sindhuja	1JS19CS143	1	10
69		Shanmukha Ganesna	1JS19CS154		10
70		S Gautam	1JS19CS168		10
71		Sneha Mondal	1JS19CS170		10

Outcome of the activity:

1. Students have gained the knowledge of UNIX Commands.
2. Students understood the usage of UNIX commands.
3. Students have learnt the time management and to work in team.

Feed Back

Q1. Knowledge and information gained from the Innovative teaching method.
Q2. Have you gain the knowledge of framing the questions.
Q3. Quality of the content delivery.
Q4. The Method was useful in enhancing the learning capabilities of the subject.
Q5. Overall rating of the method.



JSS ACADEMY OF TECHNICAEDUCATION,
BENGALURU

DEPARTMENT OF COMPUTER SCIENCE ENGINEERING

UNIX PROGRAMMING (18CS56)

UNIX Crossword Puzzle

(Collaborative Learning Activity)

Submitted by

Sanjana P	1JS20CS412
Spandana H R	1JS20CS416
Tejaswini S L	1JS20CS417
Vandana P	1JS20CS418

Under the guidance of

Mrs. K S Rajeshwari

Assistant Professor,

Department of Computer Science,

JSSATE

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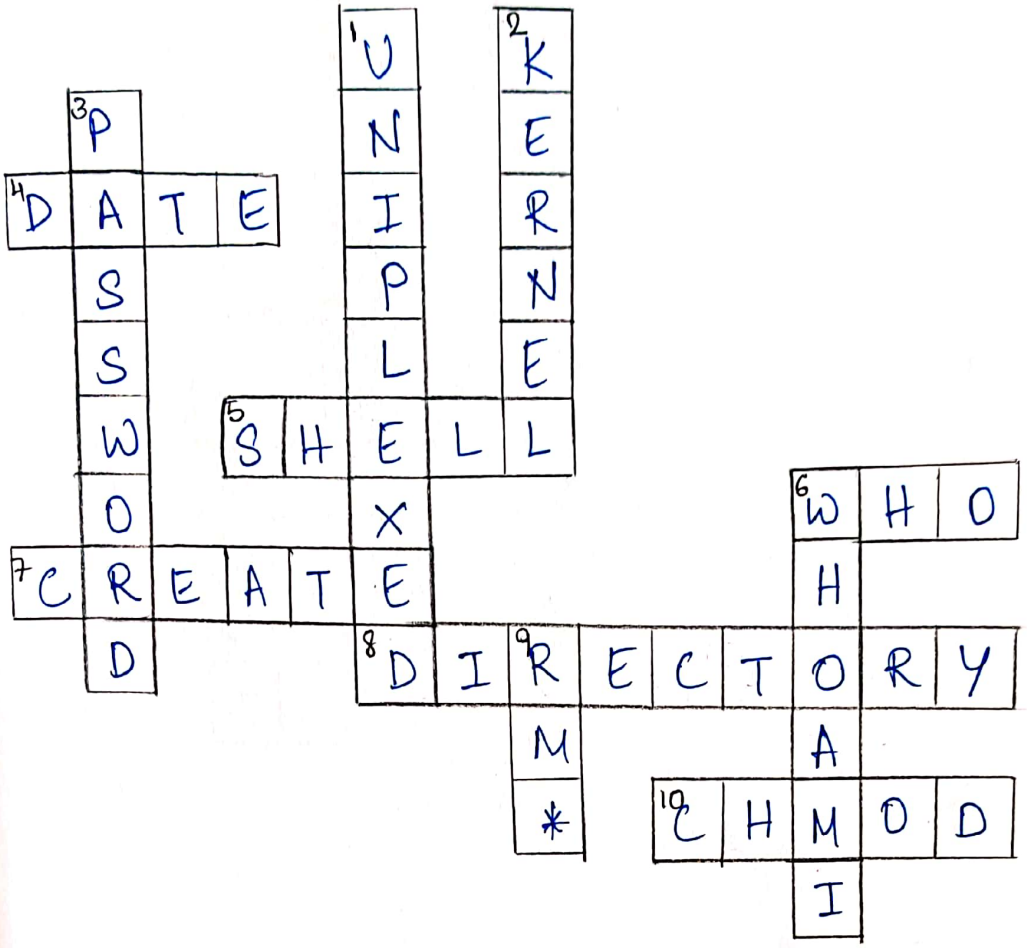
ALLOTED PUZZLE



Across

4. Command to show the current date & time
5. A prgm that acts as the Interface b/w you & UNIX System
6. To view who are all the people using the system
7. The Mkdir command is used to ___ directory
8. In parent-child relationship parent is always a ___
10. Command used to change file permissions.

Down.

1. The full form of U in Unix is ___
2. ___ Interacts directly with h/w & provides service to the user programs
3. passwd - the command used in changing your ___
6. Command used to print current user's logen name along with effective user id.
9. Command used to delete all files in a directory.

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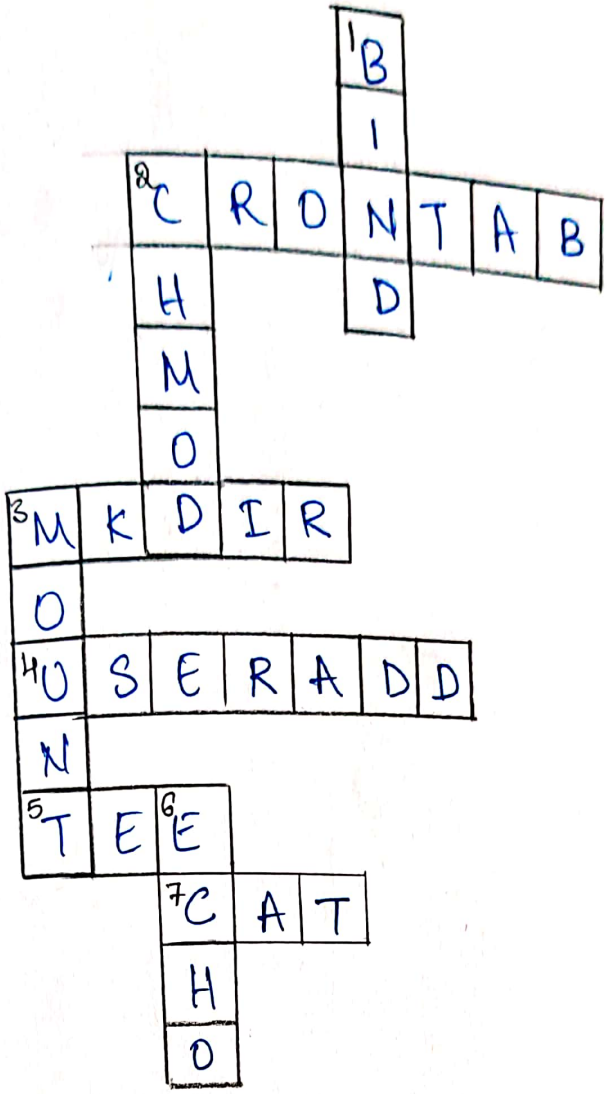
SOLVED PUZZLE



Sanath

Horizontal Commands:-

2 → Execute scheduled task at specified time
3 → To make a directory
4 → To add / create user accounts in UNIX
5 → Read std input & write o/p of prgm to std o/p & simultaneously copy it into specified bite
7 → Read bite sequentially & write them as std o/p

Vertical Commands:-

1 → locate bile based on some user specified criteria
2 → change access permission of bile system objects
3 → Used to want bile system on device to tree like structure
6 → Command to output string passed as argument.

