G PULLA REDDY ENGINEERING COLLEGE (Autonomous): Kurnool
Affiliated to JNTUA Ananthapuramu
DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING

Teaching- Learning Process:

It is important to analyze how and what students should learn in class or out of class, either independently or with others, as well as how to conduct in-class and out-of-class activities that effectively employ more active learning strategies.

Through learning and doing the learner is exposed to firsthand experience of practicing what has been taught. Participative Learning Methodologies were followed in our department, some of them are:

Teaching – Learning Activities that are followed are:

- Educational Crossword Puzzles
- Gamification-Learning
- Flipped Class room
- Collaborative learning
- Work as a Team
- Cooperative Learning
- Formative assessment

Coordinator
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Assistant Professor
Dept. CSE

HOD
Dr. N Kasiviswanath
Prof. and Head of Dept.

Network Security and Cryptography

IV B.Tech. VIII-Sem

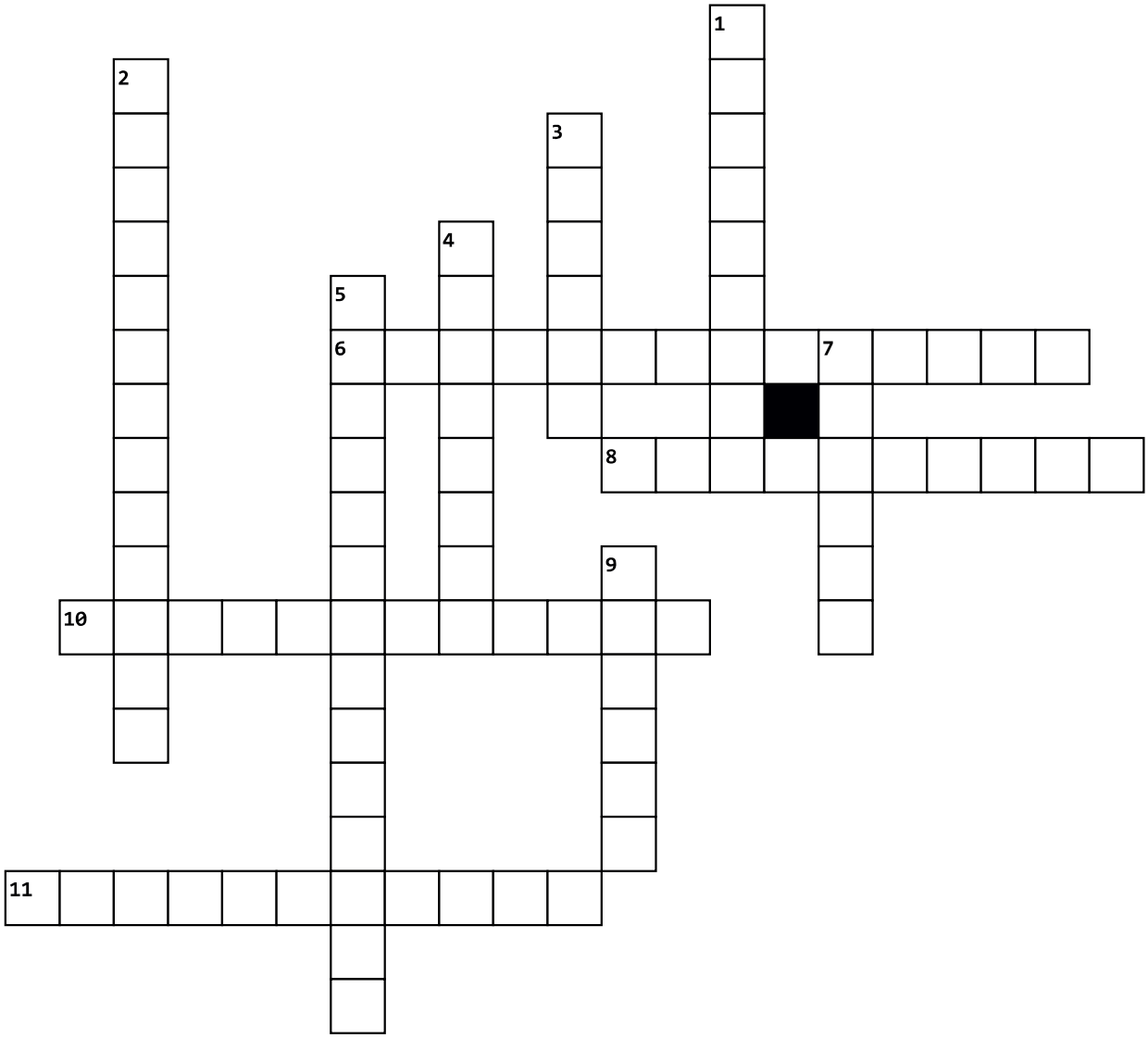
Educational Crossword Puzzles

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

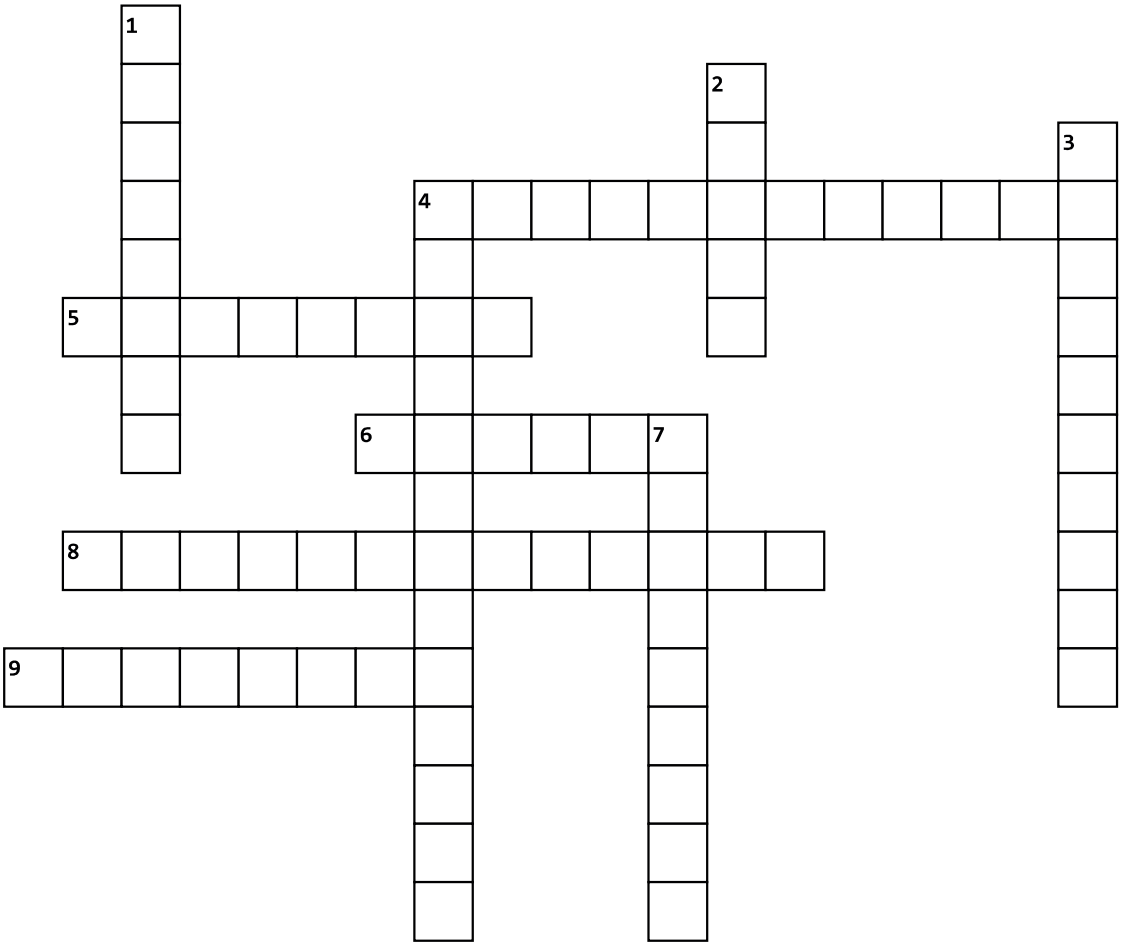
4. A person attempts to violate security

