



BVRIT HYDERABAD College of Engineering for Women
Department of Information Technology

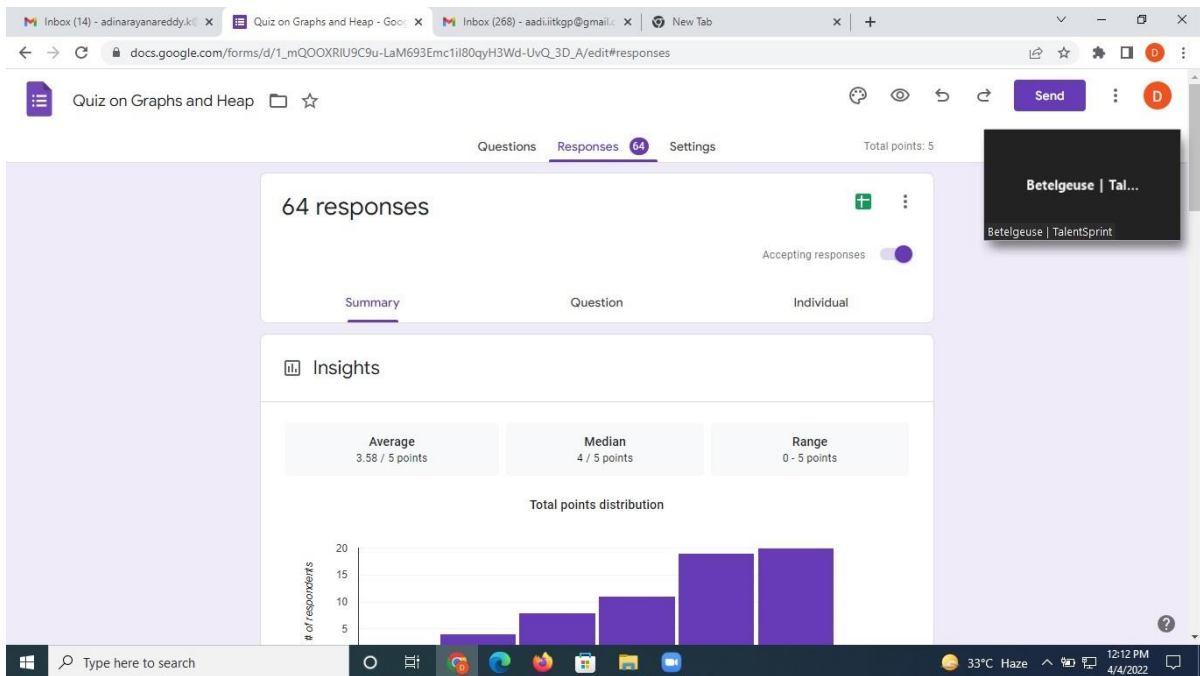
Name of the Activity: Technical Quiz

Subject Name : Data Structures
Faculty Name : Dr.K.Adinarayana Reddy
Topic : Graphs and Heap
Date of Conduction : 28-02-2022
Class / Year / Semester : II- IT / 2021-22 / I Sem

Brief Write-up

The assessment of students Analyze level, Quiz plays a vital role in teaching and learning process. The Quiz activity aims at testing the level of understanding of students on a specific. A Test based on 10 questions which contain MCQs / fill in the blanks is created on Graphs and Heap topics, the quiz was prepared in Google forms and the link was shared to the students. The students are asked to attempt them in the given slot. There were 64 students attempted the quiz. This activity can act like a better knowledge probe.

Photographs





BVRIT HYDERABAD College of Engineering for Women
Department of Information Technology

Name of the Activity: Quizziz

Subject Name : OOPs using C++
Faculty Name : Dr.P.S.Latha K
Topic : OOPs Basics & Classes
Date of Conduction : 20-11-2021
Class / Year / Semester : II- IT / 2021-22 / I Sem

Brief Write-up :

Quizziz contains free gamified quizzes for every subject to play in class and at home. We can pick an existing quiz or create our own for review, formative assessment, and more. I have created a quiz to revise OOPs Basics & Classes topics . The students can login through the shared link and they have to provide a nick name. After providing the nick name, they can play the game and win the quiz. The leader board shows top 10 students in the quiz.

