BVRIT HYDERABAD College of Engineering for Women

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Bachupally, Hyderabad-090

Department of Computer Science and Engineering

Name of the Activity: Webpage Development

Faculty Name: Ms Suparna Das

Class: III / I CSE

Academic Year: 2023-2024

Subject Name: Web Technologies

Topic: Web Page development using HTML, CSS and JavaScript.

No. of Participants: 68

Brief Write – Up:

As part of this practical activity, students were instructed to design and develop a complete set of interconnected web pages using **HTML, CSS, and JavaScript**. To guide and inspire them, sample screenshots of different webpage outputs were shared. Based on these, students were divided into small groups. Every group was required to recreate these sample pages and further enhance them by adding additional connecting pages using **hyperlinks** to ensure smooth navigation between all pages of the website. The activity emphasized both front-end development skills and creative design thinking. Students were also instructed to carefully document the source code for each individual webpage, explaining the purpose and function of the code segments. Upon completion, each group had to record a **video demonstration** showcasing the working of their website project and submit both the video and the complete set of documented code files for evaluation.

List of students and projects:

Sl No	Roll no	Name	Project title
1	21wh1a0570	R.Ankitha	Gify website
	21wh1a0573	B.Charitha	
	21wh1a0576	B.Hemalatha	
	21wh1a0591	K.R.H.Angel	
	21wh1a05a0	V.Anitha	

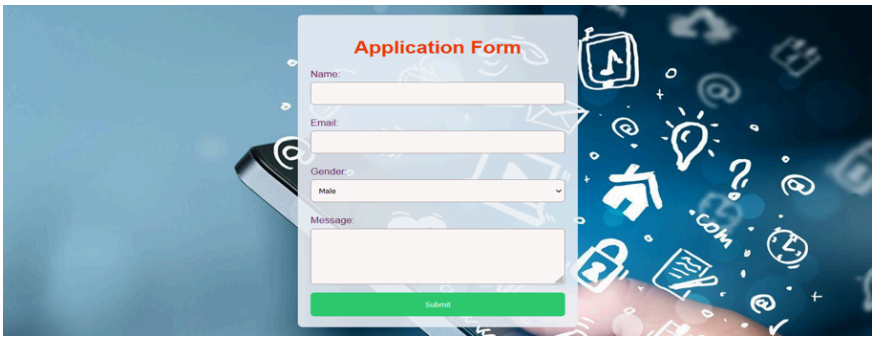
	21wh1a05a6	K.Sumana sri	
	21wh1a05b7	B.Sanvi sri	
	21wh1a05b8	D.PavaniKalyani	
	21wh1a05c5	Ch.Mallika	
2	21wh1a05c6	K. Vyshnavi	event website
	21wh1a0a5	K.Hema latha	
	21wh1a0593	P. Rakshitha Reddy	
3	21wh1a0568	M.Rishitha	To-do-list
	21wh1a0574	VVSL Vaishnavi	
	21wh1a0577	Ch Sri Vrinda	
	21wh1a0578	P Likhita Varma	
4	21wh1a0587	P Girija Sravya	Product landing page
	21WH1A05C4	Shaistha Naaz	
	21WH1A05C0	B.Nikitha	
	21WH1A0596	KTS.Hasini	
5	21WH1A0579	Aaniya Afnan	Tribute page
	21WH1A0584	K. Sai Sindhu	
	21WH1A05A1	M. Harshitha	
	21WH1A05A2	T. Nandini	
6	21WH1A05A4	M. Harshika	About sachin
	21wh1a0582	Mehnaaz	
	21wh1a05B1	D.Kavya	
7	21wh1a05A7	Nikitha	Tic-tac-toe game
	21WH1A0586	G.Charitha Sri	
	21WH1A0590	N.Sai Namitha	
	21WH1A0594	Sk.Nyasa	
8	21WH1A0597	Sanjana Kumari	Form using CSS and HTML
	21wh1a0595	M.Bhavika	
	21wh1a5B0	K.Amrutha	
	21wh1a05B5	A.Aryasree	
9	21wh1a05C2	S.Manaswini	Animation using HTML
	21wh1a0571	T.Spurthi	
	21wh1a0588	K.Sindhu	
	21wh1a0592	A.S.V.Sai Pavani	
10	21wh1a0598	D.Tanusha	event website
	22WH5A0507	Zubeena Nazneen	
	22WH5A0511	Thota Abhinaya	
	22WH5A0509	P.Rithvika	
	22WH5A0508	S.Chaitanya	
	22WH5A0510	P. Saivinaya	
11			Parallax Website

	21wh1a0599	B.Abhinaya	
	21wh1a05c7	D.Usha Sree	
	21wh1a5b3	R.Manaswini	
	21wh1a05c1	T.Mounika	
	21wh1a05c3	V.Varshitha	
12	21wh1a05a3	P.Sravani	music store page
	21WH1A05B4	B.Vaishnavi	
	21WH1A0585	N.Harshini	
	21WH1A05A9	G.Keerthi	
	21WH1A05B2	Sai Renu	
13	21WH1A05A8	Tejaswi	personal portfolio
	21wh1a0572	G. Tejasree	
	21wh1a0566	Ch. Kavya	
	21wh1a0575	KPM Sri Manaswi	
14	21wh1a0581	Anjani Uttarkar	Technical documentation page
	21wh1a0583	K.Reshma	
	21wh1a05d0	B.Manasvi	
15	21d21a05p6	G.Bhargavi	Creating sticky notes
	21wh1a0569	M.Srujana	
	21wh1a05c8	P.Supriya	
	21wh1a05c9	D.Akshaya	
	21wh1a0567	P.Yashaswini	
	22wh5a0512	K.Sushma	
16	21wh1a05a5	k.hemalatha	photography

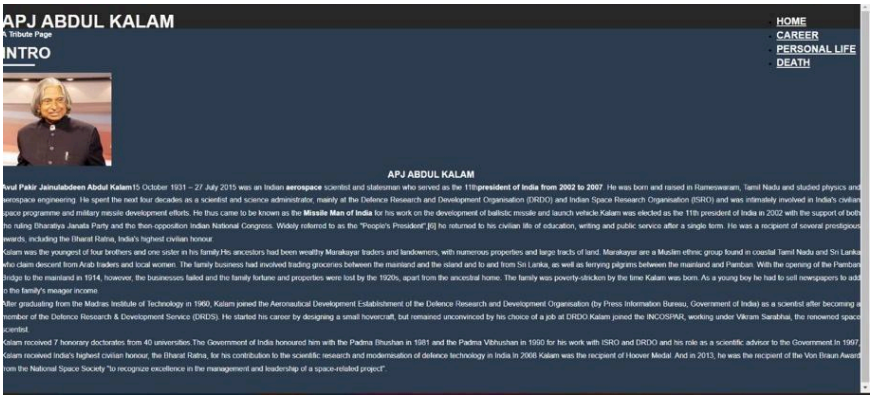
Photos:

1. Event Webpage

2. Form page

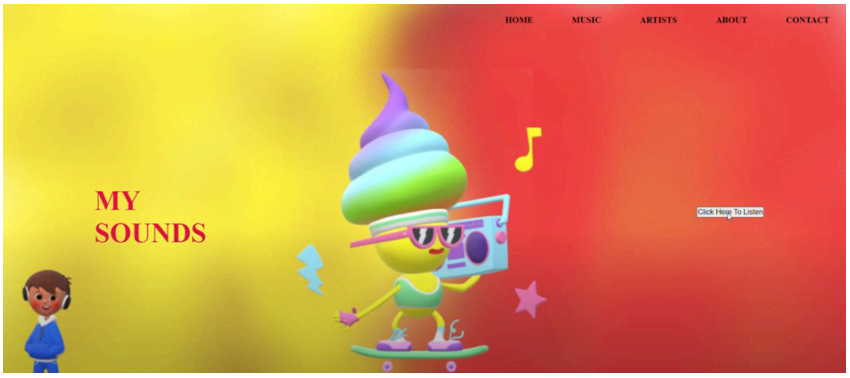


3. Tribute page

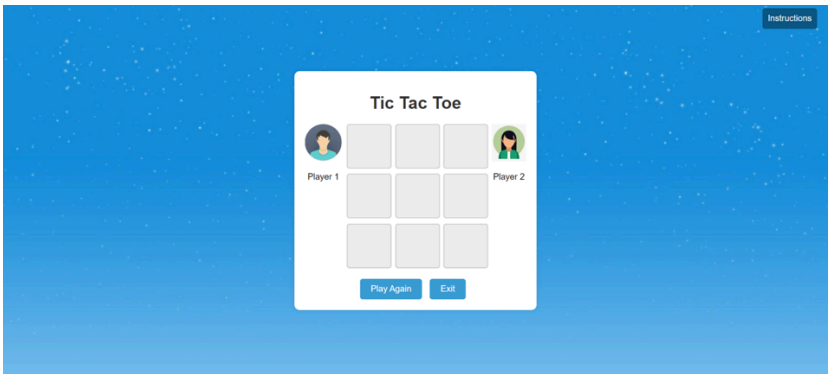


4. About page

5. Music Webpage

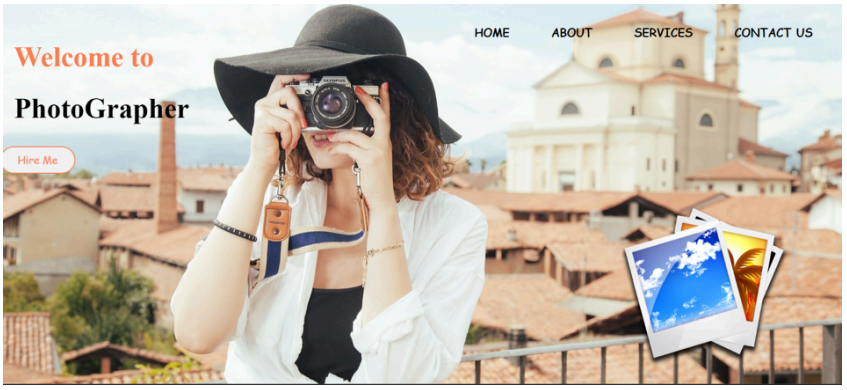


6. Tic-tac-toe game webpage

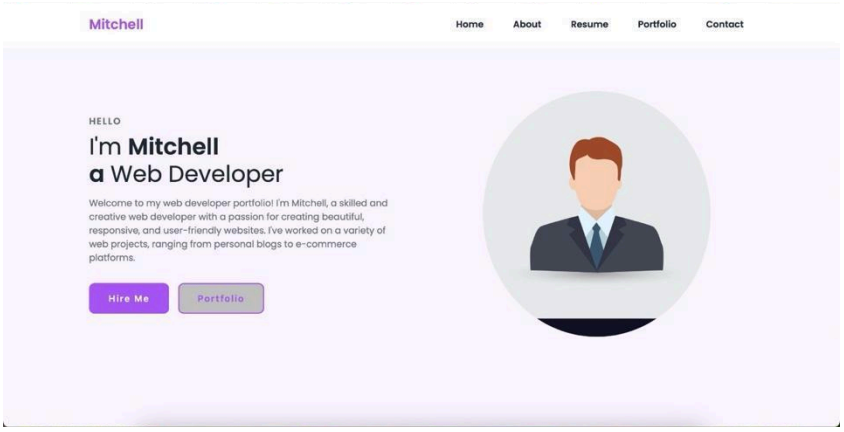


7. Event planning webpage

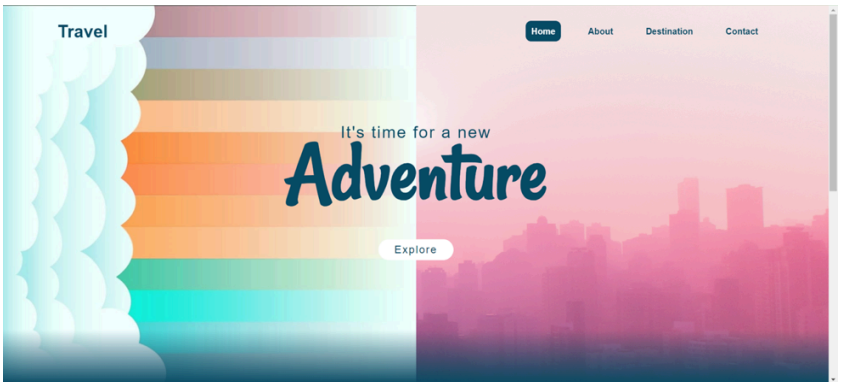
8. Photography webpage



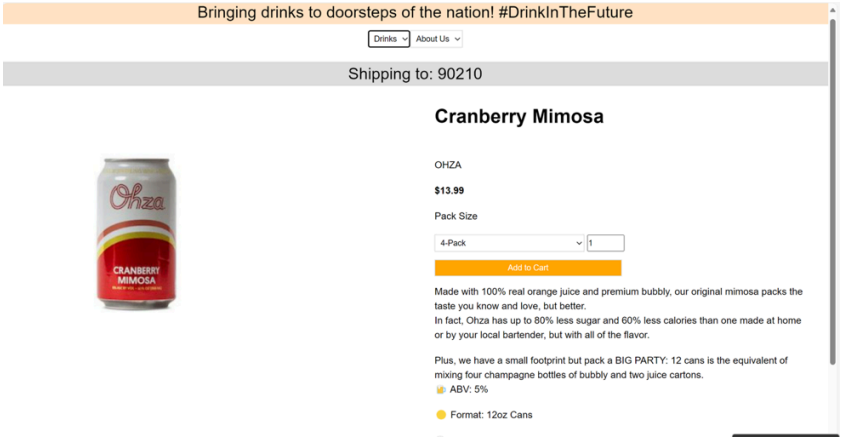
9. Portfolio webpage



10. Parallax webpage



11. Product Landing webpage



Suparna Das

Faculty Sign

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Bachupally, Hyderabad-090

Department of Computer Science & Engineering

Name of the Activity: Mind Maps

Faculty Name: Ms. D Swapna

Class / Semester: III/II CSE

Academic Year: 2023-2024

Subject Name: Compiler Design

Topic: Syntax Analysis, Semantic Analysis, Lexical Analysis, Code Optimization Intermediate Code Generation and Code Generation.

No. of Students Participated: **50**

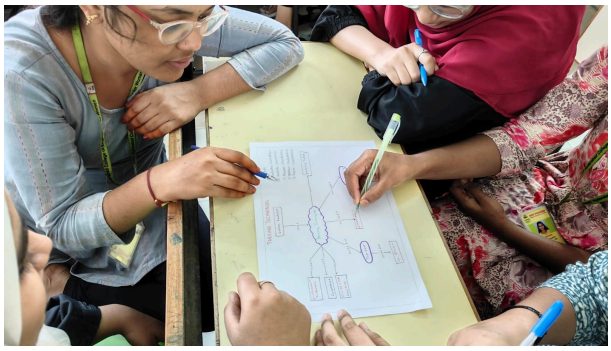
Brief Write-up :

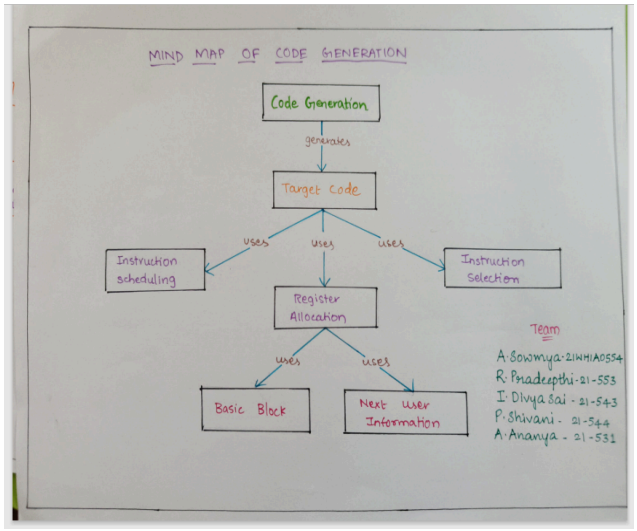
As part of an engaging and collaborative classroom activity, students were asked to form teams consisting of 5 members. Each team was assigned one of the core topics from the Compiler Design curriculum, such as Lexical Analysis, Syntax Analysis, Semantic Analysis, Intermediate Code Generation, Code Optimization.

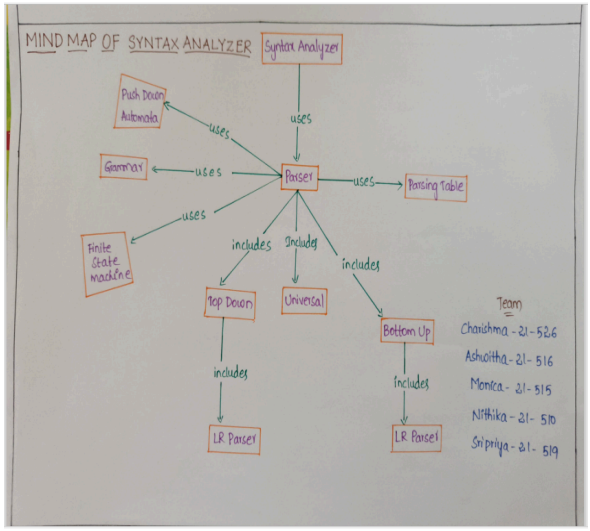
The objective of the activity was to help students gain a clear and interconnected understanding of compiler phases through the creation of mind maps. A mind map is a visual learning tool used to organize and represent information hierarchically. It starts with a central concept placed at the center of a blank page and expands outward with branches representing related ideas, terms, definitions, processes, and diagrams.

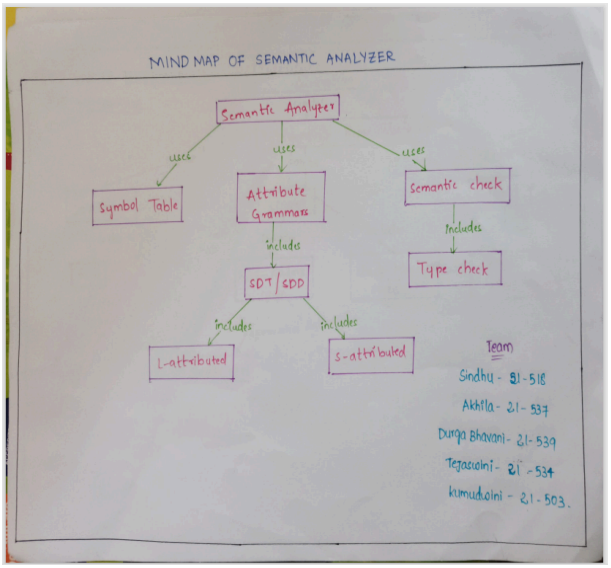
Using this approach, each team brainstormed and visually structured their assigned topic to highlight the key concepts, flow of operations, relationships between sub-processes, and interactions with other compiler stages. Teams used creative visuals, colors, and layout techniques to make their mind maps intuitive and memorable. This activity not only enhanced their conceptual clarity but also improved teamwork, communication, and presentation skills. The mind mapping method proved highly effective in helping students retain, recall, and relate complex compiler concepts, thereby reinforcing learning through visualization and peer interaction.

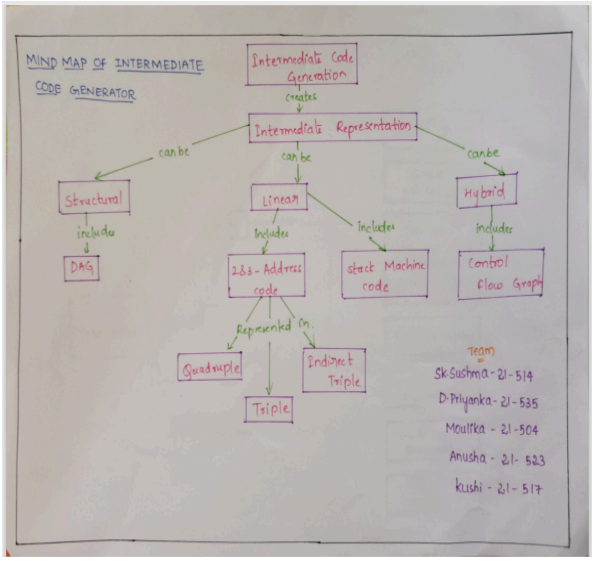
Photographs:

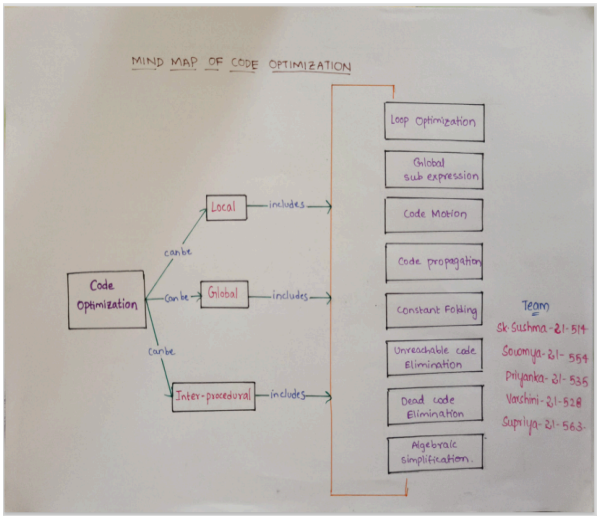


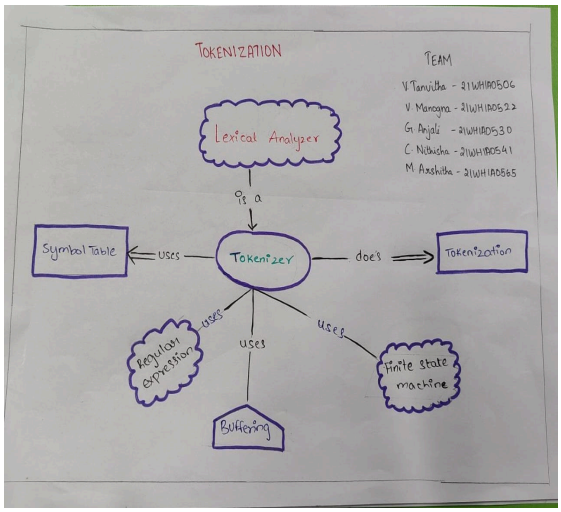


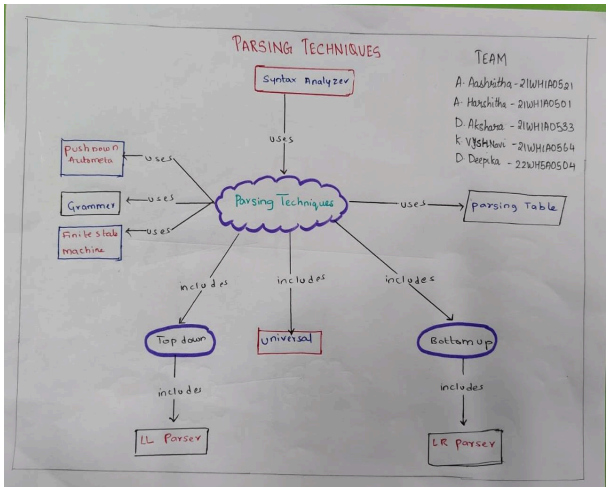


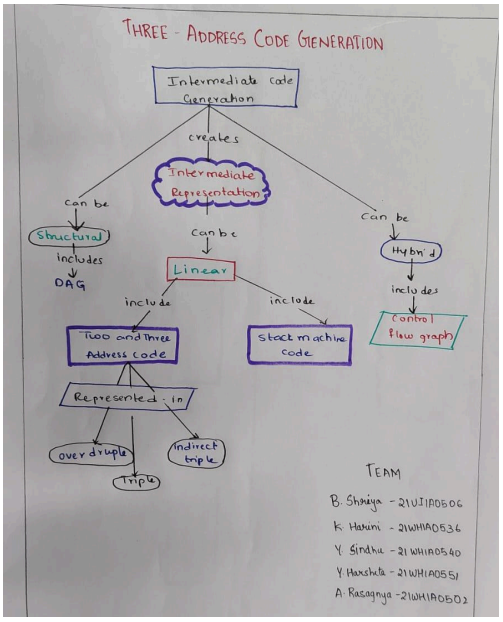

MIND MAP OF SEMANTIC ANALYZER
Semantic Analyzer
uses
uses
uses
Symbol Table
Attribute Grammars
Semantic check
includes
includes
SDT/SDD
Type check
includes
includes
L-attributed
S-attributed
Team
Sindhu - 21-518
Akhila - 21-537
Durga Bhavani - 21-539
Tejaswini - 21-534
kumudvini - 21-503.