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(12)

JSS ACADEMY OF TECHNICAL EDUCATION

DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING

Date: 05-01-2023

Faculty Name : Vikhyath K B

Class/Section: III / A

Activity Name: Demonstration of Logisim Simulation Tool

Academic Year: 2022-23 (ODD)

Course Outcomes covered:

C204.5 Make use of open-source tools to demonstrate the working of logic gates for digital circuits.

PO & PSO mapping:

PO's												PSO's			
1	2	3	4	5	6	7	8	9	10	11	12	1	2	3	4
3	2	2	1	2	-	-	-	1	1	1	-	2	1	1	-

GOAL OF THE ACTIVITY:

To Simulate the working of Arithmetic and Logical Unit using Logisim simulator.

DESCRIPTION OF ACTIVITY:

Logisim is an educational tool for designing and simulating digital logic circuits. With its simple toolbar interface and simulation of circuits as you build them, it is simple enough to facilitate learning the most basic concepts related to logic circuits. With the capacity to build larger circuits from smaller sub circuits, and to draw bundles of wires with a single mouse drag, Logisim can be used (and is used) to design and simulate entire CPUs for educational purposes.

USE OF APPROPRIATE METHODS:

1) Proper installation of Logisim tool 2) Simulation of logic gates 3) Demonstration of the working principles of logic gates.

RESULTS/OUTCOME : Students can easily understand the working principles of logic gates. It enhances the students skillset in design and development of the logic gates for the execution of various arithmetic and logical operations.

Signature of the Faculty

HOD, CSE

Head of Dept.
Computer Science & Engg.
JSSATE, Bangalore-60.

JSS ACADEMY OF TECHNICAL EDUCATION

DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING

Date:

Faculty Name : Dr. Naveen N C

Class/Section: V B SECTION

Course Name : Application Development with Python – 18CS55

Activity Name: Certification – MOOC Courses

Academic Year: October 2022 – January 2023

Course Outcomes covered: **C2,C4,C5**

PO & PSO mapping:

PO's												PSO's			
1	2	3	4	5	6	7	8	9	10	11	12	1	2	3	4
√	√	√	√	√							√	√	√	√	√

GOAL OF THE ACTIVITY:

MOOC Courses provide students with what they want with easy access to courses and content which interests them. It also provide an affordable and flexible way to learn new skills, advance career.

DESCRIPTION OF ACTIVITY:

Students were advised to take up online MOOC Courses from edX, Infosys Spring Board, IBM and they successfully completed certification courses.

USE OF APPROPRIATE METHODS:

Regular interactions and assignments/quiz were provided to students to assess the learning outcomes

RESULTS/OUTCOME :

Students were able to understand the fundamental programming concepts including data structures, networked application program interfaces, and databases, using the Python programming language.

Signature of the Faculty

HOD, CSE

JSS ACADEMY OF TECHNICAL EDUCATION

DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING

Date:

Faculty Name : Dr. Naveen N C

Class/Section: III B SECTION

Course Name : Computer Organization – 21CS34

Activity Name: Simulation – ARM Sim, Marie Sim and Logi Sim

Academic Year: October 2022 – January 2023

Course Outcomes covered: **C2,C3**

PO & PSO mapping:

PO's												PSO's			
1	2	3	4	5	6	7	8	9	10	11	12	1	2	3	4
√	√	√		√							√	√	√		√

GOAL OF THE ACTIVITY:

In order to make students understand the use of Simulators that will lower cost by evaluating hardware designs without building physical hardware systems and also to introduce abilities 03 Simulators were given as an assignment to explore the facilities.

DESCRIPTION OF ACTIVITY:

Students were advised to download the 03 Simulators and problems were given to solve. On successful completion a report was submitted by individual student.

USE OF APPROPRIATE METHODS:

All 03 Simulators were desktop application running in a Windows environment. It allows users to simulate the execution of assembly language programs and also enable the users both to debug assembly programs and to monitor the state of the system while a program executes.

RESULTS/OUTCOME :

Students were able to simulate inter communication between CPU and memory, working of Arithmetic and Logical Unit, Simulate ARM Instruction set.

Signature of the Faculty **HOD, CSE**

JSS ACADEMY OF TECHNICAL EDUCATION

DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING

Date: 17/12/2023

Faculty Name: BHAVANI B H

Class/Section: 7th CSE A

Activity Name: Implementation of ML Models using Python

Academic Year: Odd 2022-23

Course Outcomes covered:

C401.2	**Make use of** Decision Tree based learning approach for classification.
C401.3	**Build** neural network models to solve linear and non-linear classification problems.
C401.4	**Make use of** Bayesian Learning approach for text document classification.

PO & PSO mapping:

POs												PSOs			
1	2	3	4	5	6	7	8	9	10	11	12	1	2	3	4
√	√	√	√	√							√			√	√

GOAL OF THE ACTIVITY: To get familiar with all Machine Learning Models

DESCRIPTION OF ACTIVITY:

Different Machine Learning algorithms both supervised and unsupervised are implemented for several real-world applications using Python programming

USE OF APPROPRIATE METHODS:

Various ML models are implemented for different real-world problems using Python programming Language and Anaconda/ Jupyter Note book

RESULTS/OUTCOME:

Different ML Models were used for classification/ regression and clustering and various performance parameters were analysed

Signature of the Faculty

HOD, CSE

JSS ACADEMY OF TECHNICAL EDUCATION
Department of Computer Science and Engineering

Assignment-1

Course Name:Artificial Intelligence & Machine Learning **Course Code: 18CS71**

STAFF: BHAVANI B H SEM/SECTION: 7TH A

Note:

1)Implement the Algorithm assigned to individual students
2) Assume suitable Dataset and download the Datasets from the open source repositories.
3) https://towardsdatascience.com/top-sources-for-machine-learning-datasets-bb6d0dc3378b
4) Submission: Hardcopy report, consisting of Introduction, Python Code, Results and followed by Execution Demo

Sl. No	USN	Name	Algorithm to be Implemented
1	1JS18CS029	AYUSHI B SUVARNA	Bayesian Belief Network (BBN)
2	1JS18CS134	SAHANA T E	Linear regression
3	1JS19CS001	AAYUSHI SINGH	Logistic regression
4	1JS19CS002	ABDHULLA MOHAMMED NIHAD	Decision tree
5	1JS19CS003	ABHAY T M	SVM algorithm
6	1JS19CS004	ABHIJEET KUMAR	Naive Bayes algorithm
7	1JS19CS005	ABHIJNA B C	KNN algorithm
8	1JS19CS006	ABHISHEK CHAKRASALI	K-means
9	1JS19CS008	ABHISHEK S P	Random forest algorithm
10	1JS19CS009	ADARSH NARAYAN	Principal Components Analysis
11	1JS19CS010	ADITHYA S	Singular Value Decomposition
12	1JS19CS011	AISHWARYA B T	Convolutional Neural Networks (CNN)
13	1JS19CS012	AISHWARYA K S	Non-Negative Matrix Factorization
14	1JS19CS013	AISHWARYA M B	Generative Adversarial Networks (GAN)
15	1JS19CS014	AJAY	Long Short Term Memory Networks (LSTM)
16	1JS19CS015	AJAY SINGH RAJU	Recurrent Neural Networks (RNNs)
17	1JS19CS016	AKANKSHA V GOLLAPINI	Radial Basis Function Networks (RBFN)
18	1JS19CS017	AKASH H	Multilayer Perceptrons (MLPs)
19	1JS19CS018	AKASH RAO M B	Self Organizing Maps (SOMs)
20	1JS19CS019	AKSHAY PRAKASH	Deep Belief Networks (DBNs)
21	1JS19CS020	AMIT	Locally Weighted Learning

