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DEPARTMENT OF COMPUTER SCIENCE &ENGINEERING

Activity based Learning Methods A.Y.2024-25, ODD semesters

Sl. No	Semester	Faculty	Subject Name	Activity	Date
1	VII	B.Swathi	Block chain Technologies	Seminar	22-10-2024
				Campus coin	07-11-2024
				Case study	10-11-2024
2	VII	B.Usha Rani	Block chain Technologies	Group Discussion, Case Study	23-08-2024
				Presentation on realtime application	03-08-2024
				Case study, seminar	24-08-2024
				Seminar	21-09-2024
3	VII	M.Gayathri	Cloud Computing	Seminar	07-11-2024
				Seminar & Case study	09-11-2024
4	VII	D.Anil Kumar	Cloud Computing	Seminar	07-11-2024
5	VII	B.Nirosha	Software Project Management	Seminar	13-08-2024
	VII	Dr.B.Siva Rama Krishna	Software Project Management	Roleplay and seminar	28-09-2024
				Seminar	09-10-2024
				Roleplay and seminar	19-11-2024
				Roleplay and seminar	02-10-2024
6	VII	P.Veera swamy	Software Project Management	Roleplay and seminar	02-08-2024
7	V	N.Srikanth	Principles of Artificial Intelligence	Student Team Acheivement Division	24-10-2024
8	V	T.Vineetha	Principles of Artificial Intelligence	Seminar & Roleplay	20-09-2024
				Student Team Acheivement Division	07-08-2024
9	V	Dr.D.Veeraiah	Theory Of Computation	Seminar	15-07-2024
				Seminar	17-09-2024
10	V	TNVS Praveen	Theory Of Computation	Seminar	28-08-2024
				Seminar	28-10-2024
11	V	A.Sudhakar	Theory Of Computation	Seminar	11-06-2024
				Seminar	15-07-2024
				Seminar	28-08-2024
				Seminar	27-09-2024
12	V	R.Ashok Kumar	Computer Networks	Jigsaw Activity	22-10-2024
13	V	Dr.B.Siva Rama Krishna	Computer Networks	Jigsaw Activity	22-10-2024
				Seminar	03-11-2024
14	V	G.V.Suresh	Machine Learning	Seminar and Roleplay	23-10-2024
				Seminar	10-07-2024
15	V	Dr.K.Devi Priya	Mean Stack Technologies	Certification based Activity	04-10-2024
16	III	Dr.S.Nagarjuna Reddy	Advanced Data structures and Algorithm Analysis	Knowledge kickoff	17-07-2024
				Flipped Class room	28-09-2024
17	III	G.V.Rajya Lakshmi	Advanced Data structures and Algorithm Analysis	Seminar & Group discussion	24-09-2024
				Flipped Class room	07-11-2024

18	III	N.V.Naik	Advanced Data structures and Algorithm Analysis	Seminar	21-08-2024
				Seminar	29-10-2024
19	III	B.Swathi	Discrete Mathematics and Graph Theory	Quiz on Quizizz online platform	07-11-2024
				Problem based Learning	28-09-2024
20	III	A.Sudhakar	Discrete Mathematics and Graph Theory	Quiz on Quizizz online platform	07-11-2024
				Problem based Learning	28-09-2024
21	III	O.Venkata Siva	Digital Logic and Computer Organisation	Seminar & Group discussion	24-09-2024
22	III	N.Srinivasa Rao	Object Oriented Programming through Java	Seminar & Roleplay	26-10-2024
23	III	M.Kiran Kumar	Object Oriented Programming through Java	Seminar & Roleplay	29-11-2024
				Seminar	23-09-2024
24	III	Dr.K.Devi Priya	Object Oriented Programming through Java	Team based Activity	06-11-2024
				Online Quiz	29-08-2024
25	III	Dr.Y.V.Bhaskar Reddy	Object Oriented Programming through Java	Open Questioning	31-10-2024
26	III	P.M.Kamala Kumari	UHV	Roleplay	15-10-2024
				Seminar	24-10-2024
27	I	S.Srinivasa Reddy	Introduction to Programming	Flowcharts drawing & discussion	14-08-2024
				Quiz on Quizizz online platform	05-09-2024
28	I	N.Srinivasa Rao	Introduction to Programming	Written Test with MCQs	02-11-2024
29	I	ASRC Murthy	Introduction to Programming	Written Test with MCQs	02-11-2024
30	I	S.Govind	Introduction to Programming	Seminar	30-11-2024
				Seminar	28-11-2024
				Seminar	19-10-2024
31	I	Y.V.Bhaskar Reddy	Introduction to Programming	Filling Missing Code	30-11-2024
32	I	M.Swathi	IT work shop	Interactive Quiz & Q&A session	21-11-2024
33	I	P.Veera swamy	IT work shop	Experimental Task	30-11-2024
34	I	P.M.Kamala Kumari	IT work shop	Power Point Presentation	03-12-2024
				Peripheral Identification	
35	I	P.Rajasekhar	IT work shop	Experimental Task	30-11-2024

Dr.D.Veeraiah
Head of the Department

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DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING

Activity Details:

Course Name:	Cloud Computing
Course Code:	20CS24
Branch/Sem/Section:	CSE /VI /C
Academic Year:	2024-25
Faculty Name:	D. Anil kumar
Topic Selected:	NFS client-server interaction
Date of Activity:	7-11-2024

1. **Selection of activity:**

In my course, to conduct an active learning work, I plan to conduct **"Seminar".** This helps students in achieving objectives by improving individual presentation and analysis skills.

2. **List of outcomes associated with activity:**

In my course, the following outcomes are associated with the selected activity.

- **Understand the NFS Architecture**: Grasp the role of the client, server, and protocols involved in NFS operations.
- **Configure NFS**: Demonstrate the ability to set up an NFS server and client on a network.
- **Perform File Sharing**: Successfully share files between systems using NFS, ensuring secure and efficient data exchange.

3. **Objectives of activity:**

The main objectives of this activity are listed as follows. A learner able to:

Introduce the Basics of NFS:

- Explain the concept and benefits of file sharing using NFS.
- Highlight the use cases of NFS in modern distributed systems.

Set Up an NFS Server and Client:

- Guide participants to install and configure NFS services on Linux/Unix-based systems.
- Ensure participants can mount and access remote file systems using the NFS protocol.

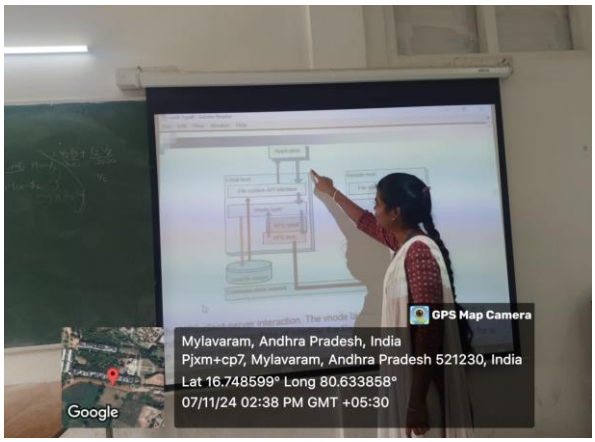
Explore Protocols and Security:

- Familiarize participants with RPC (Remote Procedure Call) mechanisms used by NFS.
- Discuss security mechanisms like export restrictions, access controls, and encryption.

4. Details of participants in Seminar / Role-Play

S.no	Roll number	Name	Topic
1	21761A05D3	Adanki Bindu	NFS client-server interaction

5. Activity Photos:



D.Anil kumar

Course Instructor

Dr. D. Veeraiah

Head of the Department

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DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING

Course Details:

Course Name:	Computer Networks
Course Code:	20CS12
Branch/Sem/Section:	CSE /V/A
Academic Year:	2024-25
Faculty Name:	Mr. R. Ashok
Topic Selected:	Dynamic Routing Algorithms-Distance Vector Routing Algorithm
Date of Activity:	22/10/2024

Introduction:
To foster collaborative and interactive learning, I plan to conduct a **Jigsaw Activity** on the topic of **Distance Vector Routing Algorithm**. This approach allows students to become experts in different aspects of the algorithm and share their expertise with peers, facilitating a deeper understanding and collaborative learning.

List of Outcomes Associated with Collaborative Activity

- In this course, the following outcomes are associated with the selected activity:
- **Apply the concept of the Distance Vector Routing Algorithm**, including the step-by-step process of routing table updates, shortest path determination, and adaptation to network topology changes.
- **Understand and analyze the mechanisms of the algorithm**, including solving challenges such as the count-to-infinity problem and handling routing loops, to improve the efficiency and reliability of network communication.
- **Implement and simulate the Distance Vector Routing Algorithm** to gain practical insights into its real-world application in dynamic networks.

Objectives of the Collaborative Activity

The main objectives of the collaborative activity are as follows. A learner will be able to:

- Promote **critical thinking, communication, and collaboration skills** by solving real-world routing problems as a team.
- Motivate students to **explore different aspects of routing protocols**, including how dynamic changes in the network affect routing decisions, and to generate innovative solutions for common issues like network instability.
- Enhance students' **analytical, reasoning, and presentation skills** by requiring them to teach peers, justify routing decisions, and address potential challenges collaboratively.

Step-by-Step Procedure (Jigsaw Method)

Step 1: Preparation

Materials Needed:

- Network topology diagram for the activity.
- Routing tables with initial data for each node in the network.
- Presentation slides or notes explaining the basic concepts of Distance Vector Routing.

Form groups of 5–6 students. Each group is called a **Base Group**.

Step 2: Sub-Topic Assignment

Divide the Distance Vector Routing Algorithm into sub-topics. Assign each sub-topic to one member in every Base Group, ensuring that all sub-topics are covered.
Example sub-topics:

1. **Concept of Distance Vector Routing** (principles and working).
2. **Bellman-Ford Algorithm** (route calculation and shortest path determination).
3. **Routing Table Updates** (how nodes exchange information).
4. **Count-to-Infinity Problem** (issues and mitigation techniques).
5. **Routing Loops and Poison Reverse** (challenges and solutions).

Step 3: Expert Group Formation

- Members from different Base Groups with the same sub-topic form an **Expert Group**.
- Each Expert Group discusses, researches, and learns their sub-topic in detail.
- Use resources such as textbooks, online references, and notes to solidify understanding.

Step 4: Return to Base Groups

- Experts return to their original Base Groups and teach their sub-topic to the other members.
- Ensure everyone in the Base Group understands all sub-topics.

Step 5: Application Task (Collaborative Activity)

- Provide a network topology to each Base Group.
- Each group collaboratively applies the Distance Vector Routing Algorithm to calculate routing tables.
- Example Tasks:
    - Simulate Bellman-Ford calculations for route updates.
    - Identify and solve routing loops or count-to-infinity issues.
    - Update routing tables after introducing network changes (e.g., adding or removing a link).

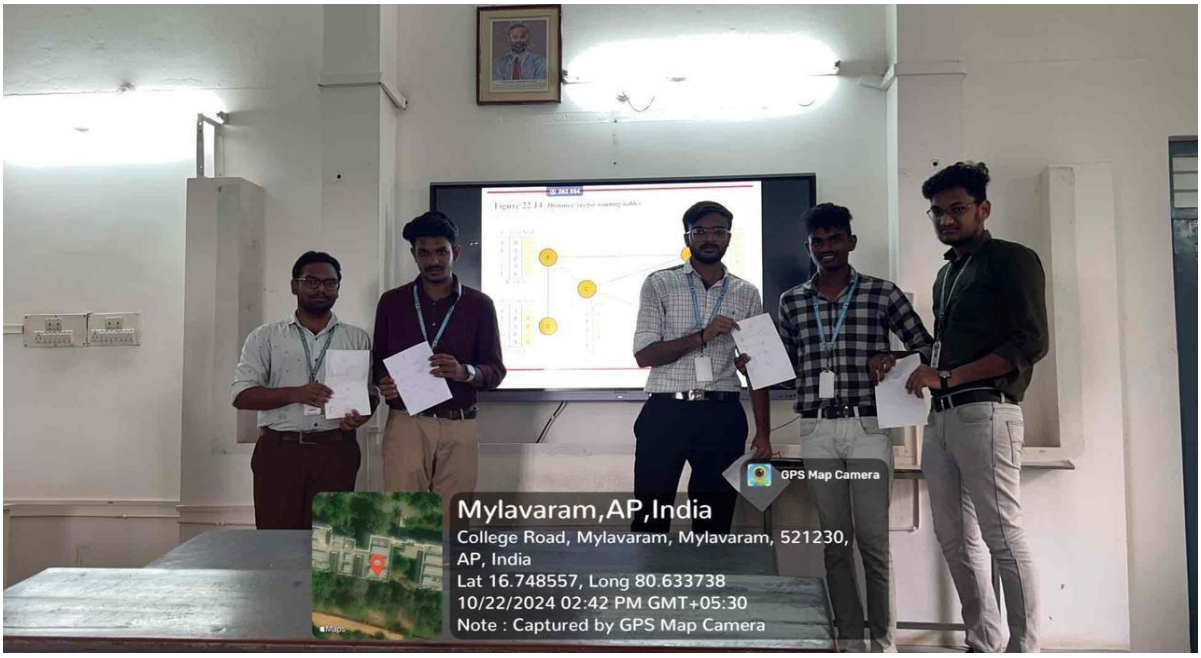
Step 6: Presentations and Discussion

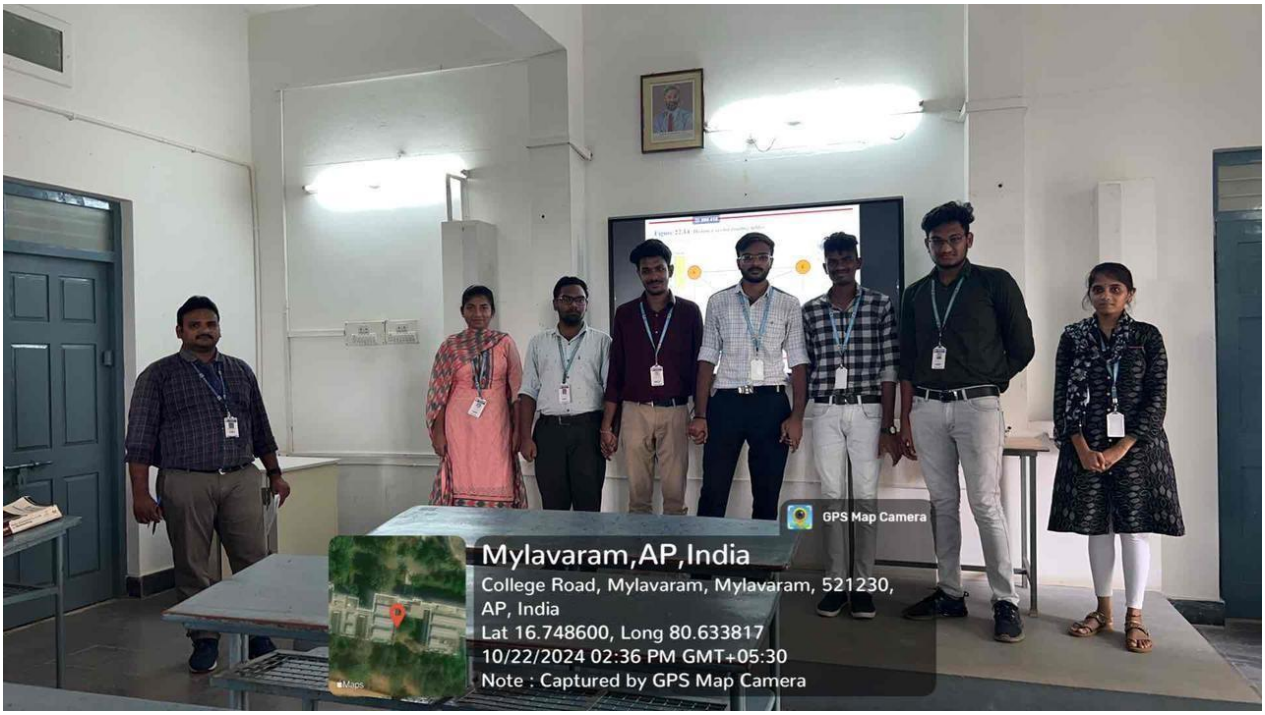
- Each Base Group presents their findings, final routing tables, and how they solved challenges.
- Discuss insights, challenges, and solutions across all groups to reinforce learning.

Step 7: Reflection and Feedback

- Students write a short reflection on what they learned and the importance of collaboration.
- Summarize key takeaways from the Distance Vector Routing Algorithm

Proofs of Activity





Course Instructor	Course Coordinator	Module Coordinator	Head of the Department
Mr R. Ashok	Dr.P.Bhagath	Dr. D.Venkata Subhaiah	Dr. D. Veeraiah

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DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING

Course Details:

Course Name:	Computer Networks
Course Code:	20CS12
Branch/Sem/Section:	CSE /V/B
Academic Year:	2023-24
Faculty Name:	Dr B Sivaramakrishna
Topic Selected:	Dynamic Routing Algorithms-Distance Vector Routing Algorithm
Date of Activity:	22/10/2024

Introduction:
To foster collaborative and interactive learning, I plan to conduct a **Jigsaw Activity** on the topic of **Distance Vector Routing Algorithm**. This approach allows students to become experts in different aspects of the algorithm and share their expertise with peers, facilitating a deeper understanding and collaborative learning.

List of Outcomes Associated with Collaborative Activity

- In this course, the following outcomes are associated with the selected activity:
- **Apply the concept of the Distance Vector Routing Algorithm**, including the step-by-step process of routing table updates, shortest path determination, and adaptation to network topology changes.
- **Understand and analyze the mechanisms of the algorithm**, including solving challenges such as the count-to-infinity problem and handling routing loops, to improve the efficiency and reliability of network communication.
- **Implement and simulate the Distance Vector Routing Algorithm** to gain practical insights into its real-world application in dynamic networks.

Objectives of the Collaborative Activity

The main objectives of the collaborative activity are as follows. A learner will be able to:

- Promote **critical thinking, communication, and collaboration skills** by solving real-world routing problems as a team.

- Motivate students to **explore different aspects of routing protocols**, including how dynamic changes in the network affect routing decisions, and to generate innovative solutions for common issues like network instability.
- Enhance students' **analytical, reasoning, and presentation skills** by requiring them to teach peers, justify routing decisions, and address potential challenges collaboratively.

- Example Tasks:
    - Simulate Bellman-Ford calculations for route updates.
    - Identify and solve routing loops or count-to-infinity issues.
    - Update routing tables after introducing network changes (e.g., adding or removing a link).

Step 1: Presentations and Discussion

- Each Base Group presents their findings, final routing tables, and how they solved challenges.
- Discuss insights, challenges, and solutions across all groups to reinforce learning.

Step 2: Reflection and Feedback

- Students write a short reflection on what they learned and the importance of collaboration.
- Summarize key takeaways from the Distance Vector Routing Algorithm

Proofs of Activity

Course Instructor **Head of the Department**

Dr B Sivaramakrishna **Dr D veeraiah**

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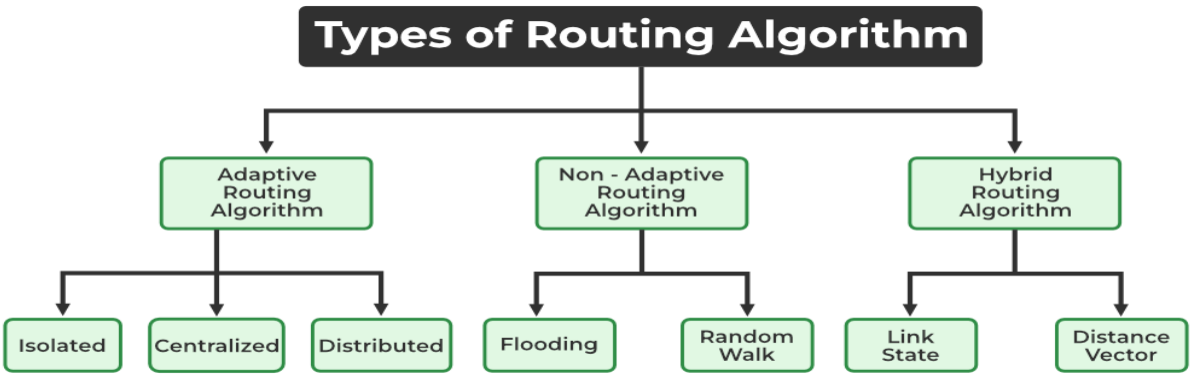
Course Details:

Course Name:	Computer Networks
Course Code:	20CS12
Branch/Sem/Section:	CSE /V/B
Academic Year:	2023-24
Faculty Name:	Dr B Sivaramakrishna
Topic Selected:	Classification of Routing Algorithms
Date of Activity:	03/11/2024

Classification of Routing Algorithms

The routing algorithms can be classified as follows:

1. Adaptive Algorithms
2. Non-Adaptive Algorithms
3. Hybrid Algorithms



Types of Routing Algorithm

Routing algorithms can be classified into various types such as distance vector, link state, and hybrid routing algorithms. Each has its own strengths and weaknesses depending on the network structure. A deeper understanding of these classifications can significantly aid in mastering networking concepts. For a structured approach to learning routing algorithms,

1. Adaptive Algorithms

These are the algorithms that change their routing decisions whenever network topology or traffic load changes. The changes in routing decisions are reflected in the topology as well as the traffic of the network. Also known as dynamic routing, these make use of dynamic information such as current topology, load, delay, etc. to select routes. Optimization parameters are distance, number of hops, and estimated transit time.

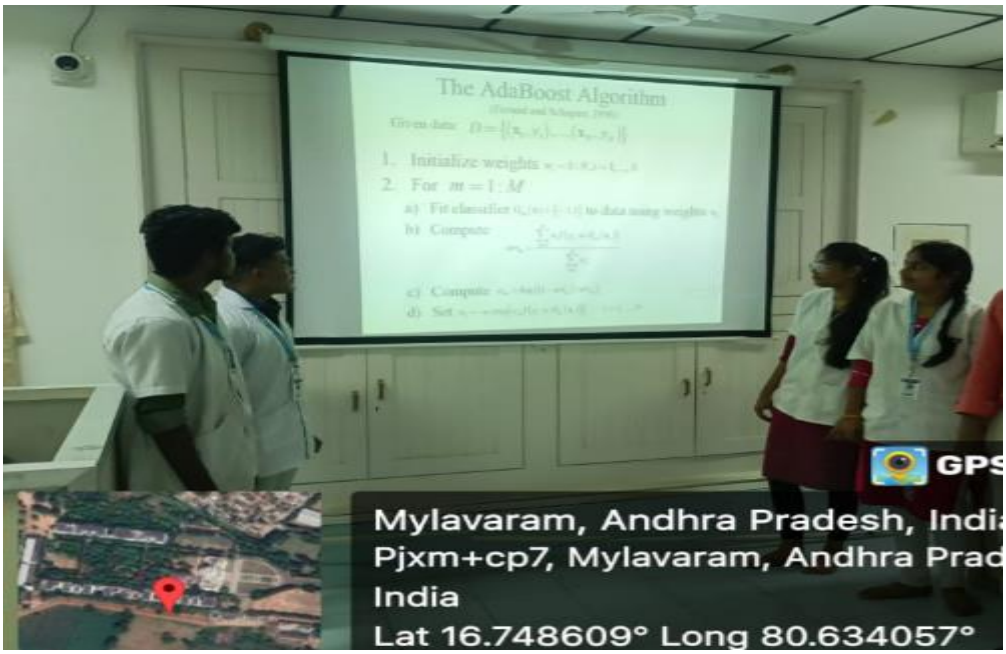
Further, these are classified as follows:

- Isolated: In this method each, node makes its routing decisions using the information it has without seeking information from other nodes. The sending nodes don't have information about the status of a particular link. The disadvantage is that packets may be sent through a congested network which may result in delay. Examples: Hot potato routing, and backward learning.
- Centralized: In this method, a centralized node has entire information about the network and makes all the routing decisions. The advantage of this is only one node is required to keep the information of the entire network and the disadvantage is that if the central node goes down the entire network is done. The link state algorithm is referred to as a centralized algorithm since it is aware of the cost of each link in the network.
- Distributed: In this method, the node receives information from its neighbours and then takes the decision about routing the packets. A disadvantage is that the packet may be delayed if there is a change in between intervals in which it receives information and sends packets. It is also known as a decentralized algorithm as it computes the least-cost path between source and destination.

2. Non-Adaptive Algorithms

These are the algorithms that do not change their routing decisions once they have been selected. This is also known as static routing as a route to be taken is computed in advance and downloaded to routers when a router is booted.

Proofs of Activity



Course Instructor **Head of the Department**

Dr B Sivaramakrishna **Dr D veeraiah**

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DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING

Course Details:

Course Name:	Software Project Management
Course Code:	20CS25
Branch/Sem/Section:	CSE / VII Sem /B
Academic Year:	2023-24
Faculty Name:	Dr B Sivaramakrishna
Topic Selected:	Project Organizations and Responsibilities
Date of Activity:	28-9-2024

1. **Selection of activity:**

   In my course, to conduct an active learning work, I plan to conduct **"Seminar and Roleplay".** This helps students in achieving objectives by improving individual presentation and analysis skills.

2. **List of outcomes associated with activity:**

   In my course, the following outcomes are associated with the selected activity.
   - Developing working skills in real software feild.
   - Improve individual/teamwork, communication & report writing skills with ethical values.

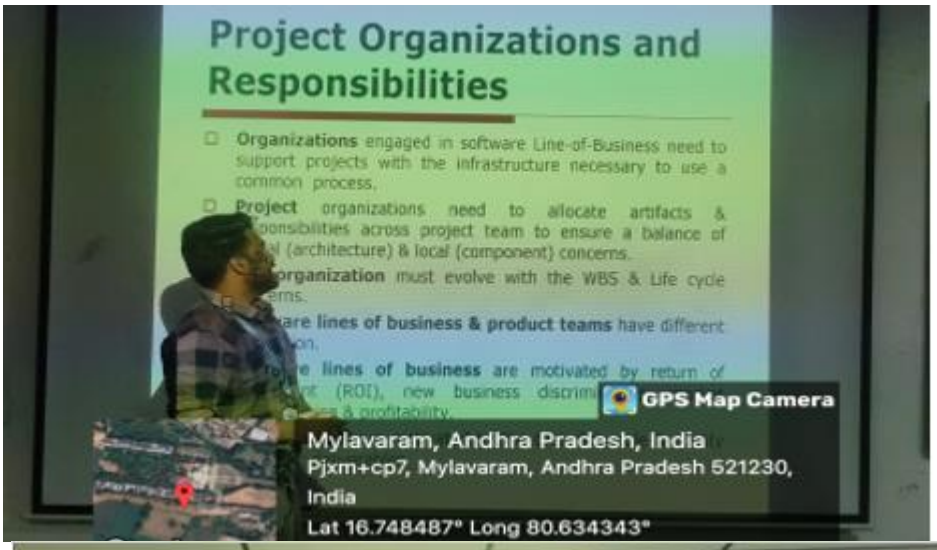
3. **Objectives of activity:**

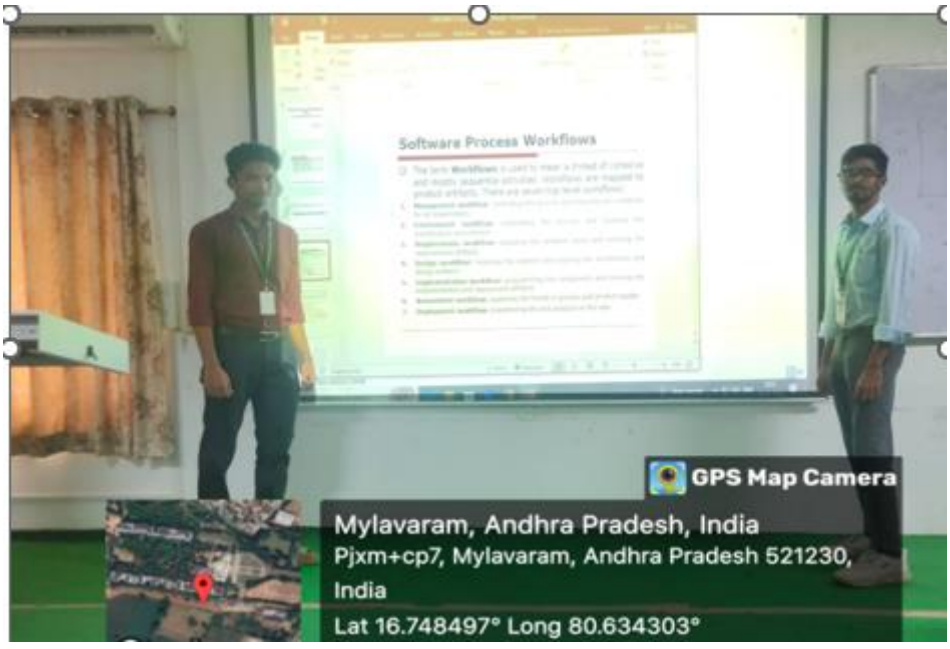
   The main objectives of this activity are listed as follows. A learner able to:
   - Develop interpersonal communication.
   - Develop and contribute towards a common goal.
   - Acquire specific knowledge on the topic.

4. **Details of participants in Seminar / Role-Play**

S.no	Roll number	Name	Topic
1	21761A05C0	SHAIK FASEEHA TABASSUM	Project Organizations and Responsibilities
2	21761A05C1	SHAIK NAGULU BI	Line-Of-Business Organizations
3	21761A05C2	SHAIK NAVEED	Design
4	21761A05C3	SOMAVARAPU BHOOMIKA	Project organizations
5	21761A05C4	SUGGALA HARSHA VAMSI	EVOLUTION OF ORGANIZATIONS

5. **Activity Photos:**





Course Instructor **Head of the Department**

Dr B Sivaramakrishna **Dr D veeraiah**

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DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING

Course Details:

Course Name:	Software Project Management
Course Code:	20CS25
Branch/Sem/Section:	CSE / VII Sem /B
Academic Year:	2023-24
Faculty Name:	Dr B Sivaramakrishna
Topic Selected:	ITERATION WORKFLOWS
Date of Activity:	9-10-2024

1. **Selection of activity:**

   In my course, to conduct an active learning work, I plan to conduct **"Seminar and Roleplay".** This helps students in achieving objectives by improving individual presentation and analysis skills.

2. **List of outcomes associated with activity:**

   In my course, the following outcomes are associated with the selected activity.
   - Developing working skills in real software feild.
   - Improve individual/teamwork, communication & report writing skills with ethical values.

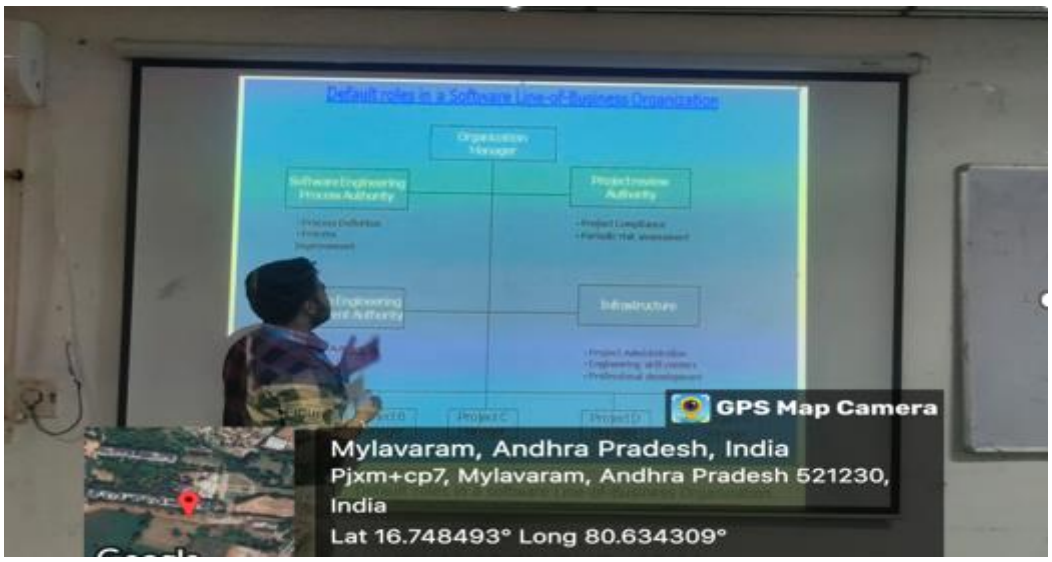
3. **Objectives of activity:**

   The main objectives of this activity are listed as follows. A learner able to:
   - Develop interpersonal communication.
   - Develop and contribute towards a common goal.
   - Acquire specific knowledge on the topic.

4. **Details of participants in Seminar / Role-Play**

S.no	Roll number	Name	Topic
1	21761A05A9	MOODU NANDINI	ITERATION WORKFLOWS
2	21761A05B0	MUDUNURU SUMAGNA	Requirements
3	21761A05B1	MULAKALAPALLI GOPICHAND	Design
4	21761A05B2	MUTYALA SAI KEERTHI	Implementation
5	21761A05B3	NELAPATI SUNIL	Assessment and Deployment

5. **Activity Photos:**



Course Instructor **Head of the Department**

Dr B Sivaramakrishna **Dr D veeraiah**

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DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING

Course Details:

Course Name:	Software Project Management
Course Code:	20CS25
Branch/Sem/Section:	CSE / VII Sem /B
Academic Year:	2023-24
Faculty Name:	Dr B Sivaramakrishna
Topic Selected:	Line of business Organization & Project Organization
Date of Activity:	19-11-2024

1. **Selection of activity:**

   In my course, to conduct an active learning work, I plan to conduct **"Seminar and Roleplay".** This helps students in achieving objectives by improving individual presentation and analysis skills.

2. **List of outcomes associated with activity:**

   In my course, the following outcomes are associated with the selected activity.
   - Developing working skills in real software feild.
   - Improve individual/teamwork, communication & report writing skills with ethical values.

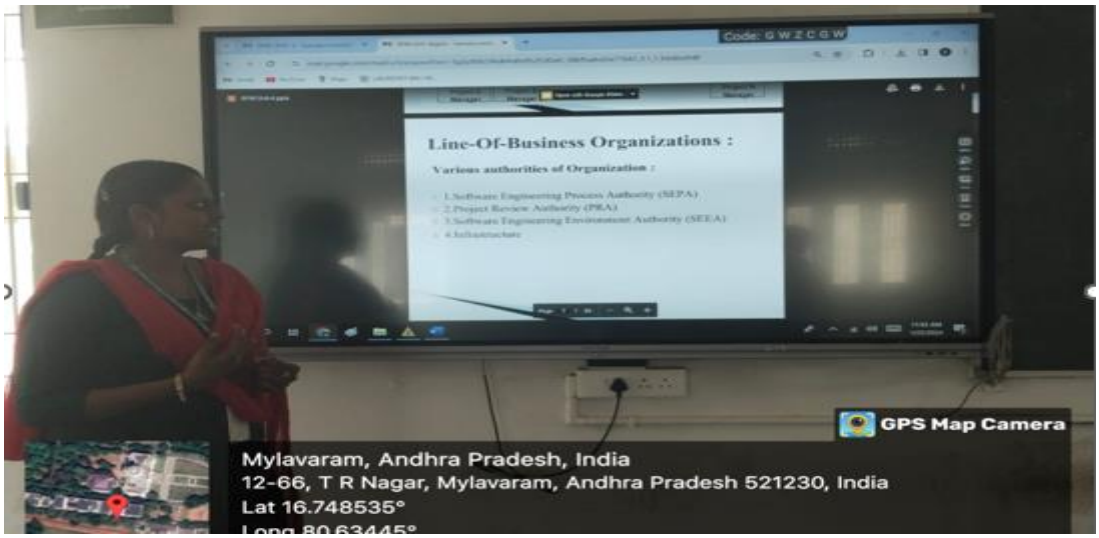
3. **Objectives of activity:**

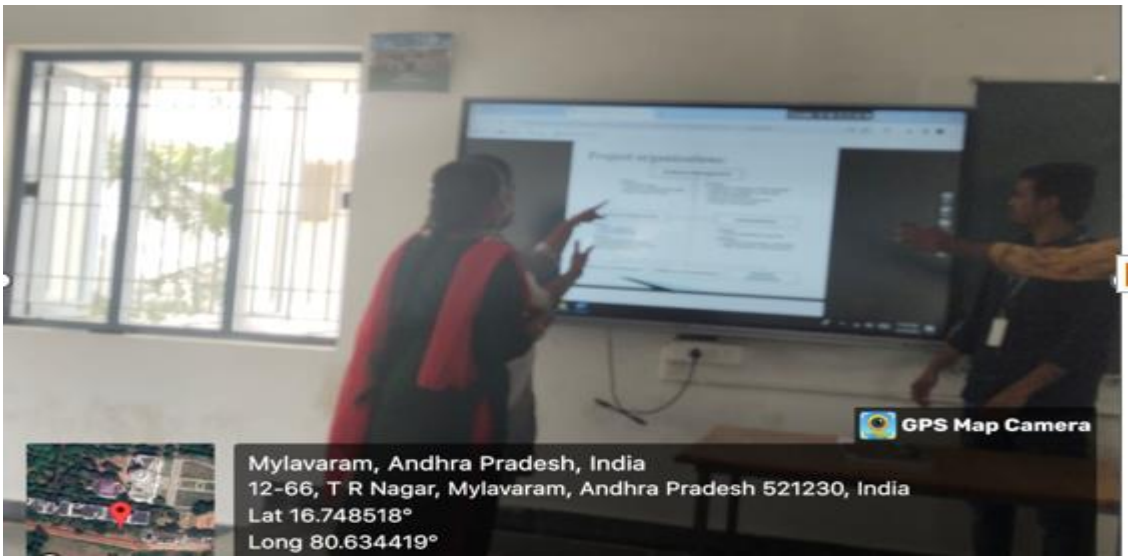
   The main objectives of this activity are listed as follows. A learner able to:
   - Develop interpersonal communication.
   - Develop and contribute towards a common goal.
   - Acquire specific knowledge on the topic.

4. **Details of participants in Seminar / Role-Play**

S.no	Roll number	Name	Topic
1	21761A05B9	RAYA RAVI	Line of business Organization
2	21761A05C0	SHAIK FASEEHA TABASSUM	Various authorities of Organization
3	21761A05C1	SHAIK NAGULU BI	Project Organizations
4	21761A05C2	SHAIK NAVEED	Explain about how to organize the project in companies
5	21761A05C3	SOMAVARAPU BHOOMIKA	Teams of Organization

5. Activity Photos:





Course Instructor **Head of the Department**

Dr B Sivaramakrishna **Dr D veeraiah**

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DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING

Course Details:

Course Name:	Mean Stack Technolgies
Course Code:	20CSS3
Branch/Sem/Section:	CSE /VI /B
Academic Year:	2024-25
Faculty Name:	Dr.K DeviPriya
Topic Selected:	InfySpringBoardCertifications
Date of Activity:	4-10-2024

1. **Selection of activity:**

   - Certification Based Activity

2. **Objectives of activity:**

   The main objectives of this activity are listed as follows. Student able to:

   Gain :

   - Practical knowledge
   - Industry Oriented Knowledge on different technologies
   - Skill for developing webapplication.

   Industry oriented exposure

3. **Outcomes of the activity**

   - Students demonstrated the ability to develop efficient web applications using Mean Stack technologies.
   - Successfully earned InfySpringBoard certifications, validating their technical skills and knowledge.
   - Gained practical and industry-oriented knowledge, preparing them for real-world web development challenges and Improved analytical thinking and the ability to address complex scenarios in web application development.
   - Developed teamwork and communication skills through collaborative learning during the activity.

4. Details of Students achieved certificate

III Semester CSE-B students Completed certification of achievement on Angular JS, JavaScript, MERN Technologies etc..Table 1 specified list of certifications done by each student.

