Knowledge is Power





#JUSTWISE

Show and Tell

Just of you



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1 Introduction – Show and Tell

Initial version

Technology (Programming) classroom lectures are delivered using "Show and Tell" method. Each concept is explained in the class by demonstrating developed programs or developing programs real time on a laptop connected to overhead projector.

Laptop is connected to Internet to facilitate problem solving and build that attitude by referring to online sites like stackoverflow.com.

Syntax or logical errors are purposely seeded, and students are expected to contribute to resolving them, thus encouraging a participative learning approach.

Version-2

Having ripped the fruits of Show and Tell method to teach Technology, it was further thought to enhance this to certain modules like "Software Project Management" and "Software Testing and Quality Assurance"

Based on the real-life application development case studies, Software Project Scheduling and Planning is demonstrated in the class. Risk Management including mitigation planning, Test strategy development, Test case development, Requirements to test case traceability gets demonstrated by motivating students to participate in the activity. Verification and Validation activities like reviews are conducted in the class where students are motivated to play different roles of relevant stakeholders.

Version-3

Integration of Generative AI in teaching "Technology" modules.

Faculties teaching "Technology" modules can take assistance from Integrated AI within various IDEs and seek numerous solutions to a single problem statement. Such IDEs generated code, documentation of code including Test Cases. This speeds up the ability of faculty in creating the program repository and demonstrating number of solutions to same problem statement.



2 What was the need and Why?

Problem Statement [Initial version]

It was noticed that "Teaching" pedagogy for "theory" classes of "Programming languages" was typically chalk and board sessions; Teachers used to teach concepts by writing relevant program statements on the boards and explain them; Students used to take notes and during **practical** sessions used to develop / write programs using installed IDEs, compile them and execute; This pedagogy posed number of problems

- a) Chalk Board sessions slowed the coverage of the subject;
- b) Demonstration was missing;
- c) Problem solving was missing;
- d) Engagement in class was minimal;
- e) Interaction was done only with selected few;
- f) Faculties were not hands on, which led to limited capability of faculty;
- g) Lack of repository;

Problem Statement [Version -2]

The sessions on Software Project Management and Software Testing and Quality Assurance were PPT based lectures with minimal attempt to make them demonstration based. Lectures were theoretical with students failed to visualize the concepts like

- a) ISO 9000, CMM certifications
- b) Quality Control and Assurance
- c) Verification, Validation and Testing
- d) Project Management
- e) Risk Management
- f) Test Management
- g) Defect Management
- h) Service Management
- i) Various metrices collated in life cycle



Problem Statement [Version -3]

Faculties teaching "Technology" typically limit themselves to a known solution to a given problem. This limits faculty's ability to demonstrate multiple ways to seek / resolve solutions. Once the repository is built, faculties resolve to stick to the same approach of taking similar set of programs limiting themselves to seek more examples or alternatives.

Integrating generative AI within IDE opens up an opportunity to eliminate the above limitations.

Using Integrated AI faculties depth and spread of solutions to a given problem multiplied leaps and bounds. For instance, one solution could be a simple non-recursive solution with more lines of code, whereas another solution of same problem could be using recursion. So, this increased the amount of repository getting discussed and covered in class for students, thus increasing the depth and spread of the given module.



3 Modus Operandi

Initial version

Every faculty responsible to teach Programming Language should

- Use equipped laptops with complete environment (IDE) installed;
- Demonstrate development life cycle
 - o Code
 - Compile
 - Removal of syntax errors
 - Execution;
- Entire programming language should be taught in class with demonstration;
- Syntax and Logical errors should be purposely introduced and students should be challenged to identify and fix the same;
- Refer different online reference material (stackoverflow.com) and demonstrate problem solving.
- OpenS ource IDEs like CodeBlocks, Brackets should be installed.

<u>Teachers should be ready with all the specimen programs; It is expected that execution</u> path of each and every demoed program is discussed;

Version-2

Faculty responsible for teaching SPM and STQA modules should

- Create number of real life case studies
 - Existing mini-projects decided by students could be considered for discussions
- Motivate students to capture "Requirement" through discussions where faculty can play a role of customer point of contact / Business owner.
- Demonstrate the creation of Requirements Specification using appropriate template.
- Demonstrate the creation of Test Strategy / Plan document
- Demonstrate the creation of Test Cases using the captured requirements



- Demonstrate V&V process for the artifacts created
- Capture Risks and discuss mitigation
- Demonstrate creation of Project schedule [typically do it for some mini project identified by students.

4 Samples

Initial Version

Below table provides a list of programs demonstrated / developed to conduct a lecture of Java for Semester-I (MCA); Please note that this is not an exhaustive list and the detailed list of programs could be found on OneDrive.