22	1JS19CS021	AMMINENI MAYUKHA	Linear Discrement Analysis
23	1JS19CS022	AMULYA K	Principal Component Regression
24	1JS19CS023	ANAGHASHREE NANDA	Learning Vector Quantization (LVQ)
25	1JS19CS024	ANAND RAI	Mixture Discrinant Analysis
26	1JS19CS025	ANANYA G	Bayesian Belief Network (BBN)
27	1JS19CS026	ANKIT KUMAR UPADHYAY	Linear regression
28	1JS19CS027	ANKIT SINGH	Logistic regression
29	1JS19CS028	ANSHU UPADHYAY	Decision tree
30	1JS19CS029	ANUPAM ASHOK	SVM algorithm
31	1JS19CS030	ANUSHKA JHA	Naive Bayes algorithm
32	1JS19CS031	APOORVA V	KNN algorithm
33	1JS19CS033	ARJUN B R	K-means
34	1JS19CS034	ARYAN RAI	Random forest algorithm
35	1JS19CS035	ASHUTOSH MISHRA	Principal Components Analysis
36	1JS19CS036	ASHUTHOSH WODEYAR	Singular Value Decomposition
37	1JS19CS037	ASHWIN RAJENDRA BADAMIKAR	Convolutional Neural Networks (CNNs)
38	1JS19CS038	ASIF NAWAZ	Non-Negative Matrix Factorization
39	1JS19CS039	ATUL C ANIL	Generative Adversarial Networks (GANs)
40	1JS19CS040	AYUSH SHRMA	Long Short Term Memory Networks (LSTMs)
41	1JS19CS041	BHARGAV M	Recurrent Neural Networks (RNNs)
42	1JS19CS042	BHOOMIKA P	Linear Discrement Analysis
43	1JS19CS043	C MUKUND REDDY	Multilayer Perceptrons (MLPs)
44	1JS19CS044	CHAITANYA KUMAR H D	Learning Vector Quantization (LVQ)
45	1JS19CS045	CHANDAN KUMAR R	Deep Belief Networks (DBNs)
46	1JS19CS046	CHIRAG VERMA	Locally Weighted Learning
47	1JS19CS047	CHIRANJEEVI R	Linear Discrement Analysis
48	1JS19CS048	DEEKSHA S	Principal Component Regression
49	1JS19CS049	DEEPAK NAIDU TALAPANENI	Learning Vector Quantization (LVQ)
50	1JS19CS050	DHANANJAY A PATEL	Mixture Discrimant Analysis
51	1JS19CS051	DHANUSH KUMAR K	Bayesian Belief Network (BBN)
52	1JS19CS052	DISHA RAMESH	Linear regression
53	1JS19CS054	GAGAN KARANTH N	Logistic regression
54	1JS19CS055	GAGANA CHANDAN M	Decision tree
55	1JS19CS056	GINNI SINGH	SVM algorithm
56	1JS19CS057	GIRISH KUMAR D V	Naive Bayes algorithm
57	1JS19CS058	GIRISH S N	KNN algorithm
58	1JS19CS059	H VAMSHI	K-means

59	1JS19CS060	HAMSASHREE SRINIVAS	Random forest algorithm
60	1JS19CS061	HAREESH NARAYANA NAIK	Principal Components Analysis
61	1JS19CS062	HARICHANDANA P	Singular Value Decomposition
62	1JS19CS063	HARIKA A	Convolutional Neural Networks (CNNs)
63	1JS19CS064	HARSHA VARDAN BHASKAR	Locally Weighted Learning
64	1JS19CS192	SUSHMA S KALASANNAVAR	Generative Adversarial Networks (GANs)
65	1JS20CS400	CHIRAAG HG	Long Short Term Memory Networks (LSTMs)
66	1JS20CS401	DIVYA S	Recurrent Neural Networks (RNNs)
67	1JS20CS402	GOURAV DEY	Deep Belief Networks (DBNs)
68	1JS20CS404	KAVYA T S	Multilayer Perceptrons (MLPs)
69	1JS20CS405	MEGHANA P	Principal Component Regression

JSS ACADEMY OF TECHNICAL EDUCATION

DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING

Date: 21/01/2023

Faculty Name: BHAVANI B H

Class/Section: 5th CSE C

Activity Name: Group Activity- Programming using Python

Academic Year: Odd 2022-23

Course Outcomes covered:

C305.2	Develop Python programs to create and manipulate lists, tuples and dictionaries.
C305.3	Discover the commonly used operations involving regular expressions and file system.
C305.4	Interpret the concepts of Object-Oriented Programming as used in Python.

PO & PSO mapping:

	POs											PSOs			
1	2	3	4	5	6	7	8	9	10	11	12	1	2	3	4
√	√	√	√	√							√			√	√

GOAL OF THE ACTIVITY: To use Python Programming for Problem Solving

DESCRIPTION OF ACTIVITY:

Different problems were given to students and same was asked to implement in Python

USE OF APPROPRIATE METHODS:

Problems were solved using Phyton Programming Language using Anaconda/Jupyter Note book/Google Collab

RESULTS/OUTCOME:

Python was used as an effective and efficient programming language to solve several real-world problems and automate the process

Signature of the Faculty

HOD, CSE

JSS ACADEMY OF TECHNICAL EDUCATION
Department of Computer Science and Engineering

Assignment-1

Course Name:Application Development using Python **Course Code: 18CS55**

STAFF : BHAVANI B H SEM/SECTION : 5th 'C'

Note: .

1)Implement the Algorithm assigned to individual students
2) Assume suitable Dataset and download the Datasets from the open source repositories.
3) https://towardsdatascience.com/top-sources-for-machine-learning-datasets-bb6d0dc3378b
4) Submission: Hardcopy report, consisting of Introduction, Python Code, Results and followed by Execution Demo

Sl. No	Batch No.	Algorithm to be implemented
1	Batch-1	Bayesian Belief Network (BBN)
2	Batch-2	Linear regression
3	Batch-3	Logistic regression
4	Batch-4	Decision tree
5	Batch-5	SVM algorithm
6	Batch-6	Naive Bayes algorithm
7	Batch-7	KNN algorithm
8	Batch-8	K-means
9	Batch-9	Random forest algorithm
10	Batch-10	Principal Components Analysis
11	Batch-11	Locally Weighted Learning
12	Batch-12	Convolutional Neural Networks (CNN)
13	Batch-13	Learning Vector Quantization (LVQ)
14	Batch-14	Generative Adversarial Networks (GAN)
15	Batch-15	Long ShortTerm Memory Networks (LSTM)
16	Batch-16	Recurrent Neural Networks (RNNs)
17	Batch-17	Mixture Discriminant Analysis
18	Batch-18	Multilayer Perceptrons (MLPs)
19	Batch-19	Linear Discrement Analysis
20	Batch-20	Deep Belief Networks (DBNs)

JSS ACADEMY OF TECHNICAL EDUCATION

DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING

Date: 25 – 11 – 2021

Faculty Name : Dr. Nagasundara K B

Class/Section: 7th A, B, C

Activity Name: Group Activity

Academic Year: 2021 – 2022

Course Outcomes covered: Identify and apply suitable image enhancement techniques using spatial and frequency domain.