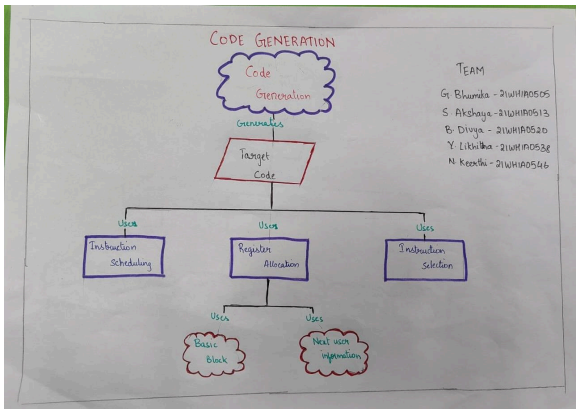

MIND MAP OF INTERMEDIATE CODE GENERATOR
Intermediate Code Generation
creates
Intermediate Representation
can be
can be
can be
Structural
Linear
Hybrid
includes
includes
includes
includes
DAG
3 & - Address code
stack Machine code
Control Flow Graph
Represented in.
Quadruple
Indirect Triple
Triple
Team
Sk.Sushma - 21-514
D.Priyanka - 21-535
Moulika - 21-504
Anusha - 21- 523
kushi - 21- 517

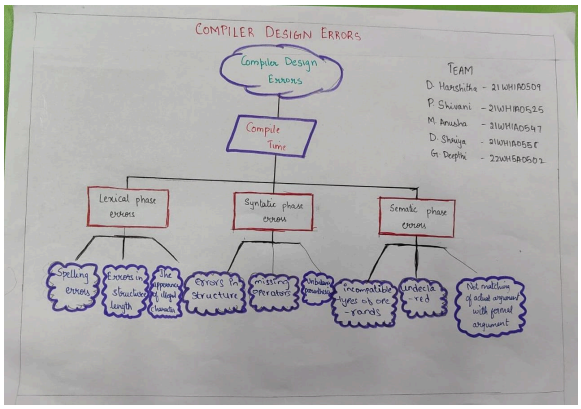

MIND MAP OF CODE OPTIMIZATION
Code Optimization
can be
can be
can be
Local
Global
Inter-procedural
includes
includes
includes
Loop Optimization
Global sub expression
Code Motion
Code propagation
Constant Folding
Unreachable code Elimination
Dead code Elimination
Algebraic simplification.
Team
Sk.Sushma-21-514
Soumya-21-554
Priyanka-21-535
Varshini-21-528
Supriya-21-563.


TOKENIZATION
TEAM
V.Tanvitha - 21WH1A0506
V. Manogna - 21WH1A0522
G. Anjali - 21WH1A0530
C. Nithisha - 21WH1A0541
M. Akshitha - 21WH1A0565
Lexical Analyzer
is a
Symbol Table
uses
Tokenizer
does
Tokenization
uses
uses
uses
Regular Expressions
Finite state machine
Buffering


PARSING TECHNIQUES
TEAM
A. Aashritha - 21WH1A0521
A. Harshitha - 21WH1A0501
D. Akshaya - 21WH1A0533
K. Vyshnavi - 21WH1A0564
D. Deepika - 22WH5A0504
Syntax Analyzer
uses
Push down Automata
Grammer
Finite State machine
uses
uses
uses
Parsing Techniques
uses
Parsing Table
includes
includes
includes
Top down
Universal
Bottom up
includes
includes
LL Parser
LR Parser


THREE - ADDRESS CODE GENERATION
Intermediate Code Generation
creates
Intermediate Representation
can be
can be
can be
Structural
Linear
Hybrid
includes
DAG
includes
includes
Two and Three Address Code
Stack machine code
Control flow graph
Represented - in
over druple
Indirect triple
Triple
TEAM
B. Shreya - 21U1A0506
K. Hasini - 21WHA0536
Y. Sindhu - 21WH1A0540
Y. Harshita - 21WH1A0551
A. Rasagnya - 21WH1A0502





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Bachupally, Hyderabad-090

Department of Computer Science & Engineering

Name of the Activity: Problem Solving

Faculty Name: Ms. D Swapna

Class / Semester: III/I CSE

Academic Year: 2023-2024

Subject Name: Compiler Design

Topic: LR(0) Parser, SLR(1) Parser , CLR(1) Parser and LALR(1) Parser.

No. of Participants: 60

Brief Write-up :

The Problem Solving Activity was designed to assess and enhance students' ability to solve complex problems efficiently, think critically, and understand advanced parsing techniques in Compiler Design. This activity aimed to foster analytical thinking, encourage teamwork, and improve conceptual clarity through collaborative engagement.

Students were instructed to form teams of 2 members, and each team was assigned problems selected from the Unit-2 syllabus of Compiler Design. These problems were curated from previous University External Examination papers, focusing specifically on LR(0), SLR(1), CLR(1), and LALR(1) Parsers.

The objective was not just to arrive at answers but to:

- Understand and identify the root causes of errors in parsing
- Construct parsing tables
- Analyze conflicts (like shift-reduce or reduce-reduce)
- Clearly distinguish among the different types of LR parsers

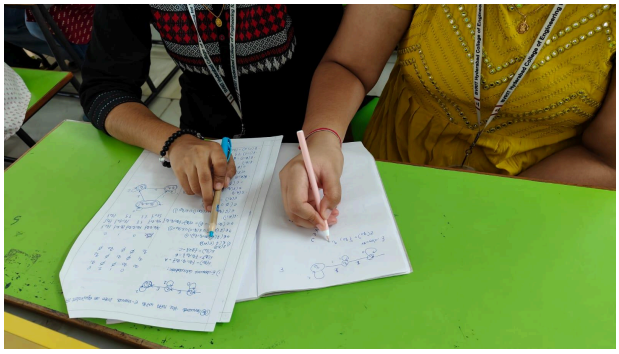
Within the classroom environment, students worked collaboratively to solve the assigned problems and then selected one representative to present their solution on the board. During the presentation, they explained the step-by-step process, discussed logic behind each parser state, and clarified how the chosen parsing technique efficiently resolves grammar analysis issues.

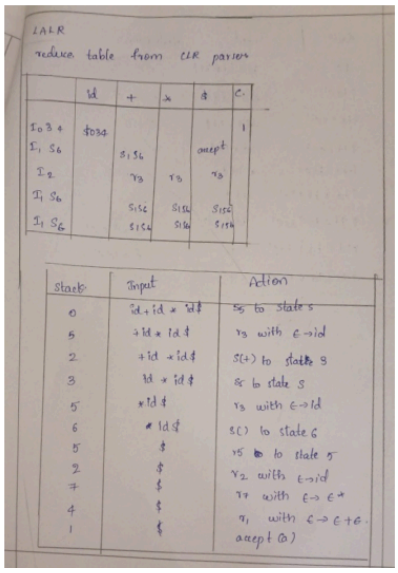
This activity provided students with:

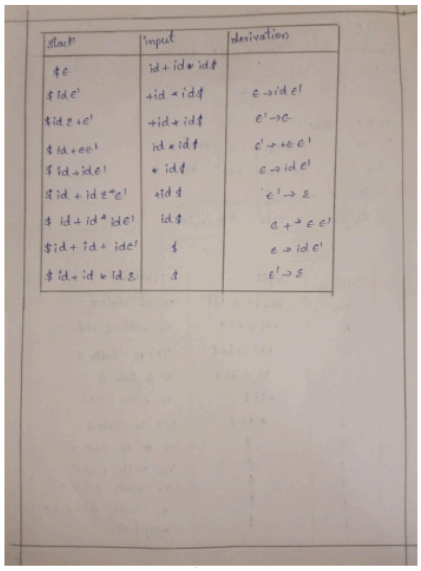
- Hands-on practice with formal grammar handling
- Real-time exposure to applying theoretical parsing techniques
- A platform to identify problem patterns and design systematic solutions
- Improved confidence in tackling exam-level questions

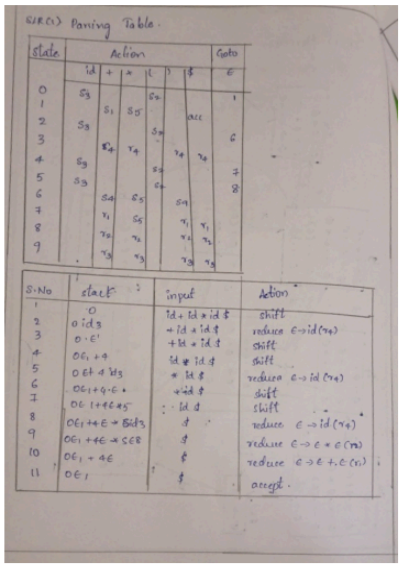
By engaging in this structured problem-solving approach, students developed the ability to think critically, apply their knowledge in practical scenarios, and better understand the mechanics of parser construction and conflict resolution in compiler design.

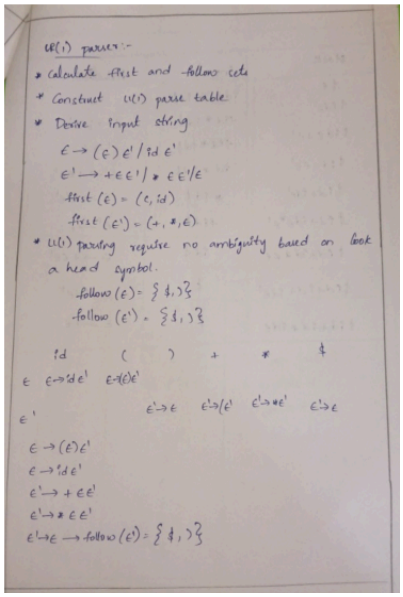
Photographs:

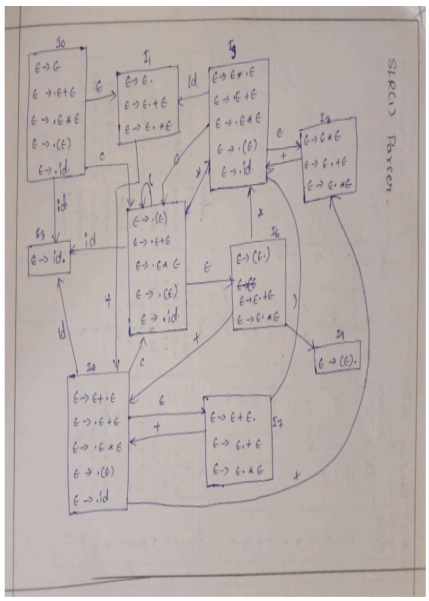


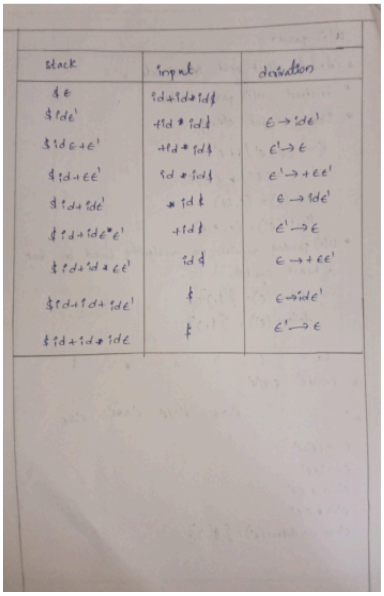


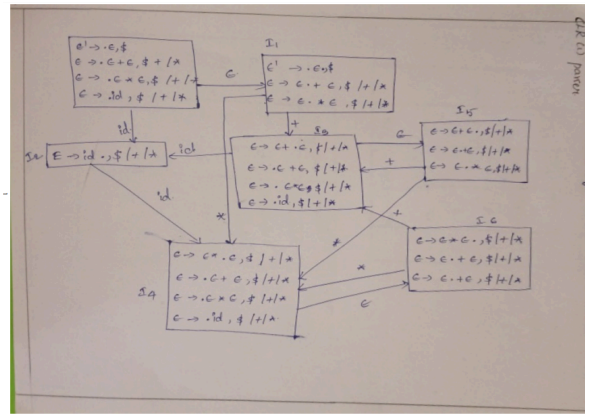


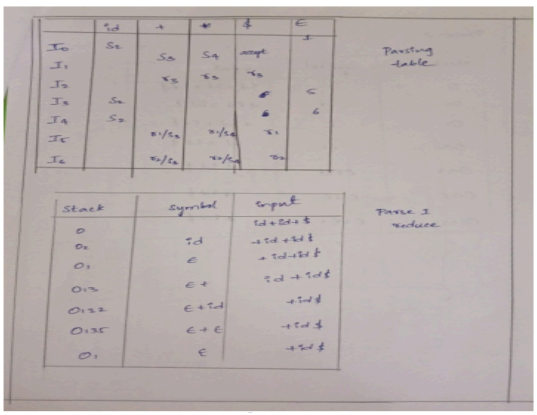












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Bachupally, Hyderabad-090

Department of Computer Science & Engineering

Name of the Activity: Chart preparation

Faculty Name: Ms. S.Vidyullatha

Class: III/I CSE

Academic Year: 2023-24

Subject Name: Web Technologies

Topic: HTML Syntaxes and CSS tags

No. of Participants: 66

Brief Write – Up:

As part of a hands-on and collaborative learning activity, students were divided into 9 groups, with 5-6 members per group, and were assigned the task of preparing informative and creative paper charts based on the core topics of HTML and CSS tags under the subject of Web Technologies.

Each group was required to visually present fundamental concepts including:

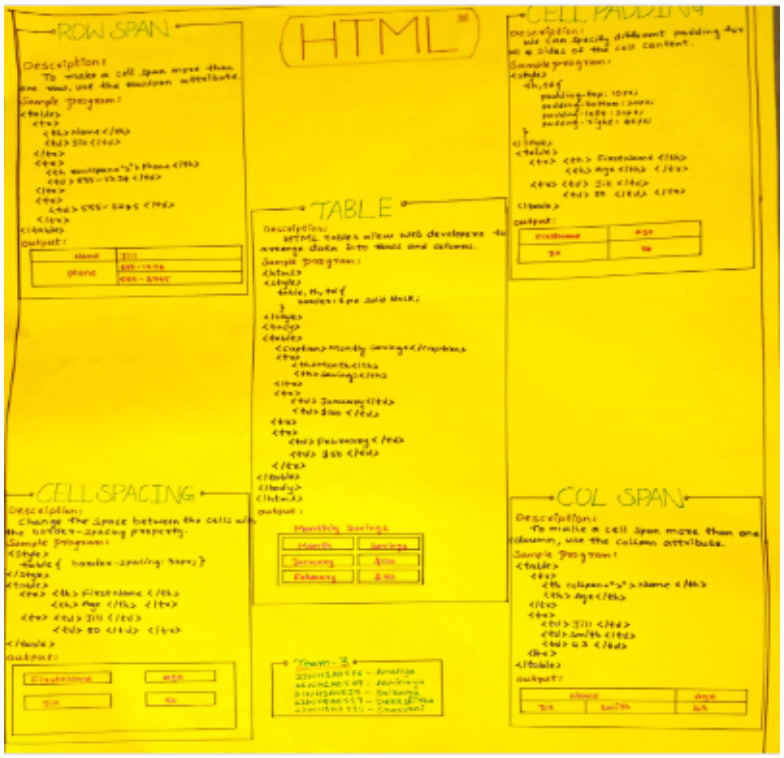
- HTML tags and attributes
- The structure of an HTML document
- Types of CSS (inline, internal, and external)
- CSS selectors and properties
- The distinction between HTML for content and CSS for styling

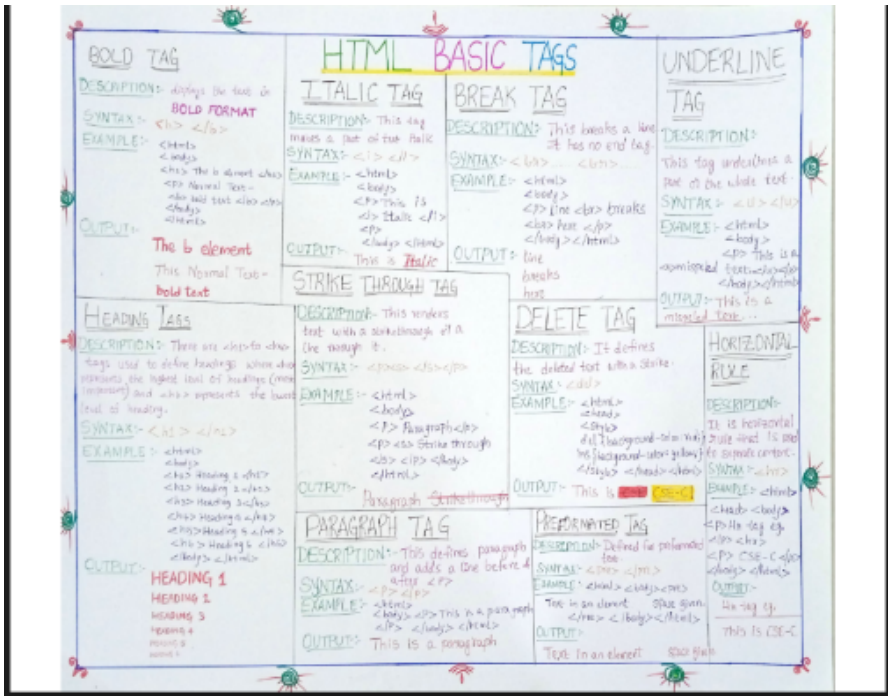
The primary objective of the activity was to foster collaborative learning, visual thinking, and concept reinforcement. By translating theoretical knowledge into visual content, students gained a clearer understanding of how HTML and CSS work together to build web pages. To make the charts interactive and engaging, teams were encouraged to incorporate diagrams, syntax examples, flowcharts, and creative elements that simplify technical content.

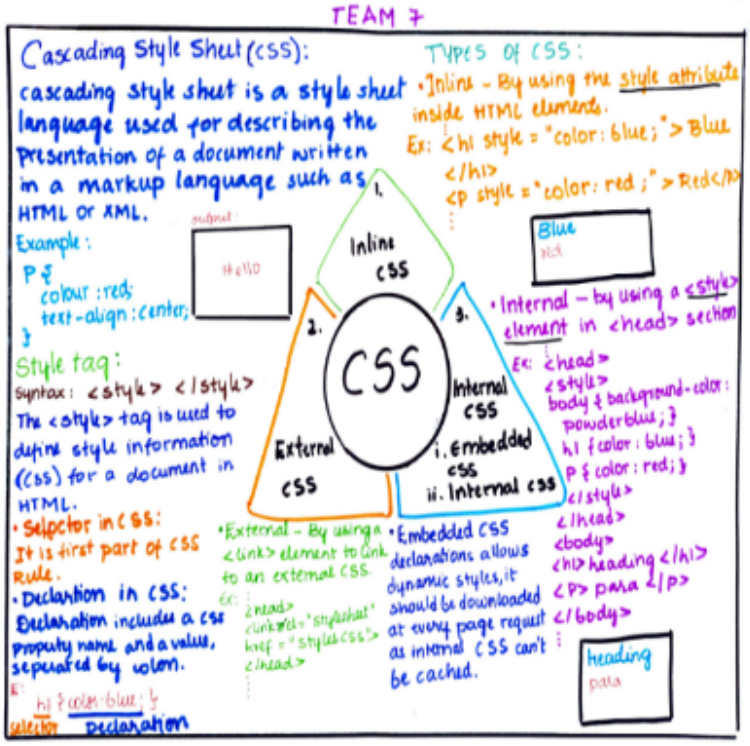
This activity effectively combined technical knowledge with creativity, enhanced students' communication skills, and created a visually rich learning environment to support their journey in front-end web development.

Group	Roll Nos
Team-1	21WH1A05F4, 21WH1A05J3, 21WH1A05E1, 21WH1A05D2, 21WH1A05E4, 21WH1A05F3
Team-2	21WH1A05D4, 21WH1A05D7, 21WH1A05D9, 21WH1A05G4, 21WH1A05I2, 21WH1A05I3
Team-3	21WH1A05I7, 21WH1A05H9, 22WH5A0515, 22WH5A0517, 21WH1A05F6, 21WH1A05H4
Team-4	21WH1A05D4, 21WH1A05D7, 21WH1A05D9, 21WH1A05G4, 21WH1A05I2, 22WH5A0513
Team-5	21WH1A05J2, 21WH1A05I0, 21WH1A05F0, 21WH1A05E6, 21WH1A05I1, 22WH5A0518
Team-6	21WH1A05F1, 21WH1A05F7, 21WH1A05F9, 21WH1A05G9, 21WH1A05E3, 21WH1A05E7
Team-7	21WH1A05D5, 21WH1A05G8, 21WH1A05D6, 21WH1A05H6, 21WH1A05J4, 21WH1A05H5
Team-8	21WH1A05E2, 21WH1A05E0, 21WH1A05I8, 21WH1A05E8, 21WH1A05I6, 21WH1A05H1
Team-9	21WH1A05D3, 21WH1A05G0, 21WH1A05G2, 21WH1A05J1, 22WH5A0514, 22WH5A0519
Team-10	22WH5A0516, 21WH1A05H0, 21WH1A05H2, 21WH1A05D1, 21WH1A05G1, 21WH1A05H8
Team-11	21WH1A05F2, 21WH1A05F8, 21WH1A05E5, 21WH1A05G7, 21WH1A05H7, 21WH1A05G3

Photos:


HTML
ROW SPAN
TABLE
CELL SPACING
COL SPAN


HTML BASIC TAGS
BOLD TAG
ITALIC TAG
BREAK TAG
UNDERLINE TAG
HEADING TAG
STRIKE THROUGH TAG
DELETE TAG
HORIZONTAL RULE
PARAGRAPH TAG
PREFORMATTED TAG



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Bachupally, Hyderabad-090

Department of Computer Science and Engineering

Name of the Activity: Moodle Quiz

Faculty Name: Dr. R. Suneetha Rani

Class: IV/ I CSE

Academic Year: 2023-2024

Subject Name: Data Mining

Topic: Introduction to Data Mining & Classification

No. of Participants: 54

Brief Writeup:

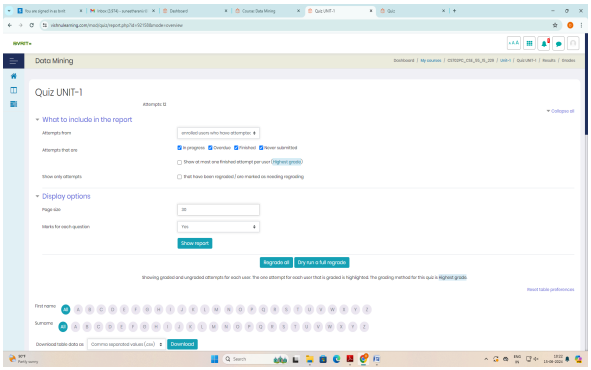
To assess students' understanding of fundamental concepts, a *Moodle Quiz* was conducted under the subject *Data Mining*, covering the topics *Introduction to Data Mining* and *Classification*. The quiz was designed to evaluate both theoretical knowledge and practical insights gained by students in these core areas.

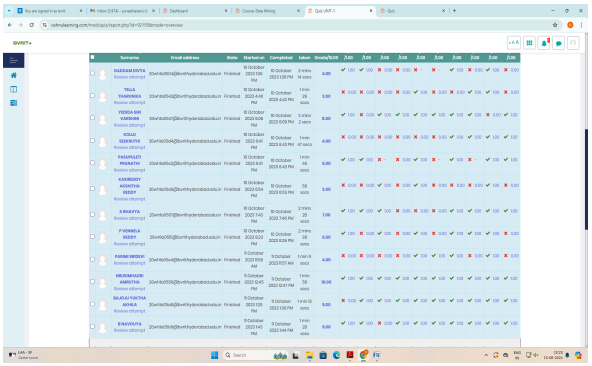
The activity was carried out using the *Moodle* Learning Management System, providing a structured and user-friendly platform for digital assessment. The quiz included multiple-choice, true/false questions that tested students on key concepts such as data mining goals, techniques, classification models, supervised learning, and real-world applications.