Sub Folder Name	Program Name	Description
		Creation of a class from .java file; Creation of two
Tutorial_01	Ex0101.java	classes from single .java file
	Ex0201.java	Object creation and invoking instance method
	Ex0203.java	Static methods
	Ex0204.java	Invoking static methods
	Ex0205.java	Strings in java, string concatenation
	Ex0206.java	Variables and using System.out.println
	First.java	Creating empty classes
	First_01.java	Significance of main method in the class
	Second_01.java	Main method and main method (special method)
Tutorial_02	Dog_01.java	Instance variables, class, creating an object
		Instantiating an object and initializing instance
	Dog_02.java	variables to some values
	Dog_03.Java	Creating multiple objects to same class
		Creating objects, initializing instance variables and
	Dog_04.java	printing values of instance variables
	Dog_05.java	Creating objects, invoking instance methods
	Dog_06.java	Creating objects, invoking instance methods
	Dog_07.java	Reference of one object to another
	Dog_09.java	Concept of constructors
	Q0019.java	Scope of variables



	Q0020.java	Scope of variables
	Q0021.java	Scope of variables
	Q0022.java	Static vs Instance(non static)
Tutorial_03	Animal.java	Inheritance concept
	Animal_01.java	Inheritance (method overriding)
	Animal_02.java	Use of super
	Animal_03.java	Method overloading
	Ex0401.java	Inheritance
	Q0026.java	Multiple Inheritance (grand-child, child, parent)
	Q0027.java	Overriding, overloading and multiple inheritance
	Q0028.java	Overriding, overloading and multiple inheritance
		Creating object (display instance variable without
	Student.java	initializing to any values)

Below table provides a list of programs demonstrated / developed to conduct a lecture of Mobile Application Development for Semester-III (MCA); Please note that this is not an exhaustive list, but path of the same are provided on GitHub repository

Mobile Application Development

Program App Location	Program name	Description
https://github.com/kavitakamat175/AndroidPr	CalculatorApp	Program to create Simple
ojects/tree/main/CalculatorApp/app/src/main		Calculator
https://github.com/kavitakamat175/AndroidPr	ConstraintLayout	Program to demonstrate
ojects/tree/main/ConstraintLayoutDemo/app/s	Demo	Constraint Layout i.e.
<u>rc/main</u>		ViewGroup
https://github.com/kavitakamat175/AndroidPr	CustomViewDemo	Program to demonstrate user
ojects/tree/main/CustomViewDemo/app/src/m		defined View
ain		
https://github.com/kavitakamat175/AndroidPr	DatabaseDemo	Programs to demonstrate
ojects/tree/main/DatabaseDemo/app/src/main		database handling in SQLite



https://github.com/kavitakamat175/AndroidPr	FragmentLifeCycle	Program to demonstrate
ojects/tree/main/FragmentLifeCycle/app/src/		Fragment Life Cycle.
main		
https://github.com/kavitakamat175/AndroidPr	FirebaseDemoApp	Firebase database NoSQL
ojects/tree/main/FirebaseDemoApp		database
https://github.com/kavitakamat175/AndroidPr	Login and	Designing Login and
ojects/tree/main/LoginRegistration/app/src/ma	Registration Page	registration pages and doing
in	Арр	validation
https://github.com/kavitakamat175/AndroidPr	Implicit Intents	Navigating among activities
ojects/tree/main/ImplicitIntents/app/src/main	_	using intents
https://github.com/kavitakamat175/AndroidPr	ScrollView	Demonstration of scroll view
ojects/tree/main/ScrollViewDemo/app/src/mai		and vertically scrolling the
<u>n</u>		main activity
https://github.com/kavitakamat175/AndroidPr	DateTimePickerApp	Call DatePickerDialog and
ojects/tree/main/DateTimePickerDemo/app/sr		TimePickerDialog to select
<u>c/main</u>		date and time
https://kesorgin.sharepoint.com/:f:/s/MCA202	ContextMenuApp	Demonstration of menus in
<u>3-</u>		android
25Batch/EkXVUTZNm81PsQUN9wBij1EB2		
<u>KJ8xmz5t5lMbRqflguYA?e=DcwFP8</u>		
https://kesorgin.sharepoint.com/:f:/s/MCA202	DialogsDemo	AlertDialog app
3-25Batch/EgbG_j1Sr3FHnPo-		
OBeuSU8BpftB9DNUK5n42RsVxNLcYg?e=		
<u>xxqF4x</u>		

Below table provides a list of programs demonstrated / developed to conduct a lecture of Angular for Semester-II (MCA); Please note that this is not an exhaustive list, but path of the same are provided on OneDrive

Angular Programs

Program App Location	Program name	Description
https://kesorgin.sharepoint.com/:f:/s/MC	AngularApp	Multiple web pages like contact
<u>A2023-</u>		us, about us, and many other
25Batch/EltSaXJBkoVMsNcDD-		things demonstrated in this
cUWB8BglDob6Tg8JI4DWpaqee4TQ?		website
<u>e=HOB7sV</u>		



https://kesorgin.sharepoint.com/:f:/s/MC	Dependency	Dependency Injection and
<u>A2023-</u>	Injection	Services are interrelated
25Batch/EsZLPGnFdWVCm1GRz55_H		explained here in angular
lsBQyikhowz1f3kCAPI6R7_xw?e=YE		
<u>NSpP</u>		
https://kesorgin.sharepoint.com/:f:/s/MC	Form Validation	Web app to check validations on
A2023-		form.
25Batch/EknFk1P9VBdCnJzYDZDX3II		
BBAoeKc3dZdmD1LqIvipmAg?e=Zffn		
DK		
https://kesorgin.sharepoint.com/:f:/s/MC	QueAns	University Questions solved in
A2023-25Batch/EqFj-	-	this web app
mp7sk5Os83V_RCFHnMBjYXtCK0Y8		
r8WiZ87yEM-JA?e=zug4AF		

Version 2

Below is a specimen Case Study drafted by the faculty for the discussion and demonstration purpose.

Example Case Study

Development of <u>Rejection Analysis System</u> for a Plastic component manufacturing Unit; Plastic Component manufacturing unit comprises of Plastic blow moulding machines which are used to produce Plastic boxes, vessels of different sizes and colors; As a manufacturing process, Plastic powder and color pigments are inserted in the blow moulding machine after fixing an appropriate mould. Based on the mould relevant shaped/sized box, vessel is produced. Machine is operated by operators and it produces few hundred pieces per hour.

A Quality Control department within the manufacturing unit is responsible to check the quality of each and every component produced by blow moulding machines; There are certain parameters identified by QC department and accordingly every component is verified; If the components do not pass the parameter, the component is rejected and taken out. For every type of rejections there is a separate container in which rejected component for that reason is taken out. All the rejected components are sent back for recycling. Shredding machine shreds the component into fine powder and this powder is reused again for production;



A computerized system needs to be developed which will capture the reasons of rejections; A report needs to be generated everyday which will produce reason wise scrap generated in KGs;

Following User Interfaces are required

- a) Maintenance (Add/Update/Inquire) of Component Master comprising of basic fields like component code, color code, description, weight (in gms), etc
- b) Maintenance of color master fields like color code, description
- c) Maintenance of rejection code Rejection code, description of rejection
- d) Enter transactions by QC department after QC activities
 - a. Component code, color code, Rejected (Y/N), if rejected enter the rejection code;
- e) Produce report at the end of day to print following information
 - a. Component / color wise Summary in terms of numbers rejected due to different reasons
 - b. Rejection Reason wise summary of total cumulative weight

Demonstration of creating a Test Plan for above Case study

Demonstration of creating Test Cases for above Case study.

Version 3

Below are video clips of specimen integration of Generative AI with IDE.







5 Outcome

- Sessions / Lectures are more engaging;
- Improved skills and delivery capabilities of faculties
- Improved skills of students
 - Participation in State/National level Codethons/Hackthons, competitions
 - Increased Contribution of students on online discussion forums
 - Students enhanced

Student presenting below topic at SMART PCMC Innovation Ideas at PCCOE Hackthon.



Pratibha Institute of Business Management

Group 4 :ISP141 Assessing Performance of Biogas from Human Waste

By: Miss. Sajiri Shivyogi Miss. Arti Chotaliya

Mentor Prof. Kavita Divekar



Students winning at SMART PCMC Innovation Ideas at PCCOE Hackthon









Receiving first Prize at Kaveri Hackathon





Special Recognition at Hackthon in Zeal Institute





Student contributing to LeetCode

Explore Problems Contest	Diacuss Interview V Starn V	Register or Sign in anemic
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Statements	Minimum Number of Moves to Seat Everyone	3-days ago
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An Padestana 111 Shaar mare	Find Minimum Operations to Make All Elements Divisible by Three	5 days ago
	Zigzag Conversion	6 days ago
	Minimum Operations to Exceed Threshold Value I	7 daya ago
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	Split a String in Balanced Strings	0 slava ago
	Reformat Phose Number	10 days ago
	Capitalize If a Title	Ti daya ago
	Reformat Date	12 days ago
	Largest 3-Same-Digit Number in String	13 daya ago
	Check if Numbers Are Ascending in a Sentence	14 days ago
	Split Strings by Separator	75 days ago
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Student contributing to Stackoverflow.com

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Specimen Student Repository on GitHub









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Student contribution on Jenkin's Community

📃 🧌 Jenkins	Documentation GitHub Chat Spartup
@ Topics	Inquiry regarding jenkins agent image which supports kubernetes
W Leaderboard	Version 1.25
- Categories	Misi 29
Blog & News	Jenkins version 2 348
Using Jankins	I was using jenkins on AWS EKS k8s 1 22 and builds are working fine, now with the k8s 1.25
Contributing	version upgrade, Builds are failing with the "Cannot connect to docker datemon" i understand eks 1.25 deprecated docker and instead using contained.
GSoC	My question is how are we building in Eks 1.25, can someone help me with the agent image? any
All categories	metris inginy appreciated.
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- Improved Quality of Projects [IVth and VIth Semester]



Positive feedback from Employer like Kaldin