Total Participants are 66.

Photographs

The screenshot shows the Quizziz interface for a quiz titled "II IT B 2020". The quiz has ended, and the accuracy is 48%. There are 8 questions and 68 participant attempts. The participants list is sorted by score (Best to worst).

Participant	Score	Accuracy	Attempts	Parental Contact
Srujana*	8000	100%	2 attempts	Email to Parent
20wh1a12a4-Swetha*	7440	100%	3 attempts	Email to Parent
Bhavitha sri 1	5870	88%	1 attempt	Email to Parent
Tejaswini	5820	100%	1 attempt	Email to Parent
1274	5690	88%	1 attempt	Email to Parent
20WH1A12A7	5440	88%	1 attempt	Email to Parent
Ruchitha Sree	5130	75%	1 attempt	Email to Parent
20WH1A1281	5030	75%	1 attempt	Email to Parent
21WH5A1207 rithish...	5020	75%	1 attempt	Email to Parent
20wh1a12b3	4990	75%	1 attempt	Email to Parent
20wh1a1283	4910	75%	1 attempt	Email to Parent



BVRIT HYDERABAD College of Engineering for Women

Name of the Activity: Chart Making

Subject Name : Machine Learning
Faculty Name : Dr. P. Kayal
Topic : Machine Learning Opportunities
Date of Conduction : 8/10/2021
Class / Year / Semester: III IT-A / 2021-2022 / I Sem

Brief Write-up:

Students actively participated in the chart making competition where different topics were given on Machine Learning alike Machine Learning evolution, Machine Learning types, Machine Learning algorithms, Machine Learning Job opportunities in the market. Students formed groups and worked on the topics.

Photographs:





**BVRIT HYDERABAD College of Engineering for Women
Department of Information Technology**

Name of the Activity: Dumb Shell Arts

Subject Name : DCCN
Faculty Name : Mr. K Srikar Goud
Topic : DCCN Basic Concepts
Date of Conduction : 20.12.2021
Class / Year / Semester: III- IT/ 2021-22 / I Sem

Brief Write-up:

Games are a great way to build language, literacy, and counting skills in students. They can also help improve motor coordination skills, reinforce critical thinking and problem-solving skills, and teach children about winning and losing, taking turns, and team work. Here are some classroom games you can use to help re-energize your students.

Activity Steps:

- Divide the class into two teams.
- Ask Team One to identify a book which Team Two has to guess.
- When team two comes in, one person is from team two is told the name of the book.
- This person has to now act out the word for his/her teammates to guess.
- Then Team Two chooses a book and Team One guesses.

Photographs:







**BVRIT HYDERABAD College of Engineering for Women
Department of Information Technology**

Subject Name : **Name of the Activity: Chart making**
: **Machine Learning**

Faculty Name : Dr.P. Kayal

Topic : UNIT – I

Date of Conduction : 4/10/2021

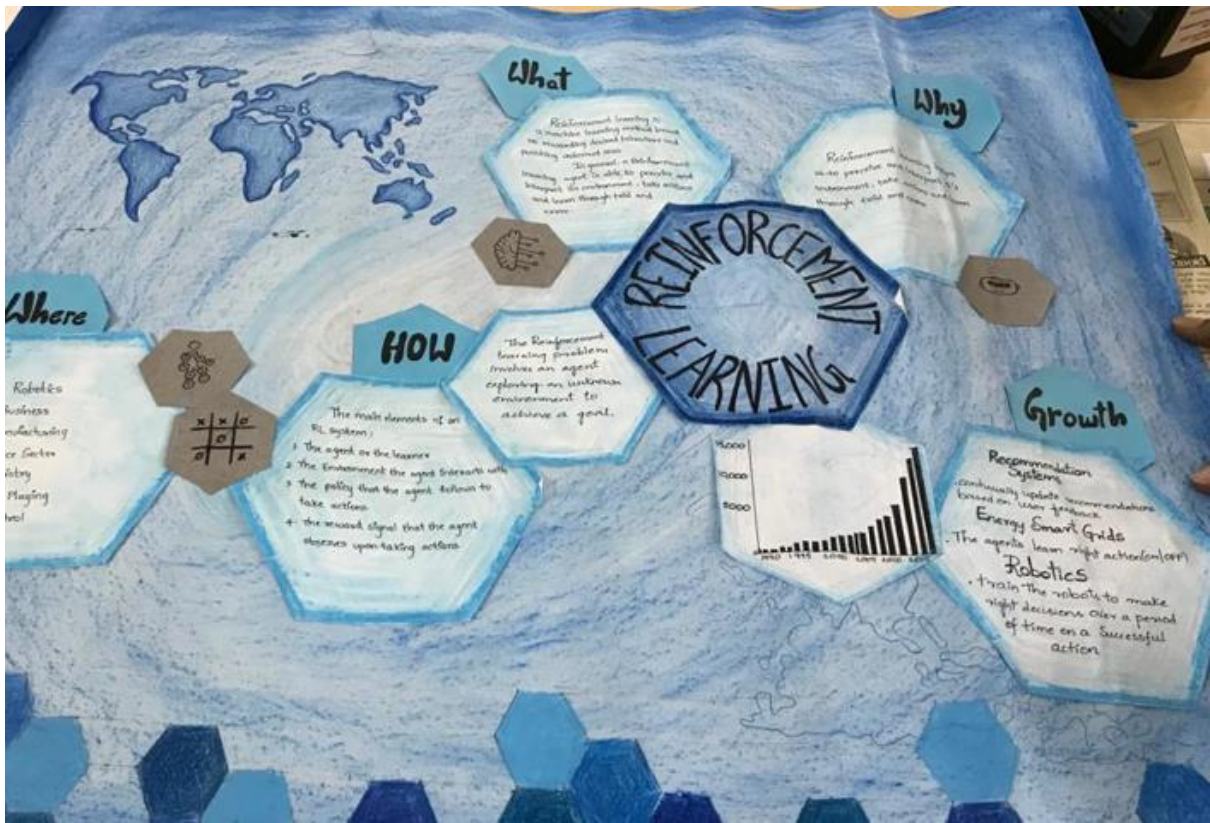
Class / Year / Semester : III IT / 2021-22 / I Sem

Brief Write-up:

In the topic Machine Learning 6 topics have been identified and 6 team have been formed who created creative chart based on the topics. After the creation of the chart work, each team have presented their work in the classroom.

Photographs:







**BVRIT HYDERABAD College of Engineering for Women
Department of Information Technology**

Name of the Activity: Think Pair Share

Subject Name : **Web Programming**
Faculty Name : Ms. D. Sangeetha
Topic : UNIT – V
Date of Conduction : 20/01/2022
Class / Year / Semester : III IT / 2021-22 / I Sem

Brief Write-up:

On Topic **XML Documents- XSL – XSLT** , a group of 6-8 students did an activity on XML, XSLT. The instructor will give the topic , they have to discuss among a group about the topic, make a chart , and all the team members should give a presentation.

Photographs:











BVRIT HYDERABAD College of Engineering for Women
Department of Information Technology

Name of the Activity: Kahoot Online Quiz

Subject Name : Machine Learning
Faculty Name : Mr. P Krishna Kishore
Topic : Machine Learning Techies
Date of Conduction : 20.12.2021
Class / Year / Semester: III- IT/ 2021-22 / I Sem

Brief Write-up:

Kahoot is a game-based learning platform, used as educational technology in schools and other educational institutions. Its learning games are user-generated multiple-choice quizzes that can be accessed via a web browser or the Kahoot app. It is a tool that motivates and activates students' learning because it can test their knowledge, reiterate important concepts, and help them retain information. It also provides instructors with the ability to further create class discussion and student-to-student interaction. This activity helped students teach the subject Machine Learning in an interactive way. Various questions regarding many topics were posted in the quiz. Students were excited to take the quiz and played cheerfully. This developed a sense of healthy competition among them.

The Quiz activity aims at testing the level of understanding of students on a specific. A Test with 50 questions includes MCQs. This activity can act like a better knowledge probe. Regarding this Quiz Programme Pictures are as given below.