PO & PSO mapping:

PO's												PSO's			
1	2	3	4	5	6	7	8	9	10	11	12	1	2	3	4
1	1	1	1	1			1	1	1	1	1	1	1	1	1

GOAL OF THE ACTIVITY:

To Understand the importance of MatLab in Digital Image Processing

DESCRIPTION OF ACTIVITY:

Implementation of Matlab programs for Image Enhancements Techniques

USE OF APPROPRIATE METHODS:

Gray Level Transformations and Image Histograms and etc..

RESULTS/OUTCOME : The outcome of this activity is to make students to apply and appreciate MatLab tool for image processing domain

Signature of the Faculty

HOD, CSE

i) Gray Level Transformations

Log Transformations –

```
import cv2
import numpy as np
# Open the image.
img = cv2.imread('sample.jpg')
# Apply log transform.
c = 255/(np.log(1 + np.max(img)))
log_transformed = c * np.log(1 + img)
# Specify the data type.
log_transformed = np.array(log_transformed, dtype = np.uint8)
# Save the output.
cv2.imwrite('log_transformed.jpg', log_transformed)
```

Output image:

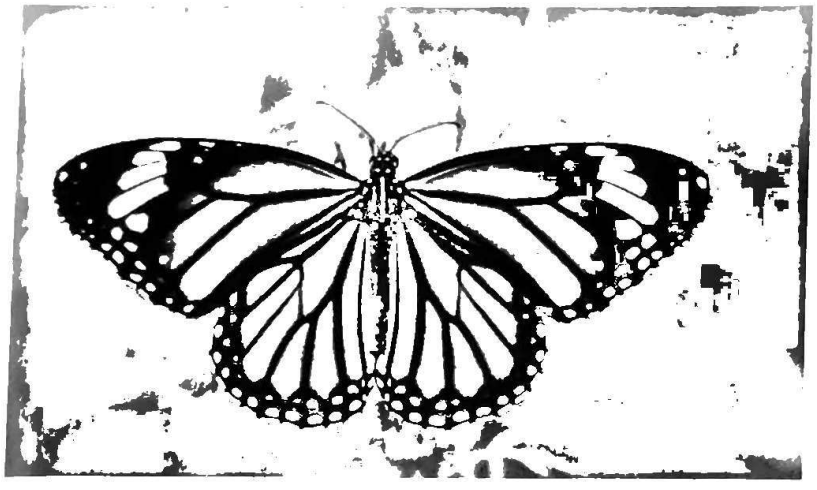
Power-Law (Gamma) Transformation

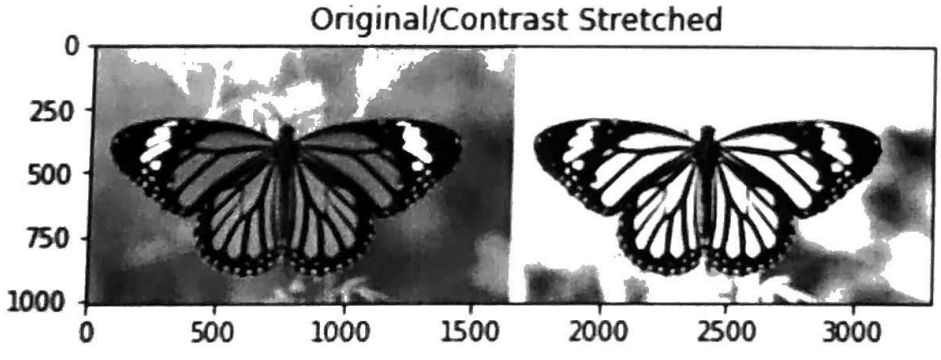
```
import cv2
import numpy as np
# Open the image.
img = cv2.imread('sample.jpg')
# Trying 4 gamma values.
for gamma in [0.1, 0.5, 1.2, 2.2]:

    # Apply gamma correction.
    gamma_corrected = np.array(255*(img / 255) ** gamma, dtype = 'uint8')
    # Save edited images.
    cv2.imwrite('gamma_transformed'+str(gamma)+'.jpg', gamma_corrected)
```

(ii)Histograms Equalization

```
import cv2
import numpy as np
from matplotlib import pyplot as plt
from google.colab import files
uploaded = files.upload()
def pixelVal(pix, r1, s1, r2, s2):
    if (0 <= pix and pix <= r1):
        return (s1 / r1)*pix
    elif (r1 < pix and pix <= r2):
        return ((s2 - s1)/(r2 - r1)) * (pix - r1) + s1
    else:
        return ((255 - s2)/(255 - r2)) * (pix - r2) + s2
img = cv2.imread('test.jpg',0)
r1 = 70
s1 = 0
r2=140
s2 = 255
pixelVal_vec = np.vectorize(pixelVal)
contrast_stretched = pixelVal_vec(img, r1, s1, r2, s2)
equ=np.hstack((img,contrast_stretched))
plt.title("Original/Contrast Stretched")
plt.imshow(equ,'gray')
plt.show()
```

output:





(iii) Histogram Matching (Specification)

Program

```
import numpy as np
```

JSS Academy of Technical Education, Bangalore
Department of Computer Science & Engineering
collaborative activity to deliver Content Beyond Syllabus
Academic Year 2022-2023

Subject Name/Code: Computer Networks (18CS52)

Class/Section: V Sem C Section

Name of Faculty: Shanthala KV

Course Outcomes:

CO#	Course Outcome	Bloom's Level
1	Examine application layer protocols for providing different network services.	**L4**
2	Analyze transport layer services to infer TCP and UDP protocols.	**L4**

1. Demonstration of installation of Cisco Packet Tracer tool in Windows environment.
2. Emulate real life network devices, computers and network connections to give a simplistic view of what actually happen at the traffic in the network .

Activity Description:

1.Students are divided into groups. Each group has to virtually configure the following servers using Cisco Packet Tracer:

i. an FTP server
ii. a Web Server (HTTP Server)
iii. a Mail Server (SMTP/POP3)

2.Prepare a report of 5-6 pages with appropriate screenshots and analysis of the output.

Goal of the activity:

1. Reinforcement of topics learnt in the theory class.
2. Use of tools to demonstrate and analyse the working of various transport layer protocols and application protocols.

PO MAPPING:

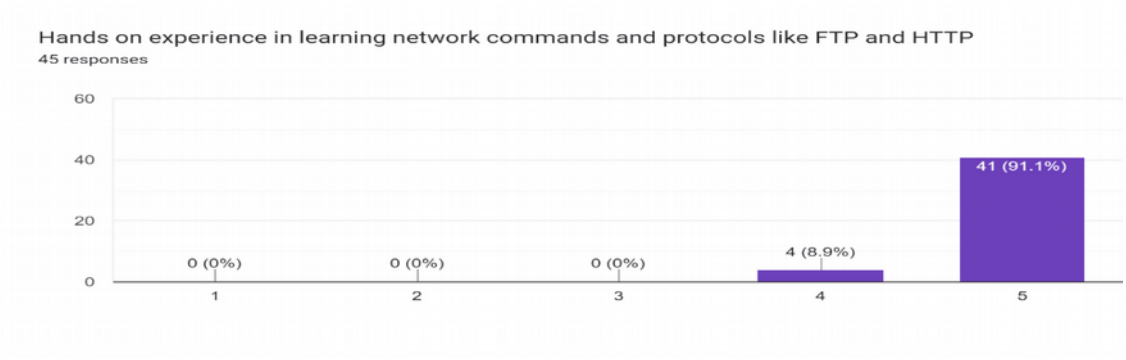
PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
√	√	√	√	√				√	√		

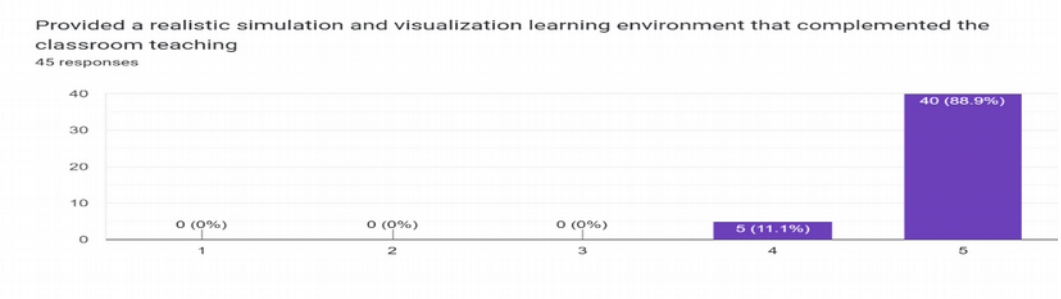
Outcome of the Activity:

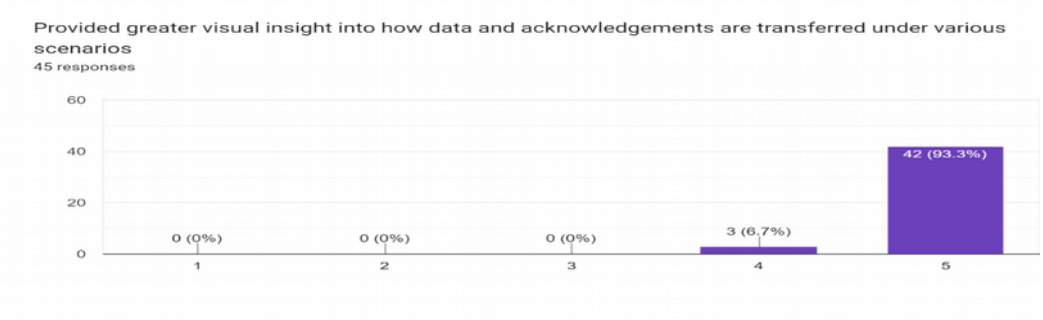
Students gained practical knowledge and insight into the working of various network protocols. They were familiarised with the Cisco packet tracer tool which

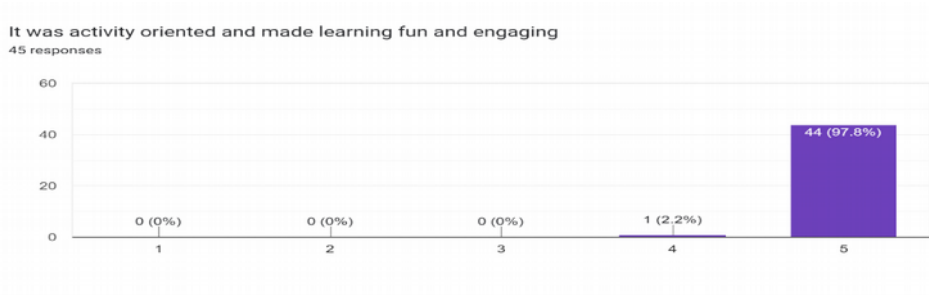
1. Provided greater visual insight into how data and acknowledgements are transferred under various scenarios.
2. Hands on experience in learning network commands and protocols like FTP and HTTP.

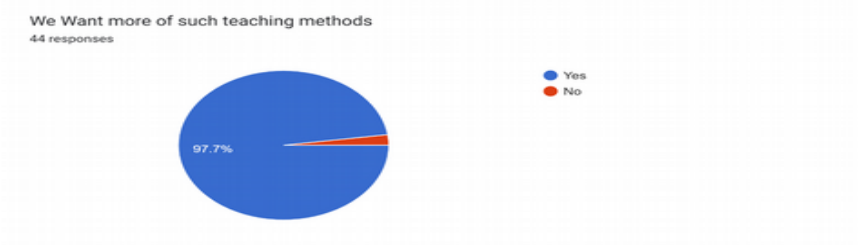
Feedback on "Modeling and visualization of networking commands and protocols"











JSS ACADEMY OF TECHNICAL EDUCATION

DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING

Date: 07/12/2022

Faculty Name : Dr. Naidila Sadashiv

Class/Section: VII 'B' (Elective), Cryptography (18CS744)

Activity Name: Explore working of Cryptography Algorithms using VLAB

Academic Year: 2022-23

Course Outcomes covered: CO3

PO & PSO mapping:

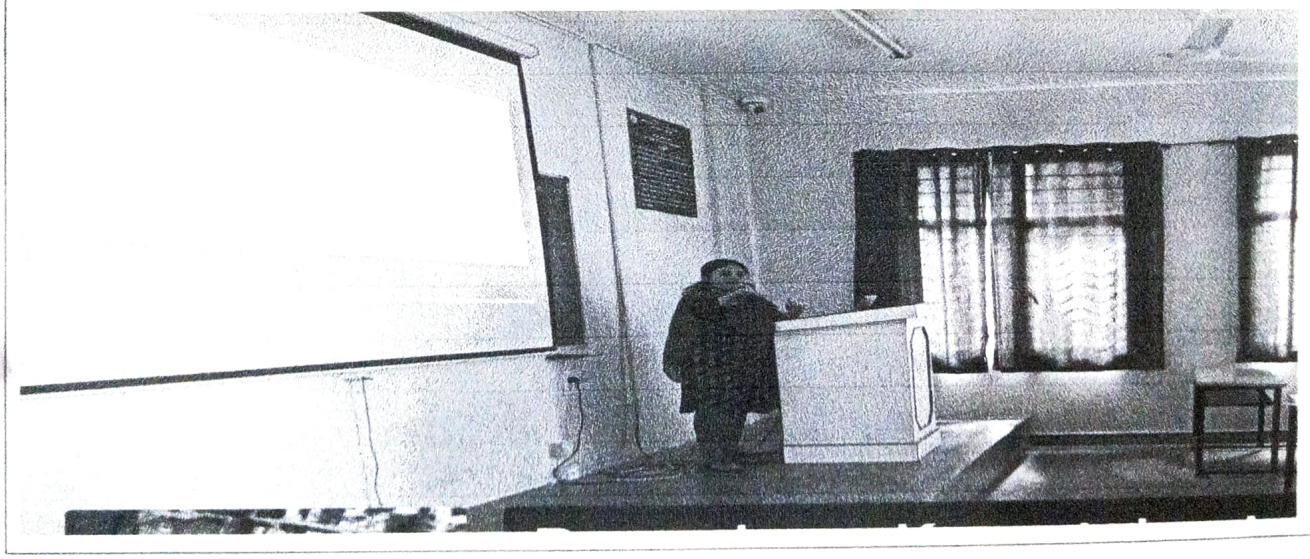
PO's												PSO's			
1	2	3	4	5	6	7	8	9	10	11	12	1	2	3	4
2	2	2	-	1	1	1	1	-	-	1	1	1	2	2	1

GOAL OF THE ACTIVITY: Demonstration of the GUI based working of Cryptography Algorithms using VLABs for– Diffie Hellman and DES

DESCRIPTION OF ACTIVITY:

Demonstration of virtual experiments to understand the basic mathematical foundations and working of:

- Diffie-Hellman key exchange algorithm. It is used for securely exchanging cryptographic keys over an insecure channel.
- Data Encryption Standard. It is a symmetric-key algorithm for the encryption of digital data.



