ADITYA COLLEGE OF ENGINEERING

Approved by AICTE, Permanently Affiliated to JNTUK, Accredited by NBA & NAAC
Recognized by UGC under Sections 2(f) and 12(B) of UGC Act, 1956
Aditya Nagar, ADB Road, Surampalem - 533 437, E.G.Dist., Ph: 99631 76662.

Teaching Methods Summery

S.No	Name of the Teaching Method	Experiential learning	Participative learning	Problem solving methodologies
1	Chalk and Talk		Yes	Yes
2	Power Point Presentation		Yes	
3	Student Seminars		Yes	
4	Videos Demonstration	Yes		
5	Practical Demonstration	Yes		
6	Quiz		Yes	
7	Tutorial/Think Pair Share		Yes	Yes
8	Case Study	Yes		Yes
9	Assignment			Yes
10	Inquiry-Based Learning		Yes	
11	Flipped Classroom		Yes	
12	Brain Storming		Yes	
13	Workshops	Yes	Yes	
14	Guest lectures		Yes	
15	Project-based learning	Yes	Yes	Yes
16	Industrial Visit	Yes	Yes	
17	Skill Development Programme	Yes	Yes	
18	MOOCs	Yes		
19	Field Visits	Yes		
20	Internship	Yes	Yes	Yes
21	Role play	Yes	Yes	
22	Virtual laboratory	Yes		
23	Simulation-based learning	Yes		
24	Prototype model	Yes		

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EXPERIENTIAL LEARNING

(Sample Documents)

S. No	Teaching Methods
1	Videos Demonstration
2	Practical Demonstration
3	Internships
4	Industrial Visit
5	Field Visit
6	Virtual laboratory
7	Simulation-based learning

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PARTICIPATIVE LEARNING

(Sample Documents)

S. No	Teaching Methods
1	Student Seminars / Guest lectures
2	Group discussions
3	Role-plays
4	Workshops
5	MOOCs / NPTEL
6	Skill Development Programs

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People from Industry who delivered guest lecture(s) for Computer Science and Engineering

Academic Year: 2021-22

S. No	Name of the Program	Course	Resource Person	Date	No.of Participants	Relevance to POs and PSOs
1	Guest Lecture on Software testing Methodologies & Domain Testing	Software Engineering	Mr. K Phaneendra, Senior Consultant, HCL technologies India, HYD	29-10-2021	145	PO1,PO2,PO3,PO4,PO5,PSO1,PSO2
2	Guest Lecture on Storage Models a& Network architecture	Distributed Systems	Mr. K Varababu, Senior Software Engineer, Wipro, HYD	13-05-2022	75	PO1,PO2,PO3,PO4,PSO1,PSO2

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Concept of Role Play : Quick Sort Algorithm Functionality
Team Size : 9

Process of Quick Sort:
Sorting is a way of arranging items in a systematic manner. Quicksort is the widely used sorting algorithm that makes n log n comparisons in average case for sorting an array of n elements. It is a faster and highly efficient sorting algorithm. This algorithm follows the divide and conquer approach. Divide and conquer is a technique of breaking down the algorithms into subproblems, then solving the subproblems, and combining the results back together to solve the original problem.

Divide: In Divide, first pick a pivot element. After that, partition or rearrange the array into two sub-arrays such that each element in the left sub-array is less than or equal to the pivot element and each element in the right sub-array is larger than the pivot element.

Conquer: Recursively, sort two subarrays with Quicksort.

Combine: Combine the already sorted array.

Choosing the pivot
Picking a good pivot is necessary for the fast implementation of quicksort. However, it is typical to determine a good pivot. Some of the ways of choosing a pivot are as follows.
Pivot can be random, i.e. select the random pivot from the given array.
Pivot can either be the rightmost element of the leftmost element of the given array.
Select median as the pivot element.