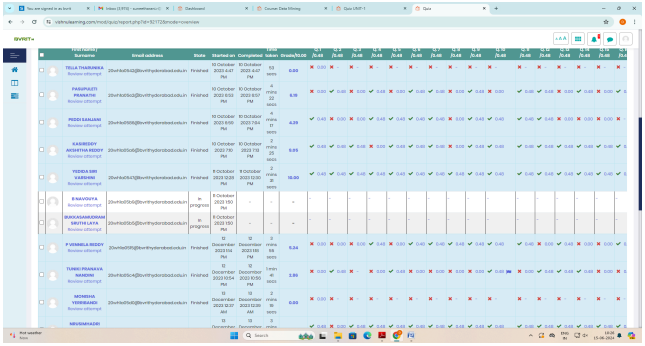
Students were given a limited time to complete the quiz, promoting quick thinking and conceptual clarity. The automated grading system of Moodle ensured immediate feedback, helping students identify their strengths and areas for improvement. Performance analytics generated from the platform also enabled instructors to track overall class performance and adjust teaching strategies accordingly.

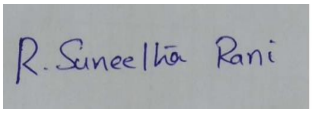
All students actively participated and demonstrated a good level of preparedness. The quiz not only reinforced learning outcomes but also encouraged self-assessment and time management. Overall, the activity served as an effective tool to enhance engagement and deepen the students' understanding of fundamental data mining and classification concepts.

Photos:









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Bachupally, Hyderabad-090

Department of Computer Science and Engineering

Name of the Activity: Open Classroom Brainstorming

Faculty Name: Dr. G. Naga Satish

Class: III / I CSE

Academic Year: 2023-2024

Subject Name: Data Analytics

Topic: Understanding the Data and Processing the Data

No. of Students Participated: 72

Brief Write – Up:

An open classroom brainstorming session was conducted under the topic *"Understanding the Data and Processing the Data"* as part of the Data Analytics course. The main objective of this activity was to encourage collaborative thinking and discussion among students on how to approach real-world datasets, identify relevant features, and apply appropriate preprocessing techniques.

Students were divided into small groups and presented with different types of datasets. Each group was asked to analyze their dataset by identifying data types, missing values, inconsistencies, and potential outliers. They brainstormed ways to clean and process the data, including normalization, encoding categorical variables, handling null values, and transforming data into a suitable format for analysis.

The open classroom setup fostered an environment where ideas could be freely shared and debated. Faculty facilitated the discussion by guiding students with prompts and real-time feedback, encouraging them to think critically about the steps involved in preparing data for analytics.

This activity helped students develop a deeper understanding of the significance of clean and well-structured data in deriving meaningful insights. It also enhanced their teamwork, analytical thinking, and problem-solving skills—key competencies in the field of data analytics.

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Department of Computer Science & Engineering

Name of the Activity: Topic based Learning

Faculty Name: Ms. S.Vidyullatha

Class: III/I CSE

Academic Year: 2023-24

Subject Name: Information Retrieval System

Topic: Real-time scenarios in IRS

No. of Participants: 43

Brief Write – Up

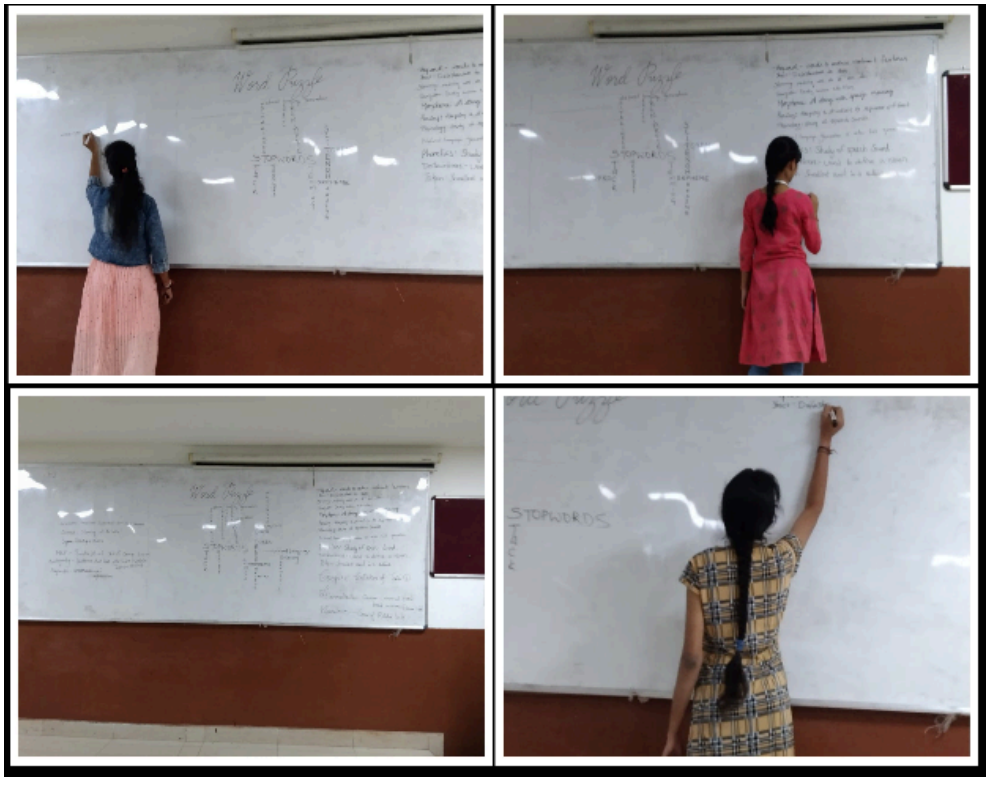
The Topic-Based Learning activity was designed to bridge the gap between theoretical concepts and their real-time applications in Information Retrieval Systems (IRS). The primary objective of this activity was to help students develop a strong foundational understanding of how information retrieval works in practical scenarios such as search engines, recommendation systems, and data filtering.

Students were introduced to essential IRS concepts including documents, queries, indexing, precision, recall, F-measure, relevance scoring, and ranking algorithms. Special emphasis was placed on evaluating the effectiveness and performance of retrieval systems using industry-standard evaluation metrics. This allowed students to critically analyze how relevant and efficient search results are, and how to improve them.

The activity included real-time examples and case-based discussions, encouraging students to apply IR concepts to solve practical problems in the fields of data mining, machine learning, and

intelligent information systems. Students engaged in hands-on tasks such as designing basic retrieval models, simulating query-document matching, and computing evaluation metrics.

Photos:



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Bachupally, Hyderabad-090

Department of Computer Science & Engineering

Name of the Activity: Tutorial Activity

Faculty Name: Dr. M.Indrasena Reddy

Class: III / I CSE

Academic Year: 2023-2024

Subject Name: Formal Language Automata Theroy

Topic: Turing Machine

No. of Participants: 60

Brief Write – Up:

- Activity Design
  - Students are divided into teams.
  - Each Team consists of 6 students.
  - Assigned a unique set of problems.
- Learning Objectives
  - To assess the understanding levels of the students.
  - To make complex concepts easier to learn.
- Assessment Rubrics
  - Problem Formulation.
  - Enthusiasm
- Each group is assigned a unique set of problems of different complexity.
- Each Group needs to make a discussion and deliberations to come out with a solution.
- One student of each group presented the solution to the audience.

Photos:

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Department of Computer Science and Engineering

Name of the Activity: Widgets Creation

Faculty Name: Ms. Suparna Das

Class: III – II / CSE

Academic Year: 2023-2024

Subject Name: Scripting Language

Topic: Creation of Widgets using TCL/TK

No. of Participants: 70

Brief Write – Up:

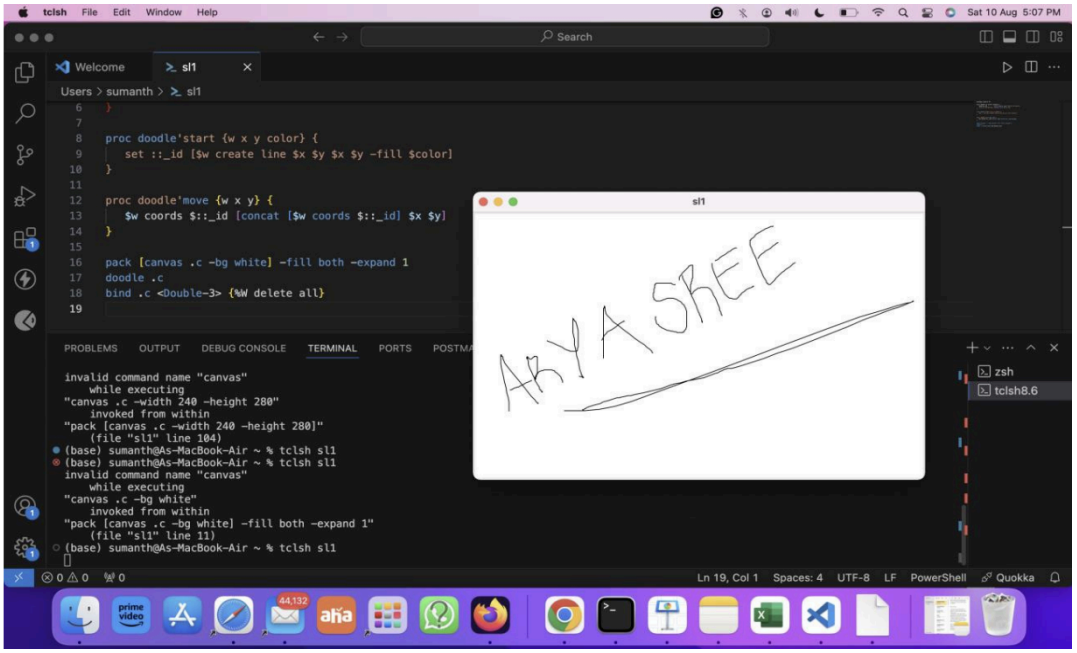
As part of the *Scripting Language* subject, a practical activity titled *Widgets Creation* was conducted to help students gain hands-on experience in GUI development using the *TCL/TK* scripting language. The focus of the activity was on designing and implementing various widgets and canvases that form the foundation of user interface creation.

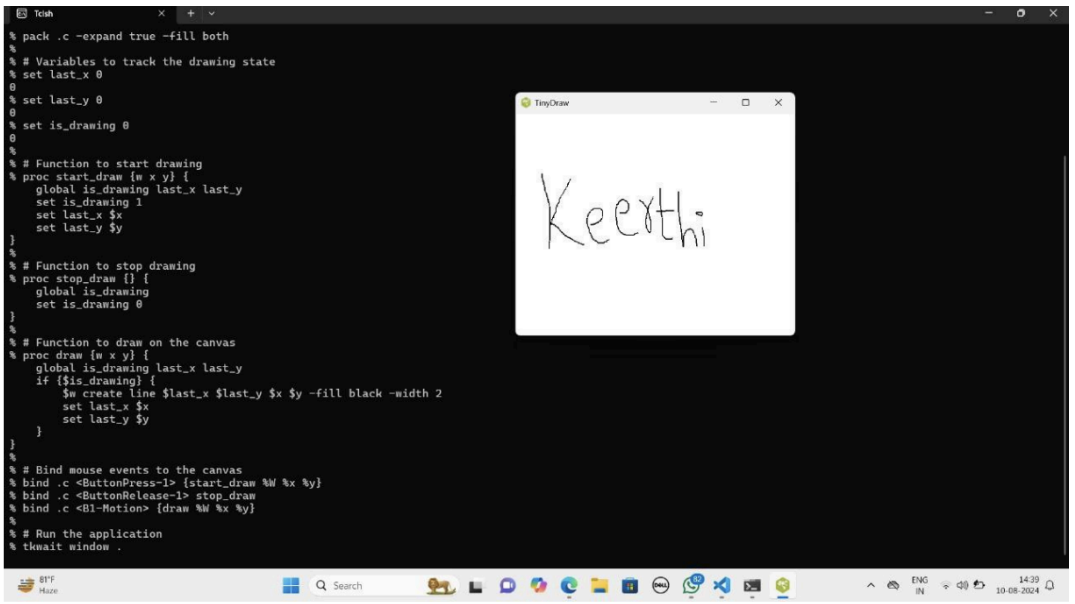
Students were provided with screenshots of 10 different widget-based outputs, which included buttons, labels, entry boxes, radio buttons, checkboxes, canvas-based drawings, and other UI elements. Using the *TCL/TK* application, students were asked to replicate each interface by writing corresponding code scripts.

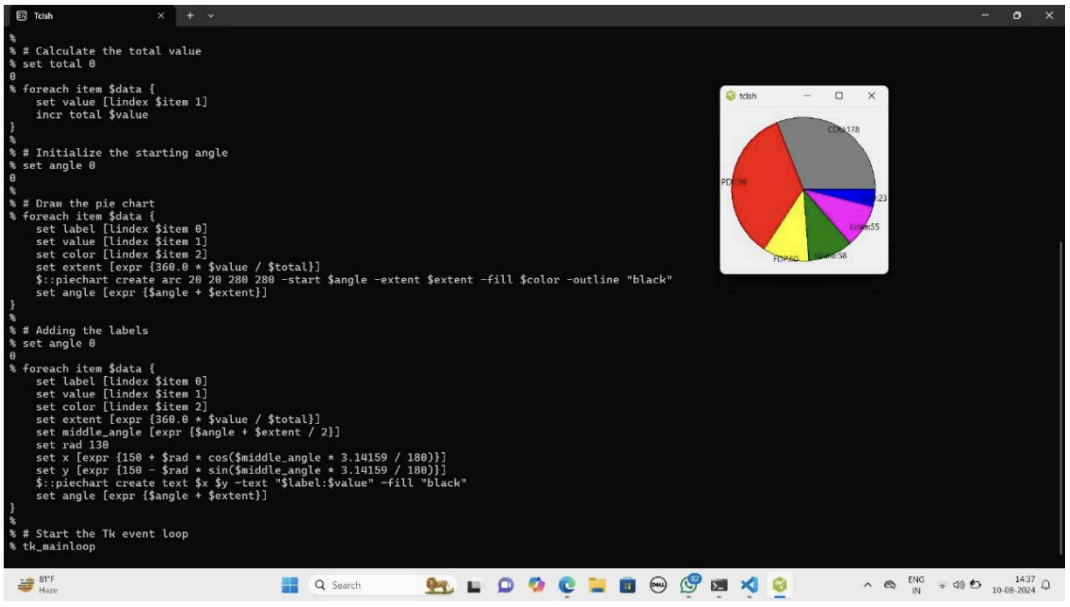
They were instructed to take full-screen screenshots of each successfully executed widget on their systems and document their code along with the screenshots in a single Word document for submission. This task encouraged attention to detail, accuracy in scripting, and a strong understanding of widget properties and layout management in *TCL/TK*.

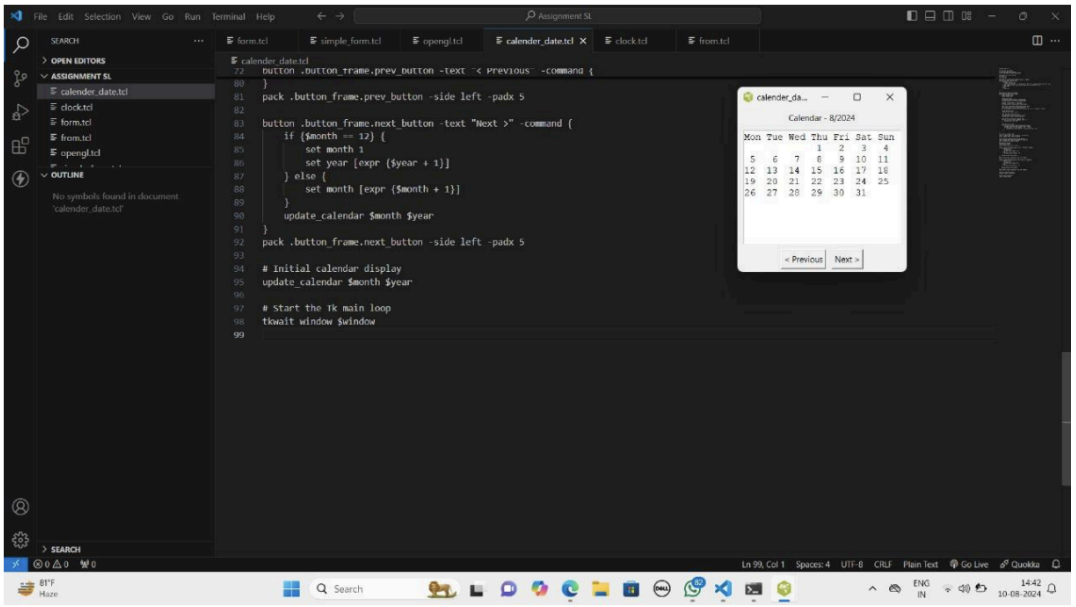
The activity provided an excellent opportunity for students to apply their theoretical knowledge into practice. It helped enhance their programming skills, logical thinking, and familiarity with GUI scripting. All students actively participated and successfully completed the task, making the session both productive and technically enriching.

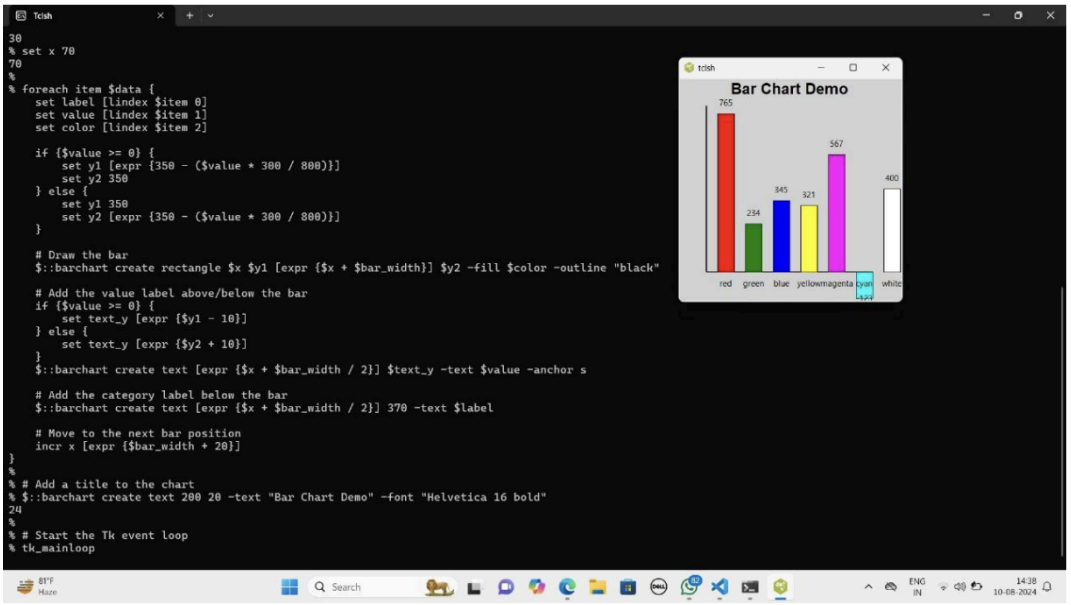
Students screen Outputs:

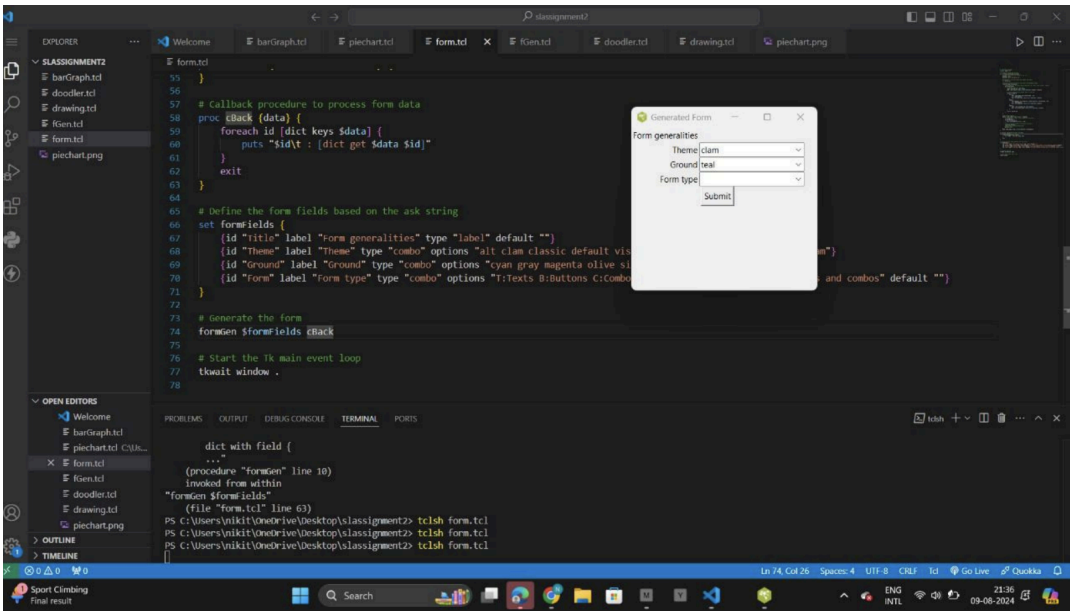


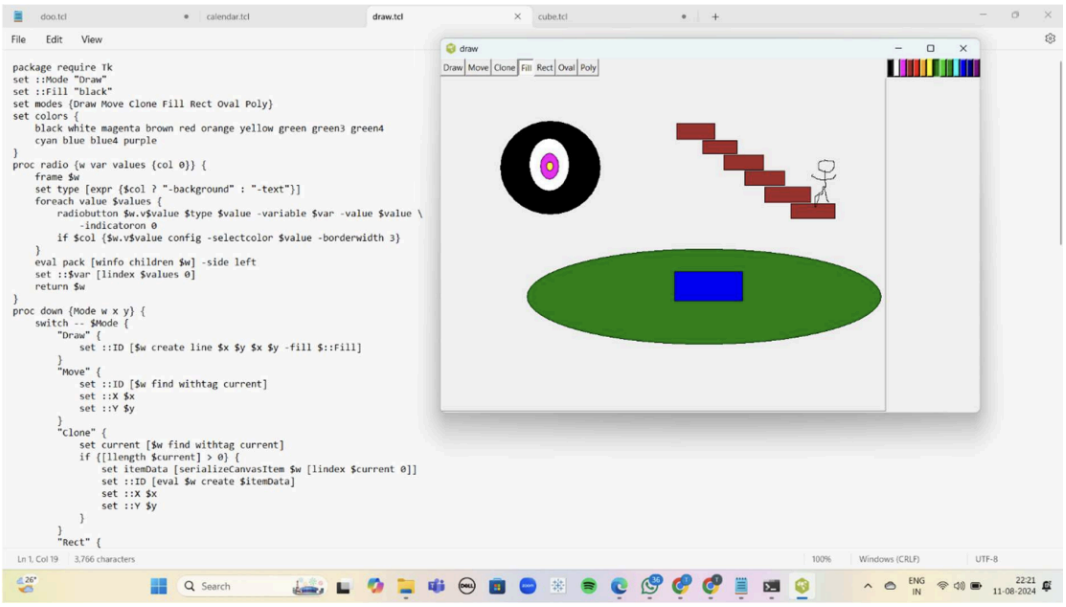


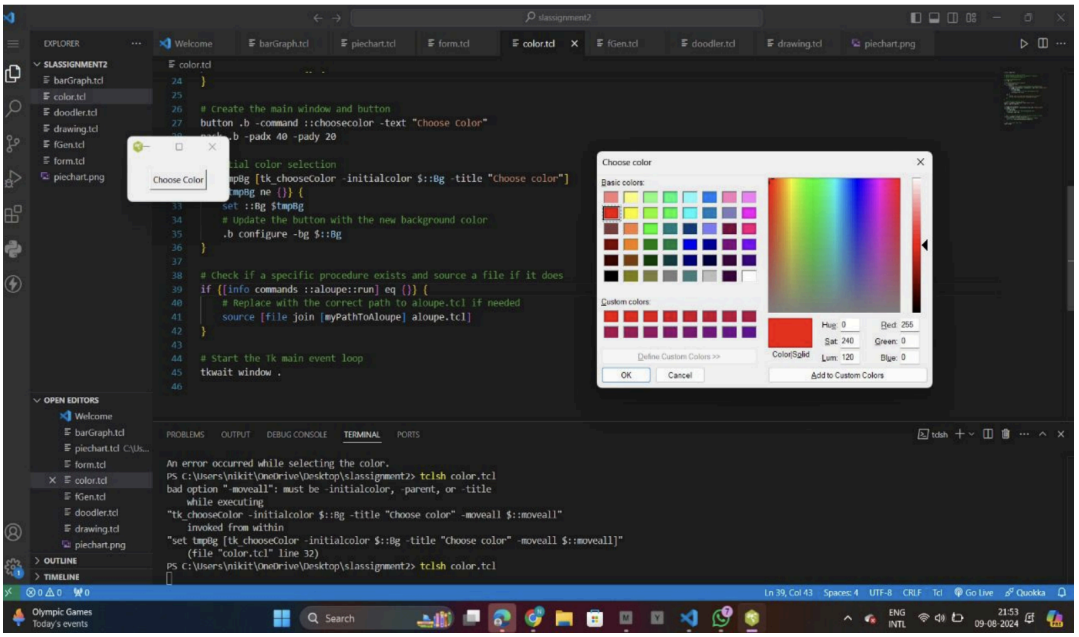


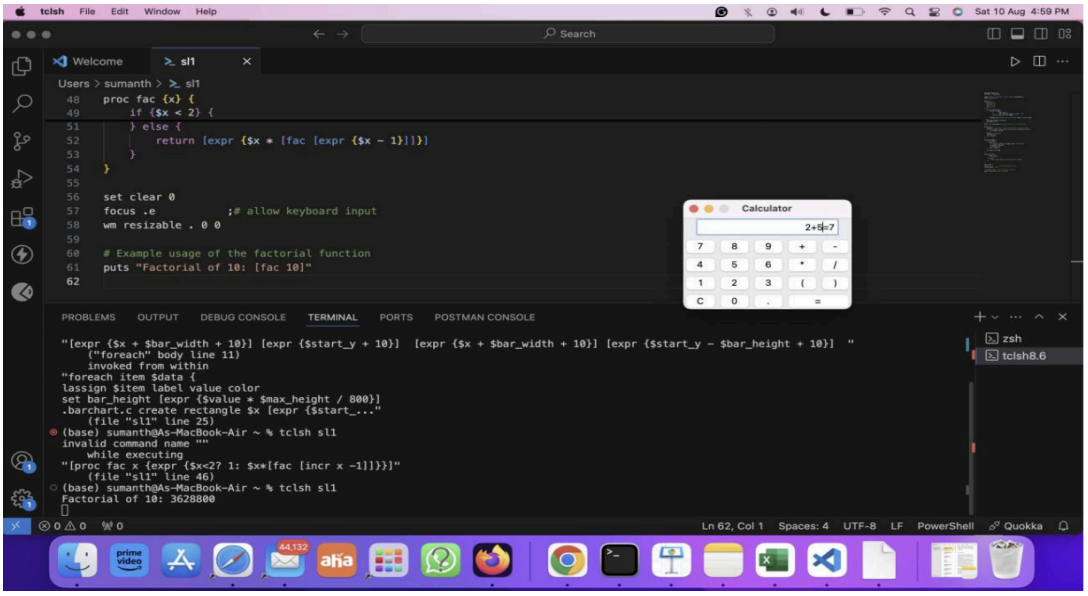

calender_date.tcl
button .button_frame.prev_button -text "< Previous" -command {
}
pack .button_frame.prev_button -side left -padx 5
button .button_frame.next_button -text "Next >" -command {
if {$month == 12} {
set month 1
set year [expr {$year + 1}]
} else {
set month [expr {$month + 1}]
}
update_calendar $month $year
}
pack .button_frame.next_button -side left -padx 5
Initial calendar display
update_calendar $month $year
Start the Tk main loop
tkwait window $window
Calendar - 8/2024
Mon Tue Wed Thu Fri Sat Sun
« Previous
Next »

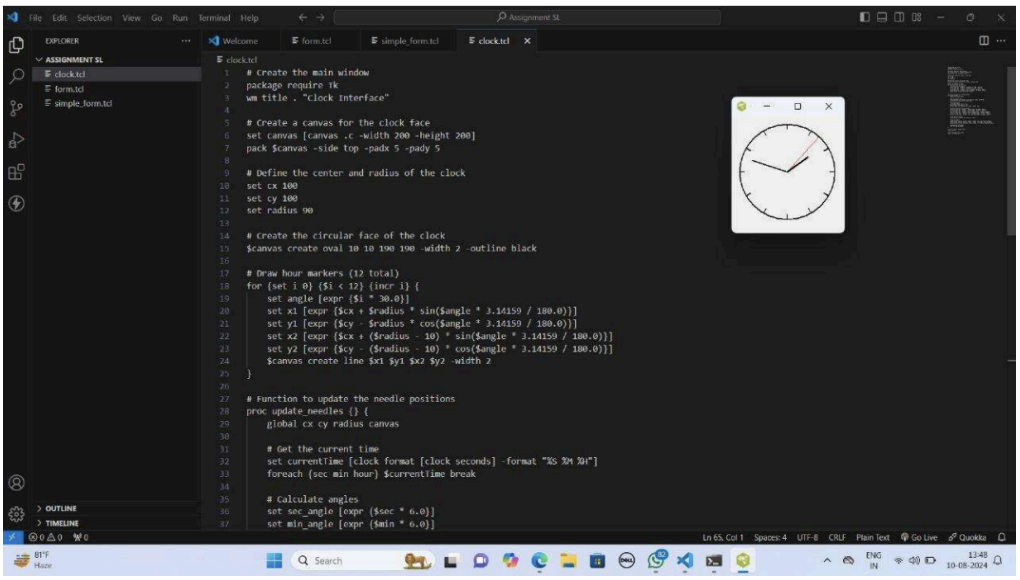

30
% set x 70
70
%
% foreach item $data {
set label [lindex $item 0]
set value [lindex $item 1]
set color [lindex $item 2]
if {$value >= 0} {
set y1 [expr {350 - ($value * 300 / 800)}]
set y2 350
} else {
set y1 350
set y2 [expr {350 - ($value * 300 / 800)}]
}
# Draw the bar
$::barchart create rectangle $x $y1 [expr {$x + $bar_width}] $y2 -fill $color -outline "black"
# Add the value label above/below the bar
if {$value >= 0} {
set text_y [expr {$y1 - 10}]
} else {
set text_y [expr {$y2 + 10}]
}
$::barchart create text [expr {$x + $bar_width / 2}] $text_y -text $value -anchor s
Add the category label below the bar
$::barchart create text [expr {$x + $bar_width / 2}] 370 -text $label
Move to the next bar position
incr x [expr {$bar_width + 20}]
}
%
% # Add a title to the chart
% $::barchart create text 200 20 -text "Bar Chart Demo" -font "Helvetica 16 bold"
24
%
% # Start the Tk event loop
% tk_mainloop
tclsh
Bar Chart Demo
765
234
345
321
567
400
red
green
blue
yellow
magenta
cyan
white


form.tcl
}
# Callback procedure to process form data
proc cBack {data} {
foreach id [dict keys $data] {
puts "$id\t : [dict get $data $id]"
}
exit
}
# Define the form fields based on the ask string
set formFields {
{id "Title" label "Form generalities" type "label" default ""}
{id "Theme" label "Theme" type "combo" options "alt clam classic default vis
{id "Ground" label "Ground" type "combo" options "cyan gray magenta olive si
{id "Form" label "Form type" type "combo" options "T:Texts B:Buttons C:Combo
}
# Generate the form
formGen $formFields cBack
Start the Tk main event loop
tkwait window .
Generated Form
Form generalities
Theme clam
Ground teal
Form type
Submit
dict with field {
...
(procedure "formGen" line 10)
invoked from within
"formGen $formFields"
(file "form.tcl" line 63)
PS C:\Users\nikit\OneDrive\Desktop\slassignment2> tclsh form.tcl
PS C:\Users\nikit\OneDrive\Desktop\slassignment2> tclsh form.tcl
PS C:\Users\nikit\OneDrive\Desktop\slassignment2> tclsh form.tcl

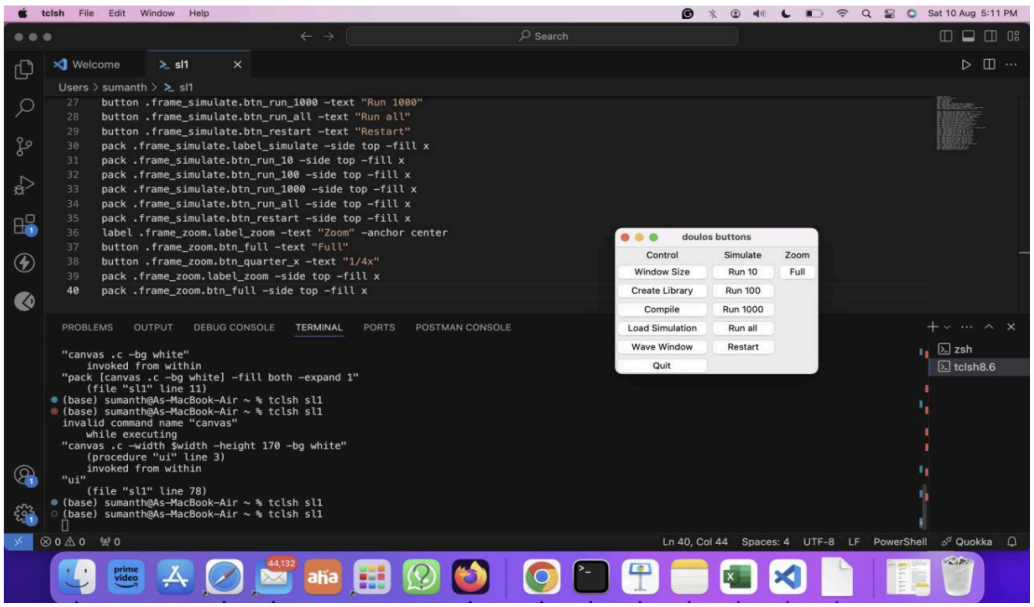

draw
Draw Move Clone Fill Rect Oval Poly
package require Tk
set ::Mode "Draw"
set ::Fill "black"
set modes {Draw Move Clone Fill Rect Oval Poly}
set colors {
black white magenta brown red orange yellow green green3 green4
cyan blue blue4 purple
}
proc radio {w var values {col 0}} {
frame $w
set type [expr {$col ? "-background" : "-text"}]
foreach value $values {
radiobutton $w.v$value $type $value -variable $var -value $value \
-indicatoron 0
if $col {$w.v$value config -selectcolor $value -borderwidth 3}
}
eval pack [winfo children $w] -side left
set ::$var [lindex $values 0]
return $w
}
proc down {Mode w x y} {
switch -- $Mode {
"Draw" {
set ::ID [$w create line $x $y $x $y -fill $::Fill]
}
"Move" {
set ::ID [$w find withtag current]
set ::X $x
set ::Y $y
}
"Clone" {
set current [$w find withtag current]
if {[llength $current] > 0} {
set itemData [serializeCanvasItem $w [lindex $current 0]]
set ::ID [eval $w create $itemData]
set ::X $x
set ::Y $y
}
}
"Rect" {


Choose Color
Choose color
Basic colors:
Custom colors:
OK
Cancel
Add to Custom Colors
color.tcl
barGraph.tcl
piechart.tcl
form.tcl
fGen.tcl
doodler.tcl
drawing.tcl
piechart.png
Create the main window and button
button .b -command ::choosecolor -text "Choose Color"
Check if a specific procedure exists and source a file if it does
Start the Tk main event loop
tkwait window .
An error occurred while selecting the color.
PS C:\Users\nikit\OneDrive\Desktop\slassignment2> tclsh color.tcl
bad option "-moveall": must be -initialcolor, -parent, or -title
while executing
"tk_chooseColor -initialcolor $::Bg -title "Choose color" -moveall $::moveall"
invoked from within
"set tmpBg [tk_chooseColor -initialcolor $::Bg -title "Choose color" -moveall $::moveall]"
(file "color.tcl" line 32)
PS C:\Users\nikit\OneDrive\Desktop\slassignment2> tclsh color.tcl


Welcome
sl1
proc fac {x} {
if {$x < 2} {
} else {
return [expr {$x * [fac [expr {$x - 1}]]}]
}
}
set clear 0
focus .e ;# allow keyboard input
wm resizable . 0 0
Example usage of the factorial function
puts "Factorial of 10: [fac 10]"
Calculator
"[expr {$x + $bar_width + 10}] [expr {$start_y + 10}] [expr {$x + $bar_width + 10}] [expr {$start_y - $bar_height + 10}] "
("foreach" body line 11)
invoked from within
"foreach item $data {
lassign $item label value color
set bar_height [expr {$value * $max_height / 800}]
.barchart.c create rectangle $x [expr {$start_...
(file "sl1" line 25)
(base) sumanth@As-MacBook-Air ~ % tclsh sl1
invalid command name ""
while executing
"[proc fac x {expr {$x<2? 1: $x*[fac [incr x -1]]}}]"
(file "sl1" line 46)
(base) sumanth@As-MacBook-Air ~ % tclsh sl1
Factorial of 10: 3628800

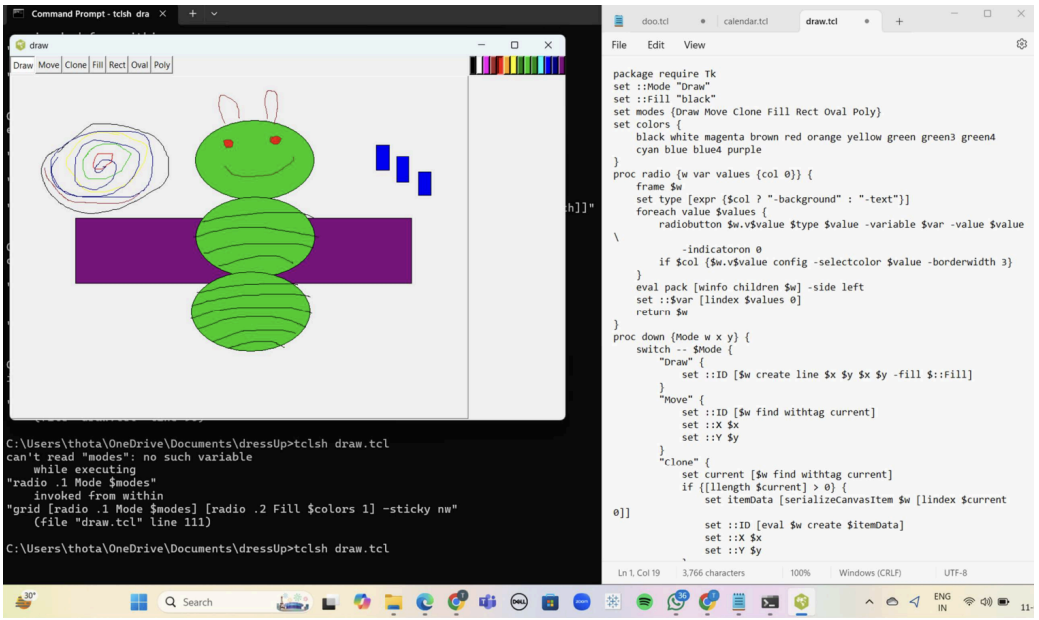


```
# Create the main window
package require Tk
wm title . "Clock Interface"

# Create a canvas for the clock face
set canvas [canvas .c -width 200 -height 200]
pack $canvas -side top -padx 5 -pady 5

# Define the center and radius of the clock
set cx 100
set cy 100
set radius 90

# Create the circular face of the clock
$canvas create oval 10 10 190 190 -width 2 -outline black

# Draw hour markers (12 total)
for {set i 0} {$i < 12} {incr i} {
    set angle [expr {$i * 30.0}]
    set x1 [expr {$cx + $radius * sin($angle * 3.14159 / 180.0)}]
    set y1 [expr {$cy - $radius * cos($angle * 3.14159 / 180.0)}]
    set x2 [expr {$cx + ($radius - 10) * sin($angle * 3.14159 / 180.0)}]
    set y2 [expr {$cy - ($radius - 10) * cos($angle * 3.14159 / 180.0)}]
    $canvas create line $x1 $y1 $x2 $y2 -width 2
}

# Function to update the needle positions
proc update_needles {} {
    global cx cy radius canvas

    # Get the current time
    set currentTime [clock format [clock seconds] -format "%S %M %H"]
    foreach {sec min hour} $currentTime break

    # Calculate angles
    set sec_angle [expr {$sec * 6.0}]
    set min_angle [expr {$min * 6.0}]
```



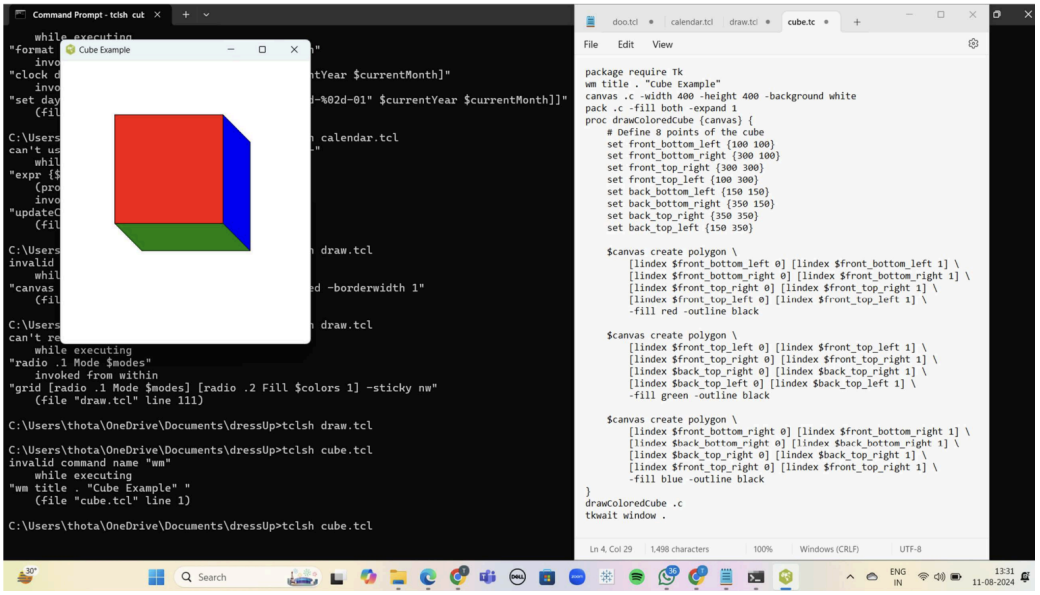
```
button .frame_simulate.btn_run_1000 -text "Run 1000"
button .frame_simulate.btn_run_all -text "Run all"
button .frame_simulate.btn_restart -text "Restart"
pack .frame_simulate.label_simulate -side top -fill x
pack .frame_simulate.btn_run_10 -side top -fill x
pack .frame_simulate.btn_run_100 -side top -fill x
pack .frame_simulate.btn_run_1000 -side top -fill x
pack .frame_simulate.btn_run_all -side top -fill x
pack .frame_simulate.btn_restart -side top -fill x
label .frame_zoom.label_zoom -text "Zoom" -anchor center
button .frame_zoom.btn_full -text "Full"
button .frame_zoom.btn_quarter_x -text "1/4x"
pack .frame_zoom.label_zoom -side top -fill x
pack .frame_zoom.btn_full -side top -fill x
```

```
"canvas .c -bg white"
    invoked from within
"pack [canvas .c -bg white] -fill both -expand 1"
    (file "sl1" line 11)
(base) sumanth@As-MacBook-Air ~ % tclsh sl1
(base) sumanth@As-MacBook-Air ~ % tclsh sl1
invalid command name "canvas"
    while executing
"canvas .c -width $width -height 170 -bg white"
    (procedure "ui" line 3)
    invoked from within
"ui"
    (file "sl1" line 78)
(base) sumanth@As-MacBook-Air ~ % tclsh sl1
(base) sumanth@As-MacBook-Air ~ % tclsh sl1
```



```
C:\Users\thota\OneDrive\Documents\dressUp>tclsh draw.tcl
can't read "modes": no such variable
    while executing
"radio .1 Mode $modes"
    invoked from within
"grid [radio .1 Mode $modes] [radio .2 Fill $colors 1] -sticky nw"
    (file "draw.tcl" line 111)

C:\Users\thota\OneDrive\Documents\dressUp>tclsh draw.tcl
```

```
package require Tk
set ::Mode "Draw"
set ::Fill "black"
set modes {Draw Move Clone Fill Rect Oval Poly}
set colors {
    black white magenta brown red orange yellow green green3 green4
    cyan blue blue4 purple
}
proc radio {w var values {col 0}} {
    frame $w
    set type [expr {$col ? "-background" : "-text"}]
    foreach value $values {
        radiobutton $w.v$value $type $value -variable $var -value $value
\
            -indicatoron 0
        if $col {$w.v$value config -selectcolor $value -borderwidth 3}
    }
    eval pack [winfo children $w] -side left
    set ::$var [lindex $values 0]
    return $w
}
proc down {Mode w x y} {
    switch -- $Mode {
        "Draw" {
            set ::ID [$w create line $x $y $x $y -fill $::Fill]
        }
        "Move" {
            set ::ID [$w find withtag current]
            set ::X $x
            set ::Y $y
        }
        "Clone" {
            set current [$w find withtag current]
            if {[llength $current] > 0} {
                set itemData [serializeCanvasItem $w [lindex $current
0]]
                set ::ID [eval $w create $itemData]
                set ::X $x
                set ::Y $y
```



Suparna Das

Faculty sign

BVRIT HYDERABAD College of Engineering for Women

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Bachupally, Hyderabad-090

Department of Computer Science and Engineering

Name of the Activity: Cloud based website building

Faculty Name: Ms. Suparna Das

Class: IV / I CSE

Academic Year: 2023-2024

Subject Name: Cloud Computing

Topic: Accessing Cloud storage through web application

No. of Participants: 63

Brief Write – Up:

As part of the Cloud Computing curriculum, a group activity titled "Cloud-Based Website Building" was conducted to help students understand real-time implementation of cloud storage using web applications. Students were divided into teams of 3 members and tasked with developing a simple yet functional website hosted on a cloud platform such as Google Cloud. The websites were required to include features that interact with cloud storage services—such as file upload/download, data retrieval, and basic CRUD (Create, Read, Update, Delete) operations through cloud-hosted databases.

This hands-on activity aimed to bridge theoretical concepts with practical skills. Through this, they learned about authentication, data access permissions, cloud architecture, and deployment practices.

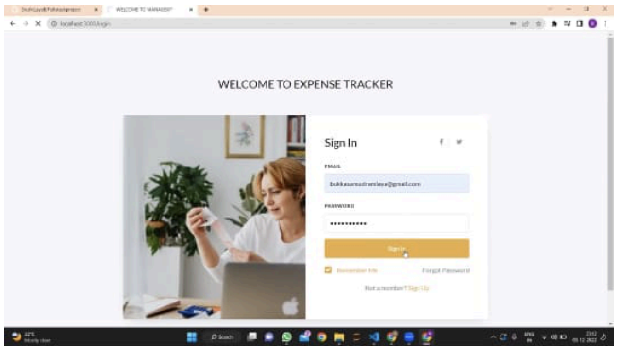
The activity encouraged collaborative learning, enhanced technical proficiency, and gave students a foundational understanding of how cloud storage powers modern web applications. It also reinforced core cloud concepts such as scalability, availability, and cost-efficiency in cloud-based environments. This experiential learning approach significantly enriched their understanding of the Cloud Computing course.