JSSATE Bangalore
Department Of CSE
Academic Year 2022-23

Innovative Method of Teaching – Open Book Quiz

Subject: Operating systems (21CS44) **30/8/2023**

Class: IV CSE 'B'

Faculty: Shanthala K V

Goal of the activity:

i) To reinforce knowledge and concepts acquired during the class.
ii) To break the monotonous system of passive listening in a large group gathering.

PO's mapping:

PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
√	√	√	√	-	-	-	-	√	√	-	-

Description of the Activity:

Unlike traditional closed book exams where students are required to rely solely on their recall of exam topics, open book exams allow students to consult reference materials. It means that you don't focus on rote memorization or recall. The purpose of the open book exam is to test student's understanding of a subject matter

1. Set of Topics taught in class was given as the syllabus for quiz.
2. Teams of 2 students formed. Students were allowed to bring text book, written notes and any other reference materials. The materials were scrutinised by the faculty, before being allowed.
3. Questions covered various Bloom's level (Remember- where the related topic is in the book, Understand and Apply the concepts taught in the class).
5. At the end of the activity, the answers were evaluated and discussed.

Outcomes of the activity:

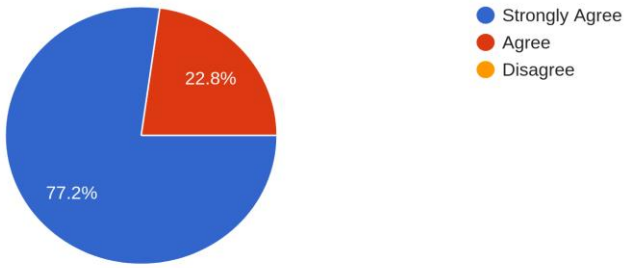
- **Students enjoyed the activity. Even with access to open book, answers required them to sift through the materials in a limited amount of time.**
- **It enhanced active learning.**
- **This activity succeeded in breaking the monotonous system of passive listening in a large group gathering.**

Photos:

Feedback of the Students:

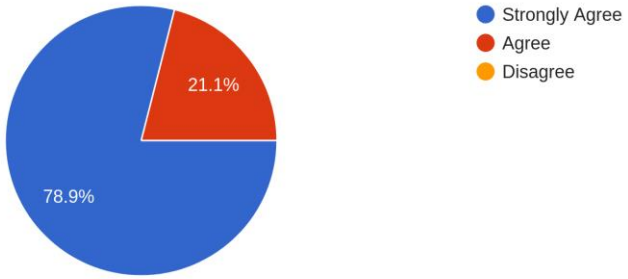
It complemented class room teaching and was also refreshing

57 responses



It tested the ability of students to find and apply information and knowledge

57 responses



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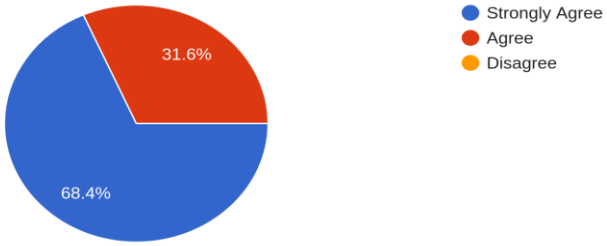
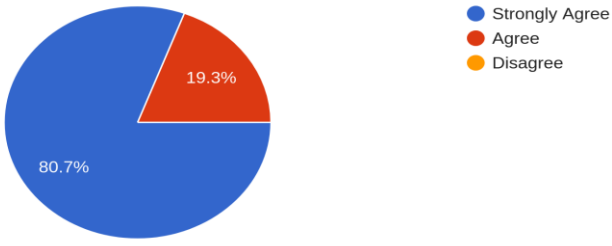
57 responses



We want more open book activities which gives a second learning opportunity to absorb and understand the course material

57 responses



JSS ACADEMY OF TECHNICAL EDUCATION

DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING

Date: 22-8-2023

Faculty Name : Shweta S Kaddi

Class/Section: P3 / CSE 'C'

Activity Name: One minute Paper

Academic Year: 2022-23 (even)

Course Outcomes covered: CO4

PO & PSO mapping:

PO's												PSO's			
1	2	3	4	5	6	7	8	9	10	11	12	1	2	3	4
√	√	√		√				√	√		√				

GOAL OF THE ACTIVITY:

Students are given 60 seconds at the end of a period to write down about the explained topic on that days explanation. Write down the three key things you learned in today's lecture. Students can inclue in the paper such as,

- In your own words, tell me what you understand about [insert concept here].
- What was the most confusing point in today's class?

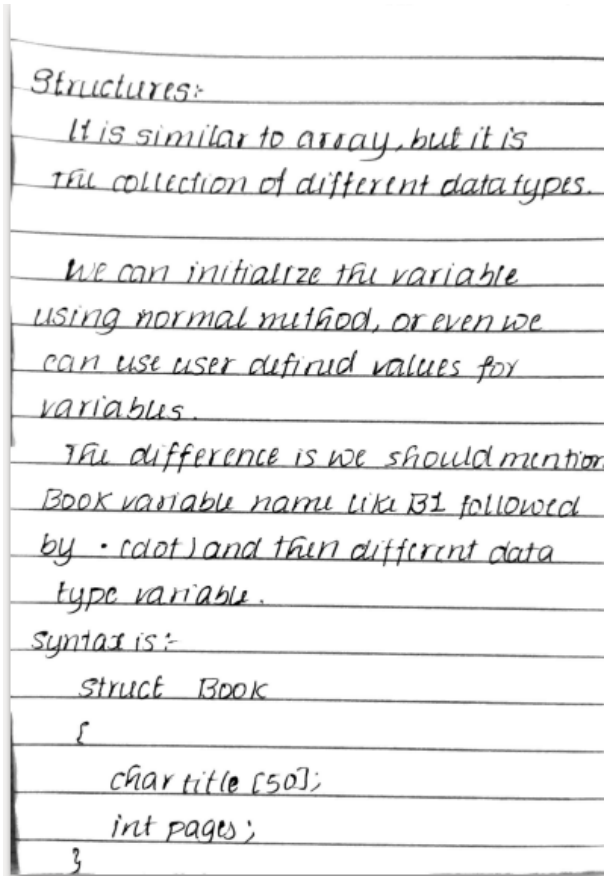
DESCRIPTION OF ACTIVITY:

This topic will be taught in the first 25 minutes of the class. At the end of the class, to analyse the level of understanding of the students, the students will be asked to write a few points regarding the topic taught in the class.

RESULTS/OUTCOME :

Students will understand the topic in a better way. The activity makes students very happy, they felt that, they could be more thorough with this concept by doing this activity.

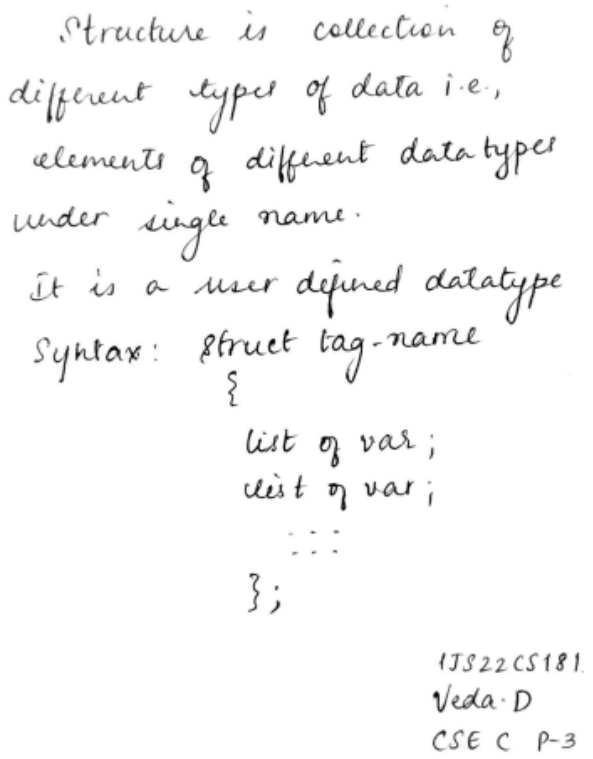
Sample papers:



Structures:
It is similar to array, but it is the collection of different data types.

We can initialize the variable using normal method, or even we can use user difined values for variables.
The difference is we should mention Book variable name like B1 followed by . (dot) and then different data type variable.
Syntax is:

```
Struct Book
{
   char title[50];
   int pages;
}
```



Structure is collection of different types of data i.e., elements of different data types under single name.
It is a user defined datatype
Syntax:

```
struct tag-name
{
   list of var;
   list of var;
   ...
};
```

1JS22CS181
Veda.D
CSE C P-3

Activity Photos:

Feedback Analysis

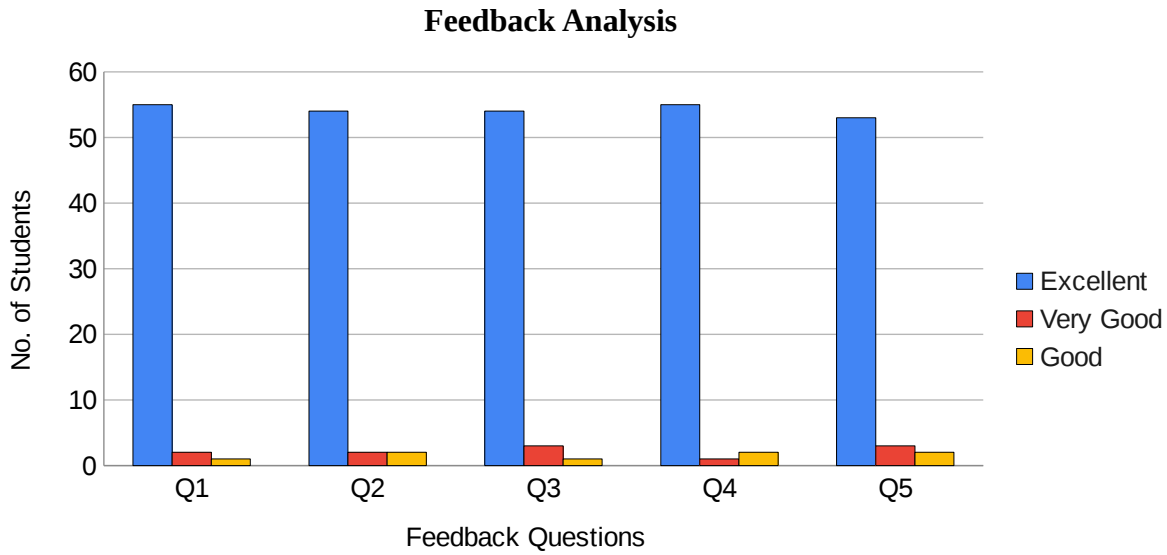
Q1. Knowledge and information gained from the Innovative teaching method.

Q2. Have you gain the knowledge about the structure and its usage in the programs.

Q3. Understanding the concept.

Q4. The Method was useful in enhancing the learning capabilities of the subject.

Q5. Overall rating of the method.



JSS ACADEMY OF TECHNICAL EDUCATION

DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING

Code JAM (Collaborative Learning)

Date:2/6/2023

Faculty Name : K S Rajeshwari

Course Name/code: System Software and Compilers [18CS61]

Class/Section: VI CSE 'C'

Activity Name: Code JAM (Collaborative Learning)

Academic Year: 2022-2023

Course Outcomes covered:

C309.4: Utilize the regular expressions and grammars to develop programs using LEX and YACC tools**.**

PO & PSO mapping:

PO's												PSO's			
1	2	3	4	5	6	7	8	9	10	11	12	1	2	3	4
2	2	2	-	1	-	-	-	-	-	-	1	2	2	1	2

GOAL OF THE ACTIVITY:

- To enhance the knowledge in LEX and YACC.
- To explore more on LEX/YACC and to understand the concepts of LEX and YACC programs.
- To build team work and communication skills.
- To manage the time

DESCRIPTION OF ACTIVITY:

- Form the 5 team members group such that 2 students are bright and 3 are slow learners. This helps the slow learners to understand the subject better by solving the problems with them and sharing their thoughts with bright students.
- Each team has to given the one LEX or YACC program to the other group by selecting the chits.
- The assigned group had written the LEX or YACC diagram with description and executes the program within the given time.
- The developed LEX or YACC program had evaluated by the team which has given.
- Each team had given 45 minutes for writing the program and to execute the same.

USE OF APPROPRIATE METHODS:

- Usage of LEX and YACC tool.
- All the programs have to be executed.
- Submit the programs with output snapshot.

Rubrics for Evaluation:

- Program Execution- 5 Marks
- Test cases- 3 Marks
- Report- 2 Marks

RESULTS/OUTCOME :

- Students have gained the knowledge on system softwares and compilation method.
- Learnt to use the LEX and YACC tool.
- Students have learnt to manage the time and improved their communication skills.
- The slow learners have understood the subject better by solving the problems and sharing their thoughts

with bright students.

Feedback Analysis:

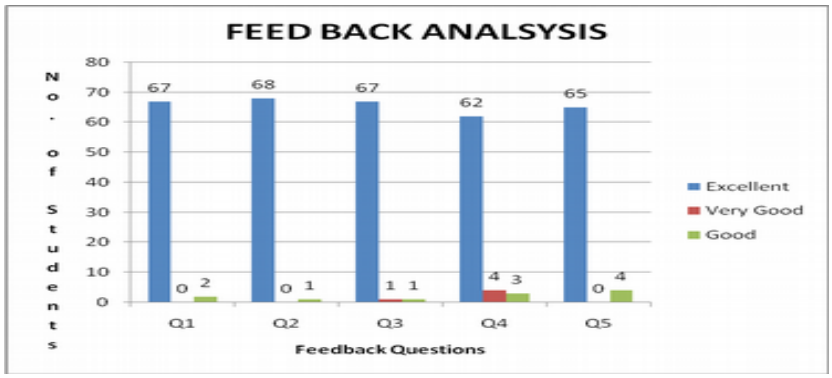
Q1. The level of knowledge gained in understanding the concepts was

Q2. The learning on the context of ongoing advancements in LEX and YACC programs

Q3. Whether the activity helped to build the team and improved communication skills

Q4. How well do you feel your expectations were met

Q5. The course was organized in a manner that helped me to manage the time.