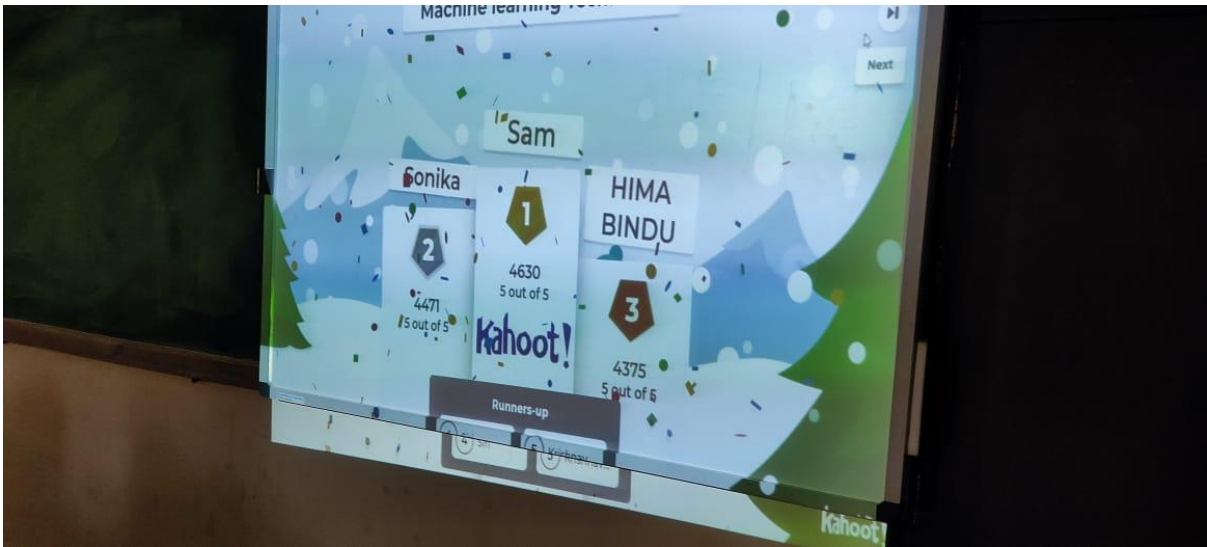
Photographs:

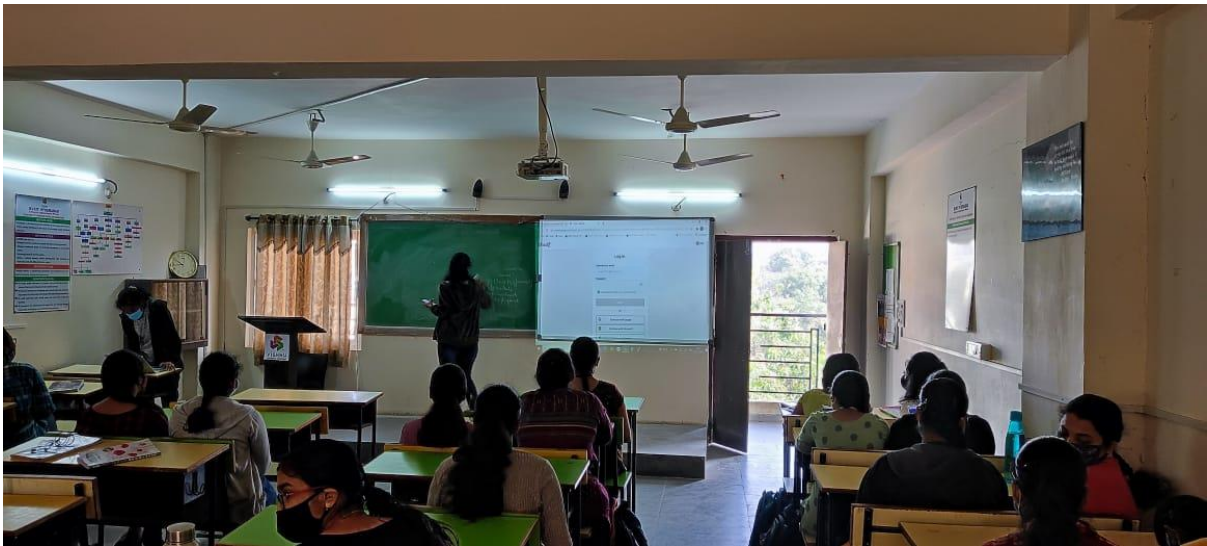
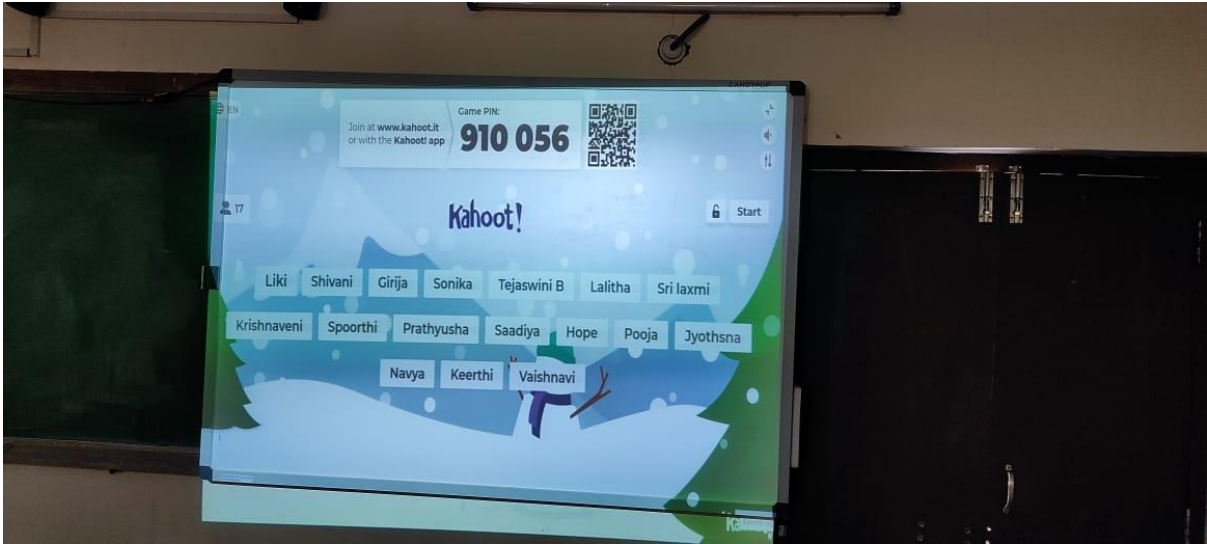
Machine Learning Techies				
Played on	20 Dec 2021			
Hosted by	CalculusCrackers			
Played with	63 players			
Played	8 of 8			
Overall Performance				
Total correct answers (%)	30.75%			
Total incorrect answers (%)	69.25%			
Average score (points)	2128.76 points			
Feedback				
Number of responses	0			
How fun was it? (out of 5)	0.00 out of 5			
Did you learn something?	0.00% Yes	0.00% No		
Do you recommend it?	0.00% Yes	0.00% No		
How do you feel?	0.00% Positive	0.00% Neutral	0.00% Negative	
Switch tabs/pages to view other result breakdown				