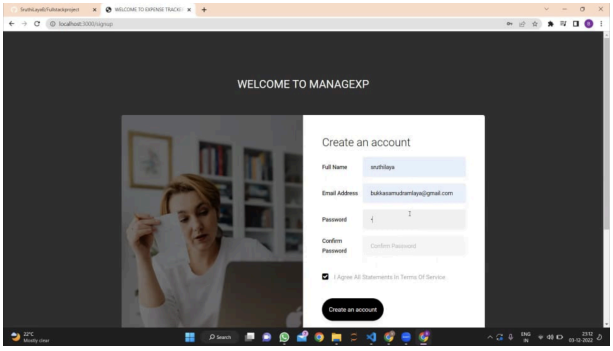
Sl No	Roll no	Name	Project title
1	20WH1A0596	B.Amulya	Expense Management Tracker
	20WH1A05B5	B.Sruthilaya	
	20WH1A0569	D.Sharwani	
2	20WH1A0574	Uppalapati Sri	Personal cloud
	20WH1A0591	Thati Chandana	
	20WH1A0585	Deepika	
3	20WH1A05A9	Akanksha B Vennu	Traffic management system
	20WH1A05A2	U Tejasree	
	20WH1A05A4	D Harshitha	
4	20WH1A0573	M. Harshitha	Bus Ticketing
	20WH1A0588	R. Shravani	
	20WH1A0589	M. Apurva	
5	20WH1A0572	K.S.A.Dakshatha	Online Blood Bank system
	20WH1A05B3	Atoshi Das	
	20WH1A05B4	Jyotsna	
6	20WH1A0570	Y.Veena	Online cloud-enabled bookstore system
	20WH1A0561	K.Geetha	
	20WH1A0562	N.Indira	
7	20WH1A0586	P. Sanjani	Flight Ticketing
	20WH1A0592	I. Akshita	
	20WH1A05B0	P. Renusree	
8	20WH1A0593	N.V.S.Sravya	cloud based bus pass system
	20WH1A05A1	P.Sahithya	
	20WH1A05B8	V.Manaswini	
9	20WH1A0563	B.Sowjanya	online blood bank system
	20WH1A0566	M.Meghana	
	20WH1A0568	Bindu Sri	
10	20WH1A0587	K. Sritha	Attendance system
	20WH1A0578	M.SANDHYA	
	20WH1A0571	G.EASHA	
11	20WH1A0583	N.Pavani	Making a chatbot
	20WH1A0597	K.Sireesha	
	20WH1A0564	K.Jyothirmayee	
12	21Wh5A0508	R.Sindhuja	E-Learning Website

	21WH5A0512	R.Tejaswini	
	21WH5A0510	S.Ankitha	
13	20WH1A0567	K. Bhavya	Building chatbox
	20WH1A0595	A. Charishma	
	20WH1A05A0	B. Yuktha Akhila	
14	20WH1A0565	M Mounika	E-Learning Website
	20WH1A0582	T Neharika	
	20WH1A0584	L Yasaswini	
15	20WH1A05A6	K. Akshitha Reddy	secure data transfer
	20WH1A0581	Y. Pujitha	
	20WH1A0575	B. Siri	
16	21WH5A0507	D.Vineetha	Hostel Application
	21WH5A0509	B.Vyshnavi	
	21WH5A0511	B.Bhargavi	
17	20WH1A0580	Sweety Bharath Sonam	Bus booking system
	20WH1A0590	Tarannum	
	20WH1A05A7	Md.Sofia Parvez	
18	20WH1A0576	P Richa Cristina	Text Classification
	20WH1A0579	Phalashi Singh	
	20WH1A05A8	Varsha	
19	20WH1A0594	K Bhushana Kumari	Weather application
	20WH1A05B9	B. Navouya	
	20WH1A05C0	Y. Hananya	
20	20WH1A0598	J.Sindhuja	Data Duplication removal using file checksum
	20WH1A05B6	B.Alekhya	
	20WH1A05A3	P.Joily	
21	20WH1A05B1	K Shriya Sai	Automation of university or college data
	20WH1A05B7	Matta Tejasree Sharvani	
	20WH1A05A5	Datla Venkata Mahima	

Outputs

Team 1





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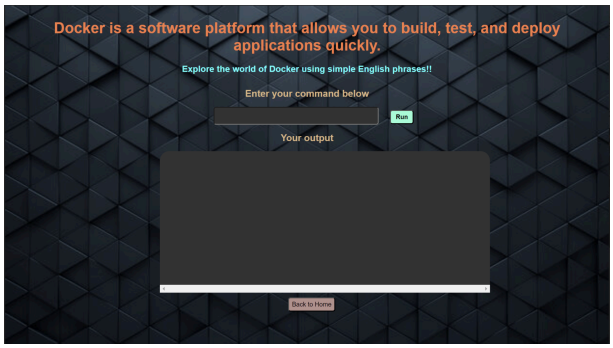

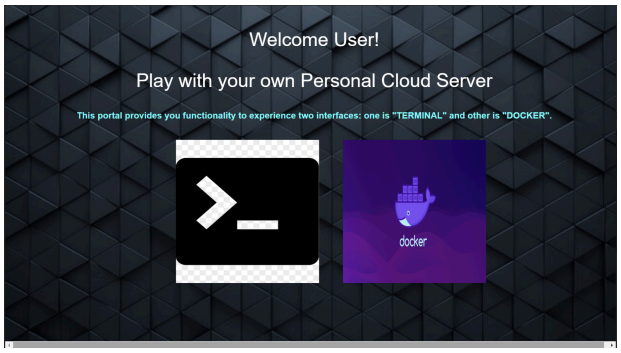

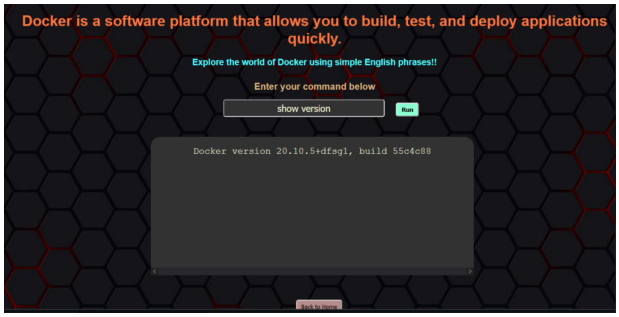

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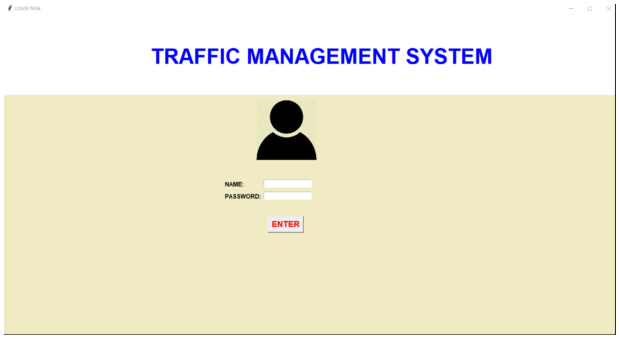

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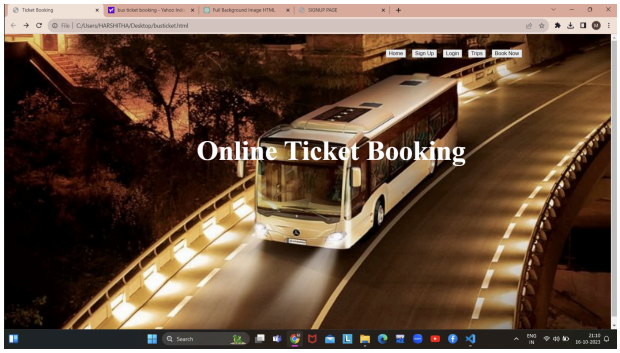

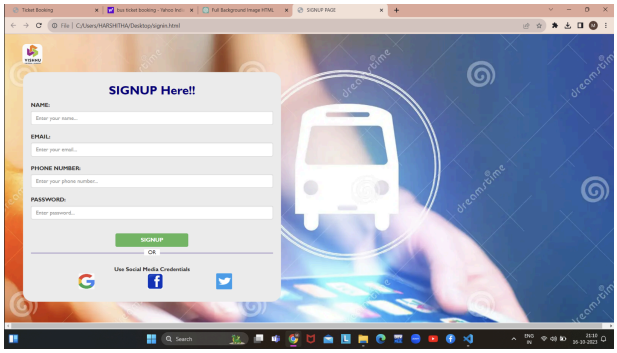

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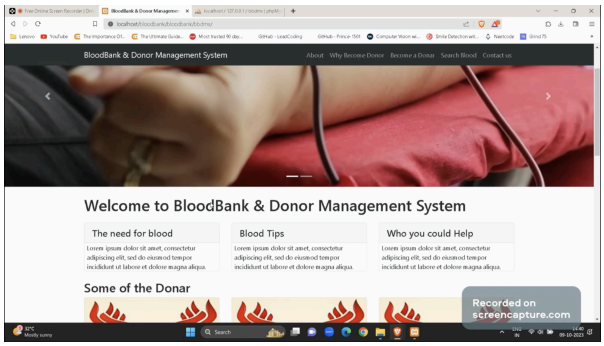

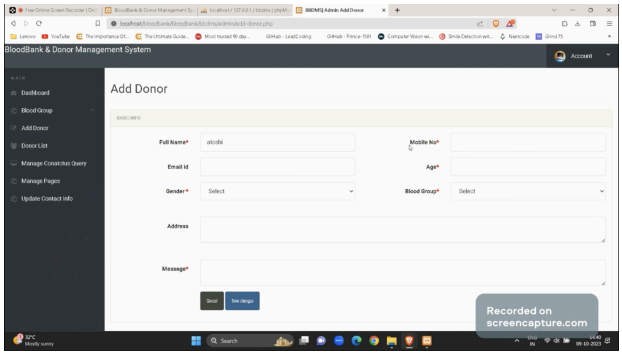

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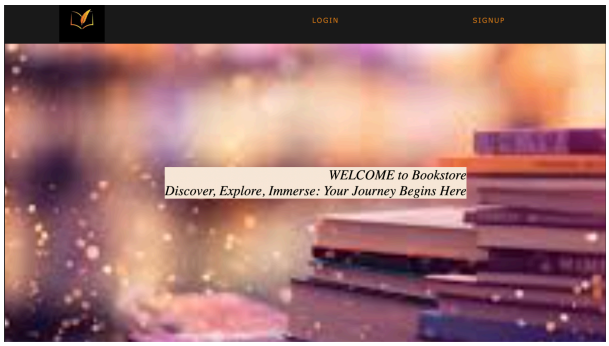

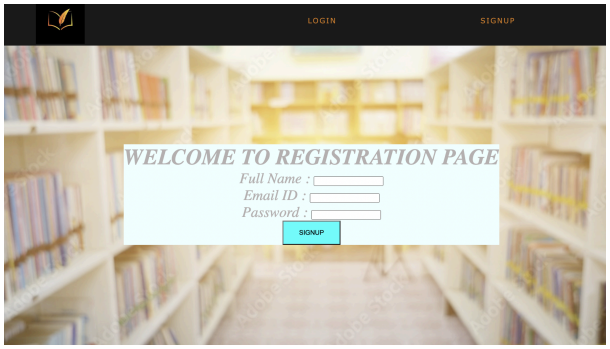

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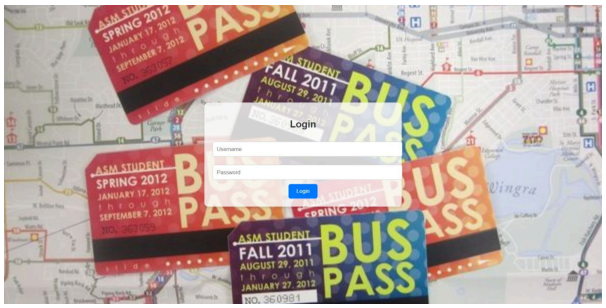

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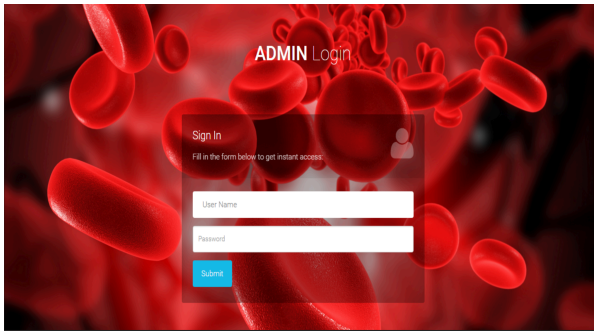

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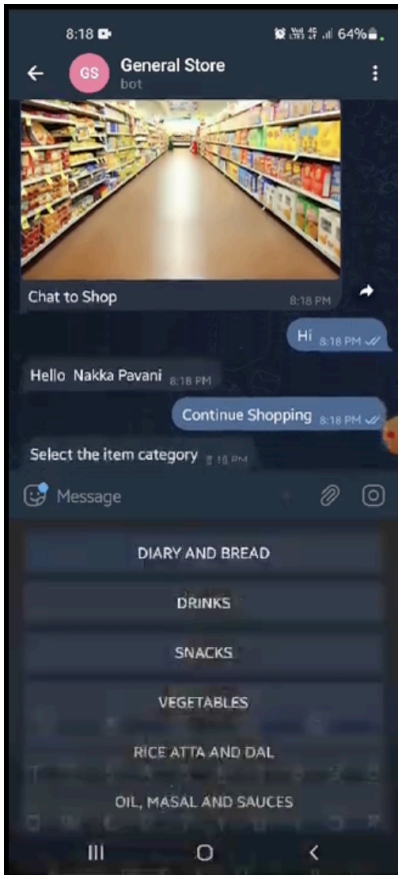

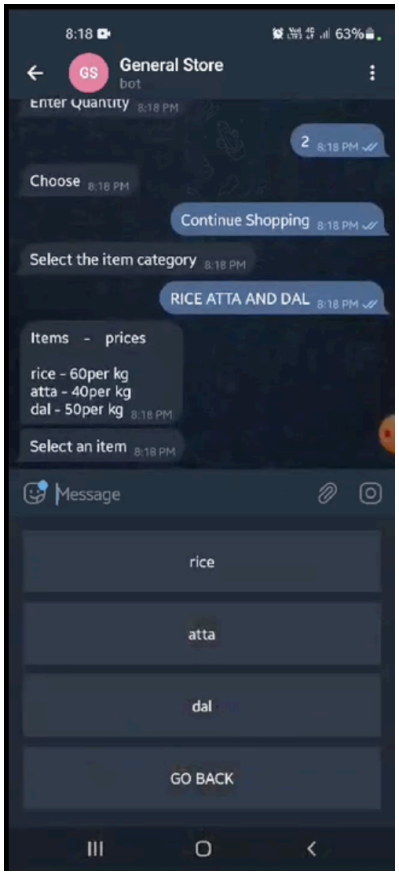

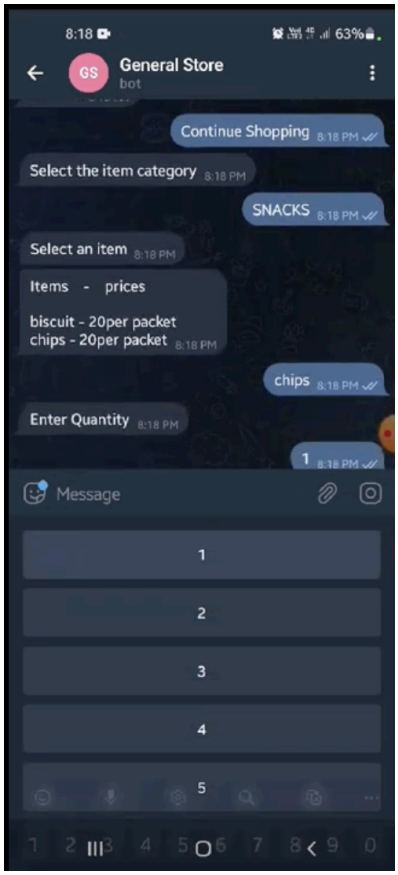

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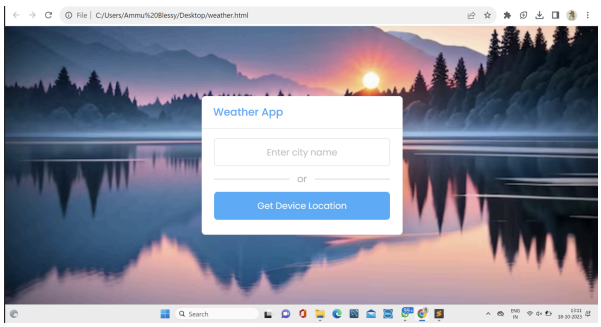

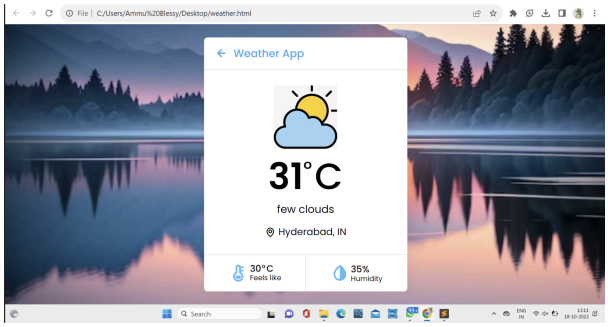

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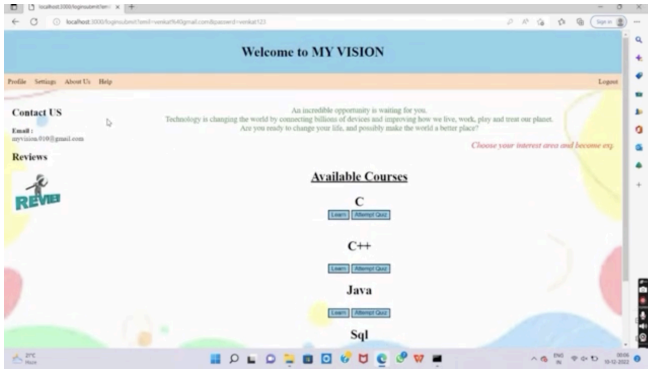

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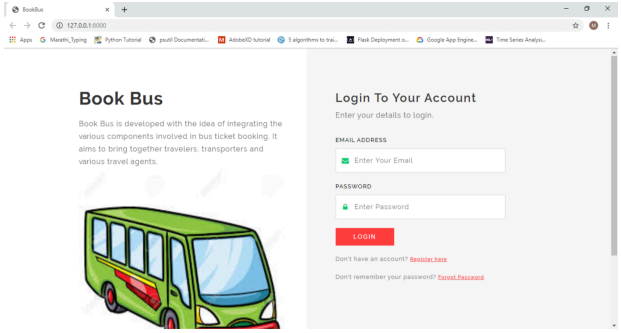

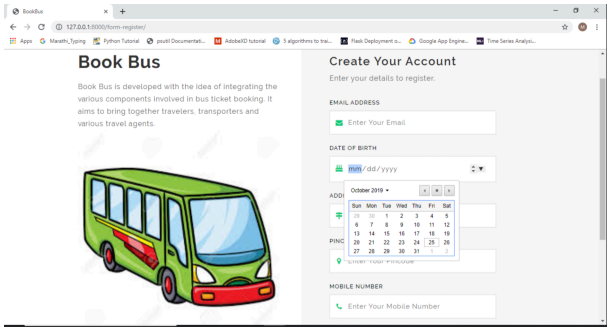

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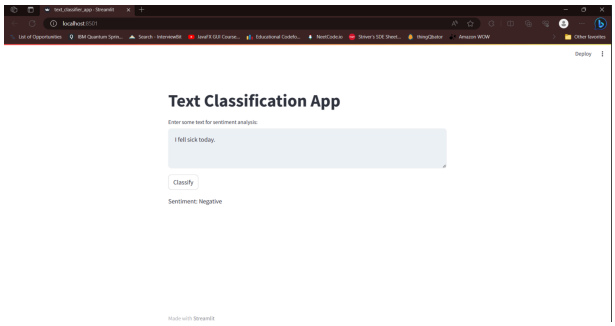

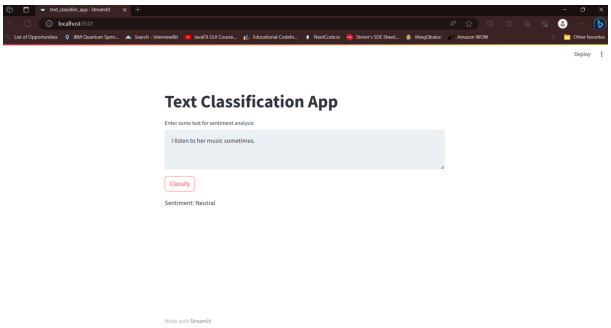

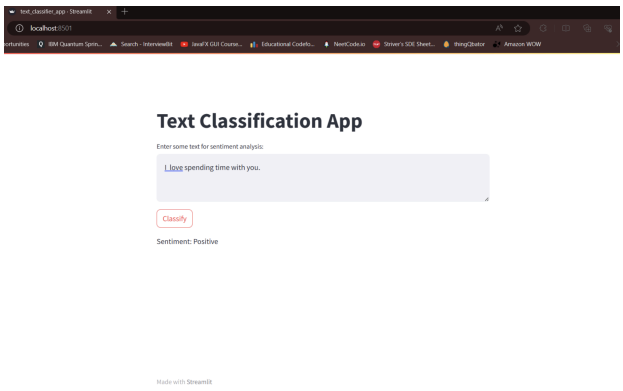

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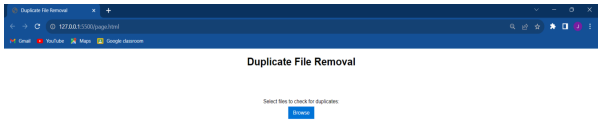

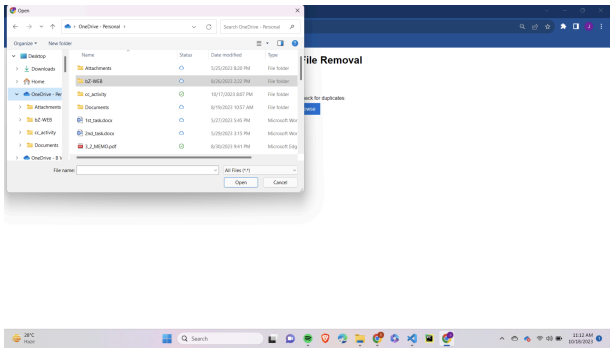

Faculty sign

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Bachupally, Hyderabad-090

Department of Computer Science & Engineering

Name of the Activity: Certifications

Faculty Name: Ms. Y Divya

Class / Semester: II/II CSE

Academic Year: 2023-2024

Subject Name: Database Management Systems

Topic: SQL

No. of Participants: 70 (Few completed SQL(Basic) and SQL(Intermediate))

Brief Write-up:

As part of the **Database Management Systems (DBMS)** course, first an interactive discussion session is conducted to emphasize the importance of learning Structured Query Language (SQL) and its practical relevance in the field of data management and analysis. I explained how SQL serves as the backbone of most modern database systems and how proficiency in SQL enables students to efficiently manage, manipulate, and retrieve data from relational databases in real-world scenarios. The session also highlights the growing demand for SQL skills in various industries such as software development, data analysis, and business intelligence. To reinforce this learning, students are encouraged and instructed to enroll in and complete an **SQL Certification Course** offered by **Great Learning**, a reputed online learning platform within one hour with a quiz at the end of course for more in depth learning. This certification will not only validate their knowledge but also add value to their resumes, enhancing their employability. Students are expected to complete the course within the given timeframe and submit proof of certification.