Infosys Springboard Certifications-Mean Stack Technologies

(Certificate of Achievement)

S.NO	RollNumber	Name of the Student	No of Certifications	Drive Link
1	22761A0566	Ailuri Deepika	4	https://drive.google.com/u/1/open?usp=forms_web&id=1QP1SlodjvwEkde2p3pP01WuDeQtCoA69
2	22761A0567	A.Srivani	3	https://drive.google.com/u/1/open?usp=forms_web&id=1-7RYuNo7jLYCxtjW-CyuALLEAMBj4VzE
3	22761A0568	B Abhiram	3	https://drive.google.com/u/1/open?usp=forms_web&id=1Q6qFUU702siu5xSpuxSm_iBOOEXvBwru
4	22761A0569	Bhukya Lakshman Nayak	2	https://drive.google.com/u/1/open?usp=forms_web&id=1EzztdX2qMKcO9amHdZkOKqf0cYyQXNEG
5	22761A0570	Boda Venkata Lakshmi	5	https://drive.google.com/u/1/open?usp=forms_web&id=1jjmZicbIILfz0Qh7h_AxgPwppk94B-K4
6	22761A0571	Bojjagani Vivek	2	https://drive.google.com/u/1/open?usp=forms_web&id=12KoKPf_TeNzrGt8hd2t4tM7zxgrBFBv3
7	22761A0572	Budalapati Aksa Sree	2	https://drive.google.com/u/1/open?usp=forms_web&id=1ley6UFAfKmi_wuL0ToIEsKNa23akKNmw
8	22761A0573	Busi Pavan Sai	4	https://drive.google.com/u/1/open?usp=forms_web&id=1pCRcWmx9zUt6z7xPtF2k3emZ2eVVI7rn
9	22761A0574	Ch.D.V. Sree Krishna	2	https://drive.google.com/u/1/open?usp=forms_web&id=1vDAlnD4mfmrKkha9yGbmKTQCYMc1IOey
10	22761A0575	Chimata Komal Rama Srinivas	2	https://drive.google.com/u/1/open?usp=forms_web&id=17T-DxTt_61PotKgIwLlEXXkBBmRYnNgE
11	22761A0576	Dasari Venkata	2	https://drive.google.com/u/1/open?usp=forms_web&id=1Ezistf

		Sai Srihitha		OyKkxXy4419t3D9y35FSnAPAre
12	22761A0577	Krishnaveni	2	https://drive.google.com/u/1/open?usp=forms_web&id=1lq23IRvZ9SWi0MZMylVe-F-ZLqOa5GeV
13	22761A0578	D. Akhila	4	https://drive.google.com/u/1/open?usp=forms_web&id=1rQlJ_m5r-mFysEdy2G4FJOQGfnAFefNw
14	22761A0579	Duriseti Lavanya Sri	4	https://drive.google.com/u/1/open?usp=forms_web&id=1g3e0FvqEJ9I_tQxX0ZdD9cy5lkAVUlGi
15	22761A0580	Duvva Varun Sai	5	https://drive.google.com/u/1/open?usp=forms_web&id=1I-pVmheQCZmxJLHpZ7I9bRW5pJ0NT5P0
16	22761A0581	Gamingi Madhu	4	https://drive.google.com/u/1/open?usp=forms_web&id=1d8jGoWY1-1a0RsoQ84zKDWSEeh2zEPN-
17	22761A0582	Goda Vamsi Krishna	5	https://drive.google.com/u/1/open?usp=forms_web&id=1QB3MngAOPHThBnat3nv7-3_d1-Y32eym
18	22761A0584	Gude Yaswanth	3	https://drive.google.com/u/1/open?usp=forms_web&id=1yyIZrLjC2Hlada20xP_1cfUq_HfNzgMD
19	22761A0585	Gudepu Rashmitha	2	https://drive.google.com/u/1/open?usp=forms_web&id=1b-ZstK_AxoLlvC44yS3pYMsA1ug2x6KW
20	22761A0586	Gundubo ina Krishna Vamsi	4	https://drive.google.com/u/1/open?usp=forms_web&id=161Fsafz1jWRMfAJPn4DHKjxezFpKwHBj
21	22761A0587	Ilasagarapu Ashok Babu	3	https://drive.google.com/u/1/open?usp=forms_web&id=1Z27QFZn5k9sKsTmSAXIuYXPJG1GA93qk
22	22761A0588	Jajula Kishore Nandhan	5	https://drive.google.com/u/1/open?usp=forms_web&id=1AQoEuPPuVK7TS5AjavOrytUCKrgpSJvO
23	22761A0589	Kaipu Thirupathi Reddy	4	https://drive.google.com/u/1/open?usp=forms_web&id=14NWWq8yo9gklj7HJpWRLXsqI9K6NYya1
24	22761A0590	Kandukuri Preethi	4	https://drive.google.com/u/1/open?usp=forms_web&id=1Dd3NJRm57DtAA5qfYTgylrDMwnSmE4_H
25	22761A0591	Kandula Siddartha	3	https://drive.google.com/u/1/open?usp=forms_web&id=1HlmKGZQgxpvNzzKT_hCxf5AyPTrFk2sF

26	22761A0592	Karri Venkata Ajay Kumar	3	https://drive.google.com/u/1/open?usp=forms_web&id=1kqrgnH3v0lCw5pOTPLlN96TKNK00-wua
27	22761A0593		3	https://drive.google.com/u/1/open?usp=forms_web&id=1jdCC5wCYwtnR6tzBMw16rT653P-KzREf
28	22761A0594	Korada Durga Dhanushya	3	https://drive.google.com/u/1/open?usp=forms_web&id=1cerKNDOdS7DuD4DnzFCJioOHr-6GbGWk
29	22761A0596	Kota Prasuna Chandrika	2	https://drive.google.com/u/1/open?usp=forms_web&id=1WWZNWzaMcykpPER2oo99qiHC75sI1hcw
30	22761A0597	Laga Brahmaiah	3	https://drive.google.com/u/1/open?usp=forms_web&id=1Eex4VbZaDPSd63Re6j8cVpQGw_Mi070-
31	22761A0598	Madireddy Sreenivasulu Reddy	4	https://drive.google.com/u/1/open?usp=forms_web&id=1hhlJh5Obv96g55h0hNkbupDO-Ps14Nz4
32	22761A0599	Mallavalli Victor Paul	2	https://drive.google.com/u/1/open?usp=forms_web&id=1Q-VpQePT2lFIsVpVjO_zu-G49zNBXgfq
33	22761A05A0	Mamidi Sudhakar	3	https://drive.google.com/u/1/open?usp=forms_web&id=134qOxJK0GweYlQRskZ6BejQ7dZFYznbW
34	22761A05A1	Manda Sharmila Veenus	2	https://drive.google.com/u/1/open?usp=forms_web&id=1r3ZiY5J0_xLrKgg3EAHqATt6i42ZMCZp
35	22761A05A2	Maradani Chandra Naga Deep	5	https://drive.google.com/u/1/open?usp=forms_web&id=1EakhaAwqtwj1LYwYgX5dH_6K_gKLDTfP
36	22761A05A3	Mudraboina Kaveri	3	https://drive.google.com/u/1/open?usp=forms_web&id=1ZTjhJlNx_lzGJA0woYnPvWaH6g8c72Mw
37	22761A05A4	Munnam Likitha Reddy	2	https://drive.google.com/u/1/open?usp=forms_web&id=1CwT8IQLvpJD_C6XN0XrnXQmu_ycW3XMF
38	22761A05A5	Muppasani	2	https://drive.google.com/u/1/open?usp=forms_web&id=18lRLSXsDUEpBpu8i1LxD-JbpvWu1yDri

		Meghana		
39	22761A05A6	Nakkana boyina Lakshmi Sunitha	3	https://drive.google.com/u/1/open?usp=forms_web&id=1BTFld1_H7tvpOQREDoX4PdBXzcIFflMK
40	22761A05A7	Nalluri Anusha	2	https://drive.google.com/u/1/open?usp=forms_web&id=1EWTTQLz3s5butIoMbYVgAnyMbfzTQWtG
41	22761A05A8	Rajarajeswari	2	https://drive.google.com/u/1/open?usp=forms_web&id=1p6nHk9sxO6wB-txfyIo5HwaeBvNILHAh
42	22761A05A9	Pajjuri Saranya Durga	3	https://drive.google.com/u/1/open?usp=forms_web&id=1bYMkNVxnMrNmqh_VYclqZDJqZ8oEFTEn
43	22761A05B0	Pendem Likhitha	5	https://drive.google.com/u/1/open?usp=forms_web&id=1QiS8nIKzFsJmsKO67b1-TLyYLaHuvGuW
44	22761A05B1	Perla Ganesh Sai	3	https://drive.google.com/u/1/open?usp=forms_web&id=1Wd4nyRLJ4zNH6KvzpubA55gKEkf5G3HC
45	22761A05B2	Prakki Roshini	3	https://drive.google.com/u/1/open?usp=forms_web&id=1StL5dYUP0dP8xtI7ohW8JKgElQNfZYGM
46	22761A05B3	Ravuri Swapna	3	https://drive.google.com/u/1/open?usp=forms_web&id=17lYwi5tYxChNl9w0kivlMJSP_VQiOFZs
47	22761A05B4	Sayyad Yaseen Ali	4	https://drive.google.com/u/1/open?usp=forms_web&id=1Y-EIsTijHQp_SQcTneXNiSabP2KqXE7i
48	22761A05B5	Seelam Bhanu	4	https://drive.google.com/u/1/open?usp=forms_web&id=1cAGueYrSJ65imIg9k2OPYjNfhJ2dxyyD
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50	22761A05B7	Shaik Rabiyabi Rizwana	2	https://drive.google.com/u/1/open?usp=forms_web&id=1_Q7l-L8fjOJeHaJnFhuOeF4XHxFCnv2T
51	22761A05B8	Shaik Rizvana	3	https://drive.google.com/u/1/open?usp=forms_web&id=1wRm9TETvyYnntxCG2zM2PZW7FTyv4CDT
52	22761A05B8	Shaik Rizvana	3	https://drive.google.com/u/1/open?usp=forms_web&id=1OarCS0i-8SegXTMbd3sUZRSHChDd5bE-
53	22761A05B9	Sreeramaneni Hruthik	4	https://drive.google.com/u/1/open?usp=forms_web&id=1kpoE89zts7oeKrc3r69HlkRHKUshuKew
54	22761A05C0	Sriram Yagna	3	https://drive.google.com/u/1/open?usp=forms_web&id=1h8Pr3D2v0wOib9HIrc0-ODvmw4LaZFl2

		Priya		
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57	22761A05C2	T.Sravanthi	2	https://drive.google.com/u/1/open?usp=forms_web&id=15hnR9AsmZHnlxo7MUsqC_2rpKDNrgsT6
58	22761A05C3	Tungala Jhahnavi	2	https://drive.google.com/u/1/open?usp=forms_web&id=1rOr4EPuICkEcbgmA8dlRC_CjKuSJYQvV
59	22761A05C5	Shalini Velgaleti	2	https://drive.google.com/u/1/open?usp=forms_web&id=1qb2waTPgMgkZISKv72YpsZjbOzmPz7RR
60	22761A05C6	Vemula Uma	4	https://drive.google.com/u/1/open?usp=forms_web&id=1UgOqOJXPN4G7P1Cw2HZQ7-cQWuTQyY08
61	22761A05C7	Vemula V S L Surya Narayana	4	https://drive.google.com/u/1/open?usp=forms_web&id=1YitxAJst5BFkNUVVQYvpNeyxgWhhaYQX
62	22761A05C8	V Nikhil	5	https://drive.google.com/u/1/open?usp=forms_web&id=1XNOWJZY_qqYozxS87VO31YVIfl4d3y1u
63	22761A05C9	V S Teja	4	https://drive.google.com/u/1/open?usp=forms_web&id=17rwXErscu6vgTvGcOTu5vIKDiO8bGbvk
64	22761A05D0	Y S Praveen	4	https://drive.google.com/u/1/open?usp=forms_web&id=11ULU4JhKr2I7Fh4rASh51V2T-gowxNPT
66	22761A05D1	Yendluri Sony	1	https://drive.google.com/u/1/open?usp=forms_web&id=1zHPL8fAmFxBf7vcvMSRGKQCXECas17U8
68	23765A0507	Aodanagasri Satya Durga Jahnavi	3	https://drive.google.com/u/1/open?usp=forms_web&id=1ZbIOjti2RvrNI085IDJGUdRaA72HQliO
69	23765A0508	G Shanmukha Syam	4	https://drive.google.com/u/1/open?usp=forms_web&id=13mxPfWDRgKYRVnxx1OvprSiQ5tUr722C
70	23765A0509	Kolluri Rakesh	2	https://drive.google.com/u/1/open?usp=forms_web&id=1us9LAma2aVp4A59n2bnXkBkMPr45ml1-
71	23765A0510	M.Bhagya Lakshmi	2	https://drive.google.com/u/1/open?usp=forms_web&id=1L2Nj3nssY5VOlHIdRyVDeoY60OO6RsKt

72	23765A0511	Shaik Johny Basha	3	https://drive.google.com/u/1/open?usp=forms_web&id=1ZGky8SKskvu51SoTPs6VcVDOW_bRHEKd
73	23765A0512	U Nikitha	2	https://drive.google.com/u/1/open?usp=forms_web&id=1z9O9fsW1She090IzspzGgTerFrLan4NJ

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CERTIFICATE OF ACHIEVEMENT

The certificate is awarded to

Deepika Ailuri

for successfully completing

Front End Web Developer Certification

on September 30, 2024

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Congratulations! You make us proud!

Issued on: Monday, September 30, 2024
To verify, scan the QR code at https://verify.onwingspan.com

Thirumala Arohi
Executive Vice President and Global Head
Education, Training & Assessment (ETA)
Infosys Limited

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CERTIFICATE OF ACHIEVEMENT

The certificate is awarded to

Uppalapati Nikitha

for successfully completing

TechA MERN Stack Developer Certification

on October 16, 2024

Infosys | Springboard

Congratulations! You make us proud!

Thirumala Arohi
Executive Vice President and Global Head

Issued on: Wednesday, October 16, 2024

Dr.K DeviPriya

Course Instructor

Dr.D.Veeraiah

Head of the Department

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DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING

Course Details:

Course Name:	Object Oriented Programming through Java
Course Code:	23CS05
Branch/Sem/Section:	CSE /III /A
Academic Year:	2024-25
Faculty Name:	Dr.K DeviPriya
Topic Selected:	Online Quiz-OOPS concepts
Date of Activity:	29-8-2024

1. **Selection of activity:**
   - Online quiz is conducted on OOPs concepts.
   - All students taken and completed quiz in class.
2. **Objectives of activity:**
   The main objectives of this activity are listed as follows. A learner able to:
   - Understanding of OOPs Concept
   - Understand operators
3. **List of outcomes associated with activity:**
   - Understand concepts of OOPS and writing programs in java
   - Operators and types.
4. **Details of participants in technical problem-based learning activity**

   All students were participated.

5. Activity Photos:

Dr.K DeviPriya **Dr.D.Veeraiah**

Course Instructor **Head of the Department**

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hodcse@lbrce.ac.in, cseoffice@lbrce.ac.in, Phone: 08659-222 933, Fax: 08659-222931

DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING

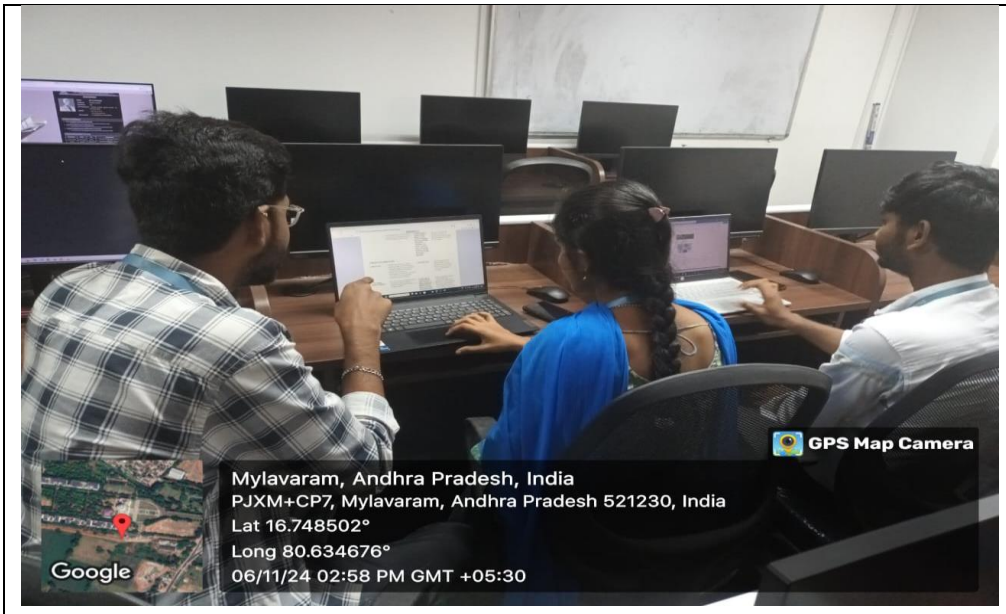
Course Details:

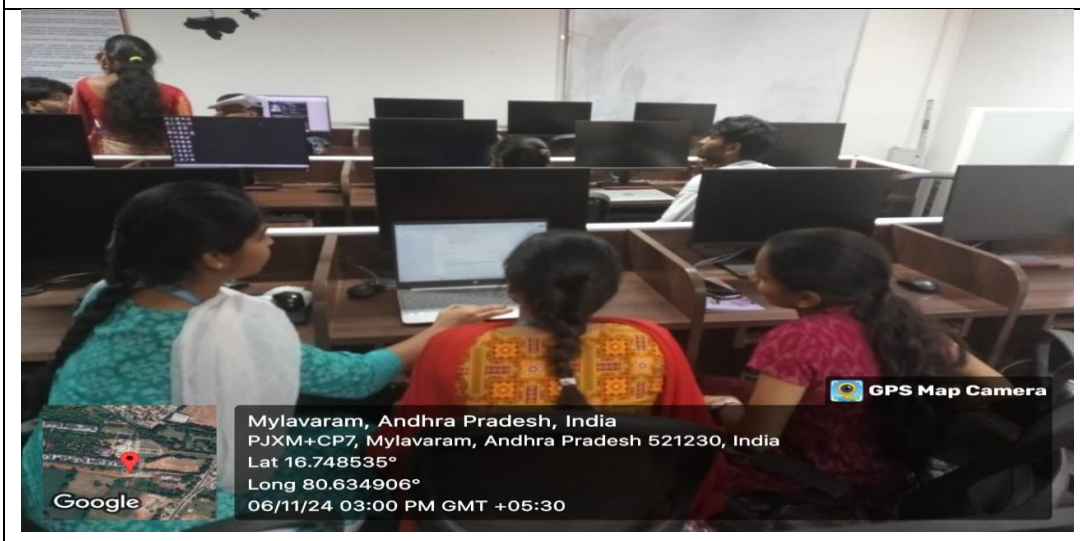
Course Name:	Object Oriented Programming through Java
Course Code:	23CS05
Branch/Sem/Section:	CSE /III /A
Academic Year:	2024-25
Faculty Name:	Dr.K DeviPriya
Topic Selected:	Threads Concept
Date of Activity:	6-11-24

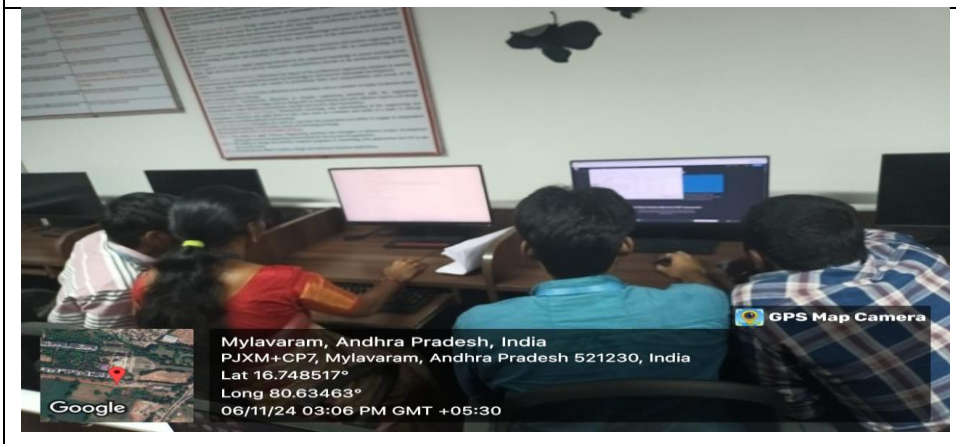
1. **Selection of activity:**
   - Team Based Activity
2. **Objectives of activity:**
   The main objectives of this activity are listed as follows. A learner able to:
   - Understand Threads and Applications of Threads
3. **List of outcomes associated with activity:**
   - Creation of Threads and integration in real time applications.
4. **Details of participants in technical problem-based learning activity**

   All students were participated as teamwise.

5. **Activity Photos:**







Dr.K DeviPriya **Dr.D.Veeraiah**

Course Instructor **Head of the Department**

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hodcse@lbrce.ac.in, cseoffice@lbrce.ac.in, Phone: 08659-222 933, Fax: 08659-222931

DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING

Course Details:

Course Name:	Cloud Computing
Course Code:	20CS24
Branch/Sem/Section:	CSE /VII/B
Academic Year:	2024-25
Faculty Name:	Mrs. M. Gayathri
Topic Selected:	Cloud Models
Date of Activity:	09-11-2024

1. **Selection of activity:**

   In my course, I plan to conduct a **"Seminar"** as an active learning activity. This will help students achieve learning objectives while enhancing their individual presentation and analytical skills.

2. **List of outcomes associated with activity:**

   The following outcomes are associated with the selected activity in my course

   - Illustrating the various levels of services that can be provided through cloud computing.
   - This activity aimed to help students learn the basics of cloud service models, how they are used, and how cloud computing affects businesses and industries.

3. **Objectives of activity:**

   The main objectives of this activity are listed as follows. A learner able to:

   - Develop interpersonal communication.

- Students stay more engaged when they perform tasks rather than just listening to lectures.
- Encourages students to explore, research, and self-learn, helping them develop technological challenge

4. Details of participants in Seminar / Role-Play

S.no	Roll number	Name	Topic
1	21761A0593	K. Sampath	Cloud service models
2	21761A05A2	L. Jyothi Prakash	Google app engine
3	21761A05D1	V. Sai Sujith	Google File System's

Activity Photos:

M. Gayathri
Course Instructor

Dr. D Veeraiah
Head of the Department

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hodcse@lbrce.ac.in, cseoffice@lbrce.ac.in, Phone: 08659-222 933, Fax: 08659-222931

DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING

Course Details:

Course Name:	Cloud Computing
Course Code:	20CS24
Branch/Sem/Section:	CSE /VII/B
Academic Year:	2024-25
Faculty Name:	Mrs. M. Gayathri
Topic Selected:	Virtualization
Date of Activity:	07-11-2024

1. **Selection of activity:**

   In my course, I plan to conduct a **"Seminar"** as an active learning activity. This will help students achieve learning objectives while enhancing their individual presentation and analytical skills.

2. **List of outcomes associated with activity:**

   The following outcomes are associated with the selected activity in my course

   - Illustrating the various levels of services that can be provided through cloud computing.
   - Virtualization - Understanding and learning how to deploy and manage virtual machines (VM's).
   - Amazon Virtual Private Cloud (VPC): How VPCs enable users to securely launch AWS resources in a virtual network.

3. **Objectives of activity:**

   The main objectives of this activity are listed as follows. A learner able to:

   - Develop interpersonal communication.

- Students stay more engaged when they perform tasks rather than just listening to lectures.
- Encourages students to explore, research, and self-learn, helping them develop technological challenge

4. Details of participants in Seminar:

S.no	Roll number	Name	Topic
1	21761A0580	B. Hemani	Virtualization
2	21761A0587	G. Mercy	Amazon Virtual Private Cloud (VPC):

5. Activity Photos:

M. Gayathri **Dr. D Veeraiah**

Course Instructor **Head of the Department**

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DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING

Course Details

Course Name:	Cloud Computing
Course Code:	20CS24
Branch/Sem/Section:	CSE /VII/B
Academic Year:	2024-25
Faculty Name:	Mrs. M. Gayathri
Activity Name:	Case study presentation
Date of Activity:	09-11-2024

1. **Selection of activity:**

In my course, I assigned a case study on "**Why big companies migrate to AWS cloud and how it compares to other cloud providers"** as an activity-based learning task to a student. The student then explained the case study that he conducted to the entire class.

2. **List of outcomes associated with activity:**

The following outcomes are associated with the selected activity in my course

- Students gained insights into the primary reasons why large companies migrate to AWS Cloud, including cost efficiency, scalability, and performance improvements.
- Students developed the ability to compare AWS with other major cloud providers like Microsoft Azure and Google Cloud, highlighting the strengths and weaknesses of each platform. Amazon Virtual Private Cloud (VPC): How VPCs enable users to securely launch AWS resources in a virtual network.
- This activity enabled students to understand how large enterprises apply cloud services to solve real-world business challenges and improve operational efficiency

3. **Objectives of the activity:**

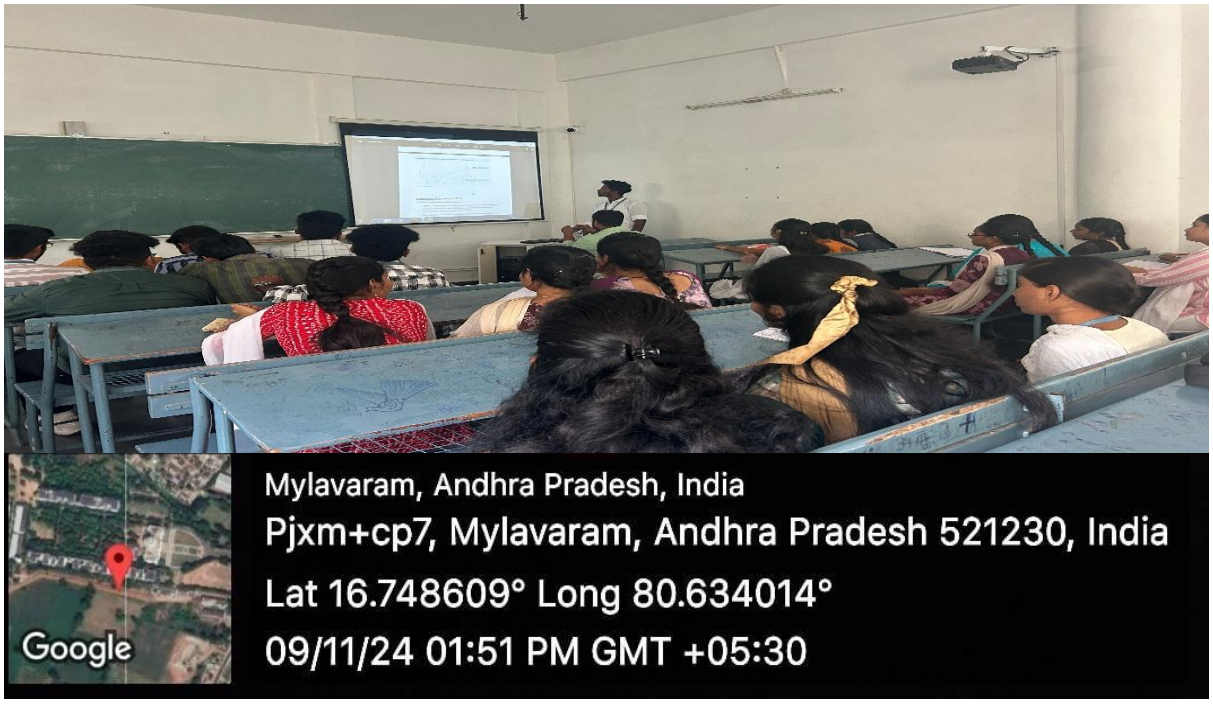
The main objectives of this activity are to enable the learner to

- Develop interpersonal communication.
- Enhanced Research and Analytical Skills.
- Understanding of Future Cloud Trends.

4. **Details of participant**

S.no	Roll number	Name	Topic
1	21761A0589	G. Naga Nikhilesh	case study on **Why big companies migrate to AWS cloud and how it compares to other cloud providers**

5. **Activity Photos:**



M. Gayathri **Dr. D Veeraiah**

Course Instructor **Head of the Department**

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DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING

Course Details:

Course Name:	Advanced Data Structures and Algorithm Analysis
Course Code:	23CS04
Branch/Sem/Section:	CSE /III /A
Academic Year:	2024-25
Faculty Name:	G.V.Rajya Lakshmi
Topic Selected:	B-Trees, Graph Traversals, Min-Max Heaps construction
Date of Activity:	24-09-2024

1. **Selection of activity:**

In my course, to conduct an active learning work, I plan to conduct **"Seminar and Group Discussion".** This helps students in achieving objectives with improving individual presentation and analysis skills.

2. **List of outcomes associated with activity:**

In my course the following outcomes are associated with the selected activity.

- Able to construct B-Trees and Binary heaps and to traversal Graphs in BFS and DFS methods.
- Improve individual / team work skills, communication & report writing skills with ethical values.

3. **Objectives of activity:**

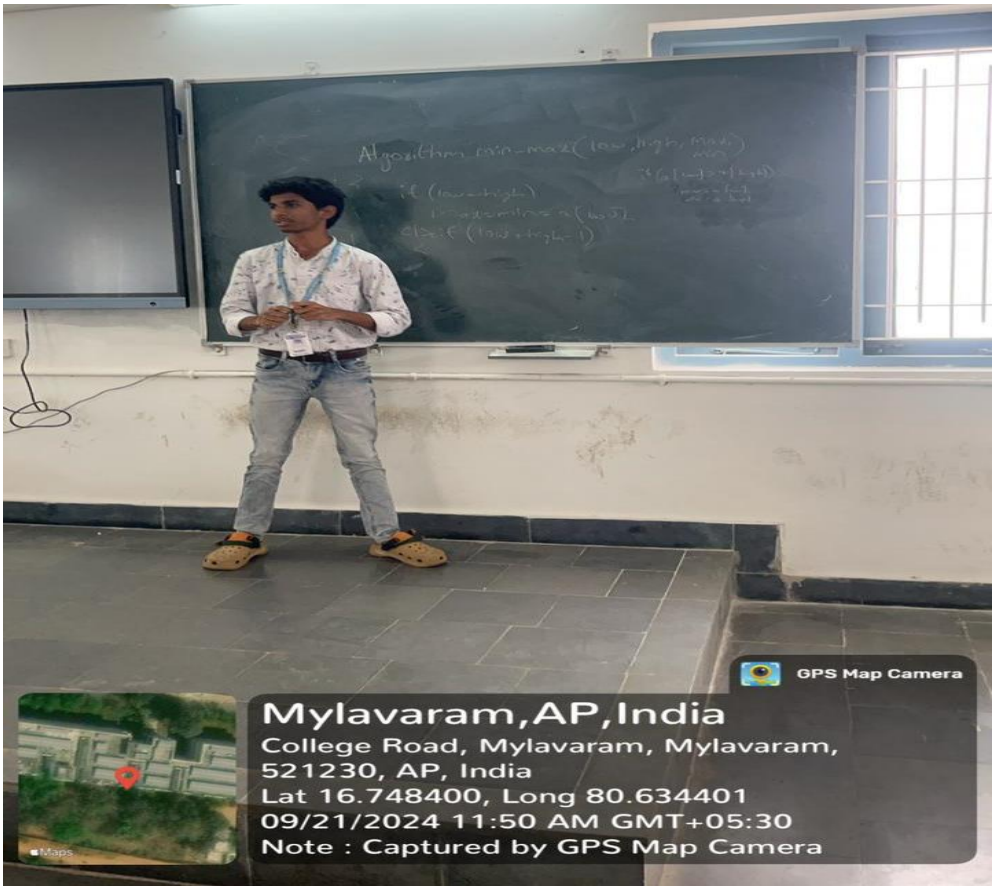
The main objectives of this activity are listed as follows. A learner able to:

- Improve interpersonal communication.
- Work and contribute towards a common goal.
- Achieve specific knowledge on the topics.

4. Details of participants in Seminar / Group Discussion

S.no	Roll number	Name	Topic
1	23761A0554	Shaik Karishma	B-Trees construction and operations
2	23761A0531	Koppolu Ajay	Min-Heap construction and operations
3	23761A0519	Ippili Raju	Graph Traversals
4	24765A0504	Karri Chandrika	Applications of B-Trees
5	24765A0505	Midathana Anjani	Max-Heap Implementation
6	23761A0558	T Bala Venkata Siva Sai	Questionare in Graph traversals
7	23761A0525	K Mohana Maruthi	Group discussion on Time Complexities
8	23761A0512	G Uday Venkata Naga Sai	Group discussion on Time Complexities
9	23761A0560	Vaka Bhavitha	Group discussion on Applications of Heaps
10	23761A0566	Y Lalitha Sri	Group discussion on Applications of Heaps

5. Activity Photos:

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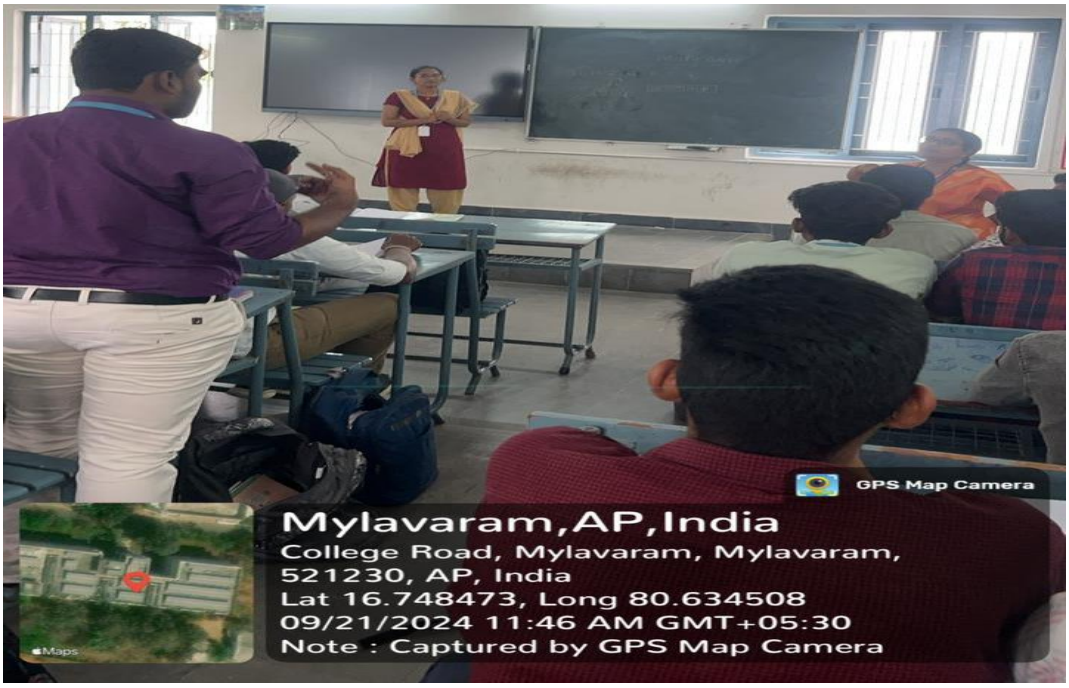
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521230, AP, India
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Mylavaram,AP,India
College Road, Mylavaram, Mylavaram,
521230, AP, India
Lat 16.748503, Long 80.634536
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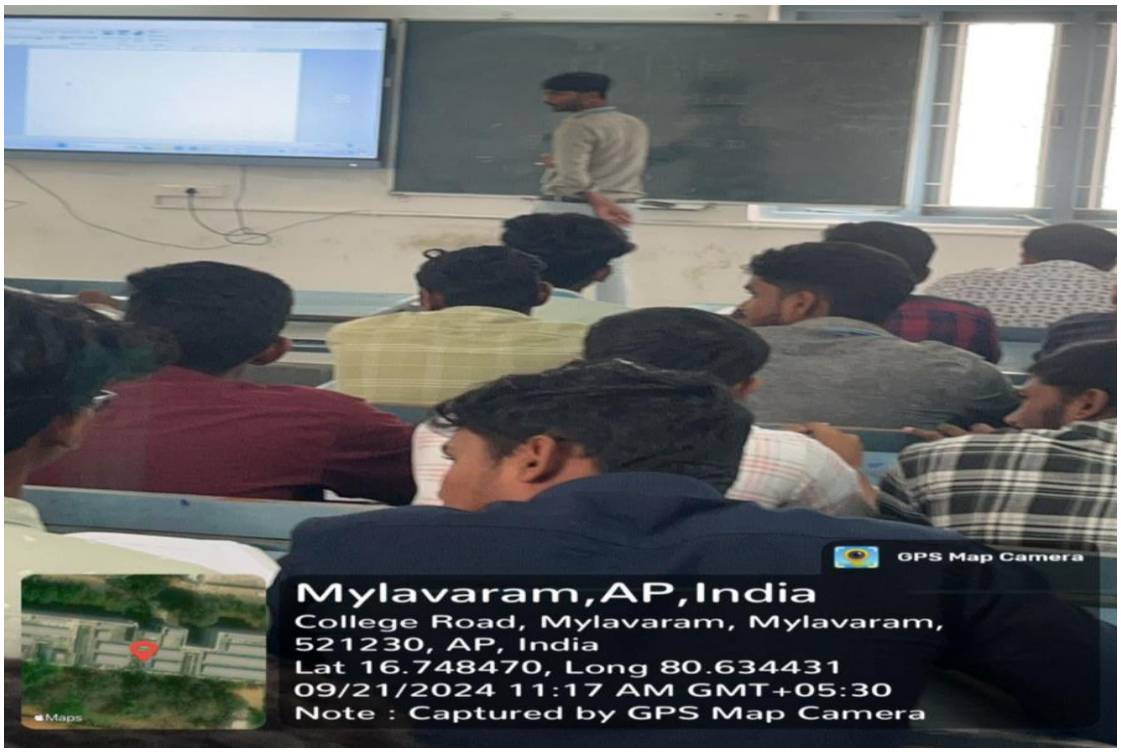

G.V.Rajya Lakshmi

Course Instructor

Dr.D.Veeraiah

Head of the Department

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DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING

Course Details:

Course Name:	Advanced Data Structures and Algorithm Analysis
Course Code:	23CS04
Branch/Sem/Section:	CSE /III /A
Academic Year:	2024-25
Faculty Name:	G.V.Rajya Lakshmi
Topic Selected:	Dynamic Programming, Greedy Method examples
Date of Activity:	07-11-2024

1. **Selection of activity:**

In my course, to conduct an active learning work, I plan to conduct **"Flipped class room".** This helps students in achieving objectives with improving self learning and presentation skills.

2. **List of outcomes associated with activity:**

In my course the following outcomes are associated with the selected activity.

- Able to apply Greedy Method and Dynamic programming strategies on various case studies.
- Improve individual / team work skills, communication & report writing skills with ethical values.

3. **Objectives of activity:**

The main objectives of this activity are listed as follows. A learner able to:

- Improve self learning and comprehension.
- Work and present towards a common goal.
- Achieve specific knowledge on the topics.

4. Details of participants in Flipped class room

S.no	Roll number	Name	Topic
1	23761A0524	K.Kavya	Fractional Knapsack problem
2	23761A0557	T.Keerthana	Single source shortest Path Algorithm
3	23761A0508	B.Venkata Sahithi	All pairs shortest path
4	24765A0518	Ilipilla Karthik	Optimal Binary search Tree
5	24765A0532	Lakireddy Thanusha	Travelling salesman problem

5. Activity Photos:

G.V.Rajya Lakshmi **Dr.D.Veeraiah**

Course Instructor **Head of the Department**

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DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING

Course Details

Course Name	Machine Learning
Course Code	20AD04
Branch/Sem/Section	CSE / V Sem /A
Academic Year	2023-24
Faculty Name	G V Suresh
Topic Selected	Applications of Machine Learning
Date of Activity	10-07-2024

- **Selection of activity**

  In my course, I plan to implement "Seminar and Roleplay" as an active learning activity. This approach aims to help students achieve their learning objectives by enhancing their individual presentation and analytical skills.

- **Objectives of activity**

  The main objectives of this activity are listed as follows. A learner able to:

  - Enhance interpersonal communication skills.
  - Collaborate effectively to achieve a common goal.
  - Gain in-depth knowledge on the subject matter.

- **List of outcomes associated with activity:**

  In my course, the following outcomes are associated with the selected activity.

  - Understanding how Machine Learning truly works in real time environment.
  - Enhances individual and teamwork capabilities, strengthens communication.

Details of participants in Seminar / Role-Play

S.No	Roll Number	Name	Topic
1	22761A0504	Aremanda Priyatham	Applications of Machine Learning
2	22761A0505	Badugu Harshitha	
3	22761A0504	Battula Lakshmi Priyanka	
4	22761A0504	Bhutapalli Srimanthraju	

Course Instructor **Head of the Department**

G.V.Suresh **D.Veeraiah**

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DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING

Course Details

Course Name	Machine Learning
Course Code	20AD04
Branch/Sem/Section	CSE / V Sem /A
Academic Year	2023-24
Faculty Name	G V Suresh
Topic Selected	Adaboost Algorithm
Date of Activity	23-10-2024

- **Selection of activity**

  In my course, I plan to implement "Seminar and Roleplay" as an active learning activity. This approach aims to help students achieve their learning objectives by enhancing their individual presentation and analytical skills.

- **Objectives of activity**

  The main objectives of this activity are listed as follows. A learner able to:

  - Enhance interpersonal communication skills.
  - Collaborate effectively to achieve a common goal.
  - Gain in-depth knowledge on the subject matter.

- **List of outcomes associated with activity:**

  In my course, the following outcomes are associated with the selected activity.

  - Understanding how Adaboost Algorithm truly works in real time environment.
  - Enhances individual and teamwork capabilities, strengthens communication.

Details of participants in Seminar / Role-Play

S.No	Roll Number	Name	Topic
1	22761A0546	Sanagavarapu Vishnu Priya	Adaboost Algorithm
2	22761A0547	Saripalli Sri Chandana	
3	22761A0548	Seelam Kanchan Varma	
4	22761A0549	Shaik Mahaboob Subhani	

Activity Photos:

Course Instructor **Head of the Department**

G.V.Suresh **D.Veeraiah**

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DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING

Course Details:

Course Name:	IT WORKSHOP
Course Code:	23IT51
Branch/Sem/Section:	ECE /I /B Sec
Academic Year:	2024-25
Faculty Name:	Y. Praveen Kumar, Assistant professor, CSE
Topic Selected:	Power point presentation
Date of Activity:	30-11-2024

· **Peer Review Activity**:

· Students review each other's presentations and provide constructive feedback. · Focus on strengths, areas for improvement, and delivery style.

· **Q&A Sessions**:

· After the presentation, the Students asks questions to test the presenter's understanding of the topic.
· Enhances critical thinking and engagement.

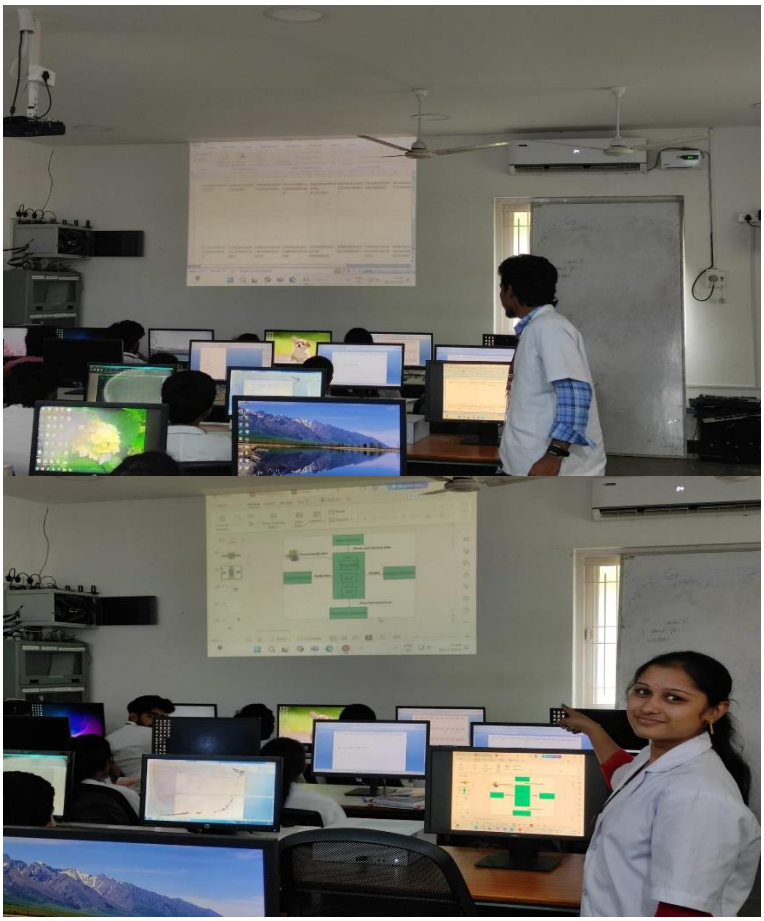
· **Interactive Quizzes**:

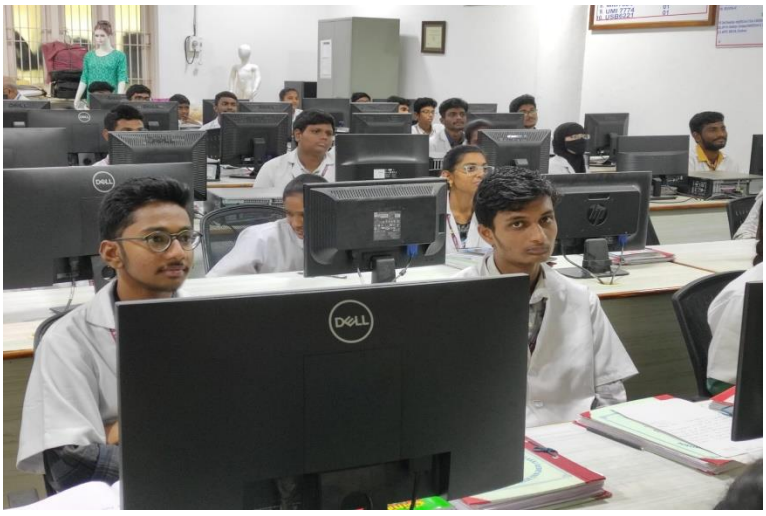
· Presenters create quizzes or polls related to their topic to engage the audience. · Tests knowledge retention and promotes active participation.