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

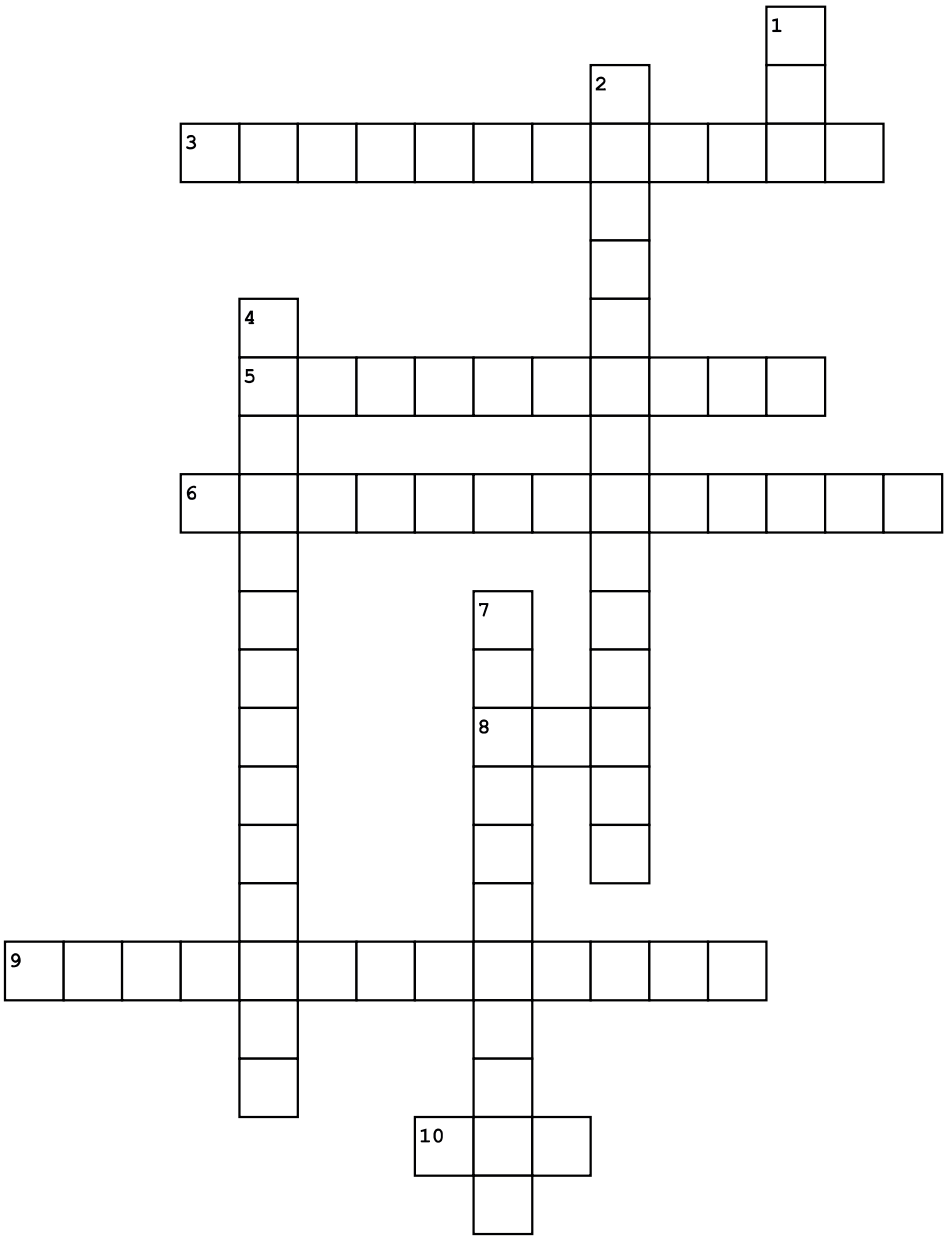
2. divisible only by itself and 1

3. unbreakable cipher

4. conceal the existence of the message

7. example of transposition cipher

UNIT-III



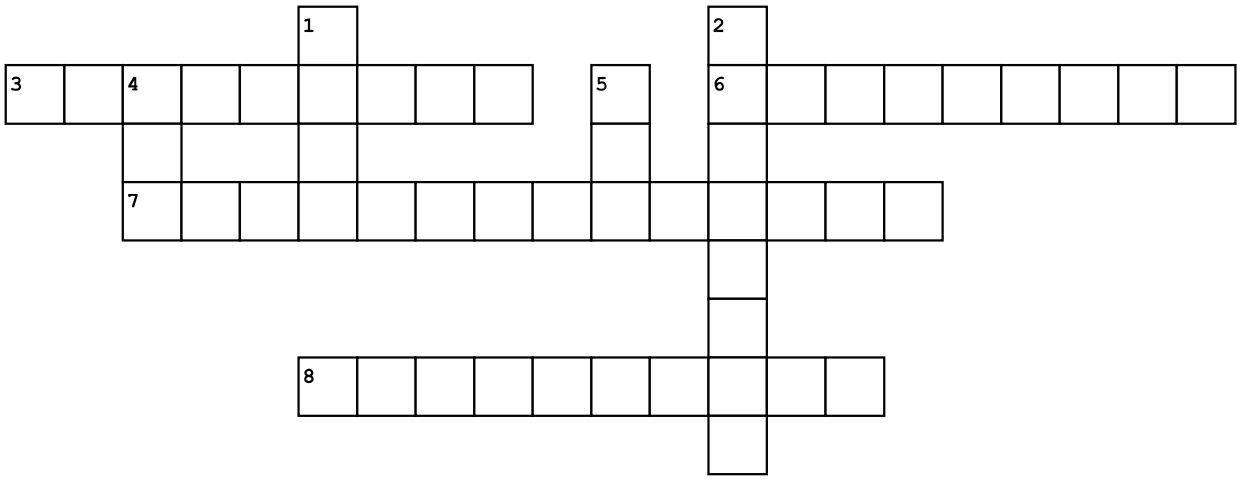
Across

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

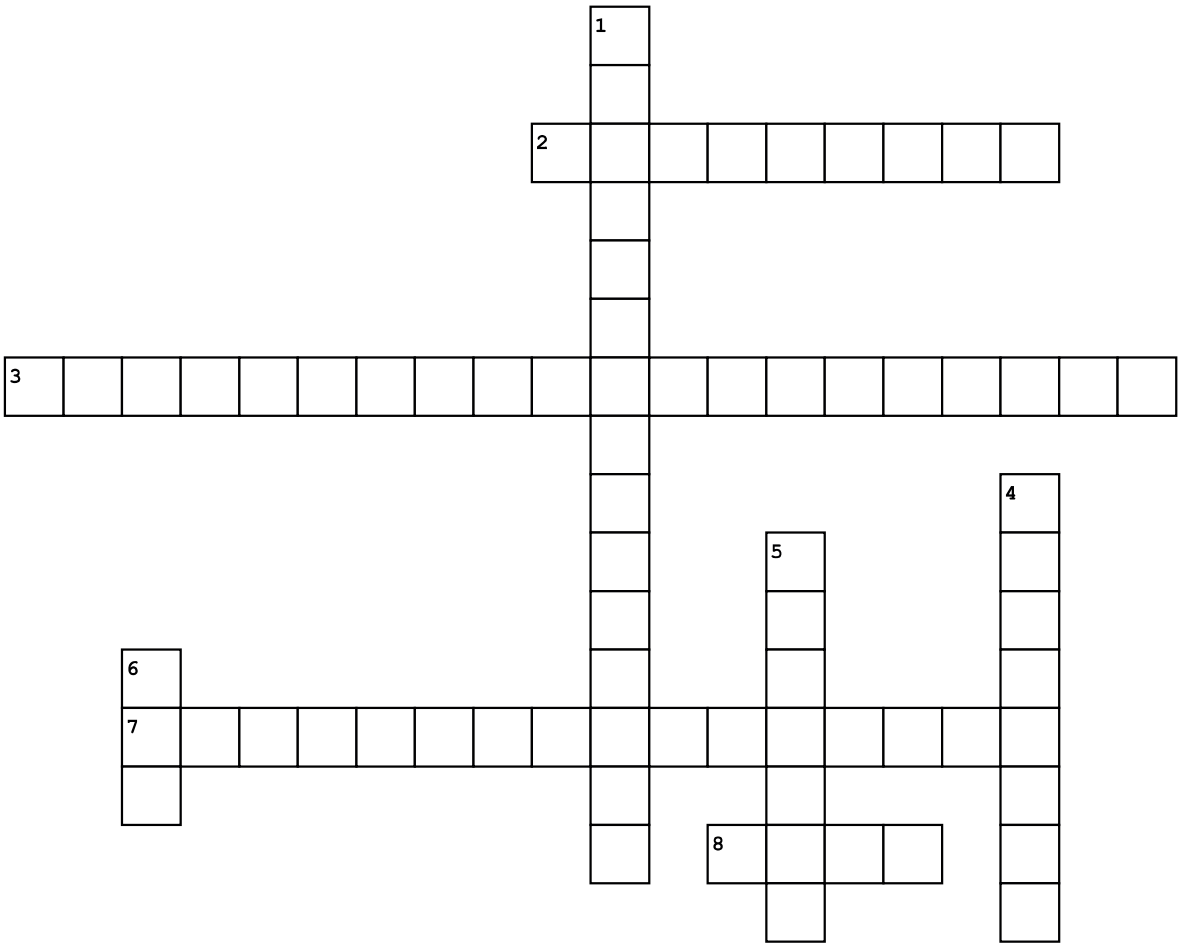
1. function that maps a message of any length into a fixed length hash value

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

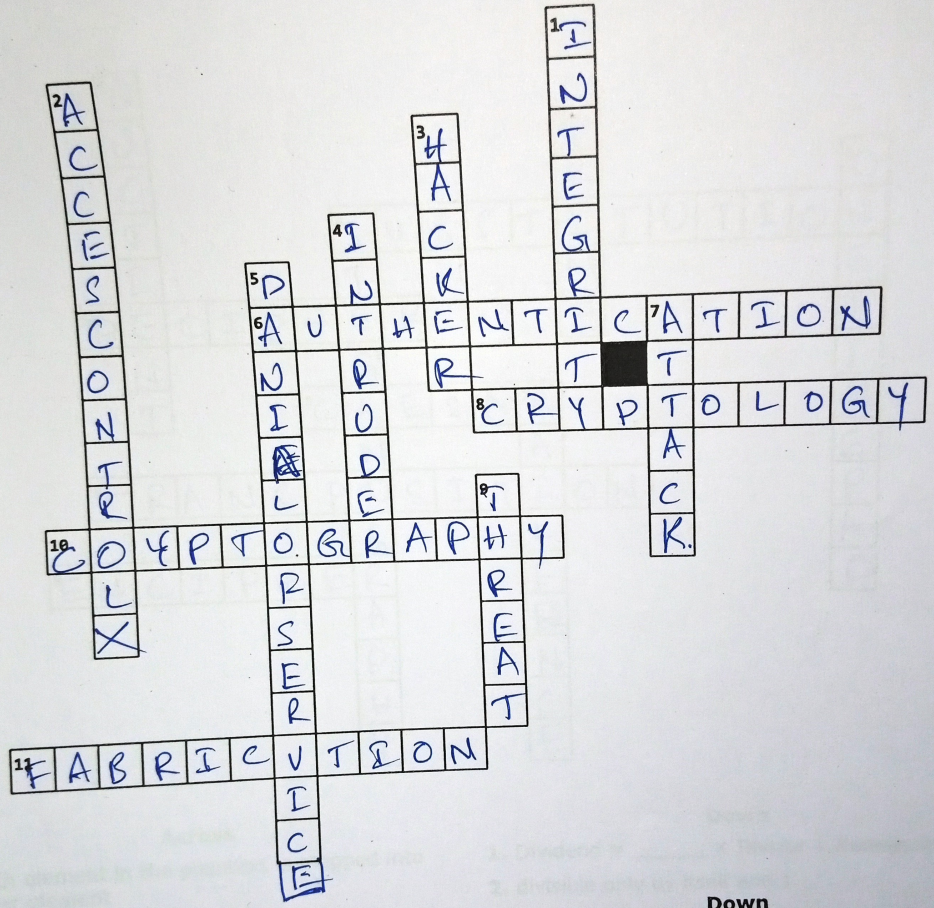
4. three headed dog

5. one of the digital signature scheme

6. a trusted third party that assigns a symmetric key to two parties

169X1A0552
D.Maneesha

UNIT-I



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Down

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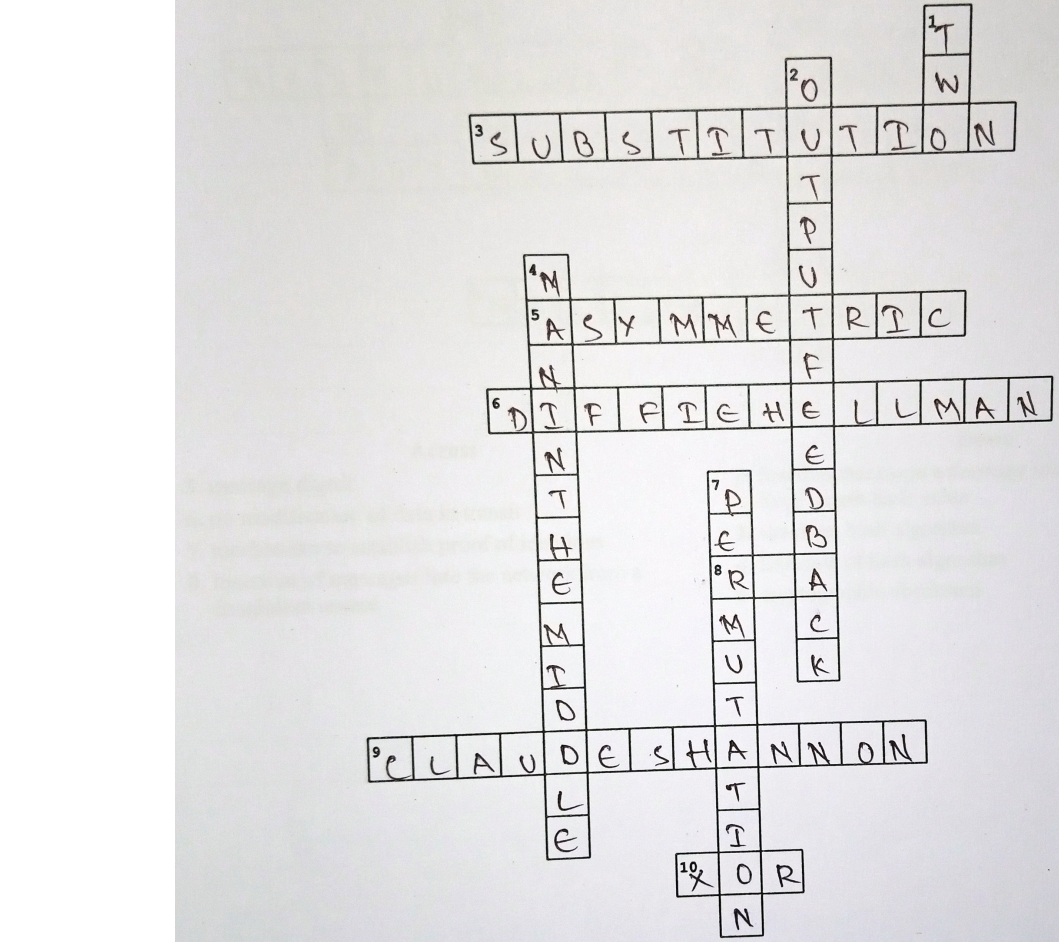
9. a possible danger

169X1A05B0
CA Payani

UNIT-III



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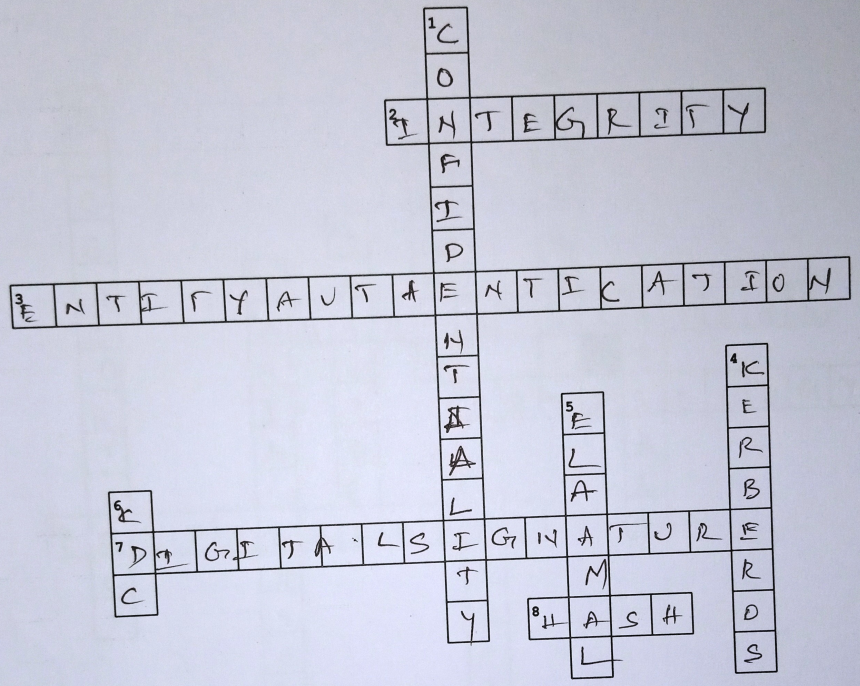
16TX1A0556
K. Somanath

UNIT-V



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G.PULLA REDDY ENGINEERING COLLEGE(Autonomous) : Kurnool

Department of Computer Science and Engineering

Academic Year : 2020-21 **Course Name : Introduction to Java**

Course Instructor: Rameswara Reddy.K.V

Teaching Strategy: Learning while Playing (Gamification Learning)

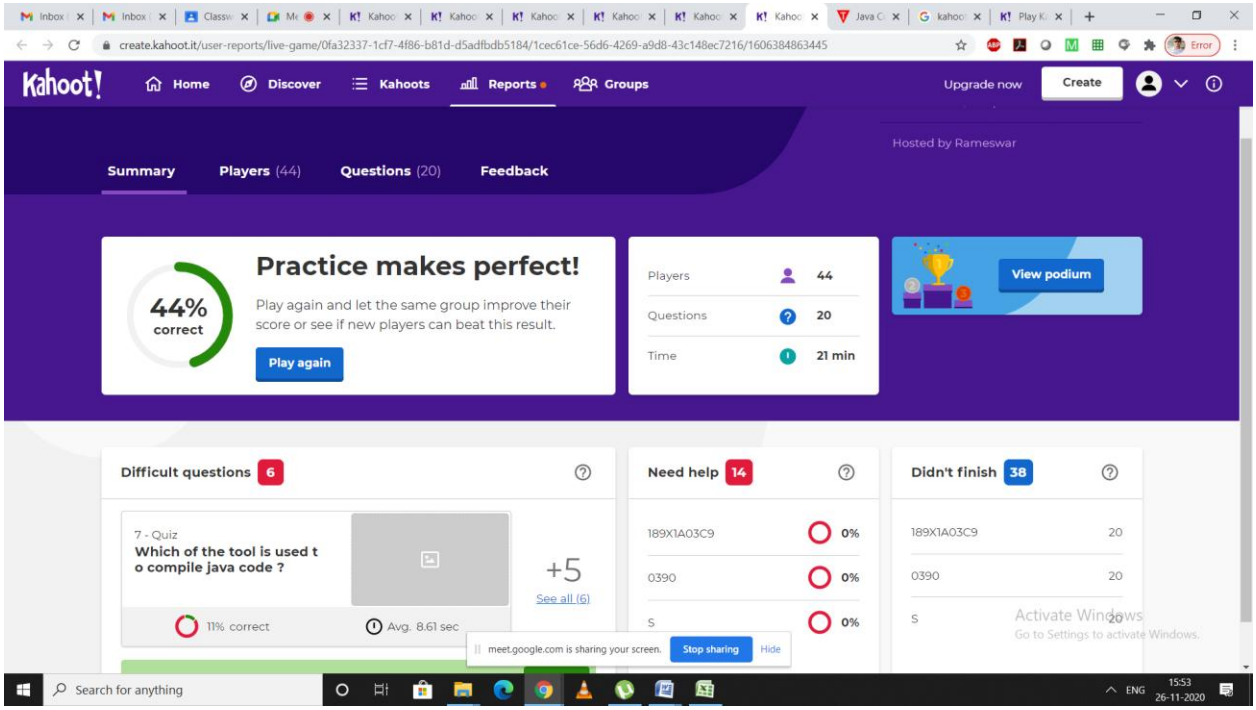
Kahoot! is a game-based student response system (GSRS) where the classroom is temporarily transformed into a game show where the teacher is the game show host, and the students are the contenders . Kahoot is used to review students' knowledge, for formative assessment or as a break from traditional classroom 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.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Kahoot!
Home
Discover
Kahoots
Reports
Groups
Upgrade now
Create
Hosted by Rameswar
Summary
Players (44)
Questions (20)
Feedback
44% correct
Practice makes perfect!
Play again and let the same group improve their score or see if new players can beat this result.
Play again
Players 44
Questions 20
Time 21 min
View podium
Difficult questions 6
7 - Quiz
Which of the tool is used t o compile java code ?
11% correct
Avg. 8.61 sec
+5
See all (6)
Need help 14
189X1A03C9 0%
0390 0%
S 0%
Didn't finish 38
189X1A03C9 20
0390 20
S 20
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Go to Settings to activate Windows.
Search for anything
ENG
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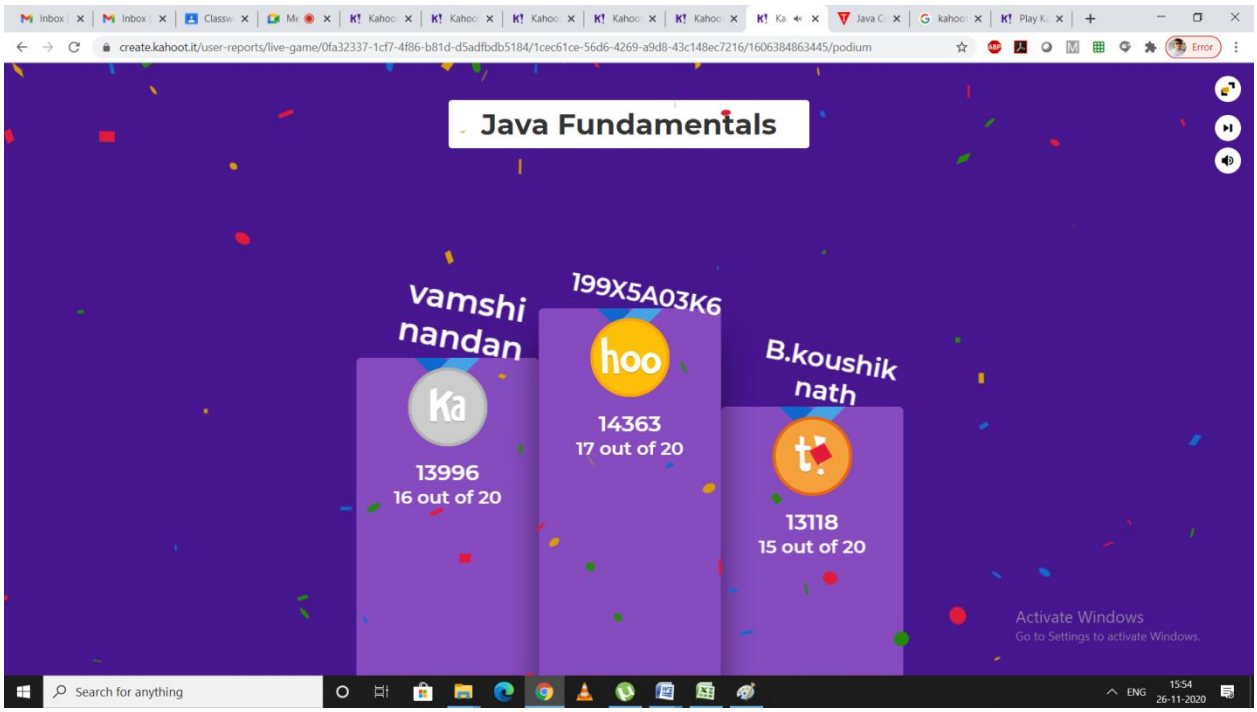
26-11-2020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17 out of 20
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15 out of 20
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Go to Settings to activate Windows.
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ENG
15:54
26-11-2020

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)

Quizziz 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 . Quizziz is used to review students' knowledge, for formative assessment or as a break from traditional classroom activities.

In our class, we use Quizziz 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. Quizziz 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 Quizziz

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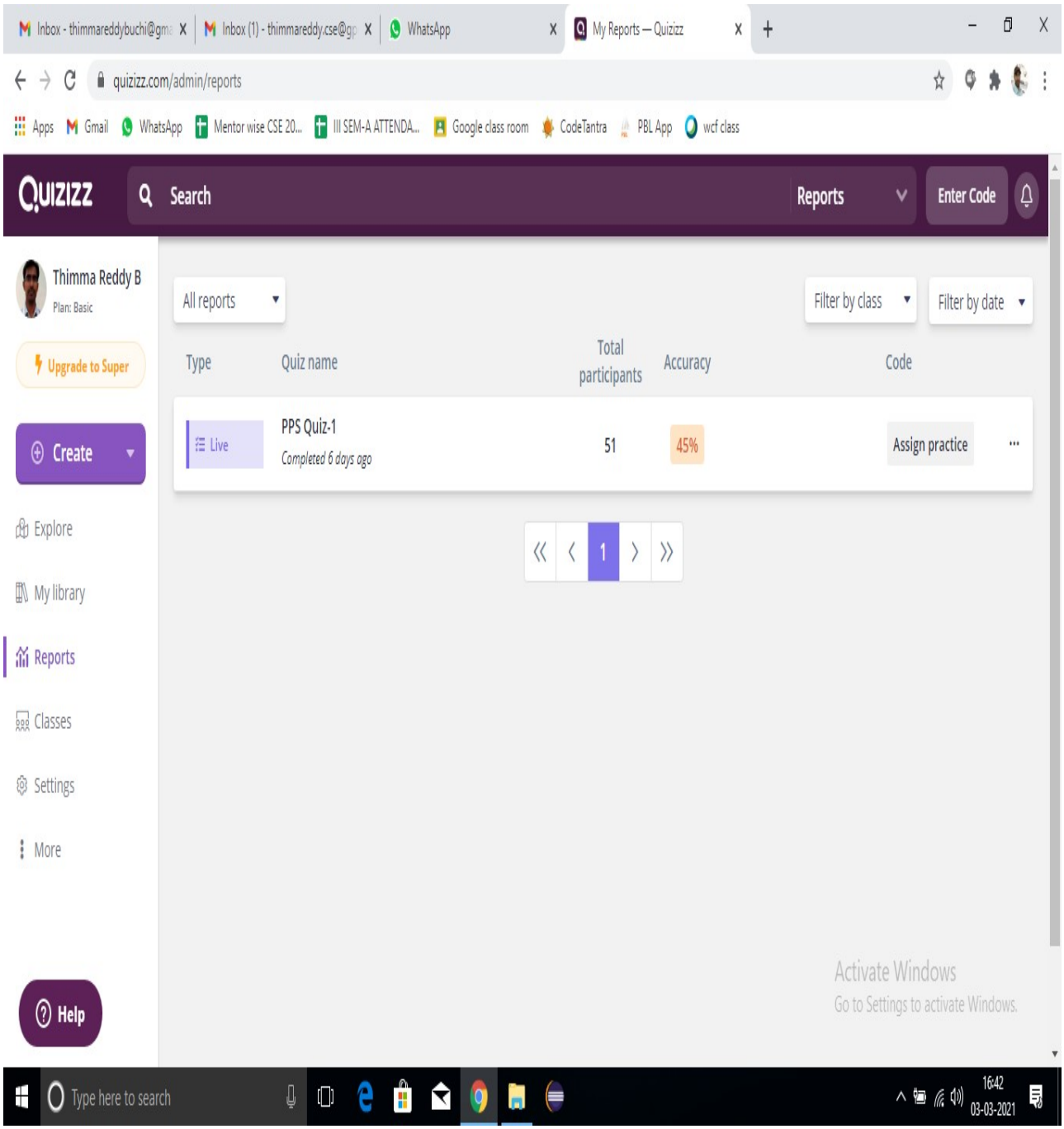
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Inbox (1) - thimmareddy.cse@gp
WhatsApp
My Reports — Quizizz
quizizz.com/admin/reports
Apps
Gmail
WhatsApp
Mentor wise CSE 20...
III SEM-A ATTENDA...
Google class room
CodeTantra
PBL App
wcf class
QUIZIZZ
Search
Reports
Enter Code
Thimma Reddy B
Plan: Basic
Upgrade to Super
Create
Explore
My library
Reports
Classes
Settings
More
Help
All reports
Filter by class
Filter by date
Type
Quiz name
Total participants
Accuracy
Code
Live
PPS Quiz-1
Completed 6 days ago
51
45%
Assign practice
1
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Type here to search
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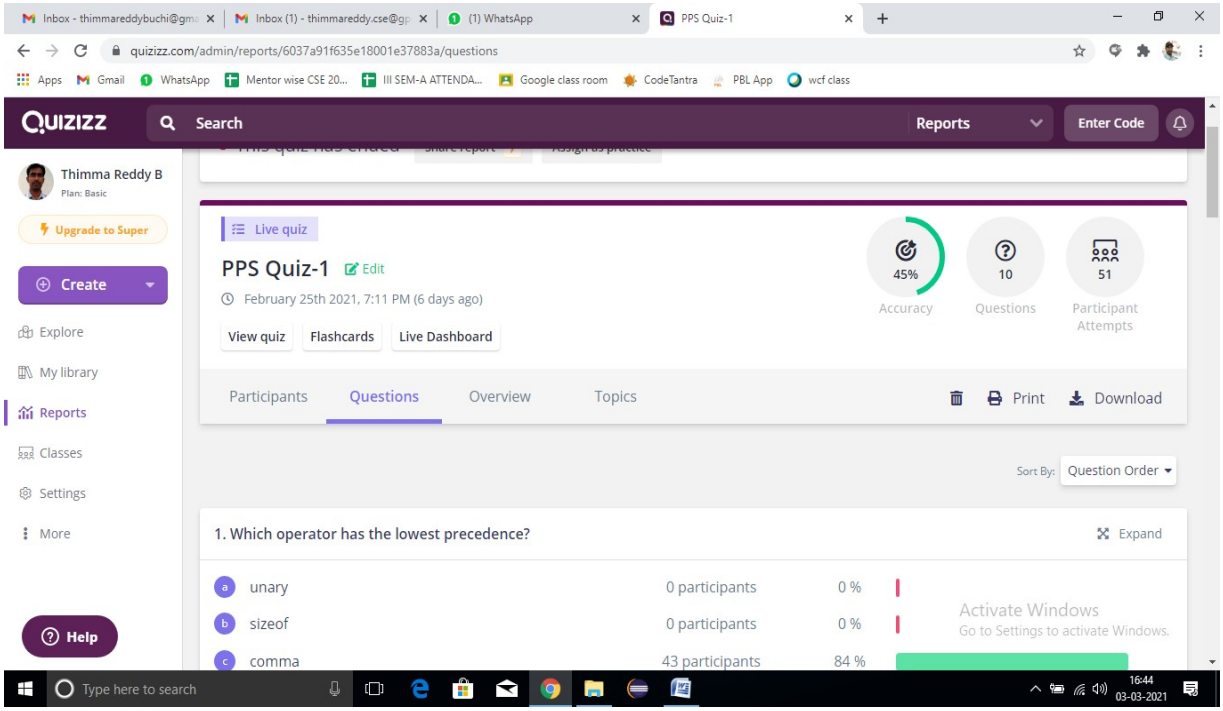
03-03-2021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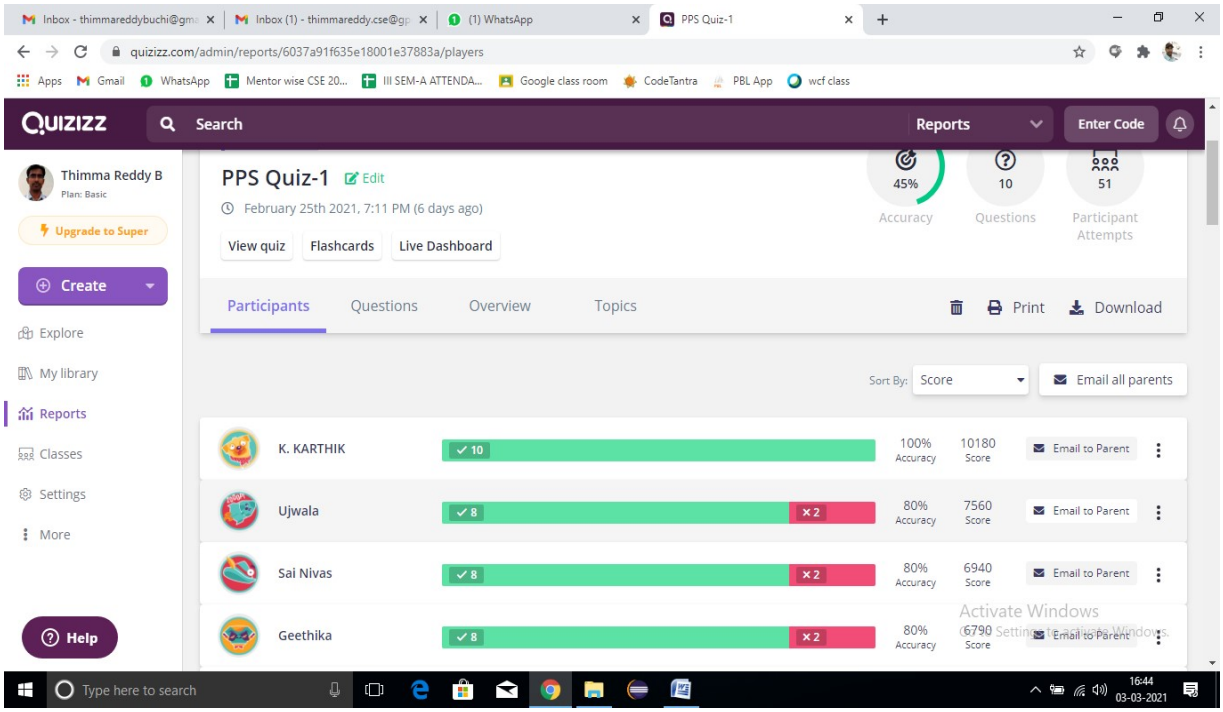
QUIZIZZ
Search
Reports
Enter Code
Thimma Reddy B
Plan: Basic
Upgrade to Super
Create
Explore
My library
Reports
Classes
Settings
More
Help
Live quiz
PPS Quiz-1
Edit
February 25th 2021, 7:11 PM (6 days ago)
View quiz
Flashcards
Live Dashboard
45%
Accuracy
10
Questions
51
Participant Attempts
Participants
Questions
Overview
Topics
Print
Download
Sort By:
Question Order
1. Which operator has the lowest precedence?
Expand
a unary 0 participants 0 %
b sizeof 0 participants 0 %
c comma 43 participants 84 %
Activate Windows
Go to Settings to activate Windows.
Type here to search
16:44
03-03-2021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Sort By:
Score
Email all parents
K. KARTHIK ✓10 100% Accuracy 10180 Score Email to Parent
Ujwala ✓8 ×2 80% Accuracy 7560 Score Email to Parent
Sai Nivas ✓8 ×2 80% Accuracy 6940 Score Email to Parent
Geethika ✓8 ×2 80% Accuracy 6790 Score Email to Parent
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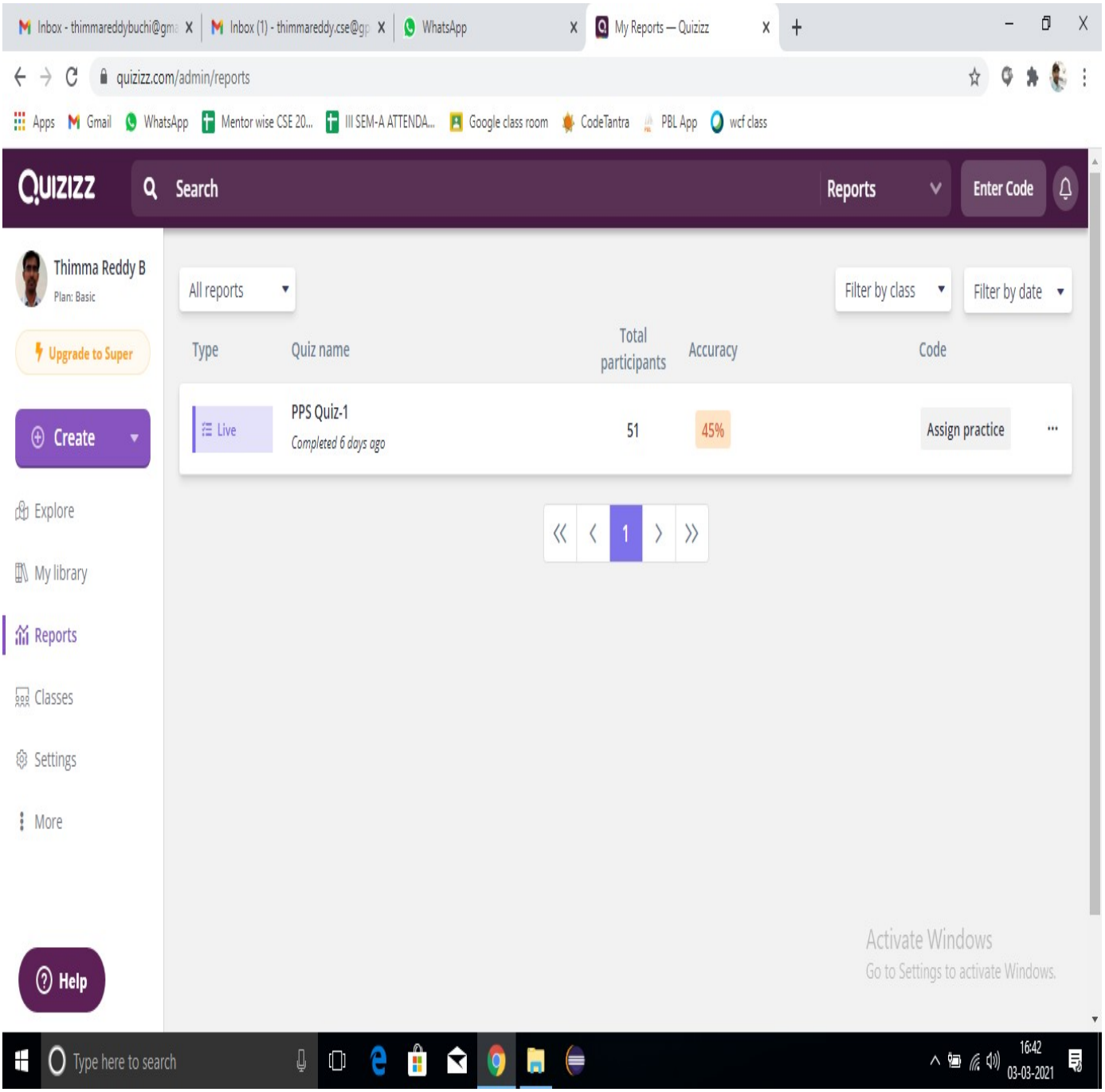
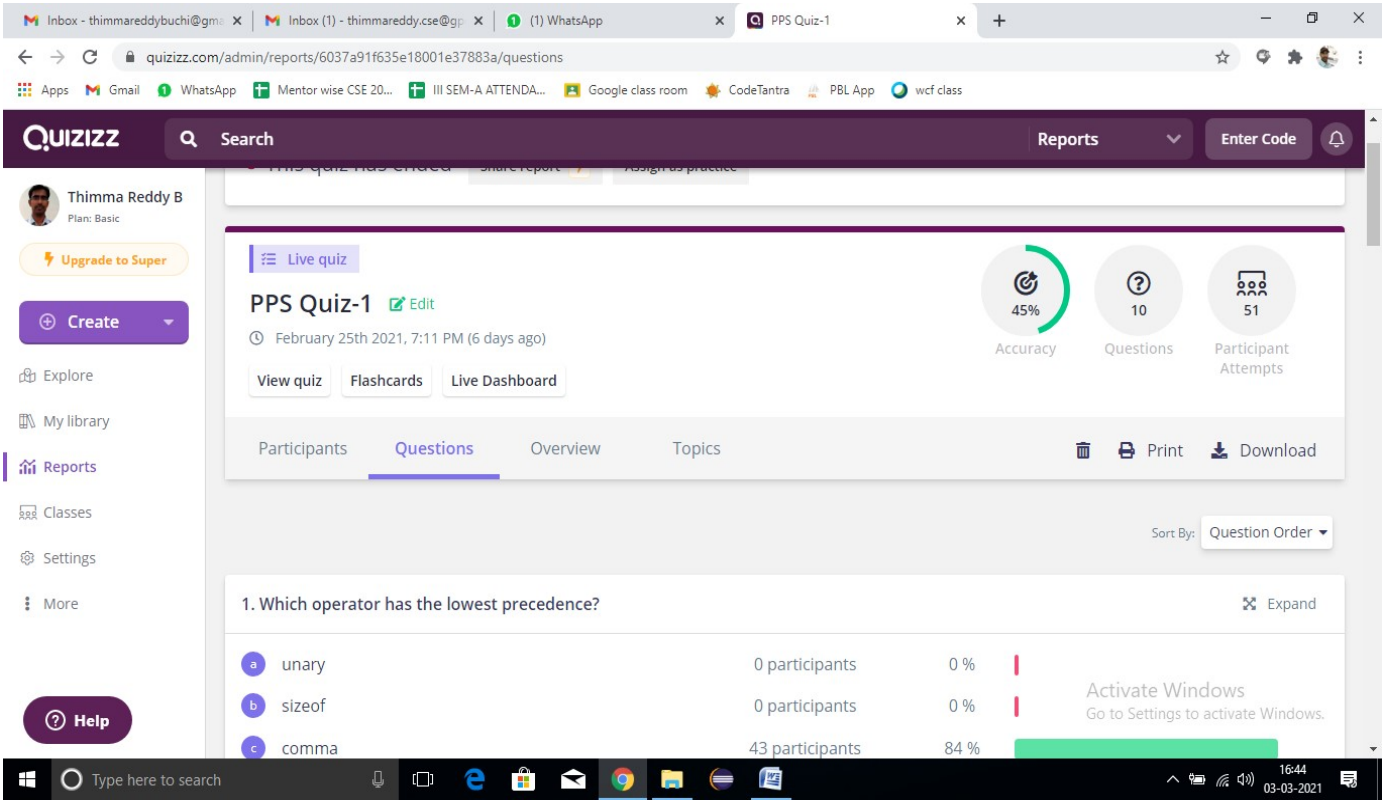
PPS-Quiz-2020-21

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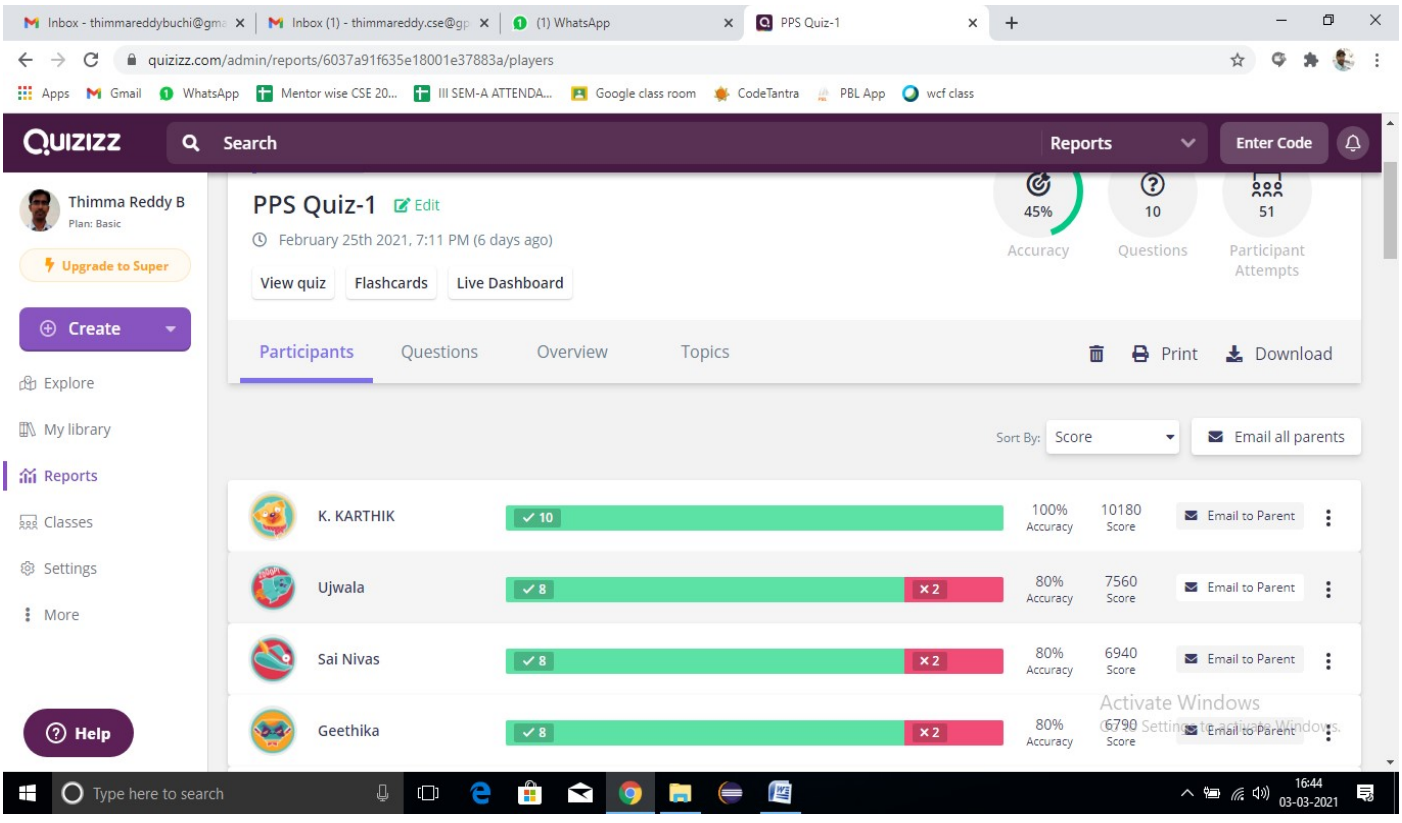
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Sort By:
Score
Email all parents
K. KARTHIK ✓10 100% Accuracy 10180 Score Email to Parent
Ujwala ✓8 ×2 80% Accuracy 7560 Score Email to Parent
Sai Nivas ✓8 ×2 80% Accuracy 6940 Score Email to Parent
Geethika ✓8 ×2 80% Accuracy 6790 Score Email to Parent
Activate Windows
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16:44
03-03-2021

Fipped Class room

Teaching Strategies Followed: Fipped Class room

Name of the course : WEB PROGRAMMING (WP)
Academic Year : 2018-2019
Semester : V
Course Instructor : L.Sudha Rani

Flipped Classroom

A flipped classroom is a teaching strategy where traditional ideas about homework and classroom activities are reversed or "flipped." This model involves instructors having students interact with new material for homework first. Then, they use class time to discuss the new information and put those ideas into practice.

This way of doing things is relatively new to the world of education. Using this model, teachers give students homework focused on a new topic, then use class time for guided group work, critical thinking, and reinforcement.

Topic Covered: XML

In web programming subject, Flipped classroom is applied for the topic XML. A video is provided to the students before explaining the topic in the class and then asked a student to explain the topic in the class. Based on the explanation of the students some suggestions are given to the students.

G.PullaReddy Engineering College(Autonomous): Kurnool

Software Engineering(SE)

Implementing Teaching Learning Strategy for the IV Semester Students

Academic Year 2019-2020

23/12/2019

Title of the Practice: Collaborative learning

- Collaborative learning is the educational approach of using groups to enhance learning by working together.
- Group of two or more learners work together to solve problems, complete tasks, or learn new concepts.
- Learners work with each other on the topic, where they must collaborate as a group to understand the concepts being presented to them.
- Effective group work is carefully structured to achieve specific learning outcomes learning outcomes and student expectations must be clearly formulated, directions must be well written.

Implementation:

After discussing the topics on "Phases of Software Development Lifecycle(SDLC) , Risk Management, Testing Techniques" Different group of students are asked to design case studies on different topics. They are asked to discuss the case study in the classroom after peer review process.

S.NO	Group	Topic Name	
1.	Group I	SDLC(Library Management System)	They have designed case study on Library Management sysem upto the mark and Communicated well in the class room
2.	Group II	Risk Management	This group has designed the

			casestudy but were given suggestions to be improved, so they have modified and communicated in the classroom.
3.	**Group III**	Testing Techniques(Boundary value Analysis)	This group was asked to deign testcases using all boundary value analysis techniques. Designed in a proper way and communicated well in the classroom.

Proof: Soft copy from the students for Case study on Process models is collected for the reference

Phase1: Requirements gathering or communication

In this phase we basically analyse the requirements. We will sort out all the necessary tools that will be needed. Functional requirements or Features of Library management system are:

- Student could see book list
- Student could lend book from library
- Administrator has to have the option add edit delete remove the booklist.
- Administrator & student could see the borrowed the book list
- The total system should be internet based

Non functional requirements are:

Availability:

Availability of our library system is the probability that it will be arriving and able to deliver useful service at any given time.

Reliability: In our module we will try to remove all most error so that our system dose not hangs frequently & it will give result perfectly. And it will be more reliable to access the library system.

Safety:

At the time of module develop we will ensure our system safety. On the other hand university authorities take action for system safety. So that any unauthorized people cannot touch the system.

Security:
System will want password to ensure legal access & block illegal or unauthorized access.

The method of collecting requirements:

- ✓ Reading books & Related reference book.
- ✓ Internet Browsing.
- ✓ Talking with the people in library and our friends who are interested to help us by giving information about Library management System.
- ✓ Talking with our supervisor & other teacher who are experienced to make Library and working with the automation.

Phase2: Planning
In this phase we will analyse our module and fragment Which help us to complete total system easily. Plan Risks Associated, schedule, budget, workproducts, resources, technology to be used

Phase3: Design
We will make the task flow and code flow of each module in this phase. We will write the row code to build up the modules
In Management System modules are :
Home Page
Home Page is our main page of our Library Management System.
These are User types:
• Normal User
• Administrator
• Registered user

Normal User:
A regular user is any kind of user like students, teachers or any body who uses the system and can see the online library and get information.
Administrator:
An admin user is a selected user who has the permissions to create a new admin or edit update delete operation. The admin users also perform the book function like book borrow, book lending book return etc.
Registered user:
It means that, only our students, teacher, & employee are permitted to registration. These type of people have to has perform book borrow, return function.

Tables to be designed are:
i. Admin table
ii. Employee table
iii. Requirement table
iv. Booklist table
v. Defaulter table

vi. Book Borrow table
vii. Book information table

Admin table

Admin table has two fields one is admin id and other is password. Admin table only access by administrator.

Work for Administrator:

An administrator has four categories to work. Those are

• User
• Maintenance
• Books
• Searching

User

User Category has four options.

User Registration:

This option is for User (Student, teacher) registration. A User has to go the LMS administrator with his or her id card. Then Administrator will register him/her as a member of LMS. To help administrator we keep four fields for member registration. These are member id, Student id, Password and e-mail. Member id will provide by LMS administrator and other information will be taken form the user ID card.

Access with user

This option provide user accessing the library books , borrow , lend etc.

Add employee

Add employee provide employee management table. Here we have to need employee id, name email, phone. Also add, edit update, delete option are available.

Create new Admin

It will provide a new administration form. We have to need here admin id, employee id, previous password & email address.

After fulfill this item we will create a new administrator.

Maintenance

It has two parts such as

o New book entry
o Finding requirements

New book entry:

- It provides book management table.
- Finding requirements:
- It will provide list of required book.

Books

It has three parts

o Book borrow function

o Returning book

o Renew book

Change Administrator:

This option will allow administrator to change his or her administrative password. It consist three field Admin id, Old password and new password. After entering Admin id and old password an admin could enter new password and able to change his/her password.

Employee Table

In LMS sometime we might have need to create new admin user. Create New User id allows us to do that. Creating a new admin user we have four fields. Those are admin id, Employee id password and email address.

Requirements table:

This table allows us to send request for any book. Suppose we need a book of PHP. But it is not in the library. Now if any students send any request REQUIREMENTS TABLE will save that request and later on Admin could act according to the request.

It has five fields. After filing these fields a user can send his requirements.

Booklist table

To search any book we will use this table. It has a drop down menu which consist five categories to search any book. It has also a field which will allow user to fid book by entering book name, author name, book id etc.

According to the user requirements the result will shown as a table with all of the book information.

Book Information Table

Searching

It has three parts

o Searching by Book name

o Searching by Author

o Searching by Subject

Searching by Book name

We could search a book by its name.

Searching by Author

By Choosing Author in the Drop down menu and writing the writer's name, we could search a book.

Searching by subject

This option allows us to search any book as subject wise. Suppose

We need to find out JAVA book. We will write JAVA in the search book id and select subject in the drop down menu.

Phase 4: Coding

In this phase we will code the modules using any of the technology. The backbone of the software will stand up in this phase and the software will be reuseable.

Phase5: Testing

Bug finding and bug fixing are done here. We will test the overall features of the software. By testing the features we will find out the bugs. After that all the bugs will be solved.

Phase 6: Deployment and Feedback of the software

This software can be deployed to the concerned organization and feedback for improvement if any needed is taken.

DEPT. COMPUTER SCIENCE AND ENGINEERING
V SEMESTER – A,C SECTIONS – 2021-2022
REPORT OF THE TEACHING PRACTICES FOLLOWED IN THE COURSE "FORMAL LANGUAGES AND AUTOMATA THEORY "

31st Jan, 2022

Following are the effective teaching practices used in the course "Formal Languages and Automata Theory' for V semester A, C section students during the academic year 2020-2021.

1. "**Work as a Team**" teaching strategy is used in this course as the course involves understanding and designing automata. Students are divided into teams on their own interest as it helps in **peer learning**. Students solved all the design and conversion problems in the form of a team. Team who solves correctly is given full 5/10 marks depending on the complexity of the question. Any team who proves the design as wrong is given 1-2 marks to encourage and involve all the teams. At the end of each unit, winner team is given a big chocolate. This strategy is used for I and II units only and the time was not sufficient to continue this process for the subsequent units. But the active involvement of students during this strategy, made them to perform well in subsequent units also. Team VI in C section was very much active and sharp, and for the other teams it was not possible to score decent marks. So after first unit, team VI was dissolved and students are distributed to other teams. This brought good competition among all the teams now.

2. After the first sessional exam, based on the learning level, students were categorized into 3 groups A,B,C. Few problems were given to the students based on their learning level.

3. Peer assessment encourages the students to critically assess each other's work. So 1-2 assessments are done in this way which made the students understand the rubrics which helped them to write well in sessional exams.

4. Quiz is conducted using a tool "quizizz", gamified student engagement platform.

5. A modern **software tool JFLAP** is also used by the students to experiment formal language and automata theory topics.

Dr. D. Kavitha

Name and Signature of Course Instructor

TEACHING STRATEGIES

III SEMESTER – SECTION B (2019 – 2020)

Course Instructor : Dr.D.Kavitha

Cooperative Learning Groups : Active learning deserves special attention because it overly places the learners as workers, and construct expression with peers, and forces the attainment of a group goal. Cooperative learning groups improve: positive interdependence, individual accountability, group processing, social skills, and face-to-face interaction.

In order for cooperative groups to be successful, leaders must expect to spend time attending to cooperative skills, listening to how each group works, and challenging the group to assess itself. People learn to be in groups by being in groups — learning, accomplishing, and then becoming aware of the way cooperation works in encountering what we do not now understand.

Having understood the challenges of students in understanding some complex concepts, I tried to use this cooperative learning groups strategy to teach the topic "Solving inhomogenous recurrence relations".

I first explained how to write a particular solution to inhomogenous recurrence relation.

Then I divided the entire class into seven groups. Each group consisted of fast and slow learners.

I have given seven problems to all groups and asked them to write a particular solution to each of the function.

I have given 15 minutes only and informed that any student from any group might be asked to present the answer for any of these 7 questions.

After 15 minutes, I asked the students to present their answers.

Question	Group	Type of student	Remarks
Question 1	Group 1	Fast Learner	Solved correctly and explained it very well.
Question 2	Group 2	Slow learner	Done it correctly and explained.
Question 3	Group 3	Fast Learner	Done it correctly
Question 4	Group 4	Slow learner	Correct answer but could not give the reason correctly. So chance is given to the fast learner from the same group and did it well.
Question 5	Group 5	Fast learner	Incorrect answer. Fast learner from the next group answered correctly.
Question 6	Group 6	Fast learner	Solved correctly
Question 7	Group 7	Slow learner	Solved correctly.

27/9/19

TEACHING STRATEGIES

IV SEMESTER – SECTION A (2019 – 2020)

Course Instructor : Dr.D.Kavitha

Course : Operating Systems

Topic : Introduction to OS and OS system structure

Formative assessments are the opposite of summative assessments and take place during the teaching process.

On 3rd jan, 2020, I conducted a formative assessment to students in the form of Quiz after the completion of Unit-I.

20 objective type questions were given to students and 58 students attended the quiz . Average mark obtained is 6. So I can understand that 60% of the concept is understood.

3/1/2020

Dr.D.Kavitha

OPERATING SYSTEMS - QUIZ

3/1/2020

UNIT-I

1	MALISETTI SASI KIRAN	179X1A0557	179X1A0557@g	Finished	1/3/2020 14:02	1/3/2020 14:15	13 mins 25 secs	3.5
2	ANANTHARAJU MEGHANA	189X1A0502	189X1A0502@g	Finished	1/3/2020 14:01	1/3/2020 14:15	13 mins 15 secs	7.5
3	ANNAVARAM MOUNARAGA	189X1A0503	mounaraga2001@	Finished	1/3/2020 14:01	1/3/2020 14:16	15 mins	5.5
4	B NEELIMA	189X1A0504	189X1A0504@g	Finished	1/3/2020 14:01	1/3/2020 14:16	14 mins 37 secs	6
5	BUKKITTU SAI THANMAYEE	189X1A0510	189X1A0510@g	Finished	1/3/2020 14:02	1/3/2020 14:17	15 mins	6
6	BYELLA YOGITHA PRIYADARSHINI	189X1A0511	189X1A0511@g	Finished	1/3/2020 14:02	1/3/2020 14:16	13 mins 32 secs	5
7	DHANIREDDY SWATHI	189X1A0516	189X1A0516@g	Finished	1/3/2020 14:01	1/3/2020 14:16	15 mins	7.5
8	G SAI RAJESWARI	189X1A0518	189X1A0518@g	Finished	1/3/2020 14:01	1/3/2020 14:16	14 mins 59 secs	7.5
9	GOWRI GEETHA VANI	189X1A0522	189X1A0522@g	Finished	1/3/2020 14:02	1/3/2020 14:16	14 mins 31 secs	7.5
10	BELLARY KUNTUMALLA SAI RATHAN	189X1A0530	189X1A0530@g	Finished	1/3/2020 14:02	1/3/2020 14:15	12 mins 31 secs	5.5
11	BOLLOLLI SAGAR	189X1A0531	189X1A0531@g	Finished	1/3/2020 14:02	1/3/2020 14:17	14 mins 22 secs	5
12	BOYA RAJ KUMAR	189X1A0533	raj9014080098@	Finished	1/3/2020 14:02	1/3/2020 14:17	15 mins	9
13	DHEREDDY LINGESHWAR REDDY	189X1A0535	Sailingeshwar1630	Finished	1/3/2020 14:03	1/3/2020 14:15	12 mins 9 secs	5
14	H M ANUSHREE	189X1A0549	189X1A0549@g	Finished	1/3/2020 14:02	1/3/2020 14:12	9 mins 58 secs	5.5
15	BHIMAGUNTLA HEMANTH KUMAR	189X1A0555	189X1A0555@g	Finished	1/3/2020 14:02	1/3/2020 14:17	14 mins 50 secs	4
16	ANNAM ARCHITA	189X1A0558	189X1A0558@g	Finished	1/3/2020 14:03	1/3/2020 14:16	12 mins 36 secs	3.5
17	JEETRE RAMYASREE	189X1A0561	189X1A0561@g	Finished	1/3/2020 14:01	1/3/2020 14:15	14 mins 6 secs	6.5
18	KURAPATI KALYANI	189X1A0565	189X1A0565@g	Finished	1/3/2020 14:02	1/3/2020 14:17	14 mins 51 secs	4
19	LAGISETTY SRI NAGA VARSHITHA	189X1A0569	189X1A0569@g	Finished	1/3/2020 14:02	1/3/2020 14:17	14 mins 27 secs	6
20	M CHARANYA	189X1A0570	189X1A0570@g	Finished	1/3/2020 14:01	1/3/2020 14:16	14 mins 59 secs	6
21	MADIREDDY PRANAVI	189X1A0576	189X1A0576@g	Finished	1/3/2020 14:02	1/3/2020 14:17	14 mins 58 secs	6
22	MUNAGALA SIREESHA REDDY	189X1A0581	189X1A0581@g	Finished	1/3/2020 14:01	1/3/2020 14:16	14 mins 39 secs	5.5
23	NANDIRAJU VENKATA SRIBHAVANA	189X1A0582	189X1A0582@g	Finished	1/3/2020 14:02	1/3/2020 14:16	14 mins 52 secs	6.5
24	PAINTI RAMALAKSHMI	189X1A0583	189X1A0583@g	Finished	1/3/2020 14:01	1/3/2020 14:16	15 mins	3
25	ARAVIND GANGISETTY	189X1A0586	189X1A0586@g	Finished	1/3/2020 14:02	1/3/2020 14:14	12 mins 6 secs	6
26	KAMATHAM MANI KANTA	189X1A0590	189X1A0590@g	Finished	1/3/2020 14:03	1/3/2020 14:17	14 mins 16 secs	5.5
27	KURAPATI PRAVEEN KUMAR	189X1A0595	189X1A0595@g	Finished	1/3/2020 14:04	1/3/2020 14:14	10 mins 24 secs	4.5
28	M S MADHAVAN IYER	189X1A0599	madhavaniyerms@	Finished	1/3/2020 14:02	1/3/2020 14:12	9 mins 40 secs	7.5
29	PEMMAKA PARAMESWAR REDDY	189X1A05A6	189X1A05A6@g	Finished	1/3/2020 14:04	1/3/2020 14:12	8 mins 10 secs	6
30	B SONA NIKITHA	189X1A05A8	bsonanikitha333@	Finished	1/3/2020 14:03	1/3/2020 14:13	10 mins 16 secs	5.5
31	KAMISETTY LIKHITHA	189X1A05B0	189X1A05B0@g	Finished	1/3/2020 14:01	1/3/2020 14:16	15 mins	3
32	VEMAGADDA REVATHI	189X1A05B3	189X1A05B3@g	Finished	1/3/2020 14:02	1/3/2020 14:17	14 mins 37 secs	6
33	JAYAVARAM SAI GOWTHAM	189X1A05B4	189X1A05B4@g	Finished	1/3/2020 14:03	1/3/2020 14:15	11 mins 43 secs	6.5
34	MEKALA VENKATA SAI SUMANTH	189X1A05B6	189X1A05B6@g	Finished	1/3/2020 14:03	1/3/2020 14:14	11 mins 32 secs	5.5
35	PONNURU THRILOK	189X1A05B7	189X1A05B7@g	Finished	1/3/2020 14:03	1/3/2020 14:17	14 mins 28 secs	6.5
36	NOOKALA MAHALAKSHMI	189X1A05B8	189X1A05B8@g	Finished	1/3/2020 14:02	1/3/2020 14:16	14 mins 7 secs	5.5
37	RANGA SUBHE SIRISHA	189x1a05b9	189X1A05B9@g	Finished	1/3/2020 14:04	1/3/2020 14:19	14 mins 36 secs	6.5

38	NARSING UJWALA	189X1A05C1	189X1A05C1@g	Finished	1/3/2020 14:02	1/3/2020 14:17	15 mins 1 sec	6.5
39	PERAPOGU SANDHYA	189X1A05C5	189X1A05C5@g	Finished	1/3/2020 14:03	1/3/2020 14:18	15 mins	4
40	PERIMILA NEERAJA	189X1A05C6	189X1A05C6@g	Finished	1/3/2020 14:02	1/3/2020 14:11	9 mins 40 secs	7.5
41	POLIDASU HARSHITHA	189X1A05C7	189X1A05C7@g	Finished	1/3/2020 14:02	1/3/2020 14:17	15 mins	6.5
42	RAJA GAYATHRI	189X1A05D2	189X1A05D2@g	Finished	1/3/2020 14:01	1/3/2020 14:14	12 mins 57 secs	5
43	REGULA BALA ADYA	189X1A05D4	189X1A05D4@g	Finished	1/3/2020 14:02	1/3/2020 14:17	15 mins	8
44	Safiya Samreen	189x1a05d5	189X1A05D5@g	Finished	1/3/2020 14:03	1/3/2020 14:15	11 mins 52 secs	7.5
45	SHETTY NAGA SHARANYA	189X1A05D9	189X1A05D9@g	Finished	1/3/2020 14:02	1/3/2020 14:16	13 mins 56 secs	7
46	SUGALI NADITHA BAI	189X1A05E1	189X1A05E1@g	Finished	1/3/2020 14:03	1/3/2020 14:18	15 mins	5
47	SUNIL	189X1A05G3	CSE junil@g	Finished	1/3/2020 14:02	1/3/2020 14:13	11 mins 13 secs	5.5
48	VEMAREDDY REVANTH KUMAR REDDY	189X1A05G5	189X1A05G5@g	Finished	1/3/2020 14:03	1/3/2020 14:13	10 mins 9 secs	7
49	SUDDULA PRADEEP	189X1A05G8	189X1A05G8@g	Finished	1/3/2020 14:03	1/3/2020 14:16	12 mins 56 secs	6
50	THONDAM PRABHAS	189X1A05G9	189X1A05G9@g	Finished	1/3/2020 14:02	1/3/2020 14:17	14 mins 59 secs	5.5
51	PALUTLA ANUSHA	189X1A05H1	189X1A05H1@g	Finished	1/3/2020 14:02	1/3/2020 14:17	14 mins 52 secs	7.5
52	REVANUR SUPRAJA	189X1A05H2	189X1A05H2@g	Finished	1/3/2020 14:01	1/3/2020 14:16	14 mins 29 secs	7.5
53	V CHANDRIKA	189X1A05H3	189X1A05H3@g	Finished	1/3/2020 14:02	1/3/2020 14:17	14 mins 54 secs	6.5
54	M PAVAN KUMAR	189X1A05H5	189X1A05H5@g	Finished	1/3/2020 14:02	1/3/2020 14:17	15 mins 15 secs	9
55	THELIKI BALA RAJU	189X1A05H7	189X1A05H7@g	Finished	1/3/2020 14:03	1/3/2020 14:12	9 mins 15 secs	5.5
56	G ROHITH REDDY	189X1A05H9	hithreddy151220(	Finished	1/3/2020 14:04	1/3/2020 14:20	15 mins 1 sec	7.5
57	J.Maruthi	199x5a05j2	janjalamaruthi777	Finished	1/3/2020 14:03	1/3/2020 14:17	14 mins 31 secs	5.5
58	G. Jithendra Varma	199x5a05j5	ithendravarma143	Finished	1/3/2020 14:03	1/3/2020 14:16	13 mins 12 secs	5
	Overall average							**5.97**