Name	Rollno	Certificate
Siri Nakka	22WH1A05C6	https://drive.google.com/open?id=1AfjycW1eAf-Mwi7Oo5ThqI1FJjFkLYeD
M.V.Reshma	22WH1A05B0	https://drive.google.com/open?id=1dFO3D6sm0FUpc4B256H73k3MQF9xZ8cx
Maka Akshitha	22WH1A05C7	https://drive.google.com/open?id=1nZoutOvxO_WQbbfX18qPC2t991esxxFs
O.Harshitha	22wh1a0594	https://drive.google.com/open?id=1WZ7AwrD_vyaQ6r5G2MvRjXmqX6gB8Jkv
I.Thanvi Shreya	22wh1a05a2	https://drive.google.com/open?id=1z5UkxHQI51CWhbyHIHb9DrBhqKXr12sA
Singireddy Samanvitha	22wh1a05b4	https://drive.google.com/open?id=16hz4bmebrLiOYawC9CTFhWve6oXsd0nT
Bala Jayasri Singamsetti	22wh1a0569	https://drive.google.com/open?id=18ob9vWrbVRai20Bb-OHIJFW-9K7nIQi_
MOHAMMED AFREEN	22wh1a0579	https://drive.google.com/open?id=1U-GxpoIo9alzeqcqtp39Utqrz6FuthJc
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Palakurthi Varsha Sri	22wh1a05c4	https://drive.google.com/open?id=1JiSS5-avFKy17-aT9K8FtkKtDXUbFeLj
M.Bhavika	22wh1a0595	https://drive.google.com/open?id=1CgwC8BAt71lQ7cZRDTwSb71vlJqnEKQw
Triveni Kolli	22WH1A05A5	https://drive.google.com/open?id=1-wgO3kubw8Xp2bOZ0m1daE1QFcv1ryWq
Deshpande Shraddha	23WH5A0508	https://drive.google.com/open?id=136d5v5eZNSeSstnA4lydwhju1jUJHfNK
Hima Varsha.K	22wh1a05a8	https://drive.google.com/open?id=1GryOLUsfmO_9dDol15vBevw235CmP0gH
MUVVA SRIJA	22WH1A05B7	https://drive.google.com/open?id=1dIP9c1zSrOzehD2KSPtSQa-aCFPHfInK
Pragna Matta	22wh1a0581	https://drive.google.com/open?id=1L3P4SfKJvSkJy7XSlW-KrL0qX0S8ZFcl
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Prathibha Aanandam	22wh1a05b8	https://drive.google.com/open?id=1CQKcA1x-0h2sp-a2pUMXunJUN7-Fr7He
Sneha Gudise	22wh1a05b5	https://drive.google.com/open?id=1vqu8ryCDTThQSwIlwVBAwbIEWcys6rPB
Sravanthi	23wh5a0511	https://drive.google.com/open?id=1oKwr_BuMTumqNSJcBReso2_e8UDnrXk4
Vaishnavi	22wh1a0571	https://drive.google.com/open?id=1Qn0AWkMuHVv7K4DmW3eVo0sKuIAEUCte
Amala Ganta	22wh1a0588	https://drive.google.com/open?id=1dO1ixXc6wgju1awumcoYpmmwvLZ-2M_2
Gaddam Sri Bhavani	22wh1a0598	https://drive.google.com/open?id=1w4H7LYCoaziK8Y3ooQLLYPW6TiRpAHJS
SWATHI KURRI	22WH1A05C2	https://drive.google.com/open?id=1zSrVNotS-nPTK7nPIdGV-boZ0u13G_hz
Amulya Vaddul	22wh1a05a0	https://drive.google.com/open?id=1nf97wVYOY0sdQEHM-Uz7LPn6Mw6JQPco
Sanandha P	22wh1a05a1	https://drive.google.com/open?id=1NOV2u2dZPan_rrUWwez7guBUDV8WdhYP
CHOWTAPALLI MANVITHA	22WH1A0597	https://drive.google.com/open?id=1HGqjEfeD1P6Yj4BX5q7P36LichYYKe6W
Nikitha	22WH1A0572	https://drive.google.com/open?id=1yEAo6s4JHE0uBCWgAx2ygFNRXfwO-LnV
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Shruthi Peddaboyina	22WH1A05C3	https://drive.google.com/open?id=1EqJhXVfBNlpj-Vs0o3sGAAHO7u7fuxmU
Ravula Abhinaya	23WH5A0509	https://drive.google.com/open?id=1J-C3egnjQxU2YP4bNBk8CrWKSXI2hwJK
Yamini Mallepally	22wh1a05a4	https://drive.google.com/open?id=1g9ptXgC8GB3E8L1mDYLgZuz2YM_J-3T8
Vigna Varpula	22WH1A0575	https://drive.google.com/open?id=13xtHzvlYNYyKgr2SYpXzZlP0mhhm3qbO
Gajjala Trishna	22wh1a0584	https://drive.google.com/open?id=1vAWJQWKUu15QGFndTQPLlUFfUNYHeMT9
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Pragna Kongara	22wh1a05b6	https://drive.google.com/open?id=1pxWCBtY-zAXX5yZzqgOnZ-II_a_noR9x
Lakshmi Deekshita Chekuri	22wh1a0589	https://drive.google.com/open?id=1FDJOz4rq8m1C2MXXuwAgNJzKQYbtThcy
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P.Vennela	22WH1A05C8	https://drive.google.com/open?id=1hjipTynVSxDRRyD-xjUHtCYvPUKXcThY
G.SOUMYASREE	22WH1A05c0	https://drive.google.com/open?id=1TaOAukXCj8Ln9_mPM-nivs9h6N89Wu0K
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H.Shivani	22wh1a05b2	https://drive.google.com/open?id=1-H60i6B_IPF1r5aFx0h7pa6y4gdAWSVP
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Satya Meghana	22wh1a0592	https://drive.google.com/open?id=1hgYSc602o9yOXZO5dUZbyWDdBzAv_FfF
Vaishnavi Bachu	22wh1a0593	https://drive.google.com/open?id=1syKoPeOHvx3veXno5WnZVnXoMwnv9ngj
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Photographs:

Faculty sign

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Bachupally, Hyderabad-090

Department of Computer Science & Engineering

Name of the Activity: Multimedia based delivery (Simulation and presentation)

Faculty Name: Ms. Padmavati E Gundgurti

Class / Semester: II/I- CSE

Academic Year: 2023-2024

Subject Name: Computer Organization and Architecture

Topic: Computer Organization Simulation

No of Participants: 67

Brief Writeup:

As part of the Computer Organization and Architecture course, a multimedia-based learning activity was conducted using the Logisim tool to simulate key components of computer organization. The session was designed to help students gain hands-on experience in building and understanding the inner workings of digital circuits, such as adders, multiplexers, decoders, registers, and simple processors.

Through this activity, students were introduced to the Logisim simulation environment where they created logic circuits to visualize data flow and signal processing. The multimedia-based approach included instructional videos, live demonstrations, and guided tutorials that explained how to design and connect various components. Students worked individually and in small groups to build their own circuit simulations, followed by testing and debugging their designs.

This method of delivery allowed learners to move beyond textbook diagrams and experience circuit behavior in real-time. The visual and interactive nature of Logisim made complex concepts easier to grasp, reinforcing theoretical knowledge with practical application. The activity promoted curiosity, creativity, and collaborative problem-solving among students. Overall, it enhanced their understanding of computer organization by making learning more engaging, visual, and application-oriented.

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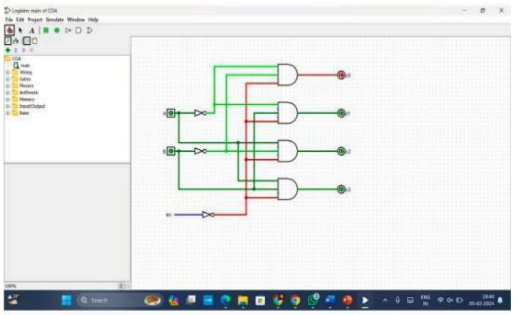

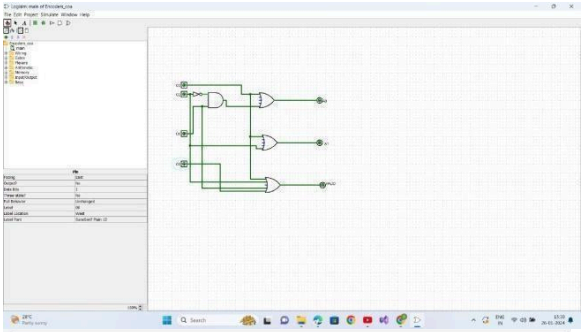

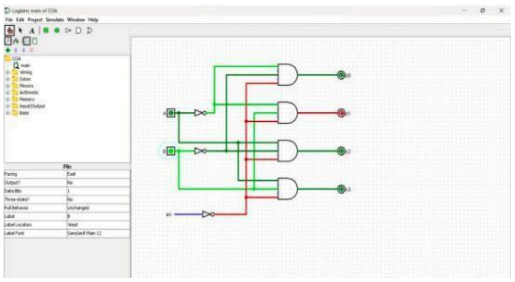

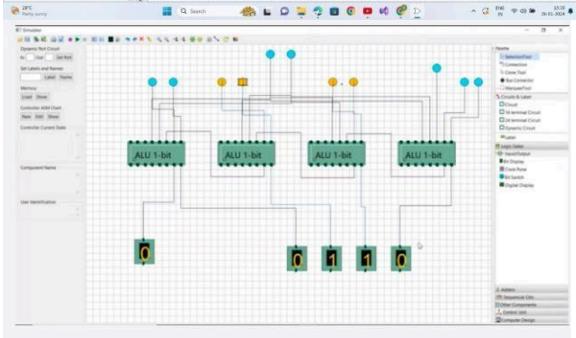

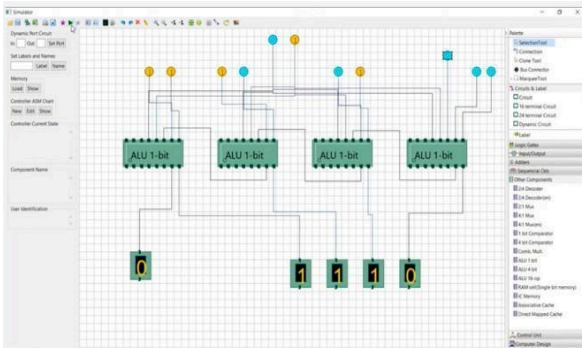

Faculty Sign

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Bachupally, Hyderabad-090

Department of Computer Science & Engineering

Name of the Activity: Role Play

Faculty Name: Ms. KBKS Durga

Class: II / II CSE

Academic Year: 2023-2024

Subject Name: Operating System

Topic: Dining Philosopher Problem

No. of Students Participated: 50

Brief Write-up:

As part of an interactive learning activity on the Dining Philosopher Problem, we selected 5 students to role-play as philosophers seated around a round table. Each philosopher was provided with a bowl and two spoons placed between them, symbolizing shared resources. The students simulated the two primary states in the problem: thinking and eating. The key objective of the role play was to ensure that no two adjacent philosophers entered the eating state simultaneously, thereby avoiding deadlock and starvation scenarios.

The activity aimed to help students understand synchronization issues and resource allocation strategies in operating systems. During the session, selected students guided the philosophers on how to pick up spoons — either starting from the left or the right — depending on the scenario assigned. Various scheduling and timing strategies were tested to observe how they impacted fairness, efficiency, and the possibility of starvation.

By experimenting with different synchronization techniques, students identified both the benefits and drawbacks of each approach. They understood how improper resource handling could lead to system bottlenecks, and how algorithms like resource hierarchy or semaphore-based solutions help mitigate such risks. This hands-on activity reinforced theoretical concepts and fostered collaborative problem-solving among students.

Photos:

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Department of Computer Science & Engineering

Name of the Activity: Collaborative Learning

Faculty Name: Ms. KBKS Durga

Class: IV/ II ECE

Academic Year: 2023-2024

Subject Name: Data Structure

Topic: Linked list, minimal spanning tree

No. of Students Participated: 49

Brief Write-up:

As part of a collaborative learning activity on the topic of linked list, minimal spanning tree, all the students actively participated by logging into the visualgo.net platform. Within this virtual environment, students selected the linked list experiment, watched the instructional video, and initiated the interactive simulation.

The virtual lab offered an animated and visual representation of how a linked list functions. Through the simulation, students observed how nodes are created, linked, inserted, and deleted in real-time. This hands-on experience helped them understand the fundamental structure and behavior of linked lists, which can otherwise be difficult to grasp through theory alone.

The use of animation and simulation made the learning process more engaging and effective. Students could visualize the data flow and pointer manipulation involved in each operation. This dynamic learning method not only improved their conceptual clarity but also allowed them to relate it to practical programming scenarios.

By the end of the session, students had developed a solid understanding of linked lists and gained confidence in applying the concept in coding. The activity successfully bridged the gap between theoretical knowledge and practical application.

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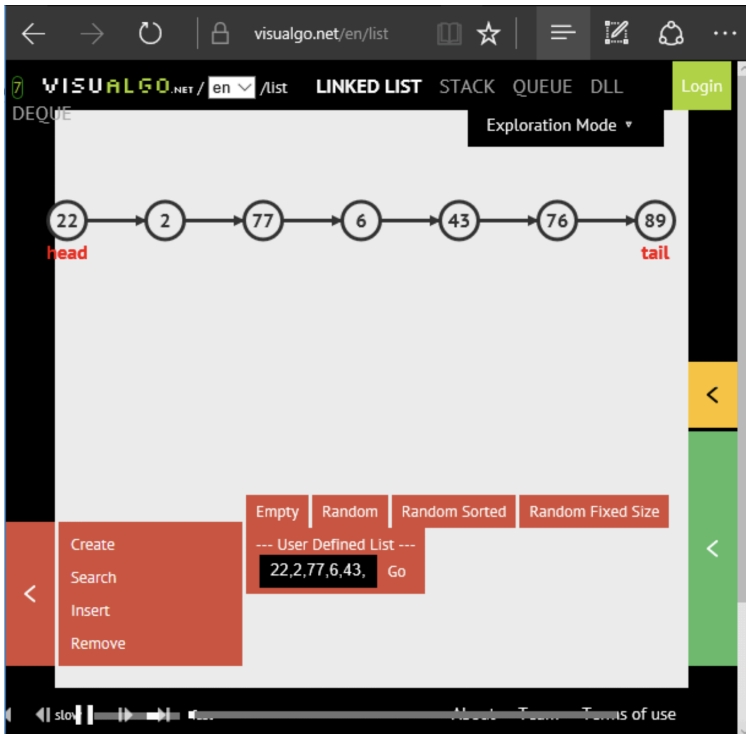

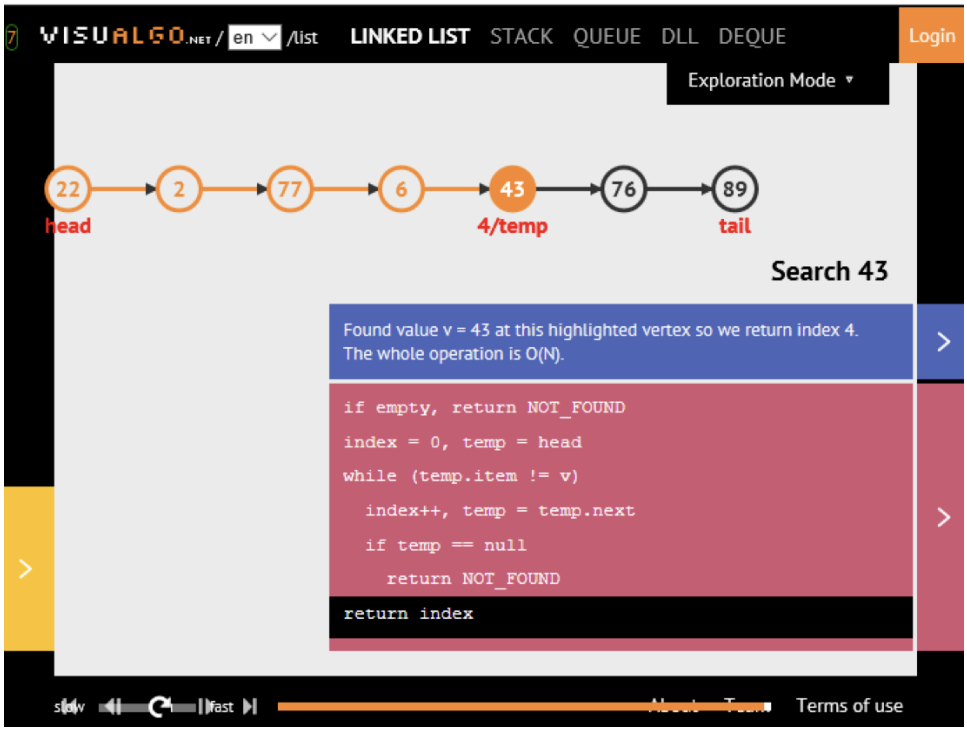

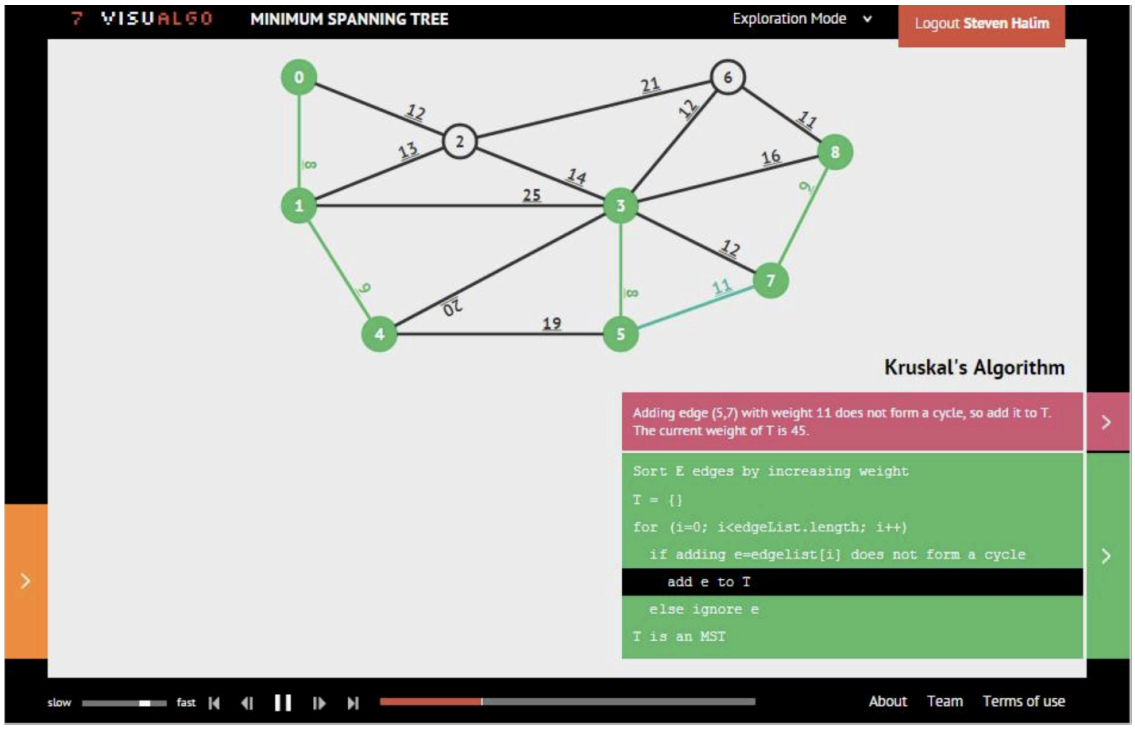

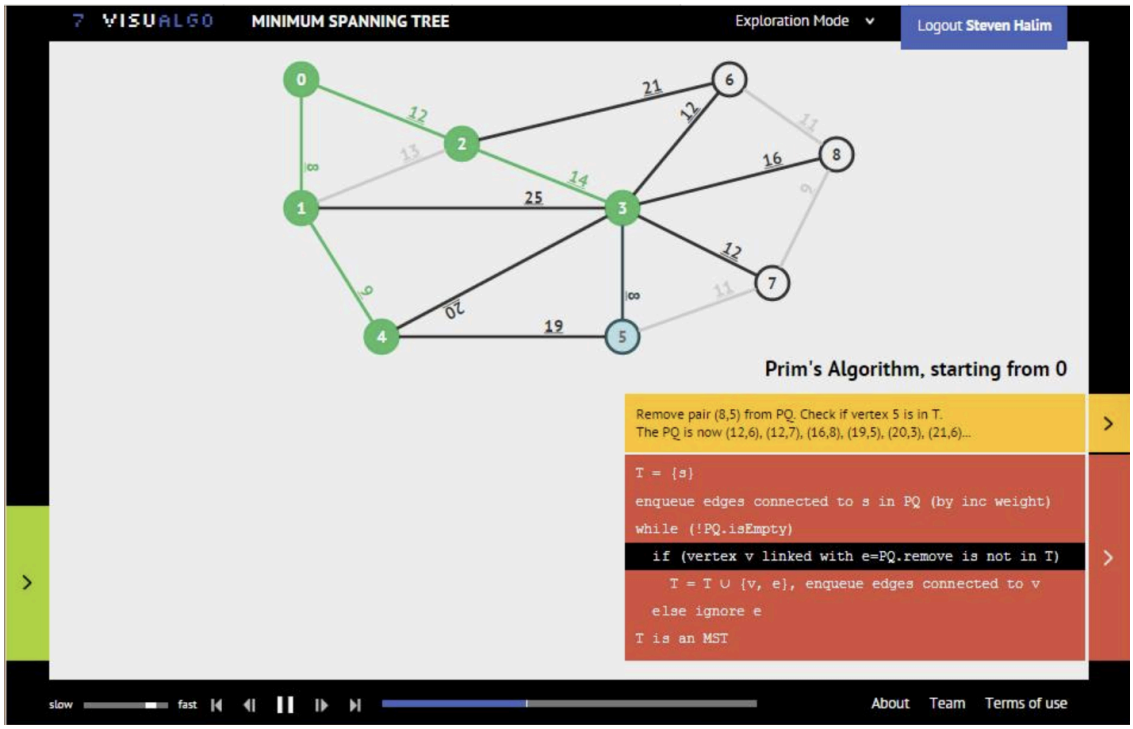

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Bachupally, Hyderabad-090

Department of Computer Science & Engineering

Activity Name: Diagram & Deliver-Software Engineering in Action

Faculty Name: Ms. Padmavati E Gundgurti

Class: II / II CSE

Academic Year: 2023-2024

Subject Name: Software Engineering

Topic: Different Types of Software Architecture

No. of Participants: 60

Brief Write – Up:

This engaging and collaborative classroom activity is designed to deepen students' understanding of Software Engineering by focusing on the Software Development Life Cycle (SDLC) and various software architectures. Students will work in pairs to choose an SDLC model—such as Waterfall, Agile, Spiral, or V-Model—and visually present its stages along with its corresponding software architecture (e.g., Monolithic, Microservices, Layered) using a whiteboard.

The objective is to analyze the key phases of SDLC—Planning, Requirement Analysis, Design, Implementation, Testing, and Deployment & Maintenance—and demonstrate how architectural decisions impact the development process. The activity emphasizes visual representation through structured diagrams and annotated workflows to reinforce theoretical knowledge with practical insights.

Each team's presentation will be evaluated based on five key criteria:

1. **Understanding of SDLC & Architecture** – Depth and accuracy of conceptual understanding.
2. **Clarity & Board Presentation** – Organization, structure, and effectiveness of visual explanation.

3. **Team Collaboration** – Coordination, balanced contribution, and mutual support.
4. **Engagement & Interaction** – Ability to capture audience interest and handle questions confidently.
5. **Time Management** – Efficient pacing, staying within the time limit, and smooth transitions.

The activity promotes peer learning, teamwork, analytical thinking, and effective communication. By using real-world examples and clear architectural visuals, students gain a practical grasp of how different SDLC models guide software development. Additionally, the whiteboard format encourages spontaneity, creativity, and a strong understanding of system design and process workflows. This activity not only reinforces software engineering concepts but also builds soft skills essential for professional success.

Photos

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Department of Computer Science & Engineering

Activity Name: Think-Pair-Share

Faculty Name: Ms. Padmavati E Gundgurti

Class: III / II CSE

Academic Year: 2023-2024

Subject Name: FIOT

Topic: Introduction to Fundamentals of IoT

No. of Participants: 68

Brief Write-up:

This classroom activity is designed to introduce students to the **Fundamentals of the Internet of Things (IoT)** through an interactive and collaborative learning approach. The **Think-Pair-Share** method encourages critical thinking, teamwork, and effective communication, making it ideal for exploring foundational IoT concepts.