· **Reflection and Self-Evaluation**:

· Students reflect on their own presentations, noting what went well and what could be improved.
· Builds self-awareness and presentation skills.

Activity Photos:





Course Instructor
(Mr.P. Veeraswamy)

Head of the Department
(Dr. D. Veeraiah)

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DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING

ACTIVITY ON "UHV-II

Course Details:

Course Name:	UHV-II: Understanding Harmony &Ethical Human Conduct
Course Code:	(23HS01)
Branch/Sem/Section:	CSE / III Sem /C
Academic Year:	2024-25
Faculty Name:	Mrs.P.Mary Kamala Kumari
Topic Selected:	Strategies for Transition towards Value-based Life and Profession, Holistic Technologies, Production Systems and Management
Date of Activity:	24/10/2024

1. Selection of activity:

In my course, **UHV-II: Understanding Harmony &Ethical Human Conduct** to conduct an active learning work, I plan to conduct **"Seminar and Role-play".** This helps students in achieving objectives by improving individual presentation and analysis skills.

2. List of outcomes associated with activity:

1. Self-Exploration and Understanding

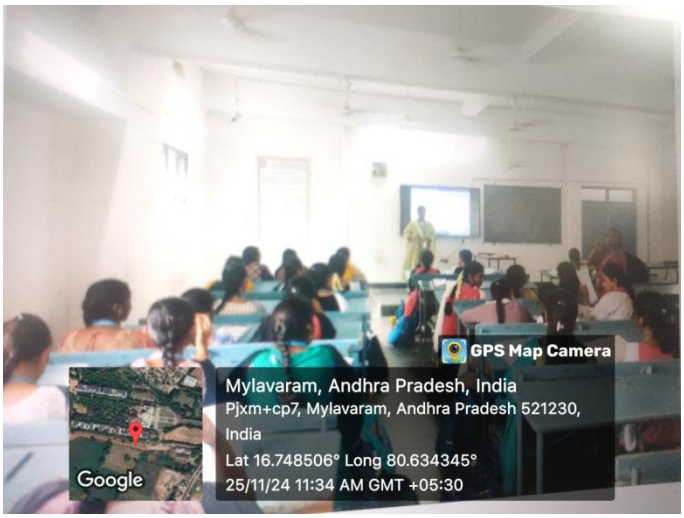
- **Introspect Regularly:** Engage in self-reflection to identify your core values, aspirations, and purpose in life. UHV emphasizes understanding harmony within oneself as the foundation for external harmony.
- **Practice Self-Awareness:** Be mindful of your thoughts, emotions, and actions to align them with your values.
- **Understand Human Needs Holistically:** Differentiate between temporary needs (physical) and long-term needs (psychological and spiritual).

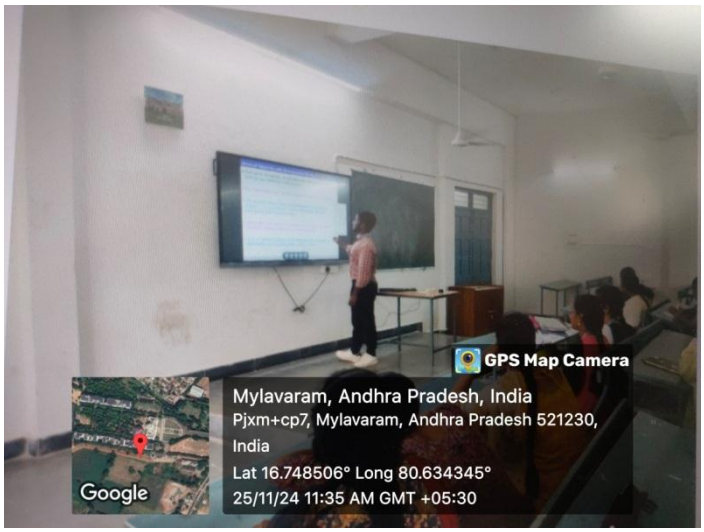
2. Cultivate Right Understanding

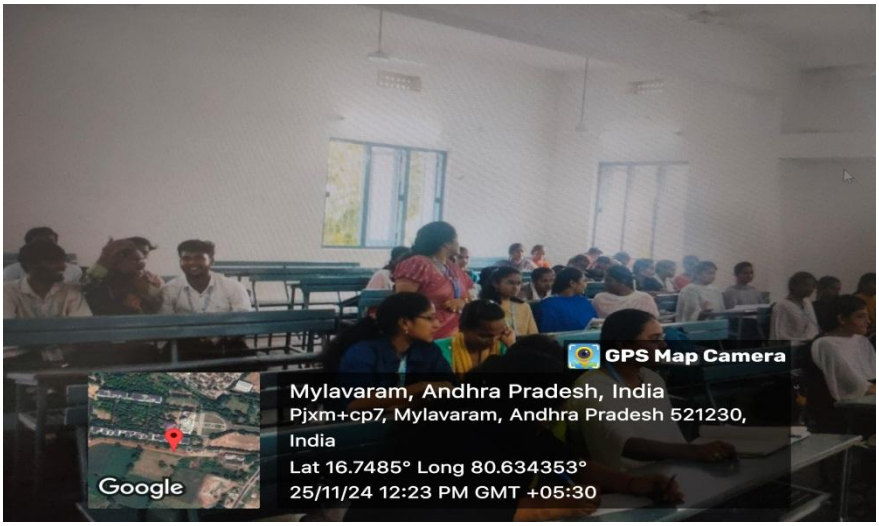
- **Knowledge of Harmony:** Study and understand the interconnectedness between the individual, family, society,

Navigation, Contextual Relevance, Enriched Content Exploration, Facilitation of Multimedia Integration, and Enhanced Information Retrieval Efficiency.

3. **Objectives of Activity:**
    a. **Holistic Development**: To enable individuals to develop a deeper understanding of themselves, their relationships, and their role in society.
    b. **Alignment with Universal Values:** To align personal and professional decisions with universal human values such as honesty, empathy, respect, and sustainability.
    c. **Promoting Ethical Behavior:** To foster ethical thinking and responsible behavior in personal and professional contexts.
    d. **Sustainable Living:** To promote a balanced approach toward fulfilling physical, emotional, and societal needs while respecting environmental and social limits.
4. **Activity Photos:**







Course Instructor **Head of the Department**

P.M.Kamala Kumari **Dr. D.Veeraiah**

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DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING

ACTIVITY ON "UHV-II Role Play"

Date:15-10-2024

Title of the role play: Bringing awareness and importance of a life to school students.

Students participated in role play (name,id no,character) **:**

Registered Number	Name	Character
23761A05E0	B.Komali	B.Tech Student
23761A05E6	G.Amitha	School student
23761A05F6	K. Ashaya	School student

Main Theme: Bringing awareness and importance of a life to school students.

Description:

Our Roleplay includes three characters:

1.Btech Student.

2. Two school students (7^{th} 0r 8^{th} Standard).

Our total Role-play is a B.Tech and two students are travelling in bus after their school and college. The two school students discussing an unnecessary thing and it is beyond age topic. They both are more advanced than their age. And they have no seriousness on life and wasting time and money. Their concentration always on enjoyment. This type of behavior is observed by a Btech student and he want to motivate the two school students. He motivated the students by saying cruel time of a teenage and its importance and he brought seriousness of life to them.

Photographs:

Course Instructor
P.M.Kamala Kumari

Head of the Department
Dr. D.Veeraiah

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DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING

Course Details:

Course Name:	Introduction to Programming
Course Code:	23CS01
Branch/Sem/Section:	CSE /I/A
Academic Year:	2024-25
Faculty Name:	Mr. A. S. R. C. Murthy
Topic Selected:	C tokens, Datatypes, Operators, Control statements, Arrays, Strings & Pointers.
Date of Activity:	02-11-2024

1. Selection of activity:

In my course, to conduct an active learning work, I plan to conduct **"Written Test (MCQs) on the above topics".** This helps students achieve objectives by improving conceptual clarity and analysis skills on the above concepts.

2. List of outcomes associated with activity:

In my course, the following outcomes are associated with the selected activity.

- Understanding C tokens, Datatypes and Operators.
- Analyzing the control statements and their importance in logic building
- Applying arrays, strings and pointer concepts to solve the problems.

3. Objectives of activity

The main objectives of this activity are listed as follows. A learner able to:

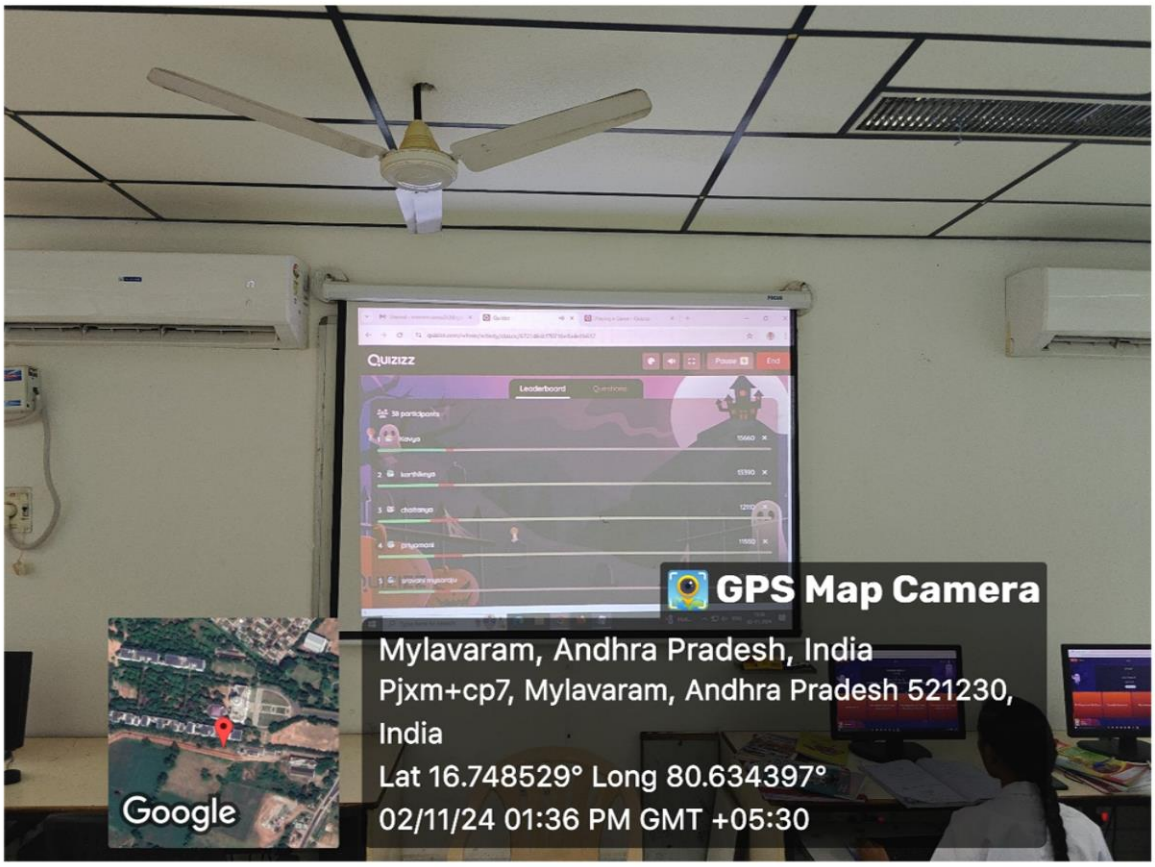
- Understanding C tokens, Datatypes and Operators.
- Analyzing the control statements and their importance in logic building
- Applying arrays, strings and pointer concepts to solve the problems.

4.Details of participants in Written Test (MCQs)

S. No.	Regd. Num.	Name of the Student
1	23761A0529	KAVURI SMILY
2	24761A0501	AKKINAPALLI CHARAN
3	24761A0502	AVULURI DEEPIKA
4	24761A0503	BADIPATI MOHAN KRISHNA VAMSI
5	24761A0504	BANDIKATLA NIRMAL KUMAR
6	24761A0505	BHUKYA ABHILASH NAYAK
7	24761A0506	BOKKA NAGA MALLESWARI
8	24761A0507	CHANDURI DINESH KUMAR
9	24761A0508	CHERUKU DURGA PRASAD REDDY
10	24761A0509	CHINNI CHANDRA SEKHAR
11	24761A0510	DASARAJU INDHU ANJALI
12	24761A0511	DEVARAPALLI SRAVANI
13	24761A0512	DHANUMURI SRAVANI
14	24761A0513	DHARAVATHU NAGA KRISHNA PRIYA
15	24761A0514	DODDIPATLA SATYA VEERA CHARAN
16	24761A0515	DUGGI CHAITANYA REDDY
17	24761A0516	GANDI CHANDRASEKHAR
18	24761A0517	GUBBALA CHAITANYA SAI KRISHNA
19	24761A0518	KALIKIVAYI MANIKANTA VENKATA SATYANARAYANA
20	24761A0519	KALISETTI SATISH
21	24761A0520	KODELA SARANYA HARSHINI
22	24761A0521	KOKKILIGADDA MANASA
23	24761A0522	KORRAPATI EKSIBA
24	24761A0523	LINGANABOYINA ROOPA SRI
25	24761A0524	MADUGULA SUDHEER BABU
26	24761A0525	MALLIPUDI PRUDHVI SAI KUMAR
27	24761A0526	MARREDDY RISHIKA REDDY
28	24761A0527	MELLEMPUDI YAMUNA
29	24761A0528	MOGILIPUVVU ANJANEYA PAVAN
30	24761A0529	MOHAMMAD ABDUL SAMI
31	24761A0530	MUCHINTALA CHANDRASU KARTHIKEYA
32	24761A0531	MUKKERA PRIYAMANI
33	24761A0532	MYSARAJU SRAVANI
34	24761A0533	NALLAMOTHU DEVIPRIYA
35	24761A0534	NAREDLA GREESHMA REDDY
36	24761A0535	NEMALA ROHITH KEVIN
37	24761A0536	PADALA KAVYA
38	24761A0537	PAKALAPATI JAYA SRI
39	24761A0538	PALLAPOTHULA PRASANTH KUMAR
40	24761A0539	PAPPULA PRAVEEN
41	24761A0540	PASUPULETI GOPIKA SAI SRI
42	24761A0541	PASUPULETI JYOTHIRMAI
43	24761A0542	PATAPANCHALA SANDHYA RANI
44	24761A0543	PILLUTLA T CHARAN TEJA
45	24761A0544	POKURI AKANKSHA
46	24761A0545	POTHUNURI NANDHINI
47	24761A0546	PUSUNURI RISHIKA
48	24761A0547	PUTHI AMRUTHA LAHARI
49	24761A0548	RANGISETTI SAI TEJA

50	24761A0549	SADHULA SACHIN
51	24761A0550	SAYYAD MAZAHAR MEHADI
52	24761A0551	SEELAM MOHITH
53	24761A0552	SHAIK AYEESHA
54	24761A0553	SHAIK SAMEERA BEGAM
55	24761A0554	SHAIK TAZRINA
56	24761A0555	SUNKARA HARSHITHA
57	24761A0556	TALLAPUREDDY NARENDRA KUMAR REDDY
58	24761A0557	TALLURI SHYAM SUNDAR
59	24761A0558	THALLAPUREDDY MEENAKSHI
60	24761A0559	VALLABHADASU VIJAY KUMAR
61	24761A0560	VASALA ESWAR PAVAN MANIKANTA RAM
62	24761A0561	VEERAGANTI GEETHA
63	24761A0562	VEMULA V L S TEJASWANI
64	24761A0563	VUKANTI DURGA BHAVANI
65	24761A0564	VUKOTI PARDHU
66	24761A0565	YELLAVULA USHA SRI

1. **Activity Photos:**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GPS Map Camera
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02/11/24 01:36 PM GMT +05:30
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GPS Map Camera
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Pjxm+cp7, Mylavaram, Andhra Pradesh 521230, India
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02/11/24 01:36 PM GMT +05:30
Google

Course Instructor
A. S. R. C. Murthy

Head of the Department
Dr. D. Veeraiah

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DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING

Course Details:

Course Name:	ADS & AA
Course Code:	23CS04
Branch/Sem/Section:	CSE /III /C
Academic Year:	2024-25
Faculty Name:	Mr. N. V NAIK
Topic Selected:	AVL Tress and B Tress
Date of Activity:	21-08-2024

1. Selection of activity:

In my course, to conduct an active learning work, I plan to conduct **"Seminar".** This helps students in achieving objectives by improving individual presentation and analysis skills.

2. List of outcomes associated with activity:

In my course, the following outcomes are associated with the selected activity.

- Demonstrating the concept of AVL trees and B Tress.
- Solving different problems on AVL tress and b tress
- Analyzing the time complexity of AVL and B Tress.
- Improve individual/teamwork, communication skills with ethical values.

3. Objectives of activity

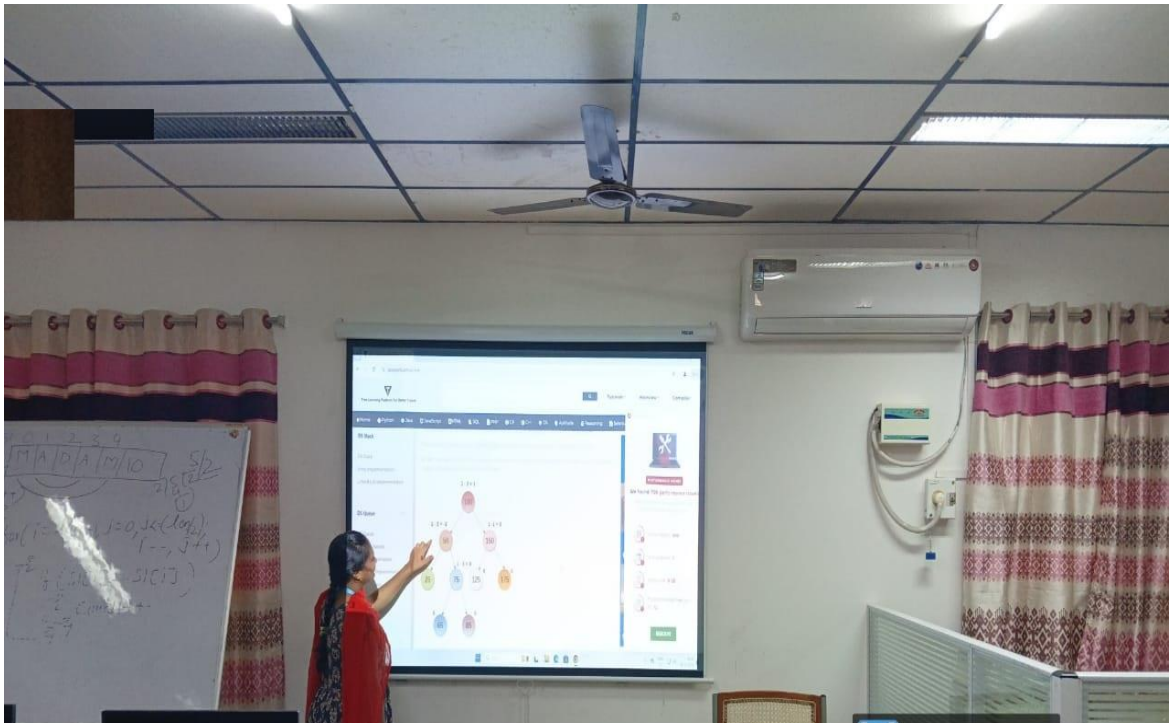
The main objectives of this activity are listed as follows. A learner able to:

- Develop interpersonal communication skills.
- Know the conceptual clarity of AVL Tress and B tress.
- Improve the presentation skills among the students.

4.Details of participants in Seminar / Role-Play

S.no	Roll number	Name	Topic
1	23761A05J1	TEJAVATH HADASA BAI	AVL tree introduction
2	23761A05D7	BATTULA NANDINI	Example on AVl Tree
3	23761A05E8	GUTTIKONDA DIVYA NAGESWARI	Implementation of AVL Tree
4	23761A05D6	ATTULURI LAKSHMI SRAVANI	Analysis of the time and space complexity
5	23761A05D6	ATTULURI LAKSHMI SRAVANI	B Tree introduction
6	23761A05I8	SINGANABOINA VENKATA SAI	Example on B Tree
7	23761A05H4	PARSHA BHAVANI PRASAD	Implementation of B Tree
8	23761A05H6	PERUBOINA LAKSHMI MEGHANA	Analysis of the time and space complexity

Activity Photos:



Course Instructor **Head of the Department**

(N. V NAIK) **(Dr. D. Veeraiah)**

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DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING

Course Details:

Course Name:	ADS & AA
Course Code:	23CS04
Branch/Sem/Section:	CSE /III /C
Academic Year:	2024-25
Faculty Name:	Mr. N. V NAIK
Topic Selected:	Knapsack problems and String Editing
Date of Activity:	29-10-2024

1. Selection of activity:

In my course, to conduct an active learning work, I plan to conduct **"Seminar".** This helps students in achieving objectives by improving individual presentation and analysis skills.

2. List of outcomes associated with activity:

In my course, the following outcomes are associated with the selected activity.

- Demonstrating the concept of knapsack and string editing.
- Solving different problems on knapsack and string editing
- Analyzing the time complexity of knapsack and string editing.
- Improve individual/teamwork, communication skills with ethical values.

3. Objectives of activity

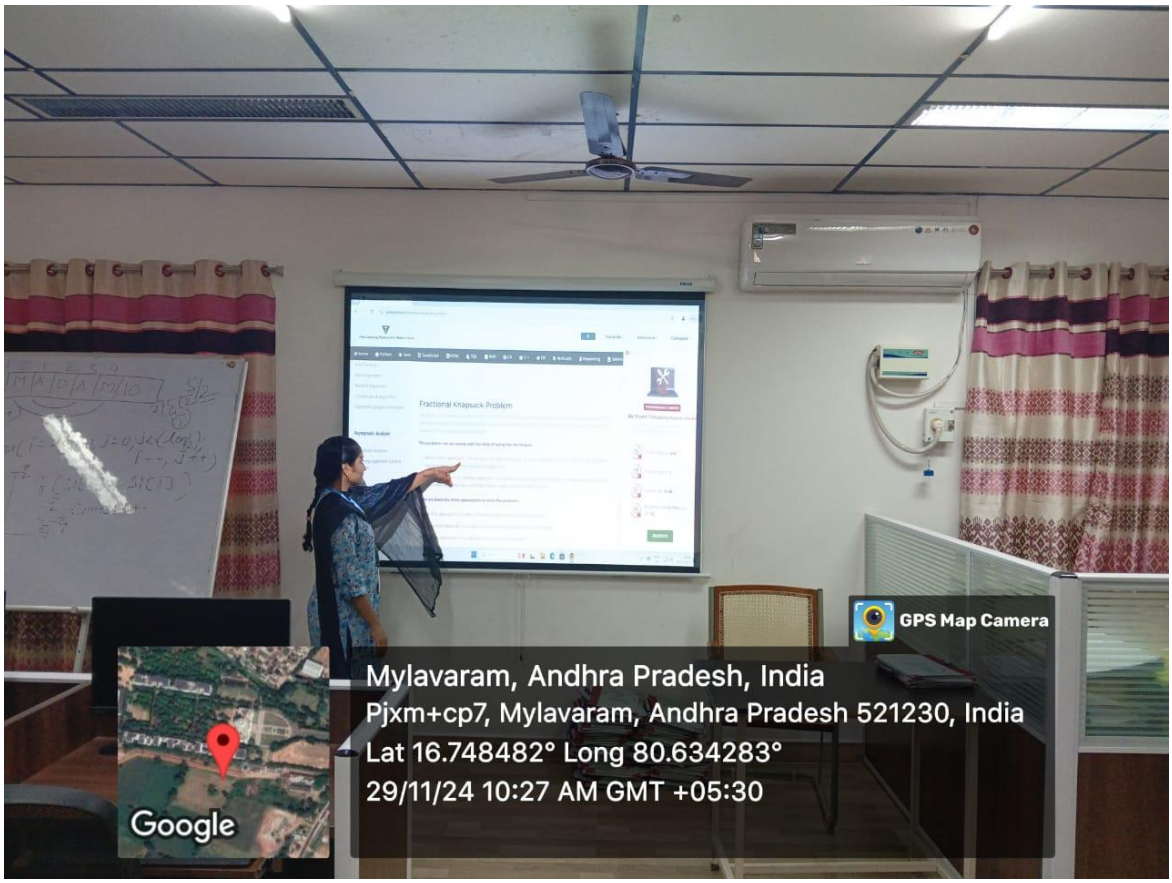
The main objectives of this activity are listed as follows. A learner able to:

- Develop interpersonal communication skills.
- Know the conceptual clarity of knapsack and string editing.
- Improve the presentation skills among the students.

4.Details of participants in Seminar / Role-Play

S.no	Roll number	Name	Topic
1	23761A05J1	TEJAVATH HADASA BAI	knapsack and string editing introduction
2	23761A05D6	ATTULURI LAKSHMI SRAVANI	Example on knapsack
3	23761A05H1	PADAM SARANYA	Implementation of knapsack
4	23761A05H8	RAGA PRANATHI MITHINTI	Analysis of the time and space complexity
5	23761A05F8	KARNATI JYOTHI SWAROOP REDDY	String editing introduction
6	23761A05G3	MANDADA BHANU CHINMAYI	Example on String editing
7	23761A05G7	MOTAPOTHULA NANDINI	Implementation of String editing
8	23761A05H0	ORSU USHA SREE	Analysis of the time and space complexity

Activity Photos:



Course Instructor **Head of the Department**

(N. V NAIK) **(Dr. D. Veeraiah)**

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DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING

Course Details:

Course Name:	Software Project Management
Course Code:	20CS25
Branch/Sem/Section:	CSE /VII /A
Academic Year:	2024-25
Faculty Name:	B.NIROSHA
Topic Selected:	Check points of the process
Date of Activity:	14-10-2024

1. Selection of activity:

During **Software Project Management** course, I planned to conduct a one activity-based learning task with students that is **" Seminar".** This activity helps the students to gain knowledge about the software development process and much more about the Checkpoints of the process as well as improve their individual presentation skills.

2. List of outcomes associated with activity:

The outcomes of checkpoints of the Iterative process planning is a typical sequence of project checkpoints for a relatively large project can vary depending on the specific project. However, here is a generalized list of outcomes in this iterative process planning of checkpoints

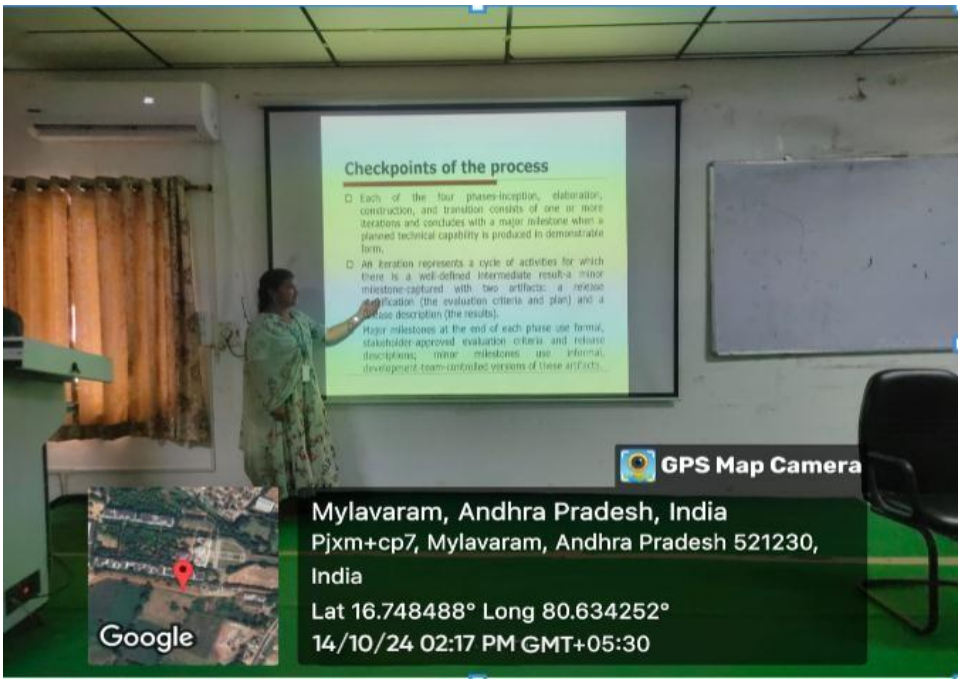
3. Checkpoints of the process:

Three types of joint management reviews are conducted throughout the process:

1. **Major milestones.** These system wide events are held at the end of each development phase. They provide visibility to system wide issues, synchronize the management and engineering perspectives, and verify that the aims of the phase have been achieved.
2. **Minor milestones**. These iteration-focused events are conducted to review the content of an iteration in detail and to authorize continued work.
3. **Status assessments**. These periodic events provide management with frequent and regular insightinto the progress being made.

Each of the four phases-inception, elaboration, construction, and transition consists of one or more iterations and concludes with a major milestone when a planned technical capability is produced in demonstrable form. An iteration represents a cycle of activities for which there is a well-defined intermediate result-a minor milestone-captured with two artifacts: a release specification (the evaluation criteria and plan) and a release description (the results). Major milestones at the end of each phase use formal, stakeholder-approved evaluation criteria and release descriptions; minor milestones use informal, development-team-controlled versions of these artifacts.

Activity Photo:



B.Nirosha **Dr.D.Veeraiah**

Course Instructor **Head of the Department**

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DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING

Course Details:

Course Name:	Software Project Management
Course Code:	20CS25
Branch/Sem/Section:	CSE /VII /A
Academic Year:	2024-25
Faculty Name:	B.NIROSHA
Topic Selected:	Software project life cycles phases
Date of Activity:	13-08-2024

1.Selection of activity:

During **Software Project Management** course, I planned to conduct a one activity-based learning task with students that is **"Role-play and Seminar".** This activity helps the students to gain knowledge about the software development process and much more about the software project life cycle phases as well as improve their individual presentation skills.

2.List of outcomes associated with activity:

The outcomes of engineering and production stages can vary depending on the specific industry, product, and project. However, here is a generalized list of outcomes for both engineering and production stages:

Engineering Stage Outcomes:

- **Design Specifications:** Clearly defined specifications and requirements for the product or system.
- **Prototypes:** Physical or digital prototypes to validate design concepts and functionalities.
- **Technical Drawings:** Detailed drawings, schematics, and blueprints for manufacturing and assembly.
- **Simulation and Analysis Results:** Results from simulations and analyses to ensure product performance, structural integrity, and safety.
- **Bill of Materials (BOM):** A comprehensive list of all materials, components, and sub-assemblies required for production.

- **CAD Models:** 3D computer-aided design (CAD) models representing the final product.
- **Testing Protocols:** Defined protocols for testing and validating the product during and after production.
- **Feasibility Studies:** Analysis of the technical, economic, and operational feasibility of the product.
- **Regulatory Compliance Documentation:** Documents ensuring that the product complies with relevant industry standards and regulations.
- **Risk Analysis:** Identification and assessment of potential risks associated with the design and engineering processes.

Production Stage Outcomes:

- **Manufactured Units:** Actual production of the final product or components.
- **Quality Control Reports:** Documentation of quality control processes and outcomes to ensure product quality.
- **Assembly Instructions:** Detailed instructions for assembling the product, including step-by-step procedures.
- **Tooling and Equipment:** Development and utilization of tools, molds, and equipment required for production.
- **Production Schedule:** A timeline outlining the production process, including milestones and delivery dates.
- **Inventory Management:** Tracking and management of raw materials, work-in-progress, and finished goods.
- **Cost Analysis:** Evaluation of production costs, including labor, materials, and overhead.
- **Waste Management Plan:** Strategies for minimizing waste and optimizing resource utilization during production.
- **Supply Chain Coordination:** Coordination with suppliers to ensure a steady flow of materials and components.
- **Post-Production Support:** Documentation and support for maintenance, repairs, and customer service.

These outcomes collectively contribute to the successful development, manufacturing, and delivery of a product while ensuring it meets quality standards, complies with regulations, and is economically viable.

3. Objectives of Activity:

The main objectives of this activity are listed as follows.

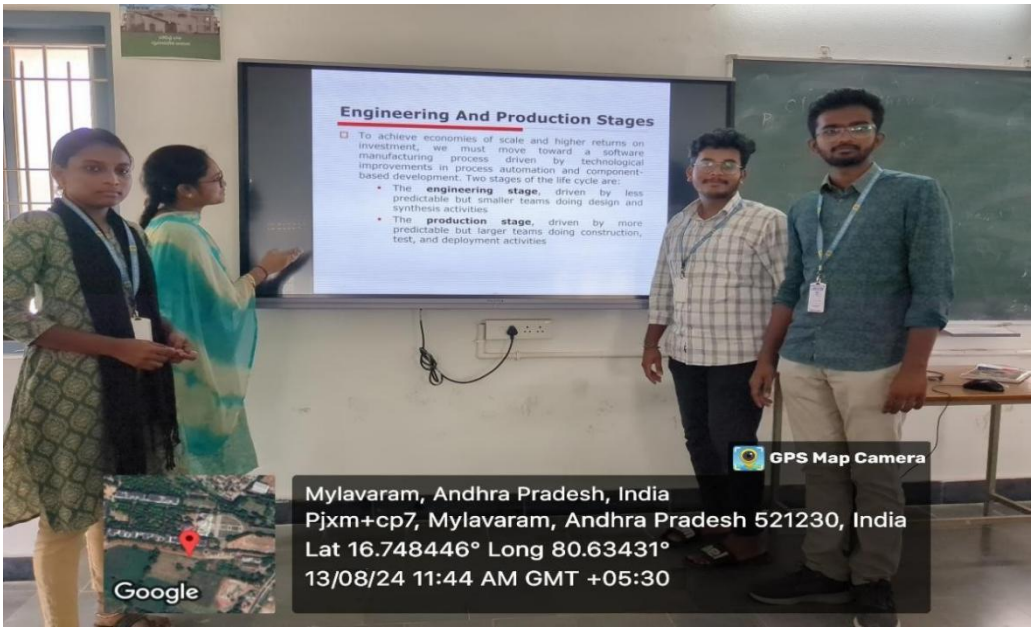
- **Enhanced Engagement:** This engagement helps to create a positive and dynamic learning environment.
- **Better Understanding:** Through hands-on activities, students can gain a deeper understanding of concepts.
- **Critical Thinking Skills:** It promotes the development of higher-order thinking skills by requiring students to apply knowledge in practical situations.
- **Collaboration and Communication:** Students learn to work effectively in teams, share ideas, and communicate their thoughts to others.

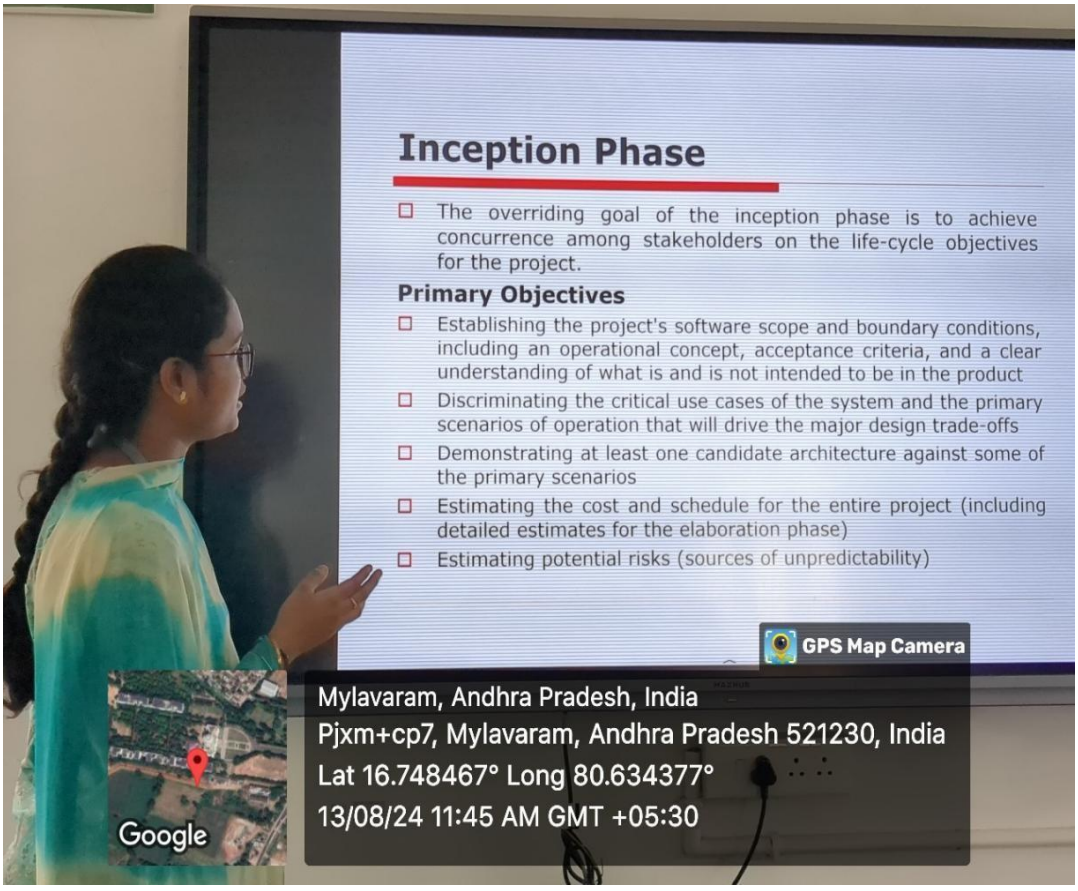
- **Skill Development:** Allows for the integration of various skills, including problem-solving, decision-making, creativity, and communication.
- **Application of Knowledge:** They have learned in real-world scenarios, making the learning experience more meaningful and relevant.
- **Motivation:** Hands-on activities can increase students' motivation to learn.
- **Personalized Learning:** This individualized approach can cater to diverse learning preferences within a classroom.
- **Real-World Connection:** This connection to real-world experiences can enhance the relevance of the curriculum.