Machine Learning Techies

Final Scores

Rank	Player	Total Score (points)	Correct Answers	Incorrect Answers
1	Shivani	5350	6	2
2	Wang yibo	4674	5	3
3	Keerthi	4439	5	3
4	Srivalli	4287	5	3
5	Harry	3804	4	4
6	Avengers	3753	4	4
7	Spoorthi	3707	4	4
8	BINDU	3620	4	4
9	thv	3615	4	4
10	Sri laxmi	3598	4	4
11	Navya	3577	4	4
12	Tejaswini B	3571	4	4
13	Sonika	3570	4	4
14	Priya	3535	4	4
15	RRR	3496	4	4
16	V	3442	4	4
17	Vaishnavi	3411	4	4
18	Prathyusha	3400	4	4
19	Ramya	3396	4	4
20	Durga	3377	4	4
21	Revathi	3359	4	4
22	Bushra	3348	4	4
23	Sreeja!!	3327	4	4
24	Spiderman	3265	4	4
25	Pratyusha	3208	4	4
26	Jyothsna	2761	3	5
27	Kiran	2744	3	5
28	BTS	2740	3	5
29	Prasanna	2712	3	5
30	BB	2703	3	5
31	JK	2665	3	5
32	Saadiya	2638	3	5
33	RM	2622	3	5
34	Jin	2559	3	5
35	Siri_hasitha	2460	3	5
36	Bharani	2397	3	5
37	Tom	2347	3	5
38	Damon	2263	3	5
39	Jai balayya	2178	3	5
40	Sanjana	2002	3	5
41	Krishna	1741	2	6
42	Thaggedhe le	1555	2	6
43	Pushpa	896	1	7
44	Mahii	0	0	8
45	Liki	0	0	8
46	Yizhan	0	0	8
47	Vin	0	0	8
48	Teaser	0	0	8
49	Sai sree	0	0	8
50	Khai	0	0	8
51	Lalitha	0	0	8
52	Sreeja	0	0	8
53	Neha	0	0	8
54	Lakshmi	0	0	8
55	Hope	0	0	8