Students are divided into pairs using a **dice-based selection method**, ensuring random and fair grouping. Each team will be given **5 minutes to present** on a specific IoT fundamental such as Sensors & Actuators, Connectivity, Edge Computing, Cloud & Data Storage, or Security & Privacy. Presentations are followed by a **2-minute Q&A session**, allowing peers to engage and clarify doubts.

Teams will use **ICT tools** like mobile phones for real-time research, note preparation, and accessing reference materials. This enhances their digital literacy and supports dynamic presentations.

The objective was to Understand core components and functioning of IoT, develop collaboration and public speaking skills and apply ICT tools effectively in academic settings.

By the end of the session, students will not only grasp the importance of IoT but also gain hands-on experience in working collaboratively and presenting technical content effectively. This activity promotes both technical understanding and essential soft skills needed in the modern digital world.

Photos:

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Department of Computer Science & Engineering

Activity Name: Quiz

Faculty Name: Ms. Padmavati E Gundgurti

Class: III / I CSE

Academic Year: 2023-2024

Subject Name: Information Retrieval System (IRS)

Topic: Indexing & Storage, Query Processing, Ranking Algorithms, Relevance Feedback, Natural Language Processing (NLP)

No. of Participants: 68

Brief Write-up:

To introduce the concept of **Information Retrieval Systems (IRS)** in an engaging and practical way, a hands-on classroom activity was conducted involving various **student-friendly quiz platforms**. An IRS is a software system designed to help users locate relevant data from vast collections of information efficiently. It is the core technology behind tools like search engines, digital libraries, and recommendation systems.

The session began with a brief overview of the **fundamentals of IRS**, including:

- **Indexing & Storage** – Structuring data to enable quick searches.
- **Query Processing** – Interpreting user queries to deliver relevant results.
- **Ranking Algorithms** – Ordering results based on importance and relevance (e.g., PageRank).
- **Relevance Feedback** – Using user interactions to refine results.
- **Natural Language Processing (NLP)** – Enhancing search capabilities through AI.

Students were divided into **teams of 3–4 members** from a total class strength of **68**, and each team participated in quiz-based learning using different **ICT platforms**. These included:

1. **Kahoot!** – Game-based live quizzes that sparked excitement.
2. **Quizizz** – Self-paced quizzes with fun memes.
3. **Mentimeter** – Used for polls and live word clouds.
4. **Google Forms** – Enabled easy question creation and instant feedback.
5. **Socrative** – Real-time assessment through quick polls.
6. **Plickers** – Paper-based interactive responses using QR-like cards.
7. **Quizlet** – Flashcard learning integrated with games.
8. **Gymkit** – Gamified learning with virtual currency rewards.
9. **Slido** – Interactive Q&A and real-time quizzes.
10. **ClassMarker** – Professional quiz platform with certificates.

The activity was vibrant and **highly interactive**, encouraging participation from all students. By merging **technical content** with **game-based learning**, students not only grasped key IRS concepts but also enjoyed a collaborative and competitive classroom experience.

Photos:

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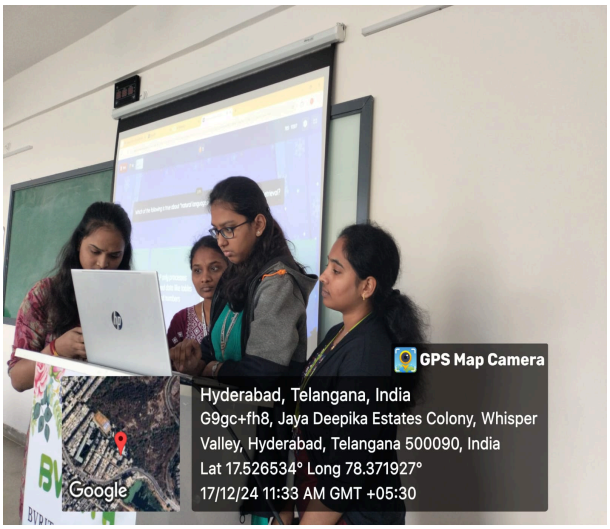
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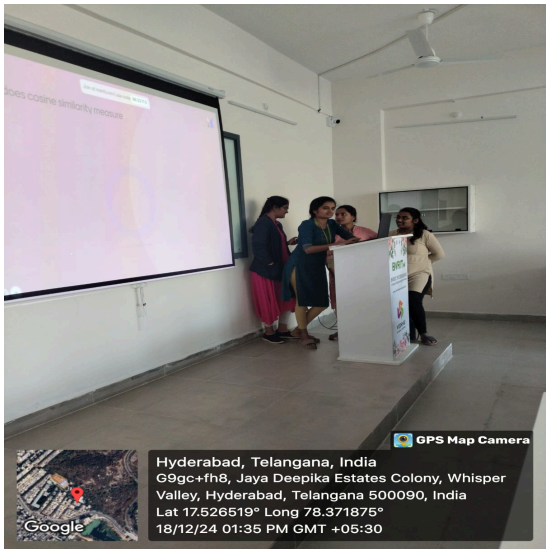
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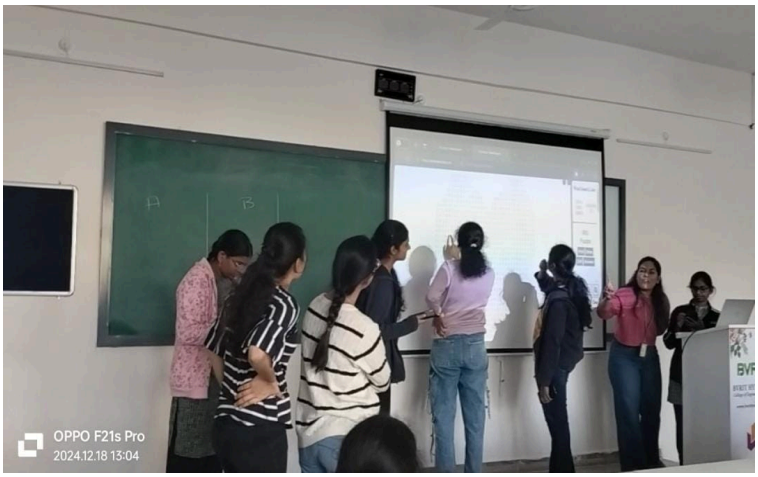

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Department of Computer Science & Engineering

Name of the Activity: Hangman Game

Faculty Name: Dr. M. Indrasena Reddy

Class: I / I CSE

Academic Year: 2023-2024

Subject Name: PPS

Topic: Strings

No of Participants: 60

Brief WriteUp:

The Hangman Game is a classic and engaging computer-based word-guessing game that offers an excellent opportunity for students to apply their understanding of strings in the C programming language. The game logic is simple yet effective in reinforcing the use of string manipulation, loops, conditional statements (if-else), and basic input/output operations.

Game Rules:

- A hidden word is presented to the player with some or all characters omitted (represented by underscores).
- The player must guess the correct characters to complete the word.
- Only 3 incorrect guesses are allowed. If the player guesses the word within the limit, the man survives; otherwise, the man gets hanged.

This activity allows students to:

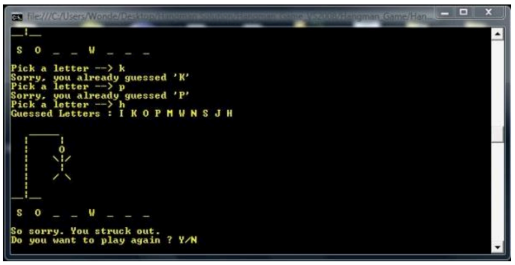
- Work with character arrays (strings) in C.
- Understand how to compare and replace characters using loops and conditions.
- Apply logical thinking and control flow to track chances and game status.

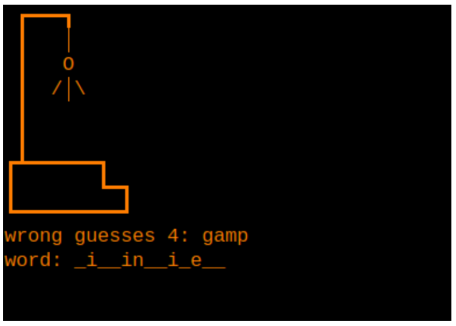
Learning Objectives:

- To strengthen students' conceptual understanding of strings in C.
- To improve their ability to build logic using control structures.
- To encourage interactive programming through a fun and goal-oriented task.

The Hangman game is easy to implement, encourages creativity, and builds problem-solving skills, making it an ideal practical activity for beginner programmers.

Photos:





Faculty sign

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Bachupally, Hyderabad-090

Department of Computer Science and Engineering

Name of the Activity: Quiz

Faculty Name: Ms. Suparna Das

Class: III / II - CSE

Academic Year: 2023-24

Subject Name: Scripting Language

Topic: Ruby language

No. of Participants: 46

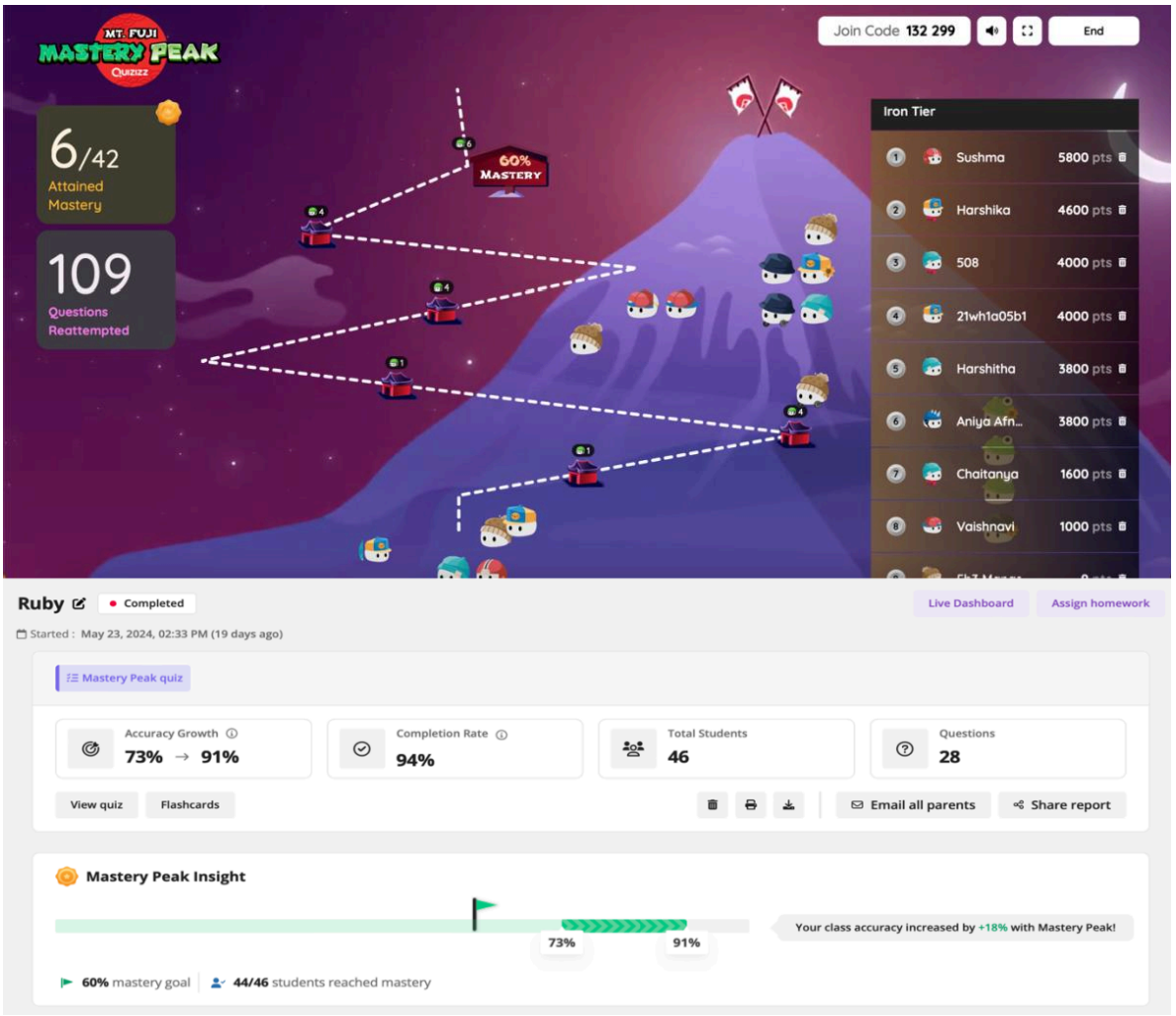
Brief Write – Up:

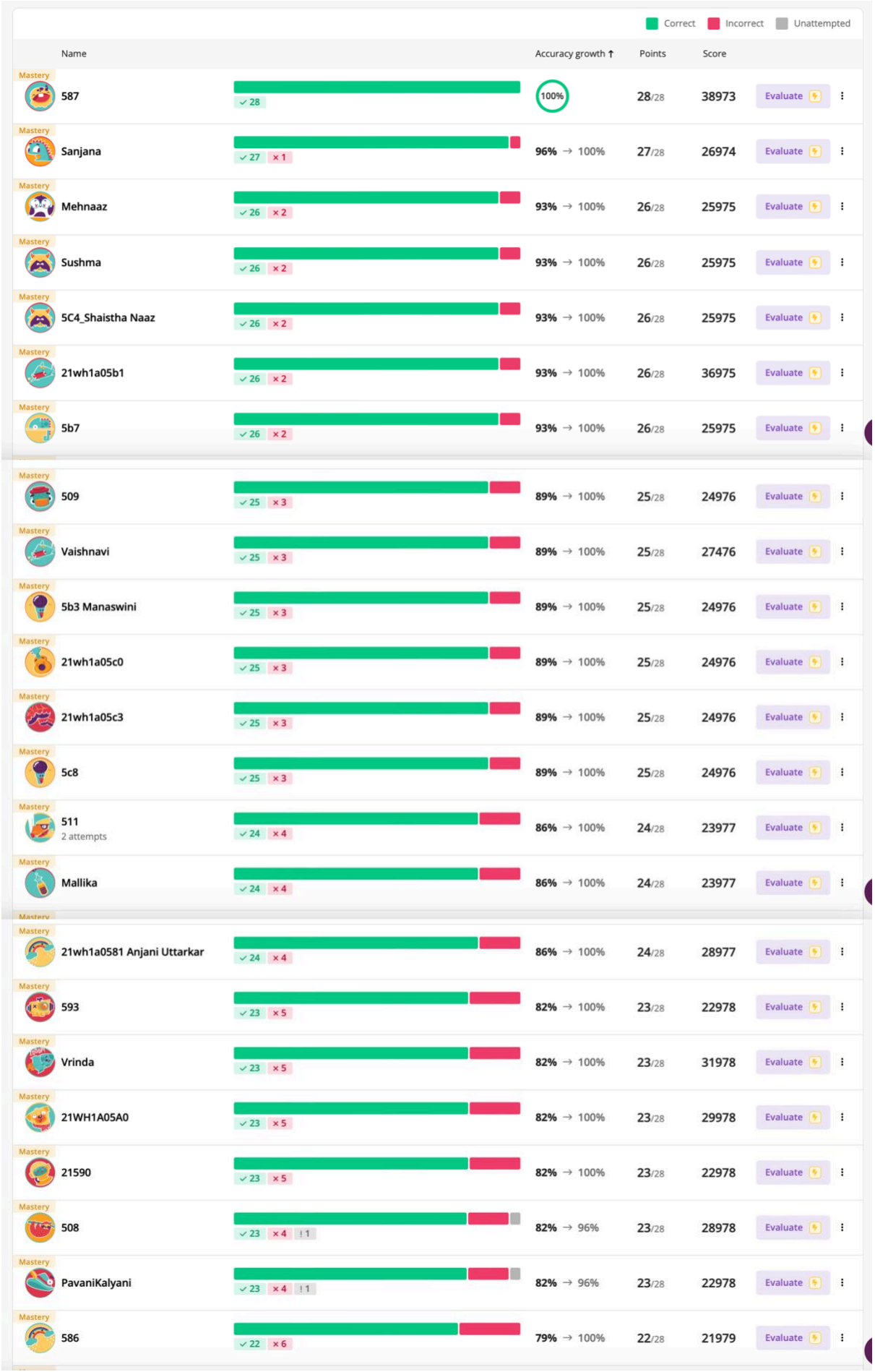
To assess the students' understanding and retention of the concepts covered in the Ruby scripting language, an online quiz activity was conducted using the Quizizz platform. The quiz aimed to evaluate how effectively students had learned both fundamental and advanced topics taught during the course. A total of 28 carefully selected multiple-choice questions were included, covering essential Ruby concepts such as variables, loops, arrays, hashes, control structures, methods, classes, and modules.

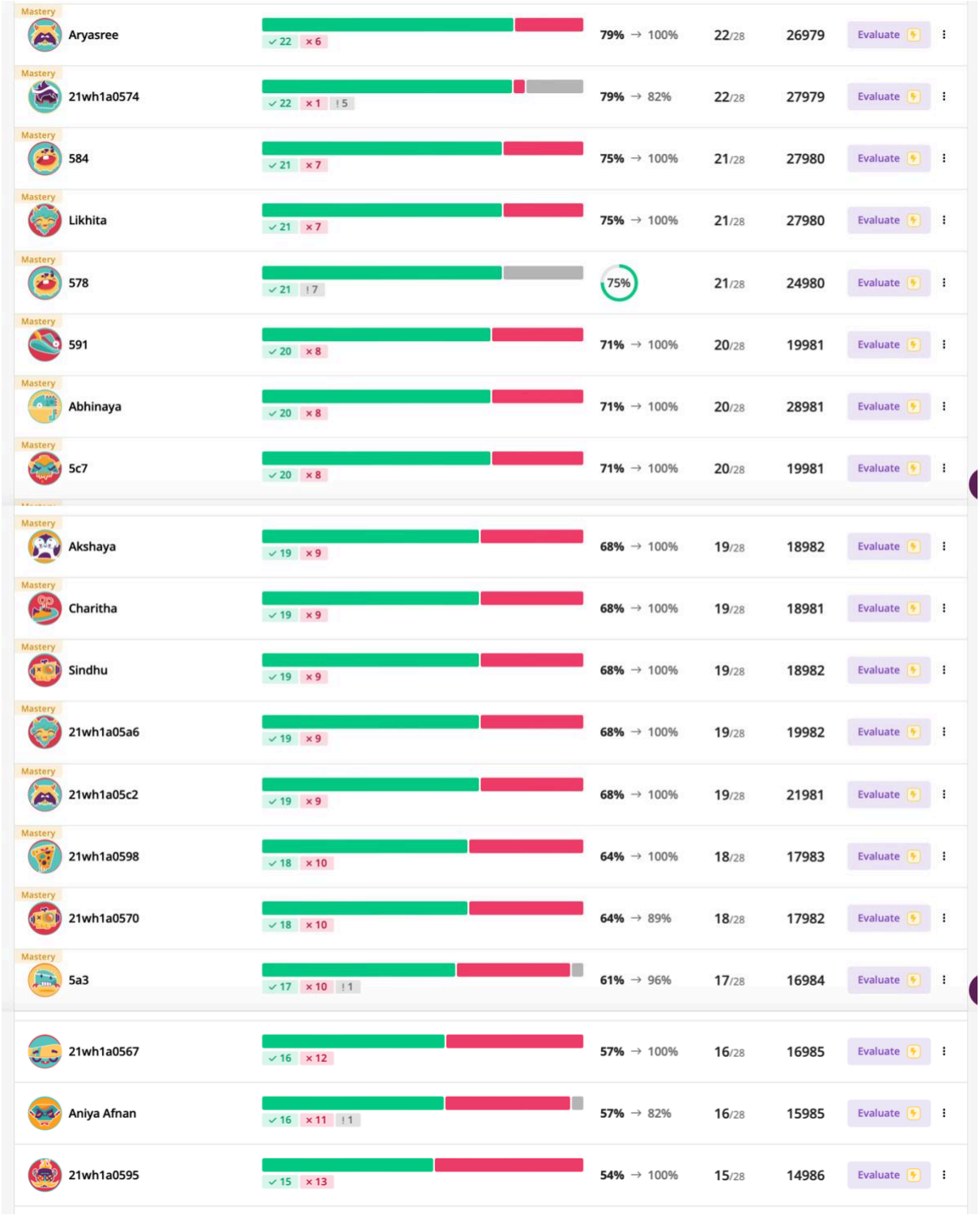
Students were given a specific time limit to complete the quiz, fostering a competitive and interactive environment. This real-time assessment approach encouraged active participation, enhancing student engagement and focus. The activity helped students recognize their strengths and areas needing improvement, while also providing valuable feedback to the instructor on the efficacy of the teaching methods used throughout the course.

The quiz acted as a reinforcement tool, prompting students to revisit key topics and sharpen their problem-solving skills in Ruby. All participants showed keen involvement, and their positive feedback highlighted the success of the activity in promoting active learning and concept clarity.

Photos:


MT. FUJI
MASTERY PEAK
Quizizz
Join Code 132 299
End
6/42
Attained Mastery
109
Questions Reattempted
60% MASTERY
Iron Tier
1 Sushma 5800 pts
2 Harshika 4600 pts
3 508 4000 pts
4 21wh1a05b1 4000 pts
5 Harshitha 3800 pts
6 Aniya Afn... 3800 pts
7 Chaitanya 1600 pts
8 Vaishnavi 1000 pts
Ruby
Completed
Live Dashboard
Assign homework
Started : May 23, 2024, 02:33 PM (19 days ago)
Mastery Peak quiz
Accuracy Growth
73% → 91%
Completion Rate
94%
Total Students
46
Questions
28
View quiz
Flashcards
Email all parents
Share report
Mastery Peak Insight
73%
91%
Your class accuracy increased by +18% with Mastery Peak!
60% mastery goal
44/46 students reached mastery


Correct
Incorrect
Unattempted
Name
Accuracy growth ↑
Points
Score
Mastery
587
✓ 28
100%
28/28
38973
Evaluate
Mastery
Sanjana
✓ 27 × 1
96% → 100%
27/28
26974
Evaluate
Mastery
Mehnaaz
✓ 26 × 2
93% → 100%
26/28
25975
Evaluate
Mastery
Sushma
✓ 26 × 2
93% → 100%
26/28
25975
Evaluate
Mastery
5C4_Shaistha Naaz
✓ 26 × 2
93% → 100%
26/28
25975
Evaluate
Mastery
21wh1a05b1
✓ 26 × 2
93% → 100%
26/28
36975
Evaluate
Mastery
5b7
✓ 26 × 2
93% → 100%
26/28
25975
Evaluate
Mastery
509
✓ 25 × 3
89% → 100%
25/28
24976
Evaluate
Mastery
Vaishnavi
✓ 25 × 3
89% → 100%
25/28
27476
Evaluate
Mastery
5b3 Manaswini
✓ 25 × 3
89% → 100%
25/28
24976
Evaluate
Mastery
21wh1a05c0
✓ 25 × 3
89% → 100%
25/28
24976
Evaluate
Mastery
21wh1a05c3
✓ 25 × 3
89% → 100%
25/28
24976
Evaluate
Mastery
5c8
✓ 25 × 3
89% → 100%
25/28
24976
Evaluate
Mastery
511
2 attempts
✓ 24 × 4
86% → 100%
24/28
23977
Evaluate
Mastery
Mallika
✓ 24 × 4
86% → 100%
24/28
23977
Evaluate
Mastery
21wh1a0581 Anjani Uttarkar
✓ 24 × 4
86% → 100%
24/28
28977
Evaluate
Mastery
593
✓ 23 × 5
82% → 100%
23/28
22978
Evaluate
Mastery
Vrinda
✓ 23 × 5
82% → 100%
23/28
31978
Evaluate
Mastery
21WH1A05A0
✓ 23 × 5
82% → 100%
23/28
29978
Evaluate
Mastery
21590
✓ 23 × 5
82% → 100%
23/28
22978
Evaluate
Mastery
508
✓ 23 × 4 ! 1
82% → 96%
23/28
28978
Evaluate
Mastery
PavaniKalyani
✓ 23 × 4 ! 1
82% → 96%
23/28
22978
Evaluate
Mastery
586
✓ 22 × 6
79% → 100%
22/28
21979
Evaluate



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UNIVERSAL LEARNING
BVRITH
Estd. 2012

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Bachupally, Hyderabad-090

Department of Computer Science & Engineering

Name of the Activity: Group Activity

Faculty Name: Dr. Reya Sharma

Class: III/I CSE

Academic Year: 2023-2024

Subject Name: Information Retrieval System

Topic: Text Processing techniques

No. of Participants: 70

Brief Write – Up

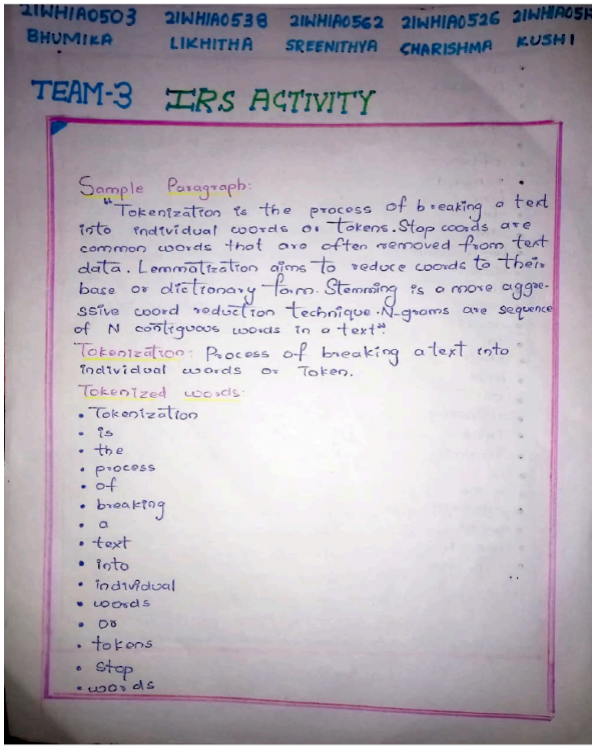
A group activity was conducted to help students understand the core concepts and techniques involved in text processing, a fundamental part of information retrieval systems. The students were divided into 14 teams, each comprising 5 members. The objective was to give students hands-on exposure to various text processing methods that are essential in transforming raw text into a structured and analyzable format.