4. Details of participants in Role-Play and Seminar

S.no	Roll number	Name	Topic
1	21761A0504	A.Sripujitha	She was given information about Inception phase
2	21761A0552	Shaik.Karishma	She was given information about Elaboration phase
3	21761A0512	B.Likesh	He was given information about Construction phase
4	21761A0551	S.MohithReddy	He was given information about Transition phase

1. Activity Photos:




Inception Phase
The overriding goal of the inception phase is to achieve concurrence among stakeholders on the life-cycle objectives for the project.
Primary Objectives
Establishing the project's software scope and boundary conditions, including an operational concept, acceptance criteria, and a clear understanding of what is and is not intended to be in the product
Discriminating the critical use cases of the system and the primary scenarios of operation that will drive the major design trade-offs
Demonstrating at least one candidate architecture against some of the primary scenarios
Estimating the cost and schedule for the entire project (including detailed estimates for the elaboration phase)
Estimating potential risks (sources of unpredictability)
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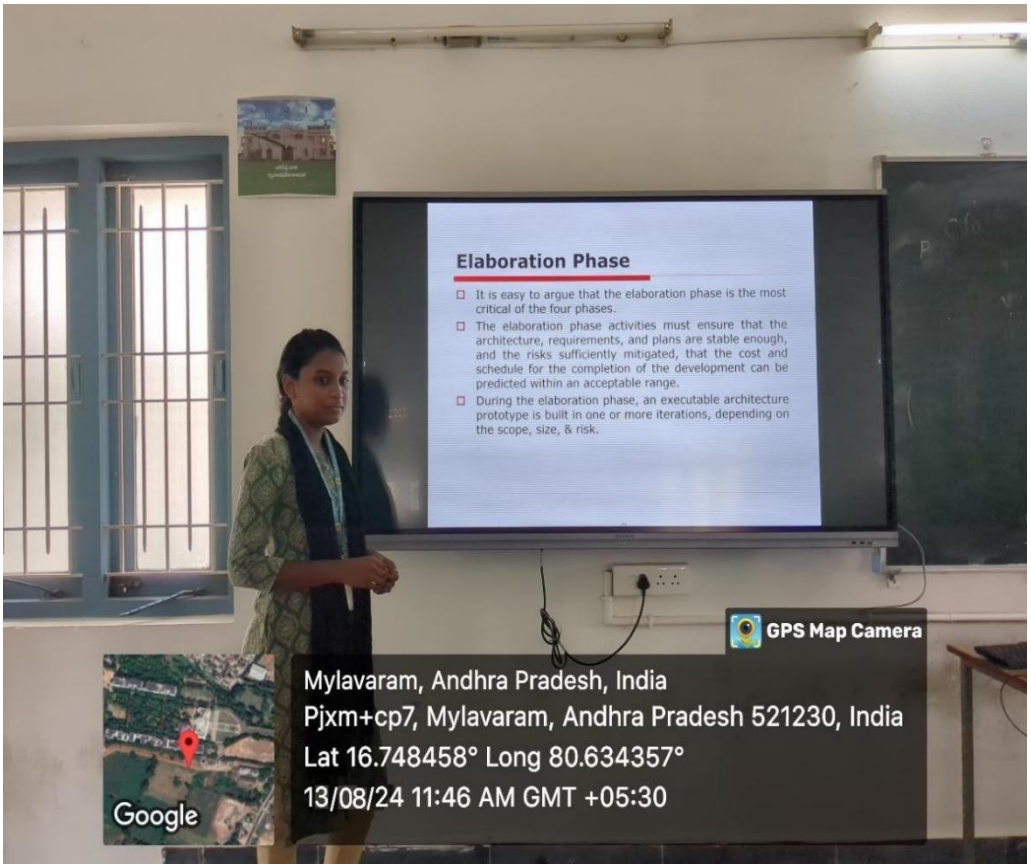
Elaboration Phase
It is easy to argue that the elaboration phase is the most critical of the four phases.
The elaboration phase activities must ensure that the architecture, requirements, and plans are stable enough, and the risks sufficiently mitigated, that the cost and schedule for the completion of the development can be predicted within an acceptable range.
During the elaboration phase, an executable architecture prototype is built in one or more iterations, depending on the scope, size, & risk.
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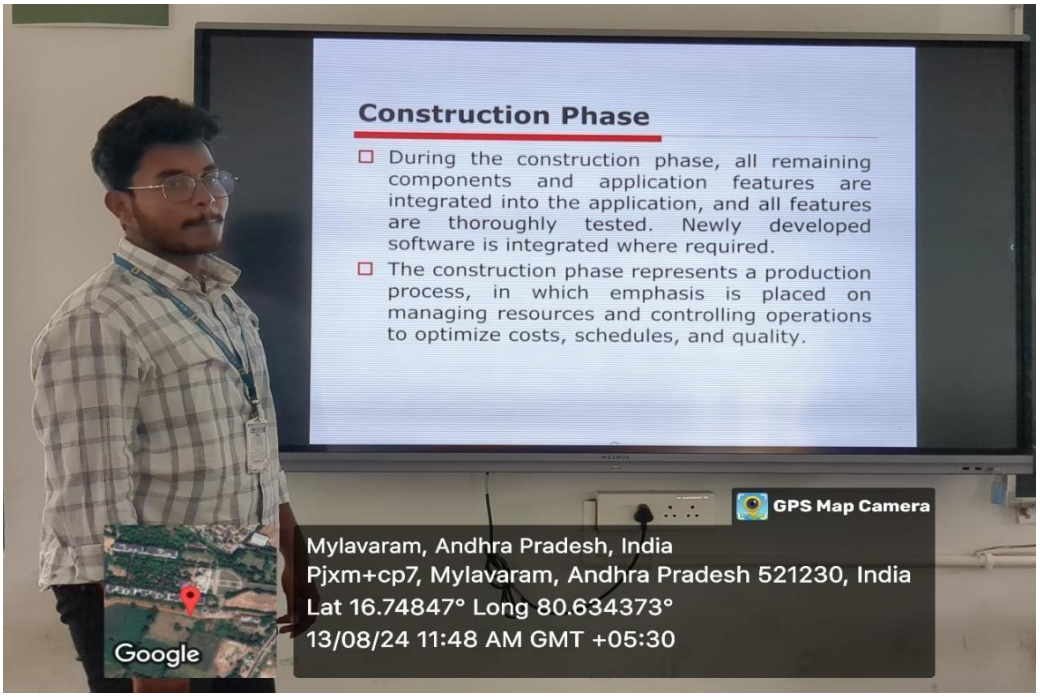

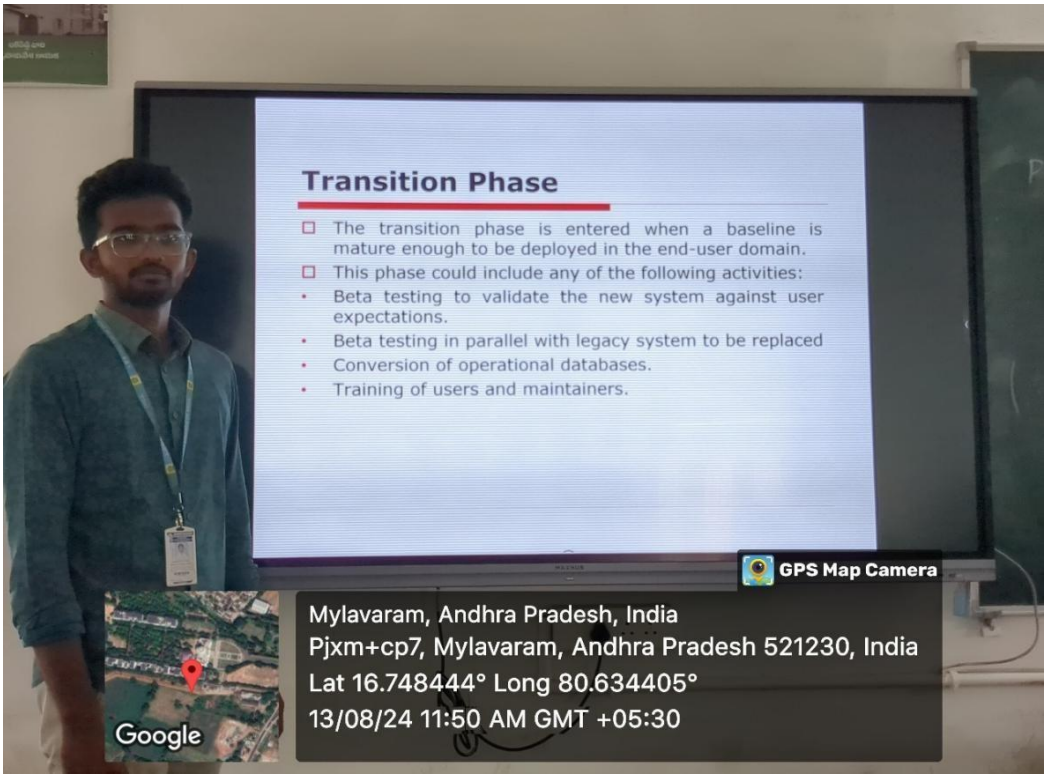

B.Nirosha **Dr.D.Veeraiah**

Course Instructor **Head of the Department**

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DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING

Course Details:

Course Name:	Introduction to Programming
Course Code:	20CS01
Branch/Sem/Section:	CSE /I/C
Academic Year:	2024-25
Faculty Name:	Mr. N. SrinivasaRao
Topic Selected:	C tokens, Datatypes, Operators, Control statements, Arrays, Strings & Pointers.
Date of Activity:	02-11-2024

1. Selection of activity:

In my course, to conduct an active learning work, I plan to conduct **"Written Test (MCQs) on the above topics".** This helps students achieve objectives by improving conceptual clarity and analysis skills on the above concepts.

2. List of outcomes associated with activity:

In my course, the following outcomes are associated with the selected activity.

- Understanding C tokens, Datatypes and Operators.
- Analyzing the control statements and their importance in logic building
- Applying arrays, strings and pointer concepts to solve the problems.

3. Objectives of activity

The main objectives of this activity are listed as follows. A learner able to:

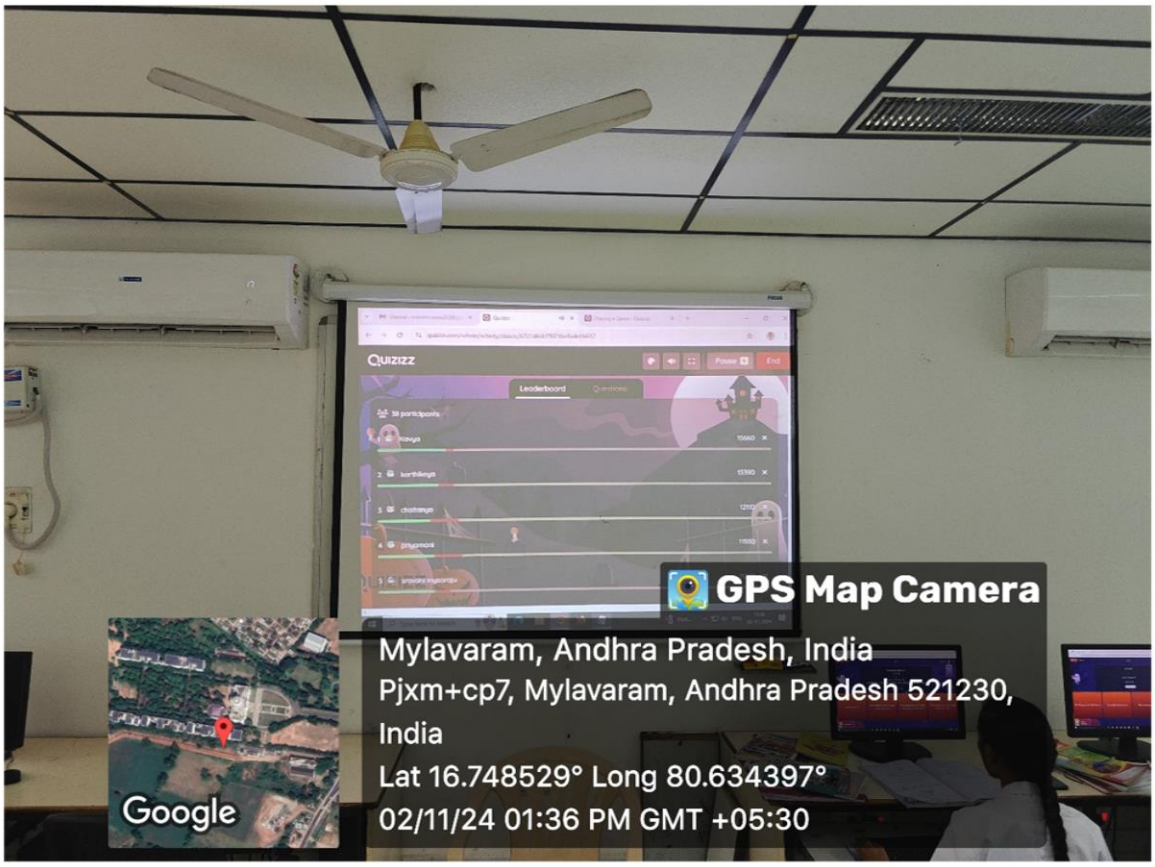
- Understanding C tokens, Datatypes and Operators.
- Analyzing the control statements and their importance in logic building
- Applying arrays, strings and pointer concepts to solve the problems.

4.Details of participants in Written Test (MCQs)

S. No.	Regd. Num.	Name of the Student
1	24761A05D2	BAHUDURSHA GOWTHAM SAI MUKHESH
2	24761A05D3	BAJARU BALA GANESH
3	24761A05D4	BANDHAM UMA MAHESWARI
4	24761A05D5	BATTULA VIJAYA BHASKAR
5	24761A05D6	BEJAWADA LAKSHMAN
6	24761A05D7	BHIMAVARAPU PARNIKA
7	24761A05D8	CHEVURI SAI NAGENDRA
8	24761A05D9	CHIGURUPATI SESHA SAI DINESH
9	24761A05E0	CHINNI KRANTHI SWAROOP
10	24761A05E1	CHINTAGUNTA LIHARIKA
11	24761A05E2	CHITTELA BALA KRISHNA TEJA
12	24761A05E3	CHITTURI PRASANTHI
13	24761A05E4	DANDUGULA NITHIN KUMAR
14	24761A05E5	DASARI SUGUNA TEJASWI
15	24761A05E6	DASARI UJWALA
16	24761A05E7	DEVARAKONDA LALITHA
17	24761A05E8	DHULIPALLA SIVATEJA
18	24761A05E9	DUGGIRALA LAKSHMI PRASANNA
19	24761A05F0	GANTA PAVAN SAINADH REDDY
20	24761A05F1	GARLAPATI GOWTHAMI
21	24761A05F2	GUBBALA JAGADEESH
22	24761A05F3	GUDAVALLI RAHUL VARMA
23	24761A05F4	KARUMUDI SREETHU
24	24761A05F5	KOLLI DINESH
25	24761A05F6	KOLLI HEMANTH SIVA PRASANNA KUMAR
26	24761A05F7	KOPPOLU LAKSHMI SOWMYA SHREE
27	24761A05F8	KOTTEDA SAMANTH KUMAR
28	24761A05F9	MADDUKURI BHAVITHA SRI
29	24761A05G0	MARAM REDDY PRIYANKA
30	24761A05G1	MATTA ANUSHA
31	24761A05G2	MEDIBOYANA SRI SATYA GANESH
32	24761A05G3	MEGAVATH NAGA VYSHNAVI
33	24761A05G4	MENDEM RISHITHA
34	24761A05G5	MIRIYALA ADEEP
35	24761A05G6	MIRIYALA HARSHADU SRI KRISHNA
36	24761A05G7	MIRYALA ABHIRAM
37	24761A05G8	MODEPALLI MADHAVAN
38	24761A05G9	NAGOTHU SRI BALA DURGA
39	24761A05H0	NALLIBOYINA PURNA KARTHIKEYA
40	24761A05H1	NANYEM ABHIMANYU
41	24761A05H2	NARAYANAREDDY GARI RANGA REDDY
42	24761A05H3	PALEM INDRASENAREDDY
43	24761A05H4	PASUMARTHI RAM KUMAR
45	24761A05H6	PILLI DEEPIKA
46	24761A05H7	PINNENNI CHARAN
47	24761A05H8	PRAGADA SRI SAI VARSHINI
48	24761A05H9	RACHURI MANOGNA
49	24761A05I0	RAVILLA GOVARDHAN RAKESH
50	24761A05I1	RAVVA VENKATA SAI SIVA GANESH

51	24761A05I2	SAJJA DEEPAK
52	24761A05I3	SARIPALLI MANASA PRIYA
53	24761A05I4	SHAIK HASEENA
54	24761A05I5	SHAIK SADHIK
55	24761A05I6	SOLETI THARUN KUMAR
56	24761A05I7	THANNERU NARASIMHAM
57	24761A05I8	THOTA SATHYANARAYANA
58	24761A05I9	VAKA BHARGAVI
59	24761A05J0	VAVILAPALLI KAVYA
60	24761A05J1	VEERAMALLA SRAVANTHI
61	24761A05J2	VEERAVALLI GIRISH
62	24761A05J3	VISHNU PRIYA YENUMULA
63	24761A05J4	VUNNA AVINASH
64	24761A05J5	YARAMALA SAI CHARAN REDDY
65	24761A05J6	YARAMALA SAI MANIDEEP REDDY

1. **Activity Photos:**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Course Instructor **Head of the Department**

(N. SrinivasaRao) **(Dr. D. Veeraiah)**

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DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING

Course Details:

Course Name:	Object Oriented Programming Through Java
Course Code:	23CS05
Branch/Sem/Section:	CSE /III /B
Academic Year:	2024-25
Faculty Name:	Mr. N. SrinivasaRao
Topic Selected:	Inheritance, Polymorphism, Exception Handling, Multithreading & Collection Framework.
Date of Activity:	26-10-2024

1. Selection of activity:

In my course, to conduct an active learning work, I plan to conduct **"Seminar and Roleplay".** This helps students in achieving objectives by improving individual presentation and analysis skills.

2. List of outcomes associated with activity:

In my course, the following outcomes are associated with the selected activity.

- Demonstrating the concept of Inheritance and Polymorphism.
- Explaining the concept of Exception Handling & Multithreading.
- Elaborating the concept of Collection Framework.
- Improve individual/teamwork, communication skills with ethical values.

3. Objectives of activity

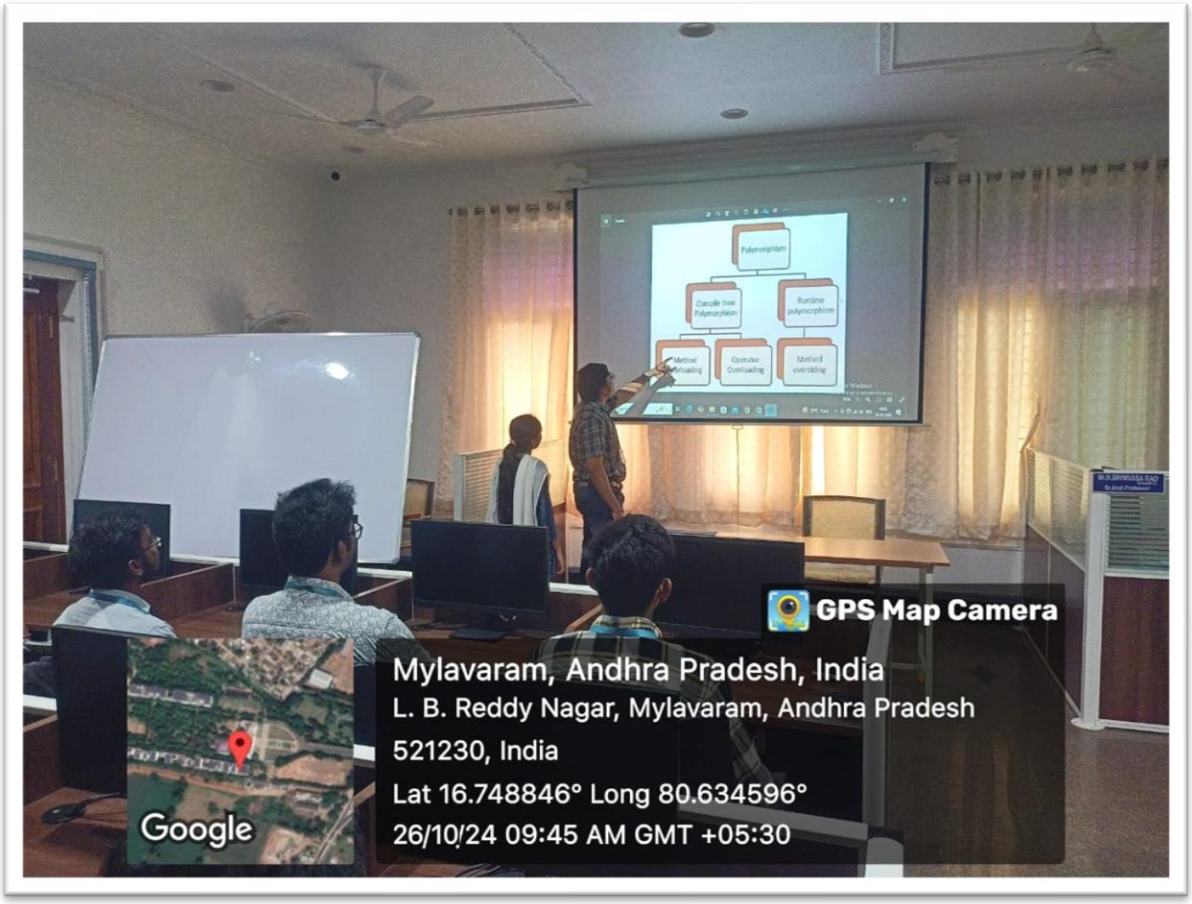
The main objectives of this activity are listed as follows. A learner able to:

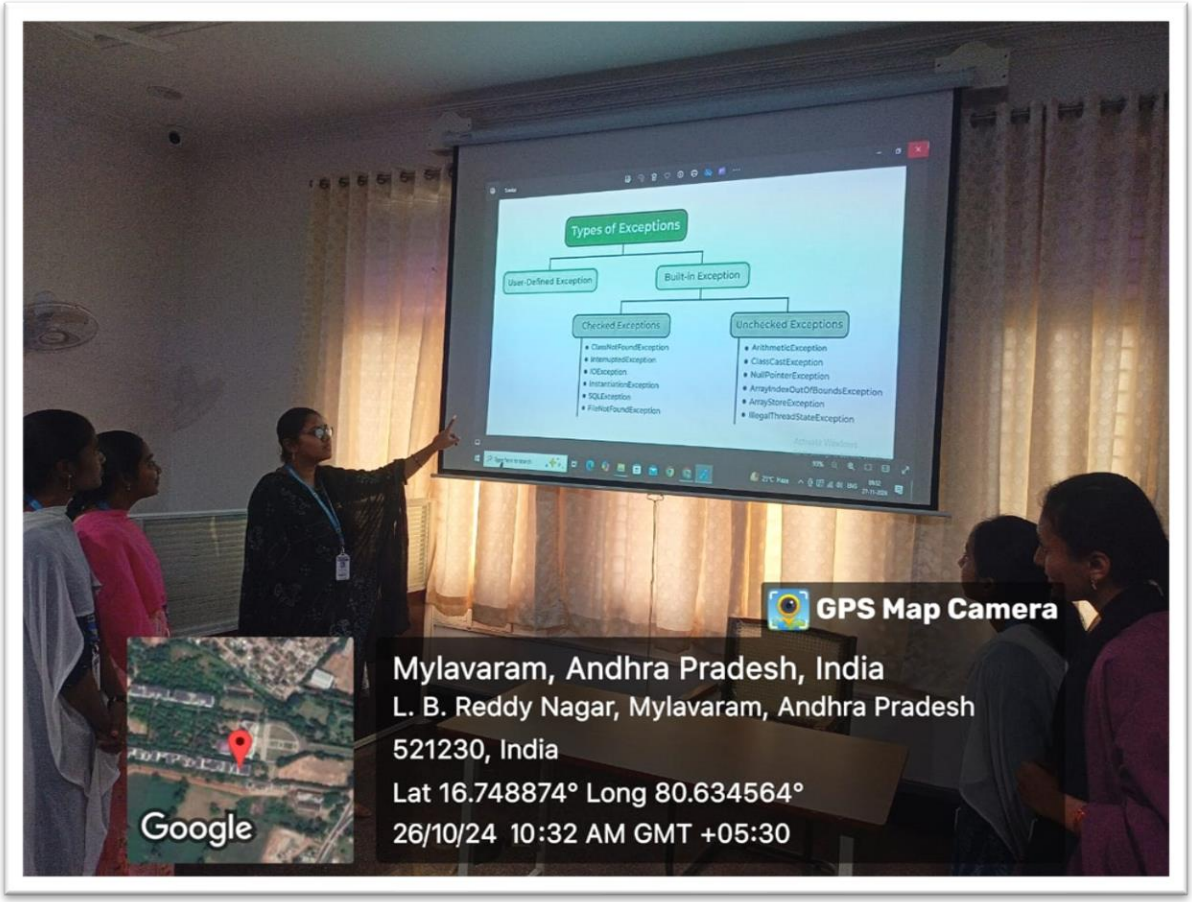
- Develop interpersonal communication skills.
- Know the conceptual clarity of Inheritance, Polymorphism and Exception Handling, Multithreading
- Improve the presentation skills among the students.

4.Details of participants in Seminar / Role-Play

S.no	Roll number	Name	Topic
1	23761A0568	ADDANKI CHAITANYA KUMAR	Inheritance with examples.
2	23761A0579	CHILUKURI BHANU PRAKASH	Polymorphism with examples.
3	23761A0585	DEVIREDDY MOHAN REDDY	Polymorphism with examples.
4	23761A0594	ILIPILLA SAI GANESH	Types of exceptions with examples.
5	23761A05B8	S VENKATA RAKESH VARMA	Types of Inheritances with examples.
6	23761A05C2	SHAIK THASLEEM	Method overloading with examples
7	23761A05C4	SIGULLU CHAKRADHAR	Collection Framework with examples
8	23761A05C6	SOMAVARAPU SAI DEEPTHI	Inheritance concept with examples.
9	24765A0507	BORRA SREE LAKSHMI	Exception Handling with examples.
10	24765A0511	SHAIK LATEEFA	Thread life cycle with examples.
11	24765A0512	THIRUMALASETTY LALITHA	Collection types with examples.

1. **Activity Photos:**


Polymorphism
Compile time Polymorphism
Runtime polymorphism
Method Overloading
Operator Overloading
Method overriding
GPS Map Camera
Mylavaram, Andhra Pradesh, India
L. B. Reddy Nagar, Mylavaram, Andhra Pradesh 521230, India
Lat 16.748846° Long 80.634596°
26/10/24 09:45 AM GMT +05:30
Google


Types of Exceptions
User-Defined Exception
Built-in Exception
Checked Exceptions
Unchecked Exceptions
ClassNotFoundException
InterruptedException
IOException
InstantiationException
SQLException
FileNotFoundException
ArithmeticException
ClassCastException
NullPointerException
ArrayIndexOutOfBoundsException
ArrayStoreException
IllegalThreadStateException
GPS Map Camera
Mylavaram, Andhra Pradesh, India
L. B. Reddy Nagar, Mylavaram, Andhra Pradesh 521230, India
Lat 16.748874° Long 80.634564°
26/10/24 10:32 AM GMT +05:30
Google

Course Instructor

(N. SrinivasaRao)

Head of the Department

(Dr. D. Veeraiah)

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hodcse@lbrce.ac.in, cseoffice@lbrce.ac.in, Phone: 08659-222 933, Fax: 08659-222931

DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING

Course Details:

Course Name:	DL&CO
Course Code:	23IT01
Branch/Sem/Section:	CSE /III /B
Academic Year:	2024-25
Faculty Name:	O.V.SIVA
Topic Selected:	Flip flop conversions
Date of Activity:	25-09-2024

1. **Selection of activity:**

In my course, to conduct an active learning work, I plan to conduct **"Seminar and Group Discussion".** This helps students in achieving objectives with improving individual presentation and analysis skills.

2. **List of outcomes associated with activity:**

In my course the following outcomes are associated with the selected activity.

- Ensuring the behavior of the target flip-flop matches its functional requirements after conversion.
- Improve individual / team work skills, communication & report writing skills with ethical values.
- Deriving and implementing logic equations using combinational logic to achieve the desired conversion.

3. **Objectives of activity:**

The main objectives of this activity are listed as follows. A learner able to:

- Transform a flip-flop type (e.g., SR, JK, D, T) to meet specific circuit needs while ensuring correct state transitions.
- Use a uniform flip-flop type to reduce complexity in sequential circuits or state machines.
- A Minimize hardware components, improve speed, and reduce power consumption

4. Details of participants in Seminar / Group Discussion

S.no	Roll number	Name	Topic
1	23761A0571	A.SANDHYA	Convert SR to JK
2	23761A0579	CH.PRAKASH	Convert JK to SR
3	23761A0578	B.TEJASWI	Convert D to JK
4	24765A0582	D.SWETHA	Convert T to SR

5. Activity Photos:

O.V.Siva

Course Instructor

Dr.D.Veeraiah

Head of the Department

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DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING

Course Details:

Course Name:	IT Workshop Lab
Course Code:	23IT51
Branch/Sem/Section:	CSE /I/F
Academic Year:	2024-25
Faculty Name:	P. Rajasekhar
Topic Selected:	Assembling and Disassembling of PC
Date of Activity:	30-11-2024

1. Selection of activity:

During the **IT Workshop laboratory** course, I planned to conduct a one activity-based learning task with students that is **"Experimental task".** This activity helps the students to know how personal computers are assembling and disassembling practically.

2. List of outcomes associated with this activity:

Assembling and disassembling a PC (Personal Computer) involves various technical, cognitive, and practical outcomes. Here's a list of potential outcomes associated with this activity:

1. Technical Outcomes:

- **Hardware knowledge**: Participants gain knowledge about the internal components of a PC (e.g., motherboard, CPU, RAM, power supply, GPU, storage devices).
- **Understanding system configuration**: Learners understand how different hardware components work together and how they affect system performance.
- **Error detection**: The activity may help in identifying and troubleshooting issues such as faulty parts, loose connections, or incompatible components.

- **Upgrade skills**: The ability to upgrade or replace parts (e.g., adding more RAM, swapping a hard drive for an SSD) is a key skill learned through PC assembly/disassembly.
- **System testing and diagnostics**: Testing the PC after assembling or disassembling to ensure all components function properly, such as running POST (Power On Self Test), and checking BIOS settings.

2. Cognitive Outcomes:

- **Problem-solving skills**: Assembling and disassembling a PC often involves problem-solving, especially when facing issues like hardware compatibility or connectivity errors.
- **Memory retention**: Remembering the proper order of components, connections, and assembly instructions can improve memory and recall.
- **Attention to detail**: Ensuring components are properly aligned and connected without damaging parts requires great attention to detail.
- **Spatial reasoning**: Understanding how various components fit within the case and how cables are routed helps develop spatial reasoning skills.

3. Motor Skills Outcomes:

- **Fine motor skills**: Handling small screws, connectors, and delicate components like the CPU or RAM improves manual dexterity.
- **Hand-eye coordination**: The activity requires careful coordination when inserting components into slots, tightening screws, and making precise connections.
- **Tool handling**: Gaining experience using tools such as screwdrivers, anti-static wrist straps, and cable ties.

4. Learning Outcomes:

- **Component identification**: Understanding the function and characteristics of each component (e.g., CPU, RAM, GPU, storage drives) and learning how to identify and troubleshoot them.
- **Knowledge of PC architecture**: Learning how the central processing unit (CPU), memory (RAM), and storage devices (HDD, SSD) interact within a computer system.
- **BIOS/UEFI setup**: Learning how to navigate and configure BIOS or UEFI settings, including boot order, enabling virtualization, and other essential configurations.

- **Software installation and setup**: Gaining experience with installing the operating system (e.g., Windows, Linux), drivers, and necessary software to ensure the system runs optimally.

5. Technical Proficiency Outcomes:

- **Tool and equipment proficiency**: Participants gain proficiency with tools necessary for building or disassembling a PC, such as screwdrivers, thermal paste, cable ties, and zip ties.
- **Cable management skills**: Organizing cables effectively to ensure airflow and prevent tangling or obstruction of components, promoting better cooling and aesthetics.

6. Troubleshooting and Diagnostic Outcomes:

- **Diagnosing hardware issues**: Identifying hardware failures (e.g., malfunctioning RAM, CPU, or GPU) during assembly or disassembly.
- **Problem isolation**: Isolating specific issues (e.g., faulty power supply, motherboard failure) after the assembly process to ensure proper function.

3. Objectives of Activity:

The objectives of assembling and disassembling PC activity can vary depending on the context (e.g., educational, technical, or personal). However, the general goals focus on gaining hands-on experience with computer hardware, troubleshooting, and understanding the components and systems involved. Here are some common objectives:

1. Learning and Understanding PC Components:

- **Objective**: To familiarize participants with the internal components of a personal computer, such as the motherboard, CPU, RAM, storage devices (HDD, SSD), graphics card, power supply, and peripherals.
- **Outcome**: Gain knowledge about the function, interaction, and installation of these components within a working system.

2. Developing Technical Skills:

- **Objective**: To develop proficiency in handling and installing computer hardware, including connecting cables, mounting components, and managing internal connections.
- **Outcome**: Improve hand-eye coordination, manual dexterity, and familiarity with tools and components.

3. Building Troubleshooting Abilities:

- **Objective**: To practice diagnosing and troubleshooting issues that arise during the assembly or disassembly process, such as loose connections, hardware failures, or system errors.
- **Outcome**: Build problem-solving skills, critical thinking, and the ability to isolate and fix hardware issues.

4. Understanding PC Assembly/Disassembly Process:

- **Objective**: To learn and apply the correct sequence of steps required to assemble or disassemble a computer system efficiently and without damage.
- **Outcome**: Gain experience with the proper order of operations for assembly (e.g., CPU first, RAM second, etc.) and disassembly (e.g., safely removing components without damaging them).

5. Enhancing Knowledge of BIOS/UEFI and System Setup:

- **Objective**: To understand and practice navigating the BIOS/UEFI settings, including adjusting boot order, enabling/disabling hardware components, and setting up system configurations.
- **Outcome**: Learn how to configure and optimize the system before installing the operating system.

6. Learning Safety Protocols:

- **Objective**: To learn and apply safety measures during the assembly and disassembly of a computer, such as using anti-static wrist straps, handling sensitive components carefully, and avoiding electrical hazards.
- **Outcome**: Foster a safe working environment by preventing static damage to components and avoiding injury during the task.

7. Improving Efficiency and Speed:

- **Objective**: To become more efficient in assembling and disassembling a PC over time, learning to minimize errors and complete tasks faster.
- **Outcome**: Achieve higher speed and accuracy in completing computer builds and repairs, which can be applied in a professional context (e.g., IT support or computer repair).

8. Understanding PC System Integration:

- **Objective**: To learn how different components of a computer system integrate and interact with each other, including data transfer between the CPU, RAM, storage devices, and peripherals.
- **Outcome**: Gain a deep understanding of how system performance is influenced by hardware choices and configurations.

9. Enhancing Cable Management Skills:

- **Objective**: To practice effective cable management, ensuring that wires are organized and routed in a way that does not obstruct airflow or interfere with other components.
- **Outcome**: Improve the aesthetic and functional quality of the PC build, leading to better airflow and reduced risk of overheating.

10. Upgrading and Customization Skills:

- **Objective**: To gain experience in upgrading existing systems by adding new hardware (e.g., more RAM, a better GPU, or additional storage) or customizing systems to fit specific needs (e.g., gaming, professional work, or multimedia).
- **Outcome**: Gain the skills to modify and optimize PCs for specific tasks or to extend their lifespan.

11. Learning System Installation and Configuration:

- **Objective**: To understand how to install an operating system (e.g., Windows, Linux) and the necessary drivers to ensure that all hardware components work correctly.
- **Outcome**: Learn how to configure the system, install drivers, and test system functionality after assembling or disassembling the PC.

12. Gaining Confidence in IT Support or Hardware Repair:

- **Objective**: To build confidence in troubleshooting and repairing computers, an essential skill for IT support roles or personal tech maintenance.
- **Outcome**: Be prepared to offer technical support or services, either professionally or as a hobby, by diagnosing and repairing hardware problems.

13. Understanding PC Performance and Optimization:

- **Objective**: To understand how different hardware components affect the overall performance of a system and how to optimize the system for better speed, stability, and efficiency.
- **Outcome**: Learn how to choose the right components for specific needs (e.g., gaming, video editing, data processing) and optimize system performance.

14. Developing Professional Skills for Career Readiness:

- **Objective**: To gain hands-on experience and technical knowledge that can be applied in professional roles, such as IT technician, computer hardware specialist, or system builder.

- **Outcome**: Build a foundation for a career in tech, helping participants to qualify for roles in IT hardware support, system building, or repair services.

4. Details of participants in Case Studies and Real-World Scenarios

S.no	Roll number	Name	Topic
1	24761A05W8	Ambati Jignan	He was practically showing how to PC disassembling
2	24761A05AU	Shaik Husamuddin	He was practically showing how to PC disassembling
3	24761A05Z0	Katari Sai	She was practically showing how to PC assembling
4	24761A05BB	T Sravanthi	She was practically showing how to PC assembling

1. Activity Photos:


GPS Map Camera
Mylavaram, Andhra Pradesh, India
L. B. Reddy Nagar, Mylavaram, Andhra Pradesh 521230, India
Lat 16.748852° Long 80.634585°
30/11/24 12:09 PM GMT +05:30
Google


GPS Map Camera
Mylavaram, Andhra Pradesh, India
L. B. Reddy Nagar, Mylavaram, Andhra Pradesh 521230, India
Lat 16.748856° Long 80.634589°
30/11/24 12:09 PM GMT +05:30
Google

Course Instructor **Head of the Department**

(P. Rajasekhar) **(Dr D. Veeraiah)**

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DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING

Course Details:

Course Name:	Introduction to Programming
Course Code:	20CS01
Branch/Sem/Section:	CSE /I/ D
Academic Year:	2024-25
Faculty Name:	S. Govindu
Topic Selected:	Functions
Date of Activity:	19-10-2024

1. **Selection of activity:**

In my course, to conduct an active learning work, I plan to conduct **"Seminar".** This helps students in achieving objectives by improving individual presentation and analysis skills.

2. **List of outcomes associated with activity:**

In my course, the following outcomes are associated with the selected activity.

- Demonstrate the usage of functions.
- Explaining the concept of how to declare the functions and defining the function.
- Demonstrate the concept of parameter passing techniques.
- Explaining the importance of call by reference in functions.

3. **Objectives of activity:**

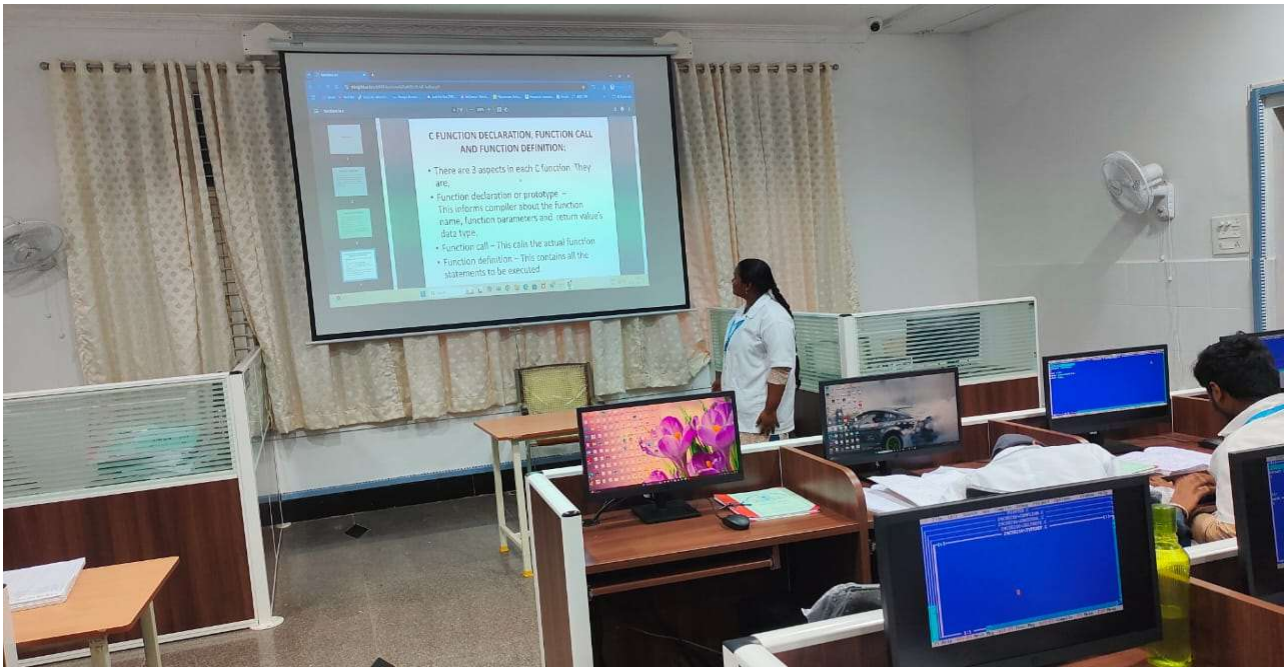
The main objectives of this activity are listed as follows. A learner able to:

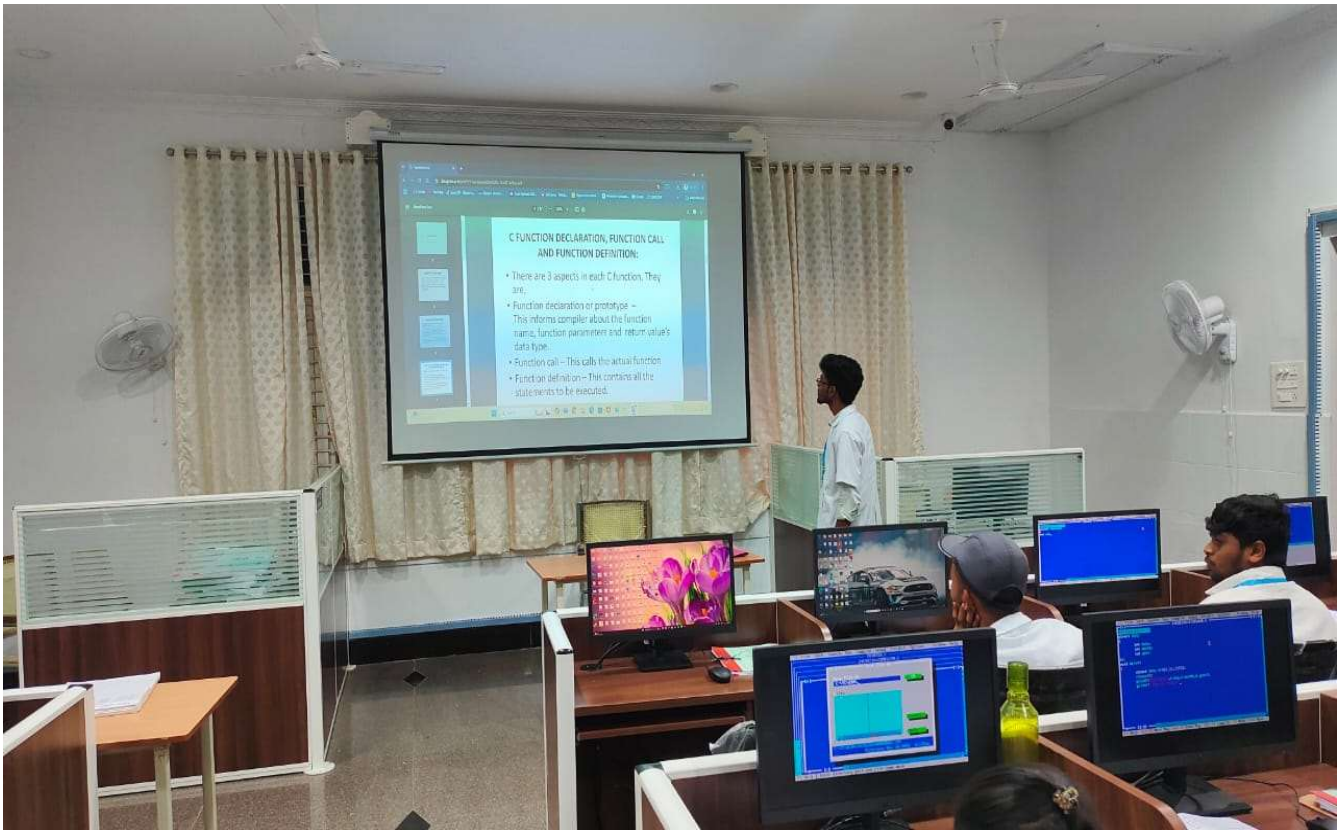
- Demonstrate the usage of functions.
- Explaining the concept of how to declare the functions and defining the function.
- Demonstrate the concept of parameter passing techniques.
- Explaining the importance of call by reference in functions.

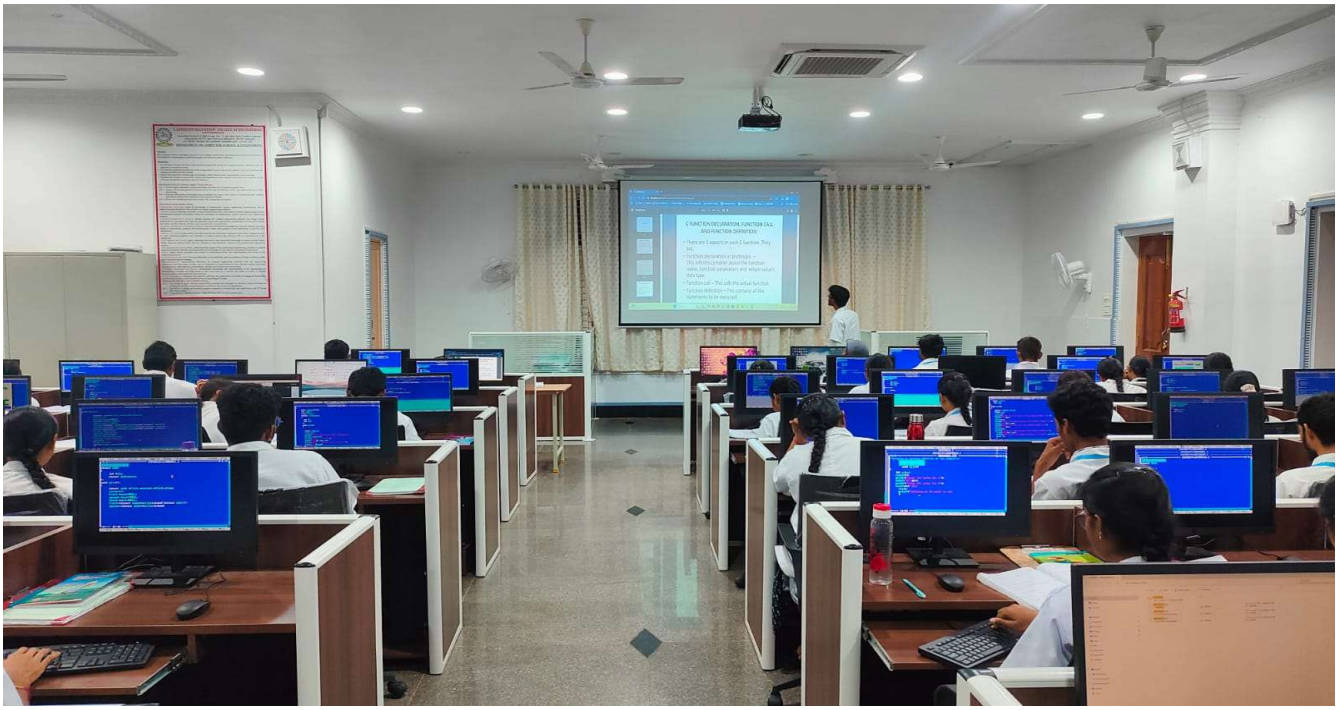
4. Details of participants in Seminar

S.no	Roll number	Name	Topic
1	24761A05K6	CH RAVITEJA	Function declaration and function call
2	24761A05P6	V Poojitha	Function definition

5. Activity Photos:







S. Govindu
Course Instructor

Dr. D. Veeraiah
Head of the Department

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DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING

Course Details:

Course Name:	Introduction to Programming
Course Code:	20CS01
Branch/Sem/Section:	CSE /I/ E
Academic Year:	2024-25
Faculty Name:	S. Govindu
Topic Selected:	Functions
Date of Activity:	28/11/2024

1. **Selection of activity:**

In my course, to conduct an active learning work, I plan to conduct **"Seminar".** This helps students in achieving objectives by improving individual presentation and analysis skills.

2. **List of outcomes associated with activity:**

In my course, the following outcomes are associated with the selected activity.

- Demonstrate the usage of pointers.
- Explaining the concept of self-referential structures.
- Demonstrate the concept of self-referential structures to create linked lists.

3. **Objectives of activity:**

The main objectives of this activity are listed as follows. A learner able to:

- Demonstrate the usage of pointers.
- Explaining the concept of self-referential structures.
- Demonstrate the concept of self-referential structures to create linked lists.

4. Details of participants in Seminar

S.no	Roll number	Name	Topic
1	24761A05V9	SINGALLA DINESH	Pointers
2	24761A05S2	GANJI HEMA LATHA	Self-referential structures
3	24761A05V7	SHAIK SALAM	Self-referential structures
4	24761A05R4	CHERUKUMALLI PHANINDRA	Self-referential structures

5. Activity Photos:

S. Govindu
Course Instructor

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Head of the Department

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DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING

Course Details:

Course Name:	Introduction to Programming
Course Code:	20CS01
Branch/Sem/Section:	CSE /I/ D
Academic Year:	2024-25
Faculty Name:	S. Govindu
Topic Selected:	Pointers
Date of Activity:	30-11-2024

1. **Selection of activity:**

In my course, to conduct an active learning work, I plan to conduct **"Seminar".** This helps students in achieving objectives by improving individual presentation and analysis skills.

2. **List of outcomes associated with activity:**

In my course, the following outcomes are associated with the selected activity.

- Demonstrate how to access arrays using pointers.
- Explaining the importance of pointers to access the 1D-array elements.
- Demonstrate how to access the 2D-array elements using pointers.
- Explaining the importance of pointers to access the 2D-array elements

3. **Objectives of activity:**

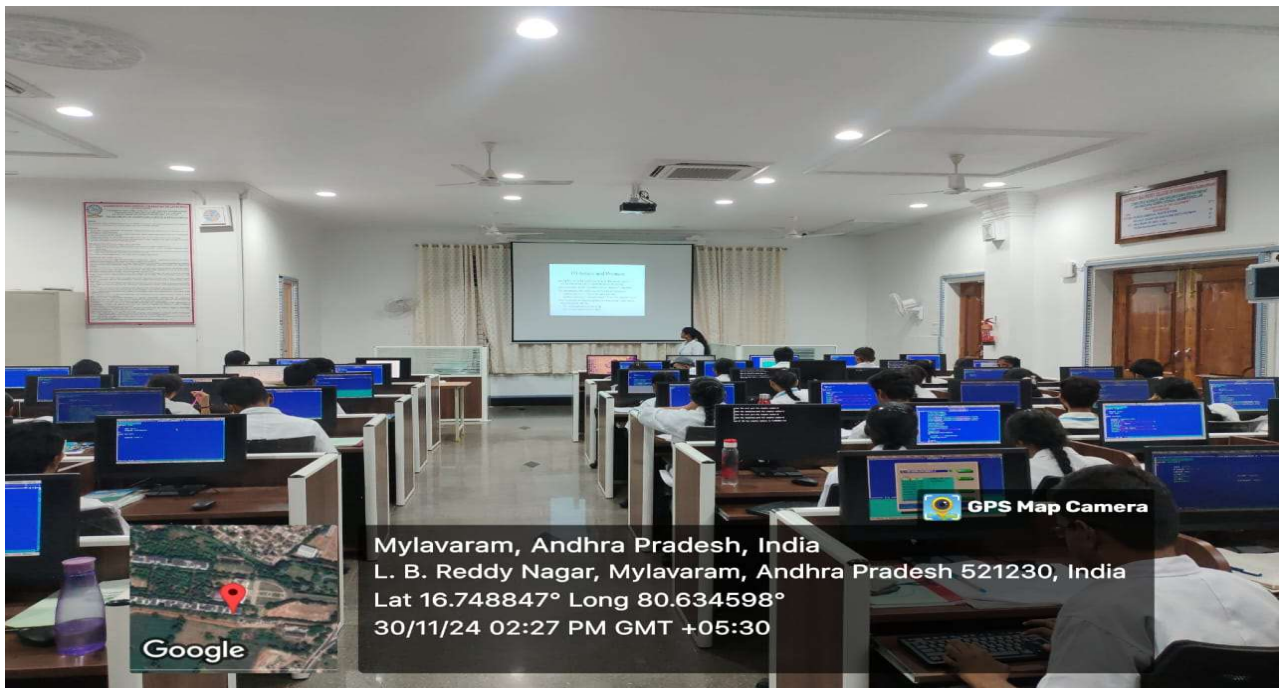
The main objectives of this activity are listed as follows. A learner able to:

- Demonstrate how to access arrays using pointers.
- Explaining the importance of pointers to access the 1D-array elements.
- Demonstrate how to access the 2D-array elements using pointers.
- Explaining the importance of pointers to access the 2D-array elements

4. Details of participants in Seminar

S.no	Roll number	Name	Topic
1	24761A05N1	NAMA AKILA	Pointer to 1D array
2	24761A05O7	SHAIK MOHAMMAD SHOAIB RAZA	Pointer to 2D-array

5. Activity Photos:



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DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING

Course Details:

Course Name:	Principals of Artificial Intelligence
Course Code:	20CS16
Branch/Sem/Section:	CSE /V /C
Academic Year:	2024-25
Faculty Name:	Ms. T. Vineetha
Topic Selected:	Knowledge Representation, Representing Simple Facts, Representing Instance and Isa relationships, Alpha-Beta Pruning, Min-Max Algorithm.
Date of Activity:	20-09-2024

1. **Selection of activity:**

In my course, to conduct an active learning work, I plan to conduct **"Seminar and Roleplay".** This helps students in achieving objectives with improving individual presentation and analysis skills.

2. **List of outcomes associated with activity:**

In my course the following outcomes are associated with the selected activity.

- Student can Understand the concept of Alpha-Beta Pruning and Min-Max Algorithm.
- Improve individual / team work skills, communication & report writing skills with ethical values.

3. **Objectives of activity:**

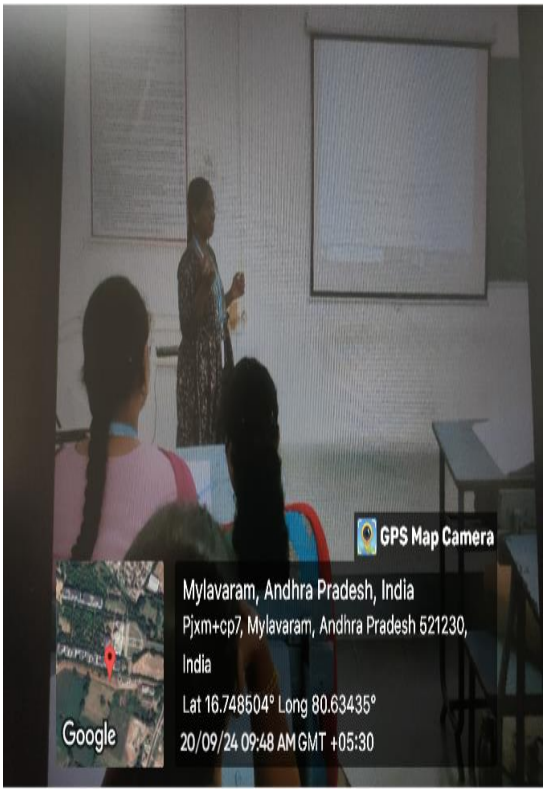
The main objectives of this activity are listed as follows. A learner able to:

- Develop interpersonal communication.
- Develop and contribute towards a common goal.
- Acquire specific knowledge on the topic.

4. **procedure to conduct an activity:**

I used the following steps, to organize the activity in the class. For each Student, We allotted one specific topic to give a presentation about Knowledge Representation, Representing Simple Facts, Representing Instance and Isa relationships, Alpha-Beta Pruning, Min-Max Algorithm.

5. Activity Proofs:



Course Instructor **Head of the Department**

Ms. T. Vineetha **Dr. D. Veeraiah**

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DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING

Course Details:

Course Name:	Principals of Artificial Intelligence
Course Code:	20CS16
Branch/Sem/Section:	CSE /V /C
Academic Year:	2024-25
Faculty Name:	Ms. T Vineetha
Topic Selected:	Uninformed search algorithms, Breadth-first search, Depth-first search and Depth limit search, informed search algorithms: uniform-cost search, Bi-directional Search, A* search etc...
Date of Activity:	07-08-2024

6. **Selection of activity:**

In my course, to conduct a collaborative work, I plan to conduct **"Student-Team-Achievement-Divisions (STAD)".** The advantage of using STAD is students work collectively in achieving objectives by safeguarding the norms of the group.

7. **List of outcomes associated with collaborative activity:**

In my course the following outcomes are associated with the selected collaborative activity (STAD).

- Constructing Sequence Diagram for Online food ordering system
- Improve individual / teamwork skills, communication & report writing skills with ethical values.

8. **Objectives of Collaborative activity:**

The main objectives of collaborative activity are listed as follows. A learner able to:

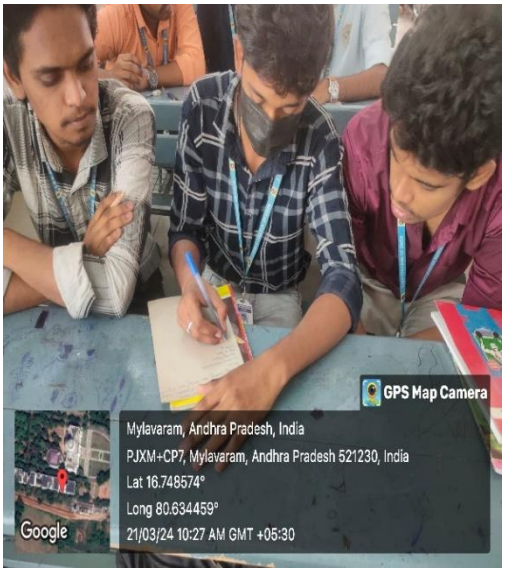
- Develop interpersonal communication.
- Develop and contribute towards a common goal.
- Acquire specific knowledge on the topic.

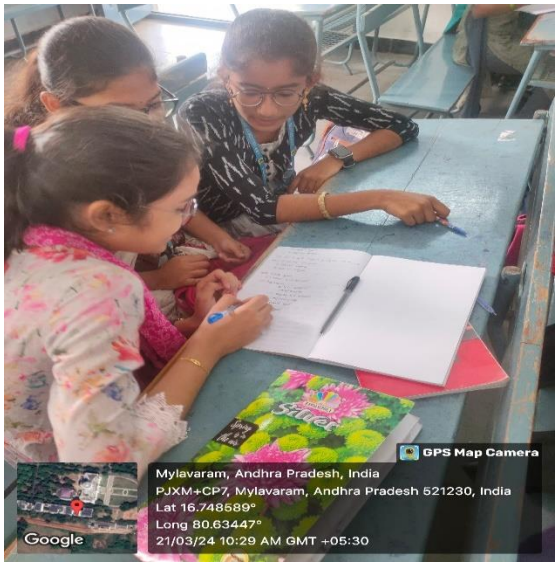
9. **procedure to conduct an activity:**

I used the following steps, to organize the Student-Team-Achievement-Divisions (STAD) activity in the class.

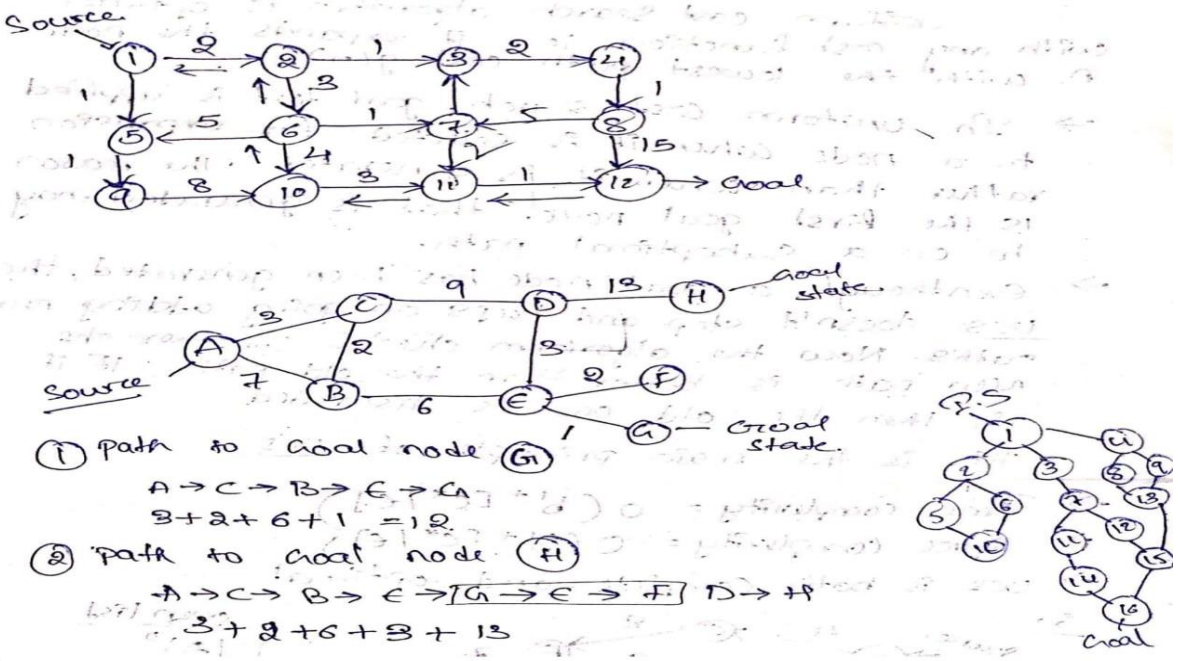
For each Student, We allotted one specific topic to Design uml diagrams (Class, Sequence, Use case, Component, deployment diagrams) for the given case studies like Railway Reservation system, Online food ordering system, Online Shopping system etc..

10. Activity Proofs:





Uniform cost search



(1) Path to Goal node (G)

A → C → B → E → G

3 + 2 + 6 + 1 = 12

(2) Path to Goal node (H)

A → C → B → E → G → E → F → D → H

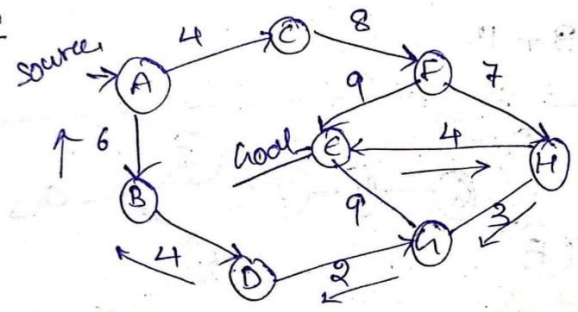
3 + 2 + 6 + 3 + 13

→ Time complexity = $O(b^{1+\lfloor C^*/\epsilon \rfloor})$

→ Space complexity = $O(b^{1+\lfloor C^*/\epsilon \rfloor})$

→ UCS is both complete and optimal

Ex:



The optimal path is

A → B → D → G → H → E

Path cost

6 + 4 + 2 + 3 + 4 = 19

open list

(A)^0

(B)^6 (C)^4

(B)^6 (F)^{12}

(D)^{10} (F)^{12}

(G)^{12} (F)^{12}

(E)^{21} (H)^{15} (F)^{12}

(E)^{21} (H)^{15} (E)^{21} (H)^{19}

(E)^{21} (E)^{19}

(E)^{19}

Goal reached still continue process

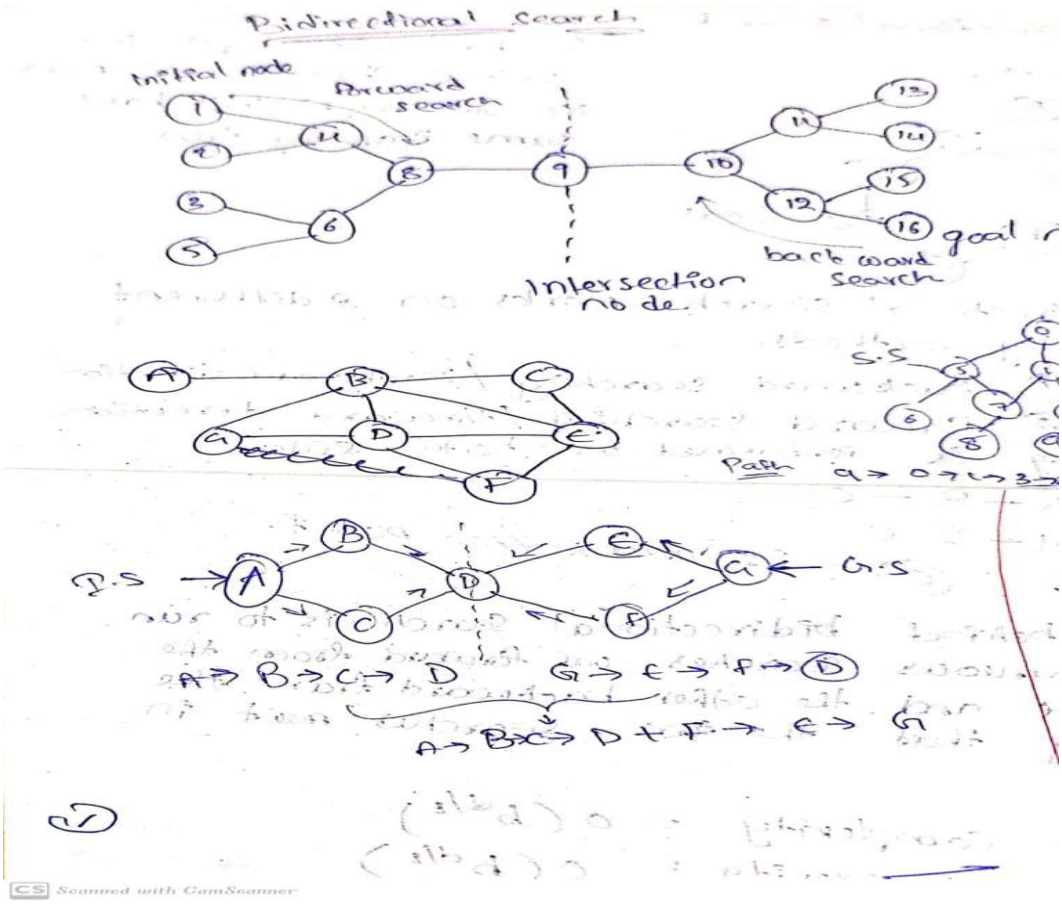
lowest cost compare to different roots

closed list

(A)^0 (C)^4 (B)^6 (D)^{10}

(G)^{12} (F)^{12} (H)^{15}

The expanded terms →



Depth-limited search can be terminated with two conditions of failure

① Standard failure value: It indicates that problem does not have any solution.

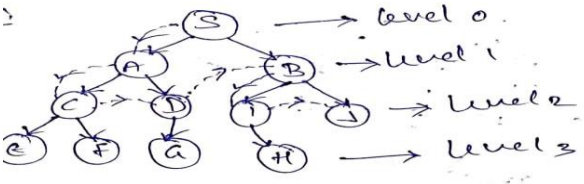
② cutoff failure value: It defines no solution for the problem within a given depth limit.

Advantage:

- Depth limited search is memory efficient.

Disadvantage:

- Depth-limited search also has a disadvantage of incompleteness.
- It may not be optimal if the problem has more than one solution.



Completeness: DLS is complete if the solution is above the depth-limit.

Time Complexity: $O(b^l)$ time, base.

Space Complexity: $O(b \times l)$

Optimal: It is also not optimal even if $l > d$.

Course Instructor **Head of the Department**

Ms. T. Vineetha **Dr. D. Veeraiah**

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DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING

Course Details:

Course Name:	Principals of Artificial Intelligence
Course Code:	20CS16
Branch/Sem/Section:	CSE /V /B
Academic Year:	2024-25
Faculty Name:	Mr.N.Srikanth
Topic Selected:	Neural Networks.
Date of Activity:	24-10-2024

1. **Selection of activity:**

   In my course, to conduct a collaborative work, I plan to conduct **"Student-Team-Achievement-Divisions (STAD)".** The advantage of using STAD is students work collectively in achieving objectives by safeguarding the norms of the group.

2. **List of outcomes associated with collaborative activity:**

   In my course the following outcomes are associated with the selected collaborative activity (STAD).

   - Improve individual / teamwork skills, communication & report writing skills with ethical values.

3. **Objectives of Collaborative activity:**

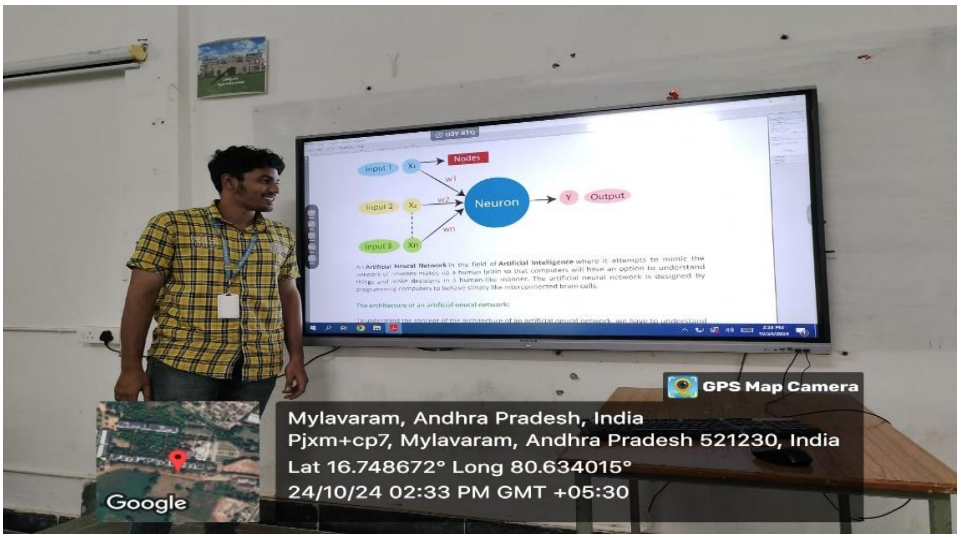
   The main objectives of collaborative activity are listed as follows. A learner able to:

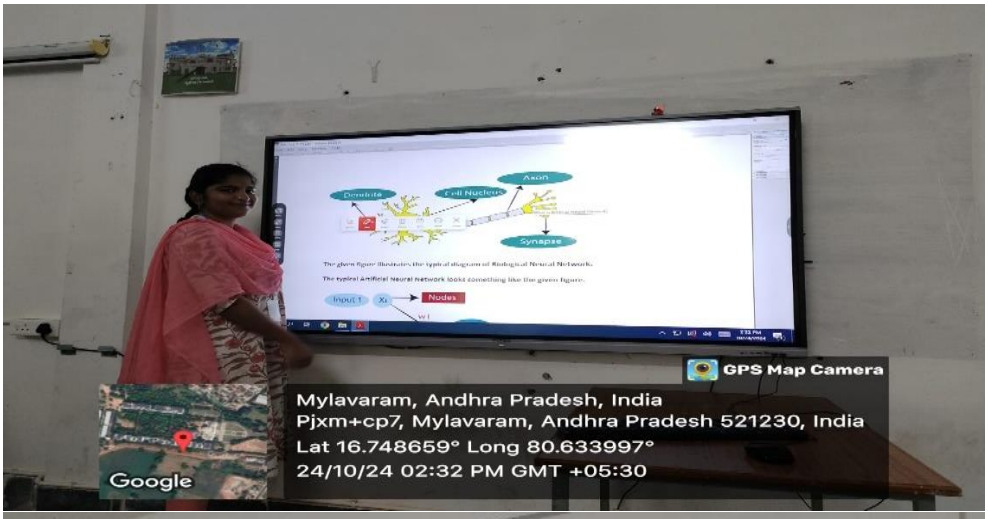
   - Develop interpersonal communication.
   - Develop and contribute towards a common goal.
   - Acquire specific knowledge on the topic.

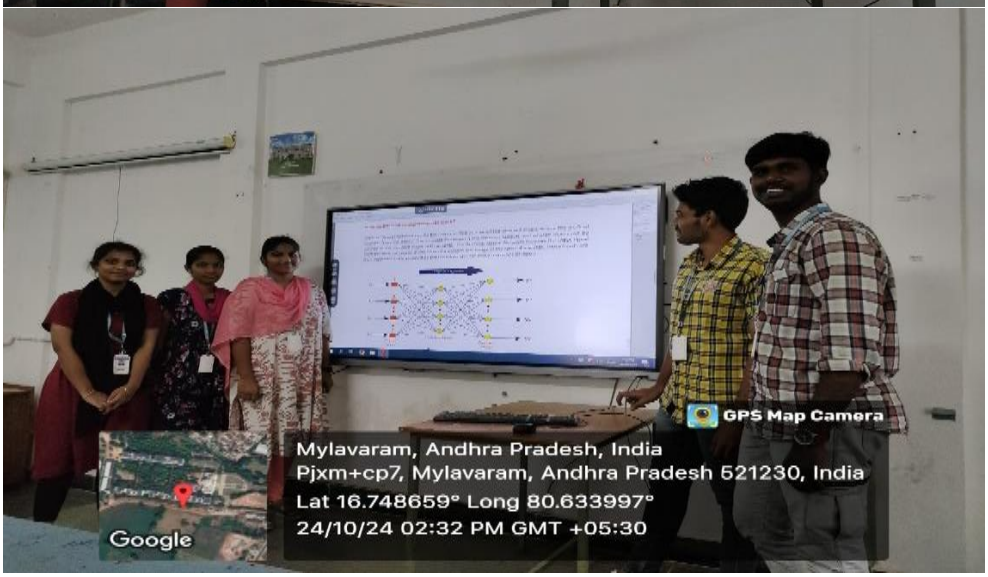
4. **procedure to conduct an activity:**

   I used the following steps, to organize the Student-Team-Achievement-Divisions (STAD) activity in the class.

5. Activity Proofs:







Course Instructor **Head of the Department**

Mr.N.Srikanth **Dr. D. Veeraiah**

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DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING

Course Details:

Course Name:	Principals of Artificial Intelligence
Course Code:	20CS16
Branch/Sem/Section:	CSE /V /A
Academic Year:	2024-25
Faculty Name:	Mr.N.Srikanth
Topic Selected:	Search Algorithms Terminologies
Date of Activity:	22-10-2024

1. **Selection of activity:**

   In my course, to conduct a collaborative work, I plan to conduct **"Student-Team-Achievement-Divisions (STAD)".** The advantage of using STAD is students work collectively in achieving objectives by safeguarding the norms of the group.

2. **List of outcomes associated with collaborative activity:**

   In my course the following outcomes are associated with the selected collaborative activity (STAD).

   - Constructing Sequence Diagram for Online food ordering system
   - Improve individual / teamwork skills, communication & report writing skills with ethical values.

3. **Objectives of Collaborative activity:**

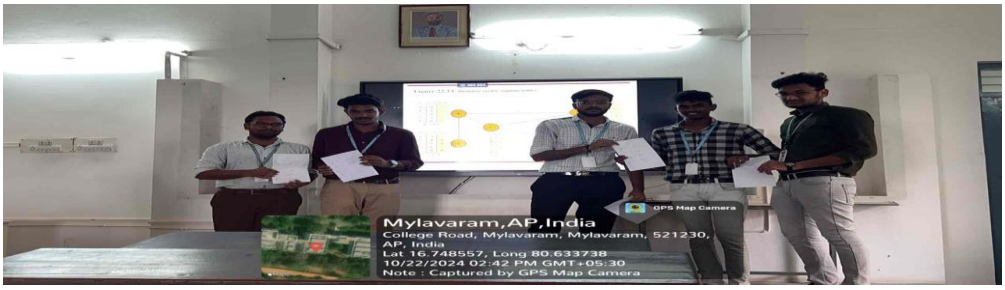
   The main objectives of collaborative activity are listed as follows. A learner able to:

   - Develop interpersonal communication.
   - Develop and contribute towards a common goal.
   - Acquire specific knowledge on the topic.

4. **procedure to conduct an activity:**

I used the following steps, to organize the Student-Team-Achievement-Divisions (STAD) activity in the class.

5. Activity Proofs:



s

Course Instructor **Head of the Department**

Mr.N.Srikanth **Dr. D. Veeraiah**

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DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING

Course Details:

Course Name:	Introduction to Programming
Course Code:	23CS01
Branch/Sem/Section:	CSE /I /G
Academic Year:	2024-25
Faculty Name:	S. Srinivasa Reddy
Topic Selected:	Flow charts
Date of Activity:	14-08-2024

1. **Selection of activity:**

   To encourage I-year students I conducted the **flowchart drawing and discussion** activity**.** It creates healthy competition among students and creates interest towards drawing on board and explaining it with fellow students.

2. **List of outcomes associated with activity:**

   In my course the following outcomes are associated with the selected activity.
   - Draw flowchart Diagrams for the given problems.
   - Improve communication, stage management and blackboard usage.

3. **Objectives of activity:**

   The main objectives of this activity are listed as follows. A learner able to:
   - Develop interpersonal communication.
   - Develop stage management.
   - Acquire specific knowledge on the topic.

4. **Details of participants in Seminar / Role-Play**

S.no	Roll number	Name	Topic
1	25CSE016	VASU BHANU	Flow Chart drawing

5. Activity Photos:

S. Srinivasa Reddy

Course Instructor

Dr. D. Veeraiah

Head of the Department

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DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING

Course Details:

Course Name:	Introduction to Programming
Course Code:	23CS01
Branch/Sem/Section:	CSE /I /G
Academic Year:	2024-25
Faculty Name:	S. Srinivasa Reddy
Topic Selected:	Exploring Online Learning Materials
Date of Activity:	05-09-2024

1. **Selection of activity:**

   To introduce different online learning materials for I-year students I conducted the **Quiz on Quizizz online platform.** It creates healthy competition among students and creates interest towards exploring different online learning materials.

2. **List of outcomes associated with activity:**

   In my course the following outcomes are associated with the selected activity.
   - Self-assessment on the completed topics.
   - Improve competence in the subject.

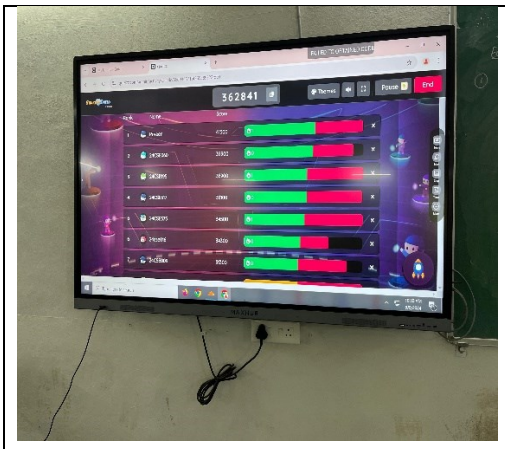
3. **Objectives of activity:**

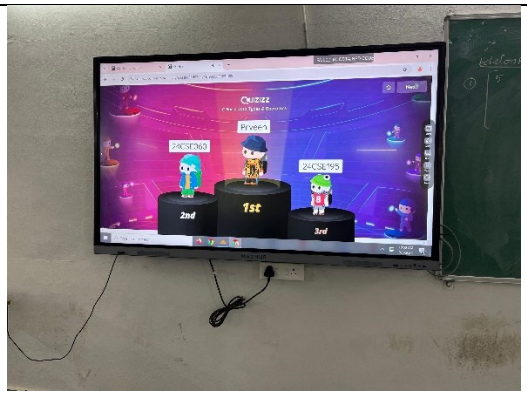
   The main objectives of this activity are listed as follows. A learner able to:
   - Develop interpersonal communication.
   - Improves the learning skills.
   - Acquire specific knowledge on the topic.

4. **Details of participants in Quiz / Role-Play**

   All the first-year students from CSE-G Section

5. Activity Photos:





Winners of the Quiz

Sno	Roll Number	Name of the Student	Position
1	24761A05CL	MANGALI PRAVEEN KUMAR	1st Position
2	24761A05CU	PALAGIRI VENKATA SRINIVASA REDDY	2nd Position
3	24761A05BU	DEVENDRA JETTI	3rd Position

S. Srinivasa Reddy **Dr. D. Veeraiah**

Course Instructor **Head of the Department**

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DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING

Course Details:

Course Name:	Block Chain technology
Course Code:	20CS29
Branch/Sem/Section:	CSE /VII /B
Academic Year:	2024-25
Faculty Name:	B. Swathi
Topic Selected:	Block chain for Enhanced Security in Digital Identity Management
Date of Activity:	10 November 2024

1. **Selection of activity:**

In my course, I plan to implement a "CASE STUDY" activity as part of an active learning approach. This will enable students to achieve key learning objectives while enhancing their presentation and analytical skills.

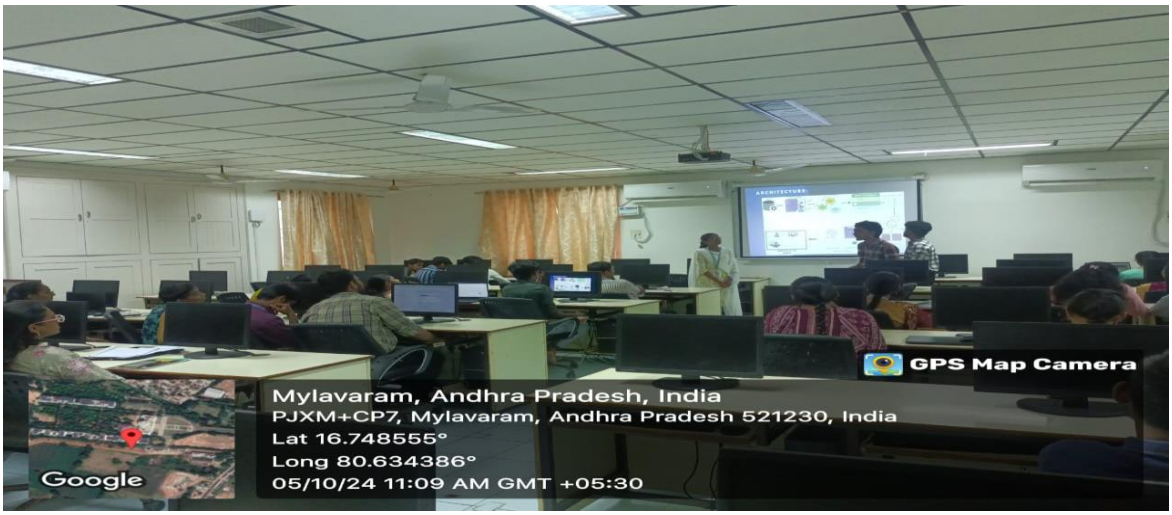
2. **List of outcomes associated with activity:**
In my course the following outcomes are associated with the selected activity.
   - Improve individual / team work skills, communication & report writing skills with ethical values.
3. **Objectives of activity:**The primary objectives of this activity are as follows. Upon completion, learners will be able to:

- Enhance their interpersonal communication skills.
- Gain in-depth knowledge of the topic."

4. **Details of participants in Seminar**

S.no	Roll number	Name	Topic
1	21761A05D1	V.Sai Sujith	Block Chain for Enabled security inDigital IdentityManagement
2	21761A0587	G.Mercy	

Activity Photos:



BACKGROUND:

With the digital economy's growth, identity management has become central to securing transactions and verifying identities across various services, from banking to healthcare. Traditionally, digital identity systems store sensitive personal information in centralized databases. However, these centralized systems are vulnerable to cyberattacks, data breaches, and privacy concerns. Major data breaches, like the 2017 Equifax incident that exposed the personal information of 147 million individuals, illustrate the severe limitations of centralized identity storage systems.

Given the security risks and privacy issues associated with traditional identity management, a government organization overseeing digital identity verification sought a more secure, user-centric solution. Their primary objectives included:

1. **Data Privacy and Ownership**: Enhancing user control over personal data, ensuring individuals retained ownership and control over their information.
2. **Data Breach Reduction**: Mitigating the risks associated with central storage by distributing identity verification across a secure, decentralized network.
3. **Interoperability and Efficiency**: Creating a standardized system that could streamline processes across different public sector agencies and services without duplicating data or increasing administrative load.

To address these challenges, the organization decided to pilot a **blockchain-based decentralized digital identity management system**. This case study outlines the design, implementation, and security benefits of this blockchain solution, focusing on how it enhances user control, privacy, and security.

B.Swathi

Course Instructor

Dr.D.Veeraiah

Head of the Department

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DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING

Course Details:

Course Name:	Block Chain Technology
Course Code:	20CS29
Branch/Sem/Section:	CSE /VII/B
Academic Year:	2024-25
Faculty Name:	B.Swathi
Topic Selected:	Campus coin
Date of Activity:	07 Nov 2024

1. **Selection of activity:**

In my course, to conduct an active learning work, I plan to conduct **"Seminar".** This helps students in achieving objectives with improving individual presentation and analysis skills.

2. **List of outcomes associated with activity:**

In my course the following outcomes are associated with the selected activity.

- Improve individual / team work skills, communication & report writing skills with ethical values.

3. **Objectives of activity:**

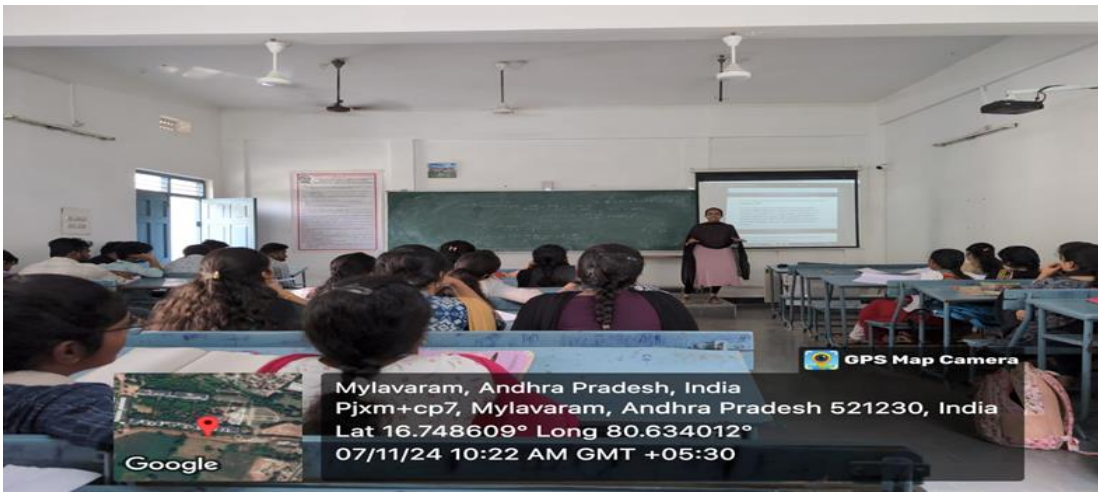
The main objectives of this activity are listed as follows. A learner able to:

- Develop interpersonal communication.
- Acquire specific knowledge on the topic.