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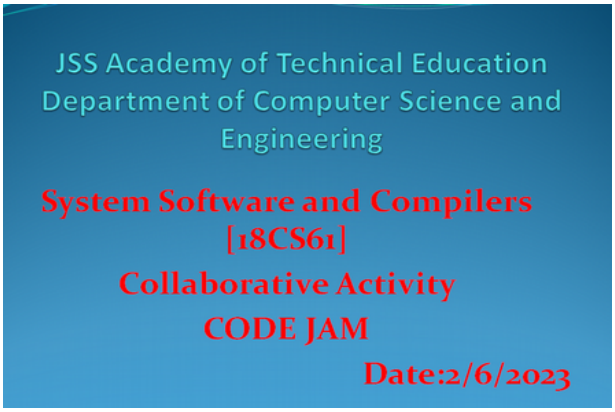

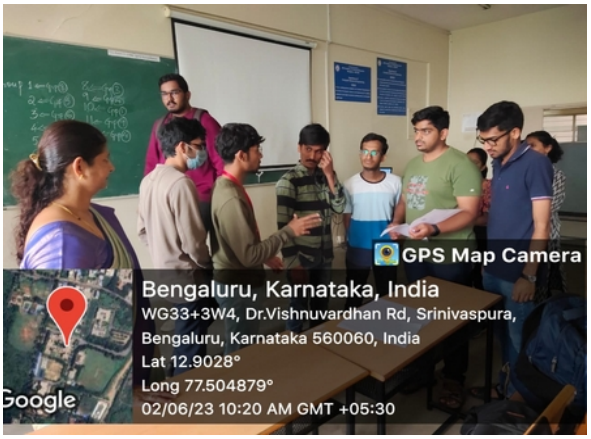
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JSS ACADEMY OF TECHNICAL EDUCATION

DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING

Semi Flipped Class Room

Date:25/6/2023

Faculty Name : K S Rajeshwari

Course Name/code: System Software and Compilers [18CS61]

Class/Section: VI CSE 'C'

Activity Name: Semi Flipped class room(Collaborative Learning)

Academic Year: 2022-2023

Course Outcomes covered:

C309.2 : Identify, analyze and generate tokens present in the source program

C309.3: Apply top down and bottom up parsing algorithms to construct parsing table and parse the given input string.

PO's												PSO's			
1	2	3	4	5	6	7	8	9	10	11	12	1	2	3	4
2	2	2	-	1	-	-	-	-	-	-	1	2	2	1	2

GOAL OF THE ACTIVITY:

- To enhance the knowledge on compilers..
- To explore more on the working of compiler.
- To build team work and communication skills.
- Make the slow learners to understand better.

DESCRIPTION OF ACTIVITY:

- Form the 5 team members group such that 2 students are bright and 3 are slow learners. This helps the slow learners to understand the subject better by solving the problems with them and sharing their thoughts with bright students.
- Topic on compilers has assigned to each team by the faculty.The assigned group had to explain the topic to their slow learner team members and make them to understand the topic better.
- The bright students has to give the problems to solve and evaluate them.
- The other team members have to assess their bright students of their team.

USE OF APPROPRIATE METHODS:

- Explain the given topic in detail by solving the more problems and examples.
- The given problems have to be solved by slow learners.
- The solved problems have to be evaluated by the bright students.
- The slow learners have to assess the theirs bright students.

Rubrics for Evaluating slow learners:

- Learning capability- 3 Marks
- Problem solving- 5 Marks
- Report- 2 Marks

Rubrics for Evaluating bright students:

- Communication skill- 3 Marks
- Topic Expertise- 5 Marks
- Report- 2 Marks

RESULTS/OUTCOME :

- Students have gained the knowledge on compilation method.
- Gained experience of evaluating their peers.
- Students learnt to manage the time and improved their communication skills.
- The slow learners have understood the subject better by solving the problems and sharing their thoughts with bright students.

JSSATE Bangalore
Department Of CSE
Academic Year 2022-23

Innovative Method of Teaching – Open Book Quiz

Subject: Operating systems (21CS44) **30/8/2023**

Class: IV CSE 'B'

Faculty: Shanthala K V

Goal of the activity:

i) To reinforce knowledge and concepts acquired during the class.
ii) To break the monotonous system of passive listening in a large group gathering.

PO's mapping:

PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
√	√	√	√	-	-	-	-	√	√	-	-

Description of the Activity:

Unlike traditional closed book exams where students are required to rely solely on their recall of exam topics, open book exams allow students to consult reference materials. It means that you don't focus on rote memorization or recall. The purpose of the open book exam is to test student's understanding of a subject matter

1. Set of Topics taught in class was given as the syllabus for quiz.
2. Teams of 2 students formed. Students were allowed to bring text book, written notes and any other reference materials. The materials were scrutinised by the faculty, before being allowed.
3. Questions covered various Bloom's level (Remember- where the related topic is in the book, Understand and Apply the concepts taught in the class).
5. At the end of the activity, the answers were evaluated and discussed.

Outcomes of the activity:

- **Students enjoyed the activity. Even with access to open book, answers required them to sift through the materials in a limited amount of time.**
- **It enhanced active learning.**
- **This activity succeeded in breaking the monotonous system of passive listening in a large group gathering.**

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Feedback of the Students:

It complemented class room teaching and was also refreshing

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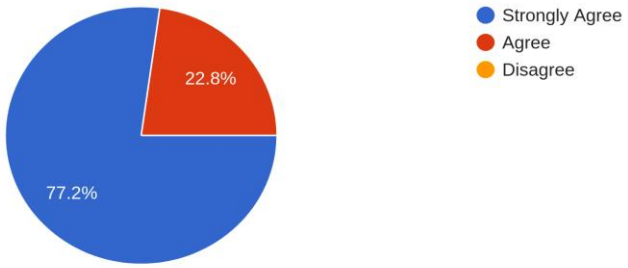

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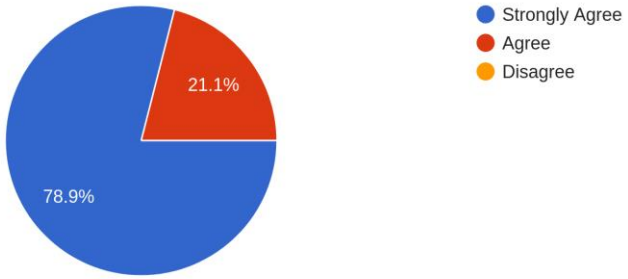

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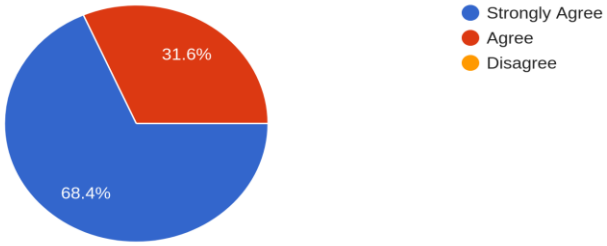

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