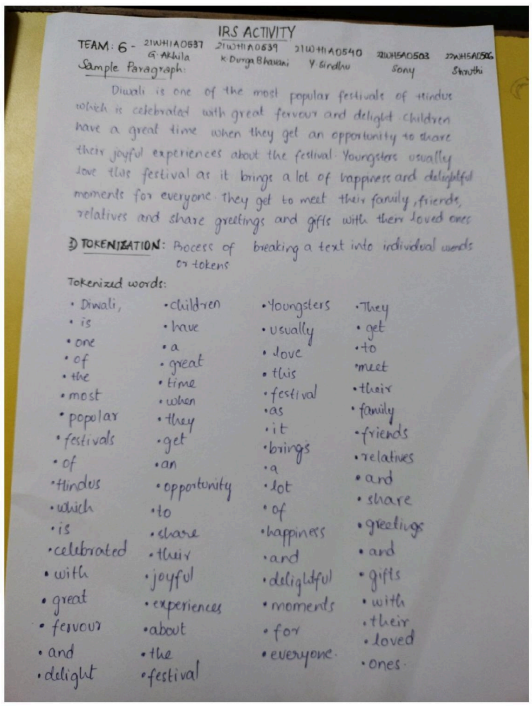
During the activity, each team was assigned tasks that involved processing different types of text inputs such as sentences, paragraphs, or full documents. They applied key techniques such as tokenization, stop-word removal, stemming, lemmatization, and part-of-speech tagging. These tasks were aimed at demonstrating how textual data is cleaned and prepared for machine learning and natural language processing applications.

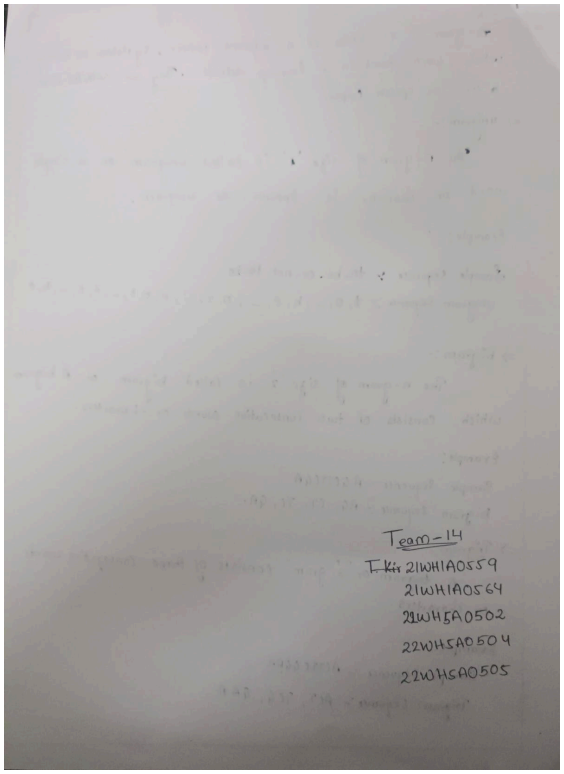
The activity encouraged active participation and collaboration among team members, allowing them to discuss and implement each step of text preprocessing. It provided practical insight into how well-processed text contributes to better performance in tasks like sentiment analysis, information retrieval, and NLP models. Overall, the session was engaging and informative, reinforcing theoretical concepts through practical implementation in a collaborative learning environment.

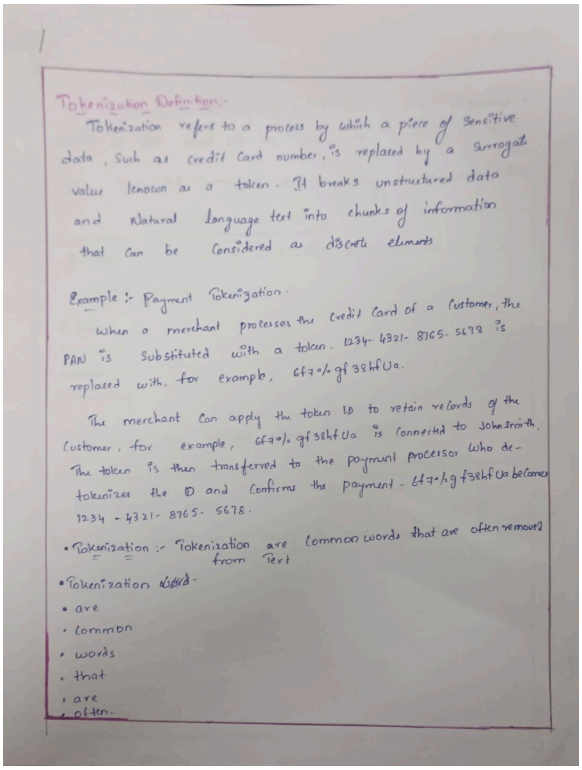
Photos:

realme Shot by Pavandivya
2024.03.14 13:59


21WHIA0503 BHUMIKA
21WHIA0538 LIKHITHA
21WHIA0562 SREENITHYA
21WHIA0526 CHARISHMA
KUSHI
TEAM-3 IRS ACTIVITY
Sample Paragraph:
"Tokenization is the process of breaking a text into individual words or tokens. Stop words are common words that are often removed from text data. Lemmatization aims to reduce words to their base or dictionary form. Stemming is a more aggressive word reduction technique. N-grams are sequence of N contiguous words in a text"
Tokenization: Process of breaking a text into individual words or Token.
Tokenized words:
• Tokenization
• is
• the
• process
• of
• breaking
• a
• text
• into
• individual
• words
• or
• tokens
• Stop
• words


IRS ACTIVITY
TEAM: 6 -
21WHIA0537 G Akhila
21WHIA0539 K Durga Bhavani
21WHIA0540 Y Sindhu
21WHIA0503 Sonu
21WHIA0526 Shruthi
Sample Paragraph:
Diwali is one of the most popular festivals of Hindus which is celebrated with great fervour and delight. Children have a great time when they get an opportunity to share their joyful experiences about the festival. Youngsters usually love this festival as it brings a lot of happiness and delightful moments for everyone. They get to meet their family, friends, relatives and share greetings and gifts with their loved ones.
3) TOKENIZATION: Process of breaking a text into individual words or tokens
Tokenized words:
• Diwali, • is • one • of • the • most • popular • festivals • of • Hindus • which • is • celebrated • with • great • fervour • and • delight
• children • have • a • great • time • when • they • get • an • opportunity • to • share • their • joyful • experiences • about • the • festival
• youngsters • usually • love • this • festival • as • it • brings • a • lot • of • happiness • and • delightful • moments • for • everyone
• They • get • to • meet • their • family • friends • relatives • and • share • greetings • and • gifts • with • their • loved • ones





Tokenization Definition:-

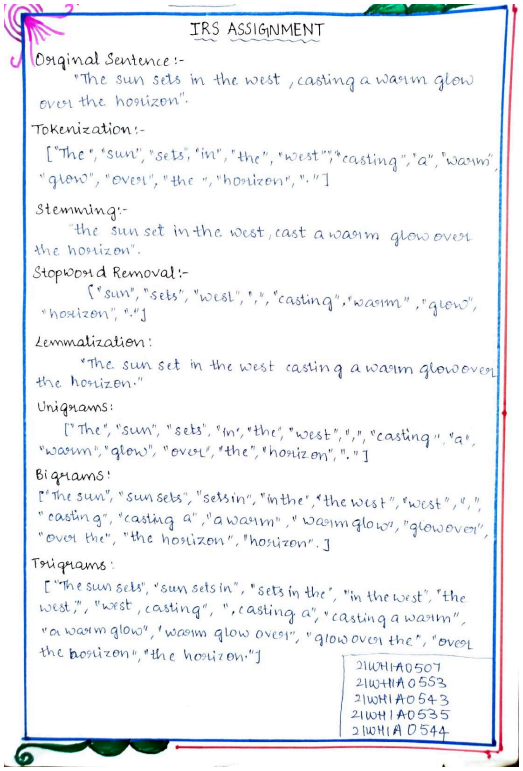
Tokenization refers to a process by which a piece of sensitive data, such as credit card number, is replaced by a surrogate value known as a token. It breaks unstructured data and Natural language text into chunks of information that can be considered as discrete elements

Example :- Payment Tokenization.

When a merchant processes the credit card of a customer, the PAN is substituted with a token. 1234-4321-8765-5678 is replaced with, for example, 6f7%gf38hfUa.

The merchant can apply the token ID to retain records of the customer, for example, 6f7%gf38hfUa is connected to John Smith. The token is then transferred to the payment processor who de-tokenizes the ID and confirms the payment - 6f7%gf38hfUa becomes 1234-4321-8765-5678.

- Tokenization :- Tokenization are common words that are often removed from Text
- Tokenization words -
  - are
  - common
  - words
  - that
  - are
  - often.



IRS ASSIGNMENT

Original Sentence :-
"The sun sets in the west, casting a warm glow over the horizon".

Tokenization :-
["The", "sun", "sets", "in", "the", "west", "casting", "a", "warm", "glow", "over", "the", "horizon", "."]

Stemming :-
the sun set in the west, cast a warm glow over the horizon".

Stopword Removal :-
["sun", "sets", "west", ",", "casting", "warm", "glow", "horizon", "."]

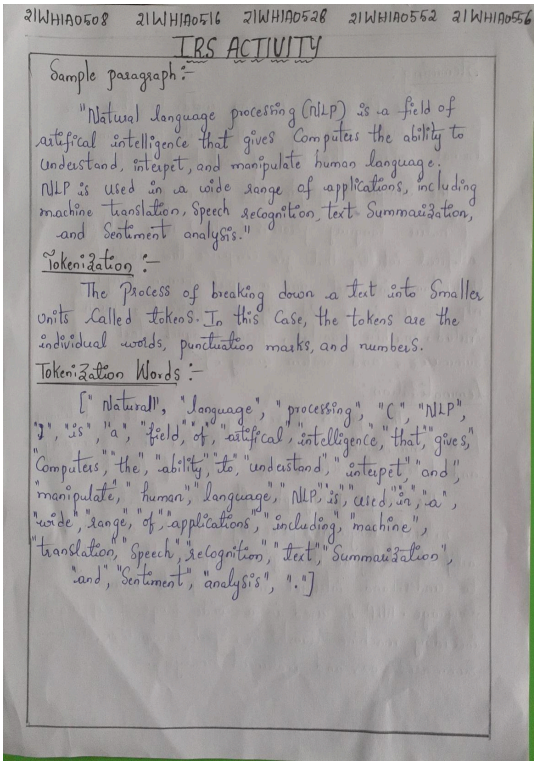
Lemmatization :
"The sun set in the west casting a warm glow over the horizon."

Unigrams:
["The", "sun", "sets", "in", "the", "west", ",", "casting", "a", "warm", "glow", "over", "the", "horizon", "."]

Bigrams:
["The sun", "sun sets", "sets in", "in the", "the west", "west", ",", "casting", "casting a", "a warm", "warm glow", "glow over", "over the", "the horizon", "horizon".]

Trigrams:
["The sun sets", "sun sets in", "sets in the", "in the west", "the west,", "west, casting", ", casting a", "casting a warm", "a warm glow", "warm glow over", "glow over the", "over the horizon", "the horizon."]

21WH1A0507
21WH1A0553
21WH1A0543
21WH1A0535
21WH1A0544



21WH1A0508 21WH1A0516 21WH1A0528 21WH1A0552 21WH1A0556

IRS ACTIVITY

Sample paragraph :-

"Natural language processing (NLP) is a field of artifical intelligence that gives Computers the ability to understand, interpet, and manipulate human language. NLP is used in a wide range of applications, including machine translation, Speech recognition, text Summarization, and Sentiment analysis."

Tokenization :-

The process of breaking down a text into smaller units called tokens. In this case, the tokens are the individual words, punctuation marks, and numbers.

Tokenization Words :-

["Natural", "language", "processing", "(", "NLP", ")", "is", "a", "field", "of", "artifical", "intelligence", "that", "gives", "Computers", "the", "ability", "to", "understand", "interpet", "and", "manipulate", "human", "language", "NLP", "is", "used", "in", "a", "wide", "range", "of", "applications", "including", "machine", "translation", "Speech", "recognition", "text", "Summarization", "and", "Sentiment", "analysis", "."]

TEXT PROCESSING TECHNIQUES

BY :

1) 22WHSA0501 - A. Sirisha
2) 22WH1A0515 - Monica
3) 21WH1A0510 - Nithika
4) 21WH1A0522 - Manogna
5) 21WH1A0565 - Arshitha

Scanned with CamScanner

Tokenization:

It is the first step in processing text data. It involves breaking the text into individual words or tokens, making it easier to work with and search.

["the", "quick", "brown", "fox", "jumps", "over", "the", "lazy", "dog", "."]

Stemming:

Stemming is used to reduce words to their base or root form.

"the quick brown fox jump over the lazi dog."

Scanned with CamScanner

Information Retrieval System Assignment

Team 9

21WH1A0504	B. Moulika
21WH1A0520	B. Divya
21WH1A0529	G. Sravika
21WH1A0541	Ch. Mithisha
21WH1A0547	M. Anusha

21WH1A0504
B. Moulika

Ex: Children playing in the park, their laughter echoing through the air.

→ Tokenization:-

Tokens: ["Children", "playing", "in", "the", "park", "their", "laughter", "echoing", "through", "the", "air"]

→ Stemming:-

Stemmed Tokens: ["children", "play", "in", "the", "park", "their", "laughter", "echo", "through", "the", "air"]

→ Stopword Removal:-

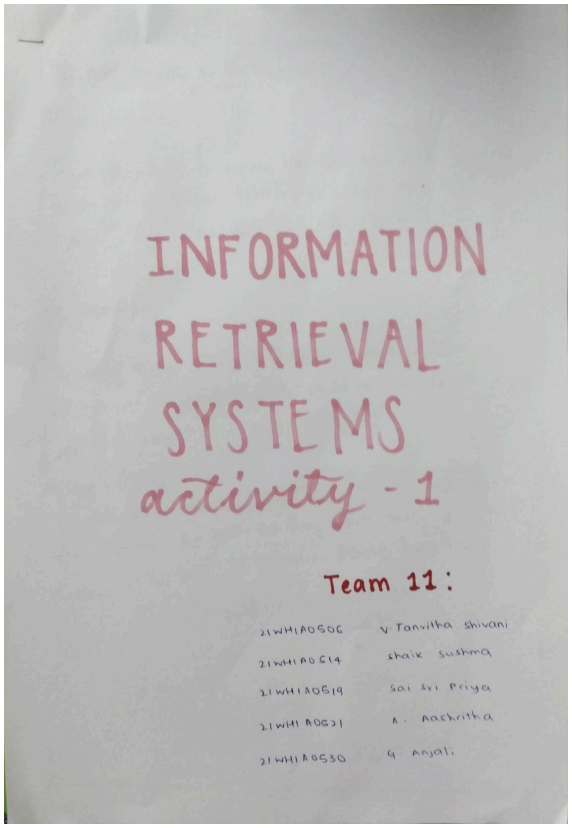
Without Stopwords: ["children", "playing", "park", "laughter", "echoing", "air"]

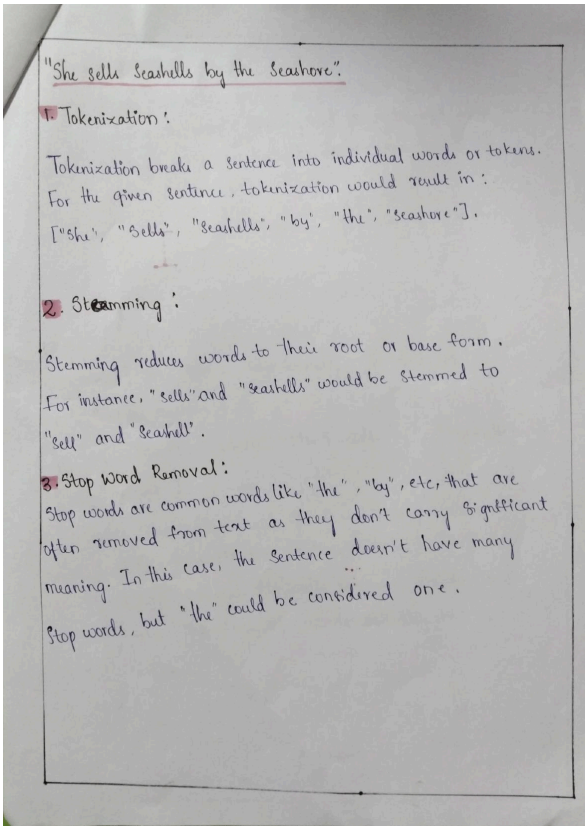
→ Lemmatization:-

Lemmatized Tokens: ["child", "play", "park", "laughter", "echoing", "air"]

→ N-gram Analysis:-

* Unigrams: ["children", "playing", "park", "laughter", "echoing", "air"]
* Bigrams: ["children playing", "playing park", "park laughter", "laughter echoing", "echoing air"]
* Trigrams: ["children playing park", "playing park laughter", "park laughter echoing", "laughter echoing air"]





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Bachupally, Hyderabad-090

Department of Computer Science & Engineering

Name of the Activity: Group Discussion

Faculty Name: Dr. M Shanmuga Sundari

Class: III / I CSE

Academic Year: 2023-2024

Subject Name: Data Analytics

Topic: Data Analytics tools

No of participants: 63

Brief Write – Up:

As part of an interactive classroom learning experience, a Group Discussion activity was organized to introduce Data Analytics Tools to students. Students were divided into teams of 5-7 size and different titles related to data analytics tools were assigned to each group to ensure comprehensive topic coverage and promote focused discussions.

The goal of the activity was to provide a practical and immersive understanding of how modern data analytics tools are applied in real-world scenarios. Topics covered by the teams included tools such as:

- Microsoft Excel – for basic data manipulation and visualization
- SQL – for querying and managing structured data
- R Programming – for statistical computing and graphics
- Python with libraries such as Pandas, NumPy, Matplotlib, and Scikit-learn – for data manipulation, analysis, and machine learning
- Tableau and Power BI – for interactive data visualization and dashboard creation

Each team discussed and presented:

- The key features and use cases of the assigned tool
- Advantages and limitations in various data analysis contexts
- Real-world applications in business, science, and technology
- Examples of how the tool can be used to perform statistical analysis, data cleaning, transformation, and predictive modeling

This activity successfully bridged the gap between theory and practice by allowing students to explore hands-on tools, preparing them for real-world data-driven roles in their future careers.

Photos:

Assessment Report for Group Discussion

	Name of the Faculty : Ms. Shanmuga Sundari M				Branch: CSE-B
	Subject : Data Analytics				Date : 15-12-2023
T.No	R.No	Presentation	Communication	Content Knowledge	Total
	21D21A05P6	7	4	5	16
	21WH1A0566	8.5	9	5	23
	21WH1A0567	5.5	6.5	5	17
	21WH1A0568	AB	AB	AB	AB
1	21WH1A0569	10	10	5	25
	21WH1A0570	8	4.5	5	18
2	21WH1A0571	8.5	9.5	5	23

	21WH1A0572	9.5	9.5	5	24
	21WH1A0573	9	9	5	23
	22WH5A0510	8.5	8.5	5	22
	22WH5A0511	8.5	9	5	23
	22WH5A0512	9	9.5	5	24
	21WH1A0574	10	10	5	25
	21WH1A0575	9.5	8.5	5	23
	21WH1A0576	9.5	7	5	22
	21WH1A0577	9	9.5	5	24
	22WH5A0508	8.5	10	5	24
	22WH5A0509	7.5	10	5	23
	21WH1A0578	8.5	10	5	24
3	21WH1A0579	6	9	5	20
	21WH1A0581	8.5	10	5	24
	21WH1A0582	9.5	9	5	24
	21WH1A0584	9	10	5	24
	21WH1A0585	8	9	5	22
	21WH1A05D0	5	6	5	16
	22WH5A0507	10	8	5	23
4	21WH1A0586	8	9	5	22
	21WH1A0587	8	7.5	5	21
	21WH1A0588	8	7	5	20
	21WH1A0589	6	5.5	5	17
	21WH1A05C7	9	8	5	22
	21WH1A05C8	8.5	8.5	5	22
	21WH1A05C9	9	9	5	23
	21WH1A0590	9	10	5	24
5	21WH1A0591	10	9	5	24
	21WH1A0592	9	9.5	5	24
	21WH1A0593	8	10	5	23
	21WH1A0594	6	7	5	18
	21WH1A0595	9	9.5	5	24
	21WH1A05C4	10	9.5	5	25
	21WH1A05C5	10	9.5	5	25
6	21WH1A05C6	9	10	5	24

	21WH1A0596	6.5	9	5	21
	21WH1A0597	7	8.5	5	21
	21WH1A0598	8.5	10	5	24
	21WH1A0599	8	10	5	23
	21WH1A05C2	8.5	9.5	5	23
	21WH1A05C3	8	9.5	5	23
	21WH1A05A0	7	9.5	5	22
7	21WH1A05A1	8.5	8	5	22
	21WH1A05A2	6.5	5.5	5	17
	21WH1A05A3	9.5	7	5	22
	21WH1A05A4	8.5	7.5	5	21
	21WH1A05A5	9	9	5	23
8	21WH1A05A6	9	9	5	23
	21WH1A05A7	7.5	9	5	22
	21WH1A05A8	8	9.5	5	23
	21WH1A05A9	10	10	5	25
	21WH1A05B0	9	9	5	23
9	21WH1A05B1	10	10	5	25
	21WH1A05B2	8.5	7.5	5	21
	21WH1A05B3	7	9.5	5	22
	21WH1A05B4	10	9.5	5	25
	21WH1A05B5	9.5	10	5	25
10	21WH1A05B6	5	7	5	17
	21WH1A05B7	10	9	5	24
	21WH1A05B8	6	9.5	5	21
	21WH1A05B9	8	7	5	20
	21WH1A05C0	9	10	5	24
11	21WH1A05C1	10	9.5	5	25

Faculty Sign