G PULLA REDDY ENGINEERING COLLEGE (Autonomous): Kurnool Affiliated to JNTUA Ananthapuramu Academic Year 2020-21

STUDENT CENTRIC LEARNING METHODS

Teaching Strategy: Learning while Playing (Gamification Learning)

Kahoot! is a game-based student response system (GSRS) where the classroom is temporarily transformed into a game show where the teacher is the game show host, and the students are the contenders . Kahoot is used to review students' knowledge, for formative assessment or as a break from traditional classroom activities.

In our class, we use Kahoot! to reinforce and practice skills on which we are focusing, and as a teacher, I am able to get instant feedback on engagement and understanding. Kahoot! can be used for all grade levels and content areas, in any language, and with any device, it is an ideal platform for them regardless of where their professional paths may lead them in the future.

Advantages of Kahoot

Kahoot is a very beneficial and outstanding tool in today's virtual world of learning. Coming to the advantages, it is very helpful for learners. Given below are the in-depth advantages of Kahoot.

- The first and foremost advantage of Kahoot is that it offers a great engagement from the students' side. They enjoy it as it is a visualized and unique type of quiz.
- •As the students' interest level is high, the teachers can easily assess the understanding level through quizzes and polls.
- Kahoot has become very successful in reducing monotony and boredom.
- It is an energetic and lively platform.
- It can be used as a tool of assessment for the teachers.
- Kahoot has been successful in creating a positive environment among the students by creating motivation.
- It has increased the students' performance due to an increase in the student's attendance.
- It has effectively reduced students' frustration levels and the stress about the fear of formative assessments in the traditional method.

Kahoot! $\widehat{\mbox{ Home }}$ \mathscr{O} Discover \equiv Kahoots <u>all Reports</u> RSR C	roups	Upgrade now Create 2 🗸 🛈
Summary Players (44) Questions (20) Feedback		Hosted by Rameowar
Practice makes perfect!	Players 🙎 44	View podium
44% Play again and let the same group improve their score or see if new players can beat this result.	Questions 🕜 20	
Play again	Time 🚺 21 min	

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Network Security and Cryptography

IV B.Tech. VIII-Sem

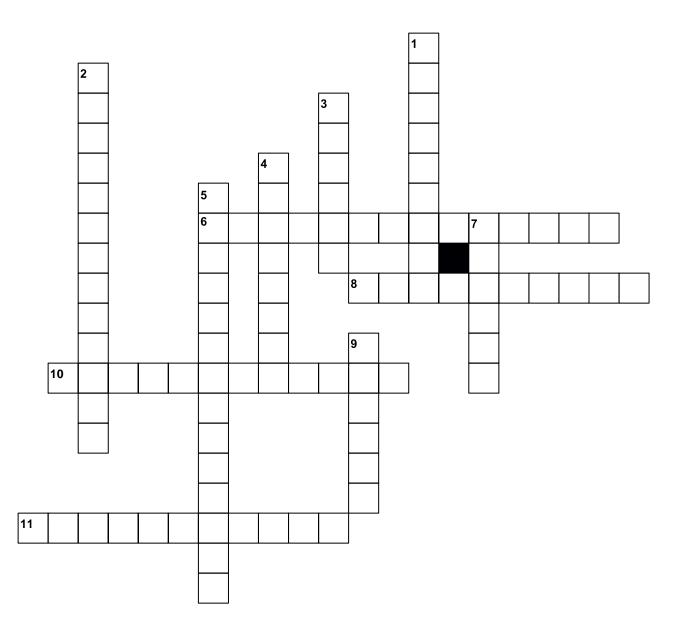
Educational Crossword Puzzles

Educational crossword puzzles offer a strong learning tool to all kinds of students when applied with a clear and tailored educational purpose.

The following are the potential uses for educational crossword puzzles in the classroom:

- 1. Active Learning strategy
- 2. Revision and reinforcement of concepts
- 3. Identifying important topics and gaps in learning
- 4. Student engagement in the learning process
- 5. Collaborative work and development of teamwork skill
- 6. Critical thinking and association of topics
- 7. Provide alternate assessment options
- 8. Boost student confidence
- 9. Think individually and improve their problem solving skills
- 10. Improve their test skills
- 11. Recall information easily
- 12. Generate new ideas
- 13. Develop critical thinking
- 14. Useful to memorize any topic

UNIT-I



Across

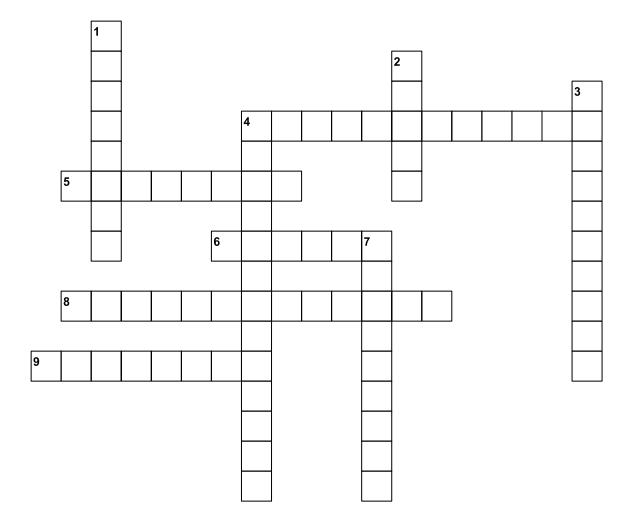
- 6. Establish proof of identity
- 8. field of both cryptography and cryptanalysis
- **10.** study of encryption principles/methods
- 11. Attack on Authenticity

Down

1. The assurance that data received are exactly same as sent by an authorized entity

- 2. Who can access what
- 3. Who attempt to penetrate systems
- 4. A person attempts to violate security
- 5. DOS stands for
- 7. an intelligent act that is a deliberate attempt
- 9. a possible danger

UNIT-II



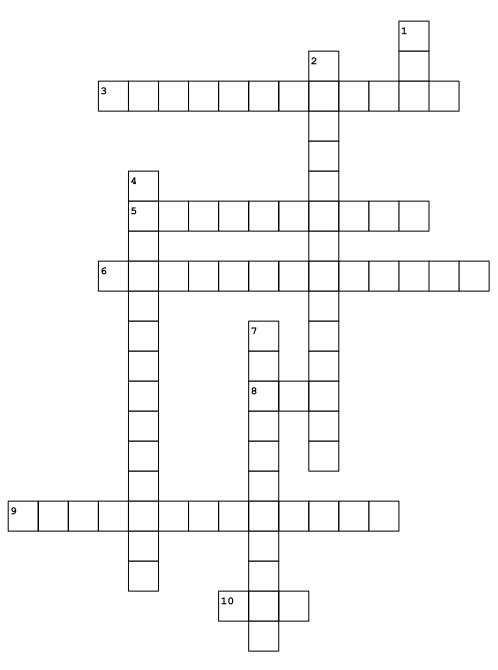
Across

- **4.** each element in the plaintext is mapped into another element
- 5. converting ciphertext to plaintext
- 6. Cipher with only 25 possible keys
- 8. elements in the plaintext are rearranged
- 9. converting plaintext to ciphertext

Down

- 1. Dividend = _____ × Divisor + Remainder
- 2. divisible only by itself and 1
- 3. unbreakable cipher
- 4. conceal the existence of the message
- 7. example of transposition cipher

UNIT-III



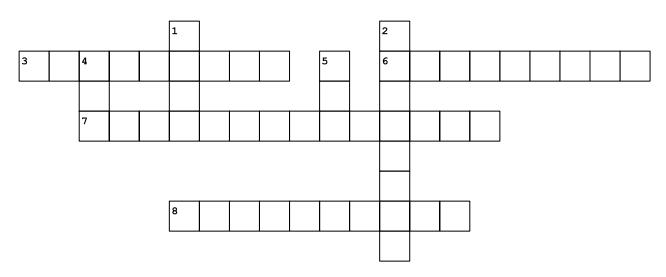
Across

- **3.** In S-box, S stands for
- **5.** public key cryptography
- 6. key exchange algorithm
- **8.** example of public key cryptography
- **9.** Product cipher is introduced byeedback
- 10. self invertible

Down

- 1. number of keys in public key cryptography
- 2. OFB stands for
- 4. attack on diffie hellman algorithm
- 7. in P-box, P stands for

UNIT-IV



Across

3. message digest

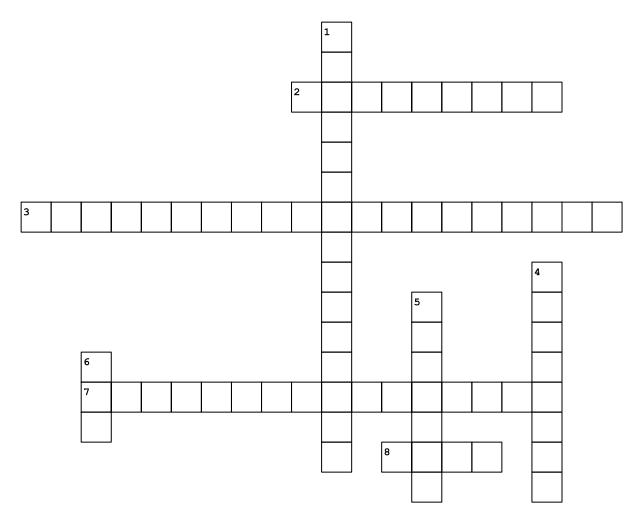
- **6.** no modification of data in transit
- 7. mechanism to establish proof of identities
- **8.** Insertion of messages into the network from a fraudulent source

Down

1. function that maps a message of any length into a

- fixed length hash value
- 2. attack on hash algorithm
- 4. Example of hash algorithm
- **5.** cryptographic checksum

UNIT-V



Across

- 2. data must arrive at the receiver exactly as sent
- **3.** to prove the identity of the entity that tries to access the system's resources
- 7. authentication and nonrepudiation are provided by
- 8. function that creates a digest out of a message

Down

- **1.** Digital signature cannot provide for the message
- **4.** three headed dog
- **5.** one of the digital signature scheme
- **6.** a trusted third party that assigns a symmetric key to two parties

REPORT ON TEACHING STRATEGIES

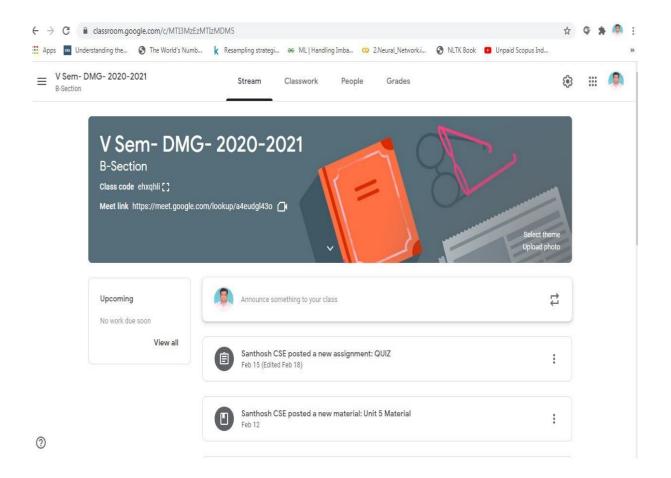
Teaching Strategy: Teaching through Cloud Computing classroom resources

Course and Topic: Data Mining

Course Instructor: Dr.B.Santhosh Kumar

Academic Year: 2020-2021

Procedure: The teaching learning process for the entire Data Mining course was done through Google Classroom. The material regarding the course and the lectures were posted in the course page and the Quiz assessments were also conducted via Google Classroom.



Ξ	V Sem- DMG- 2020-2021 B-Section	Stream	Classwork People Grades	\$ 11 🧖
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		QUIZ	Edited Feb 18	
		Unit 5 Material	Posted Feb 12	
		Unit 4 Material	Posted Feb 12	
		DMG Extra Programs	Posted Dec 7, 2020	
		DMG Lab Manual	Posted Dec 7, 2020	
		Assignment	Due Dec 16, 2020	
		Unit 3	Posted Oct 15, 2020	
?		Unit 2	Posted Oct 5, 2020	
		2		

G.PullaReddy Engineering College(Autonomous): Kurnool Software QualityTesting(SQT) Implementing Teaching Learning Strategy for the VII Semester Academic Year 2020-2021

18/12/2020

Teaching learning Strategy: Hi-tech classroom

Various activities have been followed for the student in order to create interest over the subject.

- All classes are taught through google classroom.
- Quiz is conducted through google classroom task for assessing students.
- College gmail account Each student is provided with a personal login in Google classroom wherein they can download Course Material, write Quiz and Assignments, submit their assignment and also they can send their queries for clarification.

For VII semester Students, Forwarded the PPTs in the Google Classroom and asked students to refer the PPTs and videos on following Topics and conducted Quiz in oral in Google classroom. Software Testing Life cycle life cycle: <u>Software Testing Life Cycle (STLC) | Software Testing Tutorial | Edureka - YouTube</u>

Differences on

1. Whitebox and Black testing techniques:

https://www.youtube.com/watch?v=bShnacILi7k&t=18s

2. Static and dynamic testing: <u>https://www.youtube.com/watch?v=8XEZIOf_GIU</u>

3. Verification and Validation(V& V diagram):

https://www.youtube.com/watch?v=5jJ_PBX3XsE

After a week i.e; on **16/12/2020** conducted quiz on the google class room. **Questions Asked in the classroom are:**

1. What are the deliverables or work products released at each phase of software testing life cycle?

2. Why Whitebox testing is referred as Glassbox testing?

3. Give some differences between whitebox and blackbox testing.

4. What are the activities done at verification and what are to be verified while verifying SRS.

5. What type of testings are performed at validation stage?

6. Give the differences between static and dynamic testing? What type of testing methodologies come under dynamic testing?

Some of the students answered the questions as it is online class.

Atlast I have explained some of the concepts in the class that day and the remaining concepts on next day.

Proof of students response is attached for the reference:

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VII SEM- SQT-Section C Section	Stream Classwork People Gr	ades	\$ 11 🔥
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	Add class comment	₽	
	Asha Rani CSE Dec 9, 2020 pts of uni-I. Uni-II and Assignment questions Assignment has to be submitted on the first day of coming to col Internship students have to submit assignment on or before 15th		
	Introduction to SQT.pptx With the second se	UNIT-II V and V.pptx PowerPoint	
	UNIT-II.pptx	Assignment Questions.d Word	
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Proofs of students responding online are attached below:

00:00:29.524,00:00:32.524

179X1A0554 KUKATIKONDA INDUJA:White box is glassbox as internal structure is tested

00:00:33.949,00:00:36.949

179X1A0550 K NIKHITHA: in whitebox every logic, path is tested in detail mam

00:00:36.605,00:00:39.605

179X1A0502 ASMA SOBIA: whitebox is referred as glassbox as as total code, paths are tested

00:14:52.538,00:14:55.538 189X5A05J6 THOKALA SWATHI: while verifying requirements consistency, ambiguity are tested

00:19:53.446,00:19:56.446 179X1A0502 ASMA SOBIA: requirements in srs are tested keeping in mind that requirements should be complete, no ambiguity.

00:23:31.075,00:23:34.075 189X5A05K5 PUNNA SRIRANGA SAINATH: SRS, planning document,HLD,LLD,coding are verified in verification

00:24:34.760,00:24:37.760 189X5A05K5 PUNNA SRIRANGA SAINATH:and also Test plans for Functional,integration,system testing are prepared

00:28:21.952,00:28:24.952 179X1A05F9 SHEGIREDDY SUMANTHREDDY: along with above testplans, tesplan for Acceptance testing is also done

00:32:42.034,00:32:46.034 179X1A05E7 DEVATHI RAM CHARAN: Testings performed at validation stage are unit testing,integration,functional and acceptance testing testing

00:39:54.931,00:39:57.931 189X5A05J4 MOHAMMED ZAKIKAREEM: mam testing methodologies in dynamic testing are Blackbox and white box testing techniques

00:59:03.575,00:59:06.575

189X5A05K5 PUNNA SRIRANGA SAINATH: yes mam understood

00:59:07.667,00:59:21.667

189X5A05J4 MOHAMMED ZAKIKAREEM: understand mam

G.PULLA REDDY ENGINEERING COLLEGE(Autonomous) : Kurnool

Department of Computer Science and Engineering

Academic Year : 2020-21

Course Name : Programming for Problem Solving

Course Instructor: B.Thimma Reddy

Teaching Strategy: Gamification-Learning while Playing (Quizziz)

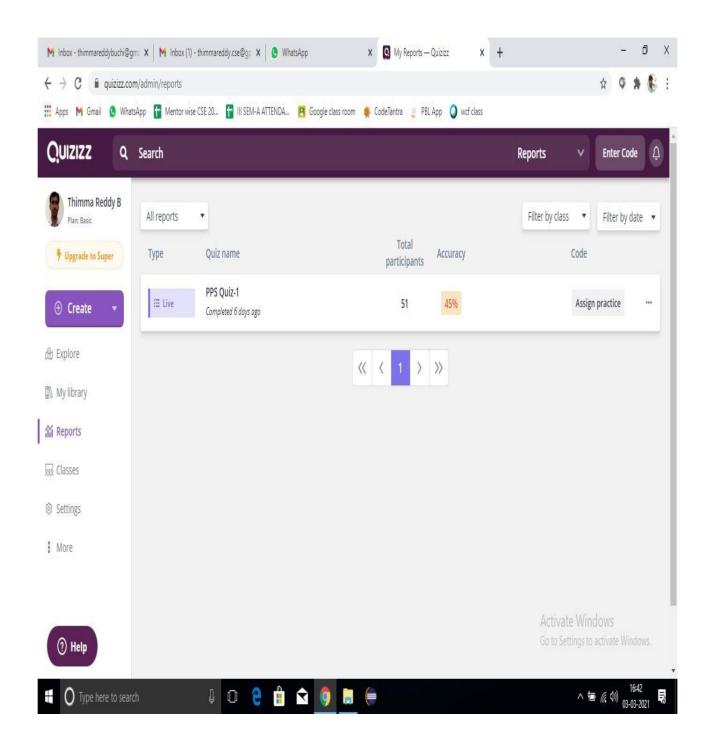
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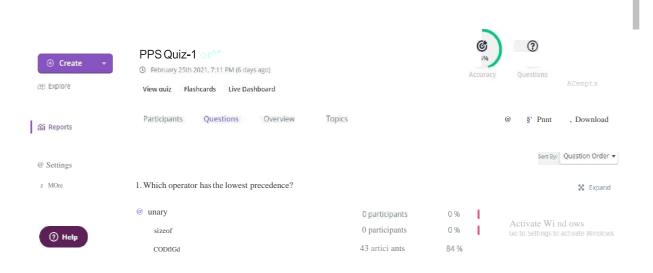
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Teaching through Cloud Computing

Teaching Strategy Followed : Teaching through Cloud Computing

Name of the course	:	Data Science with R (DS with R)
Academic Year	: 4	2020-2021
Semester	:	VII
Course Instructor	:	L.Sudha Rani

Teaching through Cloud Computing

The use of cloud computing is one such method where teachers can save vital classroom resources such as lesson plans, **notes**, audio lessons, videos, and **assignments** details on the classroom cloud. This can then be accessed by the students from the comfort of their homes, whenever needed bringing the classroom back to the students with the click on a mouse. It also ensures that students who have missed class either for illness or any other reason stay updated at all times. It eliminates the need for lugging around heavy textbooks and allows students to learn at a time, place and pace that they are comfortable with.

Topics Covered:

Unit-I Unit-II Unit-III

Think-Pair-Share

Teaching Strategy Followed	:	Think-Pair-Share
Name of the course	:	Data Science with R (DS with R)
Academic Year	:	2020-2021
Semester	:	VII
Course Instructor	:	L.Sudha Rani

Think-Pair-Share

Think-pair-share (TPS) is a collaborative learning strategy where students work together to solve a problem or answer a question about an assigned reading. This strategy requires students to (1) think individually about a topic or answer to a question; and (2) share ideas with classmates. Discussing with a partner maximizes participation, focuses attention and engages students in comprehending the reading material.

Topics Covered

Solving Classification Problems, Scoring Problems