4. **Details of participants in Seminar / Role-Play**

S.no	Roll number	Name	Topic
1	21761A05A6	M.Anusha	Campus Coin

Activity Photos:



B.Swathi **Dr.D.Veeraiah**

Course Instructor **Head of the Department**

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DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING

Course Details:

Course Name:	Block Chain Technology
Course Code:	20CS29
Branch/Sem/Section:	CSE /VII/B
Academic Year:	2024-25
Faculty Name:	B.Swathi
Topic Selected:	IOTA
Date of Activity:	22 Oct 2024

1. **Selection of activity:**

In my course, to conduct an active learning work, I plan to conduct **"Seminar".** This helps students in achieving objectives with improving individual presentation and analysis skills.

2. **List of outcomes associated with activity:**

In my course the following outcomes are associated with the selected activity.

- Improve individual / team work skills, communication & report writing skills with ethical values.

3. **Objectives of activity:**

The main objectives of this activity are listed as follows. A learner able to:

- Develop interpersonal communication.
- Acquire specific knowledge on the topic.

4. **Details of participants in Seminar / Role-Play**

S.no	Roll number	Name	Topic
1	21761A0572	Bandaru Gracy	IOTA

Activity Photos:

B.Swathi **Dr.D.Veeraiah**

Course Instructor **Head of the Department**

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DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING

Course Details:

Course Name:	Theory of computation
Course Code:	20CS13
Branch/Sem/Section:	CSE /V/A,B,C
Academic Year:	2024-25
Faculty Name:	T N V S Praveen ,Dr. D. Veeraiah & A Sudhakar
Topic Selected:	NFA to DFA and Minimisation
Date of Activity:	15-7-2024

1. **Selection of activity:**

In my course, to conduct an active learning work, I plan to conduct **"Seminar".** This helps students in achieving objectives by improving individual presentation and analysis skills.

2. **List of outcomes associated with activity:**

In my course, the following outcomes are associated with the selected activity.

- Demonstrate how NFA is converted to DFA.
- Explaining the importance of Finite Automata.
- Elaborating the importance of minimisation

3. **Objectives of activity:**

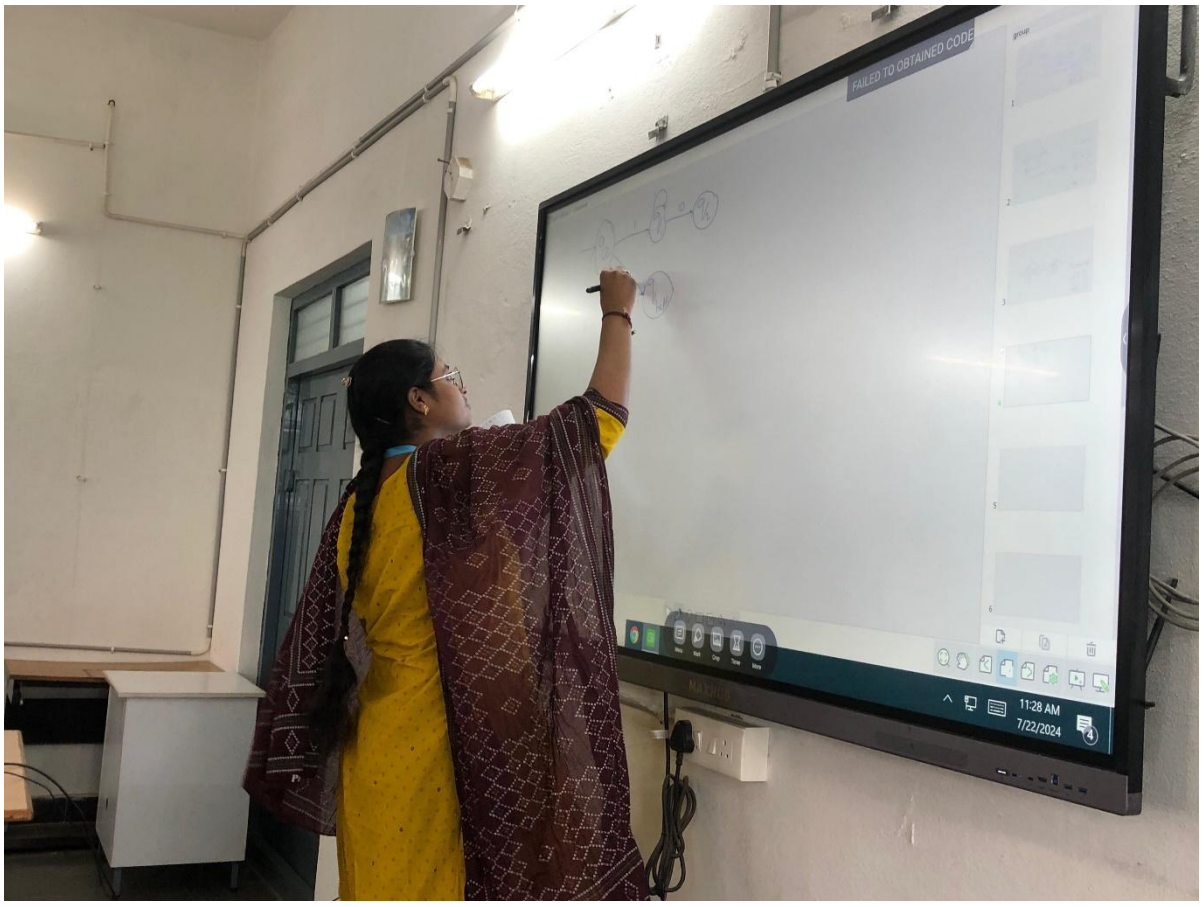
The main objectives of this activity are listed as follows. A learner able to:

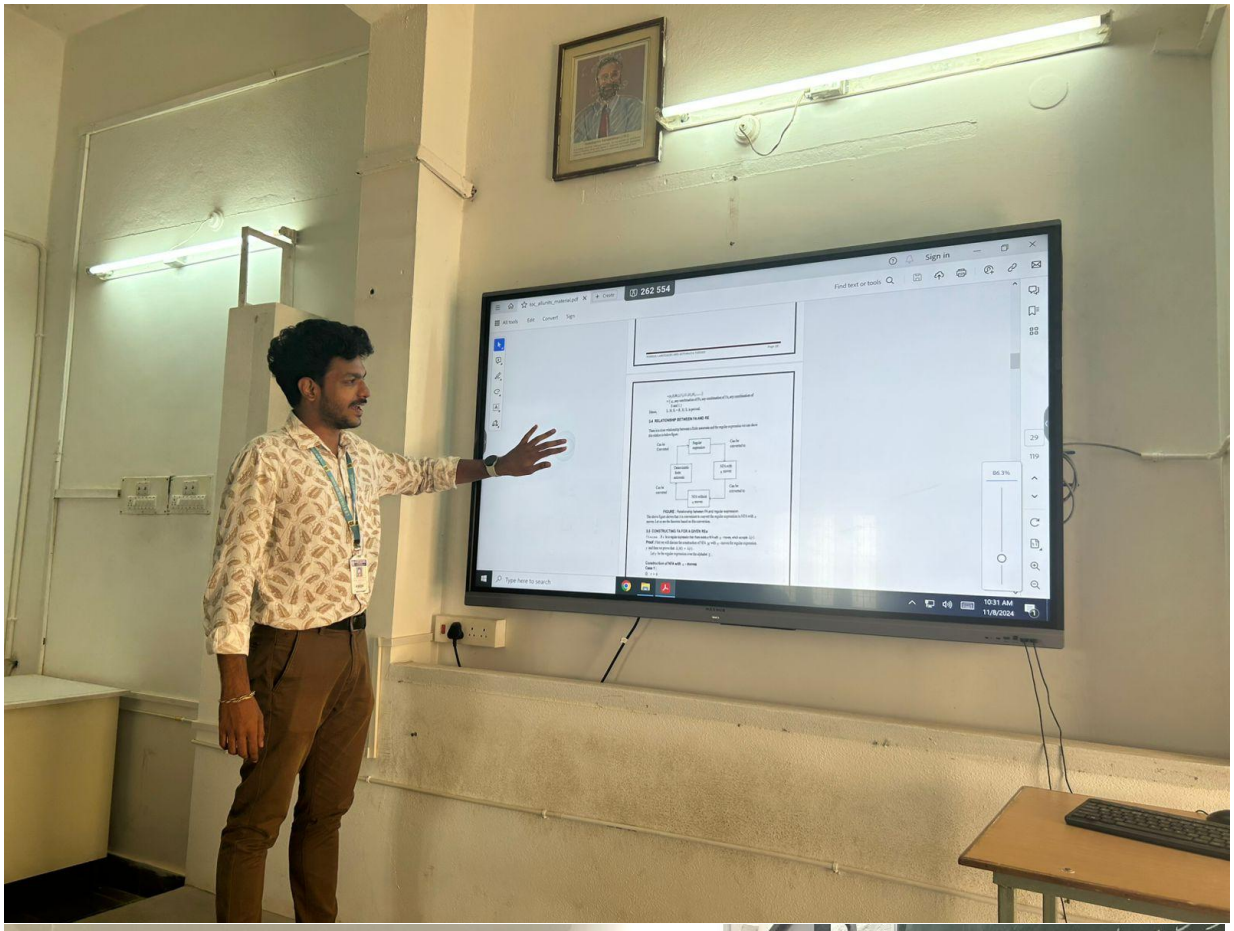
- Demonstrate how NFA is converted to DFA.
- Explaining the importance of Finite Automata.
- Elaborating the importance of minimisation

4. Details of participants in Seminar / Role-Play

S.no	Roll number	Name	Topic
1	22761A0506	Badugu Tejaswini	Church Hypothesis
2	22761A0515	Dasari Charan	Universal Turing Machine
3	22761A05B7	Perla Ganesh Sai	PDA to CFG
4	22761A05C7	Velagaleti Shalini	PDA to CFG

5. Activity Photos:






(i) 6 AM
(ii) 9 AM
(iii) 12 Noon
(iv) 3 PM
(v) 6 PM
(vi) 9 PM
Sol°
(i) Solar time
ω = (Solar
= (6 - 12
= -90°

T N V S PRAVEEN
Course Instructor

DR. D. VEERAIAH
Head of the Department

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DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING

Course Details:

Course Name:	Theory of computation
Course Code:	20CS13
Branch/Sem/Section:	CSE /V/A,B,C
Academic Year:	2024-25
Faculty Name:	T N V S Praveen & Dr. D. Veeraiah
Topic Selected:	CFG, CNF & GNF
Date of Activity:	28-08-2024

1. **Selection of activity:**

In my course, to conduct an active learning work, I plan to conduct **"Seminar".** This helps students in achieving objectives by improving individual presentation and analysis skills.

2. **List of outcomes associated with activity:**

In my course, the following outcomes are associated with the selected activity.

- Demonstrate how CFG is constructed
- Explaining the importance of CNF.
- Elaborating the importance of GNF

3. **Objectives of activity:**

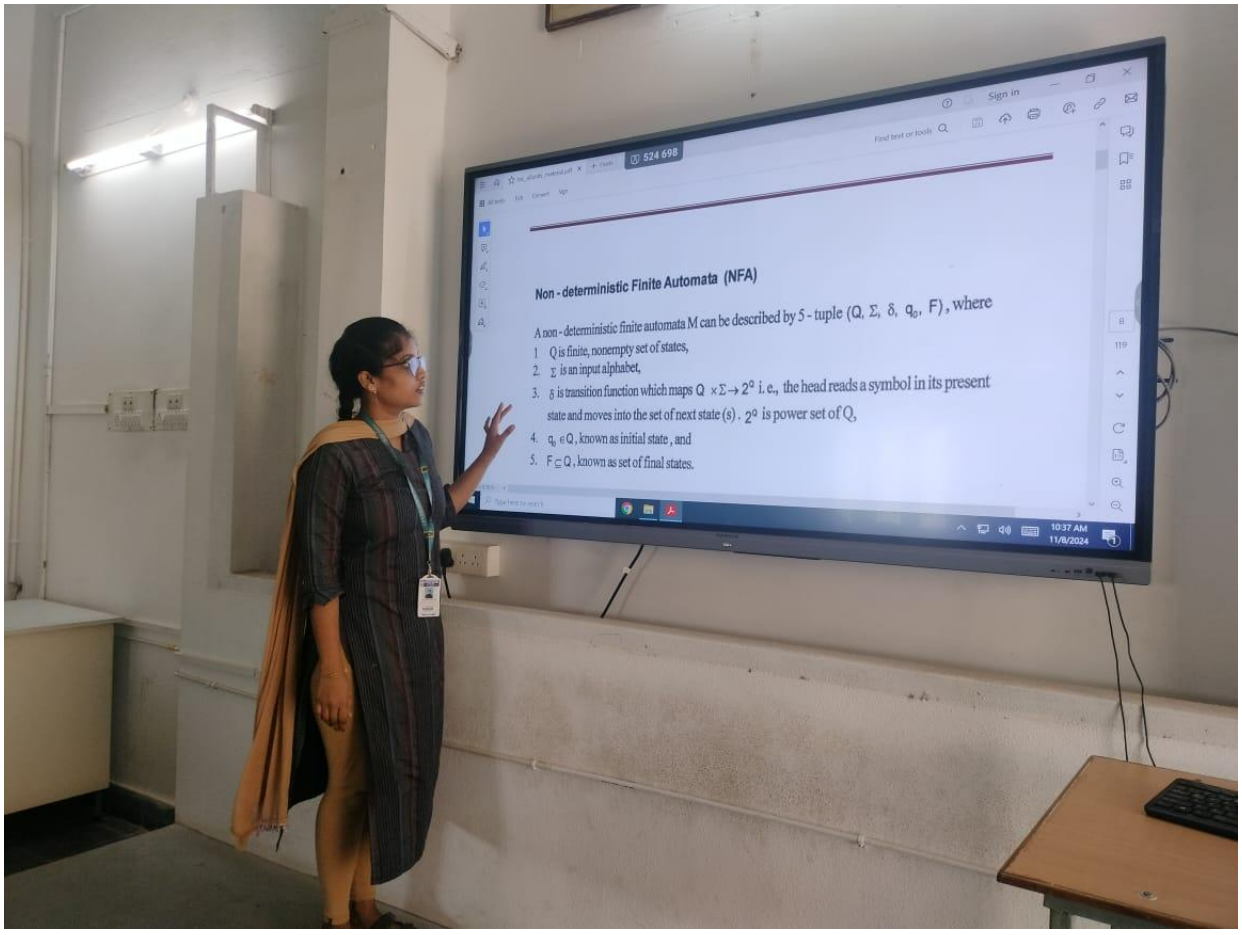
The main objectives of this activity are listed as follows. A learner able to:

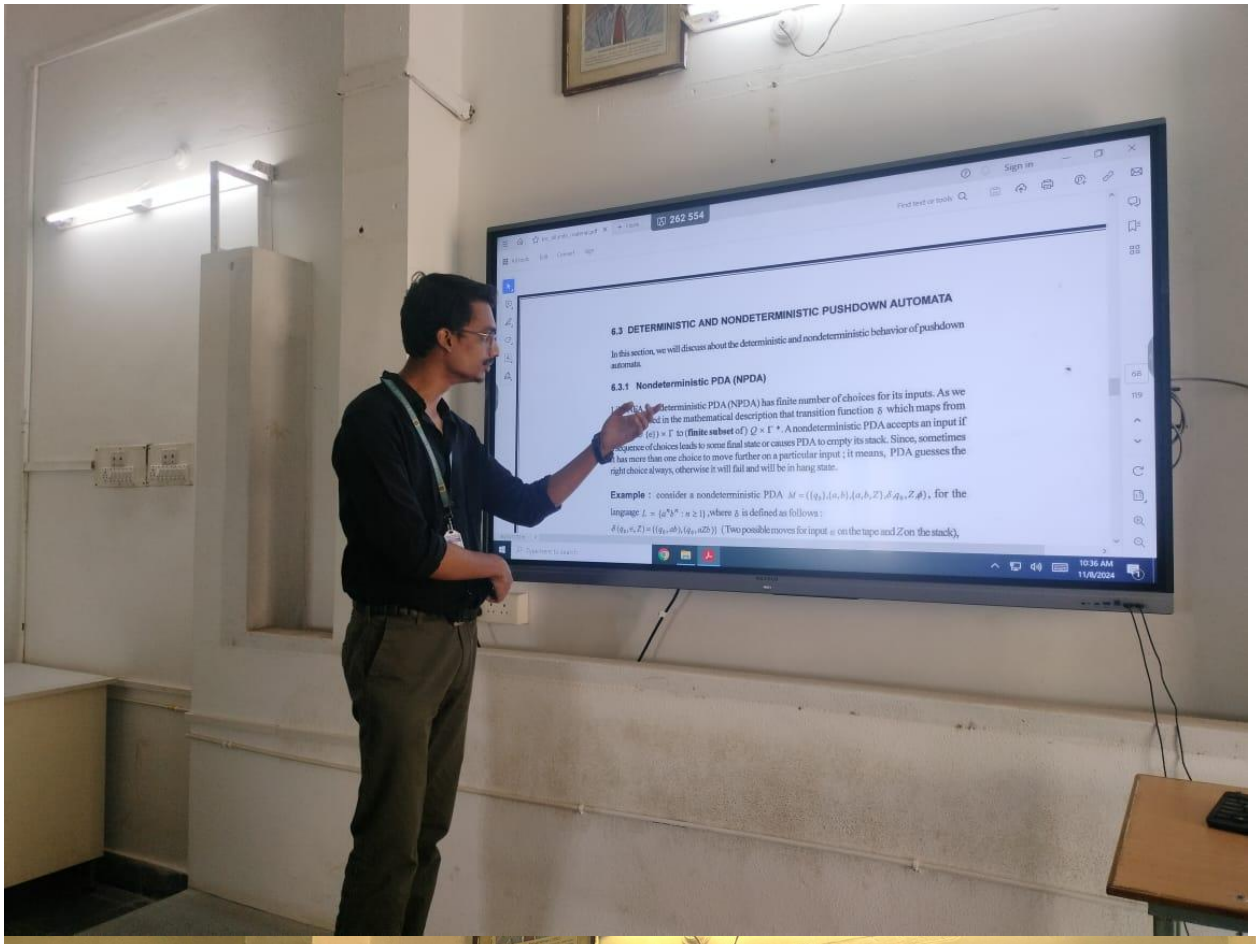
- Demonstrate how CFG is constructed
- Explaining the importance of CNF.
- Elaborating the importance of GNF

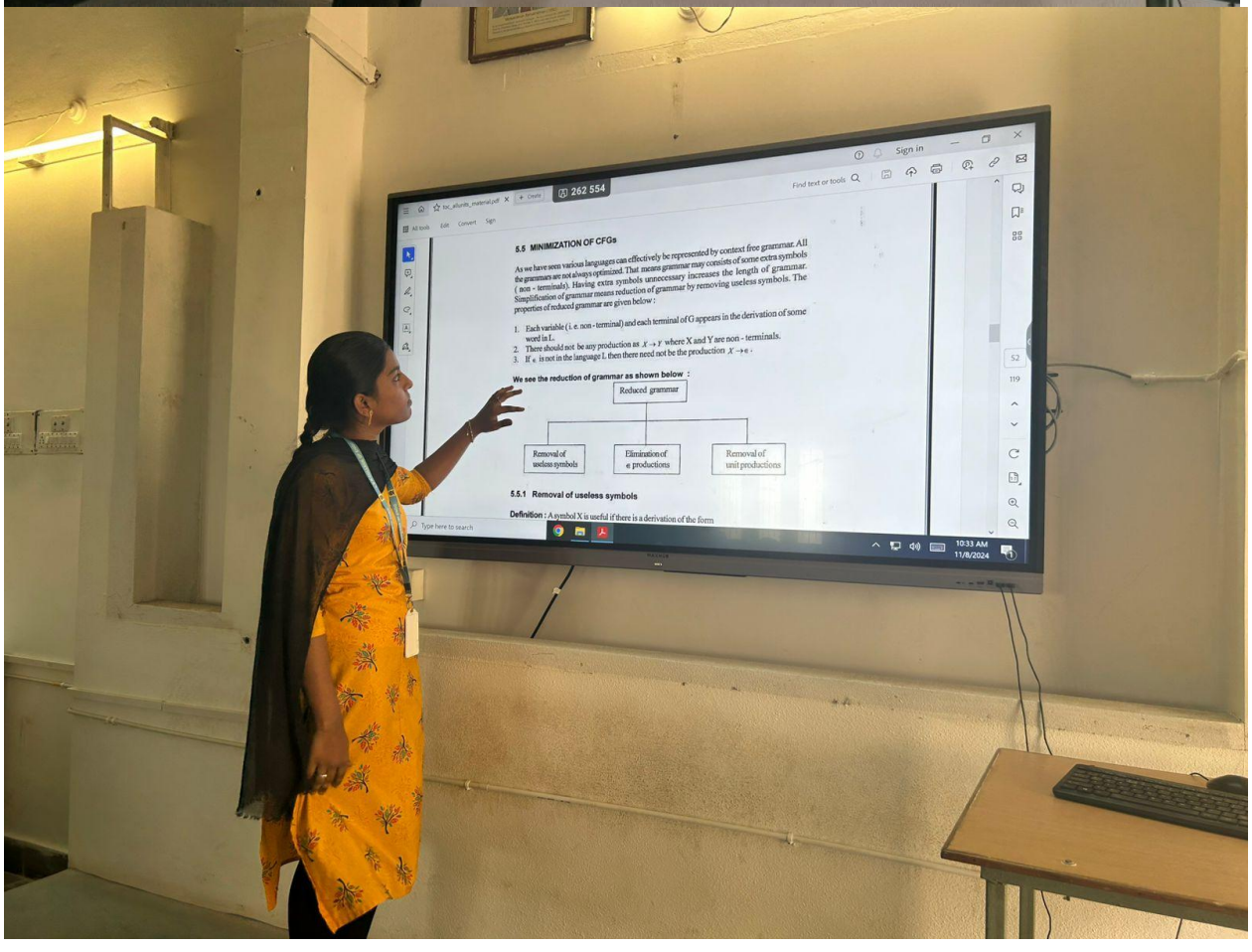
4. Details of participants in Seminar / Role-Play

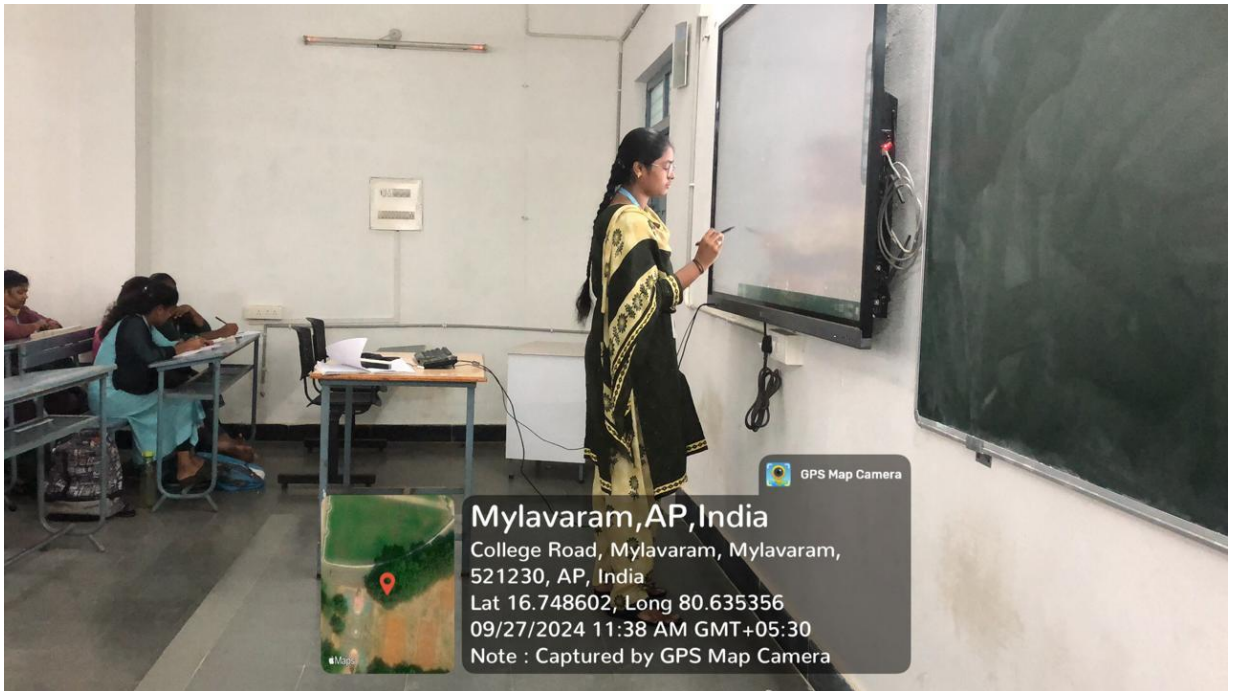
S.no	Roll number	Name	Topic
1	22761A0515	L Kranthi	CFG
2	22761A0533	Sparjan chari	Importance of CFG
3	22761A05G1	Perla Ganesh Sai	CNF
4	23765A0510	Akhila	GNF

5. Activity Photos:




262 554
6.3 DETERMINISTIC AND NONDETERMINISTIC PUSHDOWN AUTOMATA
In this section, we will discuss about the deterministic and nondeterministic behavior of pushdown automata.
6.3.1 Nondeterministic PDA (NPDA)
Example :
10:36 AM
11/8/2024


262 554
5.5 MINIMIZATION OF CFGs
As we have seen various languages can effectively be represented by context free grammar. All the grammars are not always optimized. That means grammar may consists of some extra symbols (non - terminals). Having extra symbols unnecessary increases the length of grammar. Simplification of grammar means reduction of grammar by removing useless symbols. The properties of reduced grammar are given below :
1. Each variable (i. e. non - terminal) and each terminal of G appears in the derivation of some word in L.
2. There should not be any production as $X \to Y$ where X and Y are non - terminals.
3. If ϵ is not in the language L then there need not be the production $X \to \epsilon$.
We see the reduction of grammar as shown below :
Reduced grammar
Removal of useless symbols
Elimination of ε productions
Removal of unit productions
5.5.1 Removal of useless symbols
Definition : A symbol X is useful if there is a derivation of the form
10:33 AM
11/8/2024



T N V S PRAVEEN **DR. D. VEERAIAH**

Course Instructor **Head of the Department**

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DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING

Course Details:

Course Name:	Theory of computation
Course Code:	20CS13
Branch/Sem/Section:	CSE /V/A,B,C
Academic Year:	2024-25
Faculty Name:	T N V S Praveen & Dr. D. Veeraiah
Topic Selected:	Ardens Theorem & RE to FA
Date of Activity:	17-09-2024

1. **Selection of activity:**

In my course, to conduct an active learning work, I plan to conduct **"Seminar".** This helps students in achieving objectives by improving individual presentation and analysis skills.

2. **List of outcomes associated with activity:**

In my course, the following outcomes are associated with the selected activity.

- Demonstrate how Ardens theorem is achieved.
- Explaining the importance of Regular expressions
- Elaborating the importance of conversion of RE to FA

3. **Objectives of activity:**

The main objectives of this activity are listed as follows. A learner able to:

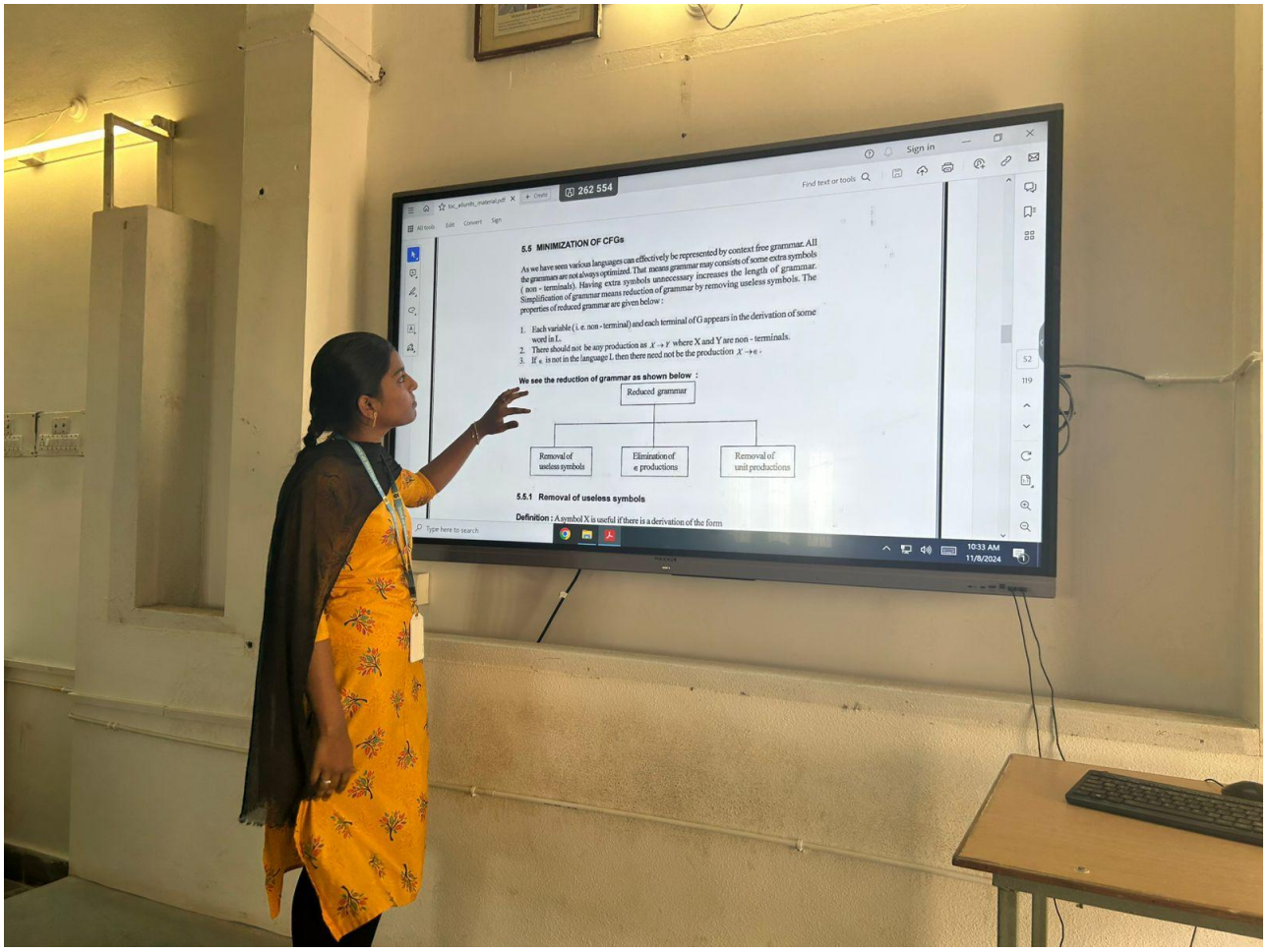
- Demonstrate how Ardens theorem is achieved.
- Explaining the importance of Regular expressions
- Elaborating the importance of conversion of RE to FA

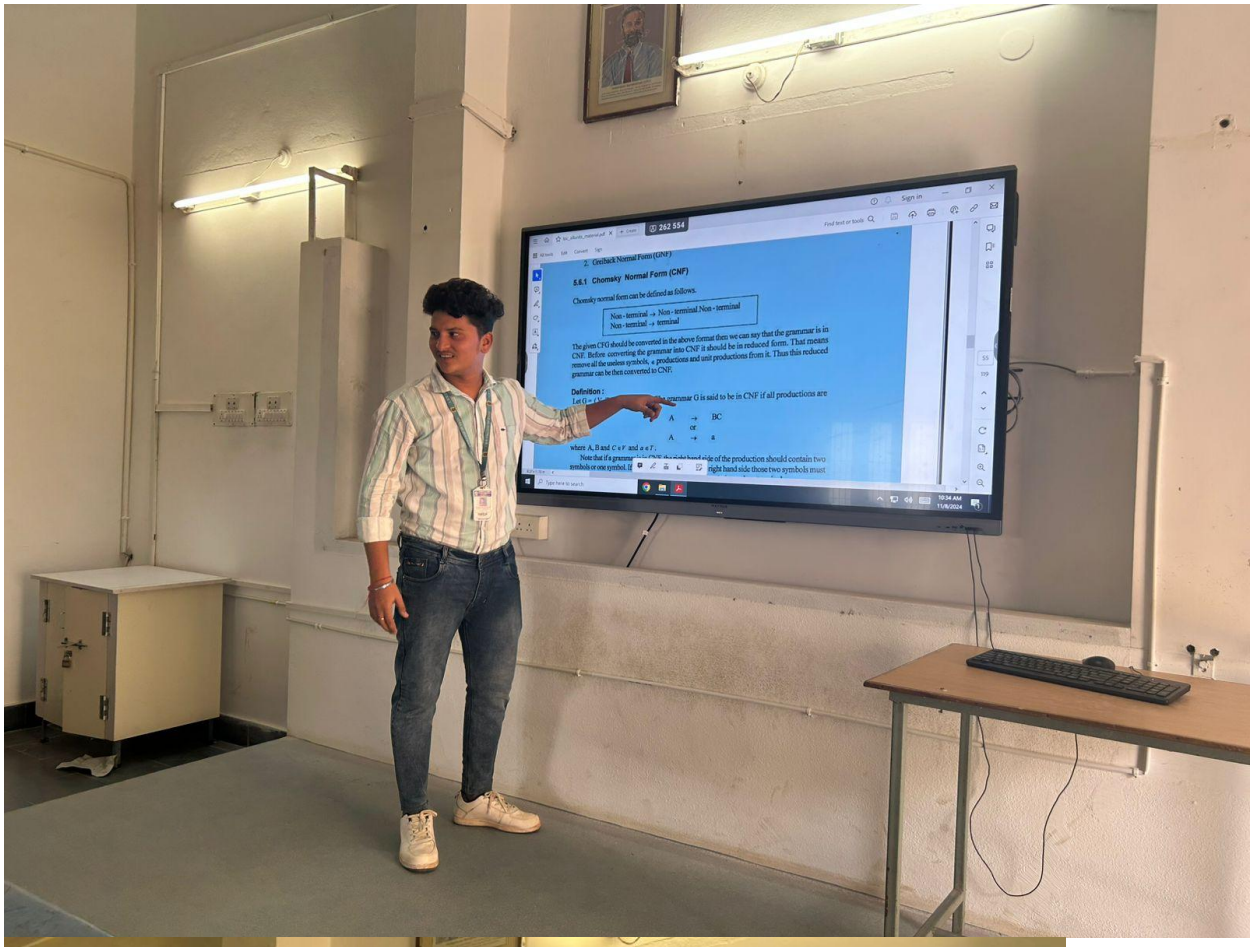
.

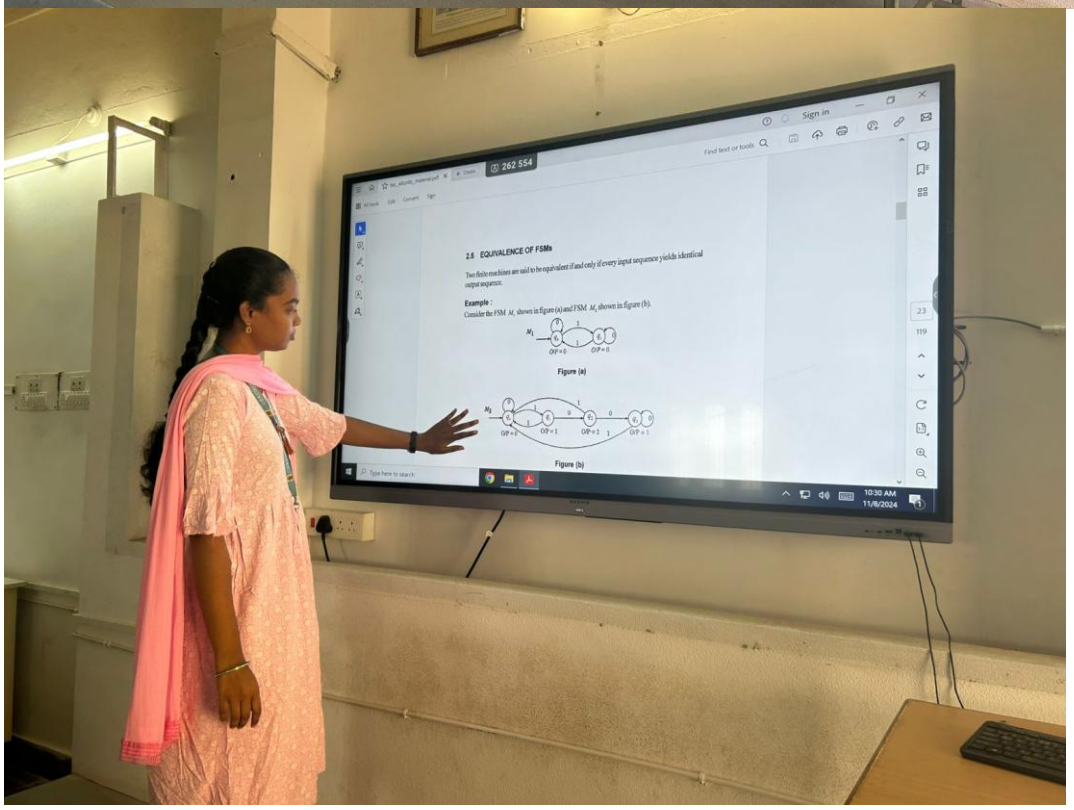
4. Details of participants in Seminar / Role-Play

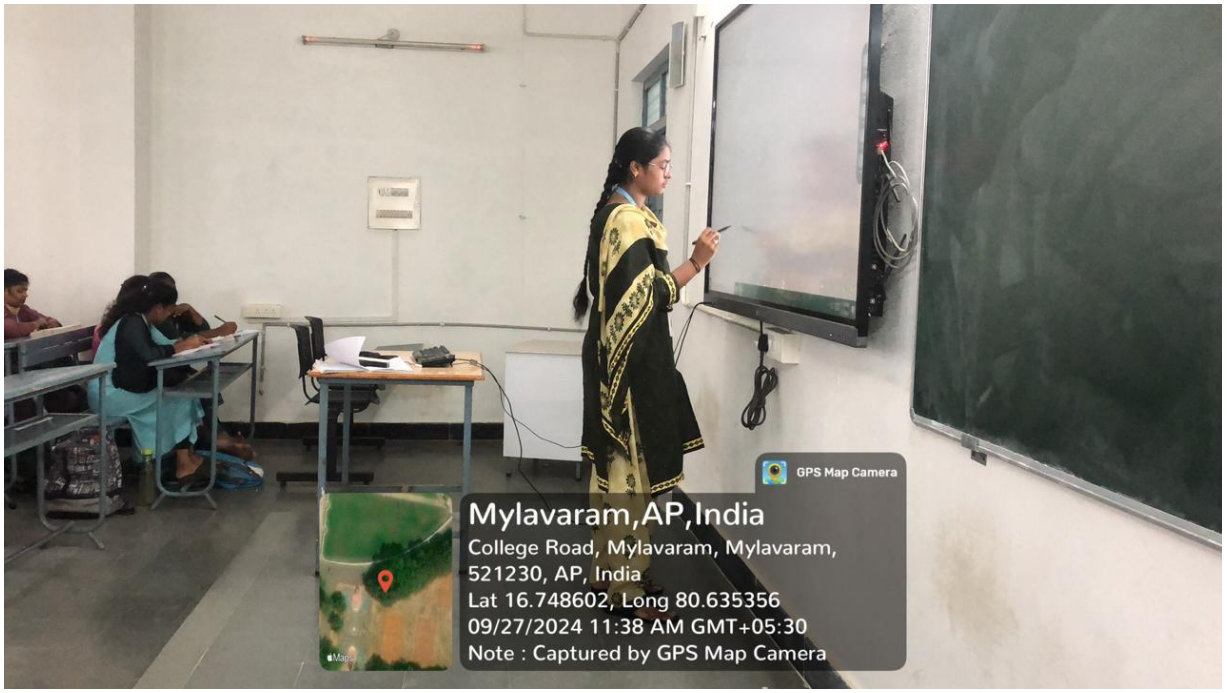
S.no	Roll number	Name	Topic
1	22761A0555	Perla Ganesh Sai	Ardens theorem
2	22761A05A3	Velagaleti Shalini	Ardens Theorem
3	22761A05B1	Mohan kumar	RE to FA
4	22761A05D9	A Hemalatha	FA to RE

5. Activity Photos:




262 554
Sign in
2. Greibach Normal Form (GNF)
5.6.1 Chomsky Normal Form (CNF)
Chomsky normal form can be defined as follows.
Non - terminal → Non - terminal Non - terminal
Non - terminal → terminal
The given CFG should be converted in the above format then we can say that the grammar is in CNF. Before converting the grammar into CNF it should be in reduced form. That means remove all the useless symbols, ε productions and unit productions from it. Thus this reduced grammar can be then converted to CNF.
Definition :
A → BC
or
A → a
10:34 AM
11/8/2024


262 554
Sign in
2.5 EQUIVALENCE OF FSMs
Two finite machines are said to be equivalent if and only if every input sequence yields identical output sequence.
Example :
Figure (a)
Figure (b)
10:30 AM
11/8/2024


GPS Map Camera
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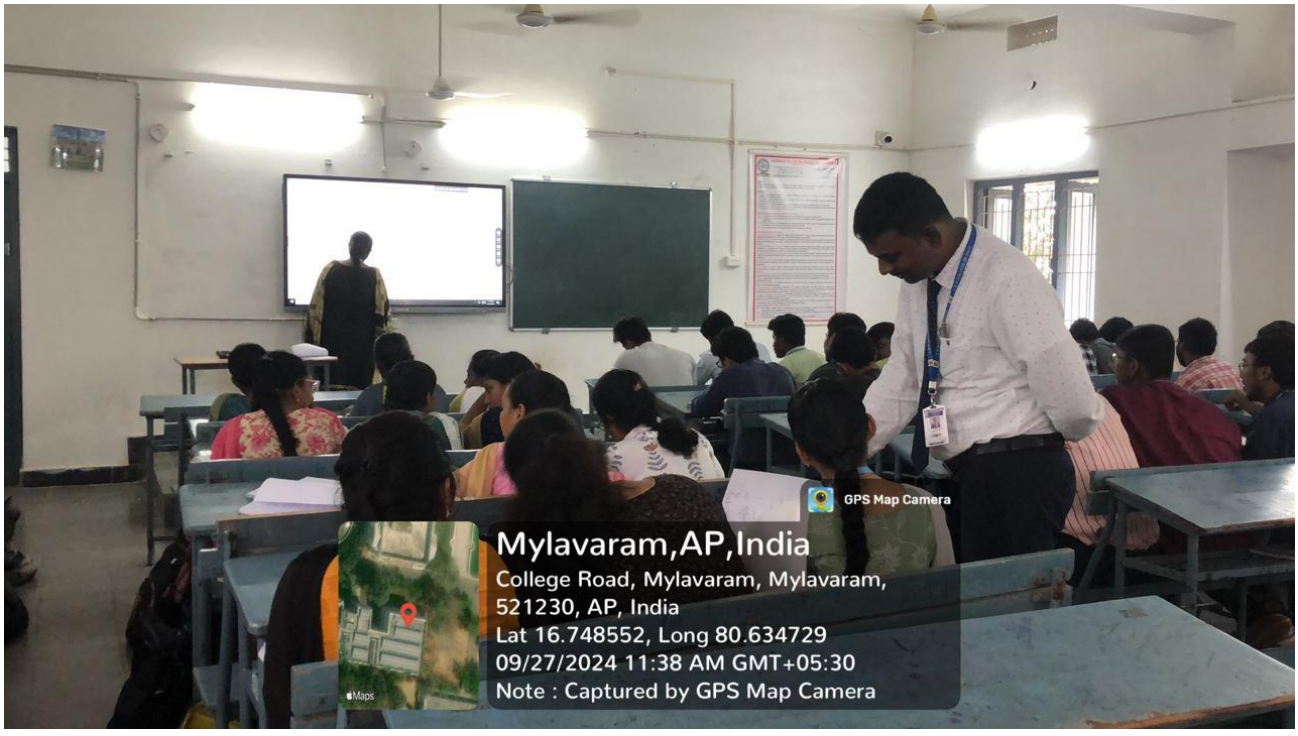
College Road, Mylavaram, Mylavaram,
521230, AP, India
Lat 16.748602, Long 80.635356
09/27/2024 11:38 AM GMT+05:30
Note : Captured by GPS Map Camera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Mylavaram,AP,India
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521230, AP, India
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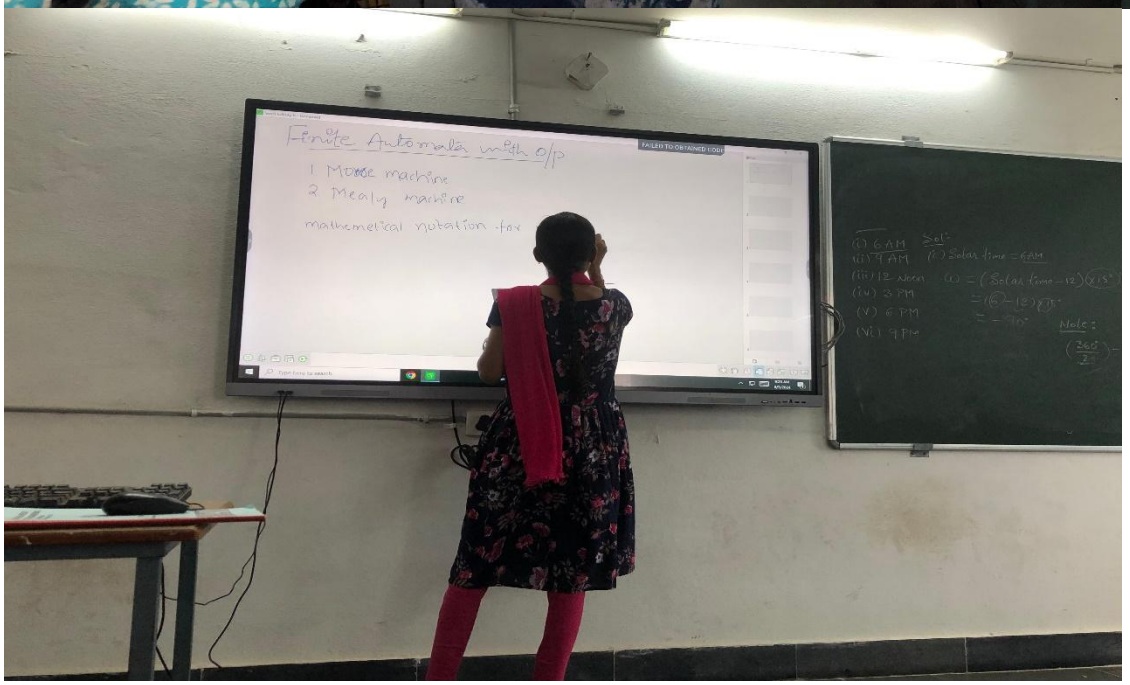
Note : Captured by GPS Map Camera



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DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING

Course Details:

Course Name:	Theory of computation
Course Code:	20CS13
Branch/Sem/Section:	CSE /V/A,B,C
Academic Year:	2024-25
Faculty Name:	T N V S Praveen & Dr. D. Veeraiah
Topic Selected:	PDA to CFG & UTM and Church Hypothesis
Date of Activity:	28-10-2024

1. **Selection of activity:**

In my course, to conduct an active learning work, I plan to conduct **"Seminar".** This helps students in achieving objectives by improving individual presentation and analysis skills.

2. **List of outcomes associated with activity:**

In my course, the following outcomes are associated with the selected activity.

- Demonstrate how PDA to CFG is converted.
- Explaining the importance of Universal Turing Machine.
- Elaborating the importance of Church Hypothesis

3. **Objectives of activity:**

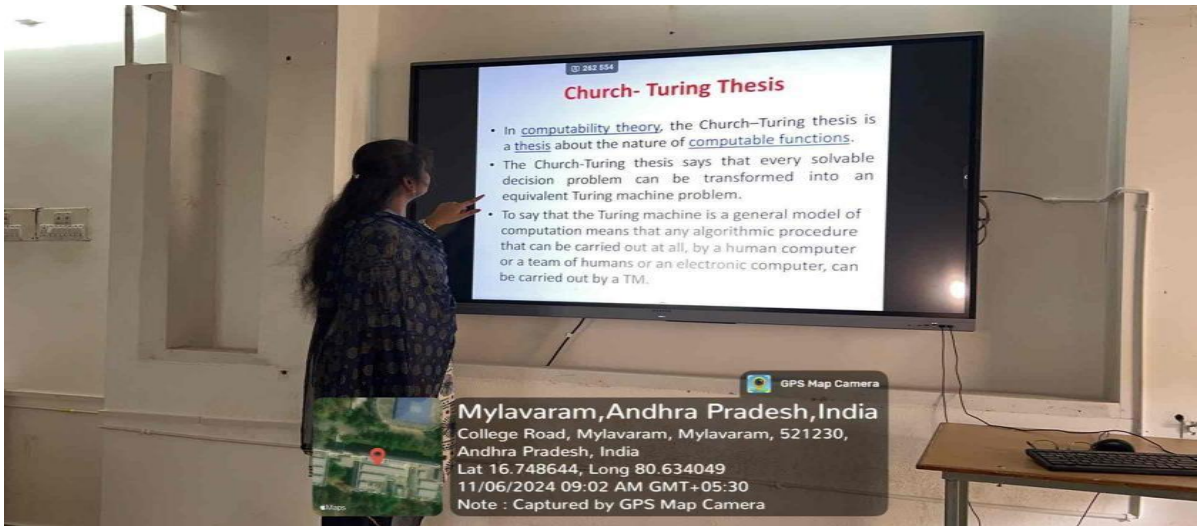
The main objectives of this activity are listed as follows. A learner able to:

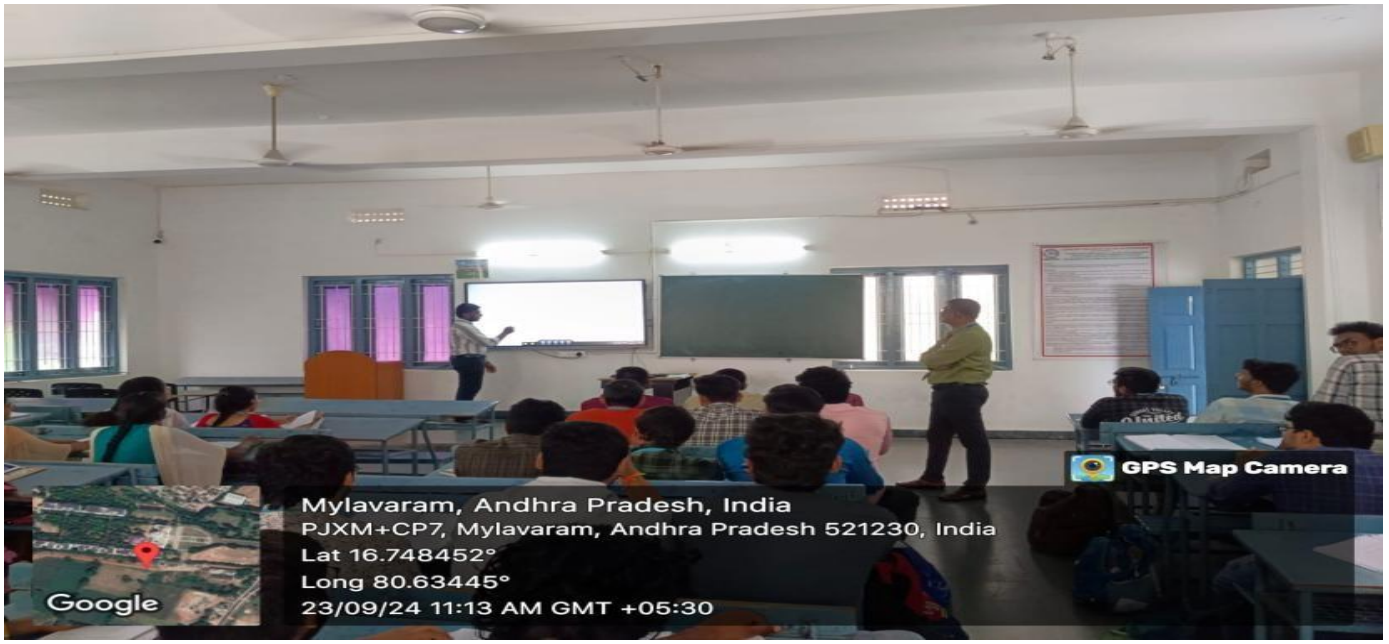
- Learn how to convert PDA to CFG.
- Learn the importance of Universal Turing Machine.
- Acquire specific knowledge on Church hypothesis.

4. Details of participants in Seminar / Role-Play

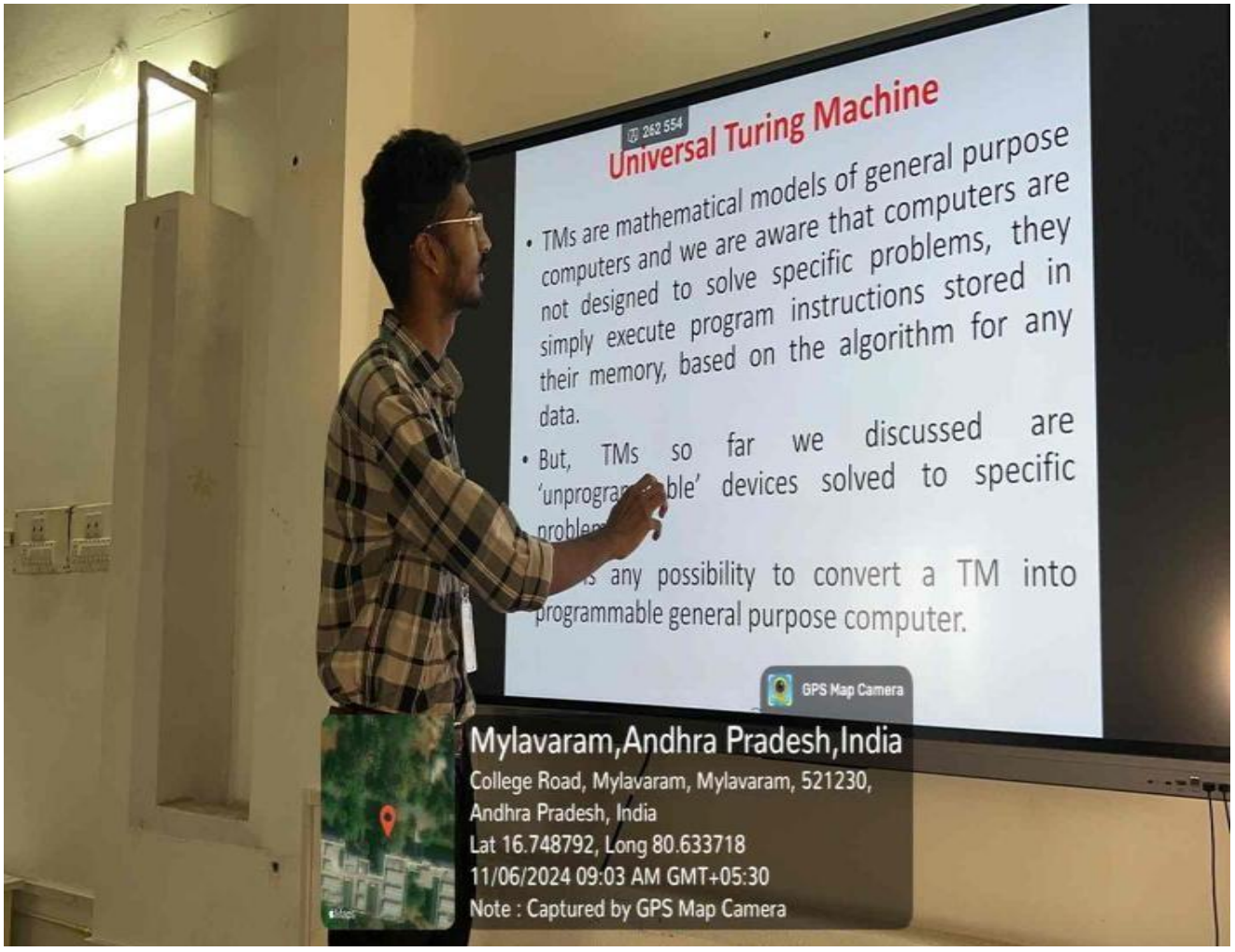
S.no	Roll number	Name	Topic
1	22761A0505	Badugu Tejaswini	Church Hypothesis
2	22761A0513	Dasari Charan	Universal Turing Machine
3	22761A05B1	Perla Ganesh Sai	PDA to CFG
4	22761A05C5	Velagaleti Shalini	PDA to CFG

5. Activity Photos:

6. 




GPS Map Camera
Mylavaram, Andhra Pradesh, India
PJXM+CP7, Mylavaram, Andhra Pradesh 521230, India
Lat 16.748477°
Long 80.634418°
23/09/24 11:17 AM GMT +05:30
Google



T N V S PRAVEEN **DR. D. VEERAIAH**

Course Instructor **Head of the Department**

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DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING

Course Details:

Course Name:	Block Chain technology
Course Code:	20CS29
Branch/Sem/Section:	CSE /VII /C
Academic Year:	2024-25
Faculty Name:	B. Usha Rani
Topic Selected:	Different Applications on BCT Real-Time Applications: **Pros-Cons**
Date of Activity:	09 Nov 2024

1. **Selection of activity:**

In my course, I plan to implement a "Group Discussion" activity as part of an active learning approach. This will enable students to achieve key learning objectives while enhancing their presentation and analytical skills.

2. **List of outcomes associated with activity:**

In my course, the following outcomes are associated with the selected activity.

- Improve individual/teamwork, communication & report writing skills with ethical values.

3. **Objectives of activity:** The primary objectives of this activity are as follows. Upon completion, learners will be able to:

- Enhance their interpersonal communication skills.
- Gain in-depth knowledge of the topic."

4. **Details of participants in the Seminar:**

S.no	Roll number	Name	Topic
1	21761A05G0	K.Manoj	Different Applications on BCT Real-Time Applications: **Pros-Cons**
2	21761A05I4	S.Vamsi Krishna Reddy	
3.	21761A05H7	P.K.Viswesh	

Activity Photos:

Mrs.B.Usha Rani

Course Instructor

Dr.D.Veeraiah

Head of the Department

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DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING

Course Details:

Course Name:	Block Chain technology
Course Code:	20CS29
Branch/Sem/Section:	CSE /VII /C
Academic Year:	2024-25
Faculty Name:	B. Usha Rani
Topic Selected:	Block chain's Impact on Copyright and Digital art through NFTs
Date of Activity:	23 August 2024

5. **Selection of activity:**

In my course, I plan to implement a "CASE STUDY" activity as part of an active learning approach. This will enable students to achieve key learning objectives while enhancing their presentation and analytical skills.

6. **List of outcomes associated with activity:**

In my course, the following outcomes are associated with the selected activity.

- Improve individual/teamwork skills, communication & report writing skills with ethical values.

7. **Objectives of activity:** The primary objectives of this activity are as follows. Upon completion, learners will be able to:

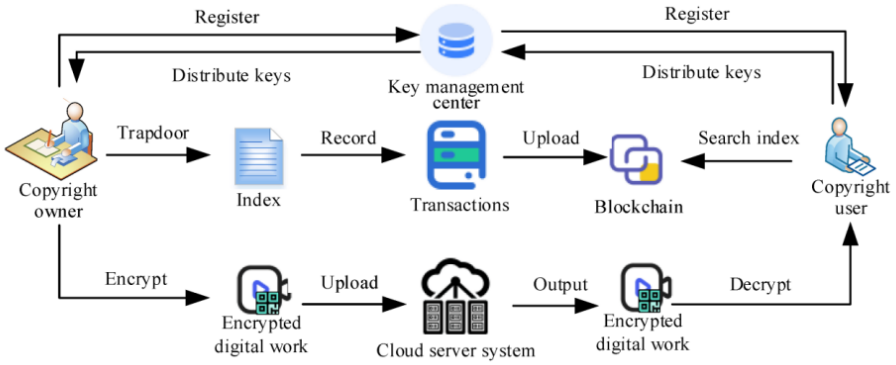
- Enhance their interpersonal communication skills.
- Gain in-depth knowledge of the topic."

8. **Details of participants in the Seminar:**

S.no	Roll number	Name	Topic
1	21761A05D4	A.Rajendra Kumar	Block chain's Impact on Copyright and Digital art through NFTs
2	22765A0516	M.L.A.G. Praneeth	

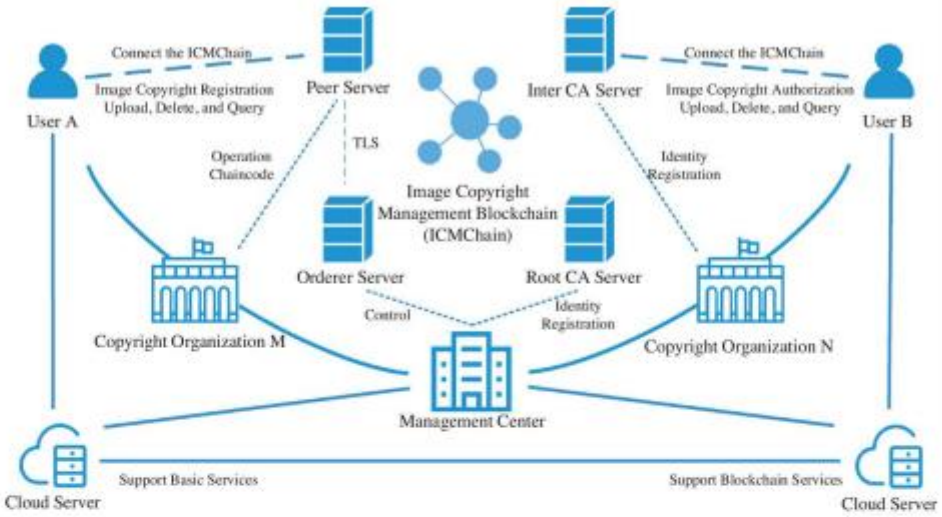
Activity Photos:

Flow



This image illustrates a blockchain-based system for managing copyright and digital content protection, focusing on the secure registration, distribution, and use of copyrighted digital works. Here's an overview of the process shown:

1. **Registration**: Both the **copyright owner** and the **copyright user** register with a **key management center**, which distributes cryptographic keys necessary for secure



This image presents a blockchain-based **Image Copyright Management Chain (ICMChain)**, highlighting how copyright registration and authorization are managed through distributed servers and cryptographic processes. Here's an overview of the components and flow depicted:

1. **Users A and B**: These users represent individuals or entities interacting with the ICMChain.
    - **User A** is responsible for image copyright registration, which involves uploading, deleting, and querying copyright information.
    - **User B** is focused on image copyright authorization, similarly uploading, deleting, and querying but related to permissions or licenses granted for copyrighted images.
2. **ICMChain (Image Copyright Management Blockchain)**: This decentralized blockchain network manages the secure storage and verification of image copyrights. It serves as a trust layer where operations related to copyright and authorization are executed transparently and immutably.

Mrs.B.Usha Rani **Dr.D.Veeraiah**

Course Instructor **Head of the Department**

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DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING

Course Details:

Course Name:	Block Chain technology
Course Code:	20CS29
Branch/Sem/Section:	CSE /VII /C
Academic Year:	2024-25
Faculty Name:	B. Usha Rani
Topic Selected:	Voting System through Distributed Ledger Technology
Date of Activity:	03 August 2024

1. **Selection of activity:**

   In my course, I plan a "Presentation on Voting System through Distributed Ledger Technology(BCT Real-Time Application)" activity as part of an active learning approach. This will enable students to achieve key learning objectives while enhancing their presentation and analytical skills.

2. **List of outcomes associated with activity:**

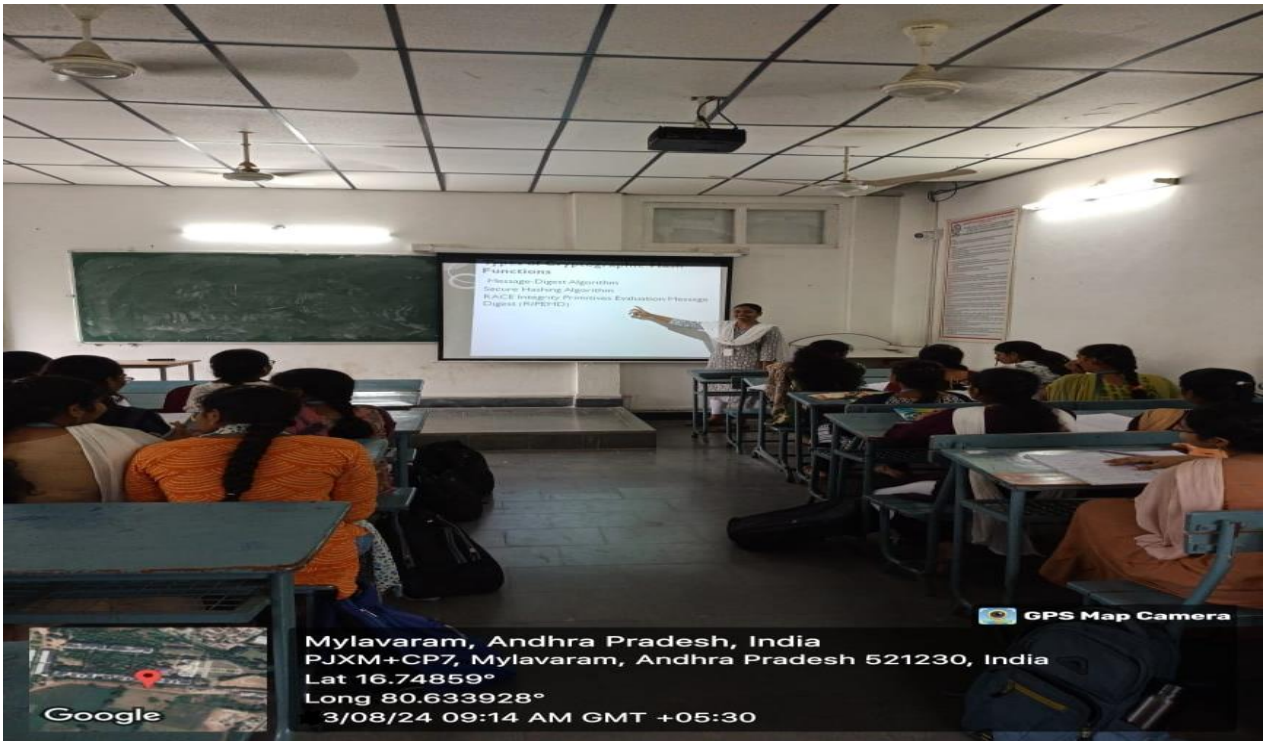
   In my course, the following outcomes are associated with the selected activity.
   - Improve individual/teamwork, communication & report writing skills with ethical values.

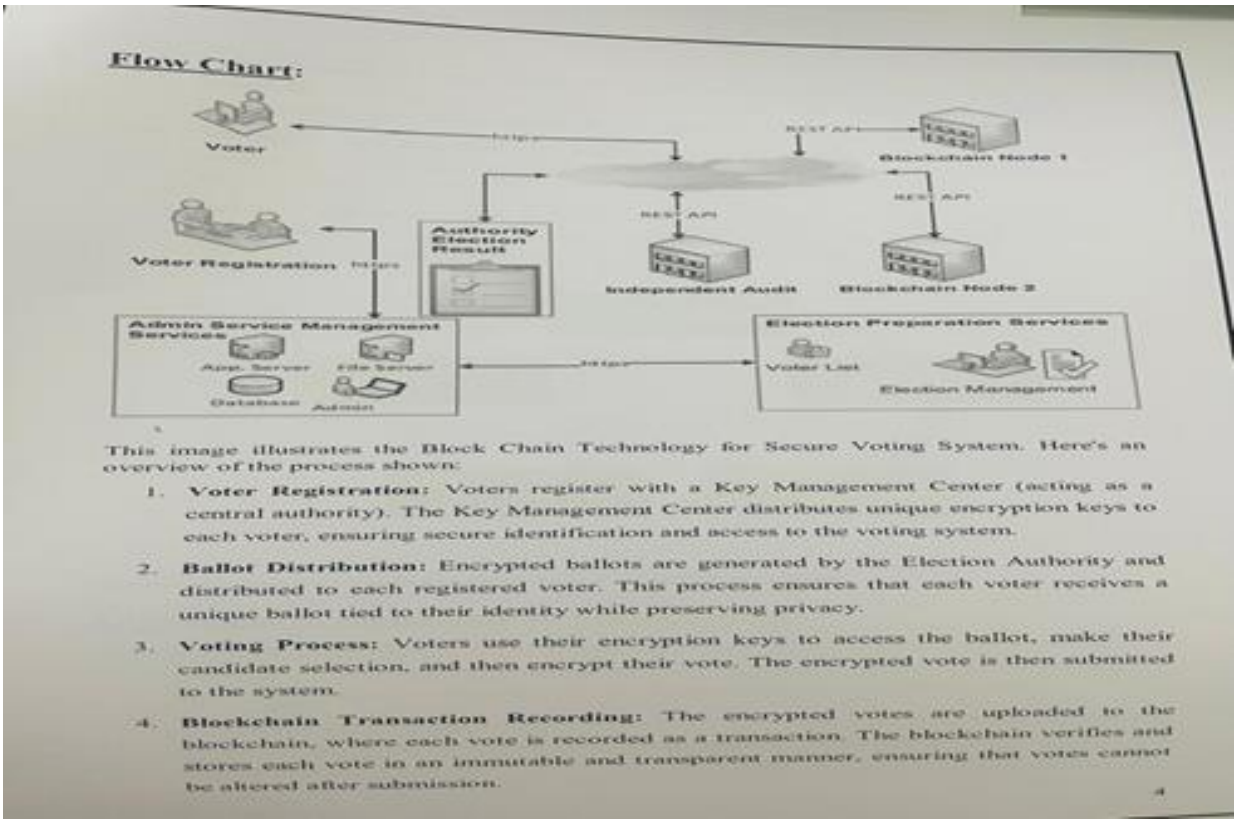
3. **Objectives of activity:** The primary objectives of this activity are as follows. Upon completion, learners will be able to:
   - Enhance their interpersonal communication skills.
   - Gain in-depth knowledge of the topic.

4. **Details of participants in the Seminar**

S.no	Roll number	Name	Topic
1	21761A05FO	D.Sushma Reddy	Voting System through Distributed Ledger Technology
2	21761A05I2	P.Sravya Karthika	
3	21761A05J8	Y.Neha	

Activity Photos:





This image illustrates the Block Chain Technology for Secure Voting System. Here's an overview of the process shown:

1. **Voter Registration:** Voters register with a Key Management Center (acting as a central authority). The Key Management Center distributes unique encryption keys to each voter, ensuring secure identification and access to the voting system.
2. **Ballot Distribution:** Encrypted ballots are generated by the Election Authority and distributed to each registered voter. This process ensures that each voter receives a unique ballot tied to their identity while preserving privacy.
3. **Voting Process:** Voters use their encryption keys to access the ballot, make their candidate selection, and then encrypt their vote. The encrypted vote is then submitted to the system.
4. **Blockchain Transaction Recording:** The encrypted votes are uploaded to the blockchain, where each vote is recorded as a transaction. The blockchain verifies and stores each vote in an immutable and transparent manner, ensuring that votes cannot be altered after submission.

Mrs.B.Usha Rani **Dr.D.Veeraiah**

Course Instructor **Head of the Department**

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DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING

Course Details:

Course Name:	Block Chain technology
Course Code:	20CS29
Branch/Sem/Section:	CSE /VII /A
Academic Year:	2024-25
Faculty Name:	B. Usha Rani
Topic Selected:	Supply Chain Management (Walmart and IBM Food Trust)
Date of Activity:	24 August 2024

1. **Selection of activity:**

In my course, I plan to implement a "CASE STUDY" activity as part of an active learning approach. This will enable students to achieve key learning objectives while enhancing their presentation and analytical skills.

2. **List of outcomes associated with activity:**

In my course, the following outcomes are associated with the selected activity.

- Improve individual/teamwork, communication & report writing skills with ethical values.

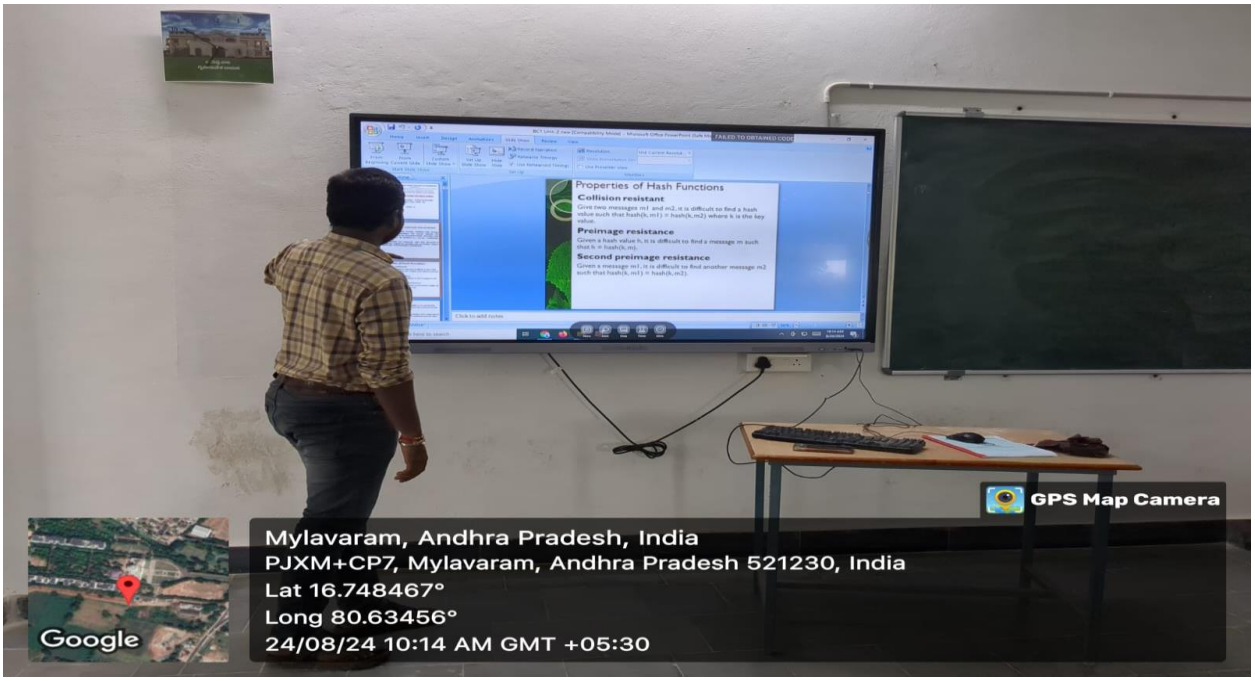
3. **Objectives of activity:** The primary objectives of this activity are as follows. Upon completion, learners will be able to:

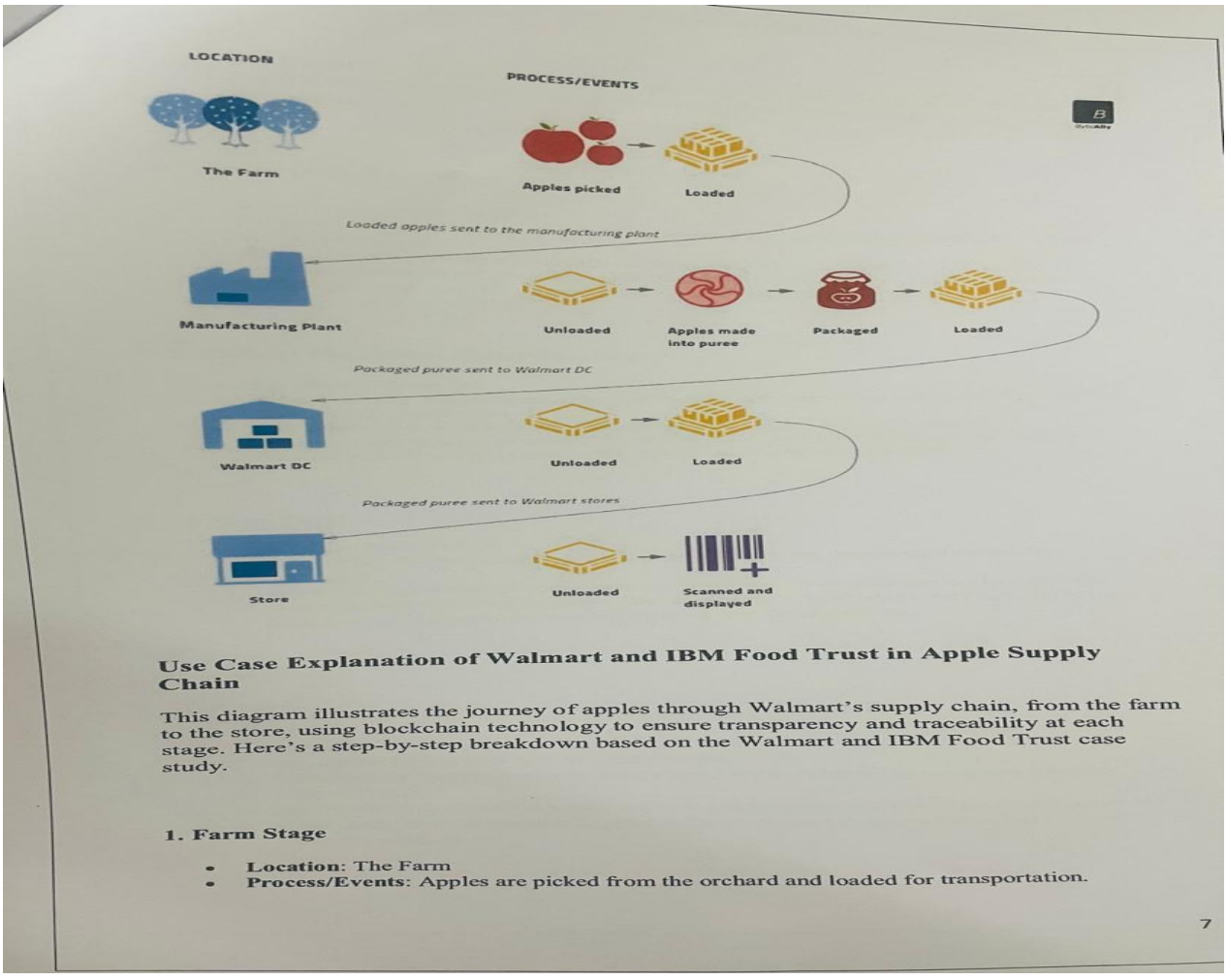
- Enhance their interpersonal communication skills.
- Gain in-depth knowledge of the topic."

4. **Details of participants in the Seminar**

S.no	Roll number	Name	Topic
1	21761A0518	G. Srinivasa Reddy	Supply Chain Management (Walmart and IBM Food Trust)

Activity Photos:





Mrs.B.Usha Rani **Dr.D.Veeraiah**

Course Instructor **Head of the Department**

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DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING

Course Details:

Course Name:	Block Chain technology
Course Code:	20CS29
Branch/Sem/Section:	CSE /VII /A
Academic Year:	2024-25
Faculty Name:	B. Usha Rani
Topic Selected:	Bitcoin and Blockchain Technology In Financial Transactions
Date of Activity:	21 September 2024

1. **Selection of activity:**

In my course, I plan to implement a "Group Discussion" activity as part of an active learning approach. This will enable students to achieve key learning objectives while enhancing their presentation and analytical skills.

2. **List of outcomes associated with activity:**

In my course, the following outcomes are associated with the selected activity.

- Improve individual/teamwork, communication & report writing skills with ethical values.

3. **Objectives of activity:**

The primary objectives of this activity are as follows. Upon completion, learners will be able to:

- Enhance their interpersonal communication skills.
- Gain in-depth knowledge of the topic.

4. Details of participants in the seminar

S.no	Roll number	Name	Topic
1	21761A0510	B.Sravya	Bitcoin and Blockchain Technology in Financial Transactions
2	21761A0521	J.Pujitha	
3	21761A0528	K.Keerthika	
4	21761A0531	K.Aswini	
5	21761A0555	T.Poornima	

Activity Photos:

Mrs.B.Usha Rani **Dr.D.Veeraiah**

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DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING

Course Details:

Course Name:	Block Chain technology
Course Code:	20CS29
Branch/Sem/Section:	CSE /VII /A
Academic Year:	2024-25
Faculty Name:	B. Usha Rani
Topic Selected:	Study on Wipro DICE ID: Time Blockchain Applications
Date of Activity:	03 August 2024 and 24 August 2024

1. **Selection of activity:**

In my course, I plan to implement a "Seminar" activity as part of an active learning approach. This will enable students to achieve key learning objectives while enhancing their presentation and analytical skills.

2. **List of outcomes associated with activity:**

In my course, the following outcomes are associated with the selected activity.

- Improve individual/teamwork, communication & report writing skills with ethical values.

3. **Objectives of activity:**

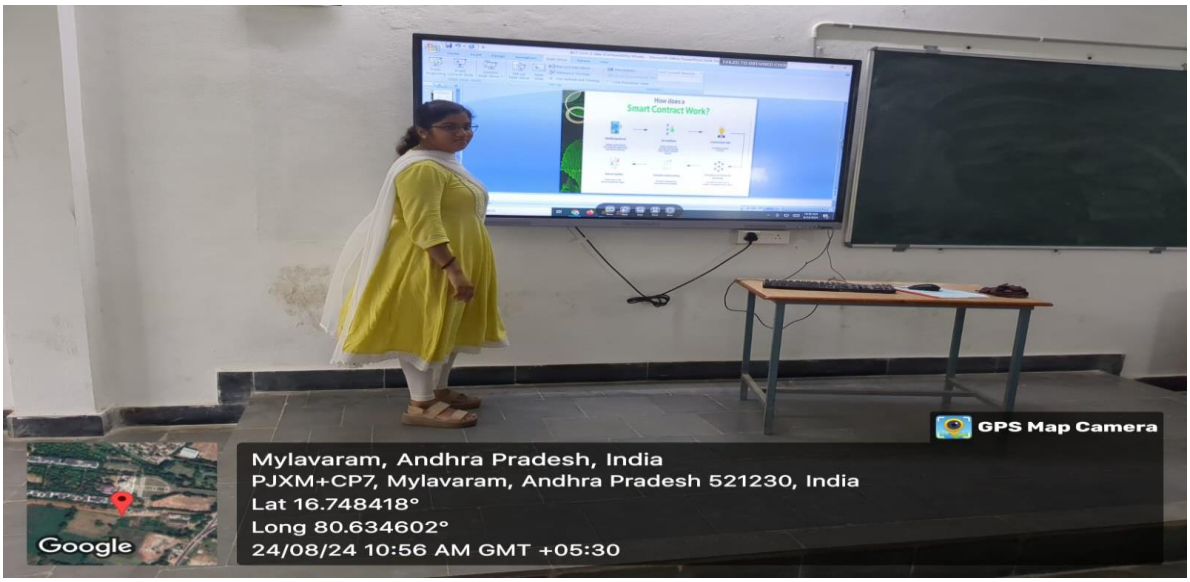
The primary objectives of this activity are as follows. Upon completion, learners will be able to:

- Enhance their interpersonal communication skills.
- Gain in-depth knowledge of the topic.

4. Details of participants in the seminar

S.no	Roll number	Name	Topic
1	21761A0540	J.Jogendra	Study on Wipro DICE ID: Time Blockchain Applications
2	22765A0502	G.Dhanushya	

Activity Photos:



Mrs.B.Usha Rani **Dr.D.Veeraiah**

Course Instructor **Head of the Department**

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DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING

Course Details:

Course Name:	IT Workshop Lab
Course Code:	23IT51
Branch/Sem/Section:	CSE /I/B
Academic Year:	2024-25
Faculty Name:	P. Veera Swamy
Topic Selected:	Assembling and Disassembling of PC
Date of Activity:	30-11-2024

1.Selection of activity:

During the **IT Workshop laboratory** course, I planned to conduct a one activity-based learning task with students that is **"Experimental task".** This activity helps the students to know how personal computers are assembling and disassembling practically.

2.List of outcomes associated with this activity:

Assembling and disassembling a PC (Personal Computer) involves various technical, cognitive, and practical outcomes. Here's a list of potential outcomes associated with this activity:

1. Technical Outcomes:

- **Hardware knowledge**: Participants gain knowledge about the internal components of a PC (e.g., motherboard, CPU, RAM, power supply, GPU, storage devices).
- **Understanding system configuration**: Learners understand how different hardware components work together and how they affect system performance.
- **Error detection**: The activity may help in identifying and troubleshooting issues such as faulty parts, loose connections, or incompatible components.

- **Upgrade skills**: The ability to upgrade or replace parts (e.g., adding more RAM, swapping a hard drive for an SSD) is a key skill learned through PC assembly/disassembly.
- **System testing and diagnostics**: Testing the PC after assembling or disassembling to ensure all components function properly, such as running POST (Power On Self Test), and checking BIOS settings.

2. Cognitive Outcomes:

- **Problem-solving skills**: Assembling and disassembling a PC often involves problem-solving, especially when facing issues like hardware compatibility or connectivity errors.
- **Memory retention**: Remembering the proper order of components, connections, and assembly instructions can improve memory and recall.
- **Attention to detail**: Ensuring components are properly aligned and connected without damaging parts requires great attention to detail.
- **Spatial reasoning**: Understanding how various components fit within the case and how cables are routed helps develop spatial reasoning skills.

3. Motor Skills Outcomes:

- **Fine motor skills**: Handling small screws, connectors, and delicate components like the CPU or RAM improves manual dexterity.
- **Hand-eye coordination**: The activity requires careful coordination when inserting components into slots, tightening screws, and making precise connections.
- **Tool handling**: Gaining experience using tools such as screwdrivers, anti-static wrist straps, and cable ties.

4. Learning Outcomes:

- **Component identification**: Understanding the function and characteristics of each component (e.g., CPU, RAM, GPU, storage drives) and learning how to identify and troubleshoot them.
- **Knowledge of PC architecture**: Learning how the central processing unit (CPU), memory (RAM), and storage devices (HDD, SSD) interact within a computer system.
- **BIOS/UEFI setup**: Learning how to navigate and configure BIOS or UEFI settings, including boot order, enabling virtualization, and other essential configurations.

- **Software installation and setup**: Gaining experience with installing the operating system (e.g., Windows, Linux), drivers, and necessary software to ensure the system runs optimally.

5. Technical Proficiency Outcomes:

- **Tool and equipment proficiency**: Participants gain proficiency with tools necessary for building or disassembling a PC, such as screwdrivers, thermal paste, cable ties, and zip ties.
- **Cable management skills**: Organizing cables effectively to ensure airflow and prevent tangling or obstruction of components, promoting better cooling and aesthetics.

6. Troubleshooting and Diagnostic Outcomes:

- **Diagnosing hardware issues**: Identifying hardware failures (e.g., malfunctioning RAM, CPU, or GPU) during assembly or disassembly.
- **Problem isolation**: Isolating specific issues (e.g., faulty power supply, motherboard failure) after the assembly process to ensure proper function.

3.Objectives of Activity:

The objectives of assembling and disassembling PC activity can vary depending on the context (e.g., educational, technical, or personal). However, the general goals focus on gaining hands-on experience with computer hardware, troubleshooting, and understanding the components and systems involved. Here are some common objectives:

1. Learning and Understanding PC Components:

- **Objective**: To familiarize participants with the internal components of a personal computer, such as the motherboard, CPU, RAM, storage devices (HDD, SSD), graphics card, power supply, and peripherals.
- **Outcome**: Gain knowledge about the function, interaction, and installation of these components within a working system.

2. Developing Technical Skills:

- **Objective**: To develop proficiency in handling and installing computer hardware, including connecting cables, mounting components, and managing internal connections.
- **Outcome**: Improve hand-eye coordination, manual dexterity, and familiarity with tools and components.

3. Building Troubleshooting Abilities:

- **Objective**: To practice diagnosing and troubleshooting issues that arise during the assembly or disassembly process, such as loose connections, hardware failures, or system errors.
- **Outcome**: Build problem-solving skills, critical thinking, and the ability to isolate and fix hardware issues.

4. Understanding PC Assembly/Disassembly Process:

- **Objective**: To learn and apply the correct sequence of steps required to assemble or disassemble a computer system efficiently and without damage.
- **Outcome**: Gain experience with the proper order of operations for assembly (e.g., CPU first, RAM second, etc.) and disassembly (e.g., safely removing components without damaging them).

5. Enhancing Knowledge of BIOS/UEFI and System Setup:

- **Objective**: To understand and practice navigating the BIOS/UEFI settings, including adjusting boot order, enabling/disabling hardware components, and setting up system configurations.
- **Outcome**: Learn how to configure and optimize the system before installing the operating system.

6. Learning Safety Protocols:

- **Objective**: To learn and apply safety measures during the assembly and disassembly of a computer, such as using anti-static wrist straps, handling sensitive components carefully, and avoiding electrical hazards.
- **Outcome**: Foster a safe working environment by preventing static damage to components and avoiding injury during the task.

7. Improving Efficiency and Speed:

- **Objective**: To become more efficient in assembling and disassembling a PC over time, learning to minimize errors and complete tasks faster.
- **Outcome**: Achieve higher speed and accuracy in completing computer builds and repairs, which can be applied in a professional context (e.g., IT support or computer repair).

8. Understanding PC System Integration:

- **Objective**: To learn how different components of a computer system integrate and interact with each other, including data transfer between the CPU, RAM, storage devices, and peripherals.
- **Outcome**: Gain a deep understanding of how system performance is influenced by hardware choices and configurations.

9. Enhancing Cable Management Skills:

- **Objective**: To practice effective cable management, ensuring that wires are organized and routed in a way that does not obstruct airflow or interfere with other components.
- **Outcome**: Improve the aesthetic and functional quality of the PC build, leading to better airflow and reduced risk of overheating.

10. Upgrading and Customization Skills:

- **Objective**: To gain experience in upgrading existing systems by adding new hardware (e.g., more RAM, a better GPU, or additional storage) or customizing systems to fit specific needs (e.g., gaming, professional work, or multimedia).
- **Outcome**: Gain the skills to modify and optimize PCs for specific tasks or to extend their lifespan.

11. Learning System Installation and Configuration:

- **Objective**: To understand how to install an operating system (e.g., Windows, Linux) and the necessary drivers to ensure that all hardware components work correctly.
- **Outcome**: Learn how to configure the system, install drivers, and test system functionality after assembling or disassembling the PC.

12. Gaining Confidence in IT Support or Hardware Repair:

- **Objective**: To build confidence in troubleshooting and repairing computers, an essential skill for IT support roles or personal tech maintenance.
- **Outcome**: Be prepared to offer technical support or services, either professionally or as a hobby, by diagnosing and repairing hardware problems.

13. Understanding PC Performance and Optimization:

- **Objective**: To understand how different hardware components affect the overall performance of a system and how to optimize the system for better speed, stability, and efficiency.
- **Outcome**: Learn how to choose the right components for specific needs (e.g., gaming, video editing, data processing) and optimize system performance.

14. Developing Professional Skills for Career Readiness:

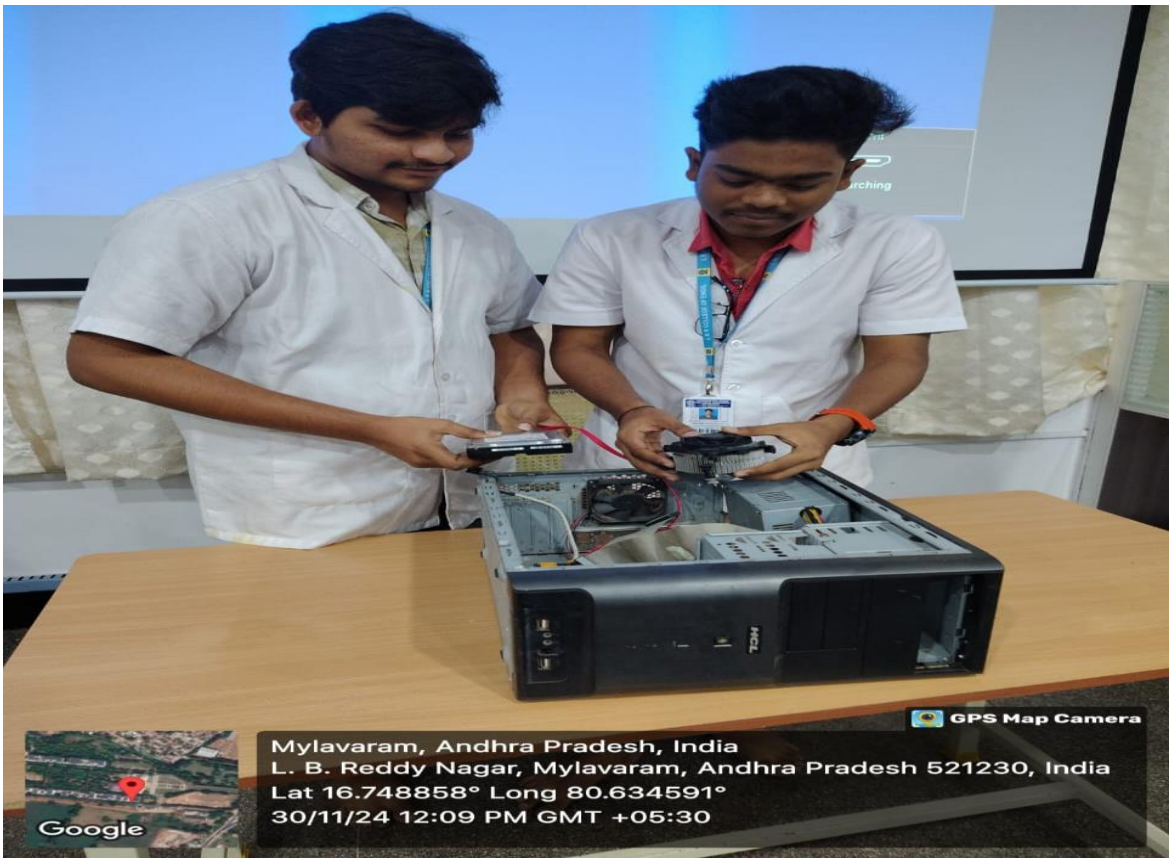
- **Objective**: To gain hands-on experience and technical knowledge that can be applied in professional roles, such as IT technician, computer hardware specialist, or system builder.

- **Outcome**: Build a foundation for a career in tech, helping participants to qualify for roles in IT hardware support, system building, or repair services.

4.Details of participants in Case Studies and Real-World Scenarios

S.no	Roll number	Name	Topic
1	24761A0577	Bowrisetty Rohith Sai	He was practically showing how to PC disassembling
2	24761A05A3	Mutyala Koushik	He was practically showing how to PC disassembling
3	24761A0590	Kanchi Rajeswari	She was practically showing how to PC assembling
4	24761A05A9	Pakkurthi Naga Sowmya	She was practically showing how to PC assembling

1. Activity Photos: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L. B. Reddy Nagar, Mylavaram, Andhra Pradesh 521230, India
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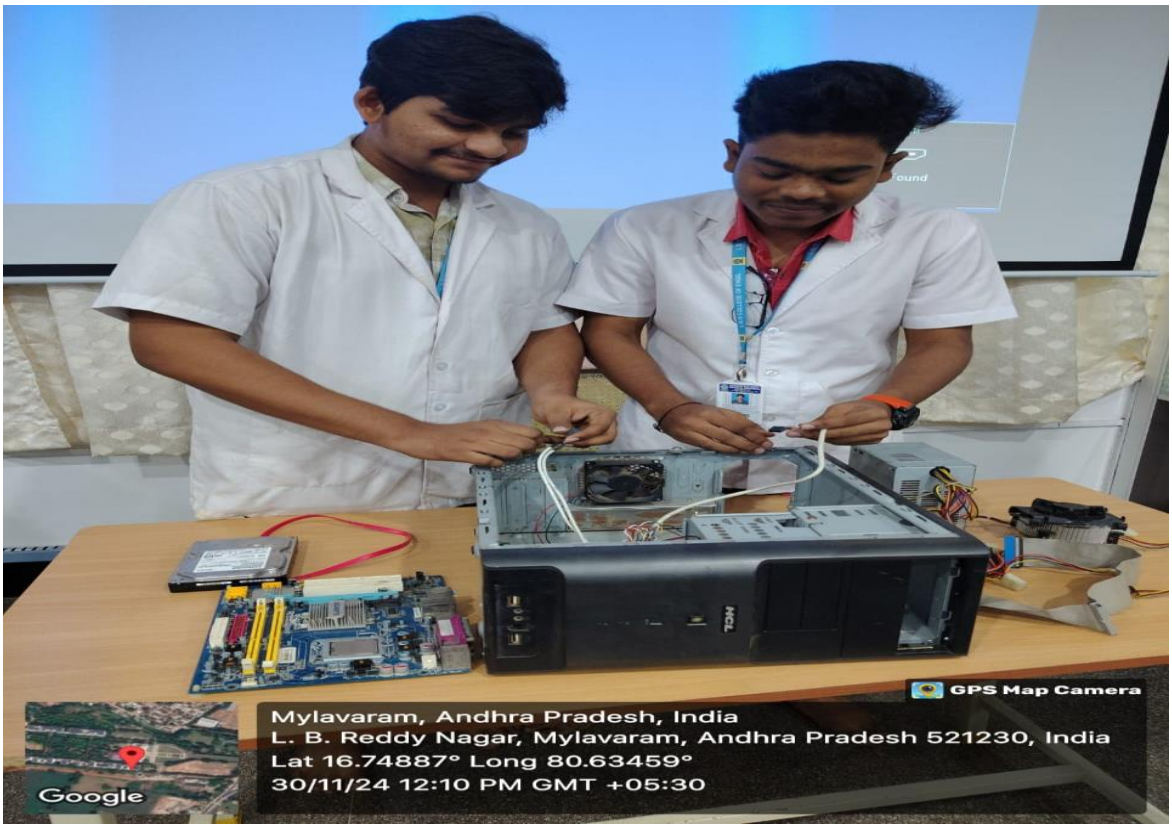
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L. B. Reddy Nagar, Mylavaram, Andhra Pradesh 521230, India
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Google


GPS Map Camera
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L. B. Reddy Nagar, Mylavaram, Andhra Pradesh 521230, India
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Google

Course Instructor **Head of the Department**

(P.Veera Swamy) **(Dr D.Veeraiah)**

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DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING

Course Details:

Course Name:	Software Project Management
Course Code:	20CS25
Branch/Sem/Section:	CSE /VII /C
Academic Year:	2024-25
Faculty Name:	P. Veera Swamy
Topic Selected:	Software project life cycles phases
Date of Activity:	02-08-2024

1.Selection of activity:

During **Software Project Management** course, I planned to conduct a one activity-based learning task with students that is **"Role-play and Seminar".** This activity helps the students to gain knowledge about the software development process and much more about the software project life cycle phases as well as improve their individual presentation skills.

2.List of outcomes associated with activity:

The outcomes of engineering and production stages can vary depending on the specific industry, product, and project. However, here is a generalized list of outcomes for both engineering and production stages:

Engineering Stage Outcomes:

- **Design Specifications:** Clearly defined specifications and requirements for the product or system.
- **Prototypes:** Physical or digital prototypes to validate design concepts and functionalities.
- **Technical Drawings:** Detailed drawings, schematics, and blueprints for manufacturing and assembly.
- **Simulation and Analysis Results:** Results from simulations and analyses to ensure product performance, structural integrity, and safety.
- **Bill of Materials (BOM):** A comprehensive list of all materials, components, and sub-assemblies required for production.

- **CAD Models:** 3D computer-aided design (CAD) models representing the final product.
- **Testing Protocols:** Defined protocols for testing and validating the product during and after production.
- **Feasibility Studies:** Analysis of the technical, economic, and operational feasibility of the product.
- **Regulatory Compliance Documentation:** Documents ensuring that the product complies with relevant industry standards and regulations.
- **Risk Analysis:** Identification and assessment of potential risks associated with the design and engineering processes.

Production Stage Outcomes:

- **Manufactured Units:** Actual production of the final product or components.
- **Quality Control Reports:** Documentation of quality control processes and outcomes to ensure product quality.
- **Assembly Instructions:** Detailed instructions for assembling the product, including step-by-step procedures.
- **Tooling and Equipment:** Development and utilization of tools, molds, and equipment required for production.
- **Production Schedule:** A timeline outlining the production process, including milestones and delivery dates.
- **Inventory Management:** Tracking and management of raw materials, work-in-progress, and finished goods.
- **Cost Analysis:** Evaluation of production costs, including labor, materials, and overhead.
- **Waste Management Plan:** Strategies for minimizing waste and optimizing resource utilization during production.
- **Supply Chain Coordination:** Coordination with suppliers to ensure a steady flow of materials and components.
- **Post-Production Support:** Documentation and support for maintenance, repairs, and customer service.

These outcomes collectively contribute to the successful development, manufacturing, and delivery of a product while ensuring it meets quality standards, complies with regulations, and is economically viable.

3.Objectives of Activity:

The main objectives of this activity are listed as follows.

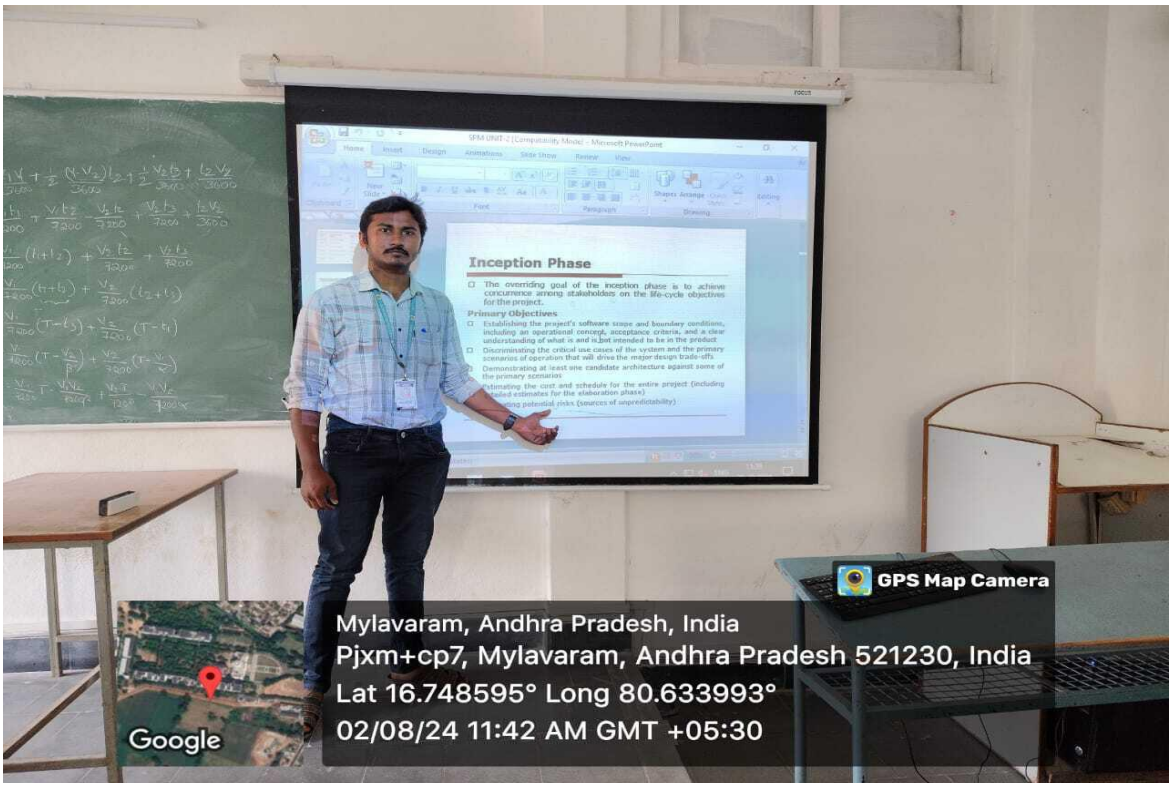
- **Enhanced Engagement:** This engagement helps to create a positive and dynamic learning environment.
- **Better Understanding:** Through hands-on activities, students can gain a deeper understanding of concepts.
- **Critical Thinking Skills:** It promotes the development of higher-order thinking skills by requiring students to apply knowledge in practical situations.
- **Collaboration and Communication:** Students learn to work effectively in teams, share ideas, and communicate their thoughts to others.

- **Skill Development:** Allows for the integration of various skills, including problem-solving, decision-making, creativity, and communication.
- **Application of Knowledge:** They have learned in real-world scenarios, making the learning experience more meaningful and relevant.
- **Motivation:** Hands-on activities can increase students' motivation to learn.
- **Personalized Learning:** This individualized approach can cater to diverse learning preferences within a classroom.
- **Real-World Connection:** This connection to real-world experiences can enhance the relevance of the curriculum.

4.Details of participants in Role-Play and Seminar

S.no	Roll number	Name	Topic
1	21761A05D4	Akula Rajendra Kumar	He was given information about Inception phase
2	21761A05I1	Pingala Ganga Bhavani	He was given information about Elaboration phase
3	21761A05E5	Chatla Vijay Kumar	He was given information about Construction phase
4	21761A05E2	Bhogireddy Rupa Sri	He was given information about Transition phase

1. **Activity Photos:**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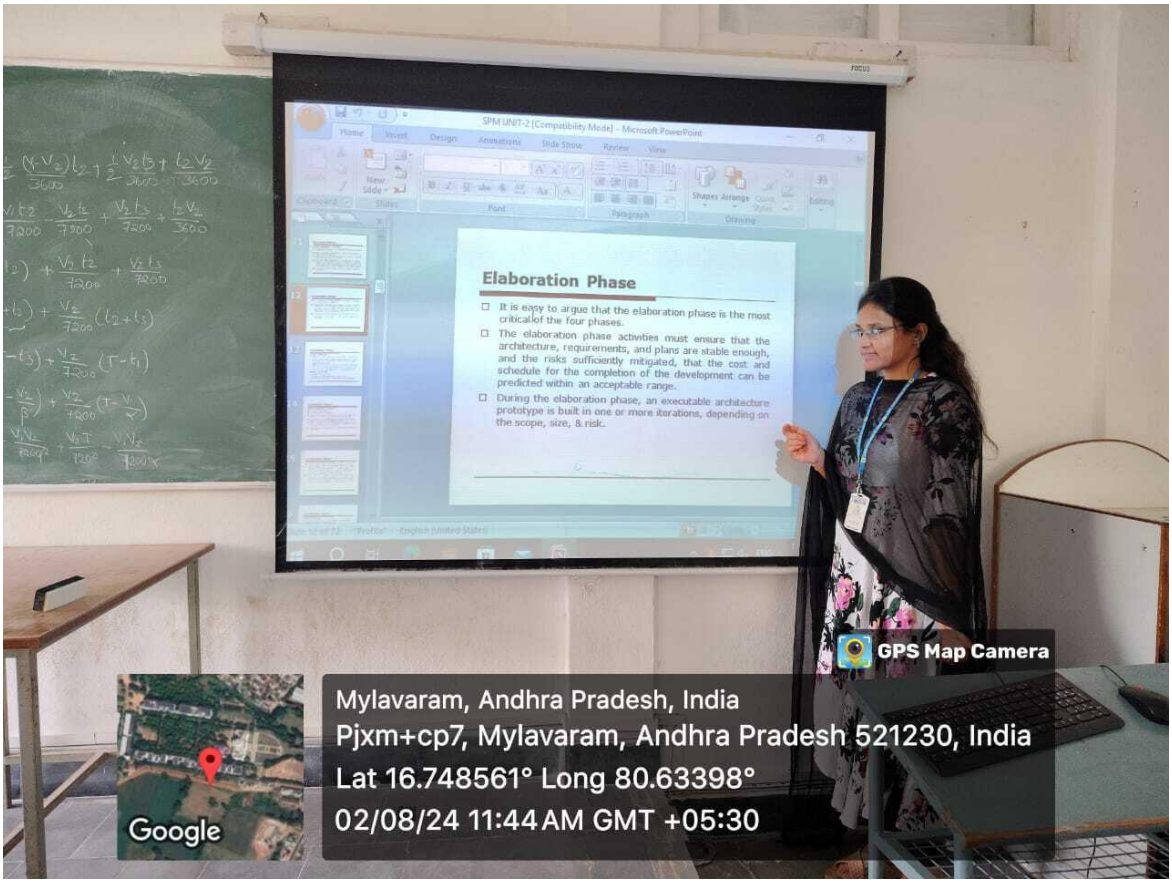
Lat 16.748595° Long 80.633993°
02/08/24 11:42 AM GMT +05:30
Google


Elaboration Phase
It is easy to argue that the elaboration phase is the most critical of the four phases.
The elaboration phase activities must ensure that the architecture, requirements, and plans are stable enough, and the risks sufficiently mitigated, that the cost and schedule for the completion of the development can be predicted within an acceptable range.
During the elaboration phase, an executable architecture prototype is built in one or more iterations, depending on the scope, size, & risk.
GPS Map Camera
Mylavaram, Andhra Pradesh, India
Pjxm+cp7, Mylavaram, Andhra Pradesh 521230, India
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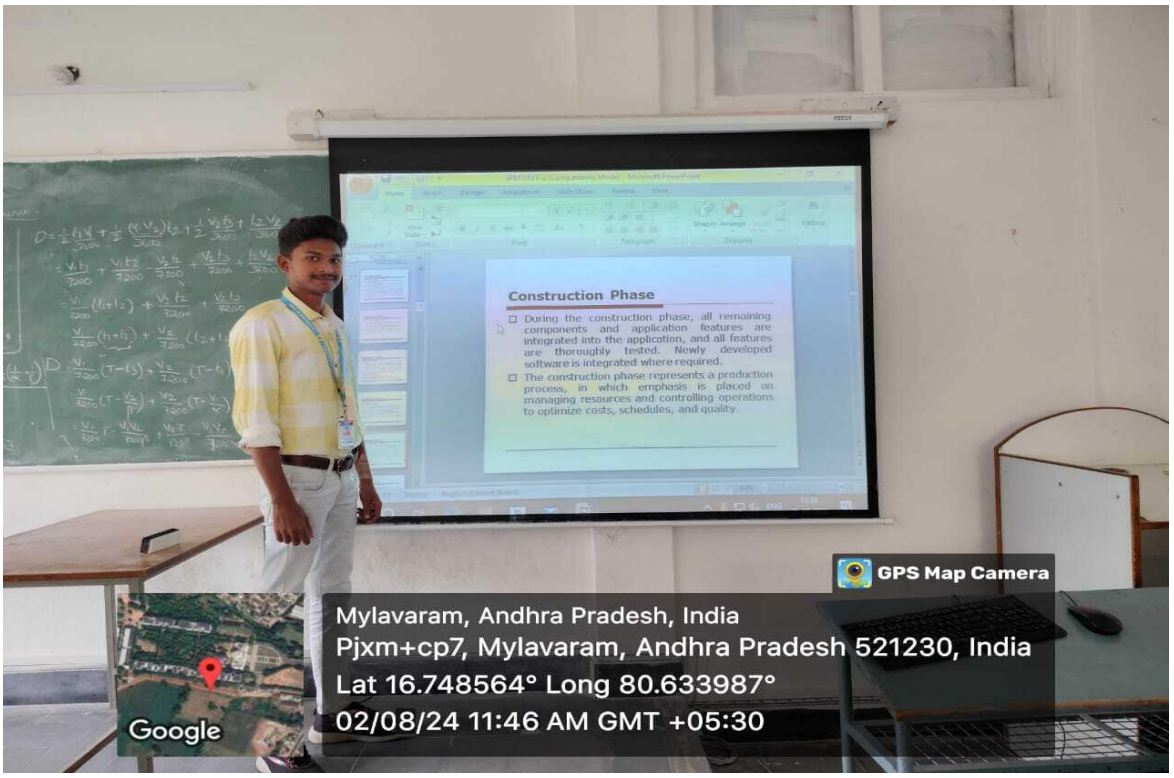
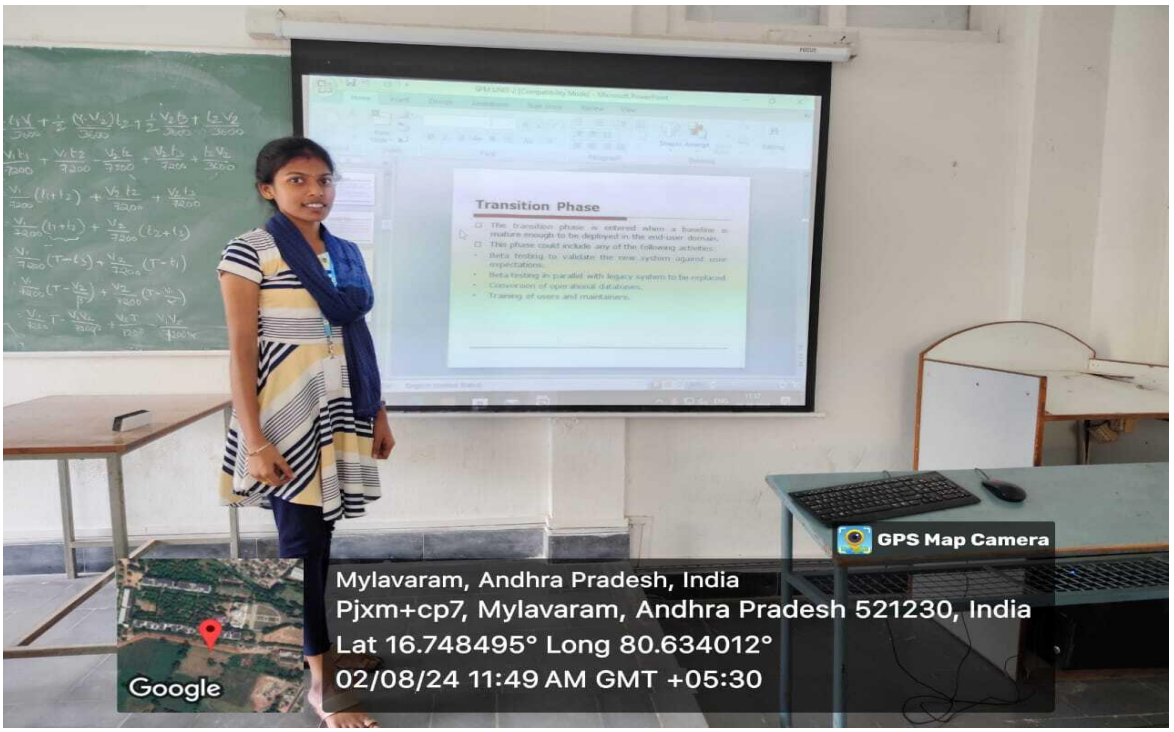
Google





Course Instructor **Head of the Department**

(P.Veera Swamy) **(Dr D.Veeraiah)**

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hodcse@lbrce.ac.in, cseoffice@lbrce.ac.in, Phone: 08659-222 933, Fax: 08659-222931

DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING

Course Details:

Course Name:	Introduction to Programming
Course Code:	20CS01
Branch/Sem/Section:	CSE /I/B
Academic Year:	2024-25
Faculty Name:	Dr. Y. Vijay Bhaskar Reddy
Topic Selected:	C Functions, recursion and Storage Classes
Date of Activity:	30-11-2024

1. Selection of activity:

In my course, to conduct an active learning work, I planned to conduct **"Filling the Missing Code".** This helps students achieve objectives by improving conceptual clarity and analysis skills on the above concepts.

2. List of outcomes associated with activity:

In my course, the following outcomes are associated with the selected activity.

- Understanding C Functions, Recursion and Storage Classes.
- Importance of the logic building.
- Applying Storage Classes.

3. Objectives of activity

The main objectives of this activity are listed as follows. A learner able to:

- Understanding C Functions, Recursion and Storage Classes.
- Importance of the logic building.
- Applying Storage Classes.

4.Details of participants in Written Test (MCQs)

S. No.	Regd. Num.	Name of the Student
1	24761A0566	AALLA ROHITHA
2	24761A0567	ALLAM BHARATH SAI
3	24761A0568	BADAKALA VINOD KUMAR
4	24761A0569	BANAVATH VAMSI MOHAN
5	24761A0570	BANDI VAMSI MADHAV
6	24761A0571	BATTU JYOTHIRMAI
7	24761A0572	BHAROTHU SIREESHA
8	24761A0573	BILLA JOYCE
9	24761A0574	BOBBALA TRIVIKRAM REDDY
10	24761A0575	BOJEDLA HRUSHIKESH
11	24761A0576	BOMMINA MANIKANTA
12	24761A0577	BOWRISETTY ROHITH SAI
13	24761A0578	BUDDE VENKATA SIVA LAKSHMI PRASANNA
14	24761A0579	CHIGURUKOTA BHARGAV SAI
15	24761A0580	ELASARAPU KUSHWANTH
16	24761A0581	GANDHAM NIYATHI
17	24761A0582	GANTA HARIKA LAKSHMI
18	24761A0583	GOLLU SWATHI
19	24761A0584	GOPIDESI PUJITHA
20	24761A0585	GURRAM GEETHA SRIRTHI
21	24761A0586	INJAMURI YASWANTH KUMAR
22	24761A0587	JAJULA MAHESH
23	24761A0588	JUJJAVARAPU SAILU
24	24761A0589	KADALI SOWMYA
25	24761A0590	KANCHI RAJESWARI
26	24761A0591	KARETI VEERA MANIKANTA
27	24761A0592	KASIVARAPU BHAVANI
28	24761A0593	KATTA SRINIVAS
29	24761A0594	KESAMSETTI AKHILA
30	24761A0595	KOPURU MAMATHA
31	24761A0596	KUCHIPUDI KARTHIK
32	24761A0597	MALLADI PRAMOD
33	24761A0598	MOHAMMED ABDUR RAHMAN
34	24761A0599	MOHAMMED KAJAA MOYEEN PASHA
35	24761A05A0	MORLA INDHU
36	24761A05A1	MOTATI ANANTHA LAKSHMI
37	24761A05A2	MUTHI NIKITH SRI RAJ
38	24761A05A3	MUTYALA KOUSHIK
39	24761A05A4	NACHHIREDDY JAGADEESH
40	24761A05A5	NADAKUDURU VENUMADHAV
41	24761A05A6	NERELLA VENKATA NAGA NANDINI
42	24761A05A7	ONTIPULI SIRI CHANDANA
43	24761A05A8	PADAM MAHALAKSHMI
44	24761A05A9	PAKKURTHI NAGA SOWMYA
45	24761A05B0	PALAGIRI THANUSHKA REDDY
46	24761A05B1	PILAKA PHANI SURYA BHAVANI SANKAR REDDY
47	24761A05B2	PONNAPUDI RAJESWARI
48	24761A05B3	PONNATI MEENAKSHI
49	24761A05B4	PULI TEJASRI

50	24761A05B5	PURNA CHAND BAPATLA
51	24761A05B6	RELLA ESWAR
52	24761A05B7	SAMPATHI RUPA LAKSHMI
53	24761A05B8	SANAGALA SIVA NAGA NIKESH REDDY
54	24761A05B9	SHAIK ASIF
55	24761A05C0	SHAIK ATHIKUR REHMAN
56	24761A05C1	SHAIK SADARUNNISA
57	24761A05C2	SHAIK SIDDHIK
58	24761A05C3	SINGALLA NAVYA
59	24761A05C4	SONTI DEEPA SREE
60	24761A05C5	SUNKAVALLI JASWANTH CHOWDARY
61	24761A05C6	TALLURI LIKHITHA
62	24761A05C7	TAMARADA SWETHA
63	24761A05C8	TATA CHANDRA SEKHAR
64	24761A05C9	VEMULAKONDA VEERENDRA KUMAR
65	24761A05D0	YADLA KIRAN KUMAR
66.	24761A05D1	YALAGANDULA SAI LALITHA

1. Activity Photos:


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Google


29.1°C
Saturday, November 30, 2024, 14:57:23
PJXM+CP7, Mylavaram, Andhra Pradesh 521230, India
Google

Course Instructor

(Y.V. Bhaskar Reddy)

Head of the Department

(Dr. D. Veeraiah)

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hodcse@lbrce.ac.in, cseoffice@lbrce.ac.in, Phone: 08659-222 933, Fax: 08659-222931

DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING

Course Details:

Course Name:	Object Oriented Programming Through Java
Course Code:	23CS05
Branch/Sem/Section:	CSE /III /D
Academic Year:	2024-25
Faculty Name:	Dr. Y. Vijay Bhaskar Reddy
Topic Selected:	Exception Handling, Multithreading & Collection Framework.
Date of Activity:	31-10-2024

1. Selection of activity:

In my course, to conduct an active learning work, I plan to conduct **"Open Questioning".** This helps students in achieving objectives by improving individual programming and communication skills.

2. List of outcomes associated with activity:

In my course, the following outcomes are associated with the selected activity..

- Explaining the concept of Exception Handling & Multithreading.
- Elaborating the concept of Collection Framework.
- Improve individual/teamwork, communication skills with ethical values.

3. Objectives of activity

The main objectives of this activity are listed as follows. A learner able to:

- Develop interpersonal communication skills.
- Know the conceptual clarity of Exception Handling, Multithreading, and Collection Framework.
- Improve the presentation skills among the students.

4.Details of participants in Open Questioning

S.no	Roll number	Name
1.	23761A05J9	ANDE TEJA NAGA RUPA
2.	23761A05K0	AYINAKOTA MAHESH
3.	23761A05K1	BADISA VINODINI
4.	23761A05K2	BANDI RISHMITHA
5.	23761A05K3	BHAVANA UDAY SIVA SHANKAR
6.	23761A05K4	BHIMIREDDI SRI RESHMITHA
7.	23761A05K5	BITRA GRISHMA
8.	23761A05K6	BOLLA RATHNA BHARGAVI
9.	23761A05K7	CHEDALAVADA HANURAM PHANI PRASAD
10.	23761A05K8	DUDALA VENKATA LOKESH
11.	23761A05K9	GODAVARTHI SHRESTHA CHARITHA
12.	23761A05L0	GUDISE LAHARI
13.	23761A05L1	GUGULOTHU SRAVANTHI
14.	23761A05L2	JANGALA GNANAPRIYA
15.	23761A05L3	JARAPALA ROJA
16.	23761A05L4	JONNALAGADDA VINAY KUMAR
17.	23761A05L5	KALVAKUNTLA VIJAY KANTH
18.	23761A05L6	KANALA JAYA TRISHA
19.	23761A05L7	KANDULA TARUN
20.	23761A05L8	KANURU UTTAM RAM
21.	23761A05L9	KARRA KAVYA
22.	23761A05M0	KONA SIDDESWAR REDDY
23.	23761A05M1	KOPPULA SIRISHA
24.	23761A05M2	KOSURU MOUNIKA
25.	23761A05M3	KOTA SRIVALLI
26.	23761A05M4	KOTTAKOTA MOUNIKA
27.	23761A05M5	KOUSHIK ESLAVATH
28.	23761A05M6	KRISHTIPATI KEERTHI REDDY
29.	23761A05M7	LOBHISETTI RAJESH
30.	23761A05M8	MAADANA JYOTHIRMAYI
31.	23761A05M9	MADDIPUDI VENKATA SURYA KIRAN
32.	23761A05N0	MAGINAM TIRUVANI
33.	23761A05N1	MANABOTHULA HIMA SRI
34.	23761A05N2	MAREPALLI KAVYA
35.	23761A05N3	MOHAMMAD AQBALL
36.	23761A05N4	MUNAGALA SURENDRA REDDY
37.	23761A05N5	MUTAKARATAPU VENKATA KARTHIK
38.	23761A05N6	MUVVA NIHARSHINI

39.	23761A05N7	NADENDLA GEETHANVITHA
40.	23761A05N8	NARAGANI YASWANTH RAM
41.	23761A05N9	NAREDLA RASALI REDDY
42.	23761A05O0	PALLEPU NARASIMHA RAO
43.	23761A05O1	PAMBI ANGEL
44.	23761A05O2	PATAPANCHALA THRINESH
45.	23761A05O3	PITHANI MOHAN SATISH
46.	23761A05O4	PORANDLA PHANIVENKATA SRI LIKHITHA
47.	23761A05O5	PULAVARTHI NAVEEN
48.	23761A05O7	RAVINUTHALA AKHIL
49.	23761A05O8	SADAM NOHIA SRI
50.	23761A05O9	SANGISETTI SRI VENKATA SAI SIVA RAM
51.	23761A05P0	SARAGADA TIRUPATHI VENKATA MOHAN REDDY
52.	23761A05P1	SEELAM LIKHITHA
53.	23761A05P2	SHAIK ATIQ REHAMAN
54.	23761A05P3	SHAIK MAHEEN
55.	23761A05P4	SHAIK RIYAZ
56.	23761A05P5	SIDDABATHUNI VAISHNAVI
57.	23761A05P6	TANGIRALA UMAMAHESWARA REDDY
58.	23761A05P7	THODETI LASYA MANOGNA
59.	23761A05P8	THOMMANDRU HARSHITHA
60.	23761A05P9	TIRAMDASU USHA SRI
61.	23761A05Q0	VANKALAPATI TIRUPATHAMMA
62.	23761A05Q1	VISWANADHUNI HARIKA
63.	23761A05Q2	YALLA REVATHI KUMAR
64.	23761A05Q3	YARAGORLA SATYA ALEKYA
65.	23761A05Q4	YARAM KEERTHI
66.	24765A0519	BANAVATHU VAMSI
67.	24765A0520	BUDDA PRASANNA
68.	24765A0521	KONGARA VAIBHAV
69.	24765A0522	MUTYALA HARSHITHA
70.	24765A0523	PERIKALA SRI CHARAN
71.	24765A0524	SHAIK HAIDER

1. **Activity Photos:**

Course Instructor **Head of the Department**

(Dr. Y. Vijay Bhaskar Reddy) **(Dr. D. Veeraiah)**