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DEPARTMENT OF CSE

SUBJECT'S ENROLED FOR NPTEL

S.No.	Emp. ID	Name of the Staff	COURSE REGISTERED	NO OF WEEKS
1	2225	Dr.P.S.V.V.S.Ravi Kumar	DATA SCIENCE FOR ENGINEERS	8 WEEKS
2	1738	T.Veerraju	Machine Learning	8 WEEKS
3	2200	Dr.G. S. N. Murthy	Machine Learning	8 WEEKS
4	4371	Dr.B. Annapurna	Object Oriented Analysis and Design	8 WEEKS
5	709	V. Chandra Sekhara Rao	Introduction to PROGRAMMING THROUGH C++	12 WEEKS
6	2328	V. Anantha Lakshmi	PYTHON FOR DATA SCIENCE	4 WEEKS
7	4276	Dr.U N P G Raju	PYTHON FOR DATA SCIENCE	8 WEEKS
8	855	A. Ramadevi	PYTHON FOR DATA SCIENCE	4 WEEKS
9	1628	T.Satya Kumari	PYTHON FOR DATA SCIENCE	4 WEEKS
10	519	N. Praveen	STM	4 WEEKS
11	1727	P. N. Sesha Lakshmi	THE JOY OF COMPUTING USING PYTHON	12 WEEKS
12	3594	V.Veera Prasad	CD	12 WEEKS
13	3683	K. Bhanu Rajesh Naidu	STM	4 WEEKS
14	3993	A. Krishna Veni	STM	4 WEEKS
15	4396	V. Neelima	STM	4 WEEKS
16	4361	P HEMA VENKATA RAMANA	1.JOY OF PYTHON	12 WEEKS

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Department of Computer Science and Engineering

SKILL DEVELOPMENT PROGRAM

Academic Year: 2021-22

S. No	Name of the Program	Course	Resource Person	Date	No.of Participants	Relevance to POs and PSOs
1	Guest Lecture on Software testing Methodologies & Domain Testing	Software Engineering	Mr. K Phaneendra, Senior Consultant, HCL technologies India, HYD	29-10-2021	145	PO1,PO2,PO3,PO4,PO5,PSO1,PSO2
2	Guest Lecture on Storage Models a& Network architecture	Distributed Systems	Mr. K Varababu, Senior Software Engineer, Wipro, HYD	13-05-2022	75	PO1,PO2,PO3,PO4,PSO1,PSO2

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PROBLEM-SOLVING METHODOLOGIES

(Sample Documents)

S. No	Teaching Methods
1	Assignments
2	Project-based learning
3	Tutorial/Think Pair Share

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Department of Computer Science and Engineering

TUTORIALS

TEACHING METHOD: Tutorial
PROGRAM : B. TECH (III Year / II Semester) R20
COURSE CODE: R2032052
NAME OF THE COURSE: Compiler Design

S. No.	Question	Knowledge Levels	Course Outcomes	Program OutComes
1.	Construct Predictive Parsing Table for the following E → E + T | T T → T*F | F F→(E) | id	K3	CO2, CO3	PO3, PO5
2.	Write about FIRST and FOLLOW rules with example	K2	CO1, CO2	PO1, PO6

Roll. No. :	20MH1A0522
Student Name :	Jatla Renuka
Year/Sem/Sec :	III / II / II

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TUTORIALS

TEACHING METHOD: Tutorial
PROGRAM : B. TECH (III Year / I Semester) R20
COURSE CODE: R20CS2202
NAME OF THE COURSE: Data Warehousing and Mining

S. No.	Question	Knowledge Levels	Course Outcomes	Program OutComes
1.	Explain Association Rule Mining with Market Basket Analysis approach?	K2	CO2, CO3	PO3, PO4
2.	Consider IRIS set data and apply classification algorithm (ID3) to classify items based on classification rules generated	K3	CO4, CO5	PO4, PO6

Roll. No. :	20MH1A0531
Student Name :	Kuppa Venkata Sai Raja Renuka
Year/Sem/Sec :	III / I / II

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