**BVRIT HYDERABAD College of Engineering for Women
Department of Information Technology**

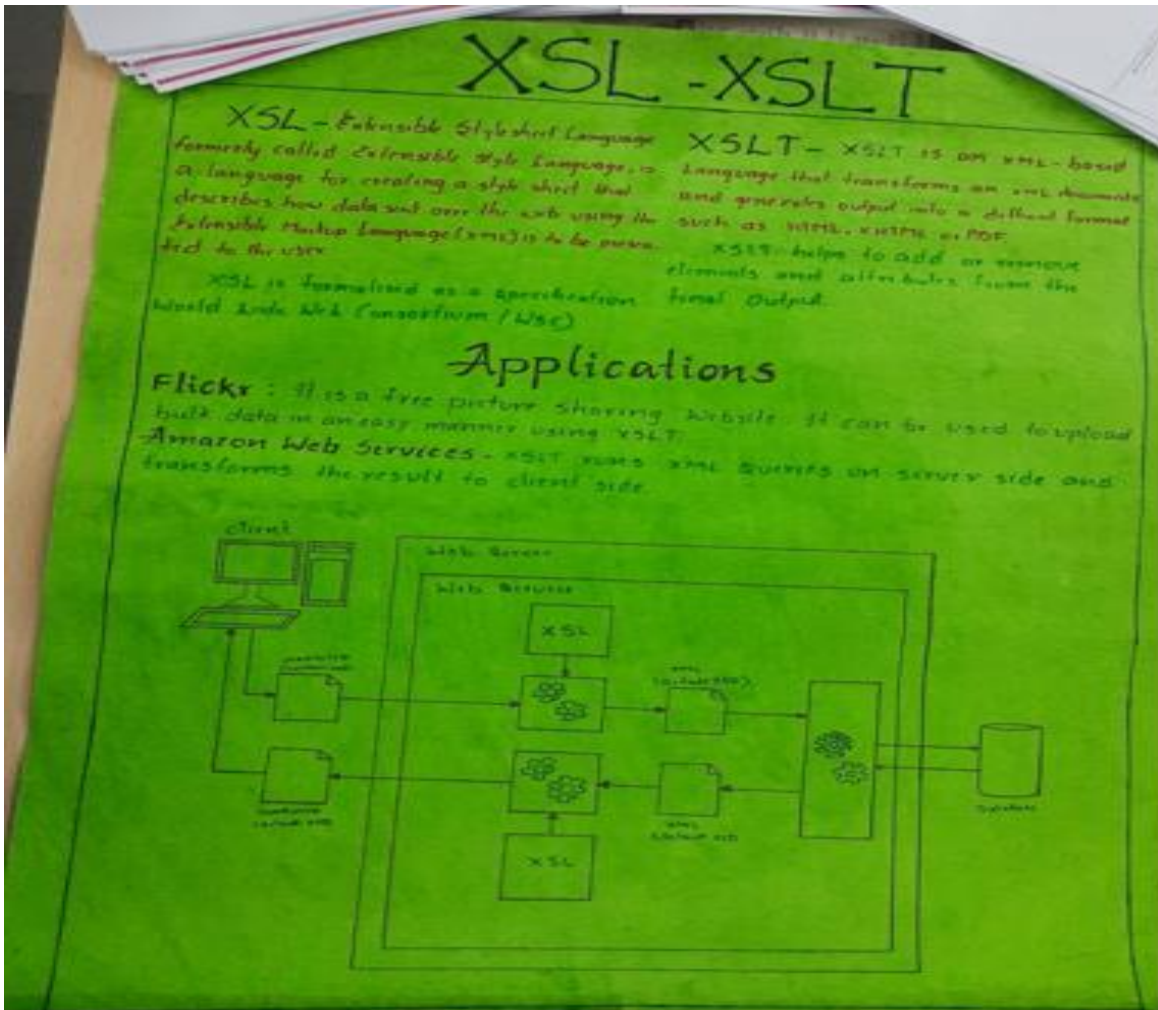
Name of the Activity: Chart Making

Subject Name : Web Programming
Faculty Name : Y Harika Devi
Topic : XSLT
Date of Conduction : 21.01.2022
Class / Year / Semester: III- IT/ 2021-22 / I Sem

Brief Write-up:

The formative assessment of students understanding level, like chart making plays a vital role in teaching and learning process. The chart making aims at testing the level of understanding of students on a specific and improve thinking analysis. Students have to provide content in such a way that with the key attributes and technical terms provided by the topic. This activity can act like a better knowledge probe.

Photographs:



XSLT - Extensible Stylesheet Language Transformation

The XSLT stylesheet is written XML format. It is used to define the transformation rules to be applied on the target XML document. The XSLT processor takes an XSLT stylesheet and applies the transformation rules on the target XML document and then it generates a formatted document in the form of XML, HTML, or text format. At the end it is used by XSLT formatter to generate the actual output and displayed on the end user.

An XML document appears how a browser renders

on XML document

MAIN PARTS OF XSL DOCUMENT:

XSLT: It is a language for transforming XML documents into various other types of documents.

XPath: It is a language for navigating in XML documents.

XQuery: It is a language for querying XML documents.

XSL-FO: It is a language for formatting XML documents.

ADVANTAGES OF XSLT:

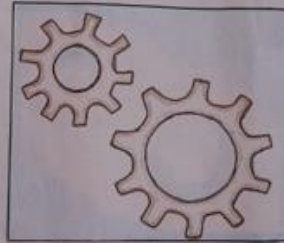
- XSLT provides an easy way to merge XML data into presentation.
- XSLT can be used as a validation language as it uses tree-pattern-matching approach.
- We can change the output simply modifying the transformations in XSL files.
- XSLT is template based. So it is resilient to changes in documents than low level DOM and SAX.

XML INPUT



XSLT CODE

```
<xsl:value-of>
Title: $name
Date: $curdate
</xsl:value-of>
```



XSLT Processor



```
<?xml version="1.0"
encoding="UTF-8"?>
<xsl:stylesheet
xmlns:xsl="http://www.w3.org/1
999/XSL/Transform"
version="1.0">
<xsl:output method="xml"
indent="yes"/>
<xsl:template
match="/persons">
<root>
<xsl:apply-templates
select="person"/>
</root>
</xsl:template>
<xsl:template
match="person">
<name username="{
{@username}">
<xsl:value-of
select="name"/>
</name>
</xsl:template>
</xsl:stylesheet>
```



**BVRIT HYDERABAD College of Engineering for Women
Department of Information Technology**

Subject Name : Name of the Activity: Chart making
: Scripting Languages

Faculty Name : Dr.P. Kayal

Topic : UNIT – I

Date of Conduction : 7/04/2022

Class / Year / Semester : III IT / 2021-22 /II Sem

Brief Write-up:

Students did a case study on Industries (Microsoft, BNB, Kickstarter, GitHub) where Flagship Companies uses Ruby on Rails (ROR). 4 teams with 11 members each have teamed up and collected information on the same. They were asked to present their case study before the classroom.

Photographs:



